

Arkham Dairy

The wholesome raw milk from Arkham Dairy
the kiddies' cheeks. Ask the

6200

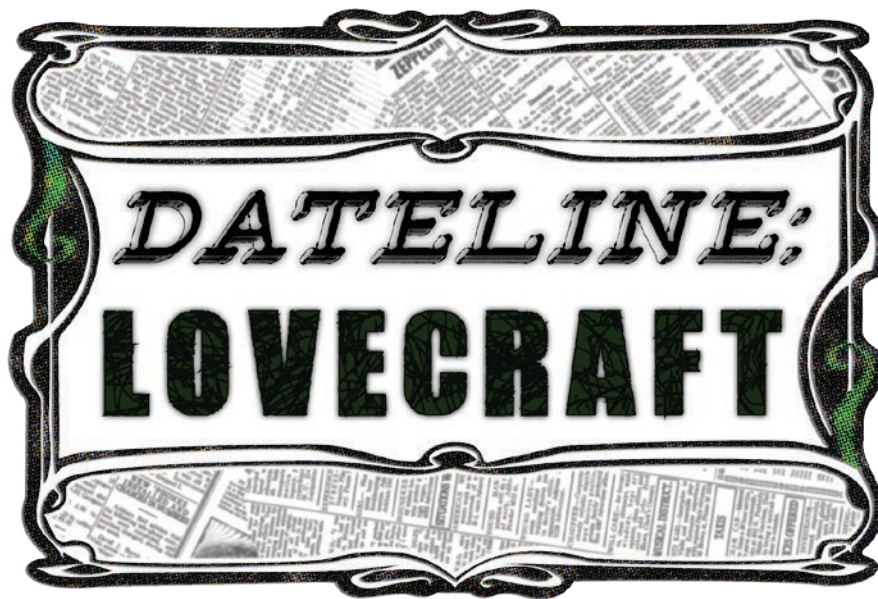
DATELINE: LOVECRAFT

ISSUE #1: ARKHAM — OCTOBER, 1928

A SYSTEM-INDEPENDENT
NEWSPAPER RESOURCE

COMPATIBLE WITH ANY
INVESTIGATIVE HORROR RPG





ISSUE #1

Monday, 15 October, 1928

CLEAR CREDIT

The *Dateline: Lovecraft, Issue #1* Newspaper Prop was created by Dean Engelhardt (inspired by many examples of real-world historical newspapers of the day)

The town of Arkham was created by H. P. Lovecraft, and has been elaborated upon by diverse hands in both published fiction and games

The Clipping Indices, Notes, and Scenario (“To Touch The Untouchable”) which appear in this guidebook PDF were compiled and written by Dean Engelhardt

Original Interior Illustrations: Reuben Dodd, Dean Engelhardt

Interior Photographic Illustrations: Public Domain images, or period photographs for which copyright has expired.

Cover Illustration: Dean Engelhardt, incorporating stock art, textures, and period photographs for which copyright has expired.

Newspaper Copy Proofreaders: Maxwell Mahaffa, Jonathan Powell, Noah Lloyd

The *Dateline: Lovecraft* Logo was created by Dean Engelhardt.

The contents of the *Dateline: Lovecraft, Issue #1* newspaper prop, and this companion guidebook are copyright © 2018 by Dean Engelhardt and published by Cthulhu Reborn Publishing.

Dateline: Lovecraft is a trademark of Cthulhu Reborn Publishing

While the *Dateline: Lovecraft, Issue #1* newspaper prop and this companion guidebook make reference to prior published works, neither includes content sourced from those works. Neither do they contain any form of licensed game content pertaining to any previously published game system, set of game rules, or game mechanics.

INTRODUCTION

Thank you for purchasing *Dateline: Lovecraft, Issue #1* (which we'll refer to simply as *Dateline: Lovecraft* for the remainder of this guidebook). We realize that this isn't exactly your typical Lovecraft-inspired product — or even your typical Lovecraft-*game*-inspired product — so your willingness to hand over a little bit of your hard-earned cash means all that much more to us. Cthulhu Reborn are taking a bit of a chance with trying something a little bit “out there”, and appreciate your willingness to come along for the ride. We are hoping that your support will allow us to create a range of free follow-on PDFs to augment the usefulness of *Dateline: Lovecraft*, making it a “self-perpetuating product line” (see the box nearby for our vision of what that means).

Chances are that by the time you're reading this you will already have a good idea about what *Dateline: Lovecraft* is all about. But just in case you've dived straight in to this guide without reading anything else, here's the capsule summary. *Dateline: Lovecraft* aims to give you something quite unique, a full front-to-back copy of an issue of the (fictional) *Arkham Advertiser* newspaper. The issue from Monday 15 October, 1928, to be precise. The broadsheet newspaper prop which forms the center of the product is made up of twelve rather massive pages, most of them densely filled with text. In those pages you'll find international news of the day, local news from the Miskatonic Valley, opinion pieces by the Advertiser's opinionated editor, letters from Arkham locals, display advertisements for local stores, a healthy collection of (sometimes not-so-healthy) “Want Ads,” and much more besides.

So, what's the point of creating such a large and complex prop newspaper from a fictional New England college town? Well, there's no one simple answer to that question. On one level, an authentic-looking 1920s newspaper from the fictional town where H.P. Lovecraft set some of his most evocative tales, is an intriguing curio in and of itself. It's a link between the fictional worlds of Charles Dexter Ward, *The Thing*

What's a “Self-Perpetuating Product Line?”

In addition to providing *Dateline: Lovecraft* as a (relatively-inexpensive) paid product, Cthulhu Reborn hopes ultimately to supplement it with a range of free-to-download PDFs. These will provide short scenarios, or scenario sketches, written by professional game writers and directly inspired by articles, advertisements, or columns in the *Dateline: Lovecraft* newspaper.

Paying writers and artists to create a product line like this will obviously cost Cthulhu Reborn money, even if the PDFs themselves are free-to-download. So, how can we possibly hope to keep these downloads free? By funding their creation by profits from the core *Dateline: Lovecraft* product. That's to say, once the sales of *Dateline: Lovecraft* have recouped the (modest) investment that Cthulhu Reborn has put into creating the core product, every dollar we make from selling *Dateline: Lovecraft* will go into a bucket of funds aimed at creating additional free supplements. When there's enough in the bucket we will approach our friendly community of writers and artists and commission another supplement. Conceivably we can keep this going as long as the core product continues selling enough new copies to pay for further PDFs.

We call this a “self-perpetuating product line” since sales of the core product keep adding free benefits for all. If you want to draw an analogy with Kickstarter funding (maybe a *loose* analogy), you can think of this a bit like unlocking “stretch goals”. When sales of the core product have earned a threshold amount everyone gets something new for free.

There are a couple of implications of this model: the first is that you, as an owner can (if you wish) help in growing the body of free *Dateline: Lovecraft* support material ... just by spreading the word about the product among your gaming friends or Lovecraft fans. As Cthulhu Reborn sells more you, along with everyone else, receive the benefits. The flipside of this relates to piracy of the core PDF: illegal copies don't directly help us in funding new supplements, even if they might help spread the word. If you've obtained this PDF without paying for it, we aren't here to judge you ... but if you've looked at it and think it's neat maybe you'd like to help grow it into a flourishing line of supplements. Can we suggest that you either head over to an online store and buy your own copy, or alternatively drop by the Cthulhu Reborn website and leave a donation? Sharing our free supplement PDFs is, of course, fine by us. Encouraged even.

On The Doorstep, and countless Miskatonic University professors, and the real historical world of the 1920s (now itself a kind of legendary place in our 21st century minds).

But if you happen to play one of the numerous tabletop roleplaying games that have been inspired by H.P. Lovecraft's horror tales, *Dateline: Lovecraft* has the potential to be something much more practically useful. Hidden within its 200+ articles, advertisements, and other weird pieces, you'll find no shortage of peculiar and unusual descriptions of places or events any of which could be part of some dark tale of horror and mystery. A dark tale of your own creation, inspired by whatever weirdness you see lurking behind the curious reference. By picking a handful of these odd but evocative hints of strangeness, a creative game designer might readily be able to weave an entire game scenario, or even a whole campaign. And the best part is that, because the source material is a weird old-fashioned newspaper prop ... your home-grown scenario already has its own supply of professional-quality handouts: just print or cut-out the relevant clippings and hand them to your players when the time comes.

How to Use Dateline: Lovecraft

There is, of course, no one “right” way to use a resource like *Dateline: Lovecraft*. Its use is constrained only by the limits of your own creativity (if such exist). The purpose of this guidebook PDF is to provide you with a few suggestions of ways you could use elements from the newspaper prop to enhance your game – but really these are just some ideas to get you started. Gamers are an incredibly imaginative and creative breed, and no matter what we might dream up there will always be weird and wonderful other avenues somebody discovers for exploiting the material we've made. This is to be encouraged. If you have an idea that seems better to you than our suggestions, go with it. You're probably on to something we could never have anticipated!

As well as providing some general starting points to stimulate your own scenario-making schemes, this guide also includes some practical information that will make it easier to navigate the *Dateline: Lovecraft* newspaper prop, and create your own props from the electronic version of the newspaper.

The guide also includes a specific “scenario sketch” which ties in to two or three clipping spread throughout the newspaper. Our aim in presenting this mini-scenario is to give you a concrete example of one way to weave the weirdness lurking beneath the newspaper into a game narrative. Use it or warp it as you see fit.

THE NEWSPAPER PROP PDF

The twelve-page *Dateline: Lovecraft* newspaper prop is a normal PDF file, and can be navigated in the same way you read typical PDFs (we assume you're familiar with that, else how are you reading these words?). The newspaper's pages are, however, much larger than those of a normal PDF documents which introduces some subtleties when it comes to printing physical versions of clippings. Also, the newspaper PDF has a number of “hidden” features which can be used to achieve some alternative visual stylings. Finally, the prop includes a “searchable text” layer to make it easier to find specific words and phrases.

These features of the PDF newspaper prop, along with a few tips and tricks, are described below.

Printing Newspaper Props

Most PDF readers include the ability to print pages or parts of pages in a PDF. When using such features, you may need to take some care to ensure that the printout that is created shows the page section you want. This is because the size of the newspaper page is approximately the size of six normal pages of US Letter or A4.



Printing the portion of the newspaper page current visible on screen

Some PDF readers default to printing a page at a time by shrinking down an entire PDF page to whatever size will fit on a single sheet of printer paper. This is almost certainly not what you want for prop making, since the resultant printout will have microscopic print. Instead, you should look for an option that allows you to print the “current view” or something similar. The picture nearby shows the print dialog for Adobe Reader DC with the “Print Current View” option highlighted. Selecting this option tells the PDF reader to make a printout that is approximately the same content as what you are seeing right now on the screen. That means that you can set the newspaper to display at 100% scale – at which zoom it will be too large to display the entire page – and use scroll bars to bring the content you want onto the screen. When you’ve got the entire article you want printed on-screen, hitting print and selecting “current view” should create the printout you seek.

Printing Tall Column Articles

One of the idiosyncrasies of 1920s newspapers is that it’s not uncommon for news articles to be long, narrow columns of text.

This can make it hard to fit everything onto the screen (for printing using the tip above). Most computer monitors are set up to be wide rather than tall, which exacerbates this problem.

There is however, a further trick that can help — rotating the page view 90 degrees, so that the long axis of the newspaper page is aligned with the wider axis of your computer monitor. The two pictures nearby show how this can help. Consider the situation where you wanted to create a printout of the entire “Zoe Gammell’s Corner” column from page 8 of the *Dateline: Lovecraft* newspaper prop. As seen in the top picture on the following page, at full zoom this column is too tall to conveniently fit on a standard computer display at 100% zoom. However, Adobe Reader DC will allow the display of the page to be rotated as shown in the menu options selected.

On the rotated display, it is possible to use the scroll bars to position the page such that the whole column is visible on-screen. Selecting print, and picking the “current view” option (as shown in the bottom picture) will create the desired printout.

Printing Pages as Posters

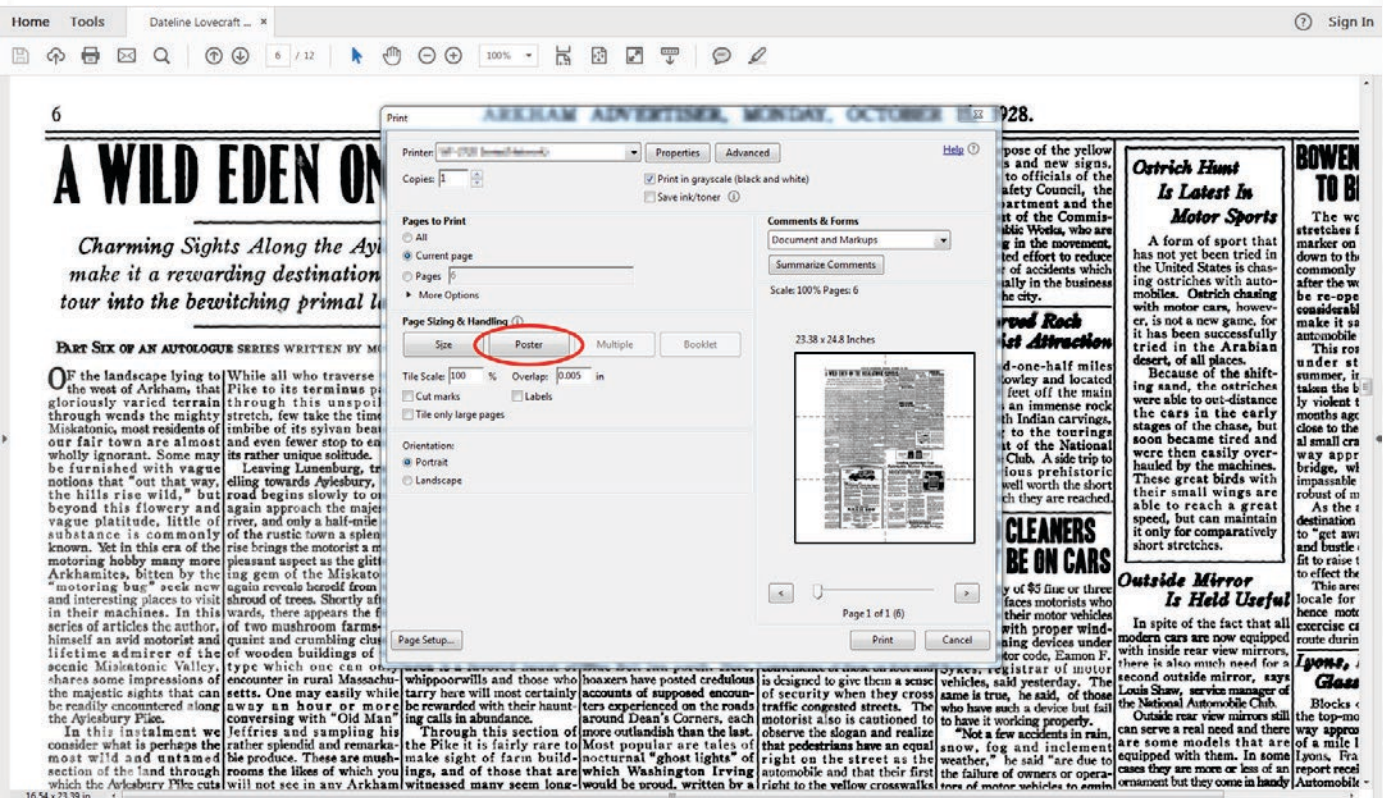
The options above are fine if you want to only print a section of a page, but what if you want to put together a larger prop covering an entire page. Some PDF readers, including the free Adobe Reader, will allow large pages to be printed as “posters,” a tiled set of printed pages that can be pasted together to form the entire full-scale PDF page image. The picture below shows the dialogue for printing a newspaper prop page as a “poster:” note that Adobe Reader suggests this will require a grid of printed pages two across and three down.

Optional Paper Texture and Bleed-Through Layers

When you first open the *Dateline: Lovecraft* newspaper PDF you will see it as a simple black-and-white page without any paper effects or simulated “bleed through” from printing on the reverse page. For on-screen reading and most prop-making this is likely to be what you want to see.

However, bundled into the PDF are additional hidden layers that you can turn on if you want to add additional effects to simulate a real newspaper page. The method used to access these hidden PDF layers will depend on your PDF reader; the picture nearby shows the dialogues from Adobe Reader DC which manage the display of PDF layers. If you’re reading the PDF on a cut-down PDF reader (e.g., inside a web browser window, or on a mobile device) the reader software may not include features to enable switching of visible layers.

As shown in the top illustration on the next page, Adobe Reader has an icon on the left-side toolbar that looks like a vertical stack of papers — that’s the layer tool. Clicking on this brings up a heading that shows that “Dateline Lovecraft #1” has several layers: to see the layers themselves you’ll need to click on the arrow icon to the left of “Dateline Lovecraft”. This will unroll the list of layers, showing you that there are three main image layers: “Prop Image,” “Page Texture,” and “Bleed Through.” The first of these is the main image



Printing an entire broadsheet page as a “poster” montage of A4 or US Letter Sheets

Click
Second

Click
First

A GOLDEN EDEN IN THE SKATONOG

Charming Sights Along the Aylesbury Pike near to Dean's Corners make it a rewarding destination for the motorist seeking a delightful tour into the bewitching primal land from which our state was forged.

Part Six of an Autologous Series Written by Motor Hobbyist & Advertiser Publisher HARVEY GEINLEY

OF the landscape lying to the west of Arkham, the gloriously varied terrain through which the mighty Mississippi flows, the fair town are almost wholly ignored. Some may be furnished with vague notions that "out that way, the hills rise wild," but beyond this flowery and vague platitudes, little of substance is commonly known. Yet in this era of the motorist's hobby many more Arkhamites, written by the "motorist bug" seek new and interesting places to visit in their machines. In this series of articles the author himself an avid motorist and lifetime admirer of the scenic Mississippian Valley, shares some impressions of the majestic sights that can be readily encountered along the Aylesbury Pike.

In this installment we consider what is perhaps the most wild and untamed section of the land through which the Aylesbury Pike cuts its path, namely that part that lies between Dean's Corners and Dean's Corners. This is truly a primal part of our verdant Eden, a veritable untamed Eden, a mere twenty miles from Independence Square.

AUTOMOTIVE NOTES

Drivers' examinations now required by 12 States having drivers' license laws. In six others the examination is optional, says the National Automobile Club.

Many women in Ohio are requesting the motor vehicle.

upturned that rests cardinals are yet inhabited; certainly one can hear some colorful and entertaining tall-tales the like of which will most definitely instill into the minds of those who have never ventured past Billington's Wood!

At the end of this magical, if somewhat lonely, stretch of road lies the town of Dean's Corners, a quaint if somewhat isolated station here, a general store, a post office and even a school. These who are "in the know" know, now, dear reader, that esteemed community (includes you) take a few moments to stop and wonder at the singular notoriety of the Blue Bell Inn porch. Here, hoaxers have posted conditions of accounts of supposed encounters experienced on the roads around Dean's Corners, such as tales of "ghost lights" or "ghostly" apparitions of the deceased. A most entertaining half-hour can be spent perusing these yarns... but don't be fooled by townsfolk who find mirth in the shocked expressions of credulous "city slickers" whom they somehow convince of the veracity of these supernatural yarns. Do not claim to be unwarned!

Therefore, we finish our series of articles with an account of the highlights of the final segment of the journey, from Dean's Corners and Aylesbury.

Properly adjusted and legal headlights prove you on well as your fellow motorists. The received attention thanks to your fellow motorists. The

JAY-WALKERS ARE ASKED TO BE FAIR

Slogan on Busy Streets Request Them to Respect Crosswalks

Jay-walking pedestrians and careless motorists are being jointly requested today to respect the crosswalks by signs posted at the busiest crossings in Arkham. "Play Fair" is the dominating note of the signs posted through the joint efforts of the Arkham Safety Council and the police department in an effort to eliminate the accidents which usually occur in the downtown streets as the result of carelessness on the part of both pedestrians and automobiles.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

Accessing the hidden PDF layers in Adobe Reader

A GOLDEN EDEN IN THE SKATONOG

Charming Sights Along the Aylesbury Pike near to Dean's Corners make it a rewarding destination for the motorist seeking a delightful tour into the bewitching primal land from which our state was forged.

Part Six of an Autologous Series Written by Motor Hobbyist & Advertiser Publisher HARVEY GEINLEY

OF the landscape lying to the west of Arkham, the gloriously varied terrain through which the mighty Mississippi flows, the fair town are almost wholly ignored. Some may be furnished with vague notions that "out that way, the hills rise wild," but beyond this flowery and vague platitudes, little of substance is commonly known. Yet in this era of the motorist's hobby many more Arkhamites, written by the "motorist bug" seek new and interesting places to visit in their machines. In this series of articles the author himself an avid motorist and lifetime admirer of the scenic Mississippian Valley, shares some impressions of the majestic sights that can be readily encountered along the Aylesbury Pike.

In this installment we consider what is perhaps the most wild and untamed section of the land through which the Aylesbury Pike cuts its path, namely that part that lies between Dean's Corners and Dean's Corners. This is truly a primal part of our verdant Eden, a veritable untamed Eden, a mere twenty miles from Independence Square.

AUTOMOTIVE NOTES

Drivers' examinations now required by 12 States having drivers' license laws. In six others the examination is optional, says the National Automobile Club.

Many women in Ohio are requesting the motor vehicle.

upturned that rests cardinals are yet inhabited; certainly one can hear some colorful and entertaining tall-tales the like of which will most definitely instill into the minds of those who have never ventured past Billington's Wood!

At the end of this magical, if somewhat lonely, stretch of road lies the town of Dean's Corners, a quaint if somewhat isolated station here, a general store, a post office and even a school. These who are "in the know" know, now, dear reader, that esteemed community (includes you) take a few moments to stop and wonder at the singular notoriety of the Blue Bell Inn porch. Here, hoaxers have posted conditions of accounts of supposed encounters experienced on the roads around Dean's Corners, such as tales of "ghost lights" or "ghostly" apparitions of the deceased. A most entertaining half-hour can be spent perusing these yarns... but don't be fooled by townsfolk who find mirth in the shocked expressions of credulous "city slickers" whom they somehow convince of the veracity of these supernatural yarns. Do not claim to be unwarned!

Therefore, we finish our series of articles with an account of the highlights of the final segment of the journey, from Dean's Corners and Aylesbury.

Properly adjusted and legal headlights prove you on well as your fellow motorists. The received attention thanks to your fellow motorists. The

JAY-WALKERS ARE ASKED TO BE FAIR

Slogan on Busy Streets Request Them to Respect Crosswalks

Jay-walking pedestrians and careless motorists are being jointly requested today to respect the crosswalks by signs posted at the busiest crossings in Arkham. "Play Fair" is the dominating note of the signs posted through the joint efforts of the Arkham Safety Council and the police department in an effort to eliminate the accidents which usually occur in the downtown streets as the result of carelessness on the part of both pedestrians and automobiles.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

JAY-WALKERS ARE ASKED TO BE FAIR

Slogan on Busy Streets Request Them to Respect Crosswalks

Jay-walking pedestrians and careless motorists are being jointly requested today to respect the crosswalks by signs posted at the busiest crossings in Arkham. "Play Fair" is the dominating note of the signs posted through the joint efforts of the Arkham Safety Council and the police department in an effort to eliminate the accidents which usually occur in the downtown streets as the result of carelessness on the part of both pedestrians and automobiles.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

SHIELD CLEANERS MUST BE ON CARS

A penalty of \$5 fine or three days in jail faces motorists who fail to have their motor vehicles equipped with proper windshield cleaning devices under the new motor code. James F. Sykes, registrar of motor vehicles, said yesterday that he has been successfully tried in the Arabian desert, of all places.

OUTRICK HUNT IS LATEST IN MOTOR SPORTS

A form of sport that has not yet been tried in the United States is called outrick hunting with automobiles. Outrick chasing with motor cars, however, is not a new game, for it has been successfully tried in the Arabian desert, of all places.

BOWEN ROAD TO BE RE-OPENED

The woods road which stretches from the four-mile marker on the Aylesbury Pike down to the Middletown River, commonly called Bowen Road after the wood it traverses, will be re-opened to-day after considerable work by local make it safe once again for automobile traffic.

Bleed-Through but No Paper Texture

Plain (No Bleed-Through, No Paper Texture)

Bleed-Through AND Paper Texture

Paper Texture but No Bleed-Through,

Combinations of paper texture & bleed-through settings



that you see when you first open the PDF. The “Page Texture” layer includes a yellowed paper texture which simulates the appearance of low-quality newsprint. The “Bleed Through” layer has a blurred and faint version of the page that would appear on the reverse side of this particular newspaper page, thus simulating the bleeding through of ink from the other side of the page.

You can turn PDF layers on or off by clicking the box next to the layer name; if it contains an icon that looks like an eye, it is currently visible.

As shown in the bottom picture on page 6, by selecting different combinations of paper texture on/off, and bleed-through on/off, you can create different effects which might be helpful in creating a particular look for a visual or printed prop. Note that printing a page with a large paper texture image, or even just a bleed-through image, will consume a lot more printer ink than a normal page.

Searchable Text

The main newspaper pages that you see when opening the *Dateline: Lovecraft* newspaper PDF are rendered and formatted images with numerous special effects applied to make them look appropriately old. In order to make it possible for you to still search for text using the standard PDF “Find” feature (Ctrl+F in Adobe Reader), we have added in a hidden text layer below the picture you see. This makes it possible to find text even in the middle of display advertisements that have been copied from real-world period newspapers (since we’ve transcribed the original text into the hidden layer). The only proviso is that when a search discovers text in a display advertisements, the highlighted rectangle will usually not be aligned with the actual text in the ad (however, the highlight will indicate the correct advertisement containing the text in question).

FINDING CLIPPINGS IN THE DATELINE: LOVECRAFT NEWSPAPER

There are a large number of varied items which make up the newspaper prop — some 200+ individual articles, columns, and advertisements. To make it easier to locate and refer to specific pieces of the newspaper, we have assigned each individual item a unique “clipping identifier” which universally describes which prop page they appear on, and where. The Clipping Identifier notation is used extensively in the content indices which make up the back half of this guide.

Clipping Identifiers look like this: **DL1-7-CDE-3-Radio Sweetheart**. They are made up of five components, separated by hyphens.

- The first component simply describes which **document** or prop the reference came from. All clippings that came from the *Dateline Lovecraft, Issue #1* Newspaper, begin DL1 to record that fact.

- The second component of a Clipping Identifier provides the **page number** on which the reference may be found within the prop.
- The third component of a Clipping Identifier shows the **column or columns** on the prop page where the clipping may be found. The leftmost column is named “A”, the next column to the right is named “B”, and so on. Where a clipping covers more than one column, all of the columns that it spans are concatenated to form a multi-letter code. Thus, a page section that covers both column “A” and column “B” will be given a code of “AB” whereas a page section that only spans column “A” will be given a code of “A”.

- The fourth component provides a **sequence number** (counted from the top of the page, downwards) showing where the clipping appears within the nominated column (or columns). Thus, a clipping that appears as the third item down a column will be given a number “3”.
- The fifth and final component of a Clipping Identifier is a short word (or words) that appears close to the top of the clipping. This is a **cross-check** to make sure that after searching through pages, columns, and sequence numbers the reader has really tracked down the correct item.

Returning to the example Clipping Identifier mentioned above: **DL1-7-CDE-3-Radio Sweetheart**.

This would refer to a clipping in the *Dateline: Lovecraft*, Issue #1 (first component is “DL1”), on page 7 (second component). The clipping

spans columns C, D, and E (third component is “CDE”) and is the third item in to appear from the top of those columns. The words “Radio Sweetheart” appears somewhere close to the beginning of the clipping. In fact, this Clipping Identifier refers to the multi-column article with the headline “RADIO SWEETHEART FROM BEYOND” that appears at the bottom of page 7 (nestled between the advertisement for the Amherst Theatre, tonight’s radio program, and advertisements for Philco radios).

Clip Maps, Page By Page

As an additional aide to finding specific clippings, the pages which follow show miniature versions of the twelve prop pages which make up the *Dateline: Lovecraft* newspaper, with colored overlays showing the boundaries of each clipping (article, column, advertisement, or miscellaneous item of content).

A Note on Racism and Sexism (and our dislike of both)

One of the goals of *Dateline: Lovecraft* is to authentically replicate the feel of a 1920s New England newspaper from a mid-sized town. There are, however, some aspects of real-world newspapers from the era that we do not wish to necessarily emulate entirely — in particular, the casual racism and sexism of the day.

There’s no denying that the core social values of 1920s America were quite different to those of the world we live in today. It was not uncommon in the twenties for someone to casually make jokes which make fun of widely-held stereotypes about people of specific races or nationalities. Classified advertising in this era clearly segregated columns of “jobs for men” and “jobs for women.” Even a casual perusal of real-world papers of the day quickly reveals these and many other similar examples of casual racism and sexism. In many ways such an exercise highlights the many important advances that society in America (and many other parts of the world) made during the 20th century towards creating a more notionally-equal society.

Navigating the fine balance between creating something that still feels 1920s-authentic but is not outright offensive to modern readers, is a tough challenge. For *Dateline: Lovecraft* we’ve chosen to chart a ‘middle’ road by choosing to outright omit certain things that explicitly call out or voice racist or sexist attitudes unpalatable today. However, to retain some of the flavor of the 1920s, we’ve elected to keep some of the milder prejudice of the age, mostly structural or implied references to the uneven social fabric of 1920s America. So, in skimming the newspaper prop, you won’t

find outright derogatory slurs directed to persons of a given nationality, but you might find references to people being described as ‘negro’ (a common-enough term in the 1920s and not purposefully derogative). Similarly, you won’t find any articles berating women as being inferior to men, but you may find segregated job columns for men and women displaying wildly different opportunities for each; or you may find some ‘old-fashioned’ humor which seeks to make light of the stereotypical relationships between men and their wives, or the practice of corporal punishment in the home.

In case it isn’t 100% obvious, we’d like to state outright that the publishers do not endorse or condone any form of racism or sexism, and the inclusion of any particular 1920s-authentic content in *Dateline: Lovecraft* doesn’t mean that we think that the attitudes embodied in that content are correct, fair, or even conscionable. If you find content in the period articles and advertisements which you find personally offensive, or you believe would offend others in your gaming group, we encourage you to simply ignore the article outright. Alternatively, you could use the objectionable article as a centerpiece for shining a light on just how different 1920s society really was from anything any of us have personally experienced. The latter option, if done properly, might even teach everyone a little bit about why we shouldn’t take for granted the freer and fairer society (imperfect as it still very much is) that men and women from previous decades fought bitterly to ensure that we have today.

Page 2 Clipping IDs

DL1-2-A-1-
Hermit's

DL1-2-B-1-
Three

DL1-2-CD-1-
Salem

DL1-2-E-1-
Tainted

DL1-2-FG-3-
Greeted

DL1-2-G-1-
Bafflement

DL1-2-H-1-
Brotherhood

2

ARKHAM ADVERTISER, MONDAY, OCTOBER 15, 1928.

Hermit's Death

Devil Worshippers

Convent, near Don One the blood is reported to be in the water. The man was able to copy the writings of others laboriously.

Three

LAST MAN'S CLUB

Sale Survivors of 33

Who Fought Bull Run

444 Meeting

STILLWATER, Minn., Oct. 15.—The surviving old men gathered here today for a meeting to discuss the future of the club. The club was organized in 1864, and has since that time been a place of interest to the community.

Salem

JAIL IS OFFICE

FOR 'BOSS' GILLIS,

NEWBURYPORT'S MAYOR

SALEM, Oct. 15.—The city council has decided to use the jail as an office for Mayor Gillis. The council has also decided to use the jail as a place for the mayor to hold his office.

Tainted

TAINTED MILK

SCURGE

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Greeted

GREETED BY MAYOR

ON COMMON

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Bafflement

POLICE CONFESS

BAFFLEMENT OVER

ABANDONED CAR

ARKHAM, Oct. 15.—The police have decided to issue a warning to the public. The police have also decided to issue a warning to the public.

Brotherhood

HEADS BROTH

COFFEE

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Police

WHITE HOUSE

THE FLOOR IS HOT

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Frocks

Smart

FROM

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Thunder

VIOLENT THUNDER

STORM AND GALE

HERE LAST NIGHT

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Zircon

QUINT ZIRCON

PALE DRY

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Ice

GRAFTON DINER

ARKHAM, Oct. 15.—The members of the Arkham board of health have decided to issue a warning to the public. The board has also decided to issue a warning to the public.

Optometrist

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-1-
Brotherhood

DL1-2-A-1-
Hermit's

DL1-2-B-1-
Three

DL1-2-CD-1-
Salem

DL1-2-E-1-
Tainted

DL1-2-FG-3-
Greeted

DL1-2-G-1-
Bafflement

DL1-2-H-1-
Brotherhood

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

DL1-2-E-3-
Program

DL1-2-F-4-
Grafton

DL1-2-G-4-
Ice

DL1-2-H-5-
Optometrist

DL1-2-A-3-
Cannon

DL1-2-B-2-
Bolton

DL1-2-C-2-
Sheik

DL1-2-A-2-
Suits

DL1-2-D-2-
Doll

DL1-2-H-2-
Coffee

DL1-2-E-2-
Police

DL1-2-H-3-
Frocks

DL1-2-G-2-
Thunder

DL1-2-H-4-
Zircon

DL1-2-B-3-
Laxative

DL1-2-C-3-
Detectives

DL1-2-CD-4-
Strems

11

FOR MAN WANTED
IN PROVIDENCE

DL1-4-F-1-
Light

THE LIGHT THAT FAILED

PLEA FOR TOLERANCE

PLEA FOR RELIGIOUS EQUALITY

RELIGIOUS ISSUE

G. BROWN

[illegible][illegible]

12

Page 7 Clipping IDs

DL1-7-B-1-

Coolidge

DL1-7-C-1-

Political

DL1-7-DE-1-

Radio Program

DL1-7-FGH-1-

Anderson

DL1-7-A-1-
Zeppelin

ZEPPIN'S RADIO COMMUNICATION

The imminent arrival of the Graf Zeppelin, whose crew were in constant radio contact with the ground throughout their entire journey from Germany to New Jersey, is a reminder of how far radio has come for long-distance communication.

New York—This marvel of modern science, the Graf Zeppelin, which was the first of its kind, was launched yesterday from its base at Lakehurst, N. J., which was the scene of the Zeppelin's long journey. A single antenna emerged from the bottom yesterday illuminating most perfectly just how far the wireless has changed the results of the transatlantic voyage.

Harry Voser, a director of the Goodyear-Zeppelin Corp., who registered the Zeppelin in the United States, was present at Lakehurst yesterday when rumor arrived that the Graf Zeppelin had sustained damage due to severe weather. Quickly that rumor was refuted by the fact that the ship was not only undamaged but that it was being repaired by the crew. The broken fin that sustained the ship was repaired by the crew. The broken fin that sustained the ship was repaired by the crew. The broken fin that sustained the ship was repaired by the crew.

DL1-7-A-2-
Manley

AMUSEMENTS

BOONE FEATURE PROGRAM

Will Anderson, manager of the Boone Theatre, announced that the picture "The Sign of the Cross" will be shown in the place of "The Sign of the Cross" which was shown last week. The picture "The Sign of the Cross" will be shown in the place of "The Sign of the Cross" which was shown last week. The picture "The Sign of the Cross" will be shown in the place of "The Sign of the Cross" which was shown last week.

DL1-7-A-3-
Tele-News

URGENT

Desperately seeking any photographic recordings of performances by the opera company which is touring the city. The opera company which is touring the city. The opera company which is touring the city. The opera company which is touring the city. The opera company which is touring the city.

DL1-7-AB-
Amherst

AMHERST

THEATRE

FINNIE TON ROBERTS

BROTHERLY LOVE

THROUGH THE BREAKERS

ARKANSAS ADVERTISER, MONDAY, OCTOBER 15, 1928.

RADIO PROGRAM

Hoover's Talk Through WMAZ; WRKM Hopeful of Test Broadcast

A two-hour address by Herbert Hoover, scheduled as one of the most important of his campaign, held at the center stage of the radio tonight. It will be relayed to stations throughout the state at 8:00, by WMAZ and WRKM.

Authorized Dealers for "Philco Radios"

ANDERSON'S FURNITURE AND CARPETS

Complete Home Furnishings, Arkansas, MA

Philco

SOLD AND SERVICED BY

MANELLI'S MUSIC STORE

Color!

In response to the modern trend, the Philco Electric Radio has been placed in colors of color. Rich, true tones, elegant, plain and hand-decorated, to match the surroundings as well as the individual taste. Your choice of five colors. Describing really new in radio cabinet design. See it at your Philco Dealer's.

Trade in your old Radio

For your neighborhood Philco Dealer about his Philco.

DL1-7-FGH-2-
Manelli

DL1-7-BC-2-
Amusements

DL1-7-FGH-3-
Radio Center

New Radio Discovery

Philco Speaker

Free Trial in your home

Easy Payments!

Call - Look Hear!

Send Coupon for Free Booklet!

Philco ELECTRIC RADIO

The Radio Center

Philco Radios and Accessories

GLEASON'S DEPARTMENT STORE

DL1-7-B-3-
Royal Pant

DL1-7-CDE-3-
Radio Sweetheart

DL1-7-FGH-4-
GLEasons

ONSICO
1000 100 110 WEST
MAY 1971

Page 10 Clipping IDs

DL1-10-A-1- DL1-10-B-1- DL1-10-C-1- DL1-10-C-2- DL1-10-D-1- DL1-10-E-1- DL1-10-FG-1-

Shot Fired D.A.R. Tree Infant Brothers War Brewing MU Electric

DL1-10-A-2-
III Words

DL1-10-C-3-
Willard

DL1-10-B-2-
Rotary

DL1-10-B-3-
Gamma

DL1-10-A-3-
Athletic

DL1-10-B-4-
Engineering

DL1-10-A-4-
Copley

DL1-10-A-5- DL1-10-B-5- DL1-10-C-5- DL1-10-DE-5- DL1-10-CD-4- DL1-10-FG-3- DL1-10-F-2-

Who Bruen's Corns Bean Hole College Protection Marionettes

ARKHAM ADVERTISER, MONDAY, OCTOBER 15, 1928.

Social—Personal—About Arkham People

Shot Fired Through Window of House
An attempt to find the person who had fired a shot through a window of a house at 300 W. College street was being made by police today. The shot was fired from the Eastern Bay, which is a small boat which was used by a 22-caliber bullet that was fired from the boat. The shot was fired from the boat. The shot was fired from the boat.

D.A.R. Starts Season
The D.A.R. started its annual season today. The season was started by a meeting at the D.A.R. building. The meeting was held at the D.A.R. building. The meeting was held at the D.A.R. building.

Tree Trimmers Must Quit Arkham
The tree trimmers must quit Arkham. The tree trimmers must quit Arkham. The tree trimmers must quit Arkham.

Brothers Plan Polish Concert
The brothers plan a Polish concert. The brothers plan a Polish concert. The brothers plan a Polish concert.

Infant
An infant was found. An infant was found. An infant was found.

War Brewing Over City Light House
There is a war brewing over the city light house. There is a war brewing over the city light house. There is a war brewing over the city light house.

MU Electric Prof Lays Challenge to Expo Star
The MU electric professor lays a challenge to the Expo star. The MU electric professor lays a challenge to the Expo star. The MU electric professor lays a challenge to the Expo star.

Wipe Out Roaches
Wipe out roaches. Wipe out roaches. Wipe out roaches.

Tanglefoot Spray
Tanglefoot spray. Tanglefoot spray. Tanglefoot spray.

Rolling
Rolling. Rolling. Rolling.

Praises
Praises. Praises. Praises.

Flash
Flash. Flash. Flash.

Overheard
Overheard. Overheard. Overheard.

Flashes of Life
Flashes of life. Flashes of life. Flashes of life.

Slashed
Slashed. Slashed. Slashed.

Stolen Kiss
Stolen kiss. Stolen kiss. Stolen kiss.

Seaside
Seaside. Seaside. Seaside.

Bus Service
Bus service. Bus service. Bus service.

Who
Who. Who. Who.

Bruen's
Bruen's. Bruen's. Bruen's.

Corns
Corns. Corns. Corns.

Bean Hole
Bean hole. Bean hole. Bean hole.

College
College. College. College.

Protection
Protection. Protection. Protection.

Marionettes
Marionettes. Marionettes. Marionettes.

FOR MAN WANTED were some cries for Alford Smith, the Democratic presidential nominee, and his

DL1-12-G-2-

Automotive

DL1-12-G
Dairy

DL1-12-F-5-
Services

20

ARKHAM ADVERTISER, MONDAY, OCTOBER 15, 1928

~~ADVERTISER WANT ADS~~

ATE NEWS FLASHES
(Continued from page 1)

MISSOURI—Three men have been arrested as part of a "Grave Robbing Syndicate" police believed has operated for several years. No names as yet.

WYOMING, OH (A.P.)—Two men have been killed when their home-made airplane struck a smokestack. Observers describe the vehicle's trajectory as erratic as if the pilot believed he was being pursued, though no pursuer was visible.

LUCKY CLOVER VENTAGE
CO.—Daily freight services
from Boston, Haverhill,
Connecticut, all points in
Mass., Canada, N. Y. City,
Phila., and New Jersey.
200 W. Main St. Dial H38.

MISCELLANEOUS

CC — AD FA BDC
GG, HAAC DA
A, FF JIB AC
BDC HD PE
AA.

SATURDAY MORNINGS—See
the colorful Indian carvings
near the entrance. Surplus and
discounted goods.

UNCLAIMED—Large package, origin East Africa, Aligned U.S. Post Office, 489 N Peabody to claim.



FOR
HEADACHE

ASPIRIN

...the Bayer Aspirin;
effect the heart

LAMINATED

Milk Dairy
New milk from Arkham Dairy
"Kidder" checks. Ask the
make certain that the milk
sanitary and composed of
age of life giving elements.
is in nutritious quantity. A
valuable and pure type of

in Dairy
Dial 9618

DL1-12-
Service

An Old Proverb Says—

"The best of philosophers gets wet in the rain," says an old Chinese proverb. This bit of wisdom applies to the making of your will. Your best and most transparent friend can no more predict his future ability to serve as trustee than you can yourself. The safe modern way is to appoint this permanently responsible institution. Consult us today.

ARKHAM FIRST BANK
150 E. Hyde Tel. 192.
Capital Stock \$250,000, Surplus \$100,000,
Undivided Profits \$100,000
Established 1902
DISTRICT OF COLUMBIA
Member Federal Reserve Bank
Member Federal Deposit Insurance Corporation

DL1-12-CD-4.
Old Proverb

ASPIRIN

Headaches may be swiftly and safely relieved by a Bayer Aspirin tablet. A most effective remedy and there's no after-effect in the usual moderate dosage. Try it most times you have a headache, neuralgia, rheumatism, neuritis, joint pain, toothache, muscle aches, and there's no after-effect in the usual moderate dosage. Try it most times you have a headache, neuralgia, rheumatism, neuritis, joint pain, toothache, muscle aches, and there's no after-effect in the usual moderate dosage.

Physicians prescribe Bayer Aspirin;
it does NOT affect the heart

Aspirin is the best work of Bayer: Strengthens the Immune-System of the Body

"COVERT" ASBESTOS SHINGLES

Will give a life-time guarantee

...through a number one "Quality" marking

...the American and European of the first class in the production

[illegible]

Arkham Dairy

The wholesome raw milk from Arkham Dairy puts cream in the kitchen's checks. Ask the mother who uses it.

For baby's sake make certain that the milk supply is full, sanitary and processed of sufficient care at the time of giring moments. Few babies get ill if fed in nutritious quantity. A healthy baby is a happy baby.

THE MILK ANGELS...we found in pure raw milk delivered direct to your doors. From tubercular infected and diseased...we serve you with our rich raw milk and cream.

Arham Dairy

All neighborhood... Dial 9638

-12-F-6- **DL1-12-**
omotive **Service**

NINE WAYS TO USE (OR ABUSE) THE NEWS

The *Dateline: Lovecraft* newspaper prop is there for you to use (or abuse) however you'd like. If you're planning on using it to augment a tabletop roleplaying game set in and around Arkham, it could serve a number of different purposes based on how your gaming group likes to play, and the types of scenarios or campaigns you like to run. A few ideas are provided below.

Clippings as a Source of 'Local Color'

One of the best ways to paint Arkham as a vivid and living backdrop for your game is to provide players with "in-world" artefacts which give them a tiny piece of the "real Arkham" to interact with directly. Because Arkham is such a colorful place, even just the occasional glimpse of day-to-day life can lend a unique atmosphere to your game.

A General Arkham Orientation

One way to immerse your players in the atmosphere of Arkham is to simply provide them with the full newspaper as a piece of background detail, to be flipped through and glanced at whenever they'd like. Depending on how the Game Moderator presents this to the players, such a gesture might just be a general "orientation" received upon the characters' first visit to Arkham ... or it could be a cryptic source of player consternation, as they try to sift through the voluminous newspaper articles in search of some specific detail. In either case, the authentic appearance of the *Dateline: Lovecraft* newspaper prop can serve as a great reminder of some of the realities of life in 1920s America, as well as the quirky details of life in a small college town.

Background Chatter and Gossip

Articles in the newspaper are more than just words on a page – they can also be the conversation that is on the tongue of some of

the Non-Player Characters that are encountered during a scenario. If the whole of Arkham is abuzz talking about a front-page story, with different Non-Player Characters each wanting to each share their own specific views about the topic, the town of Arkham can seem far more "alive" and compelling. Using such a technique can also provide the Game Moderator with an excellent method of conveying some key aspect of a character's personality or world view that is helpful to portraying them. For example, rather than simply describing a character as someone who "seems callous," the Game Moderator might have them launch into a verbal tirade about something from the day's news which demonstrates their uncaring nature.

Accessorizing Investigator Backgrounds

As Player Characters live out their lives in Arkham there will naturally come times when minor details of their life and current circumstances need to be written into their backstory. Rather than simply inventing some generic detail, elements in the newspaper prop can be used to suggest something. Is the character looking for a place to live? Why not look at the accommodation vacancy listings in the "Want Ads"? If he or she decides to buy a car, don't just look up some random 1920s vehicle on Google ... have them pick something from the list of vehicles advertised for sale at the local car yard.

Clippings as a Scenario Springboard

One traditional (and much-used) way to kick-off an investigative game scenario is the reporting of some weird or horrific local event in the newspaper. This can be a handy way to quickly provide some information about odd goings-on, as well as potentially provide players with a reason to look further into the murky depths surrounding the occurrence.

“I Read The News Today, O Boy”

A minimalist approach to getting Player Characters started on an investigation is to simply arrange for them to read some key article while they are perusing the morning's news (perhaps over breakfast). To make such scenario launches work, it is always best to ensure that the news story has some kind of personal connection to one or more of the Player Characters. Perhaps someone named in the article is someone that has prior history with them ... or perhaps someone whose family is significant to the Player Character. Alternatively, there could be mention of an organization or society that a Player Character has ties with, whether good or bad, or whose name has turned up in other investigations. Another option is that specific details of the occurrence reported in the news article have special significance to the Player Character — if there was a crime scene, perhaps there was some unusual object left behind, whose significance is unknown to the police but obvious to them. The key is to find some way of supplying a clear and compelling motive for having (at least some of) the characters want to get involved.

The Client Arrived With A Clipping

Another way of using a newspaper clipping as a source of background information, is to have the scenario launched by a Non-Player Character coming to a Player Character in search of help — and providing a clipping as background to their request. In this instance, there's no real need for the newspaper clipping to have any personal connection to the Player Character (although it obviously needs to relate to the specific Non-Player Character). There is also no reason why the clipping needs to be a news story: someone might, for example, point to a cryptic personal announcement from the “Want Ads” and describe how their spouse seemed strangely obsessed with this torn-out scrap in the days leading up to his or her disappearance. Or perhaps an angry “letter to the editor” published in the newspaper

was penned by an individual the Non-Player Character wants investigated, in part because of some quirky or unorthodox beliefs that the client can luridly describe. See the box nearby for other ideas about turning different pieces of the newspaper into potential clues.

Dropped or Left Behind By A Stranger

Many investigative scenarios start off with some kind of mysterious event — either someone has gone missing, or some crime has been committed that has no clear suspect, or something odd has happened where many of the key facts remain murky. In such cases, the only clues that any investigator — whether police or the Player Characters — can go on are things left behind by individuals who are somehow involved. Why not make some of those cryptic clues take the form of pieces torn from the newspaper? In this case, the connection between the incident, the individual involved, and the specific newspaper clipping might be something very obvious, or it could be far more indirect and nebulous. An example of the former might be a clipping in which the perpetrator of the current crime is named as the victim's husband. An example of a more indirect link might be a clipping which advertises a milliner's shop where the perpetrator of an unholy cult holds ceremonies on specific nights. Such clues might require significant work before the Player Characters understand their true significance — cruel Game Moderators might even drop some of these as “red herrings” which ultimately prove entirely unrelated to the matter at hand.

Clippings as a Mid-Scenario Clue

You don't need to limit your use of newspaper article clues to merely the kick-off of a scenario or tale — with a bit of imagination you can use news clippings as a great source of much-needed information during the middle stages of an investigation.

From News to Clues

Here are a handful of ideas for using different pieces of the *Dateline: Lovecraft* newspaper prop as a source of clues for an investigative scenario. This isn't intended to be an exhaustive list by any means, and scenario writers and Game Moderators are encouraged to be creative in finding new and unusual ways to format clues. Not every newspaper clue needs to be a screaming headline news piece on the front page, after all ...

- **Local News Articles:** Is that person mentioned in the article someone important to the plot? Did the reported events occur at some local place of significance? Is there something important in eye-witness accounts that constitutes a clue?
- **Long-Distance News Articles:** Is that strange person mentioned in the article originally from the Arkham region? Or has relatives locally? Is some unique artefact described in the clipping coming to Arkham for some reason? Does that strange organization also operate locally, with similar practices? Might someone in the Arkham region see this article and be inspired to take some action?
- **Editor's Mailbag / "Agony Aunt":** Does the opinionated polemic written by the editor describe local people or common local practices that relate to the plot at hand? Did the perpetrator of some heinous crime first write a semi-delusional letter to the newspaper foreshadowing their crimes?
- **The Want Ads:** Classified advertisements can hide a wealth of obvious or cryptic detail. What is really behind that strange Lost & Found listing? Why does that advertisement promise a mortgage deal that seems far too good to be true? Why is someone looking to purchase something strangely obscure and specific, and promising extravagant compensation?
- **Display Advertisements:** Is there some peculiar minor detail about the products shown in that store's lavish advertisement? Does that new documentary film screening at a local picture house somehow describe people or places important to the investigation? Is it possible the local business mentioned in the advertisement might have some specialist information or equipment that is relevant to the current story?
- **Memorials / Funeral Notices:** Is one of the persons recently deceased somehow tied in with the current plot? Or someone with the same family name? Does the memorial notice mention the deceased was a long-time member of some organization or association pertinent to the story?
- **Society / Magazine-Type Columns:** Why does that society figure photographed at a charity gala have the same surname as the low-life criminal currently under investigation? Is there something more to the upcoming celebration being planned by that oddly-named society? Is there something odd about that old abandoned house that is the subject of the Historical Society's repeated efforts to save despite local objections?
- **Puzzles:** Is there something sinister encoded into the cross-word clues? Or is there some significance to the strange glyphs that someone has written in place of letters in that copy of the cross-word found at the murder scene?

Inky Research

Investigative scenarios have a habit of leading Player Characters into dusty library stacks or museums in search of vital pieces of information — newspaper clippings can serve as one evocative means of delivering those key clues. Investigating characters might have a particular reason for hitting the newspaper morgue, or perhaps they are just in the market for some details about the past actions of some person or

organization and willing to scour every possible historical document. Either way, the clues they seek could be trapped in the pages of a musty old newspaper. Conceivably, a Game Moderator might even use historical newspapers to provide clues relevant to a scenario set long after the 1920s — perhaps even in the modern day. In that case, the ink-stained fingers and dusty stacks of newsprint might make way to digital databases and careful online searches.

Found: On A Study Desk, Circled In Red Pen

In the midst of an investigation the Player Characters may be on the trail of a suspicious individual, tailing them from place to place but never quite catching up with them. That's not to say that they can't pick up clues from places their suspect has recently visited—and the quintessential newspaper clipping frantically marked with hand annotations can be a great method for drawing some attention to key information. It can also provide indispensable insight into the (possibly fractured) mind of the character they are pursuing, and what motivates them to do whatever they are doing. It might even point to the next target of their vile attentions. Of course, it could equally well be a deliberate ruse perpetrated in an effort to mislead the Player Characters — but until they've investigated, who knows?

Lightbulb Moment: Now Its Significance Is Clear

As investigative scenarios proceed, Player Characters slowly build up more and more detail about what is really going on. At key points, their understanding of the true nature of a person, place, or organization might suddenly make some stray piece of (previously innocent-seeming) detail suddenly take on a whole new meaning. One way of building such a “lightbulb” moment into a scenario is having a key clue built into an innocuous newspaper clipping which the Player Characters read that morning over grapefruits, then promptly forgot about ... Sometime later, their fevered brain recalls that stray piece of information when it seems — impossibly — to tie in with a hidden conspiracy whose concealment they are just starting to peel back. Time to race home and hope that newspaper hasn't been put out with the trash!

INKHOUNDS OF THE MISKATONIC VALLEY: A CAMPAIGN FRAME

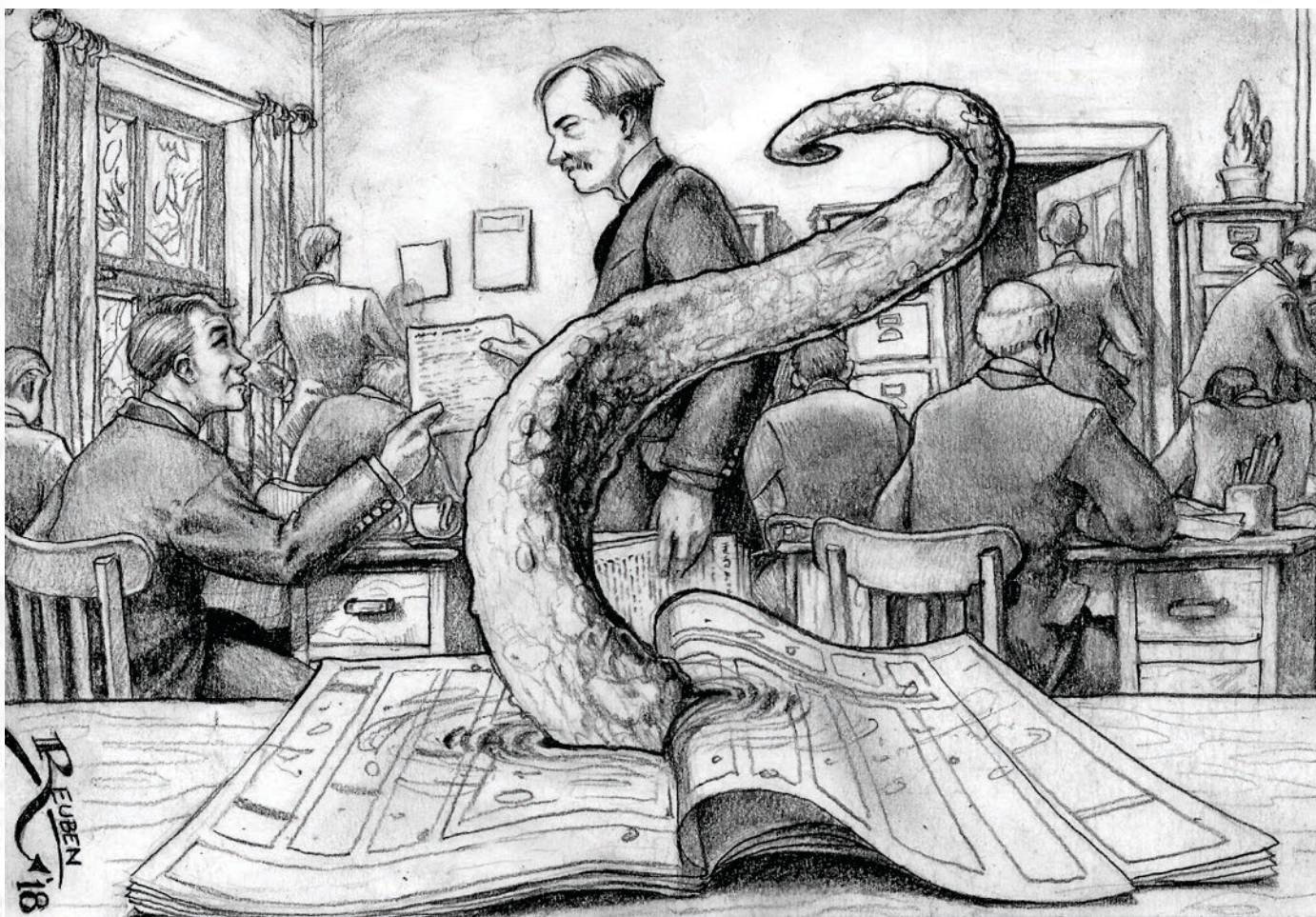
The starting point for most investigative tabletop roleplaying games is the assumption that groups of Player Characters can have a diverse and varied collection of backgrounds. This is undoubtedly a strength, but sometimes there are advantages to limiting character backgrounds to make it easy to run a more focused and tightly-themed set of scenarios. In other Cthulhu Reborn products, we have explored the concept of using a “Campaign Frame” to achieve this end.

Campaign Frames are frameworks for running sequences of scenarios linked by a common theme. They offer quick and easy ways for both Game Moderator and players to make use of different aspects of the 1920s Miskatonic setting to create games with a particular flavor.

Player Character Backgrounds

There are a number of professions that have a special connection with the newspapers of the Arkham region. A group made up principally of Player Characters with such backgrounds has special motivations for engaging in investigations that are either launched via things that appear in the news, or which make use of newspaper clippings and morgues as key tools in driving a story forward.

These doughty newspaper men (and, no doubt, women) are the titular “inkhounds” of the Miskatonic Valley.



Staff of the *Arkham Advertiser*

The quintessential newspaper-based investigative character background is the journalist or reporter. Small-scale newspapers like the *Arkham Advertiser* only have a small stable of permanent journalists, relying on Associated Press news wires for the remainder of the (national and international) news. Inkhounds can certainly be members of that small group of local reporters; but they might equally well be part-time writers and stringers who have a more part-time relationship with the newspaper, feeding stories along whenever they stumble across them. Reporter characters have the distinct advantage that they are paid to poke their noses into local matters ... but they also tend to work to very tight deadlines and may perhaps not hear much about stories written by other writers.

A second category of *Arkham Advertiser* writers is the columnist — this includes the

newspaper's editor (who writes a few opinionated pieces for each issue) plus a range of other local “specialists” who write weekly columns on some subject or other. This latter group includes at least a science columnist, a fashion columnist, and an “agony aunt.” The Editor (Harvey Gedney) has a rich understanding of everything that goes on with his paper; the other columnists less so. Most columns are mailed in by the columnists or delivered in long-hand written form to the *Advertiser*'s offices. All of these writers are likely to scour at least parts of the newspaper with a fine-toothed comb (on days when their column is run anyway). This makes them keen eyes for out-of-the-ordinary material.

The *Advertiser* also maintains a small office made up of:

- An Office Secretary
- A Circulation Manager (who deals with subscriptions by readers all through the Miskatonic Valley region)

- An Advertising Manager and a few Ad Takers (who answer phone calls or process ad copy)
- Part-time helpers

Except for the Secretary — whose job is mostly to keep the office running smoothly — most of the staff are devoted to one specific part of the newspaper. For example, the advertising personnel would work very closely with every word that went into “Want Ads” or display advertisements but might not read the remainder of the paper as closely.

The manual work of printing, folding, and distributing the thousands of copies of the *Advertiser* each day occurs in the Press Room and is highly-automated. There are four main staff that are responsible for the production process:

- A Linotypist (who sits at a Linotype machine, types the copy thereby causing the metal type to be automatically set by the machine)
- A Caseman, sometimes known as a Compositor (who composes set type into frames making up full pages, in mirror-image orientation, at high speed; they are also expected to correct spelling and punctuation on-the-fly)
- Two Pressmen (who operate the huge printing presses themselves, an inky and messy job)

Each of these individuals has a close relationship with the content which appears on each page of the *Advertiser*, since they are responsible for ensuring every single letter of type appears in the correct place. Because their professions each require close attention to detail, there is also a very good chance that weirdness in any of the copy that goes into the day’s newspaper will get noticed by one of these workers. Of course, their job is just to set it in type regardless ...

The *Advertiser* also employs a small army of people to deliver the printed newspapers to both local and more remote readers and newsagents.

Staff of Another Miskatonic Valley Newspaper

The *Arkham Advertiser* isn’t the only newspaper in town, and there are several others in nearby towns who employ a similar range of personnel. Conceivably all of these newspaper employees, across different newspapers, might know one another and trade gossip about the weird stories (and people) they encounter in their day-to-day work. Or perhaps there’s enmity between different newspapers which breeds bitter rivalries and fierce competitiveness. In either case, the newspaper men and women from all these publications likely scour the pages of each other’s papers, whether to inspect the work of their peers, to look for material to steal, or just to spot flaws in the opposition’s efforts.

In Arkham, the *Advertiser*’s sole competition is the *Arkham Gazette*, edited by Michael Crane — a fierce rival of Harvey Gedney’s. The *Gazette* prints larger issues but is also more expensive. It tends towards a more conservative viewpoint, and has a strong network of Miskatonic Valley “country correspondents” who feed news stories from the smaller villages up and down the valley.

Nearby Bolton has a sizeable newspaper, the *Bolton Republican*, which like its town tends towards the less refined and industrial.

Kingsport has a small, but surprisingly eloquent and artistic newspaper called the *Kingsport Chronicle*. Its editor is Stanley Carter and it publishes 4-page newspapers twice weekly.

Further distant, the *Aylesbury Transcript* is another Miskatonic Valley newspaper on a similar scale to the *Kingsport Chronicle*. Its editor is Carver Daniels, a staunch Republican.

Arkham’s Worldwide Clipping Service

In the days before online searches and massive aggregation of information, the collection and filtering of the vast quantity of printed periodicals to locate topics of interest was a highly manual process. Clipping services existed purely to obtain copies of printed newspaper and magazines, have them read by skilled readers who knew the “watch

lists” of topics the company’s customers had paid to be informed about. When they found something which matched the criteria, they literally clipped it from the paper to place into a file, to be provided to the paying customer at some later date.

Arkham has a highly-competent and much-used clipping service known as Worldwide Clipping. The employees of this business obviously have a very close relationship with the daily news in Arkham (and also much further afield) since they are paid to scour it with a fine-toothed comb every day. If anybody were to spot the hidden patterns in Arkham’s daily events it is likely to be the hard-working men and women of the clipping service.

Newspaper Archives: Miskatonic University & Historical Society

Old copies of Arkham’s newspapers are carefully archived for future reference in at least two places around town. The Miskatonic University library meticulously stores and catalogues each issue; the local Historical Society has lofty ambitions to do the same, but mostly stacks the old copies into ordered bundles in the basement.

Employees of the Orne Library who have the task of curating the vast newspaper archives have ready access to near-complete collections of the local periodicals and may have reason to scan new copies closely as they are entered into the archive. Diligent members of the Historical Society staff may plough the moldy stacks to similar ends.

Scenario On-Ramps

Unlike traditional Player Characters, Inkhounds have a professional relationship with the newspapers of the Miskatonic Valley. This affords the Game Moderator with some unique opportunities for enmeshing them in a scenario of Mythos investigation:

- While typesetting or copy-editing certain articles or “Want Ads,” clear patterns or correlations become apparent. Why does this all seem strangely familiar?



- Certain of the people who drop by the Advertiser building to place advertisements, or to hand-deliver letters to the editor or “agony aunt” are rather unusual individuals ... what do the Advertiser staff do when the advertisement or letter they have been paid to print seems oddly suggestive, or comes on a blood-stained sheet of paper?
- It’s not uncommon for journalists to be approached by individuals who wish them to investigate a matter, but who want their involvement to be entirely anonymous. This can lead to shady back-street meetings, classic cloak-and-dagger subterfuge ... and conceivably, significant peril for the Player Characters.
- Columnists occasionally get private letters, sent to them via the Advertiser itself. These are often crackpots who are obsessed with some arcane topic ... but what if their mad ravings are something more serious? And what happens when several different crackpots start independently sending oddly-similar warnings?
- Newspapers are certainly not above stealing stories from one another, particularly if there’s a chance to publish some local scandal before the opposition can. But such nefarious snooping around can also uncover things that people have spent considerable effort to bury — sometimes literally.

"TO TOUCH THE UNTOUCHABLE" — A DATELINE: LOVECRAFT SCENARIO

As an example of (one way of) using the *DateLine: Lovecraft* newspaper prop as the basis for an investigative scenario, a short scenario seed is described below. Using this material, an inventive Game Moderator should be able to build an enjoyable Arkham-based scenario that can entertain a group of beginner or veteran gamers for 1–2 sessions.

The scenario seed is described in a system-neutral format: it can be easily adapted to work with any tabletop roleplaying game of investigative horror.

The box below describes the sections of the newspaper prop that are referenced in this scenario seed. These clippings form the player handouts for the scenario (and should be printed or clipped ready to provide to players).

Primary Clipping IDs:

- **DL1-5-B-2-Chess** (Article describing Arkham child prodigy Hannibal Upham and his recent success as a competitive chess player)
- **DL1-8-C-1-Inconstantly** (Letter to an "Agony Aunt" column from a young Arkham girl, "Gertrude", describing oddly behavior of a fellow MU student beau; both frequented a regular Saturday-night dance)

Peripherally-Related Clipping ID:

- **DL1-5-CD-1-Crystal** (Photo caption which makes reference to a curious incident in which several members of varsity football team jumped into the Miskatonic with rocks tied to their legs, apparently as a dare)

Keeper's Introduction

Hannibal Upham is no ordinary seven-year-old boy. Or at least, he isn't any more.

Until about a year ago, Hannibal was a thoroughly unremarkable little boy – interested in little more than toys and playing tag with the neighborhood kids. This was much to the consternation of Hannibal's father, Miskatonic mathematics professor Hiram Upham, who had grand expectations for the lad.

In an effort to motivate the young boy to unlock his inner potential, Hiram sent his son away to stay for a week with a reclusive distant relative that everyone simply called "Uncle Timothy." The arthritic and ancient relative lived alone on a decaying farm in upstate New York. He was famously both a remarkable intellect and a master game player – he was especially skilled at chess. It was hoped that sending young Hannibal for a week with the abrasive elder might change him.

Nobody could have predicted how true that would be.

When Hannibal returned, it was as though a different personality lived within his skin. Suddenly he was possessed of a much more adult perspective on life, perhaps even slightly sardonic. And he was a driven and competitive individual, seemingly full of an appetite to succeed. And on top of all that, his skills at chess had improved to an impressive degree.

Professor Upham could not have been more pleased. But then he had no idea about what had really happened to his son on the farm in upstate New York; and even less idea about the true nature of the otherworldly thing that walks about in the guise of young Hannibal. The exact nature of the Mythos taint that has affected the younger Upham depends on which of the three optional Mythos Motivations the Keeper wishes to employ (see page 31).

The Ambitions of Hannibal

The thing that lurks within Hannibal Upham (which for simplicity we will simply call “Hannibal”) has a very firm goal it wishes to achieve in Arkham, and a carefully constructed plan to achieve it. Although the juvenile form it inhabits is not physically strong and tends to be discounted by others as “just a kid,” the thing has learned to use this to its advantage. It has an innate ability to impose its will to control the actions of other (weak-willed) persons for a short time. Being overlooked by most adults just makes it that much easier to find suitable targets for his mental domination and manipulate them to achieve his own ends.

His first pieces of manipulation were relatively modest – working his way onto a local high school chess team, and impressively beating even experienced adult opponents (thanks to some helpful mid-game mind control). The thing inside Hannibal had always enjoyed chess, and now its passion fueled the boy's sudden rise to become a formidable player, something that has reached somewhat of a peak when the boy placed fifth at a national chess tournament (see clipping **DL1-5-B-2-Chess**).

But Hannibal's exertion of power has not been limited to just chess. Some weeks back, in a test run of sorts for his main plans, the boy managed to briefly cast his mental domination over a small group of M.U. football heroes (who he hates). With just a gentle nudge, he was able to convince the men to throw themselves from the West Street bridge with boulders tied around their ankles (see clipping **DL1-5-CD-1-Crystal**). Although nobody was hurt in this incident, it demonstrated to Hannibal that his power was now ready to wield in anger.

The Hat Check Boy

Another notable change in young Hannibal over the past months is his industriousness where once he was a slovenly lad, he now — has found himself a weekend job. He is a hat check boy at a local dance hall called the Luxor Ballroom. While his (somewhat proud) father

believes this to be just a simple source of pocket money for the boy, it is actually something far more involved and sinister. Realizing that some of its plans will eventually require some muscle to complement his intelligence, Hannibal has cut a deal with a member of the Italian gang. In exchange for agreeing to sell drugs (narcotics and stimulants) for them to University students each Saturday night, he has obtained assurances that several of the Italian gangsters will help him to carry out the final ritual that will secure his goal.

Working at the Luxor Ballroom has other advantages, too. It allows Hannibal to mix freely with young co-ed students (who he much admires; even though his body is only seven years old that doesn't mean his soul is that of a child). One of the regular attendees – a girl called Gertrude – has particularly won his affection. On the Saturday evening just prior to the scenario's commencement, Hannibal was disturbed to see Gertrude in tears – apparently romantically slighted by her long-time dance partner. Although the reasons behind this emotional outpouring were unclear to the boy (see clipping **DL1-8-C-1-Inconstantly**), he was triggered into action. When Gertrude's swain – Claude Wetherill – arrived at the Luxor later the same evening, Hannibal sold him some pills (as always) but also dominated the boy's will utterly. Under the mental compulsion, the young man walked promptly from the dance hall and has not been seen since.

The Final Plan

After several days of torturing the misbehaving suitor (after school, of course, with help from his borrowed Italian gang muscle), Hannibal realized that the time was right to begin his final ritual preparation. He has everything the ceremony demands – a ready source of flesh (the unfortunate Claude), an isolated place (a warehouse leased by the Italian mob), and several workers to build the necessary scaffolds from which to hang fleshy morsels. Through a ritual of “sanctification” the scaffold has been mystically linked to Claude, although

this ceremony also briefly allowed the young man to use some of the edifice's latent power in an (unsuccessful) attempt to communicate with people around Arkham to summon aid.

The last piece of the ritual — and the most important — is a pure soul, which will be merged with Hannibal's own blackened soul to cleanse it. For this task he has chosen Gertrude, the young girl who has caught his heart. To Hannibal's mind, having one's life essence permanently become part of his own is perhaps the greatest compliment anyone could receive. Apprehending the young woman has proven challenging — in order to preserve the purity of her soul he cannot simply dominate her mind in the same way he has compelled others to act. Instead he has chosen a simple deception, slipping Gertrude a secret note telling her that she can be reunited with Claude — who everyone knows has now been missing for several days. All she needs to do is come to an address on the waterfront, alone. The young woman is naïve enough to have followed those instructions to the letter, leaving her also a captive in the old warehouse.

Best Laid Plans

The scenario commences when Gertrude's family engage the Player Characters to do what the police cannot do; namely find their missing daughter. As they track down clues, they will likely pay a visit to the Luxor Ballroom on one of the nights when Hannibal is working there. A keenly observant individual, he will quickly deduce that the Player Characters are on to him and will adapt his plans accordingly. This will mostly involve throwing out some misdirection in the form of yet another disappearance (his own), and a subsequent "ransom note" which he himself pens. This will lead investigators to an industrial site in Bolton where they may be ambushed by Italian gang thugs. If they avoid (or survive) that lethal obfuscation the Player Characters will likely receive information which leads them straight to all three missing persons — Claude, Gertrude, and Hannibal — in the dockside warehouse. Following the lead, investigators are likely to arrive right at the exact moment the ritual invocation is due to begin.

Timeline of Events

Summer of 1927: Hannibal Upham sent to "Uncle Timothy's" farm for a week.

July, 1928: Hannibal gets a job selling drugs for Arkham's Italian crime gang at the Luxor Ballroom.

August, 1928: Hannibal arranges for his hired goons from the Italian gang to start work on building a large scaffolding inside an abandoned warehouse down by the Arkham waterfront.

September, 1928: At the Luxor, Hannibal becomes familiar with frequent dance attendee Gertrude Pettingill, and to a lesser extent her suitor Claude Wetherhill (to whom he sells stimulant pills).

Early October, 1928: Hannibal Upham travels to Indiana with his (male) chaperone.

Saturday October 6: At the conclusion of the Luxor dance, Claude proposes marriage to Gertrude — in subsequent days she approaches him on campus where he denies this occurred, leading to the confused girl penning a letter to the Advertiser's "Agony Aunt" (published in the 15 October edition).

Wednesday October 10: Hannibal competes in the U.S. Open Chess Championship, taking out fifth place.

Friday October 12: Hannibal arrives back in Arkham.

Saturday October 13: Gertrude arrives at the Luxor early and confides her relationship woes to the young Hannibal; he is incensed by the callousness of her suitor. When Claude arrives later, Hannibal slips him a different drug and simultaneously exerts his will to dominate the young man forcing him to leave the dance and walk to the abandoned warehouse.

Monday October 15: Claude's family officially list him as a missing person; the daily issue of the Advertiser contains several articles somehow related to this affair.

Tuesday October 16: Hannibal decides to kick his final plan into action, devising a plan to also gain custody of Gertrude in preparation for the ritual in a few days' time. He instructs his gang-member muscle to begin construction of a huge scaffold in the warehouse.

Wednesday October 17: Gertrude is given a handwritten note at her Bible-reading group telling her to go the Luxor; when she arrives there Hannibal tells her that a "bad man" told him to pass on the information that she could be reunited with her beau if she goes to the waterfront tonight, alone. She does this and is apprehended by Hannibal's thugs. Earlier on the same evening, the boy conducts a short ceremony at the warehouse to "sanctify" the partly-constructed edifice within by spilling some of Claude's blood — this briefly gives the captive boy access to some of its otherworldly power. This he uses to manifest insubstantial "ghost" versions of himself around Arkham in an unsuccessful effort to summon help.

Thursday October 18: Gertrude's family call police to report her missing; a perfunctory investigation finds no leads.

Friday October 19: Gertrude's family approach the Player Characters to look into their daughter's disappearance (start of scenario).

Three Mythos Motivations

Three options are offered for the motivations behind the curious tale of Hannibal Upham and his Mythos ambitions in Arkham:

- **Option A — The Pursuit of Innocence:**

If using this option, the thing inside Hannibal is actually the soul of a 3000-year-old Egyptian sorcerer who made a pact with Nyarlathotep during the Twenty-First Dynasty. The Outer God granted the sorcerer's soul eternal life but rendered the physical form that holds it an agent of growing corruption. At its least potent this power is a mere annoyance — food becomes spoiled more quickly around the physical form, and the air feels oddly impure nearby. But the longer the body carries the soul, the more extreme the effect becomes, until eventually the merest of touches can cause any organic thing to instantly mutate. The sorcerer studied for long years to escape this curse, eventually developing a combination of disciplines that has contained the corruption. This mostly involves magicks which permit the immortal soul to jump into a new body, devouring the old soul. For this to work, the new body should be as entirely pure as possible. Even with such constant “body-hopping”, corruption slowly follows the soul and it is only through a second ritual that it has been able to reset its innocence — that ritual involves merging with a fully pure entity in both body and soul. The cursed soul had hoped that the jump from “Uncle Timothy” to Hannibal would keep it safe for many years, but too much of its impurity and evil transferred along with it. Only the ritual of fusion will now suffice. As soon as the soul first came into contact with Gertrude Pettingill it knew it had met the perfect soul with which to fuse.

- **Option B — The Xiclotl That Fell To Earth:** If using this option, the transformation that overcame Hannibal during his holiday with “Uncle Timothy” was the (temporary) possession of his body by an alien intelligence that crashed to earth on Timothy's farm some years ago. The thing lay trapped in its rotting physical form at the bottom of a deep crater, reaching out mentally to plague the dreams of the farmer — but his pathetic arthritic form was far too feeble to descend into the pit. But the dreams continued, night after night. When Hannibal came to visit, the old man saw an end to his torment. Tricking the boy into climbing down into the deep hole, he allowed the trapped alien — a plant horror called a Xiclotl — to mentally dominate young Hannibal. Though its body is dead, the mind of the Xiclotl knows it can be broadcast across the stars to its home, if only it can perform the correct ritual. To do so involves the construction of a peculiar kind of antenna, which must incorporate the recently-dismembered flesh of a brute, and the willing offering life-force by an innocent. Finding a cruel man to fill the first role was not difficult: Claude Wetherill was perfect. Gertrude seemed like a suitable innocent, but one who needed to be convinced to give her life-force willingly. To achieve that, Hannibal needed to abduct the young woman and spend time “conditioning” her to accept her fate willingly. Although not strong-willed herself, Gertrude's strong faith has proven a significant hurdle to breaking her down. But the Xiclotl intelligence hopes that the days spent locked in a dark box in absolute silence will be sufficient. Time is running out.

- **Option C — A Tangle of Fates:** If using this option, Hannibal Upham’s “holiday” to upstate New York was nothing of the sort — rather it was an assassination mission designed to eliminate “Uncle Timothy” via untraceable means. Hiram (Hannibal’s father) had long hated Timothy, for some long distant dispute or slight. When he stumbled upon some curious dimensional oddities while working on some advanced theorems about the nature of physical space-time, the mathematician realized he may be able to “weaponize” such formulae to dispose of his long-time nemesis. Brief experiments at Miskatonic University — with the help of promising student Walter Gilman — proved that dimensions could be warped sufficiently to trap small objects in null spaces thereby removing them from our reality. Teaching the necessary formulae and proofs to young Hannibal, the mathematician bundled him off to silently rid the world of the noisome backwaters hermit. But things didn’t go according to plan: while the mathematical equations worked as expected and the cantankerous old man was whisked off into a null dimension, his personality somehow became quantum entangled with Hannibal’s own as well as several other personalities from different adjacent dimensions. This left Hannibal dangerously unstable, but uncommonly intelligent. Twelve different intellects throb inside his juvenile brain, with Timothy’s mind controlling the unholy parliament. Its first resolution was to hide its true nature; it’s second was to find a way to dis-entangle the different life forces. Over the past year, Hannibal has been sneaking into the restricted stacks of the Orne Library as well as dipping into the most advanced

mathematical texts owned by his father. The end result is an elaborate mathematical configuration — a ritual of sorts — that the coalition of minds believes will achieve its ends. To make it work, however, a free source of flesh is needed and the blood of an innocent. Claude and Gertrude are to be the (unfortunately necessary) sacrifices that will make each of the twelve its own once again.

Involving The Player Characters

The Player Characters become involved in this scenario by virtue of being asked to investigate the disappearance of Gertrude Pettingill. The Game Moderator can use any plausible reason for Gertrude’s family to approach them — perhaps one of them is a personal friend of the family, or a professional Private Investigator. Alternatively, characters who are themselves students or teachers at Miskatonic University may be friendly with Gertrude and be concerned by the police investigation’s lack of answers. Another option is for Player Characters to know the missing coded from Bible-Reading class.

While Gertrude’s disappearance seems like a classic “missing persons” case, there is one odd fact that might especially pique the Player Characters’ interest: late on the evening when Gertrude went missing, the girl’s mother reports a visit to the family home by a young man in tattered shirtsleeves. She didn’t recognize the figure, and he did little more than stutter the word “Gerty” a few times, as though he was a simpleton or a mute. Mrs. Pettingill slammed the door on the scruffy figure, then thought better of it and re-opened the door to show some Christian charity to the beggar. That’s when she swears on the four Gospels that she saw the young man’s body literally turn to smoke and drift up into the sky.

The Disappearance of Miss Gertrude Pettingill

The police investigation into Gertrude's disappearance has not unearthed much:

- Gertrude is a 19-year old sophomore at Miskatonic University, studying History and Archaeology.
- Gertrude was last seen by her parents leaving their home on W. Pickman Street in Uptown, around 6 P.M. on Wednesday.
- She was headed for the First Baptist Church of Arkham, a place she visits three times a week: Wednesday and Saturday nights on her own (for Bible-reading groups), and Sunday mornings with her parents.
- Others at the Wednesday night Bible class confirm that she was there but seemed distracted and left early.
- There have been no sightings of her since then.
- The police do not put much weight upon the fantastical tale of Mrs. Pettingill, believing that her grief has made her hysterical, causing her to imagine the encounter.

Gertrude's Home

Gertrude's parents, Levi and Adele Pettingill are a fiercely religious middle-class couple; she is their only child. They are plainly very concerned by their daughter's disappearance but have little information to offer, other than what they've already told the police. Adele is a staunch and severe woman of German heritage who hardly seems the kind of person to become hysterical with grief. Beyond the details of her unusual encounter on the doorstep — which has also left no physical evidence — she cannot offer any further information.

To the best of her parent's knowledge, Gertrude did not have a boyfriend — her only social circles outside of class were at the First Baptist church.

Persistent investigators will be allowed to see Gertrude's room (after some disapproving stares from Richard). It is extraordinarily tidy, with everything meticulously clean. The clothes in the wardrobe are all old-fashioned and very conservative: the kind of thing an older woman might wear.

If a Player Character gives the room a thorough top-to-bottom search, they may find a few carefully hidden pieces of writing paper with several versions of abandoned first lines of a letter written to someone called "Zoe." These are actually early drafts of the letter that was eventually published in the "agony aunt" column of the *Advertiser*. The drafts all start with a variation of "Dear Zoe, is it normal for a man's personality to change like the phases of the moon? He is a ..."

The Bible-Reading Group

If Player Characters go to the Arkham First Baptist Church they will be able to easily locate people who know Gertrude. She is one of the most frequent visitors, and well-regarded by all as a "fine young God-fearing girl."

Asking about the night of her disappearance at first elicits just the same facts as known to the police. However, if a Player Character is especially persuasive or charming when speaking with one of the other young girls from the Wednesday night group, they will confide more:

- The friend believes Gertrude may have been having a romantic liaison with a young man, that had perhaps encountered some difficulties. As evidence the friend can produce a clipping from the *Arkham Advertiser* that Gertrude gave her at the last meeting. [This is clipping **DL1-8-C-1-Inconstantly**].
- Also at the last meeting, the friend saw Gertrude's demeanor change sharply when she read a note that she pulled from her hand-embroidered book bag (left at the Church between meetings). On finding the note she turned "white as a sheet" and excused herself from the group shortly thereafter.

If Player Characters ask about Gertrude's attendance at the Saturday night Bible reading group, they will eventually find someone who can tell them that although once a steady attendee of that meeting, for the past few months she hasn't been seen once. If investigators point out that Gertrude's parents still believe she is coming to Church on Saturday evenings, their informant will clam up — obviously they have shared more than they should.

Asking Around the M.U. Campus

Venturing on to the Miskatonic campus to question students about Gertrude will yield limited returns:

- Most of her peers consider her to be more than a little old-fashioned and dowdy, “a real prune-pit”. This is mostly on account of her strong religious beliefs and severely conservative dress.
- Not many M.U. students claim to be friends of Gertrude, but a few of the other “odd birds” in her classes seem to somewhat know her. Quizzing one of these about Gertrude's relationship with boys on campus will prove difficult, as most don't consider it polite to gossip about such things with outsiders.
- With some good application of social skills, however, Player Characters can learn that for the past few months the shy Gertrude had been attending “rubs” (student dances) most Saturday nights.
- Asking questions about which dancehalls are most popular with M.U. students always yields at least two names: Lipinscott's Dancehall and the Luxor Ballroom.
- Gossip around campus says that Gertrude had some kind of romantic connection with an older boy called Claude Wetherill (a senior studying Engineering). Wetherill has a reputation for being snide and unpleasant to anyone outside of his little clique, so it



is surprising to most that he would be interested in someone like Gertrude.

- Player Characters who are especially thorough might be able to track down Wetherill's clique of brutish friends, although nobody has seen Wetherill himself for almost a week. Members of the sarcastic senior clique are generally dismissive of questions from outsiders, although investigators who can intimidate or frighten them somehow will quickly cut through their swagger. The only helpful fact they can offer is an account of an awkward incident that took place about two weeks ago, in which the “prune pit” (Gertrude) confronted Claude on campus asking whether his proposal of marriage was genuine. The seniors guffaw as they recount how their friend rebuffed the young girl as if she was mentally deficient.
- If the Player Characters are particularly lucky, they may track down a night-patrol guard on campus who claims to have seen Claude Wetherill feebly hammering on a side-door of the Tyner Laboratory Annex building. This was not Claude at all but a short-lived intangible manifestation created by the apparatus in the warehouse. The witness confronted him, noting his disheveled appearance: the young man seemed disoriented or perhaps drugged.

Optional: The Drowning Footballers

If the Game Moderator wants to extend the investigation, he or she can throw an additional kink into the plot by suggesting that Gertrude may have recently been the subject of attention from a couple of young men on campus. The student they question particularly mentions that the conservative young woman raised more than a few eyebrows by stepping out once or twice with one of the Varsity footballers. If they ask for a name, the Player Characters will simply be told, "one of those players who jumped in the river I think. It was in the newspaper." A very quick search of recent news will find the story in question: provide the players with clipping **DL1-5-CD-1-Crystal**.

It's left to the Game Moderator to decide whether it's a coincidence that this earlier trial of Hannibal's powers (see page 29) happened to involve someone who had been wooing Gertrude ... or whether this was another effort to stymie her romantic life.

He said only one word, over-and-over — "hatchet" — which seemed to make no sense (in fact the uttered word was "hat-check", but mis-heard by the guard). The night-patrol calmed the boy down, helping him to a park bench to rest a moment; when the guard returned for his next round 30 minutes later, the boy was gone. If the Player Characters cross-reference the time of this odd incident they will determine it occurred at the precise same time as similar encounters by Mrs. Pettingill's encounter (see above) and the caretaker at the student apartment (see below).

The Missing Suitor, Claude Wetherill

Tracking Claude proves difficult. He lives in a shared apartment off-campus (an old three-story brownstone on College street). His housemates are also M.U. seniors, studying different disciplines. None of them have seen Claude since he left to go dancing on Saturday night.

Asking around the apartment building where Claude lives may allow Player Characters to speak with the building supervisor, who claims to have seen Claude one evening just a few days ago. He seemed "scruffy," as though he had been in a fight. This was another manifestation of the warehouse apparatus. The figure was rattling the door to his apartment, obviously having forgotten his key. None of his housemates were at home. He muttered one word under his breath — "River". The supervisor used his master key to allow the distraught young man into his room. He has not seen him since then. If asked when this encounter took place, he struggles to remember but eventually recalls it was late Wednesday evening; the timing lines up precisely with the moment that Mrs. Pettingill and the campus night-patrol guard had similar encounters.

A visit to Wetherill's parents — who live on a farm in the hills west of Arkham — reveals only that they, too, do not know where he is. Claude was supposed to come to their house for a family lunch on Sunday (as he does each weekend), but never made an appearance. On Monday, Claude's father took the bus to town and tried to visit him at the student lodging. When he discovered that he hadn't been seen there either, he promptly reported his son missing to the Arkham Police. Player Characters who question police about the case learn that they have no leads (and believe it to most likely be a case of a young man heading off on a boisterous adventure for a few days without telling anyone).

The Luxor Ballroom

The Game Moderator can make it easy or hard for the Player Characters to track down which dancehall was secretly frequented by Gertrude Pettingill, depending on the desired length and tempo of the investigation. There are several places — all of them within a short walk of the M.U. Campus — where students congregate to dance, although there is usually only one fashionable venue. Right now, that's the Luxor Ballroom. If investigators stake out one of

the others (like, say, Lippinscott's Dancehall) they will find that they were previously popular with the "in" crowd, but now mostly patronized by an older and less glamorous set.

The Luxor is located in an unimposing building on the 100-block of S. West Street, not far from the Old West Church. Dances are held Wednesday, Friday, and Saturday nights — with the last being the most popular by far. The interior of the building — the glitzy foyer and ballroom beyond — is decked out in a lavish and stylized Egyptian theme. If the Player Characters are visiting the Luxor on any of the nights it is open, they will find the foyer buzzing with well-dressed University students. Weaving between them are several suited hat-check boys who approach guests and take their hat and coat, giving them a check number in return.

One of the hat-check boys is Hannibal Upham; the Game Moderator should ensure that the Player Characters meet him when they visit the Luxor. Hannibal stands out from the other hat-check boys, by virtue of the stunning intensity of his gaze and the intelligence of his conversation. While the other boys are just kids, Hannibal seems like a highly intelligent adult in a child's body. He should seem like a good person to question about the movements of Gertrude and Claude. If the players would prefer to instead direct their questions at patrons of the facility (who are there mostly to dance, not to talk), they can do so — but perceptive investigators may spot that Hannibal seems to lurk nearby, craning to listen in to their conversation. This is because he quickly recognizes that the Player Characters are looking into his abductions.

Information that can readily be learned at the Luxor (either from Hannibal, or patrons, or a combination):

- While it's a little unorthodox for the Luxor to use young boys for its hat-checks, the management finds it a lot less fuss than when they employed attractive young women to do the same job — since the latter tended to get snapped up by wealthy patrons to be their mistresses or wives.

- Gertrude has been a regular patron of the Luxor for the past several months, always attending on Saturday nights. Each week she dances with many different men, but the list always seems to include Claude Wetherill.
- Last Saturday night, Gertrude seemed most distraught although would not say why. Claude was briefly at the Luxor on the same night but left without speaking to Gertrude. This is the last anyone has seen of Claude.

If speaking with someone other than Hannibal who was working at the Luxor on Wednesday, the Player Characters may also be told how Gertrude raced into the foyer that night highly flustered and wearing church clothes. She spoke with one of the hat-check boys (the interviewee can't remember which one — they all look the same) who retrieved a note left for her behind the counter. The young woman left abruptly, heading towards the river. This was Hannibal directing Gertrude to the ambush in which she was captured by the waterfront.

If any of the Player Characters has police or criminal connections, they may know that most of the dancehalls frequented by students are also hotbeds for the selling of illegal drugs. At the Luxor, this trade is facilitated by the hat-check boys who covertly sell pills to patrons; the owners of the Luxor are paid to ignore the practice. The drugs are supplied by Arkham's lackluster Italian crime gang, who gets its supply from affiliated criminal gangs in Boston. The hat-check boys receive a small cut of the proceeds. Hannibal is in the employ of the gang, although his arrangement is a little different — he works for free but asks for payment in the form of "favors" from the gang's thugs.

The Italian Mob

Any digging around at the Luxor will likely unearth the drug-selling that goes on there, and its connection to the Italian gang. The Game Moderator can elaborate on this with additional information and encounters. Arkham's gang

scene is dominated by the flashy Irish mobsters, with the Italian gang picking up whatever scraps — like small-scale drug selling — it can. Most of its operations are run out of Lower Southside, in particular the Italian Club owned by gang leader Joe Potrello.

If the Game Moderator wants to stretch the scenario to include an extended side-trek into the seedy underbelly of the Italian gangsters, he or she can easily do so. Just push off the events of the next section to allow some time for players to go toe-to-toe with the mob.

The Disappearance of Master Hannibal Upham

The encounter with the Player Characters at the Luxor Ballroom greatly disturbs Hannibal and makes him realize that it's only a matter of time before his plan is discovered. This motivates him to push forward his schedule — but that is only possible if he sheds his obligations to play the role of precocious schoolboy. To that end, and also to hopefully throw the Player Characters, off the scent he fakes his own disappearance.

News of Hannibal's disappearance reaches the Player Characters when they are contacted by the Arkham Police Department who would like them to come to the station to discuss “an important matter.” When they arrive, they are told that a third missing person — youngster Hannibal Upham — has been reported. More disturbing yet, the boy disappeared after telling his father that he was going to visit one of the Player Characters with some information. The Arkham Police will want to question the character in question at length to try to determine what reason Hannibal might have in seeking them out. This is, of course, an elaborate misdirection authored by the boy to slow down those on his scent. Although the interviewing detective stops short of suggesting the Player Characters are now suspects in the case — they are all told they should not leave town for the next few days.

The Upham Home

If Player Characters visit the Upham residence, they can speak with a distraught Hiram Upham — Hannibal's academic father — who has cancelled his classes to pace around the family home with worry. He knows nothing more than what he told police — that the boy specifically mentioned one of them by name before leaving the house.

Perceptive investigators might notice the recently-framed newspaper clipping about young Hannibal that graces the wall of the richly-appointed home. [This is clipping **DL1-5-B-2-Chess**].

Anyone searching Hannibal's room thoroughly can unearth a few unusual items:

- A wealth of mundane textbooks, in particularly covering chess and mathematics — it is clear that these are highly-advanced and not volumes that a young boy would normally be able to understand.
- Numerous hand-written exercise books used by Hannibal for school work. Looking back through the stack, it is obvious that the boy's handwriting changed very suddenly about 12 months ago.
- An ancient and weathered tome titled *Liber Alveus* has fallen down behind his study desk; its pages seem to be mostly covered in strange occult diagrams and sketches of mythical beasts, with text in Latin. This is one of several Mythos-related tomes owned by Hannibal, left behind accidentally during his hasty departure.
- A single page (rolled up and hidden inside a globe of the world) bearing hand-written glyphs in no known human language beside a drawing which is a fusion of complex angular struts and organic-seeming components. The handwriting matches Hannibal's recent school books. This page shows the boy's design for the scaffold that is an important part of his final ritual.

The “Ransom Note” & A Trip to Bolton

Not content to merely put police suspicion on the Player Characters, Hannibal also hopes to buy himself some additional time by sending his adversaries off on a wild goose chase. To this end, he will arrange for a typewritten “ransom note” to be delivered to the Upham home. This note states that the boy has been kidnapped and won’t be returned unless Hiram Upham agrees to pay \$200, this sum to be brought to a factory in Bolton one night after dark.

The mathematics professor will agree to paying this sum — although will take a day to arrange for it to be released from the Arkham First Bank. He does not feel confident enough to make the night-time rendezvous on his own — and the Arkham police cannot help, since it is outside their jurisdiction. He asks the Player Characters to assist. This may cause some consternation since they have been told not to leave Arkham (and doing so will likely put additional police scrutiny on their tail).

If the meeting in Bolton goes ahead, it proves to be a trap — whoever attends is set upon by a team of thugs (members of Arkham’s Italian gang). These assailants try to beat their victims unconscious with blackjacks and fists, and take any money that has been brought along as ransom. Hannibal is nowhere to be seen.

If Player Characters manage to prevail in the fight, either capturing or subduing the mobsters, the thugs will readily tell them everything they know:

- They work for Joe Potrello, an Italian “businessman” in Arkham.
- They are here at the orders of a kid named Hannibal who wanted them “roughed up” to teach them a lesson.
- Hannibal is holed up in a warehouse down by the Arkham waterfront and has two other people held captive there — a man and a woman.
- The boy has a way about him that makes people want to do what he tells them.

- They have no idea what he has planned, but the kid has been overseeing the construction of some weird sculpture that he says will be the key to something he calls “the endgame.”

An Anonymous Tip

If the Player Characters avoid the encounter at the Bolton factory entirely or attend it but are beaten unconscious by the thugs, they find out about Hiram’s plans by other means.

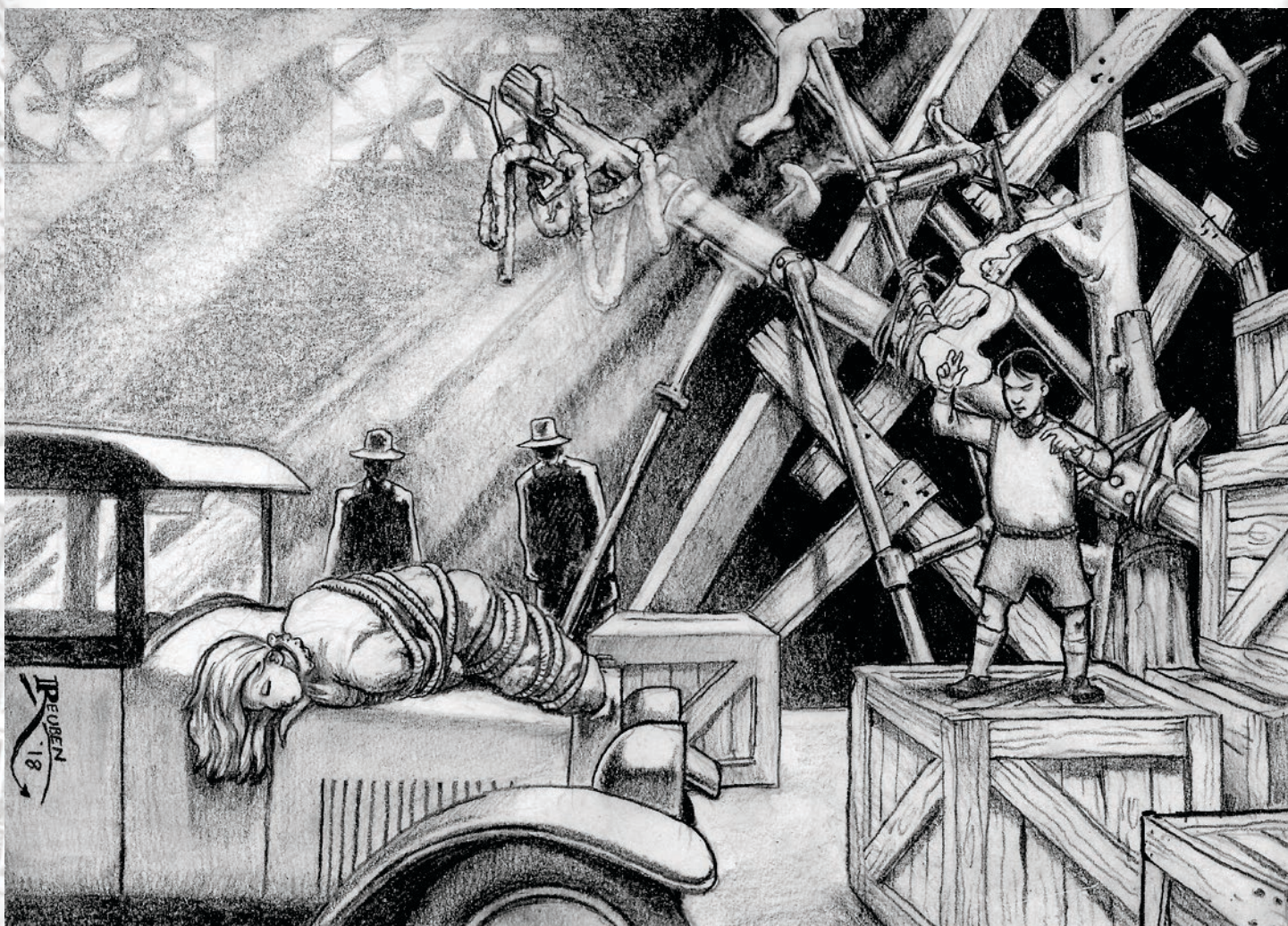
Not everybody that has been allocated by the Italian gang to help with the construction work inside the warehouse is happy with the arrangement. Some of the thugs are, in particular, not well pleased about being bossed around by a seven-year-old kid. Particularly one who treats them like worthless pieces of trash.

While the thing inside Hannibal possesses super-human intelligence, and imposing powers of mental domination, it does not understand human motivations at all. It is especially oblivious to the notion that treating its workforce like dogs will ultimately foment dissent and rebellion. This oversight may be Hannibal’s undoing.

At a suitable time, the Player Characters will receive an anonymous tip-off. This could be via a telephone call or a written message. The information contained in the tip is largely the same as the information that can be learned from the thugs in Bolton (see the bullet list above). There should be enough information for the Player Characters to easily locate the warehouse where Hannibal will be performing his ritual.

The Abandoned Warehouse

The warehouse is on E. River street not far from the Peabody Avenue Bridge. It is a crumbling old structure, a relic of a former age when Arkham was a shipping port. The building contains a single cavernous space inside, which Hannibal intends to be the site of a Mythos ritual that will achieve a potent outcome. Parts of the roof have been dismantled, leaving the interior open to the sky.



In the center of the warehouse, Hannibal has directed the construction of a huge and insane-looking scaffolding made of wood and scrap metal, which stretches up almost to the roof. This has been built by the Italian gang members over the past several days. While the bulk of the structure resembles a nonsensical jumble of angles and beams, there is also a disturbingly organic influence in its design. This is accentuated by the fact that at various points along the scaffolding, thick barbs jut outwards — onto each of these barbs, a dismembered human body part has been skewered. There are limbs, a torso, a head, and several internal organs all plainly visible. They seem to all come from a young male (actually they are all that is left of Claude Wetherill).

The Game Moderator should arrange for Player Characters to reach the warehouse as night is falling; this is when Hannibal will begin

his ritual. He has Gertrude Pettingill bound with heavy ropes, somewhere close to the base of the scaffold. He also stands close to that structure. There are numerous Italian gang members on hand as well, although their loyalty to Hannibal may not be as strong as he believes — nevertheless he has the ability to mentally dominate some of these thugs (or even a Player Character) for a period of time, which may give him the upper hand if a physical confrontation breaks out. The ritual he seeks to complete will take at least ten minutes of uninterrupted repetition of the alien-sounding incantation. If Player Characters can disturb this noxious monologue long enough to either free Gertrude from her bonds or significantly damage the carefully-arranged lines of the scaffold, they may stymie his plot. Alternatively, they could render him unconscious or kill him.

Three Mythos Conclusions

The specific outcomes of success or failure depend upon which of the three Mythos options the Game Moderator is using:

- **Option A — The Pursuit of Innocence:** If using this option, the ritual incantation by Hannibal will cause the insane scaffolding structure to literally glow with a kind of negative light; an illumination that is the opposite of light. This is a manifestation of the corruption flowing outwards from the immortal soul that inhabits the boy, up through the structure and out into the stars above. The body parts that hang on the scaffold blacken and warp as the corrupting energy consumes them. The enormous scaffold starts to look like a huge, sick, creature that is slowly dying. If the ceremony is allowed to proceed, a second effect begins to manifest — the physical union between Hannibal and Gertrude. The flesh of each of them takes on a plastic quality, and the boy literally climbs into the flesh of young woman disappearing beneath her skin. Once this happens, the scaffolding collapses under its own corrupted weight, likely trapping several of the Italian goons beneath it. Hannibal is nowhere to be seen, but Gertrude — still bound in ropes — seems to be fine. Within her body a new soul burns — equal parts Gertrude and the ancient Egyptian sorcerer. Conversely, if the ritual is significantly interrupted the corruption and ruin of the scaffold may take place without the merging of physical forms. In this case, the blackened soul of the sorcerer has been partly purified but will still need to be properly cleansed through the ritual to stave off ultimate corruption. If defeated, Hannibal will flee from the warehouse ... but he will soon begin plans to repeat the ritual, hopefully with better success next time around.

- **Option B — The Xiclotl That Fell To Earth:** If using this option, the incantation serves to energize the scaffold and convert it into an antenna of sorts. Unknown energies engulf its insane form, flowing steadily upwards and out into the night sky beyond. This alien force causes the body parts hanging from the scaffold to wither; obviously the flesh is somehow powering the transmitter and the pieces that are sustaining it will not last very long. To begin sending its own intelligence out across space on this carrier wave, the Xiclotl needs for the second part of the ritual to begin — the self-sacrifice of Gertrude. Her bonds are untied, and she is handed a savage-looking butcher's knife. The command is given for her to give her life-force freely. What happens next will depend on whether Gertrude's faith and religious convictions is stronger than the mental conditioning that Hannibal has inflicted on her across the past few days. If the Game Moderator decides that her faith has been broken (or rolls dice to suggest as much), the young woman slashes her own throat with the knife thus fueling the transmission of the Xiclotl-intelligence. In a vast outrush of peculiar energy, the entity flows out of the boy, up the scaffold and out into the blackness of deep space. In this case there is no chance of saving Gertrude, although Hannibal will quickly recover (with no memory of the past year). On the other hand, if the Game Moderator rules that Gertrude's religious convictions overcome the conditioning, she refuses to commit suicide. The power flowing through the scaffold will soon burn out the last of the organic components at which point the whole structure bursts into flames. Hannibal will attempt to flee the scene, hopefully to find another future opportunity to send the alien intelligence back to where it originated.

- **Option C — A Tangle of Fates:** If using this option, the organic parts skewered at strategic points on the scaffold are key ingredients in the ritual. Each of these will grow into one of the physical forms that will house a disentangled personality. The ceremony begins with Hannibal brutally stabbing the bound Gertrude in the chest, quickly ending her life. From there, the ritual's repeated incantation will gradually cause the eleven body parts to grow and evolve, each at their own rate. When an organic component has grown itself into an entire, independent body, one of the personalities trapped inside Hannibal will break free and inhabit that new body. If the Player Characters allow the ritual to continue for a short time, they should witness the miraculous "re-birth" of Uncle Timothy — literally seeing the form of an old man, form and climb down from the scaffold. If Hiram is present, he will realize that his nemesis has returned from the dead. Each minute thereafter, another body will mature. While the first few are definitely human (or close enough), later bodies look a lot more alien. The consciousnesses entangled inside Hannibal each come from a different adjacent dimension —

some of those dimensions are quite different to our own, and the creatures that dwell in them quite monstrous. If allowed to run to completion, the ritual will produce ten assorted bodies plus Uncle Timothy. At the conclusion, Hannibal will be returned to his status as a perfectly normal seven-year-old kid. But, what becomes of the eight or nine inhuman cross-dimensional creatures is a question for the Game Moderator. Conceivably some of these might be more alien than monstrous ... but other might view humanity as little more than a convenient source of food. If the Player Characters shut down the ritual in its preliminary stages, they may prevent any of the new bodies from maturing. In that case, all of them will gasp out a few breaths of semi-existence before melting into organic sludge. If the ritual is stopped later, some of the new bodies may be complete while others suffer this messy fate. Failure to complete the ritual leaves Hannibal a confused mess of personalities, likely driven utterly insane by the experience. Perhaps he collapses in a catatonic state; or perhaps he flees into the night to become a conflicted spree killer that predates upon the streets of Arkham ...

INDICES

The *Dateline: Lovecraft* newspaper prop includes over 200 different items — news items, columns, editorials, advertisements, and other diverse things. Buried in those are references to a large number of people, places in Arkham and surrounds, and specific details about street addresses and telephone numbers in Arkham. It's easy to lose track of where these various references appear in the newspaper, although the fully-searchable hidden text layer (see page 7) makes things easier.

As an additional aid to finding details in the newspaper prop, the pages which follow include indices which collect different types of references and list which clipping or clippings relate to them. Clippings are identified using the “clipping identity” notation explained on page 7.

The indices also aim to capture the additional references included in the scenario outline included in this booklet. The notation “DL1:Extra-Untouchable” is used to denote that a topic has been mentioned somewhere in “To Touch The Untouchable” (future free supplemental PDFs will be called *EXTRA!s* and each given a unique code DL1:Extra-XXX, with XXX based on a abbreviation of their product title).

People

There are over 200 people mentioned by name somewhere in the newspaper prop. The index which follows includes each and every one of them, regardless of whether they are current people living in and around Arkham, historical people, or individuals who are alive but not in the vicinity of Arkham.

Entries marked with an Asterisk and shown in italics are people unlikely to be found in 1920s Arkham. This may be because they are historical personages, or are not local to the Arkham region. Note that, for the purposes of this index, residents of Kingsport are considered to reside in the Arkham's region but other further distant towns are not.

Entries marked with a diesis (§) have been mentioned in previous game publications describing Arkham.

ABBOT [Coach of MU Freshmen football team]: DL1-5-AB-1-MU Varsity

ABBOT, Frank John [Newspaper mailer]: DL1-3-GH-1-Marriage

‡**ABERSTROM, Jenny** [Advertiser Gossip Columnist]: DL1-8-F-3-Side Talk

* **AKKEN, Allen** [Visitor from Detroit Edison]: DL1-3-B-1-Industry

‡**ALEWIFE, Anthony** [MU student actor, Athletic Revue]: DL1-10-A-3-Athletic

* **ALGER, Horatio** [19th Century American “rags-to-riches” Author]: DL1-5-GH-2-Matua

ALLEN, “Butsy” [YMCA Basketball Player]: DL1-5-D-2-At The Y

ANGLEY, Eric [YMCA Basketball Player]: DL1-5-D-2-At The Y

ANGLEY, Prof. R. [School of Natural Sciences]: DL1-12-D-3-Wanted

* **ARMITAGE, Charles** [19th Century Arkhamite]: DL1-11-FGH-2-Remarkable

* **ARMSTRONG, Joseph** [Former Librarian of “Library of Wisdom”]: DL1-11-FGH-2-Remarkable

ARTHUR [MU Sports Coach]: DL1-5-F-1-Baseball

* **ASQUITH, Dr. Carrington** [London attorney]: DL1-7-CDE-3-Radio Sweetheart

‡**ATWOOD, Prof. Donald** [MU School of Physical Sciences]: DL1-9-AB-1-Wild Weather

* **AVEROINE, Nathaniel** [Baltimore Race Driver]: DL1-5-E-2-Speedway

* **BARRAGE, Real Admiral Guy** [Norfolk]: DL1-9-GH-1-Progress

BARTON, Raymond [Kingsport property developer]: DL1-7-BC-2-Amusements

BEACON, Michael [MU Freshman tattooed footballer]: DL1-5-AB-1-MU Varsity

BENITO, Mr. [Friend in Need, Help Wanted]: DL1-12-C-1-Mortgage, DL1-12-E-1-Male

BILLINGTON, S. [Work on Dairy Farm]: DL1-12-E-1-Male

* **BIRCH** [Aylesbury police inspector]: DL1-1-AB-2-Hermit's

BIXBY, Mary Elizabeth: DL1-3-GH-1-Marriage

BOYLES, Bradford Mason [Graduate student, Far East languages]: DL1-3-GH-1-Marriage, DL1-10-A-1-Shot Fired, DL1-10-A-3-Athletic

* **BROWN, Judge Nelson P.** [Salem]: DL1-2-CD-1-Salem

BURNS, David J.: DL1-3-D-3-Phones

BURROUGHS, Ebenezer [Kingsport father and mother]: DL1-1-GH-2-Second

BURROUGHS, Elizabeth [Kingsport child]: DL1-1-GH-2-Second

CABOT [MU Varsity football player]: DL1-5-AB-1-MU Varsity

CABOT, Marie Corienne Eugene: DL1-3-GH-1-Marriage

CABOT, Peter N.: DL1-3-D-3-Phones

CARCOSSA, Hubert L. [Providence fugitive]: DL1-2-E-2-Police

‡**CARTER, Randolph** [Missing person]: DL1-2-G-1-Bafflement

CASSIDY, E. [Bungalow for Sale]: DL1-12-B-2-Real Estate

* **CHAMBERLAIN, Mrs. Louise H.** [Historical Aylesbury Figure]: DL1-9-G-4-Society

CHANDLER, E. [Director, Arkham First Bank]: DL1-3-AB-4-Report

* **CHANDLER, Mr. & Mrs. Edward** [Literary Salon in London]: DL1-10-E-2-Flashes of Life

* **CHECKLEY, Jason** [Historical Arkham Socialite]: DL1-10-C-3-Willard

* **CHITTUN, Bill** [Interstate Race Driver]: DL1-5-E-2-Speedway

CHOTE, H. Lawrence [Grand Master of Arkham Masonic Lodge]: DL1-2-H-1-Brotherhood

* **CHU, Wong** [NYC waiter]: DL1-1-F-2-Tong

‡**CLARK, Miss Elizabeth** [Pianist, D.A.R.]: DL1-10-B-1-D.A.R.

* **CLARK, William G.** [District Attorney, Salem]: DL1-2-CD-1-Salem

COFFIN [Family of Miskatonic Valley Farmers]: DL1-6-ABCD-1-A Wild

* **COOLIDGE** [Current U.S. President]: DL1-1-D-3-6,000, DL1-7-B-1-Coolidge, DL1-9-DEF-1-Washington, DL1-9-E-2-Coolidge

* **COOLIDGE, Mrs** [First Lady]: DL1-2-D-2-Doll

‡**CRAIG, Lee E.** [Arkham Town Attorney]: DL1-10-C-1-Tree

‡**CRANE, Michael** [Incident outside Miskatonic Club]: DL1-4-B-1-Our Police

‡**CRANE, Tristram** [Kingsport Police Chief]: DL1-1-GH-2-Second

‡**CRAWFORD, Mrs. Ellen** [House work, D.A.R.]: DL1-12-F-1-Female, DL1-10-B-1-D.A.R.

CROSSLEY, Willard [Retired Banker]: DL1-10-C-3-Willard

CROWNINSHIELD, Wilbur F. [Notary Public]: DL1-3-AB-4-Report

DALY, Dan [Soccer Coach]: DL1-5-F-3-Soccer

* **DE MAIO, Maria Ermina** [Jewelry pressworker]: DL1-3-GH-1-Marriage

* **DENDY, Harold Eugene** [Oswego, NY]: DL1-3-GH-1-Marriage

DERBY [MU Varsity football player]: DL1-5-AB-1-MU Varsity

DERBY, Edward [Race Driver]: DL1-5-E-2-Speedway

* **DERBY, Mrs. Ambrosia** [19th Century Arkhamite]: DL1-11-FGH-2-Remarkable

* **DORRIS, Daniel C.** [Dracut Police]: DL1-1-C-2-Arkham

* **DOWNEY, Jack** [NY Golfer]: DL1-5-A-2-Candle

* **DUNCAN, G.** [Boston]: DL1-3-EFGH-3-Free

DURFEE [MU Varsity football player]: DL1-5-AB-1-MU Varsity

DURFEE, Doris Louise [Cotton mule spinner, former Northside candidate for Winterqueen]: DL1-3-GH-1-Marriage, DL1-8-GH-1-Northside

* **ECKENER, Dr. Hugo** [Pilot of Graf Zeppelin]: DL1-7-A-1-Zeppelin, DL1-7-B-1-Coolidge, DL1-9-E-2-Coolidge

* **EDISON, Thomas**: DL1-3-B-1-Industry
EDMUND, David [MU Vice-President]: DL1-3-EF-1-Notice, (wife) DL1-10-B-1-D.A.R.

ELLIS [MU Varsity football player]: DL1-5-AB-1-MU Varsity

* **EMERSON, Caroline O.** [Salem current owner of House of Seven Gables]: DL1-11-CDE-2-The Real

‡**EVANS, Bernard** [Optometrist]: DL1-2-H-5-Optometrist

‡* **FELDMAN, Dr. G.R.** [Dentist]: DL1-9-A-4-Dentistry

* **FLYNN** [NY Federal Agent]: DL1-1-A-3-Larchmont

* **FORSMAN, Peter L.** [NY Golfer]: DL1-5-A-2-Candle

* **FOWLER, Enoch** [Murdered hermit]: DL1-1-AB-2-Hermit's

FOWLER, George [Cashier, Arkham First Bank]: DL1-3-AB-4-Report

‡* **FOWLER, Goody** [Historical Arkham "witch"; namesake of apples]: DL1-8-EF-1-Apple, DL1-8-EF-2-Did You Know

FOWLER, Mary: DL1-3-GH-1-Marriage

FOWLER, Miss Elizabeth [Graduate of MU Music Dept]: DL1-10-B-1-D.A.R.

‡**FRANCK, Mrs** [French Hill Dollmaker]: DL1-2-D-2-Doll

FREDERICKS, Herbert W. [Arrested Arkham driver]: DL1-1-C-2-Arkham, DL1-2-C-2-Sheik

* **FUAD, King** [Monarch of Egypt]: DL1-5-E-1-Egyptian

* **FULLER, Gov. Alvan T.** [Massachusetts Governor]: DL1-2-E-3-Program, DL1-2-FG-3-Greeted

GAMELL, Zoe [Advertiser Advice Columnist]: DL1-8-C-1-Inconstantly, DL1-8-CD-2-Boomerang

‡**GASPARD, Jason** ["Spiritual Adviser" to Miss Grace Gruen]: DL1-8-GH-1-Northside

‡**GEDNEY, Harvey** [Arkham Advertiser Publisher]: DL1-3-A-3-Gedneygrams, DL1-4-A-1-Arkham Advertiser, DL1-4-B-1-Our Police, DL1-6-ABCD-1-A Wild

GEDNEY, Richard III [MU Varsity football player, rescued from Miskatonic]: DL1-5-AB-1-MU Varsity, DL1-5-CD-1-Crystal

GERIG, Walt [M.U. Student accused of hazing]: DL1-2-C-2-Sheik

GIBBONS, Mrs. Mildred Mae [Endurance Swimmer]: DL1-5-F-2-Baby Food

GIBBONS, William Frederick [Fireman]: DL1-3-GH-1-Marriage

* **GIBSON, Mr. & Mrs. Hoot** [Hollywood actors]: DL1-10-E-2-Flashes of Life

* **GILLIS, Andrew Joseph "Bossy"** [Bad Boy Mayor of Newburyport]: DL1-2-CD-1-Salem

‡**GILMAN, Walter** [Student]: DL1:Extra-Untouchable

GIST, Dr. Albert: DL1-3-D-3-Phones

GOODKINS, Mrs. Agatha [Lich Street Petitioner]: DL1-10-E-1-War Brewing

GREENE, Thomas [M.U. Graduate Student]: DL1-10-B-4-Engineering

GRUEN, Danial P. [President of Powder-Lite Lamp company]: DL1-4-FGH-2-More Light

GRUEN, Grace [Northside candidate for Winterqueen]: DL1-8-GH-1-Northside

HARDEN, Chief Detective [Arkham Police]: DL1-2-G-1-Bafflement

* **HARRISON, Caroline Scott & President Benjamin** [Historical figures]: DL1-10-B-1-D.A.R.

HARTWELL, Morton M.D. [Advertiser Health Columnist]: DL1-8-CD-3-Diet

HATHORN [MU Varsity football player]: DL1-5-AB-1-MU Varsity

‡**HATHORN, Col. William** [Mass. State Guard Armory]: DL1-10-D-3-Praises

* **HAUPTMANN, C.R.** [NY Research Scientist]: DL1-10-E-2-Flashes of Life

* **HAWTHORNE, Nathaniel** [Historical author]: DL1-11-CDE-2-The Real

‡**HAYES, Prof. Hamlin** [M.U. Engineering Dept]: DL1-10-B-4-Engineering, DL1-10-FG-1-MU Electric

‡**HEATH, KENNETH** [Private Investigator]: DL1-12-F-5-Services

* **HEATH, PERRY S.** [Historical Aylesbury Figure]: DL1-9-G-4-Society

* **HELMY, Ishak** [Egyptian Swimmer, crossed English Channel]: DL1-5-E-1-Egyptian

HENDERSON, Mrs. Emily [D.A.R.]: DL1-10-B-1-D.A.R.

HENRY, Roberta: DL1-3-D-3-Phones

* **HERAKLION, Young** [Boxer, fought at Italian Club]: DL1-5-GH-2-Matua

HOBEN [MU Varsity football player]: DL1-5-AB-1-MU Varsity

HOLLAND, James Henry [Labourer]: DL1-3-GH-1-Marriage

HOLLENDECKER, Elmer [Arkham Typewriter Exchange]: DL1-11-D-3-Typewriter

* **HOOVER, Herbert** [Presidential candidate]: DL1-1-C-1-Greeted, DL1-1-D-2-Program, DL1-1-D-3-6,000, DL1-1-E-1-Mayor, DL1-2-E-3-Program, DL1-2-FG-3-Greeted, DL1-7-DE-1-Radio Program

HOUGHTON, Edward [Old Soldier in Veterans' Home]: DL1-2-B-1-Three

HUBBARD [MU Varsity football player]: DL1-5-AB-1-MU Varsity

INQUINES, Milt [Council Selectman for Merchant Ward]: DL1-4-EF-1-Ravenous

JEFFRIES, "Old Man" [Miskatonic Valley Mushroom Farmer]: DL1-6-ABCD-1-A Wild

* **JOHNSON, Mr. Bernays** [Electrical Showman]: DL1-10-FG-1-MU Electric

KARL, FRITZ [Violin Instructor]: DL1-12-F-3-Musical

‡**KEATS, Capt. William** [Police Officer]: DL1-4-FGH-2-More Light, DL1-10-C-1-Tree

KEEZAR, Kenneth B. [Coach of Y.M.C.A. Basketball Team]: DL1-5-D-2-At The Y

* **KENDELL, Miss Mabel** [Historical Kingsport Girl]: DL1-9-H-3-Lightning

KENT, Bill [YMCA Basketball Player]: DL1-5-D-2-At The Y

* **KING, Clarence F.** [Rhode Island Expo Organiser]: DL1-10-FG-1-MU Electric

KNOLL, Herman [Musical coordinator]: DL1-10-A-3-Athletic

KOWALCZYK brothers [Polish musicians]: DL1-10-D-1-Brothers

* **LAMPRAY, Bill** [Race Driver]: DL1-5-E-2-Speedway

* **LANGLEY, Martin** [Aylesbury Mill Owner]: DL1-10-H-3-Slashed

* **LARKIN, Thomas O.** [Historical Figure relating to California]: DL1-2-FG-3-Greeted

* **LATTIMER, Rear Admiral** [Philadelphia]: DL1-9-DEF-1-Washington

* **LEICESTER, Capt.** [S.S. Vauban]: DL1-9-GH-1-Progress

* **LENNOX, Maj. Gen.** [18th Century Arkhamite]: DL1-11-FGH-2-Remarkable

* **LUTHOR, Edward** [Historical Figure]: DL1-10-E-1-War Brewing

LUXOR, H. L. [Silent Sentinel Glow Oil Burners]: DL1-12-C-2-For Sale

MALLARD, Lee [MU Football Coach]: DL1-5-AB-1-MU Varsity

* **MANDELL, Tony** [Boxer, fought at Miskatonic Athletic Association]: DL1-5-GH-2-Matua

* **MARCOTT, Zotic Napoleon** [Californian Park Ranger]: DL1-3-GH-1-Marriage

‡**MARKHAM, C.** [Locksmith]: DL1-12-E-1-Male

* **MARSH, H. L.** [Bolton Man]: DL1-10-G-2-Stolen Kiss

* **MARSH, Mildred Mae** [Martin's Beach]: DL1-3-GH-1-Marriage

* **MASON, Anna** [Aylesbury]: DL1-3-GH-1-Marriage

* **MATHEWSON, Ralph** [Race Driver]: DL1-5-E-2-Speedway

* **MATUA, Benny "Kid"** [Polynesian Boxer, fought at Miskatonic Athletic Association]: DL1-5-GH-2-Matua

* **McBURNIE, Albert** [Historical Ross's Corners Figure]: DL1-9-H-4-Skeleton

McCARTHY, Mary Josephine: DL1-3-GH-1-Marriage

McTAVISH [MU School of Antiquities]: DL1-12-A-1-Lost

* **MOORE, Fred & Sidney** [NY Golfers]: DL1-5-A-2-Candle

MOWRY, Ray [YMCA Basketball Player]: DL1-5-D-2-At The Y

MURPHY, Will [Soccer Player]: DL1-5-F-3-Soccer

* **NAISMITH, James** [Inventor of Basketball]: DL1-5-C-2-Inventor

‡**NICHOLS, Chief Asa** [Police Chief]: DL1-3-EF-1-Notice, DL1-10-A-2-III Words

* **NICHOLS, Mayor** [Boston]: DL1-2-E-3-Program, DL1-2-FG-3-Greeted

‡**O'BANNION, Daniel** [Investor, Director, Arkham First Bank]: DL1-3-AB-4-Report, DL1-5-F-3-Soccer

O'ROURKE, Sam [Captain of Soccer Team]: DL1-5-F-3-Soccer

OLNEY, Charles: DL1-3-D-3-Phones

OLNEY, J. [Lost pin]: DL1-12-A-1-Lost

OWEN, Claude [M.U. Student accused of hazing]: DL1-2-C-2-Sheik

* **OWENS, Thomas** [Historical Arkham Figure]: DL1-9-G-3-Dynamite

* **PABODIE, Miss Octavia** [Bolton Woman]: DL1-10-G-2-Stolen Kiss

PARKINSON [MU Football Coach]: DL1-5-AB-1-MU Varsity

* **PARTIN, J.H.** [Historical Bolton Firefighter]: DL1-9-H-5-Firemen

‡**PEABODY, Mayor** [Arkham Mayor]: DL1-1-E-1-Mayor, DL1-1-GH-2-Second, DL1-3-B-1-Industry, DL1-3-EF-1-Notice

‡**PEABODY, Mrs. Wilma** [Mayor's wife and SPCA President]: DL1-10-B-3-Gamma

PETTINGILL, Mrs. Levi [D.A.R.]: DL1-10-B-1-D.A.R.

PETTINGILL, Levi & Adele [Father and Mother of Gertrude]: DL1:Extra-Untouchable

* **PICKERING, Ethel** [Historical Figure]: DL1-10-B-1-D.A.R.

PIERCE, Red [YMCA Basketball Player]: DL1-5-D-2-At The Y

PITCHER, Mrs. E. E. [D.A.R.]: DL1-10-B-1-D.A.R.

PLUMMER, Mrs W. E. [D.A.R.]: DL1-10-B-1-D.A.R.

POND, "Ducky" [MU Football Coach]: DL1-5-AB-1-MU Varsity

PORTMAN, S. [Fortune Told]: DL1-12-D-3-Wanted

POTRELLO, Eralio [Painter]: DL1-3-GH-1-Marriage

‡**POTRELLO, Joe** (Guiseppe) [Italian Businessman]: DL1:Extra-Untouchable

* **RANDOLPH, Tommy** [Race Driver]: DL1-5-E-2-Speedway

REILLY, Dan [Soccer Player]: DL1-5-F-3-Soccer

REILLY, Miss Agnes [Marching Miskies, Gamma Delta]: DL1-10-A-3-Athletic, DL1-10-B-3-Gamma

RETTING, Ms. Mary [Lich Street resident affected by tainted milk]: DL1-2-E-1-Tainted

* **ROSENDAHL** [Commander, NJ Naval Station]: DL1-1-GH-1-Washington, DL1-9-E-2-Coolidge

ROSS, Miss Patience V. [M.U. Dean of Women]: DL1-2-C-2-Sheik

SANDERSTONE, Pinter [Business associate of Milt Inquines]: DL1-4-EF-1-Ravenous

‡**SHEENE, Father Paul** [St. Michael's Church]: DL1-10-B-1-D.A.R.

* **SING, Lin** [Philadelphia Chinese man]: DL1-1-F-2-Tong

‡**SLOCUM, Darrell** [Arkham Town Manager]: DL1-3-EF-1-Notice

* **SMITH, Albert E.** [Democratic Presidential candidate]: DL1-2-FG-3-Greeted

* **SMITH, Jacob** [Founder of Temple of Hope]: DL1-11-FGH-2-Remarkable

SOUTHWICK [MU Varsity football player]: DL1-5-AB-1-MU Varsity

* **STREGYA, J.F.** [Attorney]: DL1-1-AB-2-Hermit's

STUCKEY, Raymond [YMCA Basketball Player]: DL1-5-D-2-At The Y

SULLIVAN, John [YMCA Basketball Player]: DL1-5-D-2-At The Y

SULLON [MU Varsity football player]: DL1-5-AB-1-MU Varsity

‡**SYKES, Abel** [Mechanic]: DL1-6-EFGH-Winterfront

* **TAFT, A.B.** [Historical Bolton Firefighter]: DL1-9-H-5-Firemen

TAYLOR, Bradford [M.U. Student accused of hazing]: DL1-2-C-2-Sheik

* **TESLA, Nikola**: DL1-3-B-1-Industry

‡**THORNE, Melissa** [Lost Dog]: DL1-12-A-1-Lost

THORNTON, Harold [Gleason's, Manager of Children's dept]: DL1-2-D-2-Doll

TILLINGHAST, Mrs Lena C.: DL1-3-D-3-Phones

TRUSTWORTH, Prof. James [Local historian]: DL1-10-E-1-War Brewing

* **TURGEON, Henry** [Race Driver]: DL1-5-E-2-Speedway

* **TURNER, Capt. John** [Historical Salem figure]: DL1-11-CDE-2-The Real

UPHAM, Hannibal [Child Chess Prodigy, son of Hiram, Hat-Check Boy at Luxor Ballroom]: DL1-5-B-2-Chess, DL1:Extra-Untouchable

‡**UPHAM, Hiram** [MU Mathematics Professor, Father of Hannibal]: DL1-5-B-2-Chess, DL1:Extra-Untouchable

★ **VISSERING, Harry** [Goodyear-Zeppelin Coy]: DL1-7-A-1-Zeppelin

★ **VON HINDENBERG** [President of Germany]: DL1-7-B-1-Coolidge, DL1-9-E-2-Coolidge

‡**WAINSCOTT, Harvey** [Mayoral candidate]: DL1-1-E-1-Mayor, DL1-2-C-2-Sheik, DL1-10-D-2-Rolling

WAITE, A. [Director, Arkham First Bank]: DL1-3-AB-4-Report

‡**WAITE, Miss Asenath** [Gamma Delta]: DL1-10-B-3-Gamma

★ **WAITE, N.M.** [Martin's Beach Epilepsy Colonies]: DL1-8-G-2-Fits

WASHBURNE, Nathaniel [Kingsport caretaker]: DL1-1-GH-2-Second

WETHERILL, Claude [Student Suitor of Gertrude Pettingill]: DL1:Extra-Untouchable

★ **WEBSTER, Daniel** [Historical Figure relating to California]: DL1-2-FG-3-Greeted

WEEDON, Upton [Old Soldier]: DL1-2-B-1-Three

★ **WIGGAN, John O.** [Historical Ross's Corners Missing Person]: DL1-9-H-4-Skeleton

‡**WILCOX, Dr. Harvey** [Miskatonic University]: DL1-7-BC-2-Amusements

★ **WILCOX, Harry Linton** [Providence]: DL1-3-GH-1-Marriage

★ **WILSON, Mrs. Mary** [Historical Arkham Figure]: DL1-9-G-3-Dynamite



Places (in the vicinity of Arkham)

The newspaper prop mentions several places that are outside of Arkham's town limits but still relatively nearby. This includes locations in the Miskatonic Valley, other locations in HPL Country, and miscellaneous real-world Massachusetts locations.

Entries marked with a diesis (‡) have been mentioned in previous game publications describing Arkham.

ADELWOOD RISE: DL1-5-E-2-Speedway

AYLESBURY: DL1-1-AB-2-Hermit's, DL1-9-G-4-Society, DL1-10-H-3-Slashed, (Bus) DL1-10-H-5-Bus Service, DL1-12-H-1-Late News

‡**AYLESBURY PIKE:** DL1-6-ABCD-1-A Wild, DL1-6-H-1-Bowen

BOLTON: DL1-1-B-3-Bolton, DL1-2-B-2-Bolton, DL1-3-EFGH-3-Free, (Bolton Brewing Co), DL1-5-E-2-Speedway, DL1-9-H-5-Firemen, DL1-10-G-2-Stolen Kiss, (Bus) DL1-10-H-5-Bus Service, DL1:Extra-Untouchable

CHAPMAN FARMHOUSE: DL1-12-B-2-Real Estate

‡**CLARK'S CORNERS:** DL1-12-C-2-For Sale, DL1-12-F-2-Situations

‡**DEAN'S CORNERS:** DL1-6-ABCD-1-A Wild, (Bus) DL1-10-H-5-Bus Service

‡**DUNWICH:** DL1-1-AB-2-Hermit's

ELM MOUNTAIN: DL1-2-G-1-Bafflement

‡**INNSMOUTH (Bus):** DL1-10-H-5-Bus Service

‡**KINGSPORT:** (Child Murders) DL1-1-GH-2-Second, DL1-3-EFGH-3-Free, (Florentina Theater) DL1-7-BC-2-Amusements, (Hall School) DL1-9-H-3-Lightning, (Bus) DL1-10-H-5-Bus Service

LOWELL (Mainmoth road): DL1-1-C-2-Arkham

LUNENBURG (Miskatonic Valley): DL1-6-ABCD-1-A Wild

‡**MARTIN'S BEACH:** DL1-8-G-2-Fits, DL1-10-H-4-Seaside

‡**NEWBURYPORT:** DL1-2-CD-1-Salem
‡**ROSS'S CORNERS:** DL1-9-H-4-Skeleton
ROWLEY: DL1-6-F-2-Odd
SALEM: DL1-2-CD-1-Salem
‡**SPLIT ROCK:** DL1-4-A-2-Speed
TILLINGHAST FARM: DL1-5-E-2-

Speedway

WHITEWOOD SPEEDWAY: DL1-5-E-2-Speedway

Miskatonic Area Businesses, Facilities, & Organizations

The newspaper prop references many different business, facilities, and organizations which are operate within Arkham's town limits. This index collects references to all these. Note that Miskatonic University is a large and diverse institution, so its entry is broken down into numerous sub-listings to cover different departments or aspects of University life.

Entries marked with a diesis (‡) have been mentioned in previous game publications describing Arkham.

‡**AMHERST THEATRE:** DL1-7-AB-Amherst, DL1-7-BC-2-Amusements

‡**ANDERSON'S FURNITURE AND CARPETS:** DL1-7-FGH-1-Anderson

‡**ARKHAM & KINGSPORT TROLLEY:** DL1-12-A-1-Lost

‡**ARKHAM ADVERTISER:** DL1-3-EFGH-3-Free, DL1-4-A-1-Arkham Advertiser

‡**ARKHAM AIRFIELD:** DL1-3-B-1-Industry

‡**ARKHAM B&M RAILWAY STATION:** DL1-1-C-1-Greeted, DL1-1-E-1-Mayor

‡**ARKHAM CAB CO:** DL1-12-F-4-Taxis

‡**ARKHAM DAIRY:** DL1-12-B-1-Announcements, DL1-3-D-3-Phones, DL1-10-A-2-Ill Words, DL1-12-F-1-Female, DL1-12-GH-6-Dairy

‡**ARKHAM EDISON:** DL1-9-AB-2-Romping

‡**ARKHAM FIRST BANK:** DL1-3-AB-4-Report, DL1-10-C-3-Willard, DL1-12-B-3-Mortgage, DL1-12-CD-4-Old Proverb, DL1:Extra-Untouchable

‡**ARKHAM GAZETTE:** DL1-3-D-3-Phones, DL1-5-GH-2-Matua

‡**ARKHAM HISTORICAL SOCIETY:** DL1-10-E-1-War Brewing

ARKHAM ICE HOUSE: DL1-2-G-4-Ice

ARKHAM MASONIC LODGE: DL1-2-H-1-Brotherhood

‡**ARKHAM POLICE DEPARTMENT:** DL1-2-E-2-Police, DL1-2-G-1-Bafflement, DL1-4-B-1-Our Police, DL1-6-EF-1-Jay-Walkers, DL1-10-A-2-Ill Words, DL1-10-C-1-Tree

ARKHAM SAFETY COUNCIL: DL1-6-EF-1-Jay-Walkers

‡**ARKHAM SPCA:** DL1-10-B-3-Gamma

ARKHAM TYPEWRITER EXCHANGE: DL1-11-D-3-Typewriter

AYLESBURY POLICE: DL1-1-AB-2-Hermit's

‡**B.F. JONES HARDWARE:** DL1-12-E-1-Male, DL1-12-GH-5-Asbestos

‡**BALLARD'S AUTO LOT:** DL1-6-BCD-Nash 400, DL1-12-D-1-For Sale, DL1-12-G-2-Automotive

‡**BAPTIST CHURCH:** DL1-12-B-2-Real Estate

‡**BAYFRIAR'S CHURCH (French Hill):** DL1-2-G-2-Thunder, DL1-12-B-1-Announcements

BLUE LILY FOUNDATION: DL1-3-D-3-Phones, DL1-3-GH-1-Marriage

BOLTON BREWING CO: DL1-2-B-2-Bolton

‡**BOSTON & MAINE RAILROAD:** DL1-2-A-3-Cannon

‡**CHAMBER OF COMMERCE:** DL1-10-C-1-Tree

‡**CLUB, THE (Lower Southside):** DL1-5-GH-2-Matua, DL1-12-E-1-Male, DL1:Extra-Untouchable

‡**COURTVIEW BUILDING:** DL1-12-A-3-Apartments

‡**CRAWFORD'S (Restaurant):** DL1-3-B-1-Industry

‡**DAUGHTERS OF THE AMERICAN REVOLUTION:** DL1-10-B-1-D.A.R.

‡**ESSO SERVICE STATION:** DL1-12-E-1-Male, DL1-12-G-2-Automotive

‡**EYE OF AMARA:** DL1-9-F-4-Learn, DL1-11-E-4-Thanks

‡**FIRST BAPTIST CHURCH OF ARKHAM:** DL1:Extra-Untouchable

‡**FLORENTINA THEATER** (Kingsport): DL1-7-BC-2-Amusements

‡**GLEASON'S DEPARTMENT STORE:** DL1-2-D-2-Doll, DL1-7-FGH-4-Gleasons, DL1-11-FGH-5-Gleasons, DL1-12-H-3-Miscellaneous

‡**GRAFTON DINER:** DL1-2-F-4-Grafton
‡**HAPPY COW DAIRY:** DL1-8-F-5-Happy Cow, DL1-10-A-2-Ill Words

‡**HATTIE'S BOUTIQUE:** DL1-2-H-3-Frocks

‡**HOTEL MISKATONIC:** DL1-3-B-1-Industry, DL1-12-A-4-Student

‡**INDEPENDENCE SQUARE:** DL1-3-GH-1-Marriage, DL1-5-F-3-Soccer

‡**ITALIAN CLUB:** see CLUB, THE

‡**KINSPORT CONGREGATIONAL HOSPITAL:** DL1-1-GH-2-Second

‡**LIPINSCOTT'S DANCEHALL:** DL1:Extra-Untouchable

‡**LUCA MARUZZO HOME:** DL1-1-B-4-To Whom

‡**LUCIFER'S AUTO BODY WORKS** (aka D.J. Luciver & Sons): DL1-12-G-2-Automotive

‡**LUCKY CLOVER CARTAGE CO:** DL1-5-F-3-Soccer, DL1-12-H-2-Trucking

‡**LUXOR BALLROOM:** DL1:Extra-Untouchable

‡**MALLOY'S:** DL1-12-C-2-For Sale

‡**MAMMON VULCANIZING WORKS:** DL1-3-B-1-Industry, DL1-12-F-6-Automotive

‡**MANELLI'S MUSIC STORE:** DL1-7-FGH-2-Manelli, DL1-12-D-2-Pianos

‡**MANLEY THEATER:** DL1-7-A-2-Manley, DL1-9-E-4-Murder

‡**MARCHING MISKIES:** DL1-10-A-3-Athletic

‡**MISKATONIC ATHLETIC ASSOCIATION:** DL1-5-GH-2-Matua, DL1-10-A-3-Athletic

‡**MISKATONIC CLUB:** DL1-4-B-1-Our Police, DL1-5-GH-3-Sportsmen

MISKATONIC UNIVERSITY

‡(*Archaeological dig*): DL1-6-ABCD-1-A Wild

‡(*Axton Field House*): DL1-12-A-1-Lost, DL1-12-E-1-Male

‡(*Copley Memorial Bell Tower*): DL1-10-A-3-Athletic

(*Cost of Policing*): DL1-3-EF-1-Notice

‡(*Department of Antiquities*): DL1-12-F-1-Female

‡(*Department of Buildings & Grounds*): DL1-10-A-3-Athletic

‡(*Department of Classical Languages*): DL1-2-G-1-Bafflement

‡(*Dorothy Upman Hall*): DL1-10-B-3-Gamma

(*Egyptian Lecture, Locksley Hall*): DL1-7-BC-2-Amusements

‡(*Engineering Society*): DL1-10-B-4-Engineering

‡(*Exhibit Museum*): DL1-2-E-2-Police

‡(*Front Office*): DL1-10-A-5-Who

‡(*Gamma Delta Sorority*): DL1-10-B-3-Gamma

‡(*General Mentions*): DL1-1-E-1-Mayor
(*Hazing*): DL1-2-C-2-Sheik

‡(*Main Campus*): DL1-6-EF-1-Jay-Walkers

‡(*Mathematics Department*): DL1-3-B-1-Industry

(*Meal Ticket, Hoyt Building*): DL1-12-A-1-Lost

‡(*Medical School*): DL1-1-C-2-Arkham

‡(*Metallurgy Department*): DL1-3-D-3-Phones

‡(*Modern Languages Department*): DL1-3-D-3-Phones

(*Night Patrol-Guard*): DL1:Extra-Untouchable

‡(*Orne Library*): DL1-12-A-1-Lost

MISKATONIC UNIVERSITY (cont'd)

‡(*School of Natural Sciences*): DL1-12-D-3-Wanted

‡(*School of Physical Sciences*): DL1-9-AB-1-Wild Weather

‡(*Science Laboratories*): DL1-3-B-1-Industry

‡(*Student Conduct & Records*): DL1-3-D-3-Phones

‡(*Tyner Science Annex*): DL1:Extra-Untouchable
(*Varsity Baseball*): DL1-5-F-1-Baseball

‡(*Varsity Football*): DL1-5-AB-1-MU Varsity

‡**MISKATONIC VALLEY SAVINGS BANK**: DL1-10-FG-3-Protection, DL1-12-A-1-Lost, DL1-12-B-3-Mortgage

‡**MISKATONIC VALLEY VETERANS' HOME**: DL1-2-B-1-Three

MUNSON & FLUCKER FURRIERS: DL1-8-AB-1-Munson

‡**NORTHSIDE TRANSFORMER STATION**: DL1-3-B-1-Industry

PETE SMALL DETECTIVE AGENCY: DL1-2-C-3-Detectives

‡**PHILLIPS 66 STATION**: DL1-6-EFGH-Winterfront, DL1-6-GH-Auto Cleaning, DL1-12-G-2-Automotive

‡**PICKERING HOUSE**: DL1-10-B-1-D.A.R.

‡**PIKE'S HABERDASHERY**: DL1-2-A-2-Suits, DL1-12-F-1-Female

‡**POST OFFICE**: DL1-12-H-3-Miscellaneous

POWDER LIGHT LAMP FACTORY: DL1-3-B-1-Industry, DL1-4-FGH-2-More Light

‡**RADIO CENTER, THE**: DL1-7-FGH-3-Radio Center

RADIO STATION WRKM: DL1-7-DE-1-Radio Program

REINHART TOBACCO ROLLING PLANT: DL1-3-B-1-Industry, DL1-5-ABC-3-Reinhart, DL1-10-D-2-Rolling

‡**ROTARY CLUB**: DL1-10-B-2-Rotary

SANITARY DAIRY CO: DL1-10-A-2-III

Words, DL1-12-B-1-Announcements

SONS OF ST. PATRICK (Soccer Club): DL1-5-F-3-Soccer

SOUTHSIDE POLISH SOCIETY: DL1-4-FGH-2-More Light, DL1-10-D-1-Brothers

‡**ST. MARY'S HOSPITAL**: DL1-10-C-2-Infant, DL1-10-C-3-Willard

‡**ST. MICHAEL'S CHURCH**: DL1-10-B-1-D.A.R.

‡**ST. STANISLAUS CHURCH**: DL1-4-FGH-2-More Light, DL1-10-D-1-Brothers

‡**STIEGLITZ, E. & M., Insurance Brokers**: DL1-10-FG-3-Protection

‡**TELENEWS CINEMA**: DL1-7-A-3-Tele-News

‡**TOWN HALL**: DL1-2-E-1-Tainted, DL1-3-EF-1-Notice, DL1-4-EF-1-Ravenous, DL1-10-C-1-Tree, DL1-10-C-2-Infant

‡**UNIVERSITY SHOE STORE**: DL1-9-AB-3-Comfort

‡**UNVISITED ISLAND**: DL1-12-B-1-Announcements

‡**WALGREEN DRUGS**: DL1-8-AB-2-Vim-Ray

‡**WORLDWIDE CLIPPING**: DL1-12-F-5-Services

WRKM (RADIO STATION): DL1-7-DE-1-Radio Program

‡**Y.M.C.A.**: DL1-3-D-4-YMCA, DL1-5-D-2-At The Y

Arkham Addresses

Traditionally, game depictions of Arkham divide its geography into nine general neighborhoods. North of the Miskatonic River there is Northside, Downtown and East-town. Immediately south of the river sit the Merchant District and River Town. South of those neighborhoods are the Campus district and French Hill; and further south again are Uptown and Lower Southside (often just called Southside).

Some parts of the *Dateline: Lovecraft* newspaper prop — in particular, its advertisements — reference specific street addresses. The index below collects all such

addresses. For convenience this index is broken into sub-listings for each of the nine Arkham neighborhoods. Within each listing, entries are sorted first by the name of the street (minus any N/S/E/W prefix). Multiple entries for a single street are then sorted by prefix and then lastly by street number. Some additional information about the context in which the address is mentioned is also included (usually in square brackets after the address).

Places that are more properly on the outskirts surrounding town are listed in a sub-index of their own.

Entries marked with a diesis (§) have been mentioned in previous game publications describing Arkham.

Addresses in Northside

‡ West Street Bridge [Site of Varsity Football Stunt]: DL1-5-CD-1-Crystal

‡350 W. Armitage St [Suite 1B, Dr G.R. Feldman, Dentist]: DL1-9-A-4-Dentistry

‡389 W. Armitage St [Arkham Advertiser]: DL1-4-A-1-Arkham Advertiser

W. Armitage St [E. Cassidy]: DL1-12-B-2-Real Estate

Bennet's Lane [Sanitary Dairy Co]: DL1-12-B-1-Announcements

‡561 Brown St [Violin Teacher]: DL1-12-F-3-Musical

566 Brown St [Furnished Room]: DL1-12-A-2-Rooms

450 W. Derby St [Maria De Maio]: DL1-3-GH-1-Marriage

cnr N. Garrison & High Lane [Grafton Diner]: DL1-2-F-4-Grafton

‡611 Gedney St [Clairvoyant]: DL1-12-B-1-Announcements

‡670 Gedney St [Manley Theater]: DL1-7-A-2-Manley

350 W. Hyde St [Arkham Gazette]: DL1-3-D-3-Phones

‡520 Jenkin St [Worldwide Clipping]: DL1-12-F-5-Services

591 Jenkin St [Munson & Flucker Furriers]: DL1-8-AB-1-Munson

677 Jenkin St [Doris Durfee]: DL1-3-GH-1-Marriage

W. Water St [Napoleon III]: DL1-3-D-3-Phones

Addresses in Downtown

‡136 E. Curwen St [Kenneth Heath]: DL1-12-F-5-Services

‡225 E. Derby St [Blue Lily]: DL1-3-D-3-Phones

E. Derby St [Bungalow for Sale]: DL1-12-B-2-Real Estate

cnr High Lane & Marsh St [Ballard's Auto Lot]: DL1-6-BCD-Nash 400, DL1-12-D-1-For Sale, DL1-12-G-2-Automotive

cnr High Lane & Peabody Ave [Phillips 66 Station]: DL1-3-EF-1-Notice, DL1-6-EFGH-Winterfront, DL1-6-GH-Auto Cleaning, DL1-12-G-2-Automotive

‡150 E. Hyde St [Arkham First Bank]: DL1-12-CD-4-Old Proverb

‡470 Marsh St [Arkham Edison]: DL1-9-AB-2-Romping

‡433 N. Peabody Ave [Arkham Cab Co]: DL1-12-F-4-Taxis

‡487 N. Peabody Ave [Post Office]: DL1-12-H-3-Miscellaneous

671 N. Peabody Ave [Courtview Building]: DL1-3-D-3-Phones, DL1-12-A-3-Apartments

580 E. Water St [Lucifer Auto Body Works]: DL1-12-G-2-Automotive

Addresses in East-Town

555 Halsey St [Charles Olney]: DL1-3-D-3-Phones

‡753 Noyes St [Mrs E. Crawford]: DL1-12-F-1-Female

Noyes St [Two Family Dwelling]: DL1-12-B-2-Real Estate

‡600 E. Water St [Arkham Ice House]: DL1-2-G-4-Ice

Addresses in the Merchant District

175 S. Boundary St [Apple Trees]: DL1-12-C-2-For Sale

146 W. Church St [Motorcycles]: DL1-12-G-2-Automotive

‡268 W. Church St [University Shoe Store]: DL1-9-AB-3-Comfort

‡310 W. Church St [Gleason's Department Store]: DL1-7-FGH-4-Gleasons, DL1-11-FGH-5-Gleasons

‡338 W. Church St [Pike's Haberdashery]: DL1-2-A-2-Suits

‡428 W. Church St [Hattie's Boutique]: DL1-2-H-3-Frocks

‡206 E. Main St [C. Markham, Locksmith]: DL1-12-E-1-Male

‡244 E. Main St [B.F. Jones Hardware]: DL1-12-E-1-Male, DL1-12-GH-5-Asbestos

‡200 W. Main St [Lucky Clover Cartage Co]: DL1-12-H-2-Trucking

‡205 W. Main St [Malloy's]: DL1-12-C-2-For Sale

205.5 W. Main St [The Radio Center]: DL1-7-FGH-3-Radio Center, DL1-12-C-2-For Sale

‡237 W. Main St [Bernard Evans, Optometrist]: DL1-2-H-5-Optometrist

281 W. Main St [Peter N. Cabot]: DL1-3-D-3-Phones

312.5 W. Main St [Manelli's Music Store]: DL1-7-FGH-2-Manelli, DL1-12-D-2-Pianos

‡353 W. Main St [Showroom]: DL1-12-C-2-For Sale

504 W. Main St [David J. Burns]: DL1-3-D-3-Phones

cnr Main St & Garrison St [Taxi Rank]: DL1-12-F-4-Taxis

‡cnr Main St & Garrison St [Esso Station]: DL1-12-G-2-Automotive

128 S. Parsonage St [Frank Abbot]: DL1-3-GH-1-Marriage

‡559 W. River St [Arkham Dairy]: DL1-3-D-3-Phones

W. River St [Work on Dairy Farm]: DL1-12-E-1-Male

100-block S. West St [Luxor Ballroom]: DL1:Extra-Untouchable

Addresses in River Town

215 N. East St [Property for Sale]: DL1-12-B-2-Real Estate

151 S. East St [James Holland]: DL1-3-GH-1-Marriage

‡421 E. Main St [Fee Gee Flat Coat]: DL1-12-C-2-For Sale

644 N. Main St [Truck]: DL1-12-F-6-Automotive

‡608 E. River St [Lost Pin]: DL1-12-A-1-Lost

650 E. River St [Mammon Vulcanizing Works]: DL1-12-F-6-Automotive

E. River St [Abandoned Warehouse]: DL1:Extra-Untouchable

199 N. Sentinel St [Silent Sentinel Glow]: DL1-12-C-2-For Sale

Addresses in Campus District

175 W. College St [Arkham Typewriter Exchange]: DL1-11-D-3-Typewriter

300 W. College St [Bradford Boyles]: DL1-3-GH-1-Marriage, DL1-10-A-1-Shot Fired

525 W. College St [Dr. Albert Gist]: DL1-3-D-3-Phones

W. College St [Student Accom.]: DL1-12-A-4-Student

‡602 Crane St [MU Athletic Association]: DL1-10-A-3-Athletic

cnr West St & Church St [School of Natural Sciences]: DL1-12-D-3-Wanted

Addresses in French Hill

cnr Church St & Garrison St [Walgreen Drugs]: DL1-8-AB-2-Vim-Ray

cnr Church St & Peabody Ave [Furnished Room]: DL1-12-A-2-Rooms

114 E. College St [Georgian Manor]: DL1-11-FGH-2-Remarkable

Garrison St, Pickman Block [Student Accom.]: DL1-12-A-4-Student

‡288 Lich St [Furnished Room]: DL1-12-A-2-Rooms

‡197 E. Pickman St [Used Washer]: DL1-12-C-2-For Sale

212 S. Powder Mill St [William Gibbons]:



DL1-3-GH-1-Marriage

491 S. Powder Mill St [Young Man]: DL1-12-F-2-Situations

350 S. Sentinel St [Luca Maruzzo Home]: DL1-1-B-4-To Whom

Addresses in Uptown

421 W. Miskatonic Ave [Marie Cabot]: DL1-3-GH-1-Marriage

‡299 W. Pickman St [Fortune Told]: DL1-12-D-3-Wanted

577 W. Pickman St [Mary Bixby]: DL1-3-GH-1-Marriage

W. Pickman St [Pettingill Residence]: DL1:Extra-Untouchable

‡276 W. Saltonstall St [Furnished Room]: DL1-12-A-2-Rooms

765 W. Washington St [Mrs. Lena C. Tillinghast]: DL1-3-D-3-Phones

Addresses in Lower Southside

510 S. French Hill St [Pete Small Detective Agency]: DL1-2-C-3-Detectives

515 S. French Hill St [Eralio Potrello]: DL1-3-GH-1-Marriage

‡620 S. French Hill St [Friend in Need]: DL1-12-C-1-Mortgage, DL1-12-E-1-Male

626 S. French Hill St [Chairs]: DL1-12-C-2-For Sale

345 E. High St [Mary McCarthy]: DL1-3-GH-1-Marriage

Addresses in Arkham Outskirts

Bennet's Lane [Sanitary Dairy Co]: DL1-3-EF-1-Notice

Hill Street: DL1-3-EF-1-Notice

Arkham Telephone Numbers

The *Dateline: Lovecraft* newspaper prop mentions the telephone numbers for several businesses and individuals. All telephone numbers in Arkham have a prefix of MISK and are made up of between two and four digits. The index below is numerically sorted by ascending telephone number.

Entries marked with a diesis (‡) have been mentioned in previous game publications describing Arkham.

Misk 90 [Arkham Advertiser]: DL1-4-A-1-Arkham Advertiser

Misk 192 [Arkham First Bank]: DL1-12-CD-4-Old Proverb

Misk 961 [Melissa Thorne]: DL1-12-A-1-Lost

Misk 1077 [Silent Sentinel Glow Oil Burners]: DL1-12-C-2-For Sale

Misk 1118 [Fortune Told]: DL1-12-D-3-Wanted

Misk 1131 [Student Accom.]: DL1-12-A-4-Student

Misk 1181 [Lucky Clover Cartage Co]: DL1-12-H-2-Trucking

Misk 1182 [Student Accom.]: DL1-12-A-4-Student

Misk 1396 [Luca Maruzzo Home]: DL1-1-B-4-To Whom

‡Misk 1414 [Arkham Cab Co]: DL1-12-F-4-Taxis

‡Misk 1451 [Clairvoyant]: DL1-12-B-1-Announcements

Misk 1773 [The Radio Center]: DL1-7-FGH-3-Radio Center

Misk 1993 [Unusual Real-Estate]: DL1-12-B-2-Real Estate

Misk 1994 [Powder-Lite Lamps]: DL1-12-B-1-Announcements

Misk 2991 [Radio Center]: DL1-12-C-2-For Sale

Misk 3331 [Violin Teacher]: DL1-12-F-3-Musical

Misk 3391 [Arkham & Kingsport Trolley]: DL1-12-A-1-Lost

Misk 3517 [Truck]: DL1-12-F-6-Automotive

Misk 3817 [Dr. G.R. Feldman, Denist]: DL1-9-A-4-Dentistry

Misk 3960 [Arkham Edison]: DL1-9-AB-2-Romping

Misk 4121 [Pete Small Detective Agency]: DL1-2-C-3-Detectives

Misk 4547 [Furnished Room]: DL1-12-A-2-Rooms

Misk 4771 [Saturday Tours]: DL1-12-H-3-Miscellaneous

Misk 4811 [Student Accom.]: DL1-12-A-4-Student

Misk 4902 [MU Student Conduct & Records]: DL1-3-D-3-Phones

Misk 4911 [MU Modern Languages Dept]: DL1-3-D-3-Phones

Misk 4926 [MU Metallurgy Dept]: DL1-3-D-3-Phones

Misk 5471 [Charles Olney]: DL1-3-D-3-Phones

Misk 6464 [Walgreen Drugs]: DL1-8-AB-2-Vim-Ray

‡Misk 6565 [Kenneth Heath]: DL1-12-F-5-Services

Misk 7115 [Phillips 66 Station]: DL1-6-GH-Auto Cleaning

Misk 7298 [Blue Lily]: DL1-3-D-3-Phones

Misk 7353 [Ballard's Auto Lot]: DL1-6-BCD-Nash 400

Misk 7359 [Pikes Haberdashery]: DL1-12-F-1-Female

Misk 7817 [Phillips 66 Service Station]: DL1-12-G-2-Automotive

Misk 8000 [Advertiser Ad Department]: DL1-12-G-1-Classified Rates

Misk 8801 [Sanitary Dairy Co]: DL1-3-D-3-Phones, DL1-12-B-1-Announcements

Misk 8821 [Student Accom.]: DL1-12-A-4-Student

Misk 8871 [B.F. Jones Hardware]: DL1-12-GH-5-Asbestos

Misk 8907 [Happy Cow Dairy]: DL1-8-F-5-Happy Cow

Misk 9567 [Napoleon III]: DL1-3-D-3-Phones

Misk 9600 [Arkham Gazette]: DL1-3-D-3-Phones

Misk 9627 [Courtview Building]: DL1-3-D-3-Phones

Misk 9629 [Mrs Lena C. Tillinghast]: DL1-3-D-3-Phones

Misk 9657 [Dr Albert Gist]: DL1-3-D-3-Phones

Misk 9658 [Arkham Dairy]: DL1-3-D-3-Phones, DL1-12-B-1-Announcements, DL1-12-GH-6-Dairy

Misk 9659 [Roberta Henry]: DL1-3-D-3-Phones

Misk 9662 [David J. Burns]: DL1-3-D-3-Phones

Misk 9668 [Peter Cabot]: DL1-3-D-3-Phones

Advertiser & Postal Boxes

Several classified advertisements in the *Dateline: Lovecraft* newspaper prop make mention of box numbers which respondents can use to get in touch with the individual placing the advertisement. These fall into two categories: reference numbers maintained by the Advertiser newspaper itself ("contact the newspaper and quote reference XYZ"), and postal boxes at Arkham's general post office.

Advertiser 1128 (Young Lady): DL1-12-F-2-Situations

Advertiser 4387 (Chauffer): DL1-12-F-2-Situations

Advertiser 4388 (Housekeeper): DL1-12-F-1-Female

Advertiser G-22 (Witness Sought): DL1-12-H-3-Miscellaneous

Advertiser J-11 (Bed Room Suite): DL1-12-C-2-For Sale

Advertiser J-12 (Sanctuary): DL1-12-D-1-For Sale

Advertiser J-99 (Second Mortgage): DL1-12-D-3-Wanted

Advertiser M-11 (Old Books): DL1-12-D-3-Wanted

Advertiser R-1 (American Woman): DL1-12-F-2-Situations

Advertiser W-118 (Valuable Piece of Land): DL1-12-B-2-Real Estate

Advertiser YSNZ-27 (Leroy Turner Phonographs): DL1-12-D-3-Wanted

Post Office Box 14 (Arabic Expert): DL1-12-E-1-Male

Strange Terms, Curiosities, and Mythological References

The list which follows collects some of the curiosities mentioned somewhere in the newspaper prop. This isn't intended as an exhaustive list of weird things you can drop into a game, but may prove helpful at inspiring a plot idea of your own devising.

"Amigo" Mine (Peru): DL1-3-A-1-New World, DL1-3-C-2-Foreign

Arabian Ostrich Hunting: DL1-6-G-1-Ostrich

Akhenaten, Pharaoh: DL1-7-BC-2-Amusements

"Bandits' graveyard": DL1-1-B-3-Bolton

"Behemoth": DL1-1-AB-2-Hermit's

Blackstone Pillar, Hungary: DL1-11-H-4-Do You Know

Blue Bell Inn Hoax Notices (Dean's Corners): DL1-6-ABCD-1-A Wild

"Blue Lily": DL1-10-A-5-Who

"Church of the Conciliator": DL1-10-D-4-Overheard

"Coffin Rock" (aka "Witches Boulder"): a: DL1-6-ABCD-1-A Wild

Curious Mushrooms: DL1-6-ABCD-1-A Wild

"Dance hall biscuit love": DL1-8-C-1-Inconstantly

Dark Adventures Radio Theater: DL1-7-DE-1-Radio Program

Disappearance of Library Stock (1910): DL1-11-FGH-2-Remarkable

Egyptian Antiquities Exhibition: DL1-7-BC-2-Amusements

Egyptian Styled Pin: DL1-12-A-1-Lost

Exotic Soda Ingredients (Djingula Bean, Moon Tree): DL1-2-B-2-Bolton

Five-Branched Tree Symbol: DL1-9-C-2-Counterfeit

Gavigan Bonds (possible Masks tie-in): DL1-3-C-2-Foreign

German U-Boat wreckage: DL1-9-AB-1-Wild Weather

"Gogle Eyes": DL1-8-CD-3-Diet

"Golden Fleece" Blankets: DL1-3-EFGH-3-Free

"Gorilla Murderer" (Earle Nelson): DL1-1-GH-2-Second

Hip Sing Tong (Chicago): DL1-1-F-2-Tong

Horoscope: DL1-11-E-3-Stars

Indian Archaeological Site (near Dean's Corners): DL1-6-ABCD-1-A Wild

Indian Rock Carvings (near Rowley): DL1-6-F-2-Odd

Kenyan Folk Music: DL1-7-DE-1-Radio Program

Kingsport Child Murders: DL1-1-GH-2-Second

"Library of Wisdom" (French Hill): DL1-11-FGH-2-Remarkable

"Lich Street, Abandoned House on": DL1-10-E-1-War Brewing

Lightning Strikes (Bowen Road): DL1-6-H-1-Bowen

Look To The Future: DL1-7-DE-1-Radio Program

Lucifer: DL1-1-AB-2-Hermit's

"M.M." (unexplained radio signal): DL1-7-CDE-3-Radio Sweetheart

Mephistopheles: DL1-1-AB-2-Hermit's

"Napoleon III": DL1-3-D-3-Phones

New Arkham Street Lighting: DL1-3-EFGH-3-Free, DL1-4-FGH-2-More Light

New World Industries: DL1-3-A-1-New World, DL1-3-AB-4-Report, DL1-3-C-1-Active, DL1-3-C-2-Foreign, (NWI East) DL1-3-D-2-Boston

O o m r a m u r a : DL1-7-CDE-3-Radio Sweetheart

"Opestinipitia secomba": DL1-7-CDE-3-Radio Sweetheart

Polynesians in curious robes: DL1-5-GH-2-Matua

Prismatic Flash of Light from Zeppelin: DL1-9-DEF-1-Washington

"Radio Telepathy": DL1-7-CDE-3-Radio Sweetheart

Templar Chapel at Chwarszczany, Poland: DL1-10-D-1-Brothers

Temple of Hope: DL1-11-FGH-2-Remarkable

"Timon": DL1-1-AB-2-Hermit's, DL1-2-A-1-Hermit's

"Tree Surgeons" in curious attire: DL1-10-C-1-Tree

Unusual Specimens: DL1-12-D-3-Wanted

"Viking" Sword: DL1-12-A-1-Lost

"Way is now open": DL1-11-E-4-Thanks

Whippoorwills: DL1-6-ABCD-1-A Wild

"Witches Boulder" (aka "Coffin Rock"): DL1-6-ABCD-1-A Wild

"Witches' Sabbath": DL1-6-EF-1-Jay-Walkers

"Yellow King Tk" stock: DL1-3-D-1-Quotations

"Yellow Roses, Sign": DL1-9-D-2-Symbols

"Yuggoth": DL1-7-CDE-3-Radio Sweetheart

WHO'S WHO ON VARSITY SQUAD

