

All Rumors Are True!

# Chaosium Gazette

2003 GAMA EDITION

## SHIPPING NOW

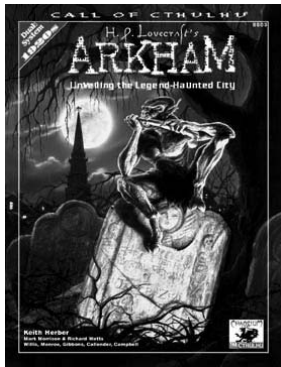
### H. P. LOVECRAFT'S ARKHAM

#8803 \$28.95 ISBN 1-56882-165-4

"Behind everything crouched the brooding, festering horror of the ancient town . . . the changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the Province.

"It was always a very bad time in Arkham . . . ."

-H. P. Lovecraft



Arkham is a small town along the Massachusetts coast-the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror.

All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its esoteric and disturbing volumes residing in its library's Restricted Collection.

These tomes form the foundation

of all current efforts to thwart the dire desires of the Mythos legion.

H.P. Lovecraft's Arkham contains extensive background information about this haunted New England town-written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" players' map of Arkham is bound into the back, and four thrilling adventures complete the package.

Includes the H.P. Lovecraft short story "The Dreams in the Witch-house" (1933)

### DISCIPLES OF CTHULHU II

#6033 \$13.95  
ISBN 1-56882-143-3

Bad things tend happen to people who go where they are not wanted,



or who over-stay their welcome once they reach their destination. This book contains thirteen new personal explorations of the Cthulhu Mythos. As its title suggests, this is a companion volume to Edward P. Berglund's earlier classic Mythos collection, *The Disciples of Cthulhu*. Both books are published by Chaosium, but their contents are entirely different. All of the stories in *Cthulhu II* are original and have never been published before. All the stories record the dire fates of people whose destinies intertwine with the Mythos.

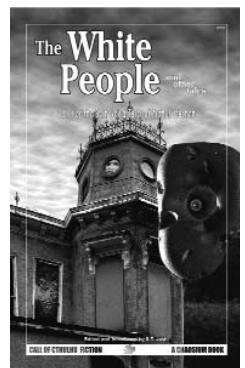
## COMING SOON

### THE WHITE PEOPLE & OTHER TALES

#6035 \$14.95 ISBN 1-56882-147-6

#### THE BEST WEIRD TALES OF ARTHUR MACHEN, VOL 2.

Born in Wales in 1863, Machen was a London journalist for much of his life. Among his fiction, he may be best known for the allusive, haunting title story of this book, *The White People*, which H. P. Lovecraft thought to be the second greatest horror story ever written (after Blackwood's *The Willows*). This wide ranging collection also includes the crystalline novelette *A Fragment of Life*, the *Angel of Mons* (a story so coolly reported that it was imagined true by millions in the grim initial days of the Great War), and *The Great Return*, telling of the stately visions which graced the Welsh village



of Llantrisant for a time. Four more tales and the poetical *Ornaments in Jade* are all finely told. This is the second of two Machen volumes edited by S. T. Joshi and published by Chaosium; the first volume is *The Three Impostors*. 312 pages.

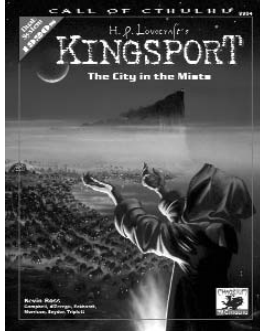
## SUPPORT YOUR LOCAL GAME STORE:

## H. P. LOVECRAFT'S KINGSPORT

#8804 \$25.95 ISBN 1-56882-167-0

"In the morning, mist comes up from the sea by the cliffs beyond Kingsport. White and feathery it comes from the deep to its brothers the clouds, full of dreams of dank passages and caves of leviathan. And later, in the still summer rains on the steep roofs of poets, the clouds scatter bits of those dreams, that men shall not live without rumor of old strange secrets, and wonders that planets tell planets alone in the night."

H.P. Lovecraft



Kingsport is a coastal town located a morning's stroll from Arkham. Draped in mists and fog, it is home to artists and fishermen, sailors and dreamers. Here dreams and reality mingle to an unsettling degree.

Some find solace in such dreams; others find only terror and death. Charles Baxter's dreams drove him to despair. He took his own life, throwing himself into the sea. The only clues to his demise: a water-soaked collection of poems.

Horrors exist in the real world of Kingsport as well, remnants of an ancient witch-cult that once infested the town. Unspeakable things crawl through their burrows beneath Central Hill and lurk in the fog off Jersey Reef, preying on fishermen and unsuspecting tourists alike.

Kingsport's soothing atmosphere and beautiful setting beckons to vacationers. Its perch on the brink of the dream-world inspires artists. Investigators come to Kingsport to find understanding of the dark realms of the Cthulhu Mythos.

**H. P. Lovecraft's Kingsport** describes this fabled Massachusetts town in meticulous detail—its important personalities, buildings, history, and its weird people and places. This book also features a fold-out players' map of the town, a tourist brochure describing places of interest, and three adventures with player aids for added realism and enjoyment.

Includes the H.P. Lovecraft short story "The Strange High House In The Mist" (1931).

## THE ENCYCLOPEDIA CTHULHIANA

#6022 \$17.95 ISBN 1-56882-119-0

The Cthulhu Mythos was first created by H.P. Lovecraft (1890-1937), a Providence author considered by many to be the finest horror story writer of the twentieth century. Lovecraft's tales are a blend of fantasy, science fiction, and horror, with the latter being especially prominent. His tales describe a pantheon of powerful beings known as the Great Old Ones.

Since Lovecraft's time the Cthulhu Mythos has grown exponentially, until it



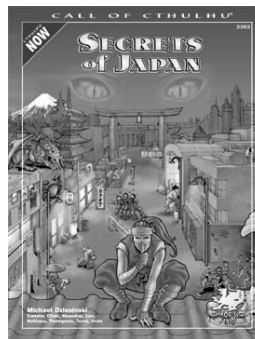
has become increasingly difficult to keep track of, even for devoted fans. Many writers have contributed to it, including Robert E. Howard, Robert Bloch, Brian Lumley, and Stephen King. This book is the first major attempt in many years to provide a comprehensive guide to H.P. Lovecraft's Cthulhu Mythos.

This new second edition of *Encyclopedia Cthulhiana* has been extensively revised and contains over a hundred and fifty additional pages and scores of new entries. New features include thumbnail illustrations of the most important signs and symbols (see sample, left) and a timeline of the Cthulhu Mythos spanning billions of years. Many entries have been revised to reflect our latest understanding of the Mythos, and the infamous Necronomicon appendix has been greatly expanded. Also present for the first time is "A Brief History of the Cthulhu Mythos", which examines the evolution of the genre from the 1920s to today.

## SECRETS OF JAPAN

#2392 \$34.95 ISBN 1-56882-156-5

Japan is a contradictory nation of ancient traditions and modern high-tech free enterprise. Within its dark shadows and hidden places, Great Old Ones, Outer Gods, and their monstrous servitors lie in wait for the unwary. In the corporate boardrooms and political offices, secret societies carry out their sinister agendas. In hoary shrines and temples, Shinto kami and Buddhist bodhisattvas provide ancient knowledge and alien enlightenment to those who remember the old ways. Cutting-edge corporate laboratories uncover forbidden secrets and create new horrors born of human science and the corrupting power of the Mythos. The mass media bombards the population with escapist entertainment and crass materialism while the madness of cosmic truth slowly seeps through, burrowing into the popular consciousness.



Welcome to the Land of the Rising Sun, where you will discover that the horrors of the Cthulhu Mythos are not limited to the West.

**Secrets of Japan** provides detailed information for playing *Call of Cthulhu* adventures in a modern Japanese setting. This book includes new character occupations, new spells, new monsters, new organizations, and rules for playing Japanese investigators. Also included are three adventure scenarios, two short stories, a glossary of cultural terms, details on Shinto and Buddhism in a *Call of Cthulhu* setting, extensive cultural background notes, and the secret history of Japan.