



# **MADNESS AT MISKATONIC**

**A 4-SESSION CALL OF CTHULHU CAMPAIGN  
FEATURING DOOMED FRESHMEN, MYSTERIOUS  
ACADEMICS AND INSIDIOUS PLOTS THAT THREATEN BOTH  
MIND AND LIFE.**

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# MADNESS AT MISKATONIC

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# MADNESS AT MISKATONIC

## INTRODUCTION

When I sat down to sketch out my first ideas for this mini-campaign I had one primary motive – to design something that was faithful to Lovecraft’s original source material. Where better to set it than Miskatonic University? Many of Lovecraft’s characters are professors at this infamous institution so it seemed a fitting choice. It also has the benefit of novelty. Other than setting some small parts of *The Dunwich Horror*, *The Dreams in the Witch House*, *The Colour out of Space* and *The Thing on the Doorstep* around the campus, very little is suggested in Lovecraft’s writings. This gave the campaign some (un)reassuring familiarity while keeping things fresh.

## ACKNOWLEDGEMENTS

By brief way of acknowledgement I am indebted to a few web sites for the use of their resources – notably the inspirational **H. P. Lovecraft Historical Society** (who encouraged me to lift my game when it came to handouts and whose 1920s articles were judiciously retooled for the in-game copies of the Arkham Advertiser), the **Wikipedia entry on Miskatonic University** (where my list of professors is drawn from) and an excellent site of **jazz age slang** (from which the list at the back of this guide is taken).

Thanks too go to my players, Ben, Berni and David. Without their creative input during each session this campaign would be vastly inferior.

Finally, many thanks go to Peter Cruise in the UK and Joe Adams in the US who were kind enough to use their editorial skills to give this PDF a thorough proofing. Thanks too to G. Roby in Sweden for picking up on some key continuity and linguistic issues.

Where materials from other sources have been used they have been duly credited. Any other errors are of course my own.

## CAMPAIGN OVERVIEW

- Madness at Miskatonic is intended to be four sessions long and tells the story of a group of students in their first semester at Miskatonic University.
- It is set in 1925 during the classic setting.
- The characters are new to Arkham – more suspense can be wrought this way.
- The characters have all enrolled in the same esoteric subject taught by Professor Mason Wade.
- I recommend using my own **Cthulhu Lite** rules for the campaign, it’s where they were refined and tested, and better suit the academic nature of the characters. Chaosium’s **Call of Cthulhu** will of course be entirely suitable. Being unfamiliar with **Trail of Cthulhu**, I am uncertain of how these notes would integrate, but I’m sure that some enterprising folk will figure something out.

## CAMPAIGN SUMMARY

The Investigators become part of a study group in a subject taught by Professor Mason Wade. Through their interactions with the other students (drawn to the esoteric ideas promised by Wade’s subject) they begin to learn of strange goings-on in Arkham.

Seemingly unrelated events start to intersect – an escaped madman, the return of Dr. Edgar Hall from Egypt and the sudden suicide of one of their classmates. Through a busy calendar of lectures, parties and exhibition openings, the

Investigators uncover a plot by Dr. Hall to stamp out what he sees as the dangerous inclinations of the study group who have, let’s face it, been digging around in some suspicious tomes. In defeating Dr. Hall the students are likely to engage in criminal activity or rely on sanity rending powers to combat his use of ancient knowledge out of Egypt. Victory, as always, comes at a cost.



# MADNESS AT MISKATONIC

## PLAYER HANDOUT: PROLOGUE

In most other instances a thumbnail of the handout will be provided as a reference, with the full-sized item being provided in the appendix. However, in the interest of the greater narrative drive of the campaign, the full pre-session player notes are repeated here (a one page player version is provided in Handout Appendix on page 35).

### MISKATONIC UNIVERSITY

Miskatonic University is named after the Miskatonic River that flows through the centre of the witch-haunted city of Arkham. It is one of the most notable features of the city, so much so that Arkham could well be called a University Town. The influx of students during semester time sees a growth in local trade while university professors often fulfill civic roles. That said, the relationship between Arkham with its God-fearing puritan history and a uniquely secular campus has resulted in some tensions.

Arkham is located 27 miles north of Boston within Essex County, Massachusetts. It is located 9 miles north of the sea port of Salem.

The Department of Arts and Philosophy offers two different baccalaureate degrees: Liberal Arts including schools of Anthropology, Archaeology, History, Linguistics, English, Philosophy and Political Economy; and Science which includes schools of Mathematics, Physics, Zoology, Geology, Chemistry, Psychology, Medicine and Biology. Specialisations are available as a lead-up to post-graduate study. (In practical terms players should identify which degree they are studying).

### Professor Wade

You have enrolled in a new class being run by Professor Mason Wade. Nominally held under the auspices of the School of Philosophy the subject is available to all freshmen students across both Liberal Arts and Science disciplines. This is how the subject is described:

*The Wisdom of Gods: Neo-Platonism, Evolution and Morality: A philosophical investigation into the evolution of the mind, soul and the cosmos (and those intersections in between). From classical scholars like Plotinus to contemporary thinkers like Wundt and Freud we seek to discover what it is to be both moral and enlightened. Shirkers need not enrol.*

You may have enrolled enthusiastically, to fill out a remaining subject or accidentally. All that matters is that all the characters commence the term in this class.

### Other notes

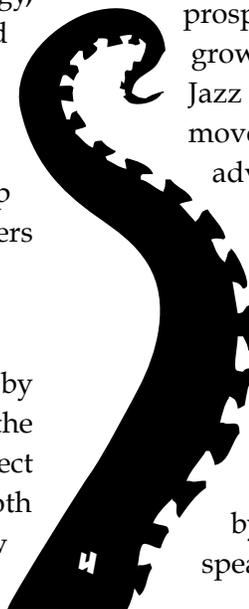
- Characters are not from Arkham. They are new to the city and know next to nothing of its legends and superstitions. (They should not come from Innsmouth, Dunwich or Kingsport either).
- Ideally, the characters should have a passing interest in things occult or 'esoteric'. It may in fact be the reason you are attending the University. The Orne Library is known to be home to some inscrutable and ancient texts.

### 1925 OVERVIEW

"The Jazz Age" was termed so by F. Scott Fitzgerald and describes the period between the First World War (1918) and the Great Depression (1930). Largely removed from the European Conflict, America's prosperity soared and an era of technological growth, liberalism and new thinking took place. Jazz music was all the rage while modernist art movements dominated most forms of fashion, advertising and culture.

### Prohibition

The passing of the Eighteenth Amendment on January 16 1920 made the production and distribution of liquor illegal. This resulted in the growth of organised crime and bootlegging. Speakeasies became very lucrative. It is estimated that by 1925 there were between 30,000-100,000 speakeasies in New York city alone.



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## Technology

Over 15 million Model-T Fords had been sold by 1925. It proved to be the most popular car of the decade. Silent movies were widely attended, with Rudolph Valentino and Clara Bow being the sex symbols of the day.

Air travel was increasing in popularity and design. The Fokker F.VII carried 11 passengers and was the primary aircraft of the Atlantic Aircraft Corporation. The telephone was used in widely in cities. Even so there were only 16.3 telephones per 100 people in the US by 1928.

Between 1923 and 1930, 60 percent of American families purchased a radio and by 1922, 600 radio stations had sprung up around the United States.

## RUNNING THIS CAMPAIGN

I've broken this campaign down into its four sessions with a series of scenes suggested under each. These represent key plot points and it is anticipated that there may be cause to adjust and create new scenes based on the player's actions. Most times, I haven't mapped out when to request die rolls, rather alluded to the kinds of actions that Investigators may wish to take. This assumes an degree of experience by the Keeper to know when to call for skill tests and the like.

### KEY NPCS

While it will be necessary for the Keeper to fill in minor characters the key NPCs of the campaign are dealt with *prior* to the session notes. I feel this lends itself to a better reading experience for the prospective Keeper. Very few stats are provided, when they are they are presented for the purposes of combat. If stats are needed, improvise on the spot using example non-player characters from the Call of Cthulhu rule book.

## FLOW CHARTS

Each session is broken down in to a flow chart that links key scenes and handouts while providing a basic running order of play. The notes that follow describe the purpose of the session followed by 'scenes' that are useful in presenting the key element that form the campaign's main plot. It is expected that the Keeper fill in the necessary descriptive colour, characterisation and subtle elements that will round out the session.

## SCENE BREAKDOWNS

Each scene is broken down into **Objectives**: a brief summary of the key narrative, **Set Up**: an overview of the entry point to the scene and **Key Elements**: further notes of relevance. Following these headings there is a discussion of ways to run the scene.

## NEWSPAPERS

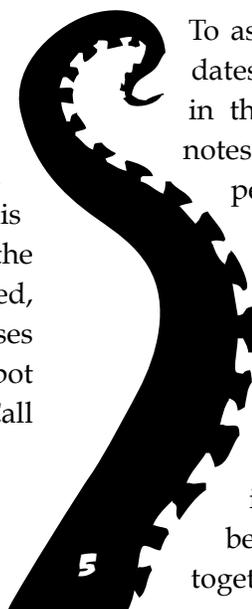
Three different front pages of the Arkham Advertiser are provided as handouts for the players to help set the mood and establish plot points and non-player characters. The first two Arkham Advertisers should be handed out prior to play at the start of session one and two. The third is handed out mid-way through the third session. There is no newspaper for session four.

## DATE TRACKING AND THE CALENDAR

To assist the Investigators in keeping track of dates and times a Calendar has been provided in the handouts section of these campaign notes. It ranges through the first semester period, August to November 1925.

## SESSION LENGTH

I have presented this campaign as I ran it, with the sessions outlined separately. They are intended to run for around 3.5 hours each, but different groups may play at different speeds. The campaign is robust enough to handle session breaks between sessions or sessions that run together.



## THE OTHER STUDENTS

There are four other students in Professor Wade's 'Wisdom of the Gods' class. The charismatic Ashbry twins, driven Alistaire Upman and the strange Eli Gilman.

### Vivian & Francis Ashbry, the twins

Dilettante bohemians, Vivian and Francis are both raven haired and beautiful. They are from wealthy Arkham stock and dress accordingly. They have a car and are more than happy to throw their money around buying drinks and dinners for the Investigators.



Vivian acts as the social nexus for Professor Mason's students. She is a socialite and keen to gossip, flirt and arrange parties. She has a dry sense of humour and is clearly prodigiously intelligent although she conceals much of this in

lieu of having a good time.

Francis will talk quite jovially about his interest in the occult (not uncommon in the 1920s). He reads widely, encourages illegal drinking and is known for taking long walks into Arkham's surrounding countryside.

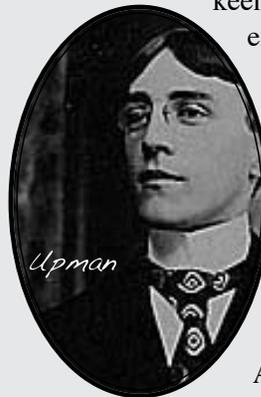
Both Vivian and Francis are very close and trust one another implicitly. Gilman is both attracted to and afraid of Vivian, so he'll generally give her a wide berth. He is well aware that Francis doesn't like him, and offers him the same regard in return. Alistaire gets on well with Francis, happily debating with him and sharing his cigarettes. Alistaire is conducting a secret relationship with Vivian, which will be revealed through the course of the campaign. He is very much in love with her.



The Ashbrys live in French Hill, their large mansion acting as the centre for much carousing and scheming as well as a general meeting place and, later in the campaign, the unofficial headquarters for the Investigators.

### Alistaire Upman, the zealot

Another Arkham local, Upman is an erratic, blonde haired bespectacled mathematician. He can always be seen carrying a battered old journal. He is driven in his firm atheistic beliefs. As will be revealed, he is keen to prove that God does not exist, although how he will do this is initially unclear. He seeks supporters but gladly tolerates debate as it improves his intellectual rigor (he is often seen reading Nietzsche). Upman will occasionally talk about his ancestors being tried as witches.



As mentioned above Upman is having a secret relationship with Vivian. He is not aware that Francis put her up to it to try and pry away the book that he carries. This book is Professor Oliver Bishop's journal (see page 7). It holds clues to hidden books in Orne Library.

### Eli Gilman, from Innsmouth

Eli Gilman is a poor student from Innsmouth. He has a somewhat sullen disposition and keeps his own company. He can often be seen stalking across campus in a dark overcoat. His skin has a glossy sheen and his range of facial expressions is somewhat limited. He speaks in a slow whisper and is likely to take an unseemly interest in female Investigators becoming creepily love struck.

Investigators will find Gilman to be a man of science who questions any assumptions of a mythical or supernatural notion of the universe. He displays a deep interest in eugenics and may eventually confide that he is rebelling against his grandfather's superstitious religion. What Gilman won't reveal is that he is well aware of the horrific deformities that plague the people of Innsmouth and is seeking a cure (see *The Shadow Over Innsmouth*). He will never talk directly of Dagon or the Deep Ones, although he will allude to dark goings on in his home town. He is yet to show any visible signs of the 'Innsmouth look'.



Vivian thinks he is beastly but amusing. Francis mostly ignores him. Upman is fairly affable towards Gilman, identifying with his interest in larger cosmic concerns.

## THE PROFESSORS

During a Miskatonic University dig in Egypt, the following four professors discovered irrefutable evidence of ancient intelligences that dwell on the peripheries of man's understanding of the universe. Their discovery changed each of them forever, and their responses to this new realisation of the cosmos underpin the campaign and the player characters' investigation.

### **The Crusader: Dr Edgar Hall, Egyptologist**

The youngest member of the expedition, Hall's resolve at combating the unknowable is unmatched. He has since returned to Egypt and discovered more about the cosmic horrors he battles. Hall has discovered a strange artefact made of glass and interlocking metal pieces that allows him to control the minds of others. Hall must achieve a deep meditation in order to slip into the target's mind, which requires some preparation — fasting, ablution, the repetition of ritualised formulae. Once inside the target's mind Hall has complete control over their body while the target's consciousness is pushed aside leaving them aware of their actions while they are 'possessed'.

Returning to Miskatonic University, Hall has commenced a campaign to remove unsavory elements from the campus before moving to Boston to work on battling those who would seek to aid those ancient horrors that he fights.

Is he misguided? Well not initially. Hall is correct in his belief that Alistaire Upman and Francis Ashby are meddling in powers beyond their control. Both students do intend to assist these alien horrors and their actions are genuinely dangerous. However, when he later focuses his attentions on the Investigators he will be attacking potential allies. In this respect he is a zealot and won't be swayed by them. They will have seen the books he believes to be the gateway to anti-humanist knowledge.

Hall presents as a charming, populist academic with movie star good looks who is keen to share his understanding of Ancient Egypt.

### **The Madman: Professor Oliver Bishop, Archaeologist**

Bishop went mad on his return from Egypt. Disgraced, he was fired from the University and has since spent his time delving deeper into sanity-twisting mysteries. His body bears an assortment of tattooed protective wards



and mystical symbols. He has since recovered some of his senses while in the Arkham sanatorium and has escaped in order to try and recover his diary (which is in the hands of Upman at the start of the campaign).

Bishop makes sense most of the time but is given to strange muttering and, with some merit, paranoid outbursts. He will assist the Investigators (to some degree) towards the latter part of the campaign once he is recaptured.

### **The Lecturer: Professor Mason Wade, Philosopher**

Wade is trying to stop Hall from killing his misguided students. Initially he will have no proof of Hall's actions but undertakes his own investigation and later research in order to stop his colleague. Of course the player characters will most likely defeat Hall first before Wade himself can thwart him.

Wade is gruff and uncompromising as a lecturer but compelling in that he challenges the religious and moral paradigm of the 1920s. He is definitely forward-thinking and very much a libertarian (which will most likely appeal to the Investigators). Wade is civil to Hall so as to conceal the fact that he is working against him.

### **The Middleman: Professor Tyler Freeborn, Anthropologist**

Freeborn has chosen not to take a side in the struggle between Hall and Wade. He has convinced himself (under great duress) that what they all learnt on their expedition to Egypt was no cause for concern. As the campaign progresses both Wade and Hall are trying to appeal to Freeborn for assistance, but he resolutely refuses to assist either of them. He will eventually provide information to the Investigators as third parties he hopes will intervene in the conflict.

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## MISKATONIC UNIVERSITY LIFE

### DORMS

1920s University's were somewhat restrictive. Obviously, Dorms were single sex, while curfews were imposed – the breaking of which was punishable by expulsion for repeat offenders. At Miskatonic University the two 5-storey dorms are located in the north east corner of the campus next door to the Faculty House. Curfew is at 10pm.

### ORNE LIBRARY

Orne Library is a place where the Investigators may spend a lot of time not only as students, but also researching the mystery they uncover. It is the largest building on campus with two basement levels and several floors. A guard patrols the library after its opening hours 8am-9.30pm daily.

### FEES

A semester's tuition costs \$455 dollars, a dorm room \$25 per semester and three meals daily at the Spa cost \$87.25 per semester. Scholarships are available and may be part of the Investigators' backgrounds.

### MISKATONIC PROFESSORS

The Investigators will, of course, be studying other subjects. Their lecturers can be drawn from this short list of other lecturers and academics about campus.

Anthropology – Prof. Tyler M. Freeborn

Archaeology – Dr. Francis Morgan

Biology – Prof. Lake

Chemistry – Prof. Ellery

Chief Librarian – Dr. Henry Armitage

College Doctor – 'Old' Waldron

Dean of the Medical School – Dr. Allen Halsey

Engineering – Prof. Frank H. Pabodie

English – Albert N. Wilmarth

Geology – William Dyer

History – Prof. Ferdinand C. Ashley

Languages – Prof. Warren Rice

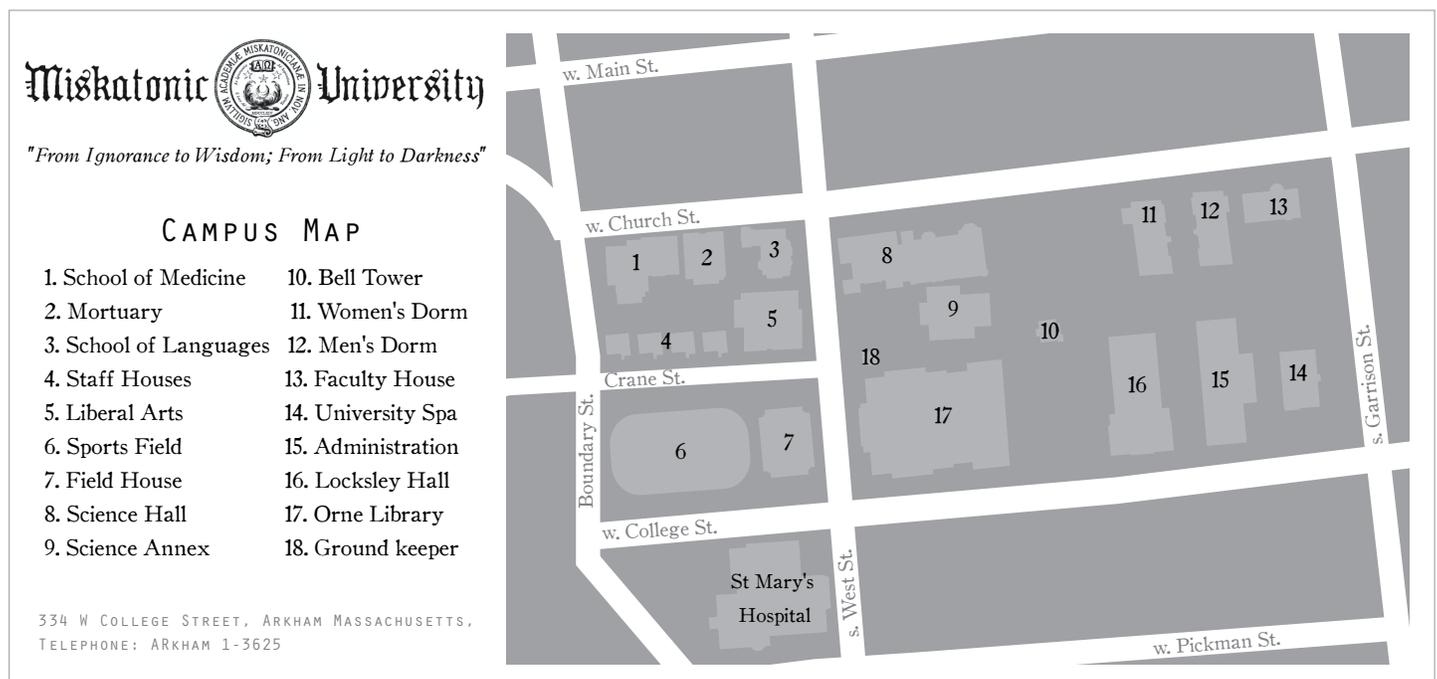
Mathematics – Prof. Upham

Physics – Prof. Atwood

Political Economy & Psychology – Prof. Nathaniel

Wingate Peaslee

Zoology – Prof. Dexter



# SESSION ONE



Handout 1: Arkham Advertiser 7 Sept. 1925

**The First Class**

- Establish Prof Wade
- Establish the study group

Downtime Java Bazaar?

**Dr Hall's landing**

- Establish Dr Hall (animosity to Wade)
- Establish Prof Freeborn
- Establish the strange relic



Handout 2: Party Invite

**First Essay**

- Establish the journal

**The Party**

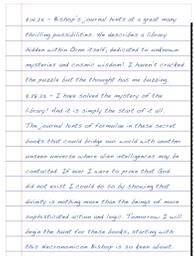
- Talking to Dr Hall

**The graveyard**

- Establish the madman (Prof Bishop)

**Upman's Suicide**

- The journal is stolen



Handout 3: Upman's Diary



Handout 4: Unsent Letter

# MADNESS AT MISKATONIC

## SESSION ONE INTRODUCTION

This first session acts as an introduction to the primary concerns of *Madness at Miskatonic*, introducing the key characters and elements that will go on to form the campaign. As such these first session notes run a little longer than others due to the set-up required for the entire campaign.

## SCENE 1: THE FIRST CLASS

*Morning, Monday 7 September 1925*

### OBJECTIVES:

- Establish Professor Mason Wade
- Establish the study group

### SET UP:

The Investigators wait for Professor Wade in a small, dank classroom with a view of the University bell tower. It is a rudimentary classroom with a bank of ascending benches looking down on a blackboard and desk.

### KEY ELEMENTS:

- Professor Wade arrives and introduces his subject.
- Upman is carrying the journal.
- Upman plans to prove scientifically that God doesn't exist.
- Evoke some academic 'colour'

### "The Wisdom of gods: Neo-Platonism, Evolution and Morality"

Essentially The Wisdom of gods: Neo-Platonism, Evolution and Morality ("Neo-Platonism") is used in this campaign as the epitome of a somewhat esoteric, philosophical subject. Roleplaying should be exciting and sitting in a classroom does not a good session make. So while some general notes are provided on the subject, try to avoid getting bogged down and to talk in broad terms about what is being studied.

Try to discourage players from investing too

much in the details of the subject. In narrative terms it is purely meant to serve as the catalyst by which the Investigators meet and befriend the rest of the study group. Here are some brief notes that may be of assistance and could be strung together to form Wade's introduction to the subject.

How Professor Wade describes it:

"I interpret Neo-Platonism much more broadly, my concerns relate to what the religious refer to the soul, what scientists refer to as the psyche. Our conception of self, of intelligence — that 'breath of life' that makes us human. Is consciousness only individual or can it be said to be universal? Later we will study Wundt's single and coherent mode of thought and later his atomistic understanding of the universe. We will look at Freud's new thinking too, his notions of id, ego, and super-ego. And we will seek an answer to this most fundamental of questions: Is there a God or is god an explanation of our consciousness?"

- The founder of Platonism is Plotinus, although the roots of Plotinus' philosophy go back to Plato.
- Essentially concerns itself with the origin of the human soul.
- With the arrival of Christianity neo-Platonism provided the philosophical basis for this new, non-Hellenic religion.

- It was a dominant school of Greek philosophy for 400 years.

At some point in the class Wade poses a question:

"Answer me this, who here believes in God or some higher power?"

This question gives the players an opportunity to introduce their Investigator's personalities and allows the Keeper to establish the other students. It should also be pointed out that even at an institution like Miskatonic University, it was taken as given in 1920s New England that students would be practising Christians.



# MADNESS AT MISKATONIC

- Gilman is reluctant to speak but says religion is a more established form of superstition.
- Vivian holds with the modern principles of Freud and Jung. 'The soul is our psyche.'
- Francis says yes. There are powers beyond what man truly understands.
- Upman emphatically says 'no'. In fact he hopes to prove that what we call God is in fact ancient intelligences we can barely understand. He believes he can scientifically demonstrate that there are no higher-powers, just higher-intelligences.

This observation will be like a red rag to a bull to experienced Call of Cthulhu players – even those who are new to the game will most likely take particular note of this bizarre observation.

Astute Investigators will notice Professor Wade raises an eyebrow at Upman's response.

The class ends after this discussion and homework is assigned. If the Keeper feels it necessary, Vivian will invite everyone to coffee at Java Bazaar, a popular student hang out (and sometimes speak-easy).

## SCENE: JAVA BAZAAR

### OBJECTIVES:

- Further establish Vivian and Francis Ashbry as the social nexus of the group
- Evoke some historical colour
- Answer general Investigator questions

### SET UP:

The Investigators join Vivian and Francis at a coffee house in the back streets of Arkham not far from Miskatonic U. The smell of coffee and exotic incense fills the tiny café where patrons sit on low sedans.

### KEY ELEMENTS:

- Madame Dessau, the owner, an outgoing Parisian who dotes on Vivian (and any cultured Investigators).

- Francis tells them that if they request a "café Bordeaux" their coffee will come spiked with alcohol.
- The Ashbry's befriend and gossip with the Investigators.

### QUESTIONS, QUESTIONS...

Intended as a short scene to evoke a little Arkham colour, the visit to Java Bazaar will allow the Investigators to ask questions of the outgoing Ashbrys. Being locals both Vivian and Francis are well informed on Arkham history, Miskatonic campus life and the latest gossip about their fellow classmates and Professor Wade.

## SCENE 2: DR HALL'S LANDING

*Afternoon, Monday 7 September*

### OBJECTIVES:

- Establish Dr Edgar Hall (and Prof Wade's animosity)
- Establish Prof Tyler M. Freeborn
- Introduce the Egyptian Exhibition and the Relic

### SET UP:

Later that day a group of students are excitedly rushing down to the Arkham airfield to welcome Dr Hall back from Egypt. The Investigators are caught up in the fun.

### KEY ELEMENTS:

- A carnival-like atmosphere and a little 1920s drag racing to get to the airfield first (Francis has a car and will let keen Investigators drive it).
- Professor Wade has accompanied Dr Francis Morgan (geologist) in a Miskatonic University truck to help transport the artifacts back to the campus.
- The small prop plane arrives, piloted by Hall himself, to cheers and excitement.



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- Hall needs help unloading the relics into the trucks. Wade nominates the Investigators and Ashbrys.

## WADE VS. HALL

This scene is an opportunity to have a bit of fun racing to meet the plane. It also establishes the core conceit of the campaign: **Hall and his relic vs. Wade and his students**. Of course at this stage everything will be civil and above board. Hall has yet to start targeting unsavory elements and the students are not on his radar.

When Hall asks for students to help unloading the plane, do make something out of his asking Wade to offer suggestions. Hall is an adventurer and celebrity with matinee idol looks. It's an honour to assist him and the player characters selection will put them in good stead with large parts of the student body. Vivian is quite taken with the Doctor and will flirt with him as she helps to unload the plane.

The dusty cargo smells of sand, there are exotic labels on the sides of large crates – it is all quite exciting.

## THE RELIC

Do make a point of one or two of the Investigators noting the relic on the pilot's seat of the plane. The relic is locked in a large satchel giving the bag an equal parts angular and spherical shape. Hall will take it away before anyone gets to mess around with it and will tell anyone who asks what is in the bag that it's "a surprise".

## SCENE 3: THE FIRST ESSAY (3 WEEKS LATER)

### OBJECTIVES:

- Reiterate the book
- Vivian hands out invites to her Egypt party

### SET UP:

Three weeks later, at the end of a class, Vivian plays social secretary while a unhinged looking Upman is interrogated by Wade.

### FAST FORWARD...

Fill in the time jump with a bit of discussion about what the Investigators have been doing in the last 3 weeks. What they're like as students. Even give them a few Library Use/Investigation rolls to fill in a bit of background where applicable.

The short scene is really to set up the journal but also give the characters a chance to receive Vivian's invite to her Egyptian themed party.

It is the end of the class and Wade hands out assignments on three Neo-Platonist philosophers, Ammonius Saccas, Porphyry and Emperor Julian. They are on reserve in the Orne Library.

### THE PARTY INVITE

Vivian will hand out her invites (*Handout 2: Party Invite*). 'Plenty of Libation will be available,' she will whisper.



*Handout 2:  
Party Invite*

### MEANWHILE...

Outside the classroom, some distance away, the Investigators will see Wade flipping through the book Upman carries with him at all times, they exchange words and Upman storms off. It is worth making a note to the Investigators that during the class and after, Upman appears dishevelled, distracted and unwell. If approached he will strain politeness and refuse to discuss it with Investigators.



# MADNESS AT MISKATONIC

## SCENE 4: THE EGYPTIAN PARTY

*Evening, Friday 2 October*

### OBJECTIVES:

- Dr Hall invites characters to assist in setting up his new exhibit.

### SET UP:

The Ashbry House on French Hill is a slightly run down piece of Arkham grandeur. Vivian has decorated it in the Egyptian theme and almost all the guests are in costume. In the back room is a bar serving alcoholic fruit punch. This is where the characters will find the guest of honour, Dr Hall, chatting with students.

### KEY ELEMENTS:

- Upman is not there. Gilman is.
- Carousing with Vivian and Francis
- 10pm Curfew

### DR HALL

Dr Hall will make a particular point of talking to the Investigators (he's already concerned by their association with Upman, whom he is stalking) but conceals this well, chatting convivially with them. He will invite any of them who are interested to act as his assistants in setting up his new exhibition in the Orne Library gallery.

### WHERE'S UPMAN?

Francis explains that he saw Upman earlier who said that he was busy tonight and didn't have time for parties when he was too busy proving there was no God. "Strange thing is he was dressed in a coat like he was planning on going out anyways."

### 10PM CURFEW

Whether the Investigators break curfew or return on time, try and have them returning to campus as a group. Otherwise use the graveyard scene to drive those Investigators leaving alone back to the Ashbry house to collect the others so that they all arrive at the Upman "suicide" at the same time.

## SCENE 5: THE GRAVEYARD

*Later that same evening...*

### OBJECTIVES:

- Establish the madman (Professor Bishop)
- Establish that Upman is defacing gravestones

### SET UP:

Under low hanging clouds, in the silence of the evening, the Investigators pass a graveyard on their way back to their dormitories. The sound of a chisel hitting stone is heard.

### KEY ELEMENTS:

- If the Investigators enter the graveyard they will see headless angels.
- They will see a figure they're reasonably sure is Upman fleeing the graveyard with a bag.
- Meet the madman who raises an accusatory finger in their direction (quietly chanting under his breath all the while) before loping off.

Unsettling and quietly chilling, the madman is completely stationary. He doesn't respond to attempts to engage him. The headless angels are creepy; the fleeing Upman, sinister...



# MADNESS AT MISKATONIC

## SCENE 6: THE SUICIDE

Late Friday 2 October/Early morning Saturday 3 October

### OBJECTIVES:

- Establish that Upman's death is suspicious.
- Establish that the journal has been stolen.
- Confirm that Upman defaced the graveyards.

### SET UP:

Rushing to catch up with the fleeing Upman, the Investigators see the light on in his fifth floor room. When they reach it, they find the door unlocked and the window ajar. Upman has hanged himself by his belt from a light fitting.

### KEY ELEMENTS:

- Rushing to the room and finding Upman dead.
- The room has been ransacked.
- A cupboard contains around a dozen angel heads taken from graveyards around Arkham.
- A faded chalk circle lies on the floor
- The window is open, the book is on the ground below, a figure in a coat takes it and scuttles off. (Francis Ashbry fortuitously grabbing the book before Hall arrives to seize it).

This finale to the session should get the player's hearts racing. Feel free to elaborate details. Alistaire Upman was going slowly mad from reading books in the Orne Library. He has already tried once to contact antediluvian intelligences and may have other ritualistic items in the room.

### WHAT HAS HAPPENED?

The Investigators won't have pieced it together yet, but Hall took hold of Upman's mind using the relic. He then ransacked the room to find the journal which he tossed out the window in order to come back and pick it up (he didn't count on Francis or the

Investigators following Upman from the graveyard). As a final step, Hall made Upman hang himself.

### INVESTIGATING THE SCENE

The Investigators will probably contact the police but not before they have discovered Upman's Diary or the Unsent Letter handouts. These should be in plain sight. You should improvise any other discoveries made with Spot Hidden/Investigation rolls – strange drawings, a ceremonial abacus...

### WRAPPING THINGS UP

Presumably the Investigators will contact the police, otherwise another nosey student will take care of this. The Investigators are not suspects although it might aid to summarise that their statements are taken, the crime scene sealed off and they retire to a night of troubled sleep.

**It is doubtful that they will get much solace from it, in the face of Upman's death, but the following day the Arkham Advertiser will pay the Investigators the \$100 reward for discovering the graveyard vandal.**

9/11/26 - Bishop's journal hints at a great many thrilling possibilities. He describes a library hidden within Orne itself, dedicated to unknown mysteries and cosmic wisdom! I haven't cracked the puzzle but the thought has me buzzing.

9/29/26 - I have solved the mystery of the library! And it is simply the start of it all. The journal hints of formulae in these secret books that could bridge our world with another unseen universe where alien intelligences may be contacted. If ever I were to prove that God did not exist I could do so by showing that divinity is nothing more than the beings of more sophisticated action and logic. Tomorrow I will begin the hunt for these books, starting with the Necronomicon Bishop is so keen about.

Handout 3:  
Upman's Diary

Dearest,  
I find that I am thinking of you often, and ill-disposed towards my work. I would gladly wear such distractions were I to have the pleasure of your company again. Why have you not replied to my last letter? As I recall it was you who sought me out at Java Bazaar and suggested we met. I refuse to believe it was just a fancy because of how ossified we were. Please level with me, so that I can put these thoughts out of my mind or be satisfied that you feel the same.

Yours,  
H.

Handout 4:  
Unsent Letter

# SESSION TWO



Handout 5:  
Arkham Advertiser  
10 Oct 1925

Study group at the  
Ashbry House  
• Upman not suicidal

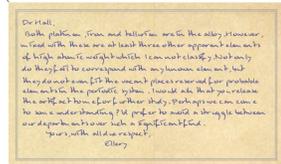


Handout 6:  
Upman's Notebook

Bootleggers?

Exhibition Opening  
• Relic not in collection  
• Raise doubts about Dr Hall

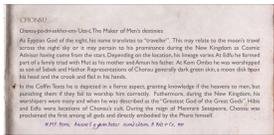
Downtime: Research?



Handout 7:  
Letter to Hall

The Picnic on The  
Island  
• Raise doubts about Francis

Downtime & Research



Handout 8:  
Chonsu



Handout 9:  
Ashbry Ancestors



Handout 10:  
Upman Ancestors

# MADNESS AT MISKATONIC

## SESSION TWO INTRODUCTION

This session raises questions about Dr Hall and Francis Ashbry while building on the mystery of Upman's death. It lays more groundwork that will become apparent to the players when their Investigators learn of Francis Ashbry's fears of his mind being remotely controlled by an unseen enemy.

## SCENE 1: THE STUDY GROUP AT THE ASHBRY HOUSE

*Afternoon Saturday 10 October*

### OBJECTIVES:

- Question whether Upman was, in fact, suicidal

### SET UP:

Gathered in the sitting room of the Ashbry house with jazz on a gramophone while drinking Vivian's bootleg martinis, the Investigators are engaged in a study session of middling success. After a few minutes of discussion around Upman's death, a visitor arrives.

### KEY ELEMENTS:

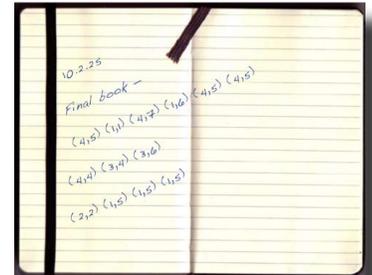
- Upman's sister, Clarissa, visits. She is convinced that Alistaire did not kill himself.
- Clarissa shows the Investigators a notebook of Upman's, taken from the possessions in his Study Carrel in the Orne Library. She wonders if they know what it is.
- Vivian and Francis are present, Gilman, the loner, is elsewhere.

The characters will recognise Clarissa from Upman's funeral. She lives in New York and is only in Arkham for a short time. She has sought out the other students to enquire if they know anything about the strange numbers in the back of one of Upman's notebooks (*Handout 6: Upman's Notebook*).

Astute Investigators (dice rolls) will notice that Francis is particularly interested in the numbers.

Clarissa is upset but rational. She spoke to Upman on the phone the day before his 'suicide' and he was in high spirits (this will align with his notes in his diary, *Handout 3*).

She knows Upman was romantically involved with another student, but she doesn't know who it was. (Vivian is very practiced at concealing her relationship with Upman, but Keepers who favour a bit of melodrama may allow for a particularly good dice roll here to give the Investigators a hint of Vivian's involvement). This confirms what is in *Handout 4: The Unsent Letter*.



*Handout 6:  
Upman's Notebook*

## SCENE: VISITING THE BOOTLEGGERS (OPTIONAL)

*Early Evening Saturday 10 October*

### OBJECTIVES:

- Build Gilman's character.
- Get more booze.

### SET UP:

The Ashbrys have run out of liquor. Francis enlists Gilman's help to track down some Innsmouth bootleggers who make fortnightly visits to Arkham. The scene plays out on the Arkham water front, amidst mist and ship bells.

### KEY ELEMENTS:

- Hagglng the price. Sneaking around and generally busying themselves with illegal activities.



# MADNESS AT MISKATONIC

- The Innsmouth bootleggers are a little strange looking (yes bulbous eyes, waxy skin), but are reasonably presentable as Innsmouth citizens go.
- Gilman might gripe about his family

The bootleggers sell their wares off a small boat they have brought down the coast from Innsmouth. The moonshine is kept under a tarp in glass jars. They are sinister and barely talk.

This scene lets the players blow off some steam. Sneaking and hide rolls can build the suspense (although don't let on that they're in no real danger from the authorities). Negotiation and haggling type rolls can be appropriate to bring down the price.

Gilman may need to be convinced to assist in the first place, but will eventually reluctantly help out. He does know the two bootleggers, they are cousins of his (Zak and Albert Marsh).

## SCENE 2: EXHIBITION OPENING

*Early Evening Saturday 10 October*

### OBJECTIVES:

- Provide further background on Dr Hall.
- Reiterate the missing relic as important.

### SET UP:

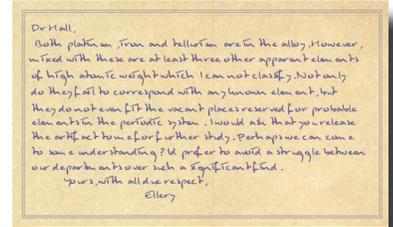
A glamorous opening in Orne Library. Arkham socialites as well as attendees from Boston sip on soda water and fruit punch among relics from Egypt. Dr Hall delivers his speech before cutting a ribbon at the exhibition gallery.

### KEY ELEMENTS:

- Investigators who helped set up the exhibition may come across *Handout 7: Letter to Hall*, in the exhibition's office. Otherwise provide a reason for them coming across it, e.g. They see it peeking out of Hall's jacket when he leaves it on a chair, it's delivered to him during the opening by a messenger and after reading Hall throws it in the trash, etc.

- The relic from Hall's plane in Session 1 is not in the exhibition.

- The name Chonsu is important. This seed may be researched later by the Investigators allowing for them to make the connection between Chonsu and Nyarlathotep.



**Handout 7:**  
**Letter to Hall**

### THE LECTURE

To add colour to the scene Dr Hall's opening speech has been provided:

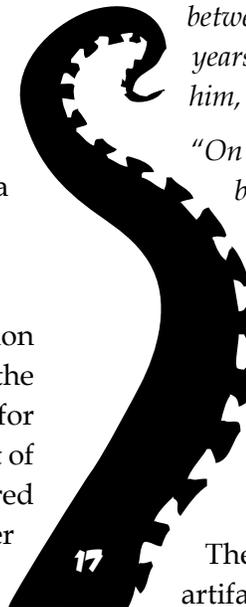
*"Amenmesse. Our history books tell us little about this Pharaoh. We know that he was a usurper who overthrew Seti-Merneptah. His royal name was Menmire Setepenre while Amenmesse means "born of or fashioned by Amun." We know that his lineage is unclear. He was possibly the son of Merneptah and Queen Takhat or one of the innumerable sons of Ramesses II. Other theories maintain he was not Egyptian at all, but a Kushite Viceroy called Messuwy who stole power through nefarious means.*

*"As the 5th ruler of the Nineteenth Dynasty we do know that Amenmesse ruled Egypt during the New Kingdom, between the years of 1203-1200 BC. Only three years. You can see why so little was known about him, that is...until now.*

*"On my recent travels to Edfu in Aswan, I uncovered beneath thousand year old sands an important temple built by this Pharaoh and dedicated to his patron, the god Chonsu. Tonight I shall reveal these unique finds and shed a little more light on what we know about this, the briefest of all Egyptian Rulers."*

### THE ARTIFACTS

They are on the whole typical of Egyptian artifacts – animal headed gods, scarabs, gold



# MADNESS AT MISKATONIC

jewelry, even a sarcophagus. Some do display some strange, unsettling elements – a screaming face in a tableau, an incomplete statue of a twisted god, a meticulously restored obsidian death mask, a small votive altar cast in bronze with a moulded depression to guide the user in cutting off a finger.

## WADE AND FREEBORN.

Professor Wade and Professor Freeborn are also in attendance. It's worth noting their presence if only to keep these two non-player characters in the forefront of the player's minds. Of course, should the Investigators wish to talk to either of them, it is a good opportunity to allow for further character development. Wade is overtly critical of Hall ("He's a hack parading as showman." / "This exhibition has almost no academic merit."), etc, while Freeborn is unlikely to be drawn on the matter, but will specifically make a point of 'not taking sides'.

Otherwise feel free to piece in information relevant to the campaign. Of course don't give away too much at this stage but feel free to hint at things. The players will still be trying to wrap their heads around what is going on and won't be in a position to make all the relevant connections at this point.

You may also consider revealing *Handout 11: Bishop, Hall, Wade and Freeborn in Egypt* if an Investigator asks about the connection between these gentlemen. If their roll is successful you can advise that the photo is from the archives of the Arkham Advertiser.

## RESEARCH AND DOWNTIME?

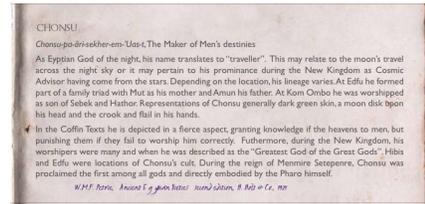
*Monday 12 to Friday 16 October*

There are certainly enough mysteries in play that the Investigators might wish to take care of some research. Allow them each an Investigation/Library Use roll to do so, advising them that the roll represents a week's investigation.

Suggested handouts at this stage are :

- *Handout 8: Chonsu*
- *Handout 9: Ashbry Ancestors*
- *Handout 10: Upman Ancestors*

Of course not all information the Investigators might seek may be available in the handouts. Interpret broadly for a start. "Information about the exhibition" or "Hall's dig in Egypt" can be generously interpreted with a die roll and "you weren't able to find anything specific about that, but you were able to find out more about Chonsu, the Egyptian god he referred to in his lecture..."



**Handout 8:  
Chonsu**



**Handout 9:  
Ashbry Ancestors**



**Handout 10:  
Upman Ancestors**

# MADNESS AT MISKATONIC

## SCENE 3: THE PICNIC ON THE ISLAND

*Saturday 17 October*

### OBJECTIVES:

- Raise doubts about Francis
- Locate and establish the stone altar

### SET UP:

Vivian invites the Investigators and Gilman and some eligible bachelorettes on a picnic to The Island in the centre of the Miskatonic River. They will need to take their own rowboats out to the island as no ferry goes there. Autumn leaves line the ground and a dappled sunlight falls across the meadows. However, when Francis encourages them to explore the woods on the island, the day becomes overcast and an ill wind rises.

### KEY ELEMENTS:

- Characterization/character moments during the picnic. Gilman will continue to show interest in any female Investigators, while Vivian will have brought with her some friends that will try and gossip and flirt with any characters who seem interested. Vivian is quite cosmopolitan and as such may also have invited other male or female students who may be interested in characters with same-sex predilections (assuming these characters are open about such things).
- Francis is moody and distracted. At some point he will get up and say he's going to explore the island. If no-one goes with him they will need to bring him home before it gets dark and will find him exploring the stone altar.
- Growing sense of menace on the island.

### EXPLORING THE ISLAND

At some point Francis will want to explore the island. Those Investigators that join him might like to make history/archaeology related rolls to

Some names for other students:

Flossie Bradley

Elmira Baxter

Harriet Mathews

Rayford Moody

determine something about the period of the stone chimney, cave relics and stone altar. Naturalism/biology/wilderness related rolls will reveal something of the island itself (mildly unnatural) and the behaviour of the whippoorwills (highly uncharacteristic).

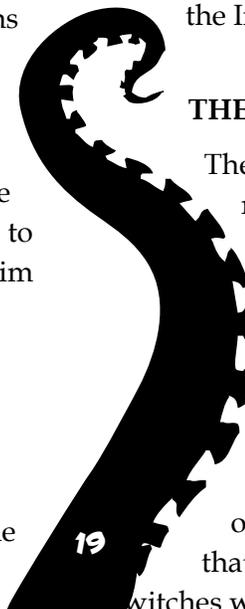
The exploration of the island will uncover the following:

### THE RUINED HUT

An old stone chimney overgrown with moss around which decaying timbers can be found. This was once the home of Samuel Putnam (built in 1792). A short distance from the chimney is a cave in which old animal bones tied into strange shapes are scattered on the ground beside misshapen wax candles (this was also Putnam's doing). More on the chimney/cave is found in *Handout 13: The Island* available to the Investigators in Session 3.

### THE STONE ALTAR

The crude altar is nothing more than a flat rock placed atop two smaller rocks creating an altar like structure. Around its edges are carved symbols now worn by time to be indecipherable. What is particularly unsettling are the standing stones that look to have been cut by machinery and sit at odd angles some distance from the altar. *Handout 13: The Island* has more on these. Although Francis might offer that "legend holds this is where the Arkham witches would gather in olden times."



# MADNESS AT MISKATONIC

## THE WHIPPOORWILLS

Not too long after the picnic attendees have crossed the circles created by the standing stones, whippoorwills, mottled brown/grey birds, will begin to congregate in the trees. Their calls will increase and they will start to swoop the visitors on the island. Their pecks are not dangerous, but allow players to make dodge tests for their characters. Failure elicits 1d3 wounds, success 1 wound only.

It is not possible to 'fight' the birds, they represent a distrust of malign powers, in this case Francis, and those who have travelled to the island with him. The flock will continue to grow, attacking the characters until they leave the island.

Which is after all, a good place to end the session.



# SESSION THREE

**Dinner with Wade**  
 • Raise doubts about Prof Wade



Minkatooni University Expedition, Egypt 1918 (left to right) Prof. Oliver Bishop, Edgar Hall, Prof. Mason Wade, Prof. Tyler M. Freeborn

**Handout 11:**  
 Bishop, Hall, Wade & Freeborn in Egypt.

**Downtime: Research?**

**Francis' suicide**  
 • Madman captured • Bishop  
 • Journal retrieved



**Handout 14:**  
 Bishop's Journal



**Handout 16:**  
 Wade's Telegram

**Wade's departure**



**Handout 15:**  
 Arkham Advertiser 19 Oct. 1925

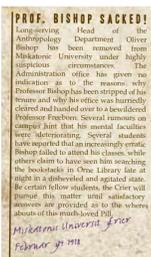
**Vivian's Confession**  
 • Vivian talks of Journal, Upman, Francis

**Visiting Bishop**  
 • Raises questions about Hall and Wade  
 • Explains the Journal

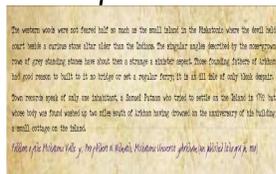


**Handout 17:**  
 Francis' Postcard

**Downtime & Research**



**Handout 12:**  
 Bishop Sacked!



**Handout 13:**  
 The Island

# MADNESS AT MISKATONIC

## SESSION THREE INTRODUCTION

With mysterious happenings and questions being raised about Francis Ashbry, Dr Hall and Professor Wade, session three is about keeping the players guessing about who are their foes and allies.

## SCENE 1: THE DINNER PARTY

*Evening, Sunday 17 October 1925*

### OBJECTIVES:

- Raise doubts about Professor Wade
- Reveal the connection between Bishop, Wade, Freeborn and Hall
- Dangle elusive answers in front of the Investigators

### SET UP:

Wade invites the Investigators, the Ashbry's and Gilman to a dinner party at his Professor's Cottage on campus. Almost all the rooms of the small house are lined with books, many esoteric in nature, as well as artifacts from foreign lands. Suckling pig, strong red wine and roasted vegetables are served.

### KEY ELEMENTS:

- Wade is convivial but elusive on any direct questions the characters may have.
- *Handout 11: Bishop, Hall, Wade & Freeborn in Egypt* will be seen on a mantlepiece by the Investigators. Wade will tell them general information about the dig, saying that it was in 1916 when they were all a lot younger and bolder. He no longer has any interest in Egyptology.

### WADE'S AGENDA

At the end of dinner while they are drinking wine from the cellar Wade has kept since before prohibition, Wade will make known the true reason for inviting the students to dinner. He

will impress upon them that he is aware that one of them is in possession of the journal that poor Alistaire Upman used to carry with him. He asserts that who ever has it should give it to him – "The journal is dangerous, the information it holds could place the reader's mind in peril."

No doubt the player characters will want to know more. Wade has opened a can of worms. He will say no more other than to allude to dangerous beliefs that some men hold in ancient intelligences. It was such belief that no doubt drove Upman to take his own life.

## DOWNTIME: RESEARCH

Of course players may wish to follow up on some investigations immediately after the dinner party scene, or perhaps at other stages during Session Three.

Researching Professor Bishop will result in the discovery of

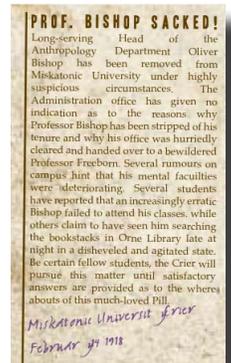
*Handout 12: Bishop Sacked!*

Researching the other academics (Wade, Hall and Freeborn) will reveal the same photo of them from the mantle-piece, *Handout 11* in the Arkham Advertiser from 1916 with a brief explanatory article about a dig in Egypt. More contemporary information reveals their areas of expertise.

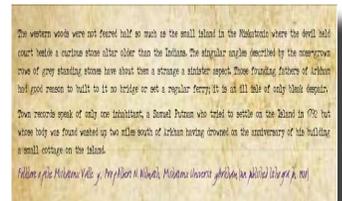


Miskatonic University Expedition, Egypt 1916 (left to right) Prof. Oliver Bishop, Edgar Hall, Prof. Mason Wade, Tyler M. Freeborn

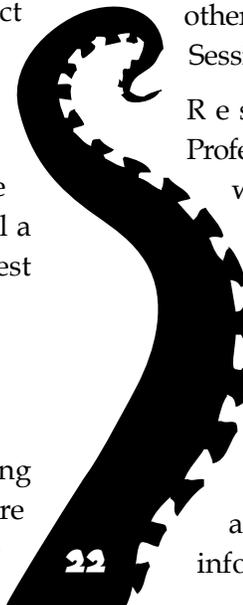
**Handout 11:**  
*Bishop, Hall, Wade & Freeborn in Egypt.*



**Handout 12: Bishop Sacked!**



**Handout 13:**  
*The Island*



# MADNESS AT MISKATONIC

After the final scene in Session Two, The Island, the Investigators may also want to know more about this dire place. Handout 13 explains further and also make a connection (for astute readers) between the Ashbry family and the ill-fated Samuel Putnam, the islands first and only inhabitant.

## SCENE 2: FRANCIS' 'SUICIDE' / CAPTURING THE MADMAN

*Late evening, Sunday 17 October*

### OBJECTIVES:

- Francis is clearly not himself when he dies.
- The madman reappears and is captured.

### SET UP:

A distressed Vivian calls the Investigators on their dormitory phone in the middle of the night. Francis was acting strangely and locked her in her room. She finally broke out and called them. He had the journal with him and drove off in the direction of the University.

### KEY ELEMENTS:

- Having received the phone call, the Investigators might search for Francis. They may head in the direction of Wade's Cottage or Orne Library. They may search in other places. Regardless, at some point they will see Francis heading to the Bell Tower on the Campus Green.
- Francis is being controlled by Dr Hall. Once at the top of the bell tower, Francis will jump to his death.
- The journal will be on the ground beside him.
- The madman will arrive to try and take it. The characters can capture him.
- Another figure will be seen watching from the distance. He will easily flee into the shadows (this is Dr Hall).

### FRANCIS IN THE TOWER

Francis will have with him an axe that he uses to break into the bell tower door. Before the Investigators can reach him, he will use it to secure the door from the other side and start up the stairs.

It will take Strength based resistance rolls to break down the door. Set the target within the range of the strongest investigator, enough to make it a challenge but not impossible. Each test allows Francis to climb higher and higher.

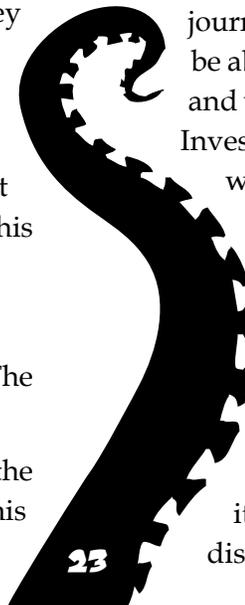
While there should be no chance that the Investigators will intervene and save Francis from jumping out a bell tower window, the closer they get to him, the earlier Hall will make Francis jump allowing the characters a few vital moments, before he dies, to ask him questions.

If the Investigators get a chance to talk to the dying Francis he will claim "I was not my self. My mind was present, but my body was not my own." If they ask him about the journal he will simply say "Vivian knows..."

### THE MADMAN

Bishop, drawn to the mystic energies being used on Francis, will arrive on the scene again (as he had done with Upman). He will try to recover his journal, but swift-thinking characters should be able to capture him. Bishop is a frail old man and won't put up much of a struggle against the Investigators. However, letting the scene play out with a bit of wrestling and fist fighting might allow the players to blow off some steam. Don't forget that there is an axe on the other side of the broken bell tower door. This might help to give the Investigators the advantage when intimidating the madman into surrendering.

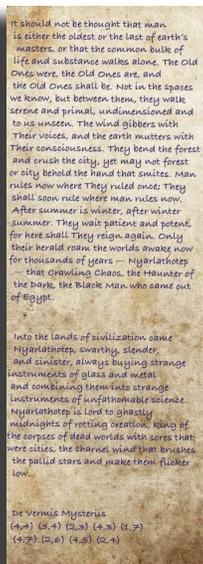
When they have the madman in hand, it will be clear that he is an older, more disheveled Professor Oliver Bishop.



# MADNESS AT MISKATONIC

Campus Security will arrive soon after Francis falls and assist in holding the madman until the police arrive.

As with Upman's death, the police will want to question the characters. But don't make too much of it. They will never really be considered suspects and are more likely to be held in esteem for capturing Bishop. **Again, they will receive another \$100 reward this time for capturing the madman.**



**Handout 14:**  
**Bishop's Journal**

## THE JOURNAL

The player characters will no doubt want to snatch up the journal from beside the dying Francis. Provide them with *Handout 14: Bishop's Journal* as an example of what it contains.

## WHERE'S VIVIAN?

Immediately following Francis' death, Vivian will be in shock and taken away by the police for questioning. The characters won't have access to her until the next day.

## SCENE 3: WADE'S DEPARTURE

*Morning, Monday 18 October*

### OBJECTIVES:

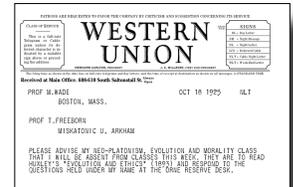
- Continue to dangle Wade as suspicious.
- Allow the characters the opportunity to talk to Freeborn and glean a little more of the relationships between Hall and Wade.

### SET UP:

The next day, a Western Union telegram will be attached to Wade's classroom door. Wade's classes have been cancelled for a week.

### KEY ELEMENTS:

- Gilman is unaware of what has happened and will be surprised by the news of Alistaire's death. Let him ask questions to help guide the player character's understanding of what is actually going on (of course they don't have all the pieces of the puzzle yet).
- Freeborn is in his office. He is affable but won't get drawn in to things. He will say that Wade and Hall do not see eye to eye on some critical points of difference.



**Handout 16:**  
**Wade's Telegram**

## SCENE 4: VIVIAN CONFESSES

*Afternoon, Monday 18 October*

### OBJECTIVES:

- Strongly suggest that mind control was in play
- Reveal Vivian's secret relationship with Upman in order to obtain the journal for Alistaire.

### SET UP:

At some point the Investigators will most likely want to talk to Vivian. They will find her back at the Ashbry house, packing. She is sobbing and preparing to leave for her family's house in Boston.

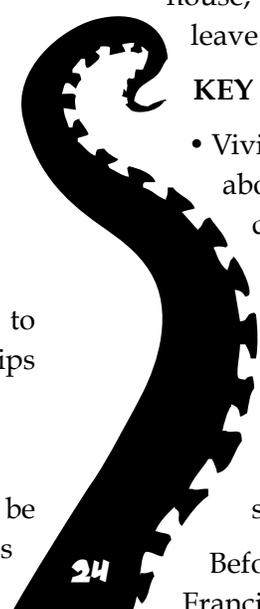
### KEY ELEMENTS:

- Vivian fills in some of the missing information about herself, Upman, the journal and her dead brother.
- Vivian hands the Investigators *Handout 17: Francis' Postcard*.

Vivian's involvement in Francis' scheme

Here is the chronology of events as Vivian sees it:

Before the characters arrived at Miskatonic, Francis and Upman got to know one another.

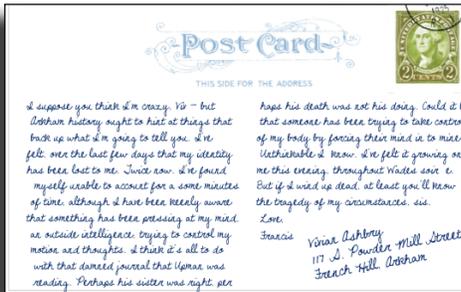


# MADNESS AT MISKATONIC

- One drunken night at Java Bazaar, Francis snuck a look at Upman's journal. Intrigued, he set Vivian the task of seducing the book away from Upman.
- The night of the Egyptian Party/the night of Upman's death, Francis followed the Investigators and found the book on the ground below Upman's window (this is who the player characters saw scuttling off with the journal).
- Francis was always interested in the occult and mysticism. He specifically visited The Island in search of the stone altar.

Vivian insists that the characters mind the house for her while she is Boston. They can even have Francis' car, she has no need for it.

The family is having a private funeral in Boston where his body will be placed in the family tomb.



Handout 17:  
Francis' Postcard

## SCENE 6: VISITING BISHOP IN THE SANITORIUM

Late afternoon, Monday 18 October

### OBJECTIVES:

- Learning about Bishop's fear of cosmic threats.
- Learning about the 'hidden collection' within Orne Library.
- Providing more information on Hall and Wade (and Freeborn)

### SET UP:

In Arkham Sanatorium Bishop has been returned to his cell. He has refused to tell the hospital administrators how he escaped unless they let him talk to the Investigators. The administrators have begrudgingly agreed. The sanatorium is still transitioning to a modern institution, possessing an air of decaying institutional menace despite attempts to brighten the place up.

### KEY ELEMENTS:

- Bishop's doctor's name is Gregory Maxwell. Dry, to the point but apparently genuinely concerned about Bishop's welfare.
- Bishop plays chess against himself (or any Investigators who will offer) in the sanatorium's dining hall.

### ABOUT BISHOP...

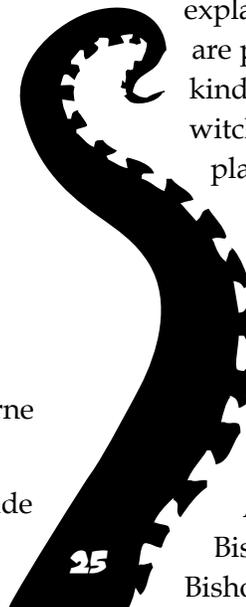
As they walk to meet Bishop, Dr Maxwell will explain:

- Bishop has been sterilized as part a Mental Hygiene Program run by the state of Massachusetts.
- Dr Maxwell believes that Bishop suffers from parataxic distortion, the inclination to skew perceptions of others based on fantasy. Dr Maxwell explains as follows "Bishop believes that there are people who are trying to bring about some kind of apocalypse. Mystical powers, cults, witches and the like. Whatever you do don't play into this fantasy..."

- Bishop has a patchwork of tattoos from a variety of cultures that he calls "wards". He believes these assist him against these unseen threats.

### MEETING BISHOP

An attendant is present to watch over Bishop while he talks to the Investigators. Bishop is incredibly lucid although the things he



# MADNESS AT MISKATONIC

speaks of, Great Old Ones, the peril of man, cosmic forces... do sound like ravings.

Of course, in the context of a *Call of Cthulhu* game, Bishop is not crazy, he is quite right in his assertions about malign alien intelligences to whom humans are but ants. But the player characters will most likely still need some convincing.

Bishop can also explain that in Egypt he and the other academics discovered the truth about the Great Old Ones. This changed each of them as follows;

Dr Hall - "A zealot. Determined to thwart their plans for humanity and any who work with them."

Prof. Wade - "A pragmatist who wishes to learn more about these ancient races."

Prof. Freeborn - "Living in denial. Hiding his head in the sand."

Himself - "Trying to protect mankind. Where is my journal?"

## MIND CONTROL?

If asked, Bishop believes whole-heartedly in the existence of certain ritualized formulae that would allow someone to control the mind of another. "They would need a device to focus their mind and channel the comic energies toward the victim."

## THE JOURNAL

Bishop escaped because he had left a protective formula written on the door to his family tomb which warned him that the tomb had been breached. Upon investigating he discovered that his journal, which he had hidden there, had been taken.

Bishop advises that the journal is the key to the hidden collection in Orne Library, "the basement desks hold the answer!" Now that he has been recaptured the Investigators will have to intervene in the struggle between Hall and Wade. "One of them is responsible for these deaths. Which one, I do not know." Be careful with the collection, you will jeopardise your minds if you read too deeply and for too long...

No. 19



**Keep Your Mind Occupied  
With Good Books**

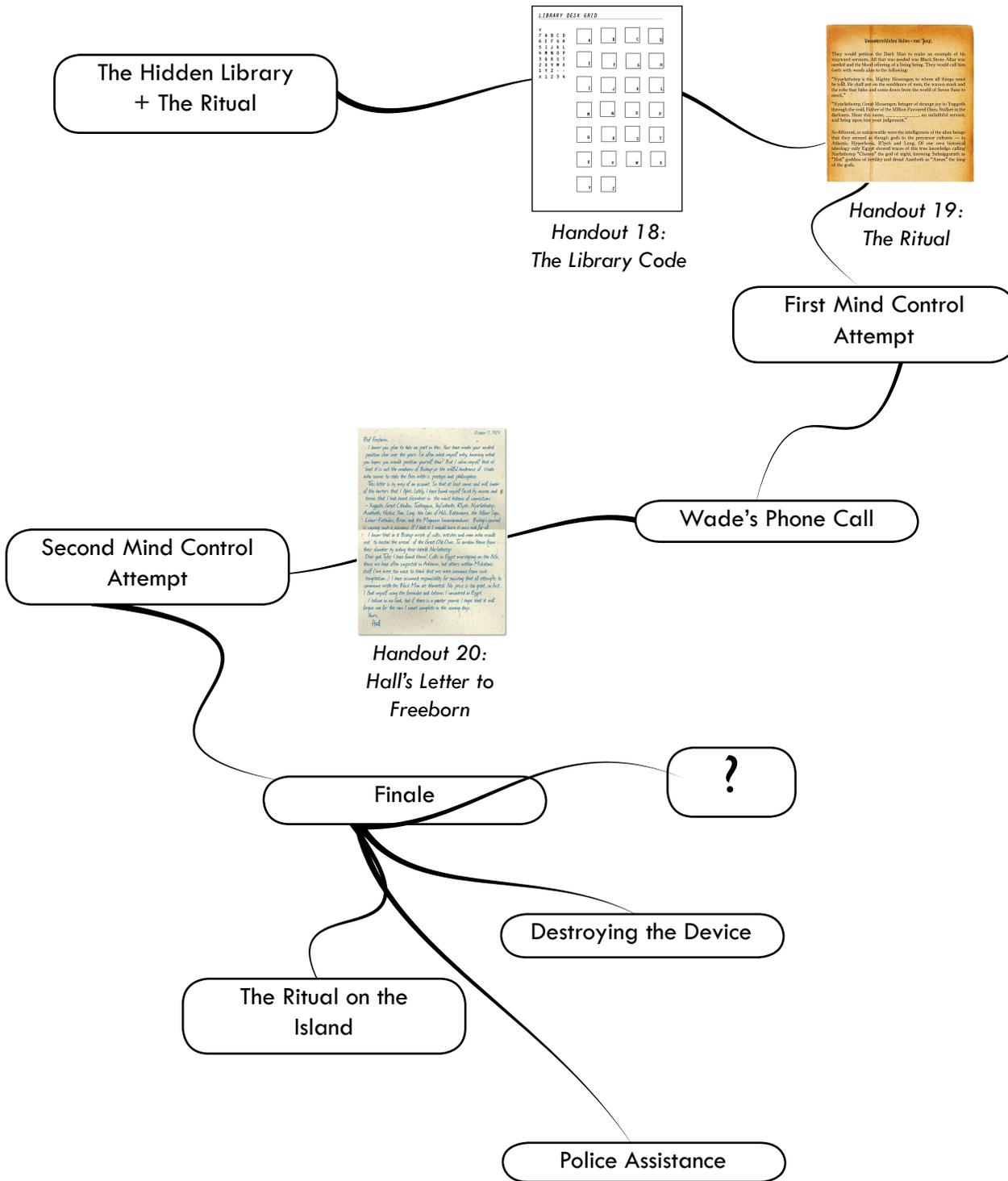
Some good ones are

TREASURE ISLAND	- - - -	Robert Louis Stevenson
TOM SAWYER	- - - -	Mark Twain
THE VIRGINIAN	- - - -	Owen Wister
THE CRISIS	- - - -	Winston Churchill
THE MAKING OF AN AMERICAN	- - - -	Jacob A. Riis
THE LAST OF THE MOHICANS	- - - -	J. Fenimore Cooper
THE DOCTOR	- - - -	Ralph Connor
KIM	- - - -	Rudyard Kipling
POEMS OF ACTION	- - - -	David R. Porter
HIGH ADVENTURE	- - - -	Captain Norman Hall
MEN OF IRON	- - - -	Howard Pyle
THE LITTLE SHEPHERD OF KINGDOM COME	- - - -	John Fox, Jr.
PROFITABLE VOCATIONS FOR BOYS	- - - -	Weaver and Byler

B

# SESSION FOUR

## Suggested Flow Chart



# MADNESS AT MISKATONIC

## SESSION FOUR INTRODUCTION

By now the Investigators have almost all the information they require to piece together the events that surround the deaths of fellow students Alistaire Upman and Francis Ashbry.

Either Professor Wade or Dr Hall (Hall most likely) is using some kind of mind control device to murder, by apparent suicide, students who have used Professor Bishop's journal to uncover a secret collection of books in the Orne Library.

All that remains is for the characters to uncover those same books (if they dare), discover who the killer is (Dr Hall) and bring them to justice. Simple.

In this respect the session is largely free-form. The first scene revolves around breaking the code to the hidden collection. The remaining scenes involve attempts by Hall to kill the characters followed by the characters' attempts to defeat him.

## SCENE 1: THE HIDDEN COLLECTION AND THE RITUAL

### OBJECTIVES:

- Discover the hidden collection with in the library
- Learn more of Nyarlathotep and the ritual to punish one of his servants.

### SET UP:

The Orne Library is built over several stories including a basement, where after some searching the Investigators will uncover the solution to the code that points to the hidden tomes. Stern librarians and the quietly studious patrol the dusty stacks like silent ghosts.

### KEY ELEMENTS:

- Book hunt with plenty of player head scratching and puzzling over scrap paper.

## HIDDEN COLLECTION, WHAT THE HECK?

Lovecraft scholars will note that during the 1928 events in *The Dunwich Horror*, the *Necronomicon* et al were available to be viewed but not borrowed in the Orne Library. (As a coda to this story, Dr. Armitage then makes their access restricted). As the events of this campaign are set in 1925, a different location for the books is presented. Maybe all this activity around the hidden collection is what drew Armitage's attention to the books in the first place...

At some point in his career at Miskatonic University, Professor Bishop saw fit to hide four books concerning the mythos in plain sight. Each book is attached to a mundane text, a key book, that is used to locate the hidden collection.

## FINDING THE COLLECTION

The goal at the outset is to feed just enough information to the players so that they think that they've made all the discoveries for themselves. They might be clever enough to put things together on their own,

but they will at least need to discover that there are 26 desks in the basement arranged in a grid-like pattern.

Y	A	B	C	D
7	E	F	G	H
6	I	J	K	L
5	M	N	O	P
4	Q	R	S	T
3	U	V	W	X
2	Y	Z	-	-
1	1	2	3	4

Handout 18:  
The Library Code

Investigators should be given Spot Hidden/ Investigation rolls while searching the library to uncover 'the key' as previously mentioned by Bishop. Failing this give them Idea rolls.

In the basement of the library are study carrels each with a corresponding letter provided in order to assign seating to students in any given year. It just so happens that there are exactly 26 tables.



# MADNESS AT MISKATONIC

Handout 14: *The Library Code* accurately represents this on a two dimensional Cartesian grid. By plotting against two coordinates, a letter is established. For example the numbers in *Handout 6: Upman's Notebook* correspond as follows:

(4,5)(1,1)(4,7)(1,6)(4,5)(4,5)

(4,4)(3,4)(3,6)

(2,2)(1,5)(1,5)(1,5)

These form the words

LYDELL POG VIII

which is a book in the Orne Library: *Principles of Geology* Lydell, Charles 1833 Vol.1-3

Going into the stacks to find the book the Investigators will see that next to Lydell's volume is a plain black book. Opening it the frontispiece reads

*Von Unaussprechlichen Kulten* written by Friedrich von Junzt trans. Bridewall 1845.

The book referred to in *Handout 14*, *Bishops' Journal De Vermis Mysteriis* (4,4) (3,4) (2,3) (4,3) (1,7) / (4,7) (2,6) (4,5) (2,4) connects to "PORTA DFLN" or *De Furtivis Literarum Notis "On the Secret Symbols of Letters"* by Giovanni Battista della Porta. This text sits next to an English translation of *De Vermis Mysteriis*.

It's advised to let the players to work through the codes themselves. Give them the grid so they can convert the numbers to letters. Let them ponder the names for a while before allowing Idea Rolls (if necessary) to realise that "Lydell" and "Porta" are authors names. From the card catalogue, they will be able to track down some book titles and follow these up with the discoveries in the book stacks themselves.

Once the two codes have been cracked (*Handout 6 and 14*), advise the players that there are another two codes in *Bishops Journal* which they can easily solve. Then provide them with the titles

of the other books and the mythos tomes they relate to. These are:

*Disquisitiones Arithmeticae* by Carl Friedrich Gauss 1799, which is tied to a French edition of the *Libre d'Eibon*.

And Luke Howard on *The Modification of Clouds* 1803 which ties to Orne's very own copy of *The Necronomicon* (17th Century Latin translation).

## READING THE BOOKS?

It is most likely that the Investigators will want to read the books. Only two are in English, so unless the characters are fluent in French or Latin, their access to these books will be slow going.

That said, if they research Nyarlathotep (mentioned now in several handouts) or come back at a later stage to investigate him. *Von Unaussprechlichen Kulten* has a reference to this dark god and a ritual that sounds perfect for dispatching Dr Hall (more on this later). It is 'summarised' in *Handout 19: The Ritual*.

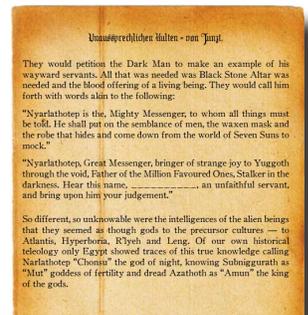
It is not necessary that the Investigators do indeed read the books, there are solutions to Dr Hall's attacks that will present themselves regardless.

## SCENES: MIND CONTROL

At various stages during the session Dr Hall will try to harm the Investigators by controlling their minds, gradually wearing them down until they can resist him no more and he can kill them.

## HOW IT WORKS

Hall seizes control of their minds automatically.



Handout 19:  
The Ritual



# MADNESS AT MISKATONIC

However, they can resist him by making **Resistance Tests** against his **Power of 15**. Do start with an Investigator with a high power score so as not to imperil them too early but still getting the characters nice and worked up.

When Hall seizes control it lasts a few seconds until the character can regain control. **They can continue to test against the mind control but should lose 1 Magic Point/Will Point per attempt.** When they run out of these points they can no longer resist against Hall.

Clearly it will take some doing before he grinds them down enough to control the Investigators outright, but that's not what we're after here – more the sense of menace and dread that comes with being psychically attacked from afar.

## WHEN TO ATTACK?

Good ways for Hall to try and thwart the Investigators include:

- any time that one of them is holding a weapon, Hall will try and force them to attack another investigator (fake a roll so that it seems like a genuine attempt to kill them without actually succeeding).
- driving a car off the road when all the Investigators are in it (small amounts of damage 1D3)
- trying to climb out of windows and jump to their deaths, etc

Incorporating the mind control attempts into play should feel seamless, not just dropped in out of nowhere. Make a lot out of the loss of control and the malign intelligence forcing itself into their mind. The characters will feel as though their consciousness has been forced aside, their body moving without their say so, their limbs refusing to respond to their own thoughts. After the attack they will feel mentally drained (as represented by the Magic/Will Point loss).

## SAN TESTS!

The character should also make a SAN Test after they have been 'possessed'. **Successful Investigators lose only 1 SAN Point, Unsuccessful ones 1D6.**

## GET THEE AFTER HALL

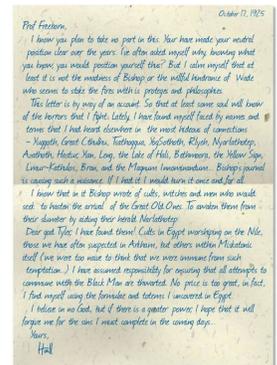
The point of all this is to drive the characters towards their attacker as they have no way of running from him. Eventually he will wear the Investigators down and kill them one by one. This should give them the impetus to bring the campaign to a dramatic conclusion.

## SCENE?: BREAKING INTO WADE'S HOUSE

If your players were anything like mine, at some point they will raise the idea of breaking into Wade's Cottage, after all he is in Boston and thefts and arson are so often the mainstay of *Call of Cthulhu* players.

This is a good opportunity to give them access to *Handout 20: Hall's Letter to Freeborn*, which Wade himself has stolen. If they're still without *Handout 7: Letter to Hall*, Wade can have pilfered this at some point as well. These might be in a locked desk, in clear view, tucked into a folder – whatever will tempt the players and make use of their skills.

Do make the scene unsettling. Most likely they still consider Wade a suspect at this point; at the very least he is a man who knows about the mythos and has strange artifacts in his house.



**Handout 20:  
Hall's Letter to  
Freeborn**



# MADNESS AT MISKATONIC

## HALL ATTACKS!

Wade's Cottage is a great place to have Hall force himself on an Investigator and have them attack another investigator with a pointy relic of some description.

## SCENE?: WADE'S PHONE CALL

So your Investigators are law-abiding citizens after all? Then have them summoned to the Dean's Office.

The Dean is on the phone — "This is very irregular. I expect you'll be back by the week's end? Well, very well."

After which he presents them the phone and gives them five minutes of privacy.

No doubt the Investigators will have hundreds of questions. Wade is under pressure himself, talking vaguely of unseen threats against him. He has to be brief:

- He confirms their suspicions about Hall. He does believe he is trying to control their minds. They are to avoid him at all costs. No doubt this will probably encourage the players to do the opposite.
- Wade is in Providence trying to pull together enough evidence to convince the police to arrest Hall — "There are books here in Brown University that will help."
- Wade tries to dissuade them from doing anything against Hall. "He is a dangerous man." But if pressed he will suggest they visit Wade's own house (see below).

## GO TO MY HOUSE...

This is a good opportunity to have Wade suggest that if the characters are in peril, or determined to learn more, that he has a key hidden under a flower pot on the front porch of his cottage. He tells them to read the letters in the folder on his study desk (giving

them access to *Handout 20: Hall's Letter to Freeborn*, and if they're still without it, *Handout 7: Letter to Hall*). As suggested above, the house is a great place for one of Hall's attempts at mind control.

## FINAL SCENE: CONCLUSION

By this point the Investigators will understand the full scope of the horror that faces them — psychic attacks from a Miskatonic academic who believes that they themselves are a threat to mankind.

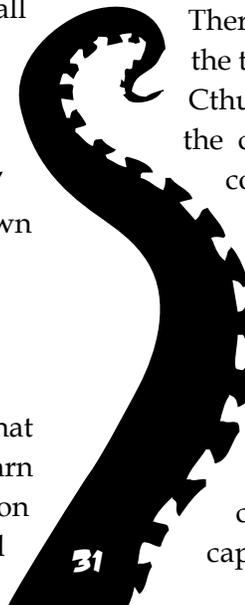
There are at least three possibilities which have already been established. Your players may come up with other options which are also discussed below.

## OPTION 1: A RITUAL ON THE ISLAND

*Handout 15: The Ritual* from *Von Unaussprechlichen Kulten* presents a somewhat extreme solution. This involves the Investigators taking on the very roles Hall has feared all along and appealing to Nyarlathotep to judge Hall who, after all, has been using relics relating to Chonsu/Nyarlathotep to assault the character's minds.

There is a nice irony here, a reversal of the roles to the traditional 'stop the cultist' ending to many Cthulhu campaigns, with Hall tracking down the characters and trying to stop them from completing the ritual while they struggle to complete it. Here are some suggestions of how it might play out.

The Ritual outlined in *Handout 15* calls for a blood offering on a stone altar. The characters have seen one on The Island. It's enough (Idea/research rolls) for the offering to be an animal — rabbits can be bought from pet shops, local strays captured, fish from the river...



# MADNESS AT MISKATONIC

## RETURNING TO THE ISLAND

Of course it should be overcast or stormy by the time the characters get to the island. The light of a torch will be seen coming through the woods – Hall with a dog, attempting to stop them.

The Investigators may choose not to follow through with the ritual having used it as a bluff to lure Hall out and then race back to his apartment to destroy the mysterious relic. Perhaps they shoot and kill him in cold blood. Or engage in a gun battle. Who knows the minds of players, really?

## SUMMONING NYARLATHOTEP

If they do summon Nyarlathotep absolutely make a big deal out of it. **There should be San loss: 1d3/1d8 for the summoning and 1d4/1d10 seeing the dark god.** He'll be in one of his more human like forms. A useful bit of prose from Lovecraft describes him thusly:

*A shapeless robe of some heavy black fabric. His feet were indistinguishable...but he must have been shod, since there was a clicking whenever he changed position. The man did not speak, and bore no trace of expression on his small, regular features.*

As the Investigators complete the ritual, shadows grow from the edges of the stone circle, the whippoowills circle and scream as Nyarlathotep rises from out of the altar.

The dark god should point to Hall, who without any control over his own body (oh the irony) walks towards him to be concealed beneath the robes, screaming and being ground up by some hidden mechanism. All that is left is blood and mince.

**Everyone roll San! (1/1d6)**

## DR EDGAR HALL (relevant statistics)

Power: 15

Hit Points: 16

Gun attack: 55% (revolver) Damage 1d8

Fist attack: 60% Damage 1d4

Dodge: 45%

Awareness: 60%

## THE DOG (relevant statistics)

Hit Points:10

Bite: 60% Damage 1d6+1

Dodge: 35%

Awareness: 70%

## OPTION 2: DESTROYING THE DEVICE

A less sanity-blasting solution would be for the Investigators to steal or destroy the strange relic that Hall has been using to channel his mind control. Without it, he can only attack them through mundane, physical means (and thus more easily thwarted/arrested).

## BREAKING INTO HALL'S APARTMENT

Some quick research will establish that Hall is renting a third floor apartment in downtown Arkham. When the characters arrive the lights will be out and they might assume that he is not in (or if it is night, asleep).

Fire escapes provide easy access to the apartment and breaking in can be subtle or direct (brick through the window, etc).

The fire escape leads onto a living room/studio which has an attached kitchen and bedroom (the bedroom has an en suite). A skylight sits above a sunken sitting area. Around the apartment are a range of Egyptian



# MADNESS AT MISKATONIC

artifacts, old books and the latest art deco furnishings. There is also a sarcophagus in one corner. There are plenty of plants, photographs and other modern furnishings as well.

## FINDING THE RELIC

The bedroom is dark. As the characters explore it they will see a sleeping figure in the middle of the bed, the covers completely obscuring its face. Sitting on a dresser to the side of the bed is the mysterious relic they are looking for – a transparent globe mounted in a strange bracket. Weird clockwork rotates inside giving off an amber glow.

Strange whispering noises can be heard coming from the sphere and echoing around the room.

Any attempts to snatch the relic will be successful, however the 'figure' on the bed will shoot up in a very inhuman way, like a long swaying column. This 'thing' will pursue the characters around the room, scuttling as it goes, intuitively avoiding furniture, the covers concealing it but threatening a unspeakable horror underneath. **It's enough for a small SAN Test (1/1d3).**

## HALL ATTACKS

A naked Hall will emerge out of the sarcophagus where he has been meditating. He is armed with a gun however, and will try and stop the characters from escaping with the relic.

Smashing the relic will send Hall into a spasm on the ground. This in turn will release the 'thing' from Hall's control and send it scuttling over to his thrashing body to start mauling him.

Anyone foolish enough to remove the sheets from the thing will see a horrific, six foot tall, veined, lamprey-like creature with several centipede legs and a maw of many, many teeth. **(1/1d8 San loss).**

If the characters flee in the shoot-out, back out of the window, there is a good chance (Luck test at -10%) that they will break the relic anyway as

they try to climb down the fire escape.

Hall will not pursue them beyond the fire escape and later that night a strange fire will engulf his apartment. He will never be heard from again, and Wade will give no insight beyond saying that "the problem has been dealt with."

## THE 'THING' (relevant statistics)

Hit Points: 20

Bite: 50% Damage 1d8+1

Dodge: 40%

Awareness: 90%

## OPTION 3: POLICE ASSISTANCE

The Investigators have had a few run-ins with the police, thus far. They've received a reward for discovering who was defacing the cemeteries, another reward for capturing the madman and have been present at two crime scenes. Suffice to say, they are known by the police. It might occur to them that a possible course of action would be to seek official assistance with the threat they face.

The police are unlikely to believe any truthful accounts of what is actually going on – mind control and alien intelligences will, understandably, sound like crazy talk to them.

If the characters can come up with a convincing/plausible explanation, the police will send one beat cop, Officer Lindsey, to go with the characters to talk to Dr Hall.

If the Investigators play ball and let Officer Lindsey talk with Hall he will be charming, politely suggest that the Investigators are lying and that there is no evidence to back up their claims. Lindsey will insist that the characters leave, their reputations now tarnished with the Arkham police. Of course this won't prohibit them from breaking into Hall's apartment or following



# MADNESS AT MISKATONIC

through with the ritual (Option 1 and 2). In this case the visit should be presented as an opportunity to gather further information, notably the apartment's layout.

If the characters pull any hijinks with Lindsey around (trying to steal the relic, etc) move to the latter events of **Option 2: Destroying the Device**. Hall will not brook any attempts to put his years of research and personal sacrifice at risk and is willing to kill to do this. Officer Lindsey will be the first to die at the hands of the 'thing' from the bedroom.

## GILMAN?

At some point or another the Investigators might seek out Gilman for assistance. You could also use him as a convenient NPC to get in touch with them, perhaps Hall has tried to seize control of his mind, and he's looking for answers. Gilman is a potential ally and very useful in providing a way for the Keeper to nudge the characters in certain directions. Gilman has some moderate skill with a gun (from learning to hunt when he was younger) at 40% for whatever weapon he is handed. He also is aware of his 'family's superstitions' so he may be a good sounding board for occult-related ideas.

## OPTION 4: ?

Roleplaying is by its nature a collaborative effort. It could be that your players have some other cunning scheme to foil the dastardly Dr Hall. If this is the case don't try and sho- horn them into a pre-set conclusion. It's always best to let the players derive their own endings; there should be enough information in the three options on offer to fill in any details you might need to bring things to a satisfactory close.

## FINALE AND SUMMARY

It may be worth a little time providing a quick narrative summary of the fall-out of the conclusion to the campaign.

Hall will be defeated or the characters unsuccessful in their attempts to stop him.

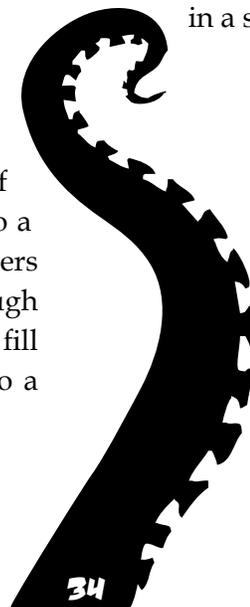
Some Investigators may be dead or wounded (and recuperating as a result). Hospital stays and funerals should be addressed.

Some Investigators may be driven temporarily mad, in which case they may find themselves a chess partner with Dr Bishop in Arkham Sanatorium. Will they be released? Maybe leave this hanging.

Wade will say very little about the events, but will be seen on occasion stalking around campus in the middle of the night with old books in hand.

Vivian will remain in Boston allowing the characters to live in the family house for as long as they study at Miskatonic University. (Should you run other sessions with these characters the house makes for a handy base of operations). Perhaps Francis had collected a small occult library that might prove useful.

At the end of the semester Gilman returns home to Innsmouth for the holidays. He may be heard from in a subsequent mini-campaign...



# **HANDOUTS AND OTHER USEFUL MATERIALS**

# MADNESS AT MISKATONIC

## INVESTIGATOR PROLOGUE

Miskatonic University is named after the Miskatonic River that flows through the centre of the witch-haunted city of Arkham. It is one of the most notable features of the city, so much so that Arkham could well be called a University Town. The influx of students during semester time sees a growth in local trade while university professors often fulfill civic roles. That said, the relationship between Arkham with its God-fearing puritan history and a uniquely secular campus has resulted in some tensions.

Arkham is located 27 miles north of Boston within Essex County, Massachusetts. It is located 9 miles north of the sea port of Salem.

The Department of Arts and Philosophy offers two different baccalaureate degrees: Liberal Arts including schools of Anthropology, Archaeology, History, Linguistics, English, Philosophy and Political Economy; and Science which includes schools of Mathematics, Physics, Zoology, Geology, Chemistry, Psychology, Medicine and Biology. Specialisations are available as a lead-up to post-graduate study. (In practical terms players should identify which degree they are studying).

### Professor Wade

You have enrolled in a new class being run by Professor Mason Wade. Nominally held under the auspices of the School of Philosophy the subject is available to all freshmen students across both Liberal Arts and Science disciplines. This is how the subject is described:

*The Wisdom of Gods: Neo-Platonism, Evolution and Morality: A philosophical investigation into the evolution of the mind, soul and the cosmos (and those intersections in between). From classical scholars like Plotinus to contemporary thinkers like Wundt and Freud we seek to discover what it is to be both moral and enlightened. Shirkers need not enrol.*

You may have enrolled enthusiastically, to fill out a remaining subject or accidentally. All that matters is that all the characters commence the term in this class.

### Other notes

- Characters are not from Arkham. They are new to the city and know next to nothing of its legends and superstitions. (They should not come from Innsmouth, Dunwich or Kingsport either).
- Ideally, the characters should have a passing interest in things occult or 'esoteric'. It may in fact be the reason you are attending the University. The Orne Library is known to be home to some inscrutable and ancient texts.

## 1925 OVERVIEW

"The Jazz Age" was termed so by F. Scott Fitzgerald and describes the period between the First World War (1918) and the Great Depression (1930). Largely removed from the European Conflict, America's prosperity soared and an era of technological growth, liberalism and new thinking took place. Jazz music was all the rage while modernist art movements dominated most forms of fashion, advertising and culture.

### Prohibition

The passing of the Eighteenth Amendment on January 16 1920 made the production and distribution of liquor illegal. This resulted in the growth of organised crime and bootlegging. Speakeasies became very lucrative. It is estimated that by 1925 there were between 30,000-100,000 speakeasies in New York city alone.

### Technology

Over 15 million Model-T Fords had been sold by 1925. It proved to be the most popular car of the decade. Silent movies were widely attended, with Rudolph Valentino and Clara Bow being the sex symbols of the day.

Air travel was increasing in popularity and design. The Fokker F.VII carried 11 passengers and was the primary aircraft of the Atlantic Aircraft Corporation. The telephone was used in widely in cities. Even so there were only 16.3 telephones per 100 people in the US by 1928.

Between 1923 and 1930, 60 percent of American families purchased a radio and by 1922, 600 radio stations had sprung up around the United States.



*"From Ignorance to Wisdom; From Light to Darkness"*

**CAMPUS MAP**

- 1. School of Medicine
- 2. Mortuary
- 3. School of Languages
- 4. Staff Houses
- 5. Liberal Arts
- 6. Sports Field
- 7. Field House
- 8. Science Hall
- 9. Science Annex
- 10. Bell Tower
- 11. Women's Dorm
- 12. Men's Dorm
- 13. Faculty House
- 14. University Spa
- 15. Administration
- 16. Locksley Hall
- 17. Orne Library
- 18. Ground keeper

334 W COLLEGE STREET, ARKHAM MASSACHUSETTS,  
TELEPHONE: ARKHAM 1-3625



**AUGUST 1925**

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**SEPTEMBER 1925**

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**OCTOBER 1925**

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**NOVEMBER 1925**

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Calendar: First Semester Dates  
August–November 1925

Map: Miskatonic University



"Haec Olim  
Meminisse Iuvabit"

# ARKHAM ADVERTISER



Weather: Scattered Showers

Monday 7 September 1925

## Hylan Refuses Bait to go on Bench and Quit Mayor's Race

MEETING OF BOROUGH LEADERS ON MAYORALTY SITUATION IS PUT OFF UNTIL NEXT WEEK.

In a final attempt to avert an open break and keep him in line for the ticket, Democrats who do not believe Mayor Hylan could make a winning fight for a third term yesterday sent friendly emissaries to the Mayor, who now are bringing all their persuasive powers to bear, with a view to inducing him to quit the Mayoralty race and accept a nomination for the Supreme Court in the Second Judicial District.

Up to last night these envoys of the anti-Hylan Forces had not been able to budge Mayor Hylan from this determination to make a fight for the Mayoralty again. It was stated, however, that the pressure would continue, and that when the Mayor awakened to a realization of his loss of popularity with the voters there was hope that he would yield to their representations. CONT PAGE 2

## Miskatonic University Doc Returns from Mysterious Egypt

SCHOLARS AND STUDENTS AGOG WITH ANTICIPATION.

Much loved Miskatonic University Doctor and adventurer, Dr Edgar Hall, returns to Arkham today from Egypt. Dr Hall, an Egyptologist and darling of Arkham high society, will be arriving this afternoon with the latest finds from his most recent dig. Hall has revealed that he has many exciting new artifacts to exhibit in the Orne Museum and plans to reveal these at a thrilling lecture he will host later this month. Eager bachelorettes and varsity students are paying attention to the time and manner of the Doc's arrival, keen to catch a first sight of the dashing Hall and his relics of antiquity. CONT PAGE 3

## Graveyards Vandalized

POLICE OFFERING REWARD. Hangman's Hill, The Burial Ground and Christ Church Cemetery have all been subject to vandalism over the last two weeks. Ground keepers report that over recent years some defacement and petty damage has occurred both nothing compared to this recent attack. There is great concern over the extent of the damage and that it has taken place over the three locations.

Police are investigating the matter and will not reveal all the details to the press other than to say a reward of \$100 is being offered for information leading to the capture of the vandal. Given Arkham's sometime's colorful history this paper hopes the criminal is apprehended swiftly.

## Noctilucent Cloud Mystery Studied

PHENOMENON AROUSES KEEN SCIENTIFIC DISCUSSION.

During the last two of three autumns, frequent reports have come from Vermont of silvery clouds shining brightly in the middle of the night, effects described as quite different from the lingering glow of twilight. In England it has at times been easy to read a newspaper at midnight by their light. Thus a long-standing scientific mystery crops up again. "Noctilucent," or "night-luminous," clouds have been a subject of intermittent discussion among meteorologists and astrophysicists since 1885. Observations of the phenomenon date back even further, for the appearance of clouds shining in the midnight sky aroused popular interest in France in the middle of the seventeenth century.

CONT PAGE 5

## Steamer Nika Burns While Rescue Boat Saves Men From High Waves

DISTRESS CALLS MADE TOO LATE.

The steamer Tuscan Prince is a total loss in the Cabot Strait between Newfoundland and Nova Scotia according to a wireless message from the United States Coast Guard cutter Algonquin. The crew was landed safely.

The North Atlantic's "graveyard of ships" claimed four more vessels as victims, with possible loss of life, in a furious gale that swept the ocean off the Canadian coast line.

The vessels known to have been lost are the steamer Nika, burned to the water's edge near Port Hawksbury; the freighter Santa Rita, lodged high on a rock ledge near Magdalen Island the motor ship Coolcha, pounded by huge waves as she lay on and exposed reef at Cape Breton and the aforementioned Tuscan Prince.

CONT PAGE 7

## Asylum Inmate Escapes

MANHUNT UNDERWAY. ARKHAM RESIDENTS TO REMAIN CALM.

Local authorities are on the lookout for an inmate who escaped from Arkham Sanatorium last Thursday. The public is advised that there is no cause for alarm, the inmate not being of a violent inclination.

The escaped man is described as being six foot three with a wild beard and greying hair. Authorities are certain they will apprehend the individual without any disruption to the day-to-day goings on of local Arkham folk.

9.6.25 - Bishop's journal hints at a great many possibilities. He describes a library hidden within Orne itself, dedicated to unknown mysteries and cosmic wisdom. I haven't yet decoded his entries but the thought of it has me buzzing.
9.13.25 - I have solved the mystery of the library! And it is simply the start of it all. Bishop hints that formulae exist in these secret books that could bridge our world with an Unseen Universe and that across this bridge alien intelligences may be contacted. If ever I were to prove that God did not exist I could do so by showing that divinity is nothing more than beings of more sophisticated action and logic. Tomorrow I will begin the hunt, starting with this Necronomicon Bishop is so keen on.

Handout 3: Upman's Diary

Dearest,

I find that I am thinking of you often, and distracted from my work. I would gladly wear such impositions were I to have the pleasure of your company again. Why have you not replied to my last letter? As I recall it was you who sought me out at Java Bazaar and suggested we pet. I refuse to believe it was just a fancy because of how ossified we were. Please deal me straight, so that I can put these thoughts out of my mind or be satisfied that you feel the same.

Yours,  
A.

Handout 4: Unsent Letter



**EGYPTIAN PARTY**

Hosted at the Ashbry Residence  
117 S. Powder Mill Street, French Hill

This Friday at seven o'clock

Guest of honour and recently returned from Egypt the very keen Dr Edgar Hall

Guests are invited to attire in the theme.

Handout 2: Party Invite

PAGE OVER   
Handout 5:  
Arkham Advertiser 9.7.25



"Haec Olim Meminisse Iuvabit"

# ARKHAM ADVERTISER

Weather: Dark, Overcast

Saturday 10 October 1925

## Police Raid on Rivertown

THREE BOOTLEGGERS ARRESTED. CHIEF WILSON NAMES THE GUILTY PARTIES.

Three men — Elon Marsh, Natanel Gilman and Mathias Crane — have been arrested for several liquor production offences after Arkham police raided a warehouse near the corner of N Sentinal and W River Street. 30 gallons of moonshine were seized as well as a small boat used for the transport of the illegal liquor from Innsmouth. In a formal statement, Chief Lambert Wilson acknowledged that the arrests were "only a small part of our ongoing battle to stamp out all liquor in Arkham." He continued by saying, "Most Arkham folk are good, God-fearing people who abide by the law. However, there is a certain, 'out-of-town' element that pays little heed to the simple virtues of our proud city. These temporary visitors with their lofty ideas and big city money think they can outsmart the law. It therefore comes as no surprise that bootleggers from Innsmouth and Newbury come to our town hoping to make a quick buck."

CONT PAGE 2

## Ancient Egyptian Exhibition to Open Tonight!

ANTICIPATED SPEECH BY DR HALL THE TALK OF THE TOWN. TICKETS SOLD OUT. PACKED AUDITORIUM IN ORNE MUSEUM.

Dr Edgar Hall adventure and Miskatonic U lecturer is to open his exhibit in the Orne Museum tonight with a thrilling lecture about mysterious Egypt.

When asked by this paper what to expect Dr Hall stated, "It is a tale of a thousand year old temple, hidden under the Egyptian sands. The story of a usurper King and the god he worshipped. There will be intrigue and ancient artifacts. Expect to be enthralled and edified."

Eager Arkham socialites and varsity students will be in attendance at the sold out lecture and will be permitted a first viewing of the exhibition compiled by the dashing Dr Hall.

Comprising of over fifty Artifacts as yet undisplayed to the public, the exhibition will be open from Sunday 11th of October until the Sunday 22nd of November before being exhibited in Boston.

Dr Hall has been recently seen in the company of the Hollywood actress Anita Lewis, and is said to be assisting her with insights into a new Hollywood picture called 'Beneath the Sands.'

In other reports, there are rumors that Providence's Brown University is courting Dr Hall with offers of departmental head. *For shame Providence!* Arkham may be small, but we know how to treat our much-loved citizens right!

CONT PAGE 3

## Madman Still at Large

SIGHTED THROUGHOUT ARKHAM

Despite best efforts of local law enforcement, the Madman that escaped from Arkham Sanatorium remains at large. Police assert that although of a menacing look, the individual is harmless. Some reports however, contradict this claim with a wild-eyed man being spotted in East Town carrying a knife. Others have seen a grey-haired man matching the description of the escapee on the Kingsport Road, in the French Hill woods and on the Miskatonic University campus. While this paper acknowledges the hard work of the Arkham police, we will not rest until this lunatic is returned to his rightful custody. Anyone with information on the location of the madman should contact the Arkham Advertiser and in addition to the warmth of a civic duty fulfilled will receive a reward of \$100.

## 9 Injured by Hit and Run Autoists

A crusade against hit and run drivers, speeders and violators of traffic rules, is under way in Essex County. This week nine persons, four of them women, were victims to speeding motorists who failed to stop after striking pedestrians. Some of the drivers were caught and a rigid search currently being conducted by combined Essex County police forces is underway for the others. The following are the injured:

- Frank Pigantore, 71 High Lane, Arkham, concussion of brain.
- Miss Julia Stafford, 907 Peralta street, Kingsport; hurt internally.
- Teresa Aitken, 1177 Stanyan street, Salem; fractured foot.

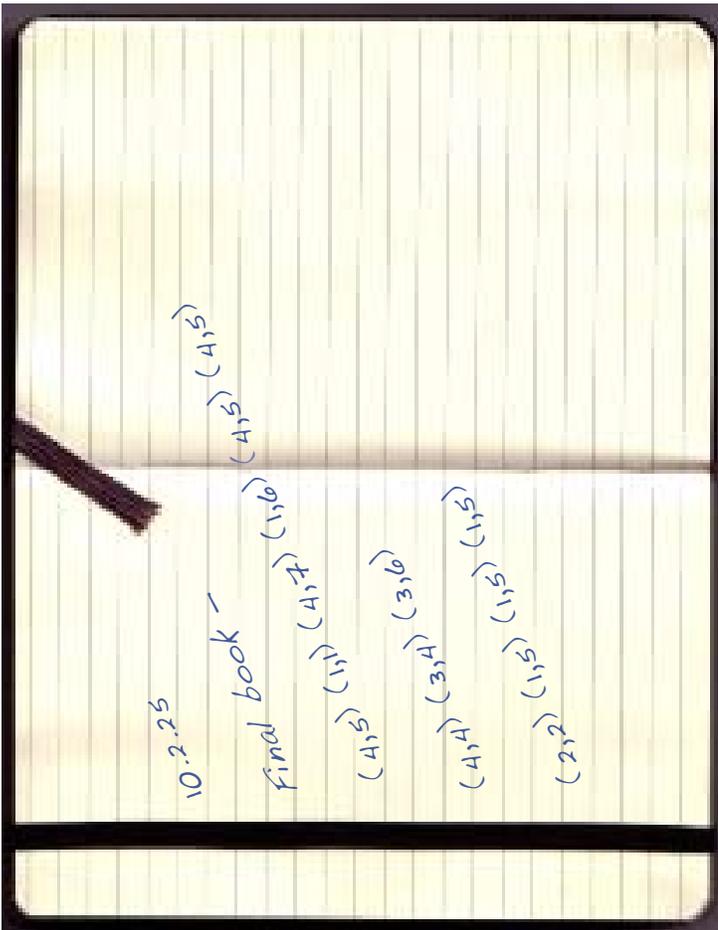
CONT PAGE 5

**Come and Have Lunch Here**

Rich, creamy soup, a tender well-cooked meat, a vegetable, a delicious dessert, and coffee, tea or milk—  
Served by a pretty girl in fetching green and white—  
At splendid wicker and mahogany tables in an airy, cheerful mezzanine, overlooking busy Broadway.

All for 40c—11 to 2 Daily

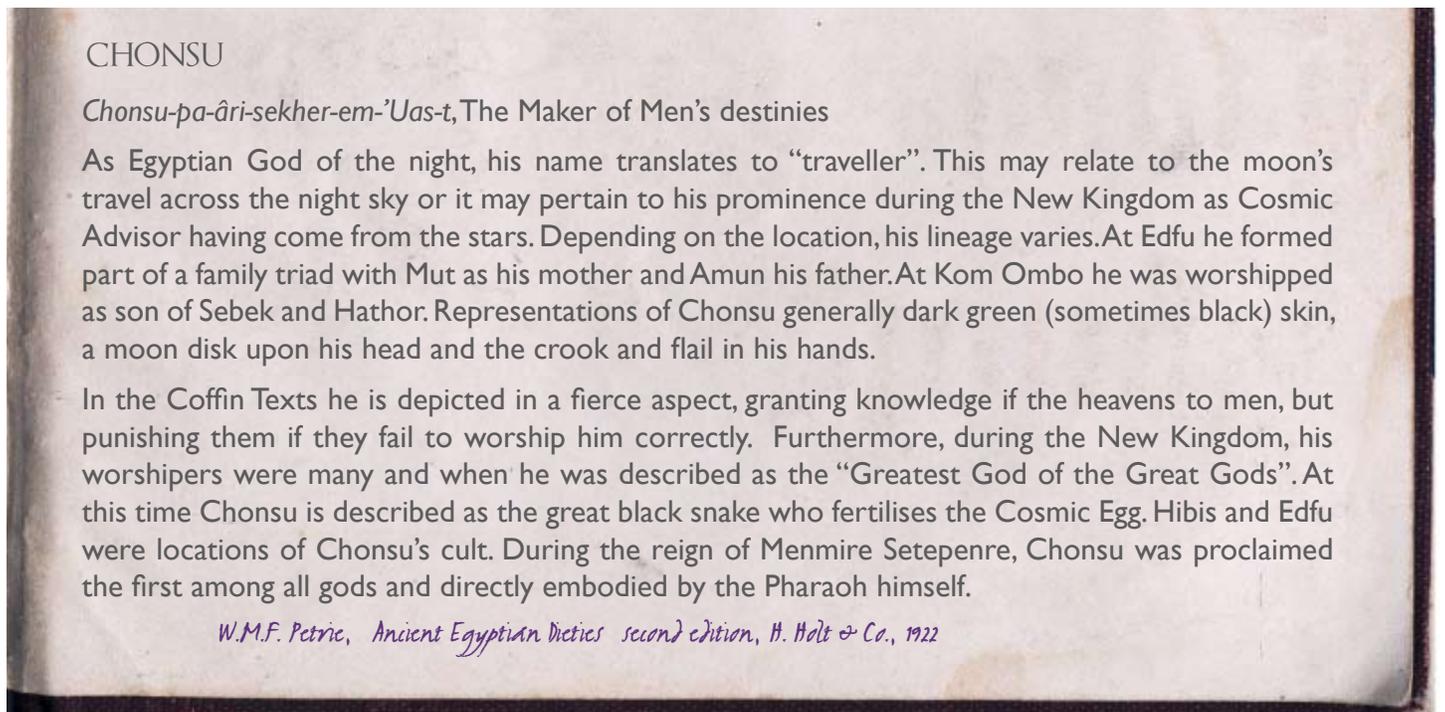
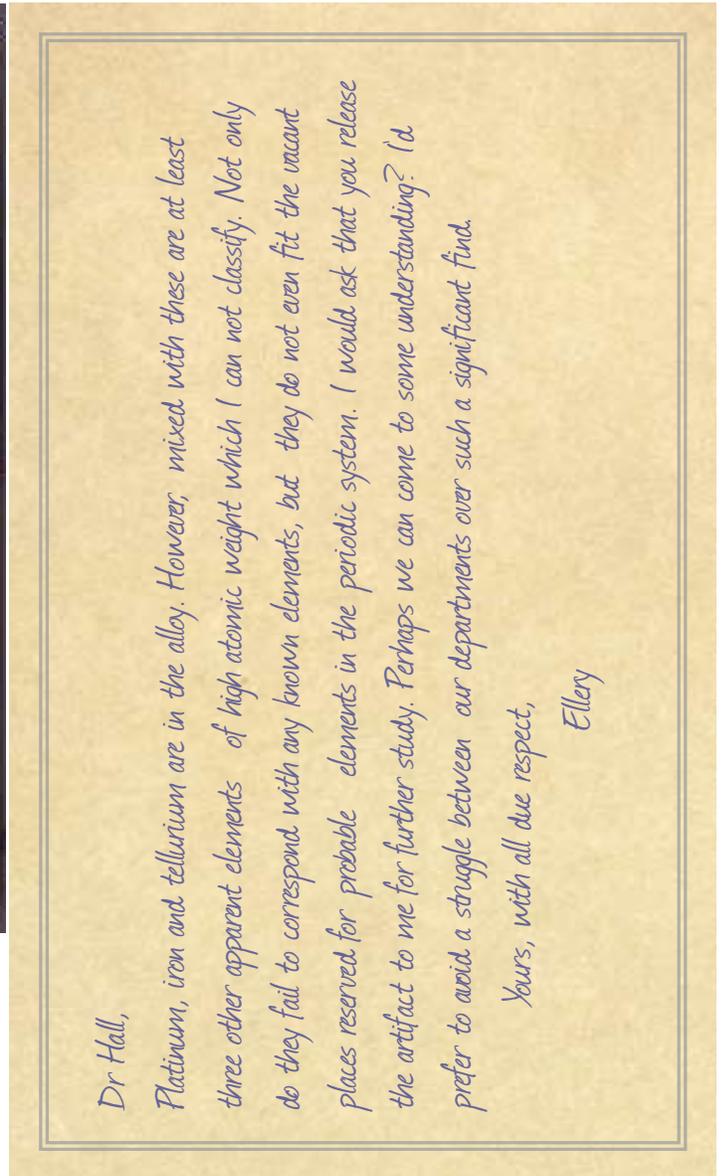
**Mutual Drug Stores**  
Serving the People



Handout 6: Upman's Notebook

Handout 7: Letter to Hall  
(descriptions lifted from *The Dreams in the Witch House*)

Handout 8: Chonsu



## CHONSU

*Chonsu-pa-âri-sekher-em-'Uas-t*, The Maker of Men's destinies

As Egyptian God of the night, his name translates to "traveller". This may relate to the moon's travel across the night sky or it may pertain to his prominence during the New Kingdom as Cosmic Advisor having come from the stars. Depending on the location, his lineage varies. At Edfu he formed part of a family triad with Mut as his mother and Amun his father. At Kom Ombo he was worshipped as son of Sebek and Hathor. Representations of Chonsu generally dark green (sometimes black) skin, a moon disk upon his head and the crook and flail in his hands.

In the Coffin Texts he is depicted in a fierce aspect, granting knowledge of the heavens to men, but punishing them if they fail to worship him correctly. Furthermore, during the New Kingdom, his worshipers were many and when he was described as the "Greatest God of the Great Gods". At this time Chonsu is described as the great black snake who fertilises the Cosmic Egg. Hibis and Edfu were locations of Chonsu's cult. During the reign of Menmire Setepenre, Chonsu was proclaimed the first among all gods and directly embodied by the Pharaoh himself.

*W.M.F. Petrie, Ancient Egyptian Dicties second edition, H. Holt & Co., 1922*

## ARKHAM: AN EARLY HISTORY

his death was recorded along with those of other worthy Arkham men on a memorial now located in the centre of Independence Square.

Another worthy Arkham connection in the war of independence was the role of Edward Ashby in the war's two critical battles. Ashby fought for our nation's freedom at Saratoga and Yorktown acquiring himself admirably at both and receiving a congressional commendation in 1788. Edward Ashby married Dorothy Putnam after a brief courtship they moved to Boston. With his war honors and legal background Ashby became a significant landholder and Massachusetts jurist. Dorothy Ashby was a notable member of the Boston social elite failing to succeed in her desire to become part of the cold-roast Boston when she suffered brief social disgrace by the manner of her father's death in 1793. Edward died in 1811 leaving behind him five children. Dorothy lived well in to her eighties surrounded by her five children and fourteen grandchildren on her death bed in 1851.

Of course, the most famous Arkham resident to have fought in the Revolutionary War of Independence was Theodore Fletcher. His role as Benedict Arnold's groomsmen is not to be understated. There are those who suggested Fletcher was a ardent supporter of King George III and pivotal in convincing Arnold to change allegiance to the British Forces. Much of this is hearsay and of little historical significance, but after his defection along with his master, the Fletcher family was chased out of our fair city. To this day, and among a certain older Arkham generation, those bearing the surname Fletcher are considered with ill-regard and a suspicious eye.



## ARKHAM: AN EARLY HISTORY

and much of this is tied to the witch trials that gripped Salem in 1692. Of note three individuals were noted by the then Massachusetts Governor Phips as being persons of "dire interest". They were William Uzman, Annie Mason and Giles Haddow.

When Sarah Uzman died in 1692 in a Salem prison awaiting trial for witchcraft, her husband, William Uzman moved to Arkham along with Mason and Haddow. Phips applied to Whitehall to arraign the trio in Arkham. Before this could take place, he was called back to England to stand trial for offenses against New York's Governor Fletcher. Phips died awaiting trial and the matter was never pursued.

Local records shed little light on what happened to Annie Mason. Folk lore maintains that she lived out her life in the western woods rarely coming to town. In 1671, Mason's neighbor, farmer Harper Wells, accused her of witchcraft after discovering a metal button with her initials on it in the stomach of a poisoned cow. Mason disappeared from local records in 1672.

Giles Haddow's story was short. Arrested several times for drunkenness and blasphemy, he died of tuberculosis in 1694. William Uzman, on the other hand, became a notable local figure. Initially shoring a small fortune with two oving boats which he used to trade along the Massachusetts coast, Uzman remarried and became a successful merchant and later councilman of Arkham (1679-1684).

Arkham itself experienced some of its own witch hysteria when, in 1721 Margord Thurmond was convicted of witchcraft and hanged on the what is now known as the "witch tree" on Hangman's Hill. An account of this trial shall form the subject of our next chapter.

It should not be thought that man is either the oldest or the last of earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned and to us unseen. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites. Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, after winter summer. They wait patient and potent, for here shall They reign again. Only their herald roam the worlds awake now for thousands of years — Nyarlathotep — that Crawling Chaos, the Haunter of the Dark, the Black Man who came out of Egypt.

Into the Lands of civilization came Nyarlathotep, swarthy, slender, and sinister, always buying strange instruments of glass and metal and combining them into strange instruments of unfathomable science. Nyarlathotep is lord to ghastly midnights of rotting creation, king of the corpses of dead worlds with sores that were cities, the charnel wind that brushes the pallid stars and make them flicker low.

De Vermis Mysteriis  
 (4,4) (3,4) (2,3) (4,3) (1,7)  
 (4,7) (2,6) (4,5) (2,4)

Handout 11: Bishop, Hall, Wade & Freeborn in Egypt.

Handout 14: Bishop's Journal (descriptions lifted from Nyarlathotep and The Dunwich Horror)

The western woods were not feared half so much as the small island in the Miskatonic where the devil held court beside a curious stone altar older than the Indians. The singular angles described by the moss-grown rows of grey standing stones have about them a strange and sinister aspect that belies a systematic geography. Those founding fathers of Arkham had good reason to build to it no bridge or set a regular ferry; it is an ill isle of only bleak despair.

Town records speak of only one inhabitant, a Samuel Putnam who tried to settle on the island in 1792 but whose body was found washed up two miles south of Arkham having drowned on the anniversary of his building a small cottage on the island. There are those who insist that to this day, men and women with only evil intentions meet on the eve of May 1, strange lights being seen on the island off and on for some years now.

Fallows of the Miskatonic Valley, Prof. Albert N. Wilnoth, Miskatonic University, Arkham (unpublished biography, 1920)

Handout 13: The Island (descriptions lifted from The Dreams in the Witch House)



Miskatonic University Expedition, Egypt 1916 (left to right) Prof. Oliver Bishop, Edgar Hall, Prof. Mason Wade, Prof. Tyler M. Freeborn

Twenty-Eight Pages Daily

3c



Delivered by carrier 75c a M

"Haec Olim  
Meminisse Iuvabit"

# ARKHAM ADVERTISER

Weather: Wild Storms

Monday 19 October 1925

## At last! Madman Apprehended

UNIVERSITY SWOTS SUCCEED WHERE POLICE COULD NOT.

The Arkham Madman has been caught and his identity revealed! Over recent weeks Oliver Bishop, an escapee from the Arkham Sanatorium, has been terrorizing our quiet town. Apprehended by three students at Miskatonic U. managed the disgraced Professor when he was revisiting the campus. As yet unconfirmed reports suggest that Bishop may have been involved in the 'death by misadventure' of Francis Ashbry of the Arkham Ashbrys. Bishop has been returned to the Sanatorium where an Utica Crib awaits him while the three students are to be rewarded by this paper and by Chief Lambert of the Arkham Police. The Ashbry funeral will be held in Boston this Thursday.

## Extreme Weather Threatens Arkham

RESIDENTS TO SECURE WINDOW SHUTTERS! SHINGLES TO BE CHECKED! FLOODING ON THE LOWER BANKS MAY OCCUR!

A wild storms and pelting rain are expected to lash the Essex County Coast threatening Salem, Kingsport and Arkham early this week.

The Mayor's Office has advised citizens to check their residences to ensure that they are storm ready. Shutters should be tightened and roofing shingles checked lest they are detached in the high winds and cause damage to property and person.

Warnings have been given that those required to travel during strong storms should avoid the edge of the Miskatonic and the lower parts of Rivertown as flooding and sudden erosion to the river banks may occur.

Citizens have also been advised to stay well clear of wooded areas. During the 1917 storms two farmhands were crushed by falling branches as they sought to secure cattle.

Doc. Dyer of Miskatonic University explains the occurrence follows "high levels of condensation form in a volume of unstable air which in turn generates a deep, rapid, upward motion in the atmosphere. A shelf cloud may be visible moving in from the direction of the Atlantic. It should be quite impressive."

Impressive or not Arkham residents are advised to exercise due caution and make preparations for interruptions to power and telephone lines. Regardless The Advertiser plans to produce its regular quota of fine newspapers. As always you can expect to be reliably informed no matter the weather!

## Stranger Masking as Husband Visits Fair Bride

STRANGE AFFAIR IN NEW HAMPSHIRE FINDS ITS WAY TO ARKHAM.

Mrs. Alice Jones Rhinelander has overwrought nerves today from the shock she got last night, when a stranger stalked into a her Uptown house and announced he was Leonard Kip Rhinelander come back to his bride. Later police identified him as Teddy Dorn, aged 42, of Newark, N. J. Police said he had a wife and two children in Newark but could not account for his lapse in mental faculty.

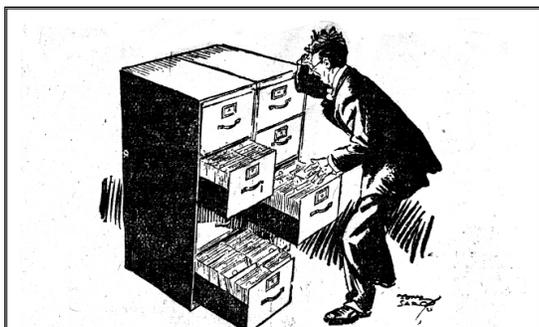
Further strangeness arose when Mrs Dorn, upon arriving in Arkham to release the man declared "he may look like Teddy, but he's no husband of mine!"

Meanwhile, her real husband, the Leonard Kip Rhinelander of aristocratic parentage, disappeared from his hotel in Manchester, New Hampshire early yesterday morning. Police are unable to explain the serene state of his hotel room and that all his belongings had been accounted for.

## Overcome by Gas

ORIGIN OF NOXIOUS VAPORS UNKNOWN. LOCAL TROUBLE-MAKER QUESTIONED.

Alfred Koch, N. Peabody Avenue, was in the St Mary's Hospital today recovering from the effects of gas asphyxiation. Koch told doctors he was the victim of an attack as he had no gas appliances in his meagre home. Mr Koch, a well-known trouble maker, is being detained in the Hospital subject to further psychiatric evaluation.



The Dead Letter Office costs the government \$2,000,000 a year. But dead letters—lost in the files—annually cost business houses much more than that in lost time—lost business—lost profits.

Why risk such losses in your business? Call in Library Bureau, leader since 1876 in the creation, manufacture and sale of filing systems, equipment and supplies. Let us make yours a live-letter office; your correspondence and records filed accurately, found instantly, alive constantly; the systems chosen to suit your exacting needs.

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### Library Bureau

Founded 1876

89 Federal Street

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Handout 17: Francis' Postcard  
(postcard elements courtesy  
of cthulhulives.org)

Post Card

THIS SIDE FOR THE ADDRESS



I suppose you think I had it coming Viv, that Arkham's history ought to have dissuaded me. I want you to know why I have not of late, been myself. I've felt, over the last few days, that my mind has been lost to me. This is not an insanity of which I speak, rather I have found myself unable to account for the actions I have taken, as though I have been keenly aware that something has been pressing at my mind. An outside intelligence, perhaps, trying to control my motion and actions. I think it is all to do with that damned journal that Upman was reading. Perhaps his sister was right, perhaps his death was not of his

doing. Could it be that someone has been trying to take control of my body by forcing their mind into mine? Unthinkable I know.

I've felt it growing on me this evening, throughout Wade's dinner party. But if I wind up dead, like Upman, at least you'll

know the tragedy of my circumstances, sis.

Love, Francis

Union Abbey  
117 S. Powder Mill St.  
Frank Hill, Arkham

Handout 12: Bishop Sacked!

PREVIOUS PAGE

Handout 15:

Arkham Advertiser

10.19.25

## PROF. BISHOP SACKED!

Long-serving Head of the Anthropology Department Oliver Bishop has been removed from Miskatonic University under highly suspicious circumstances. The Administration office has given no indication as to the reasons why Professor Bishop has been stripped of his tenure and why his office was hurriedly cleared and handed over to a bewildered Professor Freeborn. Several rumors on campus hint that his mental faculties were deteriorating. Several students have reported that an increasingly erratic Bishop failed to attend his classes, while others claim to have seen him searching the book stacks in Orne Library late at night in a disheveled and agitated state. Be certain fellow students, the Crier will pursue this matter until satisfactory answers are provided as to the whereabouts of this much-loved Pill.

Miskatonic University Crier

February 14 1918

LIBRARY DESK GRID

D	H	L	P	T	X	
C	G	K	O	S	W	
B	F	J	N	R	V	Z
A	E	I	M	Q	U	Y

Y 7 A B C D  
 6 E F G H  
 5 I J K L  
 4 M N O P  
 3 Q R S T  
 2 U V W X  
 1 Y Z -  
 X 1 2 3 4

Handout 18: The Library Code

PATRONS ARE REQUESTED TO FAVOR THE COMPANY BY CRITICISM AND SUGGESTION CONCERNING ITS SERVICE

CLASS OF SERVICE

This is a full-rate Telegram or Cablegram unless its deferred character is indicated by a suitable sign above or preceding the address.

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PROF M.WADE  
BOSTON, MASS.

OCT 19 1925 NLT

PROF. T. FREEBORN  
MISKATONIC UNIVERSITY, ARKHAM

PLEASE ADVISE MY 'NEO-PLATONISM, EVOLUTION AND MORALITY'  
STUDENTS THAT I WILL BE ABSENT FROM CLASSES THIS WEEK. THEY ARE  
TO READ HUXLEY'S 'EVOLUTION AND ETHICS' (1893) AND RESPOND TO  
THE QUESTIONS HELD UNDER MY NAME AT THE LIBRARY'S RESERVE DESK.

Handout 16:  
Wade's Telegram  
(template courtesy  
of [cthulhulives.org](http://cthulhulives.org))

October 17, 1925

Dear Tyler,

I know you plan to take no part in this. You have made your neutral position clear over the years. I've often asked myself why knowing what you know, you would position yourself this? But I calm myself that at least it is not the madness of Bishop or the willful hindrance of Wade who seems to stoke the fires with his proteges and radicle philosophies.

This letter is by way of an account. So that at least some soul will know of the horrors that I fight. Lately I have found myself faced by names and terms that I had heard elsewhere in the most hideous of connections - Yuggoth, Great Cthulhu, Tsathogqua, Yog-Sothoth, R'lyeh, Nyarlathotep, Azathoth, Hastur, Xan, Leng, the Lake of Hali, Bethmoora, the Yellow Sign, Linur-Kathulos, Bran, and the Magnum Innomindum... Bishop's journal is causing such a nuisance. If I had it I would burn it once and for all.

I know that in it Bishop wrote of cults, witches and men who would seek to hasten the arrival of the Great Old Ones, to awaken them from their slumber by aiding their herald Nyarlathotep.

Dear god Tyler, I have found them! Cults in Egypt worshipping on the Nile, those we have often suspected in Arkham, but others within Miskatonic itself (we were too naive to think that we were immune from such temptation...) I have assumed responsibility for ensuring that all attempts to commune with the Black Man are thwarted. No price is too great, in fact, I find myself using the formulae and totems I uncovered in Egypt.

I believe in no God, but if there is a greater power, I hope that it will forgive me for the sins I must complete in the coming days...

Yours,

Edgar

### Von Unaussprechlichen Kulten = von Junz.

They would petition the Dark Man to make an example of his wayward servants. All that was needed was Stone Altar was needed and the blood offering of a living being. They would call him forth with words akin to the following:

“Nyarlathotep is the Mighty Messenger to whom all things must be told. He shall put on the semblance of men, the waxen mask and the robe that hides and come down from the world of Seven Suns to mock.”

“Nyarlathotep, Great Messenger, bringer of strange joy to Yuggoth through the void, Father of the Million Favoured Ones, Stalker in the darkness. Hear this name, \_\_\_\_\_, an unfaithful servant, and bring upon him your judgement.”

So different, so unknowable were the intelligences of the alien beings that they seemed as though gods to the precursor cultures — to Atlantis, Hyperboria, R'lyeh and Leng. Of our own historical teleology only Egypt showed traces of this true knowledge calling Nyarlathotep “Chonsu” the god of night, knowing Shub Niggurath as “Mut” goddess of fertility and dread Azathoth as “Amun” the king of the gods.

Handout 20: Hall's Letter to Freeborn

Handout 19: The Ritual

# MADNESS AT MISKATONIC

## 1920s SLANG

**All Wet** - describes an erroneous idea or individual, as in, "he's all wet."

**And How** - I strongly agree!

**Applesauce** - an expletive. As in "Ah applesauce!"

**Balled Up** - confused, messed up

**Beat his/her gums** - idle chatter

**Bee's Knees** - an extraordinary person, thing, idea; the ultimate

**Butt me** - I'll take a cigarette

**Cat's Meow/ Cat's Pajamas** - something splendid or stylish

**Cheaters** - eyeglasses

**Clam** - a dollar

**The Darb** - a person with money who can be relied on to pay the check

**Don't take any wooden nickels.** - Don't do anything stupid.

**Ducky** - very good

**Edge** - drunk, a buzz. 'I've got an edge.'

**Egg** - a person who lives the big life.

**Fish** - a college freshman

**Flat Tire** - a dull witted person.

**Get a wiggle on** - get a move on.

**Heebie-Jeebies** - the jitters

**Horsefeathers!** - an expletive

**High-Hat** - to snub

**Juice Joint** - a speakeasy

**Keen** - attractive or appealing

**Live wire** - a lively person

**Mrs. Grundy** - an uptight or tight-laced person

**Nifty** - great, excellent

**Now you're on the trolley!** - "Now you've got it!"

**Palooka** - a social outsider, from the comic strip character Joe Palooka.

**Pill** - a teacher

**Says you!** - a reaction of disbelief

**Sheba** - a woman with sex appeal (from the movie *Queen of Sheba* starring Clara Bow)

**Sheik** - a man with sex appeal (from the Valentino movies)

**Wet Blanket** - a killjoy

**What's eating you?** - what's wrong?

**Whoopee** - to have a good time

**You slay me** - that's funny

# KEEPER'S CRIB SHEET

INVESTIGATOR'S NAMES: \_\_\_\_\_

KEY NPCs: Alistaire Upman 🧐 Eli Gilman 🧐 Vivian Ashbry 🧐 Francis Ashbry

Professor Mason Wade 🧐 Dr Edgar Hall 🧐 Professor Oliver Bishop 🧐 Prof. Tyler M. Freeborn

## MISKATONIC PROFESSORS

- Anthropology — Prof. Tyler M. Freeborn
- Archaeology — Dr. Francis Morgan
- Biology — Prof. Lake
- Chemistry — Prof. Ellery
- Chief Librarian — Dr. Henry Armitage
- College doctor — “Old” Waldron
- Dean of the Medical School — Dr. Allen Halsey
- Engineering — Prof. Frank H. Pabodie
- English — Albert N. Wilmarth
- Geology — William Dyer
- History — Prof. Ferdinand C. Ashley
- Languages — Prof. Warren Rice
- Mathematics — Prof. Upham
- Physics — Prof. Atwood
- Political Economy — Prof. Wingate Peaslee
- Psychology — Prof. Wingate Peaslee
- Zoology — Prof. Dexter

	Active Characteristic																														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	
26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	
27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	
28	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	
29	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	
30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	
31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	

### 1920s Slang

- All Wet** - describes an erroneous idea or individua.
- And How** - I strongly agree!
- Applesauce** - an expletive.
- Balled Up** - confused, messed up
- Beat his/her gums** - idle chatter
- Bee's Knees** - the ultimate thing
- Butt me** - I'll take a cigarette
- Cat's Meow/ Cat's Pajamas** - something splendid or stylish

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- Don't take any wooden nickels.** - Don't do anything stupid.
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"From Ignorance to Wisdom; From Light to Darkness"

### CAMPUS MAP

- |                        |                    |
|------------------------|--------------------|
| 1. School of Medicine  | 10. Bell Tower     |
| 2. Mortuary            | 11. Women's Dorm   |
| 3. School of Languages | 12. Men's Dorm     |
| 4. Staff Houses        | 13. Faculty House  |
| 5. Liberal Arts        | 14. University Spa |
| 6. Sports Field        | 15. Administration |
| 7. Field House         | 16. Locksley Hall  |
| 8. Science Hall        | 17. Orne Library   |
| 9. Science Annex       | 18. Ground keeper  |



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