

Sample file

*Arkham Now* is published by Chaosium Inc.

*Arkham Now* is copyright as a whole  
©2009 by Chaosium Inc.; all rights reserved. Authors and artists otherwise retain copyright  
for their respective contributions.

*Call of Cthulhu*® is the registered trademark  
of Chaosium Inc.

Similarities between characters in *Arkham Now* and persons living or dead are strictly coincidental.

H. P. Lovecraft's works are copyright ©1963, 1964, 1965 by August Derleth and may be quoted for purposes of illustration. Any material concerning Shudde-M'ell and the Cthonians, and all other inventions of Brian Lumley as portrayed in his books, specifically *The Burrowers Beneath*, are used with his kind permission.

Cover painting copyright © David Grilla.

The reproduction of material from within this book for the purposes of personal or corporate profit, by photographic, electronic, or other methods of retrieval, is prohibited.

Address questions and comments concerning this book to  
**Chaosium Inc.**  
**22568 Mission Boulevard #423**  
**Hayward CA 94541-5116**

Chaosium publication 23116. Published in December 2009.

ISBN 10: 1-56882-321-5  
ISBN 13: 978-1-56882-321-8

Printed in Canada.



# Table Of Contents

**Introduction 05**

**Welcome to Arkham 06**

**Town Directory 12-14**

**Northside 15**

**Downtown 28**

**East-Town 45**

**Merchant Section 51**

**Rivertown 67**

**Miskatonic University Campus 71**

**French Hill 104**

**Uptown 111**

**The Outskirts 123**

**Lonely Hearts (Taste Great) 132**

**Lost in a Book 138**

**I Did What The Virgin Asked 153**

Sample file

---

# INTRODUCTION

This book, like so many publications in the role-playing game industry, has been a labor of love to write for your enjoyment and use. Even so, the authors felt a sense of trepidation in creating it: after all, it updates to modern times the famous and fabled city of Arkham, about which so much has been written by many talented and diverse hands. And of course, both the principal authors of this book hold in highest esteem the original *Arkham Unveiled* (since retitled *H.P. Lovecraft's Arkham*), penned by Keith Herber. We were very aware as we wrote each line of *Arkham Now* that many *Call of Cthulhu* players would be looking to Herber's original to measure the present effort. We hope this latest Arkham for the 21st century will fill readers with a sense of fun and wonder in some measure approaching Herber's original. Certainly our own copies of *Arkham Unveiled* are dog-eared, cola-stained, and spine-creased after many years of use; it is our hope that the present book will be similarly exposed to years of use by those who enjoy the *Call of Cthulhu* role-playing game.

We have made a conscious effort to make this book as timely as possible; rents, mortgages, salary rates, and the like are left purposely vague since these things change as years go by - this is no longer a city frozen in time, but yours to move into the future. Any of this information will be common knowledge to the Keeper, or easily found online. This should allow the book to stay relevant for many years.

Both principal authors of this work live and work in the heart of Lovecraft Country — we are trying to give the reader a feel of what this part of the world looks and feels like now; which is nothing like when Lovecraft took bus tours through the area. This is not a place that Howard would have enjoyed, with the urban sprawl devouring everything in sight. Massachusetts' liberal bent in all matters political and social would likely unnerve the staunch conservative from Providence. He would have felt more an "outsider" than ever before.

As with *Arkham Unveiled*, use as much or as little of the town as you would like. Even with the suburban sprawl of modern times, there is still plenty of open space and creepy little corners for anything that you can come up with, feel is missing, or occurs after this book is published. The authors wish to thank Lynn Willis and Chaosium for offering us the opportunity to pen this work, Keith Herber for giving us such a wonderful 1920s Arkham to inspire us, Sandy Petersen for creating the game we so enjoy, the old gentleman H.P.L. himself for starting this Cthulhu Mythos business in the first place, and of course our fellow *Call of Cthulhu* devotees, wherever you are.

See you in Arkham!

*Brian Courtemanche and Matt Sanborn*  
*Lovecraft Country, Massachusetts*

# Welcome to Arkham

## ORIENTATION

Most residents believe there is only one horror lurking in this legendary haunted town – the urban sprawl slowly eroding Arkham’s old New England beauty. Rushing by neon signs and mega-marts on a quest to obtain more material possessions, almost no one has time to notice the more disturbing, underlying qualities of the city – the grotesque vegetation sprouting in some places, the sometimes odd taste from the reservoir’s drinking water, the disturbingly high rate of birth defects, the too frequent child abductions.

Those who begin to make inquiries are usually scoffed at by citizens, rebuffed by local and state officials. The truly brave have continued to put the pieces together, posting their thoughts on the Internet. Many of these individuals drop off from cyberspace eventually – often due to the effects some of these discoveries can have on one’s mental health.

Though they would never admit it, many of the long time residents of Arkham know there is something not quite right about their town...

## LOCATION

A short drive 40 minutes northeast of Boston, Arkham is located along state Route 1-A, itself an exit off highway Route 128. Route 128 in Massachusetts is synonymous with industrial and commercial growth, as well as occasional traffic gridlock. The highway has transformed small, placid, classic New England towns such as Arkham into busy suburbs cluttered with modern commercial architecture and business concerns. Much of Arkham’s semi-rural charm and colonial ambiance has been forever lost to the march of progress and the drone of highway traffic. Boston’s Logan International Airport serves as the region’s gateway to the world, although smaller personal and corporate aircraft make regular use of the nearby Arkham and Beverly airfields. The MBTA (Massachusetts Bay Transportation Authority) runs six trains daily to Arkham during weekdays, and two during the weekend.

## ARKHAM SINCE THE 1920s

The Great Depression of the 1930s crushed upon New England much like it did to the rest of the country. Hundreds of textile and manufacturing jobs vanished and factories were closed overnight in some cases. Daily wages plummeted for those who could maintain some form of employment; many Arkhamites lost their homes and businesses. President Roosevelt’s WPA programs did boost the economy; several public schools were built and retaining walls were constructed along portions of the Miskatonic River.

By the time of the Second World War, Arkham was on its way to a full recovery.

Empty factories reopened as munitions and equipment plants for the war effort, employing hundreds. Most of Arkham’s young men served in the war; those who survived the conflict gained valuable skills and a drive to build themselves and their communities upon their return to civilian life. Many took advantage of the G.I. Bill to earn degrees at Miskatonic University, reaping the benefits of higher education. Higher incomes meant better professions and higher wages; small ranch style homes began springing up in the suburbs that were rapidly replacing the farms and woodlands surrounding downtown Arkham.

Arkham’s growth remained steady with the rest of the country for the next two decades through the Sixties and Seventies. In February of 1978, under a full winter moon, a brutal north-eastern blizzard hit the northeast, bringing Massachusetts to a virtual standstill. Arkham lost its power for two days and the public schools remained closed for two weeks. Many of Arkham’s antique homes and buildings sustained damage to their roofs; basements flooded as pipes froze then burst. Three people were killed by the storm, four elderly people died of malnutrition, and three babies were born at home over that amazing half-month period. Governor Michael Dukakis declared a state of emergency. Highways were shut down and only essential public safety personnel were allowed on the streets. Plowing began once the snow stuck to the ground, but stopped after whiteout conditions came upon the Commonwealth quickly. Anyone who can remember the storm now stocks heavily for the slightest dusting. Grocery stores are always packed with shoppers before any report of snow.

Arkham and neighboring communities were considered a Federal Disaster Area, receiving millions of dollars in funding. This stimulated an economic rebirth and the city began to grow rapidly. Business began to arrive; adroit maneuvering by the mayor at the time, John Ryan IV, lured early software companies to town and connected them with the University. Most of the



city's technological advances spring from the University thanks to this move.

## POPULATION TODAY

Presently Arkham has 24,587 full time residents; with a population of over 30,000 when Miskatonic is in fall and spring session. Over five hundred students spend the summer in town, rooming in designated campus dormitories. They are employed by the University, staffing offices, landscaping the campus, and performing other odd-jobs for low pay and free housing.

## WHAT'S NEW IN TOWN

There's plenty of new in Arkham now: Civic Center, T-Stop, Shopping strips, malls and mega-marts, more streets, and a lot more traffic. Most of these additions are sucking the very soul out of the city. The city also seems to have way too many streetlights; and it seems every one of these lights has a homeless or unemployed person underneath them, selling papers or trying to wash car windows during stopped traffic.

## ATMS

Money machines are ubiquitous throughout the downtown; many of the larger stores have ATMs inside. Individuals withdrawing from machines not owned by their bank will almost always be charged a transfer fee.

## COBBLESTONES OF ARKHAM

Arkham was originally built for horse and buggy; streets are twisting and narrow yet still run two ways, leading routinely to interesting automobile maneuvers and mishaps. Many of the roads are asphalt poured over the original cobblestone streets. Many potholes appear each spring; depending on the town's financial situation, they may or may not be filled. It is not uncommon to discover the cobblestones themselves popping up through the streets and even more often, the sidewalks. Local garages make good money replacing automobile suspension parts, and a few twisted ankles are credited to the cobblestones downtown every year.

## MASSACHUSETTS WEATHER

In almost no other part of the country are the seasons so defined, dramatic, and beautiful. Spring is mild, gentle and life blooms brightly anywhere one looks. Summer is hot, oppressive and verdant, with spectacular thunderstorms bombarding the valley several times a summer. Autumn is the most vividly splendid season as the region's world-renowned foliage earns its reputa-

tion – spectacular patches of auburn, crimson, bright orange and golden yellow leaves hang from the trees from mid-September until mid-October. By early November all these trees are barren and take on an eerie feel carried over from the Halloween season. Winter is dazzling with its deeply brutal cold, the skin-reddening winds, and the brilliantly bright blizzards that occur a minimum of three times during the season.

A hallmark of New England's weather is its sudden changeability: temperature rises or drops of 30 degrees in an hour are not unknown; fierce storms at mid-day give way to brilliantly sunny skies by late afternoon, and vice versa. An old saying in the region has much truth: "if you don't like the weather, wait a minute."

## WINTERFEST AND SPRING CARNIVAL

Gone now are the traditional Winterfest and Spring carnivals, which were annual traditions for almost a century. There is very little interest with this type of community activity anymore, and by 1999, the town ended both as another cost cutting measure. Following the examples of other Massachusetts towns, Winterfest is being considered for return by the city council.

## COST OF LIVING

Transplants to this part of the country are often shocked and dismayed by the high cost of living in Massachusetts: about 40% above the national average; home prices within this region go for as much as 50% above the national rates. The closer one gets to Boston, rates rise accordingly. Massachusetts, while often picturesque and soaked with history, is seldom cheap. On starting salaries, many young Arkhamites can't afford to live in the town they grew up in.

## EMPLOYMENT

The explosion of big-box super-stores and national chains popping up all over town mean that finding a job here is fairly easy. Finding meaningful, well-paying, self-respectful employment is another story. Many Arkhamites who make a decent living ride the train into Boston to their workplace, or drive as much as an hour each way to a well-paying job.

## CRIME, CRIMINALS, AND EVIL

Like any good-sized New England town, Arkham has crime. The weekly police blotter published in the Advertiser typically lists arrests stemming from drug possession, drunken driving, and domestic disputes.

# WELCOME TO ARKHAM

Occasionally a more shocking crime occurs, such as a suicide or stabbing or rape. Internet crimes such as illegal gambling, possession of child pornography, or solicitation of minors over the Web are still rare but are on the rise in Arkham. Many of Arkham's youth are fairly affluent, and know where to acquire booze and illegal drugs, leading to problems.

The town has its share of undesirables, some known to authorities while others hide well behind an insulating veneer of power or respectability. Some of them you will meet in the pages that follow.

## ILLEGAL DRUGS IN ARKHAM

The drug of choice in town, as throughout the country, is marijuana. The ripened female buds of the cannabis plant give the user a feeling of comforting bliss when consumed, along with auditory hallucinations, the distortion of time, and fits of mad laughter. The drug is not for everyone however. Some people may experience side effects ranging from mild paranoia to catatonia to hysterical and uncontrollable laughter. The most usual unpleasant side effects are a parched mouth and dry eyes.

Occasionally the locally infamous Arkham Bud - grown secretly near the town reservoir - gives people an incredibly long and hallucinatory high. Staring out into the river is a particular fascinating experience during these times. The buds of this plant are an odd shape and have a weird purplish hue, with many thin leaves jutting off near the stem. This particular type of marijuana is very popular with professors and students alike at M.U.

LSD is always a favorite with students and young adults. This drug has the penchant for opening up the mind to the dream waves of the Old Ones. More than one individual has gone mad from the nightmares that forced their way into sleeping world.

### A NOTE TO KEEPERS

If any of this information conflicts with the setting you have established in your own Arkham campaign, alter what is written here to your history. (For example, if Pin Liou has died, buildings have burned down, the Keziah Mason witch cult is gone, massive disasters have occurred, Laban Shrewsbury is dead, etc. - so be it. We have tried to leave this book open enough that you will be able to alter things easily).

All that follows below is for the eyes of Keepers only.

## THE EVIL COVEN

Following the destruction of the Witch House (and the magical gate therein) in 1931, the immortal witch Keziah Mason was barred from entering this world. Left

leaderless, her coven eventually dispersed. Recently, however, a foolish mortal has successfully undertaken the task of re-opening the gate that allows Keziah to return.

The thirteen present coven members are: leader Keziah Mason, Rachel Stratton, Edward Atkins Johnston, George Atwell, Brian Dexter, Elizabeth Olney, Ralph Piper, Elijah Blood, Daniel Hinckley, Vincent Barron, Charles Fletcher, Joshua Osborne and Jennifer Tilstrom.

### RACHEL STRATTON, graduate student, age 23

STR 9    CON 12    SIZ 11    INT 16    POW 13  
DEX 13    APP 15    EDU 19    SAN 25    HP 12

**Damage Bonus:** none.

**Weapons:** none.

**Spells:** Create Gate.

**Skills:** Archaeology 40%, Astronomy 20%, Cthulhu Mythos 10%, Hide 70%, History 80%, Library Use 85%, Listen 65%, Occult 45%, Persuade 75%, Sneak 70%, Psychology 65%, Spot Hidden 65%.

Rachel is a graduate student at Miskatonic University, specializing in Early New England folklore. During a study of the Witch House, she stumbled across information pertaining to the gate that allowed Keziah Mason entry into this world. Drawn to the notion, Rachel became obsessed with the idea until, finally, she succeeded. Initiated into the newly-resurrected coven, her cult name is Nominon.

### KEZIAH MASON, immortal witch

STR 14    CON 15    SIZ 10    INT 21    POW 23  
DEX 14    APP 8    EDU 25    SAN 0    HP 13

**Damage Bonus:** +1D4.

**Weapons:** Butcher Knife 65%, damage 1D6+db.

**Spells:** Contact Nyarlathotep (at will, and without cost of magic points), Create Gate, Dread Curse of Azathoth, Enchant Pipes, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, Worms.

**Skills:** Astronomy 50%, Cthulhu Mythos 85%, Estimate Gate 85%, Fast Talk 70%, Hide 65%, History 50%, Kidnap 60%, Occult 70%, Organize Cult 80%, Persuade 85%, Pharmacy 75%, Poisons 75%, Psychology 50%, Sneak 30%.

**Sanity Loss:** 0/1D4.

Keziah wasted no time in re-organizing her coven. Her cult name is Nahab. Keziah can drag victims into other space/times against their will (POW vs. POW on the Resistance Table).

### BROWN JENKIN, Keziah Mason's loathsome familiar

STR 3    CON 5    SIZ 3    INT 14    POW 12  
DEX 18\*    EDU 3    SAN 0    HP 4

\*has four tiny human hands in place of paws.

# WELCOME TO ARKHAM

**Damage Bonus:** -1D6.

**Weapons:** Bite 80%, damage 1D2.

**Skills:** Gnaw 65%, Hide 85%, Listen 70%, Scuttle 75%.

**Sanity Loss:** 0/1D4 Sanity points to see Brown Jenkin.

Never far from Keziah's side, the thing known as Brown Jenkin performs errands for its crone mistress, often in the capacity of spy and messenger.

**EDWARD ATKINS JOHNSTON, bank president, age 46**

STR 13    CON 11    SIZ 12    INT 15    POW 16  
DEX 10    APP 13    EDU 16    SAN 80    HP 12

**Damage Bonus:** +1D4.

**Weapons:** Knife 75%, damage 1D4+2+db.

Fist/Punch 80%, damage 1D3+db.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 70%, Bargain 45%, Conceal 65%, Credit Rating 75%, Cthulhu Mythos 10%, Fast Talk 45%, Own Language (English) 90%, Persuade 65%, Psychology 45%, Sneak 40%.

Edward Johnston is the great grandson of William Danvers Johnston, Keziah Mason's lieutenant in 1928. Johnston is 46 years old, and president of the Arkham National Bank. His cult name is Nimorup.

**DANIEL HINCKLEY, firefighter, age 32**

STR 14    CON 15    SIZ 15    INT 13    POW 15  
DEX 13    APP 11    EDU 13    SAN    HP 15

**Damage Bonus:** +1D4.

**Weapons:** Axe 60%, damage 1D6+1+db.

Crowbar 55%, damage 1D8+db.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Climb 75%, Electrical Repair 35%, First Aid 55%, Hide 30%, Jump 35%, Listen 45%, Locksmith 40%, Mechanical Repair 60%, Operate Heavy Machinery 55%, Sneak 35%, Spot Hidden 45%.

His cult name is Vovall.

**ELIJAH BLOOD, musician, age 21**

STR 13    CON 12    SIZ 13    INT 14    POW 13  
DEX 14    APP 12    EDU 11    SAN    HP 13

**Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 65%, damage 1D3+db.

Kick 45%, damage 1D6+db.

Guitar Smash 60%, damage 1D6+db.

**Spells:** Create Gate.

**Skills:** Bargain 40%, Climb 50%, Electrical Repair 40%, Fast Talk 35%, Listen 60%, Mechanical Repair 40%, Sneak 30%, Persuade 45%, Play Guitar 70%, Psychology 45%, Sing 45%, Spot Hidden 40%.

Elijah plays lead guitar for the Cane Toads. His cult name is Apollyon. He thinks he has the coolest-sounding cult name of all the coven members.

**RALPH PIPER, maintenance man, age 57**

STR 13    CON 15    SIZ 15    INT 15    POW 12

DEX 13    APP 12    EDU 13    SAN    HP 15

**Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 75%, damage 1D3+db

Grapple 60%, damage special.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Climb 60%, Computer Use 15%, Electrical Repair 70%, Electronics 40%, Locksmith 55%, Mechanical Repair 80%, Operate Heavy Machinery 55%, Spot Hidden 50%.

Piper works for Miskatonic University's Facilities and Property Management Office. His cult name is Cassiel.

**ELIZABETH OLNEY, homemaker, age 37**

STR 10    CON 13    SIZ 11    INT 14    POW 10

DEX 15    APP 13    EDU 14    SAN    HP 12

**Damage Bonus:** none.

**Weapons:** Bite 45%, damage 1D3.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 40%, Bargain 55%, Conceal 65%, Credit Rating 50%, Drive Automobile 55%, First Aid 50%, Listen 60%, Persuade 40%, Psychology 55%, Sneak 40%, Spot Hidden 50%, Swim 40%.

Olney's husband is an insurance broker. Her cult name is Kimaris.

**BRIAN DEXTER, bus driver, age 34**

STR 13    CON 13    SIZ 14    INT 12    POW 12

DEX 14    APP 10    EDU 12    SAN    HP 14

**Damage Bonus:** +1D4.

**Weapons:** none.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 60%, Drive Bus 80%, Electrical Repair 60%, Listen 55%, Mechanical Repair 60%, Navigate 50%, Persuade 55%, Psychology 45%, Spot Hidden 55%.

His cult name is Stolas.

**GEORGE ATWELL, undertaker, age 28**

STR 10    CON 10    SIZ 15    INT 15    POW 10

DEX 14    APP 11    EDU 16    SAN    HP 13

**Damage Bonus:** +1D4.

**Weapons:** none.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 60%, Bargain 55%, Biology 60%, Chemistry 40%, Conceal 55%, Credit Rating 65%, Drive Automobile 60%, Persuade 65%, Psychology 55%, Spot Hidden 65%.

Atwell works as a mortuary assistant at Wickman's Funeral Parlor. His cult name is Orax.

**VINCENT BARRON, punk, age 19**

STR 14    CON 13    SIZ 14    INT 12    POW 13

DEX 15    APP 12    EDU 10    SAN    HP 14

**Damage Bonus:** +1D4.

**Weapons:** Fist/Punch 75%, damage 1D3+db

Broken Bottle 50%, damage 1D6+db

Head Butt 35%, damage 1D4+db

Baseball Bat 50%, damage 1D6+db.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Bargain 30%, Climb 65%, Fast Talk 50%, Listen 50%, Psychology 30%, Sneak 35%, Spot Hidden 50%, Throw 35%.

Barron's cult name is Agares. Barron is essentially homeless and wanders Arkham's streets causing trouble. He is the "loose cannon" of the coven and may find himself unpleasantly eliminated if he steps over the line and compromises the group.

**CHARLES FLETCHER, dentist, age 52**

STR 10    CON 11    SIZ 13    INT 16    POW 14

DEX 11    APP 11    EDU 19    SAN    HP 12

**Damage Bonus:** none.

**Weapons:** none.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 60%, Bargain 55%, Chemistry 20%, Credit Rating 65%, First Aid 80%, Library Use 75%, Medicine 65%, Persuade 65%, Pharmacy 60%, Psychology 55%, Spot Hidden 75%.

Fletcher's cult name is Goap. Fletcher hates rival dentist Arvin Franklin (entry 126) and schemes to eliminate "the little freak" using his occult powers.

**JOSHUA OSBORNE, shipping clerk, age 28**

STR 14    CON 14    SIZ 15    INT 12    POW 12

DEX 11    APP 10    EDU 11    SAN    HP 15

**Damage Bonus:** +1D4.

**Weapons:** Axe 45%, damage 1D8+2+db.

Fist/Punch 75%, damage 1D3+db.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Accounting 35%, Bargain 30%, Climb 65%, Drive Truck 55%, Electrical Repair 35%, First Aid 55%, Jump 50%, Mechanical Repair 45%, Natural History 45%, Operate Heavy Machinery 45%.

Osborne's cult name is Furasas.

**JENNIFER TILSTROM, fearful crone, aged almost**

**100**

STR 4    CON 5    SIZ 7    INT 12    POW 16

DEX 7    APP 6    EDU 11    SAN    HP 6

**Damage Bonus:** -1D6.

**Weapons:** none.

**Spells:** Create Gate, Dread Curse of Azathoth.

**Skills:** Mumble Fearfully 88%, Regret Life Decisions 73%, Stare Morosely 94%.

Now in the extreme twilight of her long life and - Keziah Mason notwithstanding - the only surviving member from the coven's activities in the 1920s, Miss

Tilstrom never married and now lives in a nursing home. Her mind is quite gone, and she spends most of her time hunched in an oversized institutional chair, staring vacantly out the window, saying "My name is in his book" over and over again. Her cult name is Yula; if she is addressed by this name, Miss Tilstrom shrieks "He howls forever in darkness!" and lapses into a catatonia from which she never recovers.

## ARKHAM'S GHOULS

As more bodies fill the ground of Arkham, more ghouls come to dine. Gibbering and meeping, they continue clawing out their labyrinthine tunnels into the town's newer cemeteries. Reaching the coffins from below, the violations go undetected by those standing just a few yards above. The older cemeteries have been picked clean, but packs of these creatures do return there from time to time, looking for a new carcass to defile.

Ghoul tunnels run for miles underneath Arkham and for untold miles beneath the surrounding landscape. Packs of ghouls will occasionally travel some distance for a ritual or ceremony, quite often to Dunwich (some 50 miles away). These monsters always return to Arkham, feeling the pull of some instinct or energy indescribable and unknowable to sane humanity.

Very infrequently the ghouls will take a mentally vulnerable human into their confidence, in the hopes of gaining an ally. If it does not work out, the human may become just another meal. Those humans who do attain ally status typically perform favors for their "friends," the ghouls. In return, the ghouls may provide such things as material wealth plundered from tombs, secrets "from beyond the grave" the ally may use as blackmail, covert elimination of the ally's perceived enemies, etc. If at any point the ally becomes a liability to the ghouls, the "friend" is quickly abandoned or eaten.

Presently working at the Miskatonic University Medical Center (formerly St. Mary's Teaching Hospital) is Dana Minahan, a maternity ward nurse who is afflicted with ghoulish taint. Over her 15 years of employment she has swapped human babies with ghoulish children six times without incident. One family drastically affected by her actions is the Sheppards (see entry 807 and the scenario "You've Got Meal" for more information).

**AVERAGE ARKHAM GHOUL**

STR 16    CON 13    SIZ 13    INT 13    POW 13

DEX 13    APP --    EDU --    SAN--    HP 13

**Damage Bonus:** +1D4.

**Weapons:** Claws 30%, damage 1D6 + db.

Bite 30%, 1D6 + automatic worry.

**Armor:** firearms and projectiles do half of rolled damage; round up any fraction.

## “I DUCK INTO THE NEXT PLACE ON THE LEFT...”

Sometimes Investigators will wish to step into a random store or location to avoid being followed, or loiter before an appointed meeting, or just get out of the rain. When this happens, the Keeper can roll on this handy list of random locations. Although random encounters are the bane of Call of Cthulhu, sometimes the Keeper needs a random location, fast. This table should meet that need:

1. Chain coffee/doughnuts shop with drive-through
2. Bookstore (large chain store or small independent)
3. Chinese food restaurant
4. Mexican restaurant
5. Office supply store
6. Card/gift shop
7. Laundromat
8. Footwear store
9. Discount clothing store
10. Temporary employment agency
11. Parcel delivery service storefront
12. Fast food burger restaurant
13. Ice cream shop
14. Candies & gifts shop
15. Convenience store
16. Grocery mart (small) or supermarket (large, chain)
17. Mobile communications storefront
18. Furniture store
19. Hardware store
20. Travel agency
21. Vietnamese restaurant
22. Bar/pub
23. Daycare center
24. Walk-in medical clinic
25. Accountants office
26. Law office
27. Dentist office
28. Doctors office
29. Martial arts studio
30. Health club/gym
31. Pizza parlor/deli
32. Chiropractors office
33. Electronics suppliers
34. Gas station & mini-mart
35. Auto mechanic
36. Upholstery shop
37. Plumbing supplies
38. Art supply/crafts/framing shop
39. Notary Public/Justice of the Peace
40. Insurance office
41. Driving school
42. Cash advance/loans office
43. Auto parts supply
44. Italian restaurant
45. Car dealership (small or large)
46. Men's clothiers
47. Women's fashion clothiers
48. Health food store
49. Women's yoga/fitness center
50. Toy store
51. Bakery
52. Billiards parlor
53. Sporting goods store
54. Chain "family fare" sit-down restaurant
55. Liquor/beer/package store
56. Small trendy eatery
57. Magazine/newsstand/smoke shop
58. Pet store
59. Butcher shop
60. Asian grocery
61. Chain steakhouse
62. Secondhand clothing store
63. Military recruiter's storefront office
64. Jewelers
65. Bank/credit union
66. Fitness equipment store
67. Ticket agency
68. Motel (small) or hotel (large)
69. Model trains/hobby shop
70. Kitchen and home supplies
71. Seafood restaurant
72. Architects office
73. Political officeholder storefront office
74. Veterinarians office
75. Police substation
76. Florist
77. Storefront church
78. Barber/hair salon
79. Optometrist/eyewear seller
80. Pharmacy
81. Used book store
82. Cyclist shop (sales & service)
83. Real estate office
84. Dance studio
85. Tanning salon & hair removal
86. Wallpaper, paint, & flooring supply
87. Party supplies
88. Bridal boutique
89. Printing shop
90. Towing service
91. Trophies, screen printings & embroidery
92. Kennel
93. Limousine service
94. Pet supply store
95. Glass & windshield repair service
96. Self-storage facility
97. Yard & garden supply
98. Tree removal service
99. Photography studio
100. Office building

**Spells:** at Keeper's option, ghouls may know as many spells up to their intelligence score.

**Skills:** Arkham's Buried Secrets 50%; Burrow 75%; Climb 85%; Hide 60%; Jump 75%; Listen 70%; Scent Decay 65%; Sneak 80%; Spot Hidden 50%.

## NYARLATHOTEP IN ARKHAM

In the guise of the Black Man of the Woods, the God of a Thousand Faces would appear to local witches during the town's early history. For unknowable reasons, he periodically manifests in Arkham; his last appearance in town was the summer of 1933.



TOWN DIRECTORY

Establishment .....Entry#

**CHURCHES**

- Asbury Methodist
- Episcopal .....208
- Christchurch Episcopal ...439
- Congregation Bet Ve
- Shalom .....103
- First Presbyterian .....813
- Jehovah's Witnesses .....810
- Lighthouse Parish Center ..706
- Lord's Salvation Baptist ...307
- Mormon Meeting House ..232
- St. Michael's Catholic .....714
- St. Peter's Lutheran .....817
- Sacred Heart (abandoned) .907
- Unitarian Church .....303
- Vacant Church .....409

**CLUBS, ORGANIZATIONS**

- AAA North Shore .....438
- Arkham Club .....803
- Arkham Heritage
- Foundation .....711
- Elks Lodge .....206
- Eye of Amara Society .....909
- Knights of Columbus .....306
- Masonic Lodge .....105
- Miskatonic Valley Art
- Association .....221
- Pauper's Yacht Club .....508

**FOOD, ENTERTAINMENT**

- Arkham Convenience .....226
- Arkham House of Pizza ...702
- Arthur Lo's Wonderland ..120
- Choice Cuts Butcher Shop .220
- Dippin' Donuts .....123, 423

- El Cantina .....134
- Fresh Catch .....504
- The Grotto .....503
- Holiday Bakery .....441
- Holy Grounds .....707
- It Came From the Frialator .213
- Johansson's Putt Hut ....1016
- King Burger .....138
- Little Napoleon's Pizza ....119
- Manley Theatre .....109
- McBurger's .....437
- Melissa's Showplace .....304
- Mick E. Cheese's .....219
- Miskatonic Liquors .....227
- Miskatonic River Company 510
- Nellie's Candies & Ice Cream 214
- Neon Neptune's .....502
- New Bamboo Restaurant ..710
- New Desolate Highway
- Cafe .....131
- No Fat Chicks Chicken ....703
- O'Bannon's Bar and Grill .440
- Pumphouse Beerworks ...101
- Saladino's Italian
- Restaurant .....912
- Shalini's Indian Food .....422
- Waffle World .....903

**FUNERAL HOMES, ETC.**

- Arkham Monuments .....406
- Baker Funeral Home .....811
- Christchurch Cemetery ...917
- Hill Side Cemetery .....104
- Old Arkham Graveyard ...705
- Old Wooded Graveyard ...405
- Old Wooded Pond .....404
- Pet Cemetery .....904

- Potter's Field .....102
- Wickman Funeral Home ...210

**HOTELS, ETC.**

- Arkham Courthouse Apt's .212
- Arkham Hotel .....135
- Arkham Motel .....1010
- Blakeman House .....718
- Chelsea House Condos ....450
- Covenside Bed & Breakfast .713
- Essex Inn .....814
- Fountainview Apartments .910
- Gleason Building .....426
- Guardian Apartments ....107
- Hotel Miskatonic .....626
- Peabody Place Retirement ..507
- Pitt Apartments .....225
- Riverfront Condos .....410
- Saltonstall Manor Condos ..124
- Terrace Building .....112

**INDUSTRIAL, COMMERCIAL SERVICES**

- Arkham Aerosystems .....1015
- Arkham Industrial Park ..1018
- Bane Pest Control .....205
- BioTechne .....133
- Bio-theon .....448
- Blinko's Copy Center .....701
- Federal Parcel Service .....403
- Genetek .....511
- Janitorial Service .....207
- Home-Build-It .....202
- Mediplas .....127
- Miskatonic Flight Center .1014
- Northeast Plumbing
- Supply .....805

# WELCOME TO ARKHAM

Ranon .....1017  
 Recording Studio .....310  
 Synbiology Labs .....436  
 U-Need-It Medical Supply ..435  
 Williams Office Building ..126

## JOBS, PROFESSIONAL, HOBBIES

Aircraft Flight Instructor  
 Harold Hutchinson .....1014  
 Bail Bondsman  
 Will Murphy .....509  
 Banker  
 Lyman Frost .....804  
 Bioengineer  
 Paul Haig .....133  
 Criminals & Lawbreakers  
 Anna Daley .....709  
 Phon and Lin Dien .....913  
 Sin Fan .....911  
 Greg Morton .....308  
 Cryptozoologist  
 Dennis Freislinger .....816  
 Dentist  
 Dr. Arvin Franklin, D.D.S. .126  
 Dreamer  
 Dr. Laban Shrewsbury ....712  
 Driving Instructor  
 Mrs. Puffer .....806  
 Lawyer  
 Marsh & Associates .....110  
 P. Mearls .....812  
 Photographer  
 Griffin Matthews .....708  
 Private Investigator  
 Wayne Lamoda .....204  
 Psychic  
 Gretchen Fenton .....816  
 Sound Engineer  
 Max Brusatori .....310

Stonecutter  
 Duval Gaines .....406  
 Theatre Director  
 Lawrence Jago .....109  
 Ventriloquist  
 William Ingles .....914

## MEDICAL INSTITUTIONS

Larkin Institute .....902  
 Mental Health Center .....201  
 Pierce Convalescent Home .712  
 Veteran's Hospital .....129  
 Visiting Nurse Assoc. ....807  
 Whitechapel Terrace .....808  
 Women's Health Care .....209

## MISCELLANEOUS

Arkham Bowladrome .....506  
 Arkham Links Golf Course1009  
 Abandoned Slaughterhouse 512  
 Arkham Welcome Center ..203  
 Abandoned Storefront ....415  
 Fine Times Billiards .....137  
 M.S.P.C.A. ....901  
 Pump 'N Go .....235  
 New Wharf .....513

## NEWSPAPERS

Arkham Advertiser .....130  
 Arkham Gazette .....108

## PRIVATE HOMES

Crowninshield Estates ...1012  
 Dean Bellairs Residence ...815  
 Frieslinger and Fenton ....816  
 Frost Residence .....804  
 Pickering House .....302  
 Sheppard Residence .....801

Sherman Residence .....809

## PUBLIC BUILDINGS

Arkham Civic Center .....118  
 Parking Garage .....117  
 City Hall .....217  
 Police Headquarters .....228  
 Independence Square .....218  
 Public Library .....211  
 National Guard Armory ..216  
 Post Office .....229  
 Fire Department .....230

## SCHOOLS, EXHIBITS

Arkham Public High School407  
 Draper Public School .....715  
 Halsey Public School .....915  
 Hubbard Public School ...408  
 Jenkin Public School .....106  
 Manton Public School ....802  
 Wax Museum .....433

## SERVICES (Financial)

National Bank .....234  
 Northern Bank .....113  
 Stewardship Bank of Boston  
 905

## SERVICES (Personal)

3-2-1 Dance .....417  
 Arkham Quality Movers ..412  
 Arkham Real Estate .....704  
 Ballard Motors .....443  
 Beautiful You Spa & Tan ..444  
 Cap'n Jack's Boating Supply 505  
 Capone Exotic Autos .....434  
 Hypnotist's House .....301  
 Ice House Recordings .....310  
 The Last Tangle Salon ....446  
 Madame Vera's Tarot .....428

# WELCOME TO ARKHAM

Marsh & Associates Law ...110	Joker's Motley Costume Co. 111	<b>TRANSPORT, COMMUNICATION</b>
Premier Staffing Services ..136	Lee's Pawn Shop .....116	Arkham Airport .....1013
Scrub-a-Dub Laundromat .709	Mall at Miskatonic River ..1020	Arkham Community T.V. ...309
Sin Fan Laundry .....911	Meadow Hill District .....1007	Comfast Communications ..223
Work Out Universe .....906	March Antiques .....427	Logan Shuttle Service .....128
<b>SHOPS, STORES</b>	Marley's Gnarly Parlor ....237	MBTA Station .....132
Arkham All-Sports .....215	Moon Beam Books .....916	Taxi Cab Service .....236
Arkham Auto Supply .....716	New Wharf .....513	<b>WARK Broadcasting Co. ...413</b>
Arkham Ephemera .....415	Northeast Plumbing & Supply .....805	<b>UTILITIES</b>
Arkham Heights Stores ...1019	Office One-Stop .....445	Arkham Energy Products ..114
Avery Tobacco Store .....421	Pirate and the Princess ...424	Arkham Recycling & Waste 1005
Bankrupt Books .....122	Pin Liou's Tattoos .....238	Masspower Transformer ..1011
Big Basket .....231	River Raid Watersports ...501	Pierce Reservoir .....1008
Chapman Fields Center ...1006	Robot Monster Video .....125	Natural Gas Company ....222
Chatterbug's .....429	Salvation Army Thrift Store .....449	Transformer Station .....305
Church Street Used Books .431	Sprawl-Mart .....908	<b>WEIRD PLACES</b>
Comp-America .....447	Shattered Dreams .....420	Billington State Forest ...1001
Craftland Art & Supplies ...121	Take-Home Pet Shop ..419	Goody Fowler's Cottage ...1009
Denning's House of Magic .414	Tillinghast Antiques .....418	Snake's Den Cave .....1002
Fam-tastic Comics & Games .....411	True Hero Firearms .....115	Unnamable House .....402
Fine Music .....432	University Shop .....430	Unvisited Island .....401
Good News Bookstore ....425	Wal-Aid Pharmacy .....442	Witch House .....719
Ho Wat Phun Market .....717	Wall to Wall .....233	
Home Build-It .....202		

Advertisements in town newspapers ran for weeks before a man named Nyarlathotep was set to speak on "Modern Inventions and A Look to the Future." Over 300 men packed into the Manley Theatre on a sweltering July night. The bizarre visitor showed the hopeful and very unsuspecting audience sights of war, disease and violence the likes of which their minds could barely manage to accept. Fueled by intense, inexplicable rage, the men rioted against the speaker, who managed to disappear in the mayhem.

Town, and then State Police were called in to help settle the town when the rampage took to the streets. Windows were smashed, cars overturned, people beaten. The resulting damage of 12 hours of street violence: 2 civilians dead, 2 policemen killed, 149 serious injuries, 42 arrests.

An arrest warrant was filed against the speaker in absentia; Arkham may be the only place in the world where Nyarlathotep was wanted for a crime.

## MYTHOS INVESTIGATORS IN ARKHAM

There are not many Mythos fighters in America today, but if you need to find one, Arkham is the place to look first. For decades the Miskatonic Valley has been the home to those few cursed men and women who stand against universes of maddening terrors. Several of these possible allies are scattered throughout the city and this book.



A CHAOSIUM PUBLICATION WWW.CHAOSIUM.COM

ARKHAM – A TRAVELLER’S GUIDE

NORTHSIDE

The land rises steadily from the river here, peaking on Derby Street. Houses here range from still-habitable early 18th century salt-boxes to modern, oversized single-family homes.

These latter dwellings, derisively called “McMansions” by those who do not live in them, often rob a fine view of the Miskatonic River from neighboring smaller homes.

The old commercial district south of Curwen Street is slowly dying; most of the professional companies are moving to more trafficked locales throughout the city.

101) PUMPHOUSE BEERWORKS

560 WEST DERBY STREET

This popular establishment takes its name from the old water tower and pump house that stood on the site, derelict, for decades after the advent of the town reservoir. A suspicious blaze burned down the pump house in 1971, leaving only the 60-foot high water tower to collect rust and graffiti. A decade ago, young entrepreneur - and beer enthusiast - Randy Adams bought the site, restored the now-empty water tower, and rebuilt the pump house, enlarging it to accommodate 200+ customers. The Pump House Beerworks was born.

After years of business, the Pump House has its name emblazoned in bright blue paint on the water tank's silver side, and the microbrewery features a dozen billiard tables in an oversized loft that overlooks the main tap room and a small stage area



Northside Map, Entries 101 - 119

Northside