

# CLOCKWORK & CLAWS

## TWO SCENARIOS FOR PULP CTHULHU

# KEEPER VERSION MAP PACK

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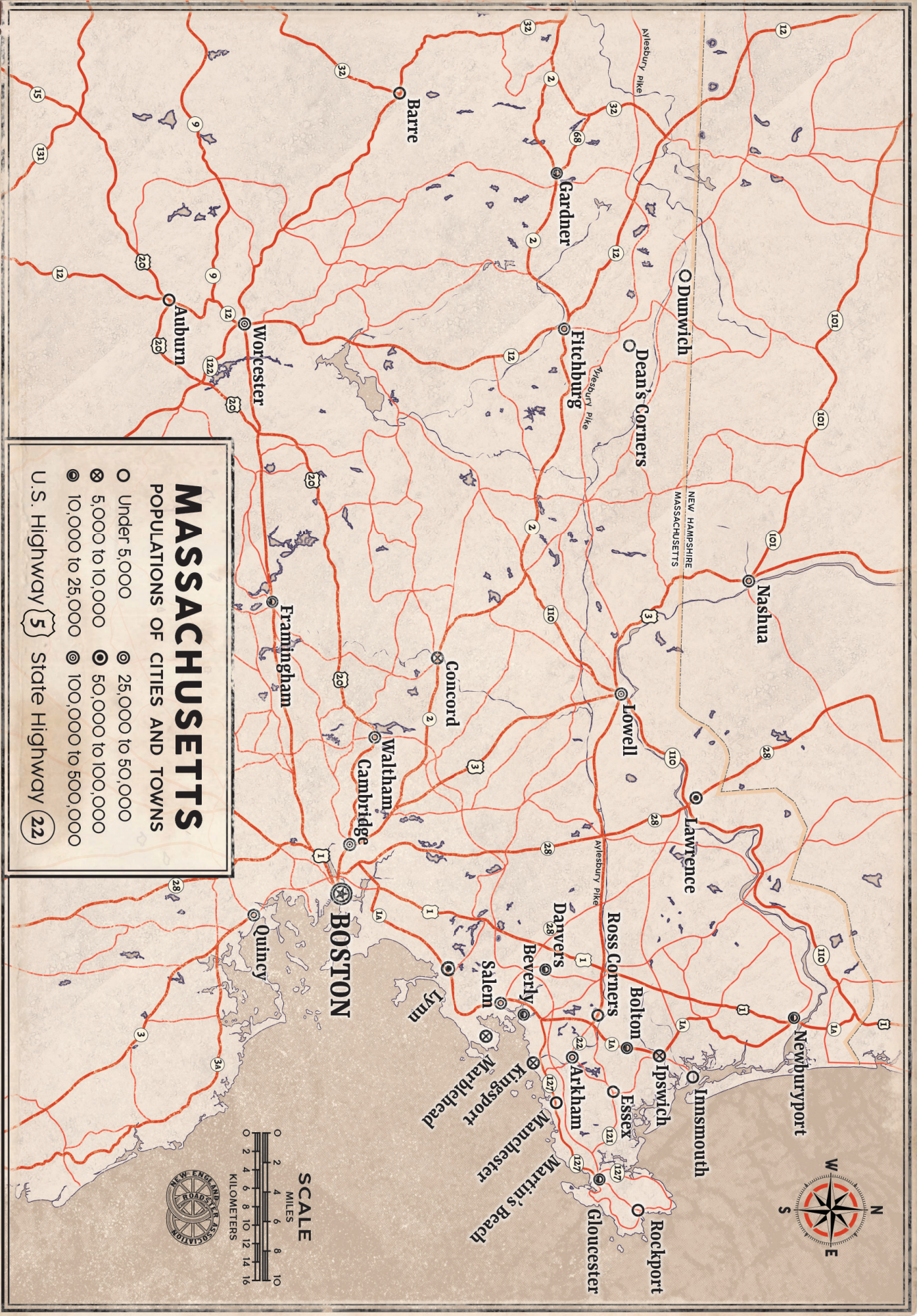
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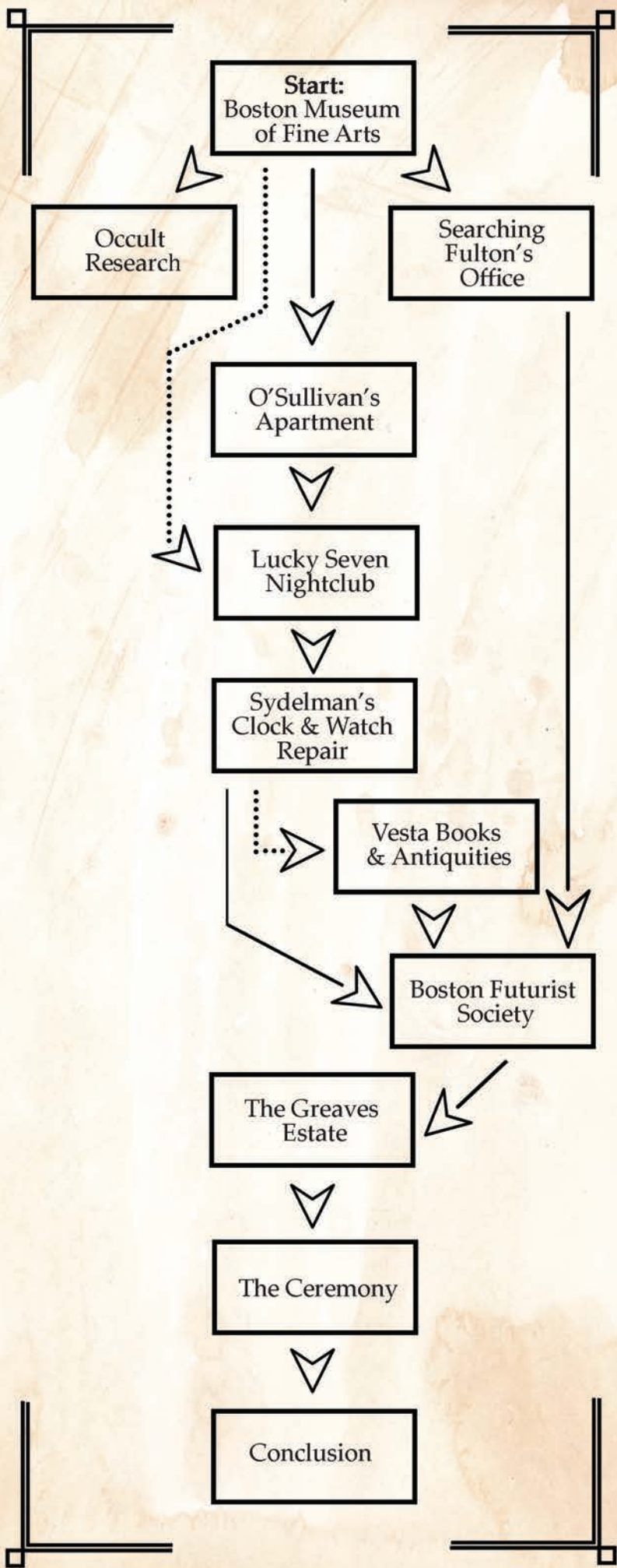
# MASSACHUSETTS

POPULATIONS OF CITIES AND TOWNS

- Under 5,000
  - ⊗ 5,000 to 10,000
  - ⊙ 10,000 to 25,000
  - ⊕ 25,000 to 50,000
  - ⊖ 50,000 to 100,000
  - ⊗ 100,000 to 500,000
- U.S. Highway **5** State Highway **22**

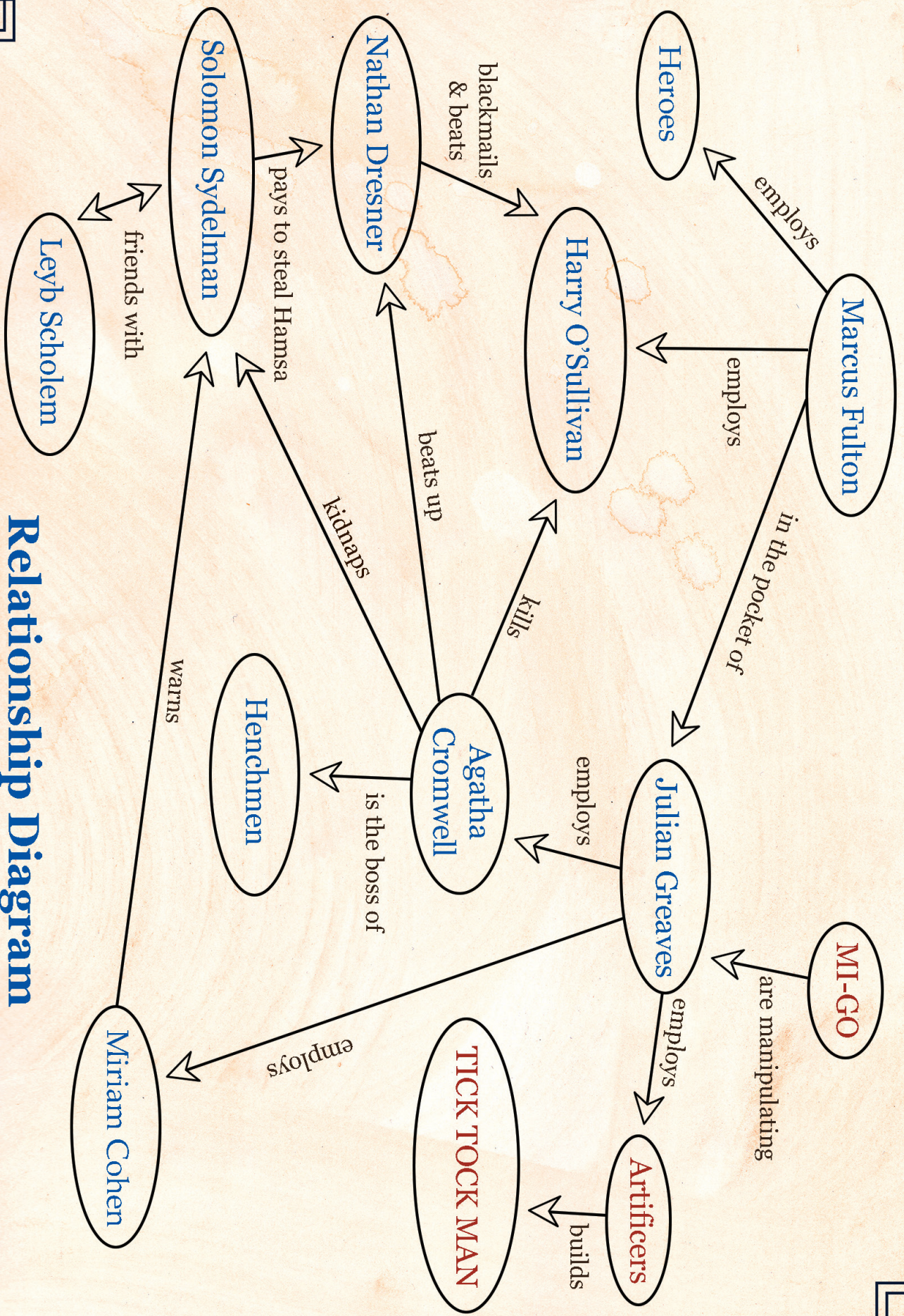


MAP 1: Massachusetts 1933



MAP 2: Keeper Version: Scenario Flowchart

# Relationship Diagram

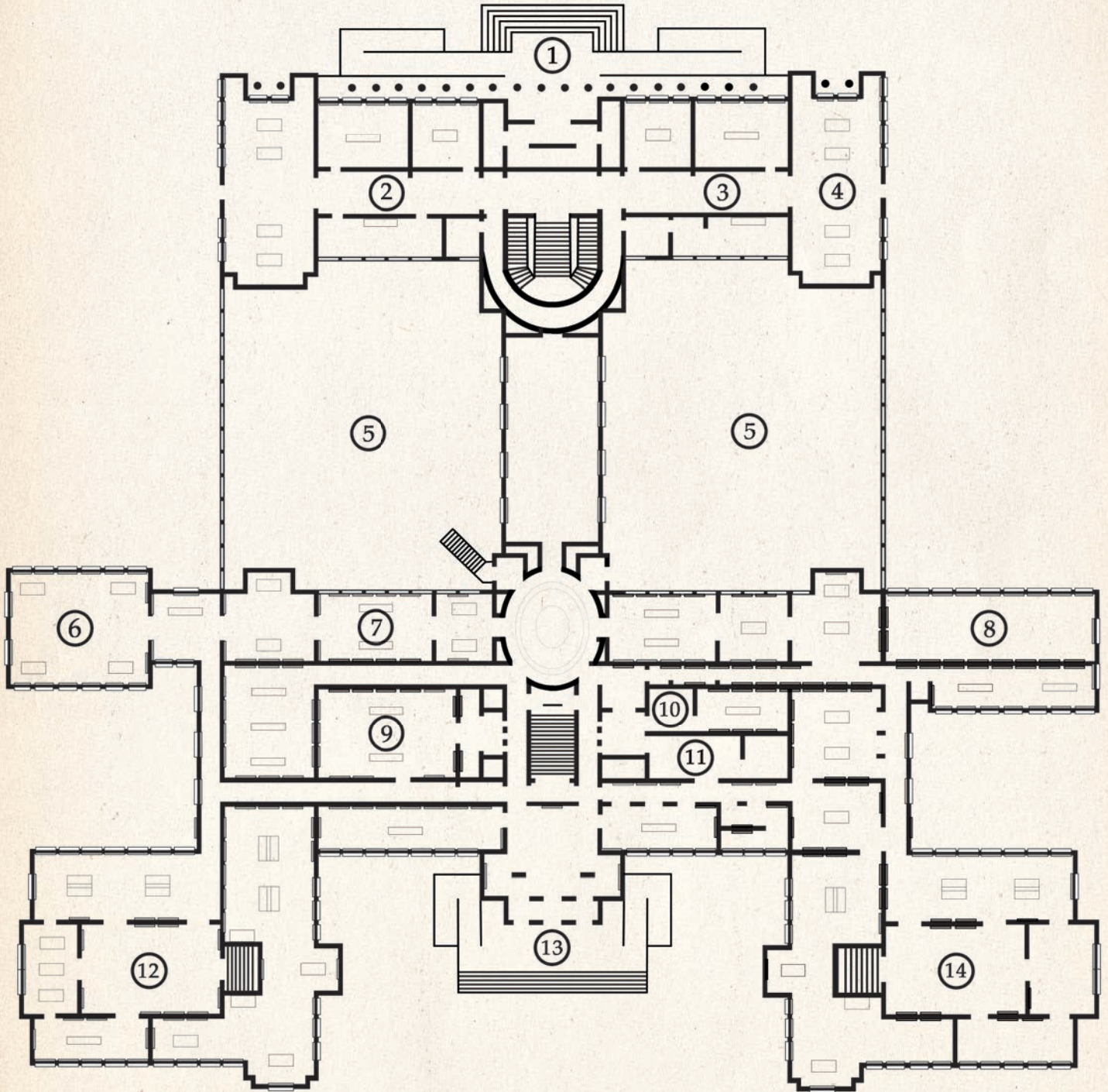


# THE BOSTON MUSEUM OF FINE ARTS

GROUND FLOOR PLAN COMPLETED IN 1909

GUY LOWELL ARCHITECT

COMMISSIONED BY THE TRUSTEES OF THE MUSEUM OF FINE ARTS



- |                             |                       |                        |                            |
|-----------------------------|-----------------------|------------------------|----------------------------|
| 1. FENWAY ENTRANCE          | 5. COURTYARD          | 8. ART OF AMERICA      | 11. MUSICAL INSTRUMENTS    |
| 2. ART OF EUROPE            | 6. JUDAICA EXHIBITION | 9. SPECIAL EXHIBITIONS | 12. ART OF ASIA & AFRICA   |
| 3. ART OF EUROPE            | 7. ANCIENT EGYPT      | 10. JEWELRY            | 13. HUNTINGTON ENTRANCE    |
| 4. ROBERT DAWSON EVANS WING |                       |                        | 14. ART OF GREEKS & ROMANS |

# SOUTH BOSTON & DORCHESTER

PUBLISHED FOR THE BOSTON DIRECTORY

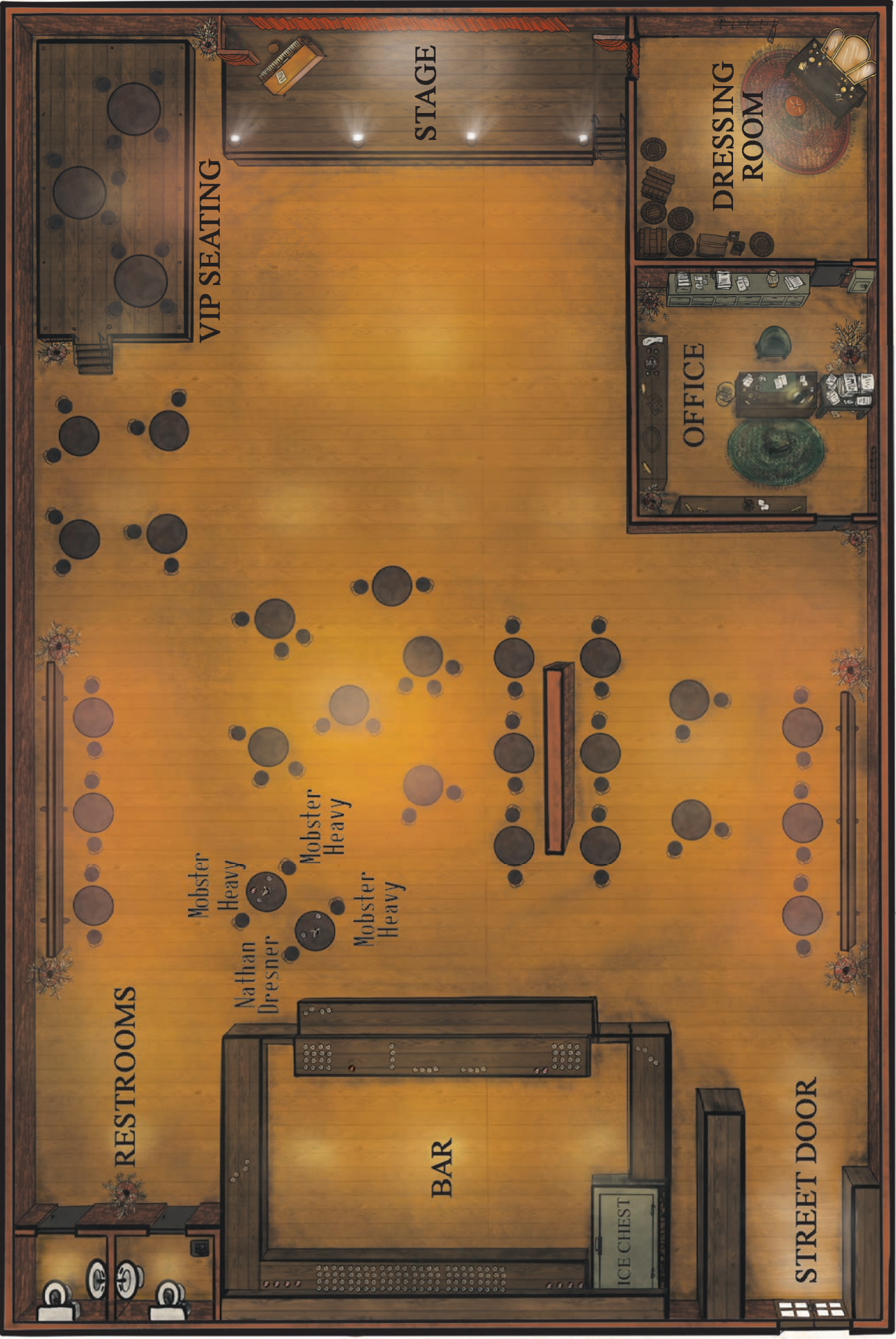
BY  
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- ① BOSTON MUSEUM OF FINE ARTS, HUNTINGTON AVE.
- ② HARRY O'SULLIVAN'S APARTMENT, WOODROW AVE.
- ③ LUCKY SEVEN NIGHTCLUB, EAST 6TH ST.
- ④ SOLOMON SYDELMAN'S SHOP, CORNER OF BLUE HILL AVE & WOOLSON ST.
- ⑤ VESTA BOOKS & ANTIQUITIES, VESTA ROAD
- ⑥ BOSTON FUTURIST SOCIETY, BEACON ST.



MAP 4: Player Version: South Boston & Dorchester

# Lucky Seven Nightclub



# Sydelman's Clock & Watch Repair



# Boston Futuist Society



## Main Floor:

1. Lobby
2. Miriam Cohen's Office
3. Meeting Room
4. Reading Room
5. Men's Room
6. Ladies' Room
7. Offices
8. Stairwell to Basement
9. Fire Exit (locked from outside)

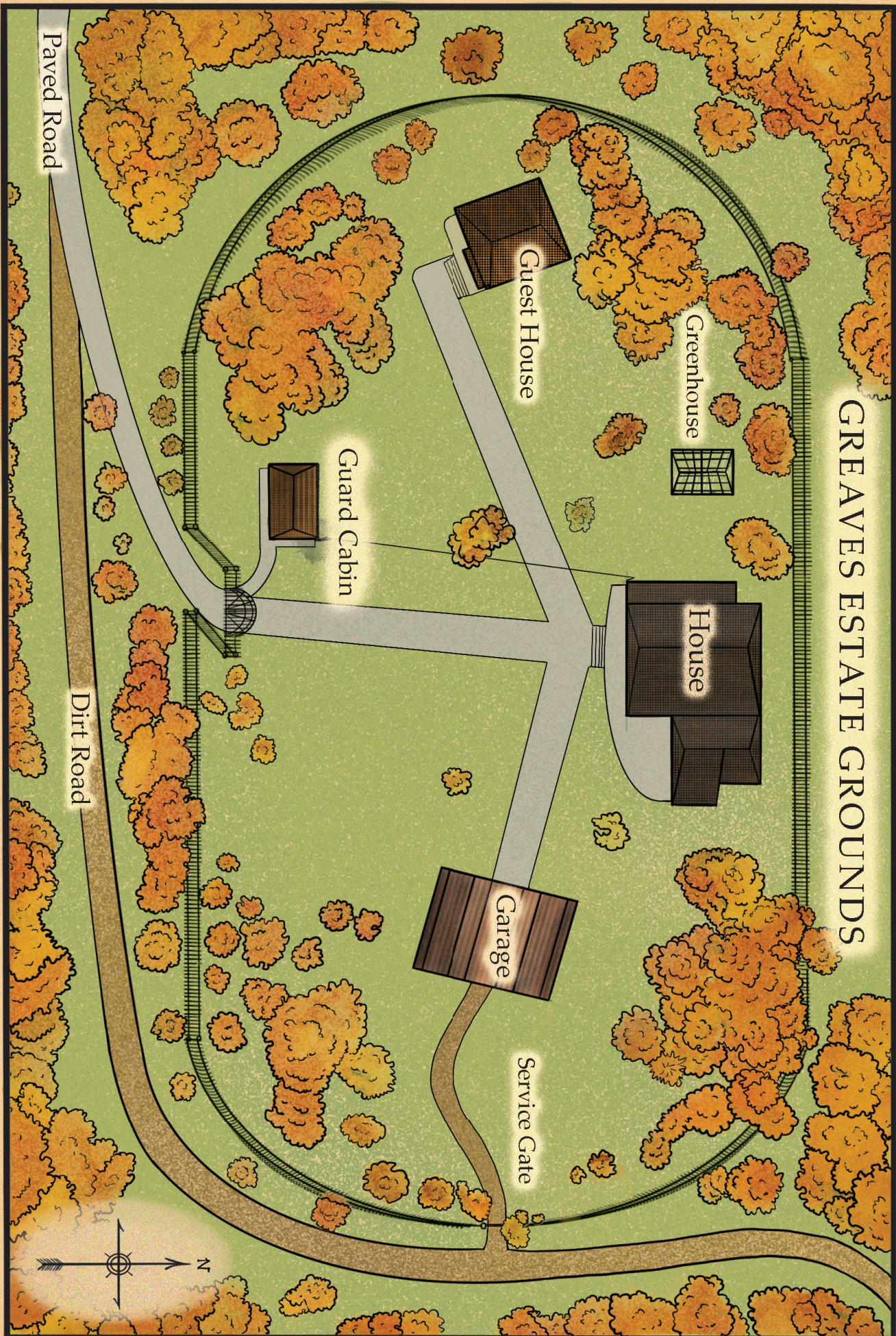


## Basement:

10. Boiler Room
11. Washroom
12. Storage Room
13. Stairwell (up)
14. Archives
15. Bookbinder's Office
16. Restricted Area
17. Podium
18. Black Marble Altar
19. Enochian Mechanism



# GREAVES ESTATE GROUNDS



# Greaves House



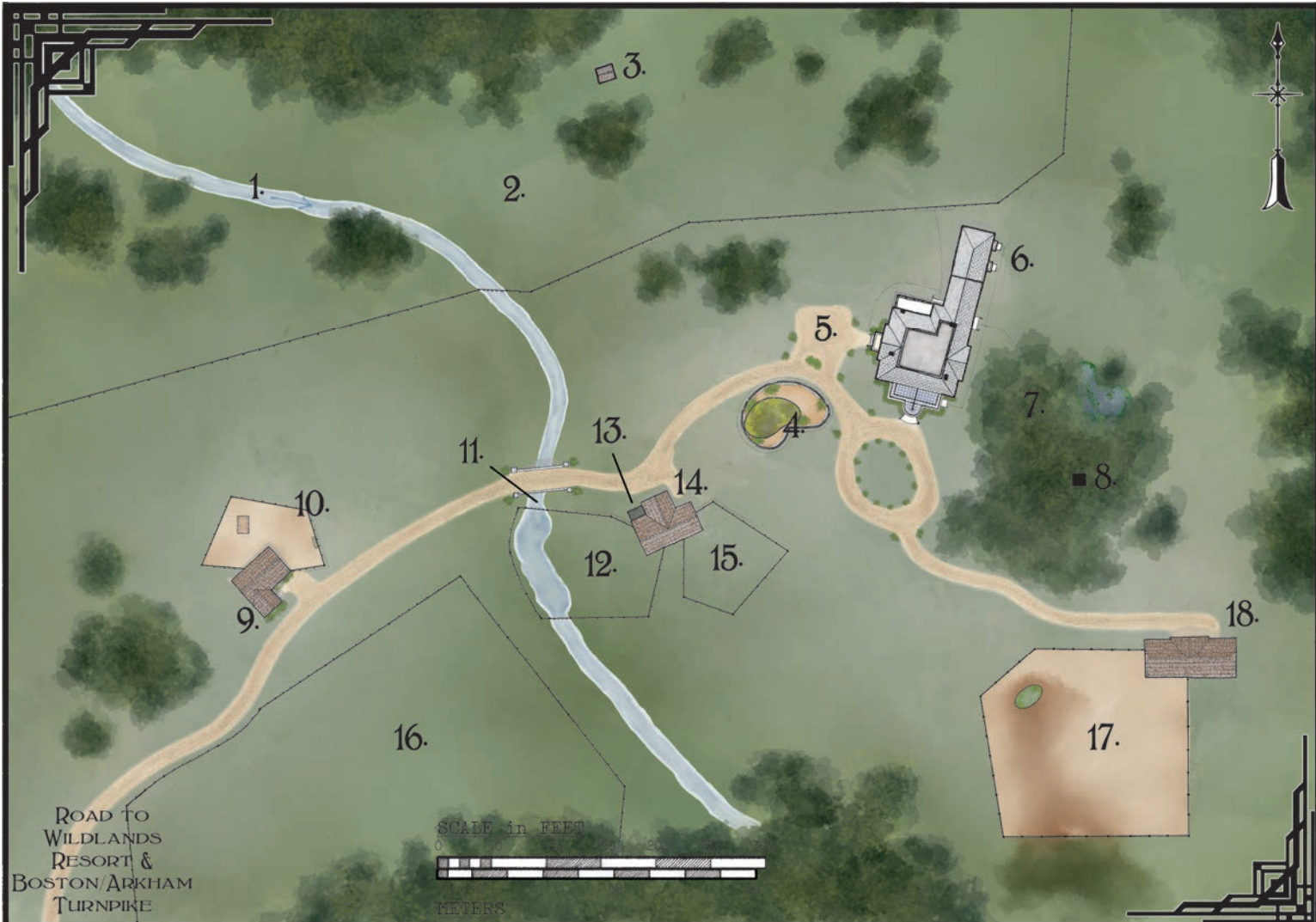
## Main Floor

1. Foyer
2. Closet
3. Atrium
4. Kitchen
5. Bathroom
6. Cromwell's Bedroom
7. Butler's Bedroom
8. Guest Bedroom (Sydelman)
9. Living & Dining Area
10. Study
11. Primary Bedroom
12. Stairs to Basement
13. Mi-go Helmets on Coffee Table
14. Concealed Aperture

## Basement

15. Stairs Up
16. Wine Room
17. Cold Room
18. Root Cellar
19. Furnace
20. Laboratory
21. Storage
22. Mezzanine looking down on laboratory
23. Automaton



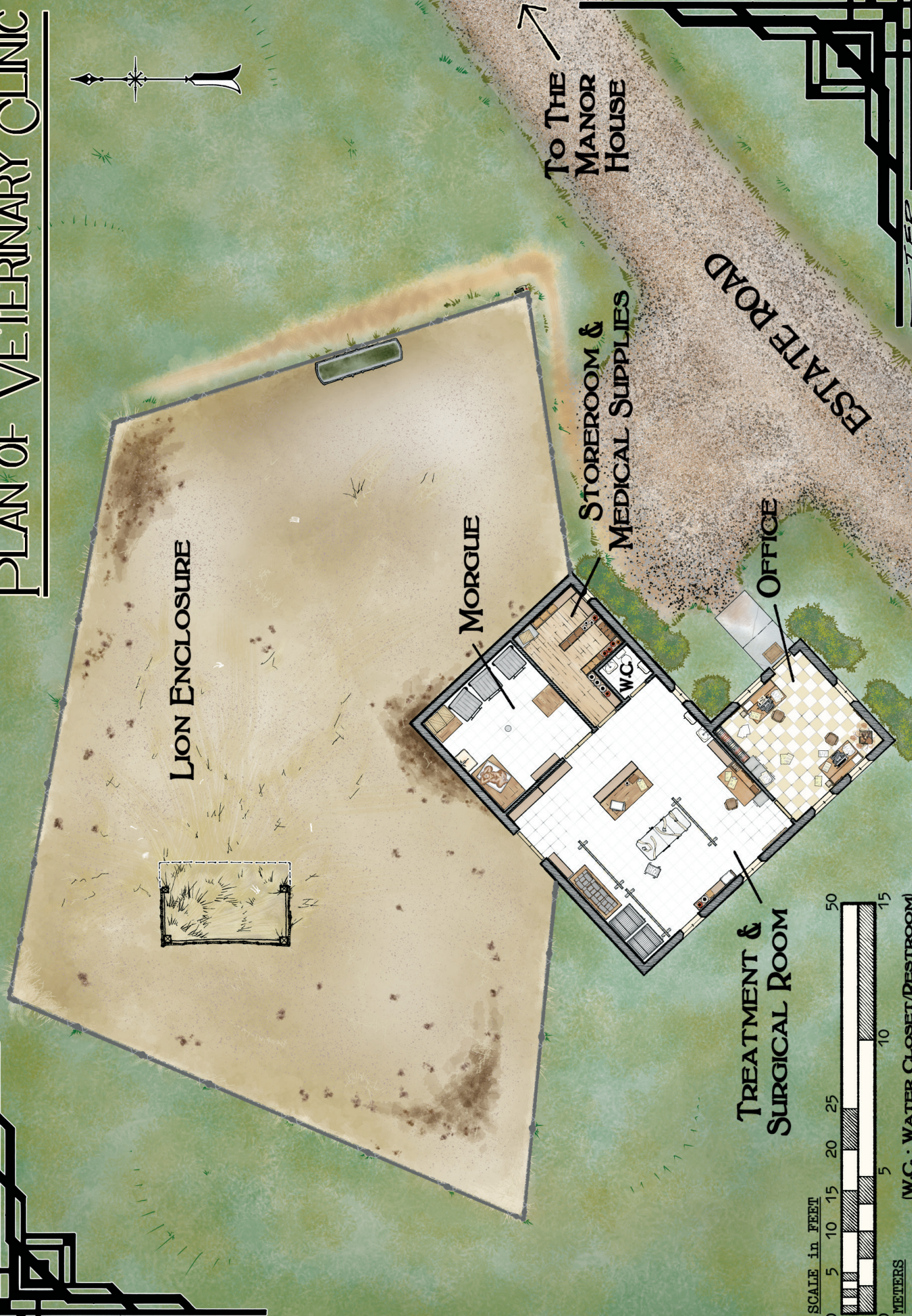


# DURNEY ESTATE MAP

- |                                       |                               |
|---------------------------------------|-------------------------------|
| 1. DARLING RIVER                      | 11. MICHAEL'S BODY            |
| 2. SAMBAR DEER MEADOW                 | 12. BEAR ENCLOSURE            |
| 3. CUTHBERT'S SHED (HIDDEN ORANGUTAN) | 13. AWNING                    |
| 4. CROCODILE PIT                      | 14. STORAGE BUILDING          |
| 5. PARKING AREA                       | 15. ORANGUTAN HABITAT (EMPTY) |
| 6. MANOR HOUSE                        | 16. ZEBRA PADDOCK (EMPTY)     |
| 7. MANOR GARDENS                      | 17. ELEPHANT CORRAL           |
| 8. GARDEN SHED                        | 18. ELEPHANT SHED             |
| 9. VETERINARY CLINIC                  |                               |
| 10. LION PEN                          |                               |



# PLAN OF VETERINARY CLINIC



LION ENCLOSURE

MORGUE

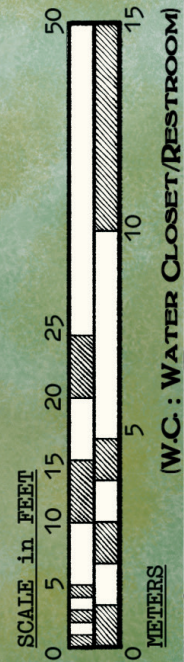
STOREROOM & MEDICAL SUPPLIES

OFFICE

TREATMENT & SURGICAL ROOM

TO THE MANOR HOUSE

ESTATE ROAD





# WILDLANDS RESORT

DARLING RIVER

FISHING

COTTAGE 1

COTTAGE 2

COTTAGE 3

COTTAGE 4

TRACEY HOUSE

COTTAGE LAYOUT



# CHASE DIAGRAM

Thick  
Shrubby

Falling  
Trees

Ornamental  
Pond

Fallen  
Trees

Elephant  
Troughs

GARDENS    MAZES    GROVES    PONDS    PATHWAY    ELEPHANT  
SHED