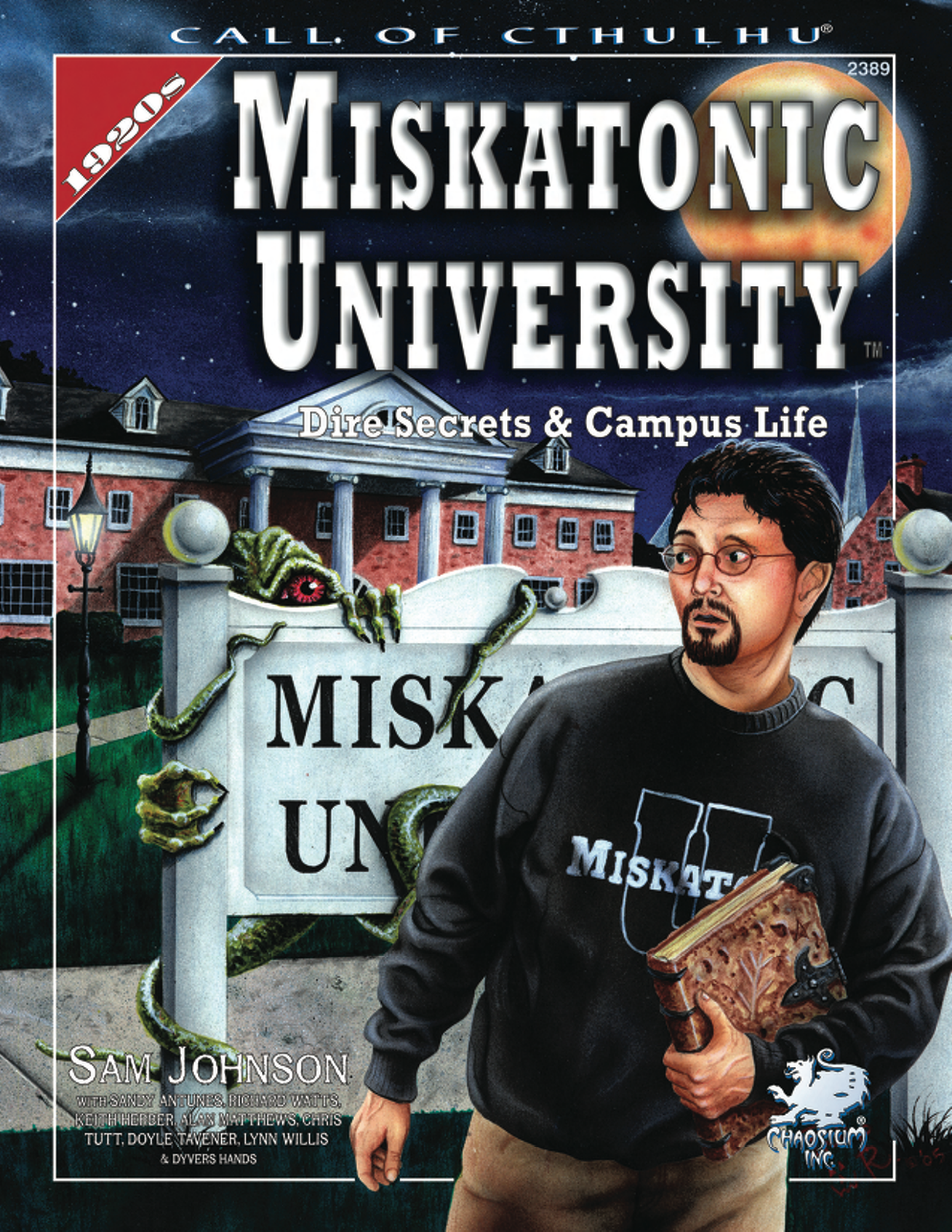
CALL OF CTHULHU®

2389

1920s

MISKATONIC UNIVERSITY™

Dire Secrets & Campus Life



SAM JOHNSON

WITH SANDY ANTUNES, RICHARD WATTS, KEITH HERBER, ALAN MATTHEWS, CHRIS TUTT, DOYLE TAVENER, LYNN WILLIS & DYVERS HANDS

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MISKATONIC UNIVERSITY™

"Lines on Graduation from the R. I. Hospital's School of Nurses"

(To Be Spoken by the Author's Sister)

The prologue's done — the play of life succeeds;
Our graver years respond to graver needs;
Yet shall we never in the wider sphere
Forget the happy days we linger'd here.
'Tis here that learning shap'd the course of youth,
And set our footsteps on the path of truth;
With kindly force our high ideals fix'd,
And art and practice in due measure mix'd:
'Tis here, from each companion's earnest face,
We drank the deepest draughts of friendship's grace:
And here our dearest thoughts must ever cling,
Whate'er of wealth or fame the years may bring!

– H. P. Lovecraft





H.P. Lovecraft
1890-1937



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BRP
A Basic Roleplaying Game

Miskatonic University™

A Handbook to the Pride of Arkham

by Sam Johnson

With Sandy Antunes, Richard Watts, Keith Herber, Alan Matthews,
Chris Tutt, Doyle Tavener, Lynn Willis, and dyvers hands

cover painting: Philip R. Rogers

interior illustrations: David Grilla, Alex Thomas,
Paul Carrick, Tom Kalichack

interior maps: David Conyers

project and editorial: Lynn Willis

design and layout: Deborah Jones, William Jones, Charlie Krank

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Chaosium is: Lynn Willis, Charlie Krank,
Dustin Wright, Fergie & various odd critters

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Clear Credit

Standing on the Shoulders of Giants

A work of this scope would have been impossible if the groundwork had not already been masterfully laid, and I consider myself lucky and honored to follow a path mapped out so well by those who have come before. My approach in writing this book was (not surprisingly) an academic one: I have embellished, interpreted, and compiled far more than I've created in these pages. *Miskatonic University* was so long in the writing and took so many unsuspected turns that the sheer number of references has become impossible to track: my fingerprints and spin are all over the book, but its bones and foundations were wrought long before I came to it. I'm sure that I'm leaving out a few names here and there, or missing the full extent of some people's contributions. If I have slighted anyone's work here, I humbly ask for forgiveness, and hope you see the finished project as a labor of love and see each reference as homage.

Primary Sources

Miskatonic University would not exist without the stories of H. P. Lovecraft. August Derleth's work (particularly "The Thing at the Threshold" and "The Trail of Cthulhu") served as the inspiration for any material pertaining to Seneca Lapham, Billington's Woods, and Laban Shrewsbury. The Mythos fiction of Lin Carter (as reprinted in the *Xothic Legend Cycle* from Chaosium) has also had a profound influence, particularly on the description of the Orne Library (Bryant Hoskins, Wilbur Akeley, and the bust of Cotton Mather all originated in his stories). Additionally, the second edition of the *Encyclopedia Cthulhiana* served as a vital resource, as did Joan C. Stanley's *Ex Libris Miskatonici* (birthplace of the Tabularium, the Krypticon, and a primary guide to the Orne Library's history and contents). Peter Cannon's "The Chronology Out of Time" also helped as a reference and fact checker.

Secondary Sources

Most of the material in this book was first created (in a *Call of Cthulhu* context) by Keith Herber in *Arkham Unveiled*, and later issued as the *H.P. Lovecraft's Arkham.* That material was revised, embellished, and expanded upon by Sandy Antunes in his *Miskatonic University Guidebook*. The present work is another iteration, an attempt to expand and embellish even further while at the same time incorporating more information from the canon of Mythos fiction and twenty-five years worth of *Call of Cthulhu* scenarios. Most of the people, places, and things you'll find in these pages have their origin in those works.

General Contributions

Alan Matthews, Doyle Wayne Ramos-Tavener, and Chris Tutt all helped build the characterizations of the Armitage Cabal as described in the Mythos at Miskatonic, and contributed to charting the history of the University and the Orne Library. Their collaboration as sounding boards and brainstormers was seminal to this book: it cannot be measured tangibly, yet is inescapable.

Chris Tutt also drafted the first versions of the Academic Standing skill and, with Doyle Wayne Ramos-Tavener, created the semester check and grade roll systems. Chris Tutt also helped expend upon the Eye of Amara and the Rosicrucian cell.

Doyle Wayne Ramos-Tavener created the character of Daniel Reardon.

Alan Matthews served as a cataloger of data, interim typist, and helped contribute to the tone of the "People of Miskatonic" section. He created the Burrowers Beneath, the shearing ceremony, Isaiah Potter, and Weatherton Artsbalm.

Sandy Antunes created and first described the Miskatonic Tunnels. Sam Johnson gave the tunnels a history, invented the locations within them, mapped their egress points, and filled them with Little People. Antunes' history of Miskatonic served as the primary inspiration for the version that appears in this volume. Antunes also created the characters of Scott Whidden, Diane Loring, Joe the Shelver, Amanda the Transient, Napoleon the Mastiff, Lucas Tetlow, and first mentioned the Rosicrucian order on campus.

Sandy Petersen wrote an earlier short history of Miskatonic, published as part of the *Miskatonic University Graduation Kit* in 1987. Sam Johnson blended this history with the version given by Antunes and the tidbits found in Stanley's *Ex Libris Miskatonici.*

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Sam Johnson conflated and polished the conflicting histories of Miskatonic University, compiled the list of campus locations, merged the conflicting lists of rare and dangerous books in the Orne Library (researching, polishing, and inventing tome contents as needed), created the Mythos-related sections of the Exhibit Museum (including Old Squinty), and formulated the history of the campus tunnels. "Miskatonic Mysteries" is his creation, as are the student investigator generation system and the alternate grade roll system, most of the spells described in the "New Magic" appendix, and the "Sinister Seeds". He also compiled the lists of campus organizations (inventing the Students for Industrial Democracy along the way), compiled the faculty listing, and contributed significantly to the tone of "People of the University".

Fiendish Footnotes

The following characters or features were drawn from other game scenarios or materials:

Keith Herber created Dr. Ronald Galloway (in "The Sands of Time," part of the *Fungi from Yuggoth* campaign, later reprinted as the *Curse of Cthulhu,* and the "Day of the Beast"), Dr. Curtis Mathieson, (*The Trail of Tsathoggua*, reprinted as the *Compact Trail of Tsathoggua*), Dr. Henry Ethelrod (*ibid.*), Dr. Thomas E. Parkins (*Return to Dunwich*, which also served as the source for all of the Dunwich material mentioned with Lucas Tetlow), the Little People, the Banshee, and their spells ("The Little People," included in the 5th edition *Call of Cthulhu Keeper's Kit*).

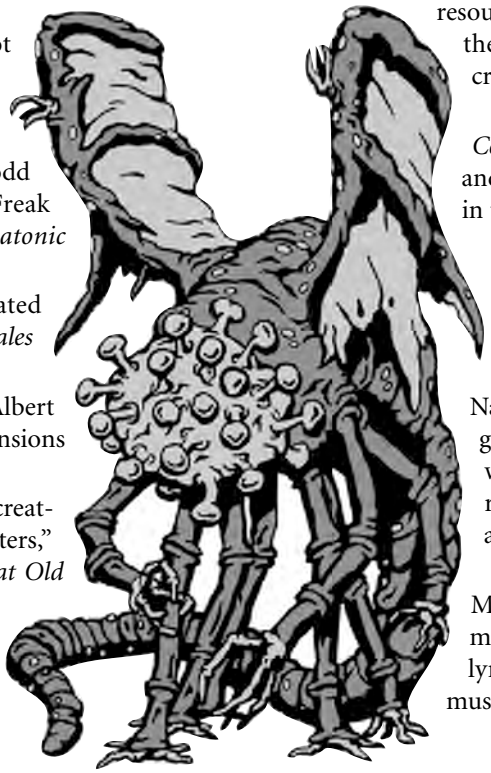
Kevin Ross created Dr. Elliot Mills ("The Watcher in the Valley" from *Tales of the Miskatonic Valley*), Malcolm Veidt (*H.P. Lovecraft's Kingsport*), and (with Todd Woods) Dr. Jacob Handy ("Freak Show" from *Tales of the Miskatonic Valley*).

Scott David Aniolowski created Basil Ives ("Fade to Gray" from *Tales of the Miskatonic Valley*).

Wesley Martin created Dr. Albert Gist ("The Plantation," from Mansions of Madness).

Doug Lyons and L.N. Isynwill created Dr. Georgi Brodsky ("Still Waters," "One in Darkness" from *The Great Old Ones*).

Paul McConnell created Dr. Johnathan Moore (*The Thing at the Threshold* campaign)



Charles and Janyce Engan created Professor William Moore (*Beyond the Mountains of Madness*).

M. B. Willner, created Dr. Felix Fuda ("The Mauretania," reprinted in *The Cthulhu Casebook*)

Mark Hutchinson, Sandy Petersen, *et. al.*, created the Hermetic Order of the Silver Twilight (in *Shadows of Yog-Sothoth*, recently reissued).

Adam Scott Glancy and John Tynes created the spell Pnakotic Pentagram, as well as giving stats to the notes and re-animation formulae of Herbert West ("Tiger Transit," and "Dead Letter," both included in *Delta Green: Countdown* from Pagan Publishing. The Tiger Transit article also served as the inspiration for the Tcho-Tcho magic described in the "New Magic" appendix).

Thomas Kane's *GURPS Egypt* served as the source of Tesherkhenakai's name, inspired his magic, and served as the source for all dates related to ancient Egypt.

Ken Hite's "Suppressed Transmission" columns (included in Steve Jackson Games' *Pyramid* online game magazine, and collected in two volumes) gave much additional inspiration, particularly touching the treatment of the Rosicrucians and Templars as they appear in "The Mythos at Miskatonic".

John R. Snead's *Liber Ka* sourcebook for the *Nephilim* roleplaying game (also from Chaosium) served as the inspiration for hermetic magic as described in the volume, and all of the hermetic spells described in the "New Magic" section.

Charles B. Zaglanis's "Occult Books" article in *Keeper's Companion 1* served as a useful resource when designing the libraries of the Eye of Amara and the Rosicrucian Triad.

Keith Herber's earlier *Keeper's Compendium* served as the nucleus and model for the tome descriptions in the Orne Library.

Jody Cochrane, James Nance, Dustin Wright, Daniel Eastland, Dustin Wright, Alan Matthews, Paul Zanca, Michael Tucker, Steven Holt, Adriana from Nana's, and John Arrant served as gallant playtesters in the campaign where the semester checks, grade rolls, and student character creation systems made their debut.

Sandy Antunes titled "Hail Miskatonic, Hail" and chose the melody. Sam Johnson wrote the lyrics, and Steve White set it to music.

—Sam Johnson

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Introduction

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WELCOME BACK TO MISKATONIC! Devotees of the Cthulhu Mythos and long time players of *Call of Cthulhu* know the name well, and greet it with a mixture of fondness and dread. A small, quiet institution of higher learning, Miskatonic serves as the home of many of H. P. Lovecraft's greatest protagonists or as the staging ground for daring expeditions into the unknown. As a symbol of reason, learning, and science, the school represents all that is good, true, and pure in modern civilization — the "us" to the insidious, alien "them" of the Cthulhu mythos. Although Miskatonic is mentioned or figures prominently in most of the stories that form the backbone of the *Call of Cthulhu* game, the college itself remains as ill-defined as many of beasties lurking in the pages of Lovecraft's fiction. While monsters that never shamble into view are often scarier than the ones we can see, Miskatonic University and the professors who walk its halls of ivy and alabaster are part of our "normal" waking world, and can therefore stand up to the light of day. Keepers running *Call of Cthulhu* games need to bring Miskatonic into sharp focus, whether their campaigns are set entirely on the sleepy campus or only visit it briefly. Who at Miskatonic can investigators count on to believe their outlandish tales? Just what secrets are and aren't kept in the world famous Orne Library? What might your investigators bump into while finding out? *Miskatonic University* offers some answers, scrutinizing familiar ground with a scientist's vision and a librarian's obsession with detail.

For all of the flesh this book adds to the skeleton of Miskatonic University, care is taken to leave as much to the keeper's discretion as possible. Just how large is Miskatonic University? No exact figures are given here: as Keith Herber says of Arkham in *H.P. Lovecraft's Arkham*, it should be small enough that a professor or student should feel he or she could get to know everyone on campus, but just large enough to make that goal impossible. Leaving Miskatonic's population uncounted allows keepers to add students or faculty as scenarios and campaigns require. Besides, as Sandy Antunes pointed out in the earlier *Miskatonic U. Guidebook*, 70% of Miskatonic's population changes every four years anyway. Likewise, while the campus is extensively mapped and cataloged, detailed interior plans of campus buildings are left to the keeper's devising.

Miskatonic is a small, seemingly typical New England college nestled in the bosom of conservative Arkham, Massachusetts. A poor cousin to such hallowed institutions as Harvard, Brown, and Princeton (the term "Ivy League" won't come into use until 1936), Miskatonic nonetheless offers coveted degrees in a wide variety of subjects and boasts high academic standards. The administration has high hopes for the future, and the faculty aims to carve out reputations for excellence and innovation within the scientific community. As on any campus, Miskatonic's students struggle to make the grade and revel in the glory days of their youth. Their professors write, teach, and research their subjects with tempers running from naïve zeal to unabashed bitterness and cynicism. Nine-tenths of her residents, faculty, and alumni think of Miskatonic as a perfectly normal school in a perfectly normal town . . . .The stories keepers and their players will tell deal with the unfortunate few who glimpse what lies beneath the surface, or who begin to notice how strange events tend to happen at dear old M.U.

My primary goal in writing this book was to create a definitive description of Miskatonic University. The two game treatments of the school that had come before (in *Arkham Unveiled* and the *Miskatonic University Guidebook*) had to be reconciled with each other, and with as much mythos fiction as I could get my hands on. In many cases the information from these sources overlapped or directly contradicted each other. In the end, I decided which way to go, based on my subjective hierarchy of sources (explained nearby) and my own vision of what a small university in the late 1920's would be like. I also drew upon my own college experience (at, admittedly, a much larger college) and the history of my alma mater to add detail and flavor to the campus, especially to the antics of the student body. Whatever may lurk in the shadows (and ample attention has been given to M.U.'s darker secrets, I assure you!) I have tired to devote as much attention to making Miskatonic a believable place on the surface: it must exist as a self-sufficient school on its own, not just window dressing to frame Mythos stories and adventures. The school can, with a little work, become a character unto itself in your campaign, a place where the investigators live or work happily (or unhappily) for years of game time, and will remember for the rest of their lives.

This book follows closely in the footsteps of Keith Herber's *H. P. Lovecraft's Arkham.* As in that volume, the book is set in the fall of 1928, bringing it in line with the books of the Lovecraft Country series. For the sake of simplicity, I've rolled back the clock a smidge from October to the beginning of classes in September. Unlike Herber, however, I have decided to follow a stricter interpretation of the dates in Lovecraft's stories. Hence, the events of the "Dunwich Horror" and the "Whisperer in Darkness" have just taken place, but the raid on Innsmouth has already happened (in February of 1928) and Walter Gilman has already suffered the ill effects of his dreams in the Witch House (last May, just before finals). Of course, if keepers want to embroil their players in the events in Innsmouth or have them bear witness to Gilman's demise, they should feel free to blur the chronology a bit, and stick to the descriptions in *H.P. Lovecraft's Arkham.* As things stand, certain members of Miskatonic's faculty are just becoming aware of the Cthulhu mythos and its potential threat, while recent events are mysterious enough to have left the student body buzzing with rumors.

Students entering Miskatonic as freshmen in 1928 have an interesting tenure ahead of them: they can witness the ill-fated Antarctic Expedition and the beginning of the Great Depression before they graduate. In the fall of 1932 (a short summer after graduation) they'll have the opportunity to join the Starkweather-Moore Expedition and journey *Beyond the Mountains of Madness.* Students and faculty members in these same four years have a tremendous opportunity to stumble across all sorts of dark secrets and bizarre happenings, and they can forge alliances with some of the professors on campus who are already fighting the good fight, if they're lucky.

My second goal in creating this book was to reconcile and bring in as much new material as I could while staying firmly "within canon". Thus, ample use was made of the *Encyclopedia Cthulhiana*, and new references to the stories of August Derleth, Lin Carter, and others have been incorporated. Great pains were also taken to incorporate all of the game material that has emerged for *Call of Cthulhu* in the last twenty-five years. Scenarios and campaigns published since *Shadows of Yog-Sothoth* (the first CoC adventure ever published) have rendered up legions of professors, books, locations, details, and scenario hooks that take their rightful place at Miskatonic at last. The Restricted Collection in the

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Orne Library has grown, and the shadowy stacks abound with new dark tomes and secrets waiting to be discovered. The three conflicting versions of the school's history have been reconciled, and new magic, monsters, and other threats all added for spice. The result, quite bluntly, is an awful lot of stuff. While the scope of the materials between these covers may be daunting, the breadth and depth of information make this book much like the very school it describes: as at any university, one can learn or discover just about everything if they study hard enough, but few have the time (or stamina) to study it all. Keepers are advised to make the university their own, treating the secrets that follow like a salad bar of the unknown: take what you like, leave the rest. Indeed, if every secret, organization, and hidden bogeyman described in these pages were set loose in a campaign, M.U. and all of Arkham with it would be obliterated within a week!

In Lovecraft's stories, Miskatonic is little more than a recurring name, a thread connecting several very different stories together, and implying that a grand design lurks somewhere underneath the confused face of the Cthulhu mythos. Within these pages, Miskatonic comes alive as a fully developed setting, with threads tying it to dozens of stories and published scenarios. Real colleges are described as crossroads of ideas, places from which their students can go anywhere. Miskatonic stands as the ultimate crossroads, the place where the ancient evil of the Cthulhu mythos meets the enlightened gaze of modern science and philosophy. The leads that lie hidden inside M.U.'s halls can tug a group of investigators to places they have never imagined, but they are hereby warned that the answers they seek will rarely be pleasant ones. Study hard!



H. P. Lovecraft

Required Reading

Keepers intending to set scenarios or campaigns at Miskatonic need to do a little homework first. While some of the stories listed below have already been recommended in the Call of Cthulhu core rules, a review couldn't hurt, and there are many new tales here besides. To gain a taste for Miskatonic, her professors, and the secrets that lurk in the shadows on campus, keepers are advised to read as much of the following list as they can. Much of the material in this book was inspired from the texts that follow, and keepers will likely find gems of their own that the author overlooked. All of the Lovecraft stories listed below can be found in the marvelous Arkham House hardcover collections, as well as various other new compilations. Many of the stories

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that follow are also printed in various volumes of the Cthulhu Cycle series published by Chaosium, as noted where applicable.

Stories that are especially critical to the material in this book are listed in italics.

Essential Reading

By H. P. Lovecraft:

"The Dunwich Horror" (in *The Dunwich Cycle*)

"The Whisperer in Darkness" (in *The Hastur Cycle*)

"At the Mountains of Madness" (in *The Antarktos Cycle*)

"The Thing on the Doorstep"

"The Shadow Out of Time"

By H. P. Lovecraft and August Derleth:

"The Lurker at the Threshold"

(see also Robert M. Price's alternate ending to this novella, "The Round Tower," in *The Dunwich Cycle*)

Other Reading (not critical, but serves as the inspiration for many of the people, places, and things within)

By H. P. Lovecraft:

"Herbert West: Re-Animator"

"The Dreams in the Witch House" (in *The Nyarlathotep Cycle*)

By August Derleth:

"The Return of Hastur" (in *The Hastur Cycle*)

"The Trail of Cthulhu"

By Lin Carter:

"The Horror in the Gallery (a.k.a. Zoth Omog)" (in *The Xothic Legend Cycle*)

"Behind the Mask" (in *The Xothic Legend Cycle*)

Useful References and Game Material

By Keith Herber:

H. P. Lovecraft's Arkham

Return to Dunwich

The Keeper's Compendium

By Daniel Harms:

Encyclopedia Cthulhiana, 2nd edition (part of the Cthulhu Cycle Series)

Other Inspirations

The Suppressed Transmission, volume one and two by Kenneth Hite, published by Steve Jackson Games. A compendium of conspiracy theory, occult zaniness, alternative history, and magical speculation. Keepers looking for odd facts (or outright fictions) to add to their campaigns would be hard pressed to find a better researched or more enjoyable source.

Tam Lin by Pamela Dean. A marvelous novel about a quirky college and the Courts of Faerie. Although set in the modern day, the book is a good source of odd traditions and student hi-jinks. Also, this work served as the inspiration for the Bronze Head.

The Secret History by Donna Tartt. Murder, intrigue, and guilt at a college in Vermont. This outstanding novel can stand as a model for tight-knit student cliques and their professor mentors, as well as bringing home how psychologically damaging the fallout from any investigation might be. Keepers are well advised to remember that keeping secrets can have a high price.

Campaigning at Miskatonic

Miskatonic as a setting has a lot to offer, and keepers should give some thought before beginning a scenario or campaign as to what role the University itself will take in the story, and how the investigators will use Miskatonic as the plot unfolds. There are three approaches to a Miskatonic based game, each with several interesting options. Over the course of a long campaign, Keepers may even find themselves switching between the styles outlined below to create more varied stories. Within a *Call of Cthulhu* game, Miskatonic University can be used as a Base, a Resource, or a Presence.

Miskatonic as a Base

This approach assumes that the investigators are either students or faculty at Miskatonic, and hence "natives". The University is where they work and may be where they live as well (those who dwell off-campus will still live close at hand). Such a group would doubtless spend most of its time involved in solving mysteries around campus (this book should offer up plenty), in Arkham, or even in far flung locales. Wherever an investigation takes them, the investigators will return to Miskatonic to celebrate, recover, and regroup. In such games respectability and reputation are all important, and investigators will have to tread carefully lest they lose their jobs or be expelled from school. Having to balance

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an investigator's professional and scholastic responsibilities with the rigors and consequences of battling the Mythos adds a different kind of tension to a game, as well as a hefty dose of realism.

Keepers who choose to set their campaigns exclusively (or even predominantly) on campus must decide whether the players will take the role of students, faculty members, or a mixture of the two. Each option has its own unique flavor, and offers a particular set of challenges to the investigators. Miskatonic abounds with potent resources for fighting the Cthulhu mythos, but student investigators will be denied access to most of them. Indeed, to carry out any kind of investigation at all a group of students will probably have to dodge curfew, pilfer supplies, and sneak into areas usually off limits to them. On the other hand, students up to something fishy will be assumed to be mere pranksters, and be let off the hook after enduring an appropriate reprimand. Also, student schedules tend to be more flexible: it's far easier (and acceptable) for a student to miss his early morning class after spending all night in the Old Arkham Graveyard than it is for his professor. Also, the way that academic examinations and themes are scheduled usually means that students will have an abundance of free time for most of any given semester, followed by a week or two of frantic work before midterms and finals. Keepers should do their best to keep the "real world" pressures of grades and coursework a legitimate concern for any group of student investigators, and involve their personal lives as well. A student investigator should, at times, feel like a superhero with a secret identity: they may break up the cult of Abhoth in late November, but how will they explain missing Thanksgiving to their parents? Rules for generating student investigators can be found in Chapter 3. Systems for measuring a student's coursework and grades are in Chapter 3 as well.

Professors, on the other hand, find themselves in the opposite predicament: they have easy access to the University's resources (except for the Restricted Collection — see p. 48). Professors also know a lot about their field of study, and at M.U. will have ready access through their colleagues to virtually any kind of information or scientific know-how. Their skills provide them with worthy tools for any kind of investigation. On the other hand, professors have far more demands placed upon their time, and are held to a higher standard of behavior. Professors who let their teaching slide and ignore their responsibilities will probably be forgiven once or even twice. Professors linked to odd occurrences or mysterious deaths will be dismissed, and will have a hard time ever finding work again.

As an interesting alternative, keepers might want to try running a mixed group of faculty members and students. The strengths and weaknesses of each type counter those of the other, and the professors of the group quickly become mentors to the students, using their higher skills to evaluate the odd things their student protégés uncover while doing legwork. While very efficient, this approach has its pitfalls. Students and professors often will be following very different lines of inquiry, forcing the keeper to deal with groups that are continually splitting up (a hassle for players and keepers alike). Also, there is a distinct social gap between a student and his professor — the student is in all ways the professor's subordinate, with all of the duties and obligations that implies. Giving one or two players the authority to boss the rest of the group around can sour the game if all parties aren't careful.

Miskatonic as a Resource

Keepers who want to incorporate Miskatonic University into a pre-existing campaign that doesn't happen to be set at M.U. or in Lovecraft Country will likely opt for a second approach, where M.U. becomes a place investigators need to go for help with an investigation already in progress. It's worth noting that this is exactly the use most protagonists in mythos fiction make of M.U. The Orne Library is the most obvious resource for a group of mythos hunters. After all, where else can you find more than forty Mythos tomes, including three versions of the *Necronomicon*, all in one building? But Miskatonic has other types of aid to offer. Perhaps an investigator has an old school chum who is now part of M.U.'s science faculty, and who would be only too happy to analyze whatever strange thing the investigators have gotten their hands on. The exhibit Museum and its collections of obscure artifacts could also serve admirably in this capacity, as would Arkham Sanitarium.

Miskatonic as resource lends itself to episodes rather than entire scenarios. In most cases the investigators will arrive, research or experiment upon whatever mystery they need to unravel, then dash off to their scenario's climax. A visit to M.U. not only provides valuable information, it can also serve as a break from an action-packed scenario or campaign. Most of the time a dash of atmosphere is all the investigators should get from M.U., unless the keeper incorporates another adventure into the plot. These side trips should kept short, so as not to distract from whatever brought the investigators to M.U. in the first place, and will usually be little more than red herrings. Alternately, devious keepers might have the perils of the investigation follow them to Arkham, confronting them just when they feel safest. Such interventions can have unexpected consequences. Henry Armitage may trust an academic investigator not to misuse the secrets locked in the Restricted Collection,

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but how can he be sure the Cthugha cult he's battling won't follow the researcher to campus?

Using Miskatonic as a resource can pose some interesting challenges for investigators. In the case of "mundane" scientific inquiries, can the investigators really count on their old chum not to publish a paper about the strange, seemingly extraterrestrial slime they collected? What can they tell the scientist to keep him quiet? Bear in mind that a precious few of Miskatonic's faculty have any inkling that the Cthulhu mythos exists: as far as most are concerned, anything extraordinary, no matter how odd or disturbing, should be shared with the scientific community at once. Convincing a scientist to shirk what he sees as his scientific and professional duty might prove an adventure in itself. With regard to the mythos tomes on campus, the main problem investigators will face is access. Again, very very few professors know the true scope of the Restricted Collection, and Henry Armitage sees it as his mission to keep this dangerous information from falling into the wrong hands. Keepers must never ever make it easy for investigators to win access to the Restricted Collection. Not only would such a move contradict the characters and motivations of several of Miskatonic's key personalities, the secrets and mighty spells available could easily unbalance a scenario or steal the challenge from a campaign. Also bear in mind that even if investigators get to read the mythos tomes on hand, it's not easy to find the specific answers they're looking for. Henry Armitage is an ideal solution to both of these problems — he should block investigator access to the magical "big guns" of the Orne Library, but can be a great research aid to investigators who can finally befriend him. Once they get into the librarian's good graces, Armitage can act as a mythos encyclopedia, deciphering strange inscriptions or providing obscure information on demand. Keepers should be careful, however, to ensure that the professional help investigators get from Miskatonic experts doesn't overshadow their own efforts. A little *deus ex machina* is fine (especially the first time it saves a group from certain death!), but if it comes too often, the game will grow boring.



Miskatonic as a Presence

Even if the investigators never visit Miskatonic University at all, the school can still have a profound impact on the course of a *Call of Cthulhu* campaign. There's a lot more to M.U. than some old buildings and classrooms, after all: the university constantly interacts with the world around it, often in far-reaching ways. In this context, Miskatonic is a name that can be dropped within a scenario, causing players to either shudder or smile knowingly, depending on how familiar they are with the body of mythos fiction. Dissertations from Miskatonic graduates might prove useful or essential to solving a strange mystery, or perhaps they might enlist the aid of a non-player character professor from M.U., off somewhere doing research or on a sabbatical. Miskatonic's expeditions provide perfect opportunities to bring M.U. into the wider world. *Beyond the Mountains of Madness* and the *Compact Trail of Tsathoggua* provide excellent examples of Miskatonic field expeditions in action. Investigators might join an expedition, tag along with one on their way somewhere else, or perhaps be rescued by one in the middle of nowhere. Again, be wary of *deus ex machina.*

Another intriguing possibility is to introduce some of the M.U. professors who are actively combating the Cthulhu mythos. Cautious investigators can look downright suspicious to people on the lookout for the taint of the Cthulhu mythos. How might the Armitage cabal react if they found a group of strangers snooping around a suspected hotbed of cult activity? What will the investigators make of them? For extra fun, move beyond Armitage and company straight to Laban Shrewsbury. Will a seasoned group of investigators trust this strange blind mad who drops names like "Cthulhu" and "Yog-Sothoth" in casual conversation? Ideally, Miskatonic professors should always have a hint of the unknown about them. The longer a group of investigators associates with them, the more they should realize just how dangerous and foolish fighting the good fight can be.

However a keeper decides to use Miskatonic within his campaign, he must also decide what flavor he wants to give the University. Depending on the keeper's whim, the halls of proud Miskatonic can shine like a beacon of enlightenment and hope, or loom like grim, shadowy giants, dripping with menace. There is ample room to take a light-hearted approach to Miskatonic: student zaniness and quirky traditions abound, and can go a long way toward lifting the spirits of dismayed investigators. Keepers should be careful, however, never to take the humor too far. The rest of the material in this book assumes a sober, realistic approach to Miskatonic, the kind used by Lovecraft in his stories. M.U. has no Department of Alchemy, does not use skulls or pentagrams in any of its emblems, and teaches no courses in summoning or sorcery. There is magic lurking in the shadows, and darker things lurking beneath the surface, but the illusion of normalcy still holds.

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Lovecraft's Shadow:

Making Peace with the Canon

While every *Call of Cthulhu* game is based at least indirectly on the fiction of the Cthulhu mythos, campaigns set at Miskatonic University can't help but interact directly with Lovecraft's stories. Protagonists (and even the odd antagonist) from some of Lovecraft's best works are close at hand, ready to help or hinder the investigators in their struggles with the unknown. Having your investigators get chummy with the likes of Henry Armitage or Nathaniel Wingate Peaslee can add a great deal of richness and enjoyment to any M.U. campaign, particularly if the players have read as many stories as the keeper has. Keepers should be careful how they treat the canon of mythos fiction, however. Running a game "within the books" requires some maturity on the parts of the players: even if they know Armitage has a copy of the *Necronomicon* in the library basement, their investigators certainly won't. Also, disrespectful or irreverent players can easily destroy any atmosphere the keeper has tried to create by randomly dismissing or assaulting any Lovecraftian characters they encounter. On the other hand, too much reverence of the canon can be a bad thing as well: keepers too caught up in the minutiae of the fiction will soon give their players the idea that the events of the stories are the only real and important ones in the game. Their investigators will therefore be stuck in the role of second or third stringers, standing in the shadows of Armitage and company. There is a balance between these two extremes, and keepers should put a lot of work into finding and preserving it. Some of the questions a keeper should ponder before beginning a Miskatonic campaign include the following:

How Much?

In other words, how many mythos stories will the keeper consider factual? Will works from authors besides Lovecraft be used? Keepers are also well within their rights to use some stories and not others — if the presence of Keziah Mason does nothing but muddy the waters of a game tied to "The Dunwich Horror," keepers can presume that the events described in "The Dreams in the Witch House" never actually occurred. Details and tidbits from the fiction of August Derleth, Lin Carter, and even Arthur Conan Doyle have been sprinkled into the pages of this book, and industrious keepers will likely find other stories or references to insert into their campaigns. On the other hand, a purist approach that only accepts H. P. L.'s stories is perfectly acceptable. Keepers should beware: the more stories they incorporate into a game, the harder they can be to reconcile.

How Close?

Once the keeper decides what stories will be used in his campaign, he must also decide how much of an impact they will have on the flow of play. There's so much going on in Arkham and Lovecraft Country that a group of investigators need never cross paths with Armitage or Peaslee, and in such cases the fiction will serve to provide background events that well-read players might chuckle (or groan) at. Alternately, the events of the stories can take center stage, with investigators following up the events as described. After returning from Vermont, Wilmarth might turn to faculty investigators for help instead of Armitage, or student friends of Walter Gilman might decide to find out exactly what happened in the Witch House. As a final concern, keepers should be advised that players can read the stories as easily as their keeper can — following the stories religiously can destroy the suspense for the players if they're as well read as their keeper. So, if you intend to run a game completely within the framework of a story, you'd best be prepared to improvise some new plot twists to keep your players guessing.

How Sacred?

Keepers must decide how devoted they are to making sure the events of a given story play out as written. If a keeper is willing to fudge a bit and deviate from the flow of events as Lovecraft (or other authors) described them, this approach allows scenarios based directly on the stories to be designed with the investigators as protagonists. Hence, a keeper could build upon the foundations of "Dreams in the Witch House", but have a player investigator take the place of poor Gilman's roommate or even Gilman himself. Keepers who go toward a more strict interpretation should decide just how graven in stone the events of the stories are. Is the canon absolutely true up to the present, but what about the future? If the future is taken as fact, keepers must be ready to pull their groups away from investigating Asenath Waite in 1929: after all, Asenath, in theory, would have to live to see the end of "The Thing on the Doorstep," in 1932 or 33.

A related issue deals with the Lovecraftian protagonists themselves. It's all too easy to assume that char-

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acters from the stories can do no wrong, and that they are far more important than the players. Why not shake things up a bit? As detailed in the section"The Mythos at Miskatonic", the final fates of several of Lovecraft's best known professors are never revealed in Lovecraft's fiction. Killing off Armitage or Rice will certainly get your players' attention, and is a great way to show just how high the stakes in a campaign are. Don't go overboard, however — not only will a keeper run out of sacred cows fairly quickly, but overuse will also diminish the impact of such dire events. Save a prominent death for the climax of a campaign. This advice also applies to the University itself. While the destruction of an entire building would certainly be a showstopper of a climax, such events shouldn't happen on a monthly basis lest keepers quickly run out of Lovecraftian guest stars to use as characters. If you want to take all of the fiction as sacred, remember that it's far easier to create a sequel to a story than it is to interact with the story itself.

Frameworks of Authenticity

One of the greatest problems facing a keeper trying to run a game based directly on the fiction is that the fiction often contradicts itself, or else goes against other source material published for *Call of Cthulhu*. When deciding what stories, elements, and items to hold as gospel and therefore integrate into a game, it's necessary to set priorities, interpreting some works as more true than others. While compiling this sourcebook, the authors used a four-tiered hierarchy to determine which interpretations to follow and which to discard. Sources were prioritized according to the following plan:

A) Lovecraft's fiction

B) Core Lovecraft Country CoC material by Keith Herber

C) Other Cthulhu Mythos Fiction

D) Other *Call of Cthulhu* material

Hence, even though Fritz Lieber describes Francis Morgan as a doctor of medicine in several of his stories, we stand by *H.P. Lovecraft's Arkham's* vision of Morgan as archaeologist. As long as the events in a story did not directly contradict the Lovecraftian or CoC vision of M.U., they have been included. The only place where this book diverges from Keith Herber's canonic material is the origin of the Orne Library's *Necronomicon*. While the link presented in the main CoC rulebook to both Lovecraft's family and the "Case of Charles Dexter Ward" is intriguing, other considerations led the authors to substitute a different background. Lovecraft himself, after all, never says for sure.



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Chapter One

Miskatonic University

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MISKATONIC UNIVERSITY, 238 YEARS OLD as the 1928/29 academic year begins, is nearly as old as the town of Arkham itself, and events in Arkham township have traditionally driven the destiny of the school. The faculty, staff, and students of Miskatonic are proud of the school's long and illustrious history — an epic tale of high aspirations, continuing growth, and a commitment to academic excellence that has overcome all obstacles. The following is the accepted history of Miskatonic University. It can be learned with a minimum of research.

Beginnings

The founders of Arkham were men who took pride in their education, and they moved quickly to establish an outpost of higher learning in the new township. In 1690, the Great and General Court of Massachusetts chartered "the College of the Miskatonick Vallye upon the petition of the townes and parishes of Arkham, Innsmouth, Kingsport, & Newe Salem". The school was housed in the Congregational parish house on French Hill in Arkham, and soon came to be called Arkham College. Most considered "Miskatonick" an inappropriate name, both for its ties to the local Indians and for the vagaries of its spelling and pronunciation.



Arkham College began with a faculty of three: the Reverend Ward Phillips, Sir Phillip Theobald, and Dr. Bernard Herber. Phillips served as the college's first president and Theobald was general secretary. Phillips envisioned a college that would enrich Arkham by producing ministers and men of learning to serve the community. Like Harvard and most other early New England schools of higher learning, Arkham College would function primarily as a seminary.

The coming of the witch hysteria in 1692 gave the college its first crisis when accused townsfolk fled from New Salem and Salem village to nearby Arkham. This influx of sometimes-unsavory characters created friction in the town. President Phillips vigorously pursued witches in Arkham, and urged the folk of Arkham to root out the agents of Lucifer wherever they lay hid. Other voices, led by the esteemed Dr. Herber, preached moderation. Arkham Township owed its existence to a group of moderate thinkers who had turned away from the conservative excesses of Congregationalist Salem. He argued that Arkham should not betray the founders by joining the witch hysteria. As the number of accused rose, natives of Arkham also fell under suspicion, and the conflict intensified. Phillips assisted in the arrest of infamous witch Keziah Mason, and his victories against the forces of Satan swung many undecided folk in Arkham to his side. Herber's support waned, and soon his views had earned him the scorn of both the community and of Phillips. The rift between the two educators nearly poisoned the college.

When Herber himself was denounced and accused, Reverend Phillips saw that matters had been pushed too far. Phillips relented in his position, and spoke eloquently in Herber's defense. Herber was acquitted in 1693, and Arkham College emerged into the eighteenth century.

By 1740, faculty and student body had grown too large for the parish house to easily contain them, and parishioners complained that the doings of the school had begun to interfere with the activities of the church. Talk turned to finding Arkham College a new home. In 1747, Elder Marsh of Innsmouth, a proud Arkham College alumnus, donated a large sum of money for the construction of a new school building. Land was purchased on High Street near the village common, and soon a new two-story structure had been completed. Arkham College moved its growing library into it, and by 1750 the college had left the parish house completely.

After such hopes, however, the school failed to prosper. Just as Arkham found herself overshadowed by Boston, Kingsport, and the other larger ports of Massachusetts, Harvard and other schools outshone Arkham College. The college's growth slowed to a crawl. Some foresaw its failure.

Transformation

But the 1760's saw an economic boom in Arkham, and the changes that swept the town also buoyed up Arkham

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College. Indeed, one of the sources of Arkham's new prosperity would also be the architect of the college's rebirth. Jeremiah Orne's East Indian shipping fortunes helped revive Arkham's flagging economy, and Orne later chose Arkham College as a conduit for his legacy to the town. When he passed away in 1765, Orne left substantial money as well as an extensive personal library to Arkham College, provided that the school was reorganized in a rationalist fashion. Arkham College underwent the consequent transformation, and Miskatonic Liberal College was born.

The school was moved again, this time to a grand new building on Edge Street, overlooking the town common. Francis Derby and George Locksley, lifelong friends of Jeremiah Orne, took over as trustees of the college and Harvard graduate John Adams Pickering was chosen as the reorganized school's first president. Pickering strove to expand the courses of study available at Miskatonic, and to bring in new faculty. Locksley caused more than a little controversy in charting the school's early course. Following Orne's will to the letter, Locksley insisted that Miskatonic divorce itself completely from the Congregational Church and continue as a purely secular institution. Many townsfolk were outraged that the college was turning its back on its pious beginnings, and these feelings divided town and gown. Derby's Unitarian leanings further distanced the school from the town that gave it birth. Despite argument and outcry, Miskatonic Liberal College endured these stormy early years, and ultimately prospered.

The Campus Takes Shape

In the spring of 1775, the Salem Academy was a victim of financial misfortune and was forced to declare bankruptcy. President Pickering had long reckoned the institution a sister school to Miskatonic. Pickering first diverted Miskatonic College monies to help the Salem Academy with its debts, but in February of 1776 the Salem Academy was forced to close its doors forever. Pickering purchased the ailing Academy's library and immediately hired several members of the school's faculty, absorbing the smaller school. Many of the Academy's students followed their teachers to Arkham, swelling Miskatonic's enrollment. The Orne building was now too small for the college, but the coming of war delayed expansion.

The Orne and Derby families amassed new fortunes as privateers during the war, and they continued their generous endowments to Miskatonic College. The administration devoted its energies to expansion, and found Arkham ready to oblige since the Revolutionary War had sharply curtailed the town's sea trade. When the college trustees proposed to buy the town common for use as a new campus, the town council quickly put aside any ill will they felt for the "godless" school. Miskatonic purchased the town common in 1779, and a flurry of building began. Locksley Hall, Derby Hall, the Orne Library, and the Phillips Dormitory followed each other in rapid succession, filling the east end of the new campus. In 1783 the Derby family successfully petitioned that Edge Street be renamed College Street. None could deny the mark the school had left upon Arkham.

After the War for Independence, Miskatonic College entered a period of explosive growth. The influx of new students brought new businesses to cater to their needs. The wealth of the Ornes and Derbys began to enrich the town at large, and Arkham prospered. Over time, the school also adapted to changes in the standards of education. In 1849, Miskatonic awarded its first Bachelor of Arts degree. By then only the oldest and most contrary residents remembered the school's once-stormy rebirth. School and town had become partners in the building of a better future.

From College to University

By 1855, the student body and faculty of Miskatonic College had long outgrown the four campus buildings. Many students were housed in brownstones along College Street. Other College Street properties had been purchased by the school in the meantime and used as makeshift classroom space. The time had come to expand again. Under the tenure of President Stanley Hoyt, Miskatonic would undergo a period of change almost as radical as that which had accompanied the rebirth of the school nearly a century earlier.

Hoyt had grand aspirations for Miskatonic: not content with Miskatonic's status as a liberal arts college, Hoyt envisioned a university in Arkham, one that would rival Harvard, Yale, or Princeton. A tireless fundraiser, Hoyt soon changed the face of Miskatonic forever. In 1859 the Philosophy and Mathematics building was built at the southeast corner of W. Church and S. West, and in 1861 the Languages, Literature & Arts building (Robert Carter Memorial Hall) followed at the northeast corner of West and College. The greatest change, however, took place across the street from the college with the foundation of the Miskatonic Teaching Hospital in 1861, which also housed the new School of Medicine.

The year of 1861 would see a fundamental change at Miskatonic. The Congregationalist Church had rankled under Derby and Locksley's reorganization of the college back in 1765, and had founded Arkham's Enduring

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Miskatonic Traditions, Legends, and Miscellany

Miskatonic University

Location: Arkham, Massachusetts

Founded: 1690 (as Arkham College)
School Mascot: the Badger
School Colors: Purple and Black
School Song: "Hail, Miskatonic, Hail!"
School Emblems: The Bell of Freedom, the Book of Wisdom, and the Light of Truth
President: Dr. Harvey Wainscott

Board of Trustees:
Mr. Lawrence Derby III
Mr. Rudy Hunter
Mr. Bascom Jones
Mr. Richard Ward

Campus Legends

For two and a half centuries Miskatonic has built up its share of rumors, legends, and tall tales. Some stories (typically based on recent events) are still recounted with specific dates and names attached to them, while others have been invented and reinvented so many times that little more than a cipher remains — these stories were heard "from a friend of a friend," are dated "a few years ago" or "back when my father was a senior," and typically involve just "some students" as their protagonists. Given the nature of oral traditions, dozens of versions exist of each of these stories — keepers should feel free to distort, embellish, and revise the rumors as needed. Most are innocuous red herrings, but a few might lead a group of student investigators to one or another of M.U.'s more sinister secrets. In addition to the many rumors sprinkled throughout this book, by the end of their freshman year, M.U. students are bound to have heard all of the following:

- ❏ The death of hapless Math senior Walter Gilman just last May is the student body's current favorite rumor. Depending on the storyteller, Gilman died of pneumonia, or of alcohol poisoning (he drank an entire barrel of whiskey after being told he was going to flunk out of school), or of rabies (from a rat bite), or was worked to death by his capricious professors. Whispers attribute his death to witchcraft, or to the ghosts of Goody Fowler or Keziah Mason.
- ❏ Tales are also told of Wilbur Akeley, a wealthy eccentric who died while wandering the stacks of the Orne Library. His death was officially pronounced a heart attack, but some say Akeley fell victim to the ghost haunting the library building — for details, see the Orne Library section later in this chapter.
- ❏ Listen long enough, and you'll find testimony that every building on campus, perhaps even in all of Arkham, is haunted. Ghost stories abound at M. U., centering on the Orne Library, Exhibit Museum, Medical School, and East Dormitory. Dozens of ghosts have been described at one time or another, including students, professors, visitors, and even a phantom groundskeeper! Soon Walter Gilman and Wilbur Akeley will join the ranks.
- ❏ It's said that University founder Jeremiah Orne funded the school with pirate gold he found in the Caribbean, and that the lion's share of Orne's treasure was never found after his death. Some claim the gold is in the Exhibit Museum's vault, hidden somewhere in the walls of Locksley Hall, or buried under campus. Many campus tunnels owe their beginnings to ambitious treasure hunters.
- ❏ On more than one occasion, people — a gang of fraternity brothers, some hapless freshmen, or even Arkham-area children — have run into trouble in the campus tunnels. Some simply vanished and were never found. Others were killed, driven mad, or left comatose by whatever they found down there, or whatever that found them.
- ❏ Old Squinty, the mummy in the Exhibit Museum, is the center of a cluster of legends and

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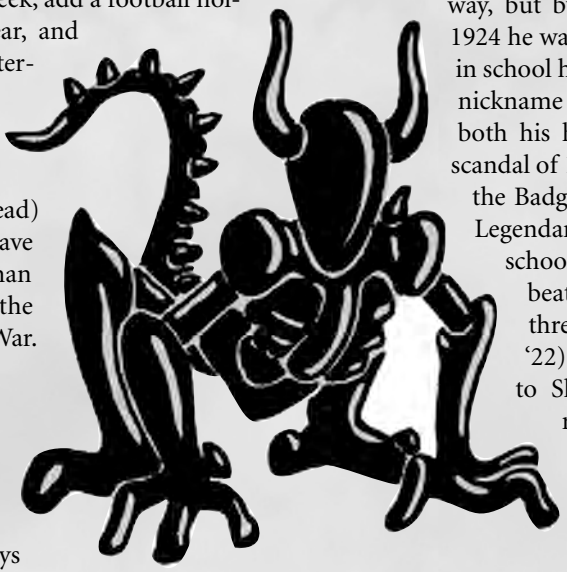
traditions. See the Exhibit Museum p. 68*ff* and the Miskatonic Mummy p. 164*ff* for details.

- ❏ The Orne Library, likewise, has many legends. See the Orne Library later in this chapter, p. 38*ff*.
- ❏ A few years ago, some fraternity members crept into the morgue under St. Mary's hospital, hoping to steal a cadaver as part of a fraternity prank. Depending on who's telling the story, the hapless intruders were arrested and sent to jail, or were found babbling incoherently in the morning, or were found dead by a janitor, strangled — the last with a corpse's hands still locked around his neck!
- ❏ Fond tales are told of the Engineering Club's past antics. The creation of the Student Lounge (for more, see the campus tunnels p. 157) is just one of many achievements. In 1926 they erected a concrete pyramid that blocked University Street, while in 1920 they managed to lift and rotate the statue of Dean Halsey so that it faced north instead of south. No mean feat, since the statue weighs several tons! To the eternal pride of engineers everywhere, the deed was done in a single night, and carried off without witnesses.
- ❏ A singular legend centers around the president's residence: the building has four chimneys, but visitors have always affirmed there are only three fireplaces inside. Why is there an extra chimney? Is a fourth fireplace walled off somehow? If so, where? What could be in it?
- ❏ Many say that if the Miskatonic Badgers ever have an undefeated football season, the trustees will cancel classes for a week, add a football holiday to the academic year, and raise a statue of the quarterback.
- ❏ Legend has it that the "relics of Saint Ward" (slivers of the Bronze Head) bring good luck, and have saved the lives of more than one M.U. student on the battlefields of the Great War.

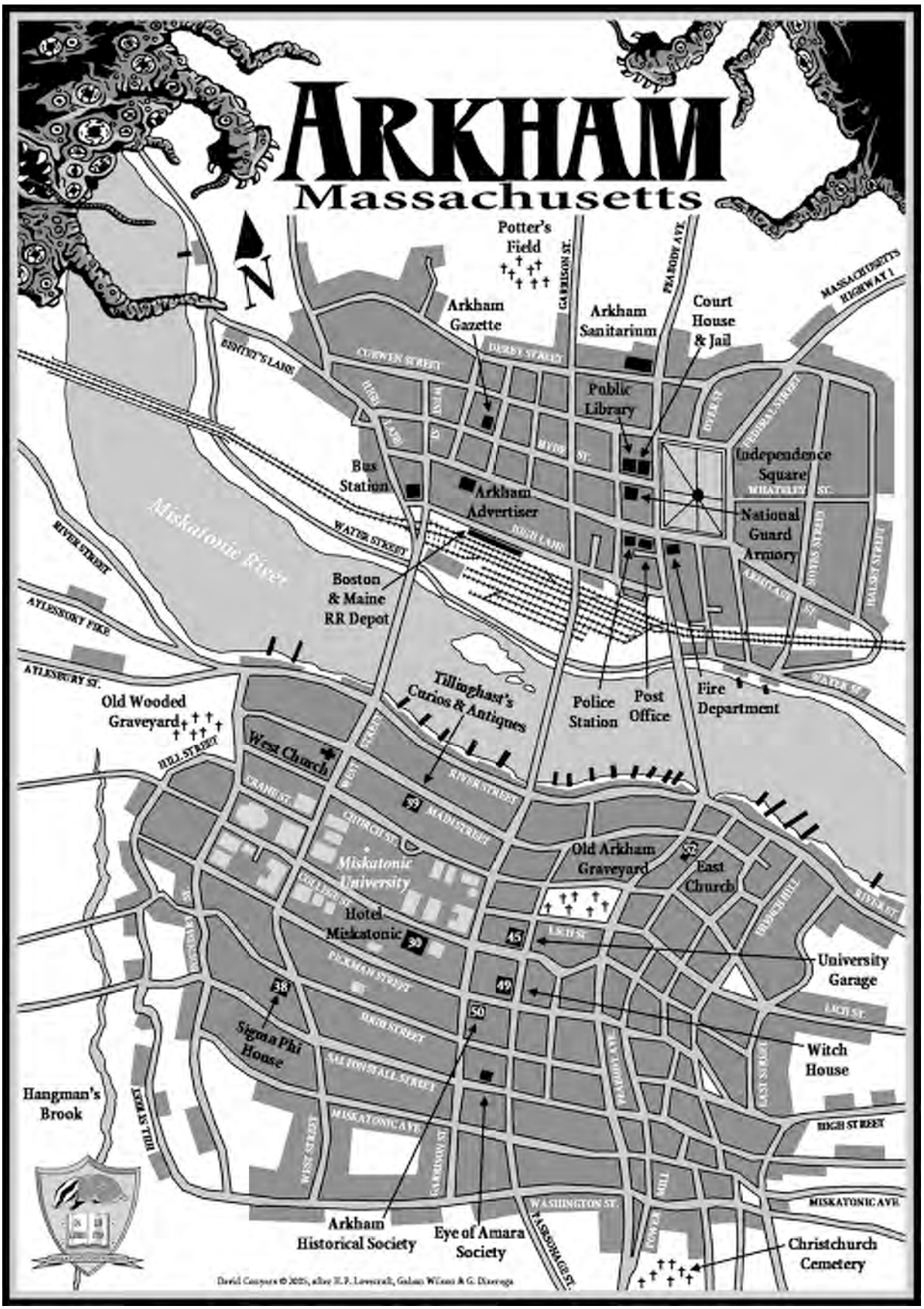
Campus Traditions

In addition to many of the rituals, festivities, and holidays described, students are also bound to bump into the following campus traditions.

- ❏ The Great Game: for more than twenty-five years, campus fraternities and organizations have been locked in a struggle for ownership of the coveted Bronze Head, the head of "Saint Ward". See the "Bronze Head", pp. 163-164 for details.
- ❏ Early in the fall semester on the night of the first campus dance, West dormitory is besieged by a mob of upperclassmen who refuse to let any freshman leave without having a stripe of hair shaved off with a set of electric shears. The upperclassmen do it, so they say, to keep freshmen from being able to get a date or find a dance partner. All good sheep are expected to endure their shearing without complaint. The more a student resists, the more hair he loses. It should be noted that the commonly short haircuts (and ubiquity of hats) in this era lessen the damage to a freshman's appearance, and that in the years since the tradition began, freshman now often wear their bald stripes as badges of honor. Many female students go out of their way to dance with striped sheep.
- ❏ In the last few years senior men have attended the homecoming football game wearing only one shoe (usually the left one). During Hell Week of 1919, a group of seniors hazed fraternity pledge Frederick Abernathy, demanding he hand over his right shoe before trying out for a place on the M.U. track squad. Abernathy gave up his left shoe and ran wearing only the right. Not only did he manage to make the team anyway, but by the time he graduated in 1924 he was the most celebrated athlete in school history. Abernathy earned the nickname "Shoeless Joe" (a reference to both his hazing and the Black Socks scandal of 1919). And as quarterback of the Badgers he led Miskatonic to the Legendary Series, the only time in school history M.U. managed to beat Brown on the football field three years in a row ('20, '21, and '22). Many toasts are still made to Shoeless Joe, and Abernathy returns to M.U. each homecoming. Though he now wears both of his shoes, he is always honored by the student recognition.



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Faith seminary as an alternative for Arkhamites seeking proper education. In 1833, the foundation of the Unitarian True Faith seminary had prompted Miskatonic's rival to change its name to the Elder Faith seminary. By 1861, the seminary was in dire financial straits and on the verge of closing its doors. President Hoyt and the trustees approached the heads of the ailing school, and soon Miskatonic absorbed its formal rival, much as it had the Salem Academy in 1776. Miskatonic created a School of Theology. Now it lacked only a School of Law, which Hoyt organized in 1862. The new school took residence in the Philosophy Building.

Though these were the darkest days of the Civil War, all the pieces were in place. The new Schools of Law and Medicine were slow to take root, but soon proved indispensable. In 1863 a new dormitory replaced the decrepit Phillips Hall. In May 1865, the former Miskatonic Liberal College awarded its first doctorates in Law and Medicine, and President Hoyt's dreams were realized. Miskatonic University emerged from the Civil War as a fully accredited private institution of higher learning.

The years following Hoyt's presidency saw more expansion. In 1866 the campus was beautified, most of the current sidewalks were installed, and the Memorial Clock Tower was built. When the Orne Library collapsed in 1878, it was replaced by the current granite structure. In 1875, Miskatonic opened its doors to women at the request of financial benefactor Dorothy Upman. In 1879 Dorothy Upman Residence Hall was completed, and Miskatonic became one of the first fully co-educational universities in New England. When a second dormitory was completed in 1883, the campus as we know it today was complete.

Into the Modern Era

The Great Flood of 1888 left its mark on the M.U. campus, damaging the basements of several buildings including the library and its periodical collection. The appointment of President Halsey Maddox in 1891 brought another wave of changes to the school, changes that continue into 1928 and beyond. Just as Hoyt had envisioned Miskatonic as a full university, Maddox envisioned a Miskatonic with a modern curriculum and facilities rivaling those of any university in the country.

Maddox took more of a direct hand in the administration of Miskatonic than his predecessors had, and moved the president's house onto campus to keep close to the pulse of the school. Soon after, Maddox began upon his campaign of modernization. Demand had caused the formation of several science classes at Miskatonic, most of which were outgrowths of the schools of mathematics or medicine. Maddox molded them into a new College of the Sciences, able to at last award graduate degrees in science. New classes were added to the school's curriculum, and a legion of new faculty hired to teach them. In 1899 the Philosophy, Mathematics, and Law building was rebuilt from the ground up and turned into a complex of lecture halls and laboratories, the present Science Hall.

The School of Philosophy relocated to the LL&A building, while the law school was forced to move across College to the newly refurbished Eli Hall. Law's faculty and alumni indignantly protested their exile from campus proper, creating the biggest controversy in decades. Arguments and protests were to no avail: the board of trustees stood firm behind the president's visions of progress, and Science Hall would prove to be Maddox's great legacy to Miskatonic.

In 1902 Maddox turned from Miskatonic's future to its past, and authorized the complete restoration of the Exhibit Museum, the core of Jeremiah Orne's original bequest. Some were sad to see the original main building demolished, but the gorgeous new building soon found favor throughout the town. Maddox would not live to see the fruition of his visions, however. In 1905 Arkham was devastated by an outbreak of typhoid fever which claimed the lives of over a hundred Arkhamites. Maddox was among the slain. Tireless efforts by the staff of St. Mary's and the faculty and student body of the School of Medicine saved countless lives, and earned the respect of many Arkhamites who had come to resent the university's growth. Dr. Allen Halsey, Dean of the School of Medicine, also died in the epidemic. The citizens of Arkham later raised a statue in memory of his efforts and final sacrifice.

Maddox's successor Peter Addleson continued to expand campus facilities. In 1910 a new Medical School building was built alongside St. Mary's Hospital (renamed in 1892), and Derby Hall was refurbished and changed into a faculty and graduate dormitory. The school's administration moved from Derby to the new Hoyt Administration Building, which was finally completed in 1912. The next decade was a time of stability and steady growth for Miskatonic University. Two dozen of Miskatonic's finest served and fell in the fields of France in the Great War, and their names are immortalized on a plaque in Locksley Hall. By the end of the Great War, the prosperity of the school determined the prosperity of the town.

The 1920's have so far been kind to Miskatonic University. The Tyner science annex and Axton field house were added in 1920, and enrollment continues to steadily increase. The relative calm of Addleson's tenure as president, however, seems to be at an end.

Miskatonic's current president, Dr. Harvey Wainscott, was appointed in 1925, and it is his tireless duty since then to finish Maddox's modernization of the university. Miskatonic's older faculty and staff are convinced that Wainscott wants little more than to turn the university upside down.

Wainscott reorganized Miskatonic's school and department structure, changing the funding for many departments and making enemies in the process. He also mandated the construction of a new Liberal Arts Building at West and Crane Streets. Wainscott's choice of Jonathan Edwards Hall as the name for the new building raised many eyebrows, as did his plan to convert the current LL&A building into more dormitory space. Despite grumbles and protests from the faculty and staff, the trustees stand firmly behind Wainscott, and are committed to his vision of modernization. Wainscott's latest decision has raised a storm of controversy not just on campus but in all of Arkham: in the spring of 1928, Dr. Wainscott announced he would run for Mayor of Arkham. Many townsfolk were outraged by what they see as an attempt by the University to take over the town. Editorial arguments and diatribes in the pages of the Arkham *Advertiser* and the Arkham *Gazette* have become a daily occurrence as the election draws near.

The Future

In the early 1930's, Miskatonic's reach tragically exceeds its grasp. The massive M.U. Antarctic Expedition of 1930-31 promises to expand the bounds of science and cement Miskatonic's fame forever. The expedition, however, ends in tragedy, and more than a dozen men (including two faculty and four students) die on the ice. The failure of the intensely expensive expedition is a crushing blow to Miskatonic, and the deepening economic depression cuts deeply into the investments that fund much of the institution. Future expeditions to Australia and British Honduras also end badly. As the Second World War draws near, Miskatonic University teeters on financial ruin.

Campus Guide

Campus and Environs

Note: This guide describes the Miskatonic campus as of the fall of 1928, about the time of the "Dunwich Horror" and *H.P. Lovecraft's Arkham.* References to future developments will be made where appropriate. When available, the location's corresponding entry in *H.P. Lovecraft's Arkham* (2003 edition) is noted in parentheses at the end of an entry name, (*e.g.*, *ARK* 620 for the Orne Library). Locations not officially part of the University are asterisked (*).

All the following locations are numbered according to a nearby map of the campus and a portion of the town of Arkham. See also the map key on p. 24.

Numbers 1-13 comprise the buildings in Miskatonic's original campus, usually called the Quad. Over time, people and groups important to the campus community have settled around the campus. Numbers 14-25 are found west of the Quad. Numbers 26-36 are south of the Quad. Numbers 37-52 are off-campus, but still in the town of Arkham. Numbers 53-56 are other University properties, one out of state. Businesses sharing the same number share the same physical building.

The Miskatonic Campus

1. The Quad
Bounded by West, Church, Garrison, and College Streets

Originally these spacious lawns of the University campus were the Arkham town common. Straight, even sidewalks connect all major campus buildings, and the grounds are also well appointed with shade trees and benches. In good weather, the quad is often full of students and townsfolk strolling, studying, or enjoying a picnic. Warm weather or a full moon draws out nocturnal strollers. Despite the Administration's disapproval of the practice, unorthodox professors sometimes hold class on the green when the day's heat and humidity become extreme. Such outdoor meetings are far less common than most students would prefer. Following the return of the Miskatonic Antarctic Expedition in 1931, a monument will be raised in the center of the quad to honor the University's fallen.

2. Sciences Hall (ARK 609)
SE Corner of West at Church Streets

Originally built as the Philosophy and Mathematics Building in 1859, Science Hall was renamed and completely rebuilt in 1899, when it became the headquarters of the new College of Sciences. The basement contains several large lecture halls and the office of Dr. Cecil Waldron, campus physician. More lecture halls, classrooms, and the offices of the School of Natural Sciences and the biology department are found on the

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first floor. The upper floors hold some classrooms, but are primarily devoted to departmental and faculty office space. The second floor is also home to the School of Applied Sciences and the Astor department of mathematics, while the third floor is dominated by the School of Physical Sciences. The fourth floor consists of hot, cramped garret offices to which part-time instructors and graduate students are usually relegated, stuffed in under the eaves. A small greenhouse is maintained on the south side of the building for the use of the biology department.

Most of the College of Sciences' departments and faculty have their offices in this building, and science majors grow intimately familiar with the building's halls and rooms by the time they graduate. Note that only two laboratory rooms are in this building, one in the basement and one on the second floor. The Science Annex next door holds most of the labs for the College. After the tragic fate of the Miskatonic Antarctic Expedition in 1931, Science Hall will be renamed Atwood Hall in honor of the fallen professor.

3. Charles Tyner Science Annex (ARK 610) West Street, between R. C. Memorial and Science Hall

Connected to the science building by a covered walkway, the Tyner Annex was built in 1920. It is named for Miskatonic graduate Dr. Charles Tyner, one of M.U.'s most famous alumni. The annex is two stories high, and consists primarily of advanced experimental laboratories for use by the various departments of the School of Sciences. The departments of astronomy, metallurgy, and engineering have their offices on the second floor. The basement of the building holds an auxiliary generator to provide to power itself and the science building for large experiments, or in case of emergency.

Adjoining the generator room is the Applied Sciences student lounge, a small but well-furnished cave excavated by engineering department undergrads shortly after the Annex opened. The lounge is furnished with plush tables and chairs (pillaged from dorms and brownstones), and features two electric lamps which

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Map Locations in Arkham

A/B = the suffixes mean that the two businesses are in the same building.

1 - The Quad.
2 - Science Hall
3 - Charles Tyner Science Annex
4 - Robert Carter Memorial Hall

5 - Copley Memorial Bell Tower
6 - Statue Lawn
7 - West Dormitory
8 - East Dormitory

9 - George Locksley Hall
10 - Dorothy Upman Hall
11 - Derby Hall
12 - President's House

13 - Orne Library (1781, 1878)
14 - Southwest Transformer Station
15 - Miskatonic Players' Hall
16 - Miskatonic Athletic Assoc.

17 - abandoned house
18 - Marching Miskies HQ
19 - Peaslee Home
20 - Jonathan Edwards Hall

21 - Axton Field House
22 - Athletics Track and Field
23 - School of Medicine
24 - Laundry and Steam Plant

25 - St. Mary's Teaching Hospital
26 - University Exhibit Museum
27 - Hoyt Administration Building
28 - Eli Hall

29 - The Garden Café
30 - Hotel Miskatonic
31 - University Bookstore
32 - Harriet Botsford Hotel for Women

33A - The Book Nook
33B - Newport Creamery
34 - Arkham SPCA
35 - Delta Phi House

36 - Packer House
37 - Franklin Place
38 - Sigma Phi House
39 - Tillinghast's Curios and Antiques

40A - Jawil's Book Store
40B - The Campus Store
41 - Walgreen's Drugs
42 - Campus Bicycle Shop

43A - Almen's Flowers
43B - College Barber Shop
44 - University Spa
45 - Miskatonic University Garage

46 - Paul's Steak House
47 - Keenan's Laundry
48 - NE School of Bookkeeping
49 - The Witch House

50 - Arkham Historical Society
51 - The Tabularium
52 - East Church

Out of Town, Out of State

University Athletic Field
Woods Hole Research Campus
Kingsport Head Wireless Station
Mesa Grande Archaeology Compound

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draw power from Tyner's generators. The Cave is open to Engineering students and their guests only, and is rarely empty — late night gatherings and all-night cram sessions are common occurrences. A narrow tunnel out of the Cave provides access to the campus tunnels (see the Campus Tunnels, pp. 154-155, for more information).

4. Robert Carter Memorial Hall (ARK 611) NE Corner of College at West Streets

This huge four-story building was built in 1861 as part of the transformation from Miskatonic Liberal College to Miskatonic University. The building is named for Robert Carter (grandfather of noted mystic Randolph Carter), whose semi-anonymous donations to the college in 1860 helped pay for the building's construction. Home to the entire College of Language, Literature, and the Arts, the upper floors of the building are a maze of departmental and faculty offices, many bursting at the seams. The only classrooms in Memorial are found in the basement and the first floor, and the high demand for office space means that most LL&A classes are taught in Locksley Hall.

The basement also serves as the headquarters of the Marching Miskies, the university's unofficial marching band. The Miskies have one large lecture hall and two offices in the basement of the Liberal Arts Building that serve as their campus headquarters and rehearsal space (much to the chagrin of those in the classrooms directly above them). The Miskies are quite concerned that no similar space has been earmarked for them in the new building, Edwards Hall.

Trying to find an office in R. C. Memorial is an exercise in confusion and frustration. To begin with, LL&A is the only Miskatonic college that hasn't yet switched over to President Wainscott's new organization system yet.

Bureaucratic inertia, faculty ill will, and lack of available space have derailed every attempt to convert the College. As a result, the old School of Language and Literature still has its office on the first floor, the School of History and Social Sciences' main office is on the third floor, and the Fine Arts office is on the fourth floor. Mail sent to the School of Antiquities or Human Conduct has a very slim chance of getting to its rightful destination. To make matters worse, related departments (like Ancient History and Archaeology, for example) are often located on different floors, and any given professor's office is unlikely to be near those of fellow department members. Memorial is also woefully overcrowded: the third and fourth floors each house five or more departments. Freshmen who have to take care of official departmental business are often bewildered, and the confusion is thought by many to be the source of the cantankerous streak common to many LL&A faculty.

Relief is in sight, however. R. C. Memorial Hall will officially close at the end of spring semester, 1929, and the College will move to its new home in Jonathan Edwards Hall, across West Street from campus. Edwards Hall will open for the fall semester of 1929. Ample office and classroom space are promised for all departments. Professors are already playing a wicked game of musical chairs, vying for the best of the new offices.

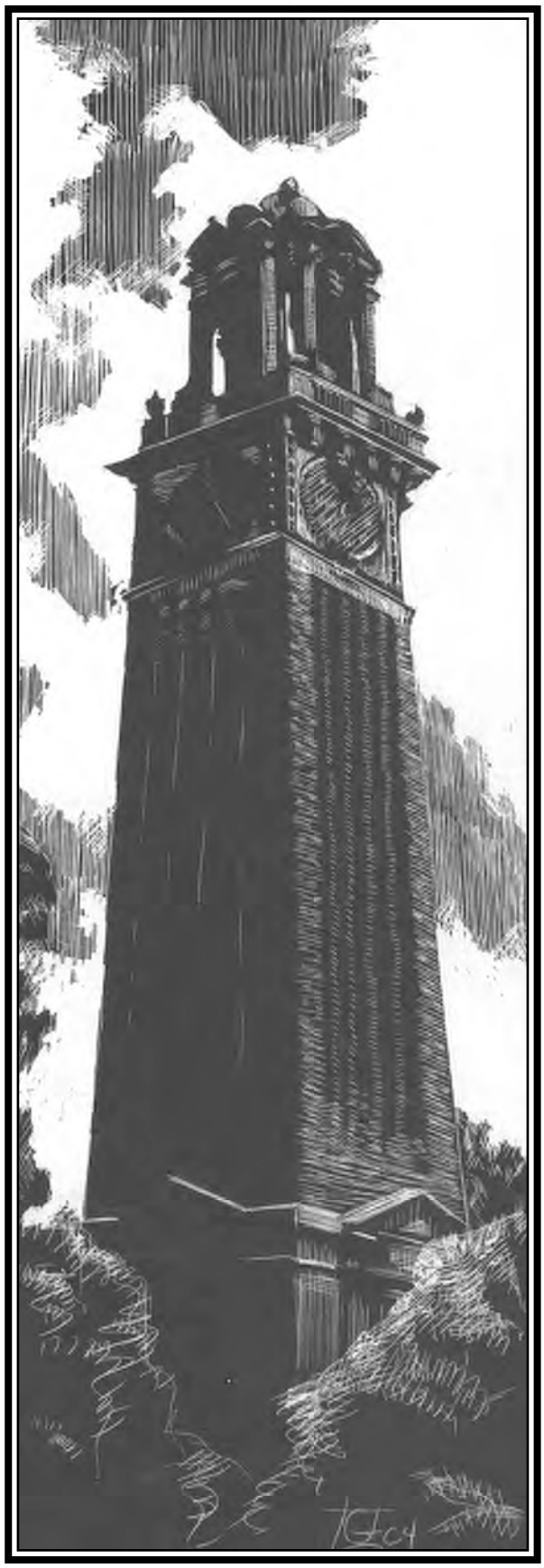
Once the College moves, R. C. Memorial will be completely renovated and converted into a new dormitory, to be renamed Herber Hall. Herber Hall will open the fall semester of 1930, but the Great Depression and the Second World War ensure that it stands half-empty for years.

5. Copley Memorial Bell Tower (ARK 612)
The Quad, between West Dormitory and the Sciences Building

The most prominent campus landmark, the Copley Bell Tower stands eight stories high and is the tallest building in Arkham south of the Miskatonic River. The neo-gothic tower was built in 1866, in the memory of three brothers who died in the Civil War. The bells chime every quarter hour, and play a halting, mechanical tune each day at 1:30. Stilted and often off-key, the bells' repertoire is limited to the school song, national anthem, and carols at Christmas time.

6. Statue Lawn (ARK 613)
Church Street between Locksley Hall and the Copley Tower

Formerly the site of a large ornate fountain, in 1908 the fountain was replaced with a nine foot granite statue of Dean Halsey, former dean of the School of Medicine.



Copley Memorial Bell Tower

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The statue was commissioned in 1906 and underwritten by the grateful citizens of Arkham, who raised the statue in honor of Dean Halsey's service to the town during the typhoid epidemic of 1905. Halsey is portrayed standing on a marble pedestal, gazing down Church Street toward the symbolic gates of the campus.

An ornate garden surrounds the base of the statue, complete with benches and pigeons, and extends well into the Quad. The Statue Lawn is a popular place for students to while away idle hours, and many townsfolk hold weekend picnics here. Late on some afternoons, the Miskatonic Jazz Band gives impromptu recitals on the Lawn.

7. West Dormitory (ARK 618)
College Street between East Dormitory and R. C. Memorial Hall

Occupied by most of the university's upperclassmen and a few lucky sophomores, West Dormitory was built in 1888. The rooms are small, the dining hall food is bland, and the furniture is old, but this dorm is heaven compared to "Hell East", East Dormitory. In 1930, West Dorm will be occupied by lowerclassmen, as its former residents move into the refurbished facilities of Herber Hall.

8. East Dormitory (ARK 619)
College Street between the Orne Library and West Dormitory

The lowerclassmen's dormitory, built in 1863. All freshmen attending Miskatonic are required to live here, unless the freshman lives at home or in a relative's home in Arkham. The dormitory also hosts all the unfortunate sophomores who could find lodgings nowhere else. Dismal plumbing, a faulty heating plant, a leaky roof, and the general bustle and commotion on every floor of East Dorm have earned it the nickname "Hell East". The dining hall, while a popular gathering place for freshmen, serves the worst meals on campus.

Hell East closes in the fall of 1930, as the lowerclassmen move to West Dormitory and the upperclassmen move to Herber Hall. Former residents, happy to leave, tell tales of a strange mite infestation that prompted the dorm's abandonment. Dwindling University finances stall the planned renovation of the structure, and in 1934 the building is condemned and eventually demolished.

9. George Locksley Hall (ARK 614)
Church Street, between Upman Hall and the Statue Lawn

This graceful red brick Georgian building is named for one of the University's first trustees, and has the honor of being the oldest building on campus, dating back to 1779. Despite its age, the woodwork and furniture are in remarkably good shape. Locksley Hall contains lecture halls, classrooms, and minor offices. Students in the College of Language, Literature and the Arts will take the majority of their classes in this building, and almost all sections of the "Core Four" required curriculum are taught in Locksley. Many student clubs and campus organizations also have offices and meeting rooms here.

10. Dorothy Upman Hall (ARK 615)
Church Street adjacent to Derby Hall

Shortly before her death in 1875, wealthy Arkhamite Dorothy Grace Upman offered the University a sizeable endowment on the condition that women be freely admitted into all courses of study at Miskatonic. The trustees agreed, and part of the Upman endowment was used to build a campus women's dormitory, finished in 1879. All female scholars attending classes at Miskatonic are required to live here until age 30, unless they live with their families or husbands. The puritanical building staff keeps everything neat and clean, and lodgings are very reasonably priced. Given the amorous inclinations of the male student body and the puritanical sensibilities of Arkham, Upman is arguably the most secure building on campus. Gentleman callers are admitted only into the entrance lobby, and are not admitted at all after dark. The Upman Hall monitors are notorious for their draconian enforcement of campus curfew.

11. Derby Hall (ARK 616)
SW Corner of Church and Garrison Streets

The faculty and graduate residence, Derby was rebuilt to its current purpose in 1910. The first Derby Hall occupied the same site beginning in 1782, serving as classroom space. In 1863, Derby became the new administration building. It was converted to its current function once construction began on the Hoyt Administration Building. This series of renovations has led to a strange and haphazard interior arrangement: rooms are oddly shaped, and numbered in no apparent order. Derby is a residence for bachelor faculty and graduate students, as well as guests of the University. Derby's staff ignores the University's curfew policies, with access granted by a porter 24 hours a day. Visitors of the opposite sex are never allowed into a lodger's room, however.

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12. President's House and Garden (ARK 617)
West Side of Garrison at Lich Street

This large, neo-classical home has served as the residence of the University President since 1892. President Wainscott has publicly declared that he thinks the ostentatious building is an eyesore, and hopes to someday build a better house on the site. The necessary funds have yet to materialize, however. A lush garden in the rear of the house is often used for entertaining the Board of Deans or important visitors.

13. Orne Library (ARK 620)
NW Corner of College and Garrison Streets

The most famous building at Miskatonic, the original Orne Library was constructed in 1781. The current gothic-style building rose in 1878. For more information about the library and its contents, see the Orne Library, pp. 38-68, and Shadowed Stacks, especially pp. 50-68.

West Campus

Miskatonic began to expand toward the western edge of Arkham with the establishment of St. Mary's Teaching Hospital in 1861. As the University's requirements have expanded, the city blocks west of campus have been steadily assimilated. The citizens of Arkham have not protested the school's growth yet, but that would quickly change were the University to expand west significantly, beyond Boundary, or indeed expand beyond Pickman, Church, or Garrison Streets.

14. Southwest Transformer Station (ARK 602)*
322 S Boundary Street

This transformer station controls power to all parts of Arkham south of the river and west of Garrison St. The station is unmanned, very dangerous, and is enclosed by a high fence. Once entered, an investigator needs a successful **Electrical Repair** roll to shut off power here, darkening south Arkham. Fumbling an Electrical Repair does 8D6 points of electrical damage to the investigator.

15. Miskatonic Players' Hall*
604 Crane Street

This small brick building has narrowly avoided being condemned for the last fifteen years. Formerly the property of the Grewe family, the building was donated to the University Medical School in 1909 to house a new department of dentistry. Inspectors found that the rat-infested house was structurally too weak for such use, and the property was condemned. The University and the Grewes could not agree who should pay for the demolition, and the property sat empty for another decade as a result.

In 1921, the budding campus theatrical group happened upon the house. After some enthusiastic lobbying the Grewes allowed the University Players to use the structure as long as it remained standing. A small army of volunteers effected enthusiastic (if somewhat crude) repairs and renovations, and in 1922 the house became the unofficial theatre department's headquarters.

The University Players conduct all of their rehearsals and a few of their performances here. Larger shows are performed in the auditorium under Locksley Hall, or in Arkham's Manley Theatre (ARK 109). The players also use the building for prop and costume storage. A small sign reading "Department of Dentistry" is still visible through a front window. Some of the less culturally inclined students at Miskatonic have taken the sign as wry editorial commentary on the quality of the plays presented, comparing the players' performances to having teeth pulled.

16. Miskatonic Athletic Association (ARK 604)*
602 Crane Street

Founded in 1920, this men's-only social club offers its eighty members a solution to Prohibition. Membership is by invitation only. Many members are University faculty.

17. Abandoned House*
603 West Church Street

This stately two-story house boasts a fine gambrel roof, and was once a distinguished residence, but no longer. Its windows are boarded up, its paint is peeling, and rank weeds choke the grounds. The house has stood empty since 1868, when its last residents, the Shaugnesseys, abandoned it. Many believe that the house is haunted, and the house's proximity to the Whitechapel mortuary has only contributed to its ominous reputation. The students of nearby Arkham High School swear to tales of spectral hauntings and unseen, tittering denizens — despite the usual curiosity of people their age, they do not dare approach.

With a little research, investigators can uncover the house's unhappy history. Martin Shaugnessey came to Arkham in 1830, rich from the fur trade. A decorated veteran of the Civil War, Shaugnessey mysteriously vanished in 1866. Two years later, his wife and children fled the house, claiming that it was haunted by

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"all that was left" of her departed husband. Local tradition has it that several people who have entered the house since have died in nasty accidents. Some believe that Shaugnessey's fortune is still hidden somewhere in the house, but all who search for it must reckon with the lost Irishman's curse.

The truth is more bizarre. Shaugnessey was taken away by the Little People, hideous goblins who dwell in Arkham's sewer system. Transformed into one of them, Shaugnessey still lives in the house he loved. There the goblins have made an extensive lair in the basement, where a hundred or more of them can be found. Using tricks and pranks, the Little People try to drive away any who enter the house. Should intruders enter the basement, the Little People turn deadly, attacking to kill, swarming over their foes, even calling up a banshee to defend their lair. If more than twenty are killed, the rest flee down a tunnel connecting to the sewers. For more details on these strange inhabitants, see the sidebar on pages 158-159.

18. Marching Miskies Headquarters*
600 Crane Street

Miskatonic's unofficial marching band, the Marching Miskies, a.k.a. the Badger Brass, use this small house as their headquarters. The band is sponsored and supported by various anonymous alumni and faculty. In 1916, they arranged for the purchase of the property. The Miskies' proximity to the Athletic Association is no coincidence. The Miskies use the house primarily to store band uniforms and instruments, and to conduct socials and officer meetings.

19. Peaslee Home (ARK 605)*
588 (formerly 27) Crane Street

This well-maintained home is the residence of economist Professor Nathaniel Wingate Peaslee and his son, Professor Wingate Peaslee, of the University Psychology Department.

20. Jonathan Edwards Hall (ARK 607)
270 S West Street

Built to replace the aging Robert Carter Memorial Hall as the home of the College of Language, Literature, and the Arts. In the fall of 1928 this building is still under construction. Foundation, frame, and roof have been finished, and work will continue on the interior into the Spring of 1929. The new building will open on schedule (but just barely), when the fall 1929 semester begins.

Members of the University faculty have voiced their dismay at the name for the new building, and disagreement about the issue grows into full-blown controversy by the spring of 1929. The opponents point out that Miskatonic has been a strictly secular institution for 150 years, all ties with the Congregationalists having been cut with the Orne bequest of 1765. Furthermore, the Reverend Mister Edwards' pessimistic spiritual beliefs (particularly as expounded in his sermon *Sinners in the Hands of an Angry God*) are not in keeping with the progressive, enlightened vision of mankind that the University tries to uphold and cultivate in its students. President Wainscott and the trustees remain adamant, however, and the new LL&A building opens as Edwards Hall, despite all opposition.

Once finished, the four-story building serves as an admirable headquarters for the largest of the University's colleges. The basement and first story contain various classrooms and lecture halls, including two large auditoriums. The School of Rhetoric and its attendant departments of classical languages, english, and modern languages occupy the second floor, along with the School of Arts (departments of fine arts and music) and the small School of Natural and Revealed Religion (departments of philosophy and religion). The School of Human Conduct (departments of anthropology, geography, modern history, psychology, and sociometrics) occupies the third floor, while the fourth floor is home to the School of Antiquities (departments of ancient history and archaeology). Space is ample, and most faculty members are quite pleased with their new, modern accommodations.

21. Axton Field House (ARK 608)
378 S West Street

Named for past great football coach Peter "Dump" Axton, the field house was constructed in 1920, two years after Axton's untimely death at the wheel of a car. Coach from 1908-1918, Axton brought three championships to the University, and was active in Arkham civic projects. A saddened alumni quickly raised the funds and named the structure in his honor.

The field house is open from 7 a.m. to 6 p.m., Monday-Friday, and by arrangement at other times. All the coaches and staff have keys. Facilities are technically closed to the public, but no one much cares who uses them unless the interloper becomes rowdy or interrupts classes. Facilities include classrooms, offices, a pool, squash and handball courts, a basketball court, mats, gym equipment, and an indoor practice track.

All of the Miskatonic athletic department offices are located in the field house, as is the department of buildings & grounds.

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22. Athletics Track and Field
378 S West Street

Directly adjacent to Axton, the University's outdoor facilities include a quarter-mile track with a practice field inside, and two well-used clay tennis courts. The baseball team uses the Arkham High School field or The Commons field. The main athletic fields, including the football field, baseball diamond, and bleachers, are a mile and more west of town.

23. School of Medicine (ARK 621)
676 W College Street

This three-story structure, completed in 1910, sits adjacent to and connects with St. Mary's Teaching Hospital. Several wings have been added, and the structure now sprawls over most of the block. It is a short walk to the interns' quarters on Pickman Street. Over time the School of Medicine and the hospital have become intertwined: the current head of the medical school serves double-duty as chief administrator for St. Mary's Hospital.

Facilities include pharmacy and pathology labs, an extensive medical library, and modern dissection theaters and autopsy facilities. The Essex County Coroner and Arkham's own medical examiner often make use of the autopsy rooms and morgue; they're the best this side of Boston. As most medical schools continue to be, the School of Medicine's philosophy of mental disorders is rigidly psychiatric and interested only in serious illnesses. Students studying psychiatric care train at Arkham Sanitarium.

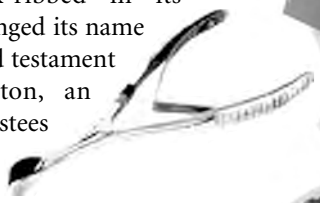
Misfiled somewhere in the medical library are some early notes of student Herbert West. While not granting any Cthulhu mythos knowledge, they may cost the reader dearly who learns about West's early experiments with animal segments and parts.

24. Laundry and Steam Plant (ARK 622)
611 W College Street

The steam plant supplies heat and emergency electricity for much of the University, especially the hospital. The laundry is of industrial capacity, and does the linens for the University dorms, medical school, and hospital. Some odd things, bundled in sheets, might turn up here. This loud, noisy building is open all hours, and is a favorite spot for students to meet clandestinely on campus.

25. St. Mary's Teaching Hospital (ARK 623)
450 S West Street

Arkham's only hospital, St. Mary's has 165 beds and operates a 24-hour receiving room. All local physicians in good standing are affiliated with the hospital, whose day staff are recognized experts in surgery and medical care. The night staff consists mostly of nurses, residents, and interns, supplied by the School of Medicine. Doctors with private practices in the area are associated staff. A doctor who is expelled from hospital association has effectively ended his Arkham career.



An establishment rock-ribbed in its Protestantism, the hospital changed its name at the behest of the last will and testament of Mrs. Mary Elliot Wharton, an Episcopalian, who left the trustees $150,000 for a new wing in 1892.

One of the senior nurses, Mrs. Ellen Whipple Smith, is secretly a member of the Arkham witch cult. None of the hospital staff have noticed how frequently her patients seem to die of natural causes. Smith also keeps the cult supplied with hair, blood, and fingernails from prominent Arkhamites, and organs and the occasional cadaver stolen from the morgue. Her cult name is Camlas. Anyone who gets injured while investigating the witch cult ends up under Nurse Whipple's tender care (and at her much less tender mercy).

Nurse ELLEN WHIPPLE SMITH (aka Camlas), age 55, Witch in the Fold

STR 08	CON 06
SIZ 09	INT 15
POW 16	DEX 12
APP 11	EDU 14
SAN 0	HP 08

Damage Bonus: none.

Weapons: Ritual Dagger (never carried on rounds) 20%, damage 1D4 + 2
"Medications": various poisons (POT 12-17) administered to her patients



Ellen Whipple Smith
see also p. 196

Spells: Augur, Bind Enemy, Blight / Bless Crop, Contact Deity / Black Man (Nyarlathotep), Summon / Bind Hunting Horror, Contact Ghoul, Charm Crow, Cause / Cure Blindness, Detect Enchantment, Evil Eye.

Skills: Academic Lore (Miskatonic) 12%, Academic Standing (Miskatonic) 8%, Biology 30%, Cthulhu Mythos 30%, Credit Rating 55%, Dodge 25%, Fast Talk 65%, First Aid 80%, Hide 40%, Listen 55%, Locksmith 20%, Medicine 20%, Occult 45%, Persuade 55%, Pharmacy (poisons) 30%, Sneak 30%, Spot Hidden 50%.

Cost of Treatment at St. Mary's: Price depends greatly upon the nature of the injury or ailment. An emergency room visit for a flesh wound costs about seven dollars, while surgical procedures with anaesthetic begin at $200. A standard examination or check-up costs three dollars. The treatment of illness costs from five to fifteen dollars a week. It costs four dollars a day (plus treatment and doctor visits) to stay in a four-bed ward. Private rooms equipped with telephones can cost more than ten dollars a day.

South Campus

College Street contains, besides campus buildings, many old family homes that have been converted to apartments and boarding houses. Most of the junior and senior men who belong to fraternities live along College Street. The west end of College Street was the site of the original main building of Miskatonic Liberal College. The Exhibit Museum stands there now. Over the years, more and more of the properties along College Street have been absorbed by the growing institution. Cynical townies wonder how long it will be before the hungry university buys the Hotel Miskatonic and converts it into dorm space.

26. University Exhibit Museum (ARK 624)
SE corner of West and College Streets

The first building built for Miskatonic Liberal College, the museum building was originally constructed in 1765. Following a fire in 1902, the museum was rebuilt and enlarged. For more information, see the Exhibit Museum, pp. 68-76.

27. Hoyt Administration Building (ARK 625)
333 W College Street

Built in 1912 and named for former university president Stanley Hoyt, this three-story structure overlooks much of the campus. The building is open 8 a.m. to noon, and 1-5 p.m., Monday-Friday. The Hoyt Building's address inspired its more common campus nickname: "Three thirty-three". The very mention of it strikes fear into the heart of Miskatonic students. Between the Registrar's Office that permits their registration, the Bursar's Office that ensures they pay, and the administration offices that deal out academic punishments, the destiny of every Miskatonic student is held for judgement in Three thirty-three.

The first floor holds offices used for student information, registration, and counseling, and also the offices of the school newspaper, the *Crier*. The second floor houses the bulk of the administrative staff. The third floor contains the offices of the president, vice-president, and deans, as well as some classrooms and conference rooms.

28. Eli Hall
409 W College Street

Completed in 1899, Eli houses the College of Law and Business and its attendant departments of law, business, and economics, and the basic studies department. All of the law school's classrooms, lecture halls, and a large courtroom for mock trials can be found here. The courtroom is also the preferred meeting place for the Miskatonic Debate Society, whose monthly pseudo-historical debates (in full costume) always draw a crowd. Though improbable, the most recent favorite featured a long shouting match between Thomas Jefferson and King George III on the topic of human (and American) liberty and the divine right of kings.

29. Garden Cafe*
275 W College Street

The most popular off-campus dining spot, the Garden is always packed full of sophomores and juniors seeking romance, crowds of law students arguing legal minutiae, and campus intelligentsia holding court on everything else. Students always humbly give up a table or booth for faculty members, who are also common. Lunch costs from 50 cents to $1.50, and dinner from 80 cents to $2.00.

The proprietor, Rick Culley, has managed to obtain a special license to serve lunch on Sunday, an extraordinary exception to Arkham's Blue Laws. As the only eatery in Arkham open on Sunday, the Garden's enduring popularity is assured. Open 11 a.m. to 9 p.m. Monday through Saturday, and noon to 4 p.m. Sunday. Culley wanted to open earlier on Sunday for brunch but the pastors of the town protested strongly against the direct competition of bread versus souls.

30. Hotel Miskatonic* (ARK 626)
211 W College Street

Offering the finest and most expensive lodgings in Arkham, the Miskatonic stands five stories tall and enjoys beautiful views across the Miskatonic campus. Rates begin at $5 a day for the worst room; one top-floor suite commands $50 a night during homecoming and commencement. Prestigious guests of the University stay at the Hotel Miskatonic, students know it best as the site of the Gamma Delta sorority formal each spring. Local businessman and liquor kingpin Danny O'Bannion lives in a palatial suite on the top floor.

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31. University Bookstore
143 W College Street

Founded in 1910, this bookstore is owned by the University, and managed by Albert Geismann, a former faculty member. For the first two years in school, Miskatonic students will purchase nearly all of their textbooks from this drab, cavernous shop. More specialized or esoteric titles can be found at Jaywil's. The University Bookstore does not buy back used textbooks. School supplies of nearly any description are abundant.

32. Harriet Botsford Hotel for Women*
(ARK 628)
122 W Pickman Street

Partially supported by a trust left by Harriet Botsford, this hotel provides large, well-furnished rooms for single working women at the bargain rate of $16 per month. Strict rules apply, however. Only lobby telephones are allowed. Men may enter only the front lobby (very nice, fireplace, piano). Overnight female guests must be registered and are limited to a one-week visit. The front door is locked at 9 p.m. No admittance is allowed after that hour without special arrangement. Residents have no lobby keys. Only manager Abigail Flint can admit residents and visitors. A serious violation of the rules is grounds for eviction.

33-A. Book Nook*
498 S Garrison Street

Students buy their textbooks at the University Bookstore, but go to the Book Nook to read for pleasure. This tiny, cramped shop specializes in cheaply bound fiction toward the low end of the literary spectrum. The Book Nook is owned and run by Paul Fushille, genial Arkham native. Unlike most Arkham bookstores, the Nook buys used books. So, even though the Book Nook does not order textbooks, its used-books section usually has copies of last semester's major texts, making it popular among thrifty students. Stranger titles also show up on the used book shelves. Currently, Justin Geoffrey's *People of the Monolith* can be found here, for instance. The store has an extensive collection of weird fiction, including Robert Blake's *The Stairs in the Crypt*, *The Feaster from the Stars*, and *The Burrower Beneath*, Gordon's *The Dark Demon*, and *Gargoyle*, and a fabulously rare copy of *Black God of Madness* by Halpin Chalmers. All of these are inscribed "S. Whidden" on the end papers. There are also a large section of used magazines, including several dozen back issues of *Weird Tales*.

These writings, while thrilling, are little more than hackneyed fan fiction. Reading the whole collection might give an investigator a point or two of Cthulhu mythos, but only at the keeper's discretion.

33-B) Newport Creamery*
498 S Garrison Street

One of a chain of stores in New England, its ice cream cones and sundaes are a mainstay of campus life: in fact, the management must have an arrangement with the University administration, judging by the amount of ice cream served during orientation week. Gilda Dufresne (*née* Pierce), the Creamery's owner, is married to Dr. Robert Dufresne of the music department. Dr. Dufresne was one of the Creamery's most loyal customers before he worked up the courage to propose over the counter. The story is very popular with romantic students, who often come here before or after seeing a film at the Manley.

34) Arkham SPCA (ARK 627)*
111 W College Street.

This new organization is dedicated to the prevention of cruelty to animals, and is well funded by some of Arkham's most prosperous citizens. The president, 62-year-old Wilma Peabody (sister of the Mayor), has filed suit against several university students who apparently sacrificed dogs and cats in some kind of ritual. She has hired local lawyer Edwin Cassidy to represent the Society. Peabody hopes to help build a world where domestic animals are not absolute chattels and their death or injury may be promoted only for very restricted, specified causes.



Robert Lodge Jarvis

35) Delta Phi House*
121 West Pickman Street

The Delta Phi House, "The Mansion" to its residents, is located at the end of a long driveway, and is almost invisible from the street. The Mansion is a large restored Georgian mansion, and can board as many as twenty at a time. All members in good standing (except freshmen, who must of course dwell on campus) are expected to live in the Mansion. Seniors can, with good reason, move out and into digs of their own. Currently sixteen Delts live in the Mansion, and another five seniors reside off campus.

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ROBERT LODGE JARVIS, age 22,
Delta Phi President

STR 16	CON 06	SIZ 16	INT 11	POW14
DEX 17	APP 16	EDU 16	SAN 70	HP 11

Damage Bonus: +1D4.

Weapon: none.

Skills: Academic Lore (Miskatonic) 40%, Academic Standing (Miskatonic) 40%, Credit Rating 55%, Dodge 46%, Drive Motorcycle 70%, Fast Talk 65%, First Aid 80%, Hide 40%, Listen 45%, Locksmith 20%, Persuade 55%, Sneak 30%, Spot Hidden 50%, Swim 90%.

An effete, lanky dilettante, Jarvis is very active around campus, but hides a secret: he is a hemophiliac. Award-winning high diver, Jarvis shies away from football and brawls, but loves a good party and a good prank as much as the next brother. His wry wit is legendary on campus.

36) Packer House
119 West Pickman Street

Named for wealthy Catholic alumnus Joseph Packer, Packer House serves as the center for religious activity on campus. The house holds the offices of Father James Milliner, Miskatonic's chaplain. Milliner conducts small Catholic Masses in Packer House's chapel every week. Lutheran and Episcopal Eucharist services are also held here during the evening. Packer house serves as a dormitory exclusively for students majoring in religion. It also acts as a home base for several campus and community religious groups. Discussion groups, retreats, and seminars are commonplace.

Off Campus

None of the following locations are University property, but all are important to the campus community. University investigators may find them of interest or use.

37. Franklin Place* (ARK 801)
587 W Pickman Street

A very expensive boarding house located close to campus. A first-floor room with board is available for $95 a month, and is well worth the price. Mr. And Mrs. Franklin, in their fifties, are a very friendly couple. Hired help keeps the place spotless. Their cook produces breakfast and supper for all residents.

Among the four current boarders is Professor of Engineering Frank Pabodie. Danté Helcimer, 43-year-old French scholar, also lodges here. Helcimer has



Danté Helcimer

tracked down various mythos clues and oddities across the globe. Long before moving to Arkham, he visited Miskatonic's library to consult the *Necronomicon*. Although Helcimer is currently in retirement and trying to bolster his weakened Sanity, the scholar may one day decide to consult the *Necronomicon* again. Armitage is unlikely to remember him, however and, given the state of affairs since the Dunwich Horror, will probably suspect the man's motives. Helcimer owns copies of the Feery *Book of Dzyan*, the *Cultes des Goules*, and the Wendy-Smith *G'harne Fragments*.

DANTÉ HELCIMER, age 43, Mythos Scholar

STR 11	CON 12	SIZ 10	INT 13	POW 13
DEX 11	APP 13	EDU 15	SAN 19	HP 11

Damage Bonus: none.

Weapons: Fist/Punch 52%, damage 1D3
Sword Cane 35%, damage 1D6
.32 Revolver 55%, damage 1D8

Spells: Contact Ghoul, Dread Curse of Azathoth, Elder Sign, Summon / Bind Nightgaunt.

Skills: Academic Lore (Miskatonic) 10%, Academic Standing (Miskatonic) 15%, Climb 55%, Cthulhu Mythos 36%, Debate 15%, Dodge 55%, Fast Talk 70%, First Aid 35%, Hide 30%, History 20%, Jump 45%, Library Use 50%, Listen 40%, Mechanical Repair 35%, Medicine 15%, Occult 30%, Photography 40%, Pickpocket 15%, Polo 20%, Psychoanalysis 20%, Psychology 25%, Ride Camel 15%, Ride Horse 45%, Sneak 75%, Spot Hidden 50%.

Languages: English 70%, French 80%, German 50%.

Insanities: Insomniac, obsessive/compulsive, extreme vegetarian, cynophobic, mild paranoiac. Helcimer's run-ins with ghoul cults under Paris and the Egyptian deserts have left him afflicted with a host of neuroses.

- ❏ He suffers from insomnia. To fall asleep at all, his player must roll D100 for **POW** 8 or less each night — without sleep, all stat and skill rolls are at a ten percentile penalty per sleepless night.

- ❏ He is also obsessive/compulsive — he must wash his face and hands ten times each morning and evening, and also check the locks on his

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doors and windows ten times before retiring for the night.

- ❏ Ghoul culinary preferences have left Helcimer strongly vegetarian — under no circumstances will he eat meat, and he also needs a D100 roll equal to or less than his POW x5 to watch others eat meat without becoming ill.

- ❏ Helcimer suffers from severe cynophobia (fear of dogs): he needs a Resistance Table roll of his POW or less versus 10 to function normally when any dog is present.

- ❏ Helcimer is also mildly paranoid. He is likely to suspect investigators who approach him of belonging to the ghoul cult. He is currently seeking psychoanalytical treatment with Dr. Muelhig, a Freudian psychoanalyst whose office is at 157 E Curwen Street in north Arkham, but bears no sign (see entry 204 in *H.P. Lovecraft's Arkham*).

38. Sigma Phi House
527 W High Street



Alex Waters

Sigma Phi was the first collegiate fraternity to establish chapters at universities across the country. Miskatonic's chapter of the frat was founded in 1829. The Sigmas are the most exclusive and prestigious male fraternity on campus, recruiting members from only the best New England families. Sigma House serves as a dormitory for all non-freshmen members. A dozen brothers currently reside here.

The wealth and privilege most Sigmas enjoy lends them an aloof air most students find annoying, and their family connections render them almost untouchable when it comes to disciplinary action. As a result, the Sigmas are responsible for some of the most decadent parties and outrageous pranks on campus.

ALEX WATERS, age 22, Sigma Phi President

STR 16	CON 15	SIZ 11	INT 13	POW 07
DEX 10	APP 14	EDU 13	SAN 35	HP 13

Damage Bonus:+1D4.

Weapons: Fist/Punch 80%, damage 1D3 + 1D4
Grapple 70%, damage special.

Skills: Academic Lore (Miskatonic) 40%, Academic Standing (Miskatonic) 40%, Credit Rating 65%, Dodge 55%, Drive Auto 75%, Etiquette 75%, Fast Talk 55%, Carry Football 60%, Occult 25%, Ride 35%, Swim 55%, Throw 60%.

Young, strong, and confident, Waters is varsity quarterback for the Badgers football team and a member of the boxing team. Hailing from a very rich Connecticut family, he leads a carefree, hedonistic life.

39. Tillinghast's Curios and Antiques* (ARK 418)
261 W Main Street

This good-sized shop is owned and run by George Tillinghast, a member of the Arkham Historical Society and the Rotary. Tillinghast is the likeliest local buyer for old, odd things found on an investigation, and has quite an eye for dating and appraising Colonial furniture.

Special Skill: Appraise Old Items 75%.

40-A. Jaywil's Book Store* (ARK 430-A)
224 W Church Street

This large store used to be Miskatonic's primary bookstore, and still carries a wide variety of new editions and textbooks used by the college community, particularly in upper division and graduate courses. Jaywil's also does a brisk personal order business, with regular shipments arriving from suppliers in Britain and the Continent. Almost 7,000 titles are in stock, on a healthy range of topics. The store is owned and run by Malvina Jaywil, age 56, a formidable and very intelligent bibliophile. Jaywil's is open from 8:30 a.m. to 5:30 p.m., including lunch hour, Monday to Friday.

40-B. The Campus Store* (ARK 430-B)
224 1/2 W Church Street

Everything for the loyal Miskatonic student — pennants, sweaters, blazers, boaters, banners, school ties, beer steins, embossed stationary, class rings, and more.

41. Walgreen's Drugs* (ARK 701)
SE Corner of Garrison and Church

Part of a national chain. Prescriptions, notions, cosmetics, film developing, sundries, all are here for reasonable prices.

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42. Campus Bicycle Shop* (ARK 702)
146 W Church Street

A footsore student can buy a bike ($24), rent a bike (75 cents a day), or get a bike repaired. The shop stocks all manner of tires, tubes, pumps, and patch kits.

43-A. Almen's Flowers* (ARK 703-A)
259 S Garrison Street

Dr. Harold Dinsdale, a botanist formerly of the Miskatonic biology department, runs this popular florist. Dinsdale was a professor at Miskatonic for fifteen years, and participated in several expeditions to the tropics. He has also surveyed the Blasted Heath, but came away with few conclusions. In 1925 Dinsdale retired and bought the store. Students who are aware of Dr. Dinsdale's past can come to him for help identifying strange plants: as a botanical expert, he specializes in flora poisonous, carnivorous, and exotic. Dinsdale regales curious students with thorny stories of his adventures in the field.

Special Skill: Botany 88%.

43-B. College Barber Shop* (ARK 703-B)
259 1/2 Garrison Street

Offers fast, cheap haircuts and nonstop gossip. Very popular with Miskatonic students and faculty.

44. University Spa* (ARK 708)
311 S Garrison Street

A student-oriented lunchroom with decent food, popular with Miskatonic students and professors alike. Lunch costs 35-45 cents. Open 6 a.m. to 3:30 p.m., Monday through Saturday.

45. Miskatonic University Garage (ARK 709)
334 S Parsonage Street

A University storage and maintenance facility for its vehicles. The campus garage will also store any private automobile for $1 a week. Bob Bradbury of the buildings & grounds department manages the garage, and Herb Gordon is the mechanic. Open 6 a.m. to 5:15 p.m., Monday to Saturday, its hours have been recently extended, as more working people regularly drive in from the surrounding area.

Special Skill: Automobile Repair 52%.

46. Paul's Steak House
160 E College Street

A posh restaurant catering to Arkham's more refined element, Paul's is also popular among University professors and affluent fraternity students. It seats thirty — reservations are required to get a table, often up to a week in advance. The best meals can be expensive (up to three dollars per entré), and are served on good china. Red wine and champagne are discreetly available to regular patrons. Only open for dinner, 5-9 p.m. Tuesday through Saturday.

47. Keenan's Laundry* (ARK 717)
152 E College Street

An Arkham landmark since 1889, Keenan's is the favorite among Miskatonic's fashionable students and faculty. Starch to order. Many older (or old-fashioned) gentlemen appreciate Mr. Keenan's fine treatment of wingtip collars.

48. New England School of Bookkeeping* (ARK 718)
103 E Pickman Street

This small, efficient institution offers a semester-long introductory course in Accounting for forty dollars. Additional courses may be taken: each will add 1D10 to an investigator's Accounting skill, to a maximum of 50%.

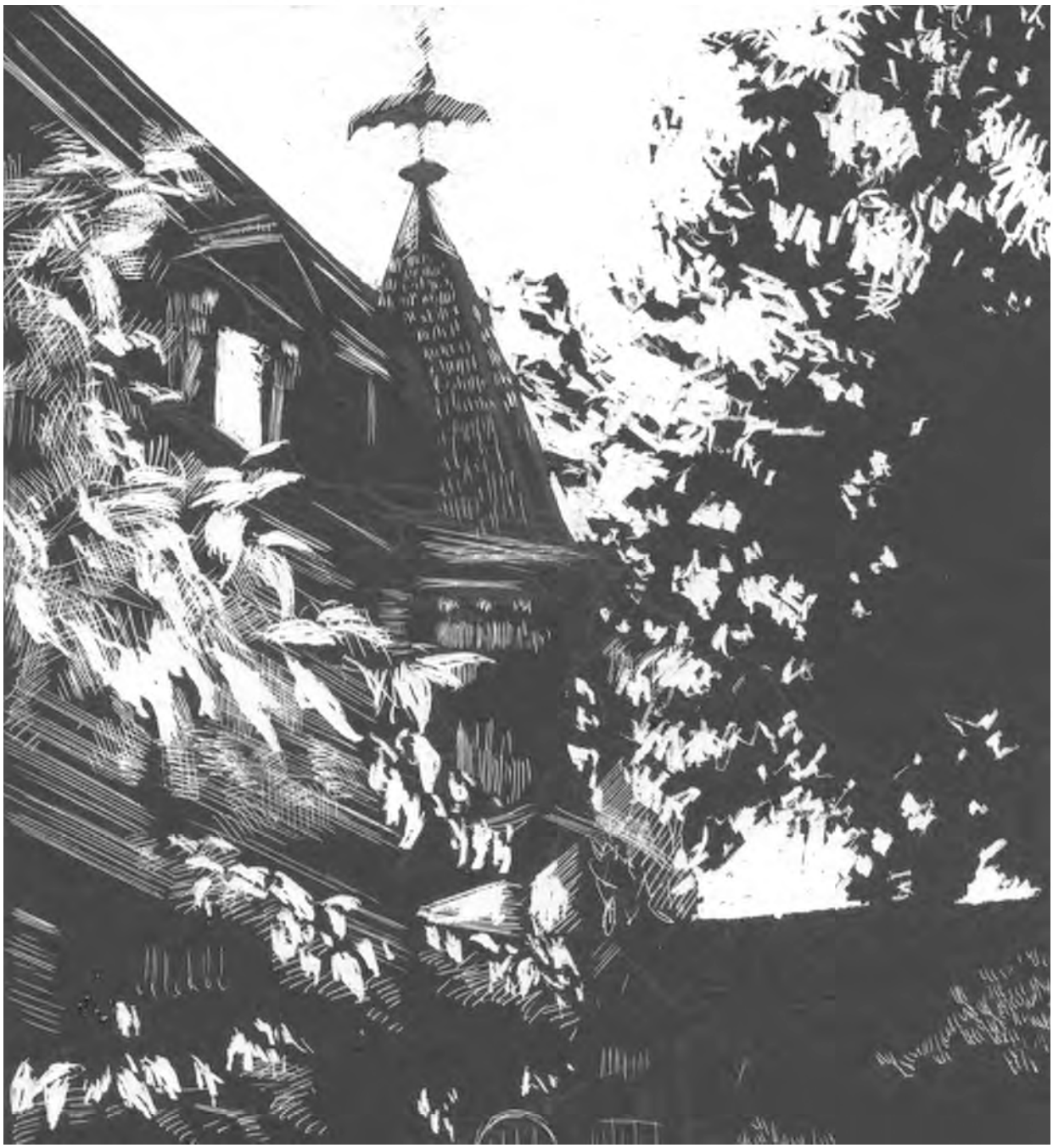
49. The Witch House* (ARK 719)
197 E Pickman Street

Arguably the most infamous building in Arkham, this three-story home served as a boarding house from the foundation of Arkham in 1680 until the spring of 1928. The Witch House gained its name from Keziah Mason, its most infamous tenant, who lodged here while hiding from Salem authorities in 1692. The witch's ghost is rumored to haunt the strangely shaped attic of the house.

By the 1920's, the Witch House was in dismal repair, and only lodged poor immigrants or the thriftiest of students. Among its last tenants were Frank Elwood and the late Walter Gilman, both students studying mathematics at Miskatonic. In the Spring of 1928, Gilman fell ill with a fever, and died in the night on May first. Although records show that Gilman died of a mysterious fever, rumors persist of a darker fate. Mr. Dombrowski, landlord of the place, closed the house following Gilman's death. In the autumn of 1928 it stands vacant, and is due to be condemned.

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The Witch House

In the spring of 1931 the roof of the Witch House will collapse in a violent storm, revealing an attic full of bones, book fragments, and other strange relics which are turned over to the Miskatonic Exhibit Museum.

50. The Arkham Historical Society* (ARK 901)
531 S Garrison Street

The Historical Society is a privately supported group devoted to preserving, protecting, and promoting an appreciation of Arkham's past. This large Georgian mansion, set well back from the street, serves as the group's headquarters. The building is open to the public 10 a.m. to 5 p.m., Monday through Friday, with no charge for admission.

The downstairs contains several large rooms that serve as a museum of Arkham's history. Lavishly decorated in Colonial and Federalist styles, numerous artifacts from the township's earliest days are on display here, including the town's first pump handle. Paintings of famous Arkhamite families — Bishops, Armitages,

Derbys, Whateleys, and others — line the walls. One room is devoted to the pillars of Arkham's sea trade, with all manner of nautical artifacts prominent.

Upstairs lies the John Halden Library, which holds over 1500 titles pertaining to Arkham and the Miskatonic Valley, as well as thousands of archived manuscripts, journals, family histories, survey maps, township plots, and other documents, many available nowhere else. The society charges fifty cents to visit the library, but bona fide historians, scholars, and Society members use the library for free. Lester Ropes, age 37, runs the library. Titles notable to investigators include *Thaumaturgical Prodigies in the New England Canaan* (the Reverend Phillip's own annotated copy) and *Strange Legends of New England.*



E. Lapham Peabody

Stored in the basement are boxes containing a complete run of the *Miskatonic Valley Gleaner* and the Arkham *Bulletin*, including *Bulletin* issues for 1823-1826 and the *Gleaner's* 1830-31 run, missing from the Orne Library.

Mr. E. Lapham Peabody, age 61, has been the Society's curator for more than thirty years. He is an expert on local genealogy, and has a working knowledge of most of the church and town records, library holdings, historical societies, and graveyards of the Miskatonic Valley. Peabody is very aware of the malaise that plagued Innsmouth and still lingers in Dunwich, though utterly ignorant of the cosmic proportions of the Cthulhu mythos. A valuable ally to researchers, Peabody is always willing to help solve a complex genealogical riddle.

E. LAPHAM PEABODY, age 61, Curator

STR 09	CON 07	SIZ 10	INT 17	POW 15
DEX 11	APP 15	EDU 28	SAN 63	HP 08

Damage Bonus: none.

Weapons: none.

Skills: Academic Lore (Miskatonic) 20%, Accounting 15%, Credit Rating 70%, Cthulhu Mythos 15%, Arkham Genealogy 88%, Local History 85%, Library Use 82%, Occult 15%, Persuade 60%, Photograph Documents 45%.

Membership in the Historical Society costs $20 a year, and grants access to all Society buildings, records, and libraries. Members can expect to rub elbows with some of Arkham's most influential citizens at the annual Society meeting, usually held in April.

51. The Tabularium
215 W High Street

Also known as the Old Marsh Library and Elder Main, this building was built in 1743 to house Arkham College. As the university grew and transformed into Miskatonic University, this building has served as a library and an administration building. In 1861 the building was rebuilt in high Victorian Gothic style and all of the University's archived records were moved here for storage. The new library was christened The Tabularium. All existing papers and ledgers pertaining to the history of Arkham College and Miskatonic Liberal College can be found here, as well as the archives of the Salem Academy and the Elder Faith Seminary.

The archives are cramped, dusty, and filled to overflowing with boxes of old books, letters, and papers. Anyone wanting to find class rosters, old photographs, trustees' minutes, or commencement addresses all the way back to 1692 can find them here, although the collection is notoriously jumbled and difficult to navigate. Beatrice Ilsley and a staff of two clerks preside over the collections, and have the best idea of where things are. Few have ever plumbed the depths of the Tabularium, and most students are unaware of its existence.

52. The East Church
444 E Main Street

Originally built in 1847, this modest brick Episcopal Church closed in 1853 after pastor Wendell Dixon resigned in a hushed-up scandal. Miskatonic University purchased the building shortly afterward, and East Church has since served as the university chapel. Non-denominational Protestant services are held here every Sunday for the student body. In recent years, fewer and fewer students have been inclined to make the three block pilgrimage to church each Sunday, much to the consternation of pastor Malcolm Greene.

Pastor Greene is beginning to worry about more than the loose morals of the student body. His proximity to the immigrant populations of Rivertown have left him privy to the fearful tales whispered among Arkham's poor: tales of ancient rituals on the Unvisited Island, ghostly apparitions near the waterfront, ancient catacombs under the town, and strange happenings in the Witch House. Greene dismissed the stories until the strange death of Walter Gilman. The pastor spent several counseling sessions with Gilman's friend and house-

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mate Frank Elwood: the student's account of Gilman's death gave the rumors horrid confirmation. Greene is unsure how to proceed. He is aware of the University's vast collection of occult tomes, but is suspicious of Armitage's motives (the librarian is currently involved in a State Police investigation, after all). Whether or not he takes up arms against the witch cult, Greene could prove a worthy ally to investigators of the unknown.

Pastor MALCOLM GREENE, age 47, Fearful Cleric

STR 11	CON 10	SIZ 14	INT 14	POW 13
DEX 13	APP 13	EDU 21	SAN 62	HP 12

Damage Bonus: +1D4.

Weapon: none.

Skills: Academic Lore (Miskatonic) 05%, Accounting 25%, Art (sermon writing) 55%, Art (oratory) 60%, Credit Rating 60%, Cthulhu Mythos 02%, History 45%, Library Use 54%, Occult 15%, Persuade 60%, Psychology 45%, Religion 65%.

Distant M.U. Facilities

The following locations are University property, but outside the town of Arkham.

53. University Athletic Fields (ARK 1004) W on Aylesbury Street

It is a mile and a half west from Arkham on the road to Bolton and Boston. The athletic field was first built in 1902, and was extensively expanded and renovated just two years ago. Badger Field, site of all home football games, is found here, as well as a non-regulation baseball diamond and a quarter mile cinder track. New bleachers, a shiny new scoreboard, and an announcer's box complete with a PA system round out the facility. There is no fence around the facility, and anyone is welcome to use the fields except during official games, meets, or practices.

Athletic equipment and several disassembled bleachers are stored in several large sheds at the edge of the property. The University Astronomical Society also stores its eight-inch reflecting telescope here. The fields are the site of frequent sports matches, monthly Astronomical Society meetings, and the annual Homecoming bonfire. They are also a popular place for secret meetings at night.

54. The Kingsport Head Wireless Station

Three miles east of Arkham on East River Street. A recently cleared road (actually a rutted dirt trail hazardous to anything smaller than a truck) leads up the back of Kingsport Head to the future site of the wireless station. Now little more than a clearing and a foundation, a team of workers from Edwards Construction Co. of Boston is working overtime to finish the station as soon as possible. Dr. Hamlin Hayes of the engineering department is a frequent visitor to the site.

When the site is completed in the fall of 1929, the station will consist of a generator/maintenance shed and a spacious concrete building holding the control room, living quarters, and storage. The facility will also boast six 150-foot steel masts supporting the antennas. The completed facility requires a radio engineer on site. It will be able to communicate via wireless telegraphy almost anywhere in the world. The station is jointly owned by Miskatonic University and the Arkham *Advertiser*. In 1930, it will be the primary link between the University expedition to Antarctica and the world at large.

55. Woods Hole Research Campus

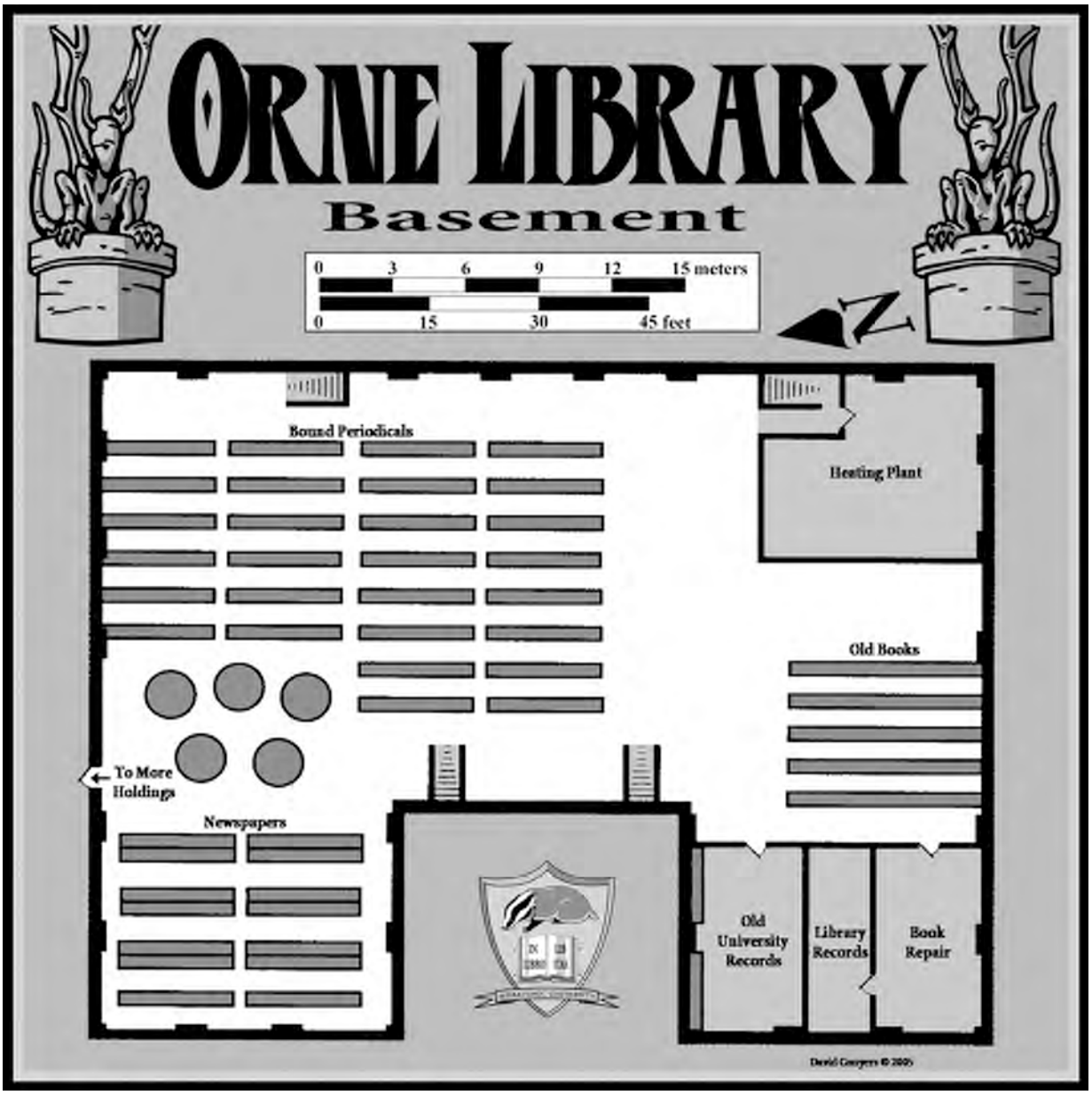
Located about seventy air miles southeast of Arkham on the Massachusetts south coast. Outside East Harwich, at the end of Route 6, Woods Hole is a former Coast Guard post which the government closed and sold to the University in 1926. It consists of two small buildings and a dock. Though the clapboard buildings are old and heavily weathered, they have been well maintained and have modern plumbing and electrical wiring.

Biology and allied departments find the Woods Hole facility a convenient base for studies in oceanography, zoology, and marshland ecology. One building serves as a small dormitory, while the other contains limited lab facilities. Graduate students spend a week or two at Woods Hole pursuing field observations, and various departments offer month-long field studies for natural science majors each summer. The facility is rustic to an extreme, and funds to modernize Woods Hole and turn it into a year-round research facility have been slow in coming.

56. The Mesa Grande Archaeology Compound

Outside Santa Fe, New Mexico. The University owns a plot of several dozen desert acres near Cuba, an hour's dusty drive west of Santa Fe. Two dormitory buildings, a dining hall, latrines, and a lab building huddle together in the center of the fenced property. A deep well drawn by windmill provides water to the compound. This facility acts as the headquarters of the Archaeology department in New Mexico, and the site of the annual summer field school. Six ongoing digs in nearby Chaco Canyon are unearthing the ancient secrets of the Anasazi. Conditions here are rustic if not rugged.

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Students find it difficult adapting to the heat and isolation. Dr. Francis Morgan, perennial director of the field school, feels right at home in the desert.

The Orne Library

The finest jewel in Miskatonic's crown, the Jeremiah Orne Library stands at the corner of South Garrison and West College streets, on the university campus. The massive, three-storied gothic building was built out of native granite in 1878, replacing an earlier and much smaller wooden building. Holding just over 400,000 volumes, the Orne Library cannot compete with institutions in nearby Cambridge and Boston, either in numbers of volumes or in breadth of collections. Miskatonic's library is, however, renowned for its collections of New England histories, letters, and documents, many of which date back to the witch hysteria in Salem. The library is also famous (some might say infamous) for its collection of rare works of occult and magical philosophy, surpassed only by the oldest institutions in Europe.

The heavy outer doors open upon a dim, arched lobby. Faded frescoes decorate the ceiling. The walls

. . . continued on page 44

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Denizens of the Orne Library

Investigators who wander the library are likely to encounter some of the following people.

Dr. HENRY ARMITAGE, age 65, Master of the Library

STR 11	CON 08	SIZ 12	INT 18	POW 16
DEX 10	APP 13	EDU 24	SAN 55	HP 11

Damage Bonus: none.

Weapons: none.

Spells: Banish Son of Yog-Sothoth, Powder of Ibn Ghazi.

Skills: Academic Lore (Miskatonic) 85%, Academic Standing (Miskatonic) 99%, Accounting 40%, Cryptography 75%, Cthulhu Mythos 18%, English Literature 75%, History 65%, Library Use 95%, Occult 29%, Persuade 74%, Psychology 48%.

Languages: English 98%, French 80%, German 70%, Greek 68%, Latin 75%.

Magical Items: Armitage has a satchel holding four working elder signs left to him by Laban Shrewsbury when the eccentric scholar vanished in 1915. In the weeks since the Dunwich Horror, Armitage has learned the value of the signs, and has one mounted on the inner vault door to the Restricted Collection. Next year, Armitage will give one to Arthur Hodgkins to aid him in his struggle against Zoth-Ommog.

Well known and well liked across campus, Dr. Armitage (A.M. Miskatonic, Ph.D. Princeton, and Litt.D. Cambridge) has been director of the Orne Library since 1906, and knows its secrets better than anyone. A jovial man by nature, Armitage always has the time to help students with their problems. He is infamous for the hours that he keeps: a tireless worker, he often sleeps on a couch in his office, and ventures into Arkham only to eat or sleep. Dr. Armitage and his wife Eleanor live at 384 W High Street, near campus.



Henry Armitage

Armitage graduated from Miskatonic in 1882. His observation of the strange meteor that struck the Gardner farm outside of Arkham began his fascination with the strange and unknown. While his classmate and life-long friend Harold Hadley Copeland would make a career of investigating the occult, Armitage remained a dabbler. Armitage also knew Laban Shrewsbury, and enjoyed a close friendship with the eccentric professor before the latter's mysterious disappearance.

Shrewsbury's theories about the existence of strange forces and baleful elder gods intrigued and amused Armitage, but it was not until his fateful encounter with Wilbur Whateley in September 1928 that Henry Armitage became a true believer. Joining forces with Professors Rice and Morgan, Armitage took up arms against the Dunwich Horror. These recent experiences have shaken him enough that his health has declined. Since the clash in Dunwich, Armitage has tried to consolidate the library's esoteric holdings in order to restrict access to them. The sheer number of potentially dangerous books under his charge worries him, but he is resolved to keep fighting the good fight. He has yet to decide how to respond to the global threat of the mythos hinted at in the library's most odious books.

Dr. WILFRED LLANFER, age 49, Assistant Director

STR 08	CON 11	SIZ 10	INT 16	POW 10
DEX 09	APP 12	EDU 22	SAN 49	HP 11

Damage Bonus: none.

Weapon: none.

Skills: Academic Lore (Miskatonic) 39%, Academic Standing (Miskatonic) 89%, Accounting 50%, Bargain 45%, Chat 25%, Credit Rating 45%, History 65%, Library Use 89%, Listen 35%, Persuade 45%, Psychology 55%, Straighten Things Up 92%, Pore Over Details 80%.

Languages: English 95%, French 35%, German 55%.

A forthright if somewhat sanctimonious man, Dr. Llanfer reveres Dr. Armitage and follows his orders without hesitation. Llanfer is fastidious and can be indecisive. He loves to nit-pick the minutiae of problems. Nonetheless, he has thrown himself wholeheartedly into the administration of the library. He often seems to forget that a university exists outside the library walls, and can be very dour and argumentative with students, whose problems and questions are rarely worth his time.



Wilfred Llanfer

Llanfer has had contact with some of the more esoteric tomes in the library, particularly the Tuttle Bequest of July 1928. So far, the Tuttle material has yet to be assessed: Llanfer has given Bryant

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Hoskins the task of sorting the material. Some of Tuttle's books less noteworthy books will eventually find their way into general collections. Llanfer has no idea just how dangerous these tomes might prove.

Mrs. DIANE LONG, age 50,
Head Reference Librarian

STR 11	CON 10	SIZ 10	INT 14	POW 14
DEX 12	APP 14	EDU 18	SAN 60	HP 10

Damage Bonus: none.

Weapon: none.

Skills: Academic Lore (Miskatonic) 73%, Academic Standing (Miskatonic) 78%, Accounting 30%, Art (Art History) 30%, Credit Rating 55%, History 40%, Library Use 95%, Occult 45%, Persuade 45%, Sneak 50%, Spot Hidden 55%.



Diane Long

Languages: English 90%, French 50%, Latin 75%.

Long commands the reference room and most of the library, handling the building's day-to-day business, pondering reference problems and sharing incidental intellectual discoveries. She frees Dr. Armitage for his present recondite pursuits. Her partnership with Armitage is affable, pure, and nearly perfect, and her word is as good as gold.

BRYANT HOSKINS, age 29,
Doomed Junior Librarian

STR 10	CON 12	SIZ 14	INT 12	POW 13
DEX 09	APP 11	EDU 17	SAN 47	HP 13

Damage Bonus: none.

Weapon: Fist/Punch 65%, damage 1D3 + db

Skills: Academic Lore (Miskatonic) 28%, Academic Standing (Miskatonic) 55%, Anthropology 30%, Archaeology 20%, Credit Rating 40%, Cryptography 35%, Cthulhu Mythos 12%, Library Use 65%, Listen 45%, Persuade 50%.

A thin, pale man, balding before his time, Hoskins is Dr. Llanfer's overworked assistant. His duties require long hours, and Hoskins' bespectacled face is a common sight in the library. Hoskins helped organize the Restricted Collection, and has a key to the vault in which those books are kept. Lately, Hoskins' duties have lightened somewhat as he has taken up a new line of research.

In late July, Dr. Llanfer ordered Hoskins to catalogue the Tuttle Bequest, and the young librarian had his first contact with the *R'lyeh Text*. In the weeks since, Hoskins has scoured Tuttle's papers, searching for a key that will let him translate the repellent book. As fall turns into winter, Hoskins' fascination turns into obsession. He eventually steals the *R'lyeh Text* from the library and goes into seclusion. By January of 1929, the secrets of the *R'lyeh Text* have driven him mad. Hoskins will become a permanent resident of Arkham Sanitarium. His fate spurs Armitage to greater vigilance.



Bryant Hoskins

DANIEL "Danny Boy" REARDON, age 21,
Student Librarian

STR 13	CON 12	SIZ 12	INT 15	POW 13
DEX 12	APP 14	EDU 14	SAN 65	HP 12

Damage Bonus: +1D4.

Weapon: Fist/Punch 55%, damage 1D3 + db

Skills: Academic Lore (Miskatonic) 30%, Academic Standing (Miskatonic) 30%, Art (Architecture) 35%, Fast Talk 35%, Occult 20%, Persuade 45%, Spot Hidden 35%.

Daniel is 5'9" and 165 pounds. He has reddish brown hair and blue eyes. His skin is pale, but heavily dusted with freckles. A first generation Irish-Catholic, Dan's father and mother (who spelled their surname *Riordan* before Ellis Island) immigrated to America in 1902 and settled in nearby Boston. A poor longshoreman, Dan's father nonetheless was determined that his son would rise higher than he, and strove to get Dan a college education by any means necessary.



Daniel Reardon

The only scholarship available to Daniel was a Herbert Townsend Library Science Scholarship. He took it, and so came to Miskatonic. The terms of the scholarship require that Dan work in the library, and the work suits his methodical nature. Although his studies and job duties make him a regular fixture in the library, Daniel is far more interested in architecture. He hopes to transfer to another school if he can find the means.

As a scholarship holder, Reardon was also granted a legacy membership in Delta Phi. Having a charity case (and an Irish Catholic, to

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boot) forced on the fraternity left Reardon with a cold reception from his fraternity brothers — yet another reason for him to haunt the library at all hours, and eventually be rid of Miskatonic.

Reardon helped locate some of the items moved into the Restricted Collection, and knows that Dr. Armitage organized it in great haste, for reasons unknown. As assistant librarian Hoskins has become more absorbed in his researches, Reardon has taken over some of his duties, including cataloging the Tuttle Bequest. He found the *Revelations of Glaaki* grotesque yet strangely intriguing, and might read the set of books before he leaves Miskatonic.

JOE THE SHELVER, age about 50, the Ghost of St. Henry's

STR 13	CON 15	SIZ 09	INT 07	POW 14
DEX 10	APP 08	EDU 02	SAN 20	HP12

Damage Bonus: none.

Weapon: Fist/Punch 60%, damage 1D3.

Skills: Dewey Decimal System 75%, Hide 45%, Listen 45%, Sneak 80%, Shelve Books 99%.

Sanity Loss: 0/1 Sanity points if he creeps up on you.



Joe the Shelver

At once a staff member and resident of the library, Joe is certainly the most anomalous worker in the library. He is never seen during the day. By night he wanders the stacks, shuffling and shelving. Pale, completely silent by nature, Joe is the source of the legends that the library is haunted. All night long Joe methodically reshelves every book he finds on a table or shelving cart, starting on the third floor and working his way down. He is shy, and tries to avoid being seen by anyone in the library who is working after hours. He will not remove books from a table where someone is seated, but if the researcher leaves the area for a few minutes, Joe pounces on the offending volumes and puts them in their proper places.

Joe was found lurking in the basement of the new library building when it opened, over forty years ago. He was mute and as simple as a child. The library staff took him in and protected him. He is able to understand orders, but only accepts them from library staff. His one area of expertise is the cataloging system. The entire staff knows of Joe's existence, and most student interns bump into him sooner or later. Useful and benign, the staff feed him out of charity. Joe spends his days in the basement, curled up next to the boilers with Napoleon the mastiff.

AMANDA, age 35, Mad Alumna

STR 08	CON 09	SIZ 10	INT 12	POW 13
DEX 14	APP 07	EDU 22	SAN 08	HP 10

Damage Bonus: none.

Weapon: Throw Handy Object 45%, damage 1D4.

Skills: Academic Lore (Miskatonic) 14%, Avoid People 60%, Find Shelter 80%, Hide 60%, Latin 80%, Library Use 40%, Occult 40%, Psychology 30%.



Amanda

A frequent visitor, Amanda is an impoverished woman who wanders the streets of Arkham, rarely straying far from campus. Her only meals are scavenged garbage, starchy church mission meals, or handouts from passersby. Amanda is quite insane, and often wanders the stacks, murmuring to herself and desperately searching for a book whose title eludes her. She reacts violently to any who approach her, especially from behind. She waves her Miskatonic alumni card at the library staff, and often uses her alumni privileges to stay in the library during wet or snowy weather. She usually sleeps at a corner study table near the Occult stacks. She is wildly unpredictable, mostly harmless, and usually left alone. If accosted, she swears at her attackers in Latin and hurls books at them.

NAPOLEON THE MASTIFF, age 6, Faithful Defender of Knowledge

STR 15	CON 11	SIZ 10	POW 08
DEX 13	MOV 12		HP 11

Damage Bonus: +1D4

Weapon: Bite 45%, damage 1D6

Skills: Listen 75%, Recognize Friend 99%, Scent Something Interesting 90%.



Napoleon the Mastiff

The library's watchdog, Napoleon stands sole guard over the library each night. Those who plan to stay overnight are well-advised to make his acquaintance. Wilbur Whateley met his end thanks to the speedy action of this large black mastiff, a friend to many on campus, and a special friend to Joe the Shelver. Some, particularly those who have some experience with the Orne Library's more esoteric collections, have taken to calling the dog Cerberus, after the watchdog at the gates of Hades. Dr. Armitage takes great offense at the nickname.

. . . end of DENIZENS OF ORNE LIBRARY

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A Brief Chronology for Miskatonic U.'s Orne Library

1690: Arkham College is founded.

1693: Reverend Ward Philips, first president of Arkham College, donates his personal library of 127 books to the school. Shortly afterward, the college's general secretary, Phillip Theobald, adds his library of 270 books to the collection. The books are housed in the Congregational parish house.

1743: Elder Marsh of Innsmouth subsidizes the construction of a new university library building near Arkham Common, on High Street. The library moves to the new building.

1765: The last will and testament of Jeremiah Orne transforms Arkham College into the Miskatonic Liberal Arts College. The entire college library is stored on the second story of the new college building on Edge Street, called New Main.

The collection increases substantially through the addition of the Orne Bequest of nearly 300 volumes, including the *Necronomicon*. For the first time in the school's history, a yearly fund is budgeted for the acquisition of books. Various relics of Orne's travels are also donated to the school, forming the nucleus of the Miskatonic Exhibit Museum.

1776: Miskatonic College purchases the library of the ailing Salem Academy, adding over 1,000 volumes to the collection. The library's collection far exceeds the space and shelves available for books, creating the demand for a new library wing or building. The coming of the Revolutionary War delays any concrete action.

1782: The new Orne Library is constructed at Garrison and College streets as the war winds down, the first part of what would become the college's post-war expansion. Generous endowments and bequests from the Orne, Derby, Curwen, and Marsh families increase the library's holdings and invigorate the Exhibit Museum. The contents of the Exhibit Museum stay in the New Main Building at College (formerly Edge) and West streets.

1805: Reverend Ward Phillips, great-great grandson of Arkham College's first president, becomes librarian. The library holds nearly 5,100 volumes. Phillips begins an aggressive campaign of acquisitions which culminates in the first Pickman Bequest.

1810: Despite protests from the College faculty and civic authorities, librarian Ward Phillips accepts the first Pickman Bequest. It consists of hundreds of letters, journals, notes, transcripts, and other documents dating from the time of the Salem witch trials, as well as nearly 300 volumes of spiritual, magical, and occult material from the estate of Benevolent Pickman. Phillips' preoccupation with these dark subjects draws heavy criticism even as the Orne Library gains renown in academic circles.

1847: The Hoag family of Kingsport makes the Hoag Bequest. The gift includes many strange artifacts from Polynesia that find a home in the Exhibit Museum.

1851: An anonymous member of the Pickman family in Providence makes the second Pickman Bequest to the library.

1861: Miskatonic Liberal Arts College becomes Miskatonic University. The absorption of the Elder Faith Seminary's entire library raises space concerns. All archived University records are moved from the basement of the Orne Library to the original Arkham College main building on High Street (also known as Elder Main, or the Marsh Building). This archive is renamed the Tabularium.

1875: One late night in September, the Orne Library building suffers massive structural damage and partially collapses. The building is irreparable, but the books within survive with minimal damage. The Orne Library's general collections are temporarily housed in the Tabularium. The library building is demolished, and construction quickly begins on a new building at the same site.

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1879: The new Orne Library, a large stone building in the Gothic style, is completed. Several professors emeriti familiar with the old library (including librarian James Wright) refuse to set foot in the new library, though none will say why.

1902: The new Miskatonic Exhibit Museum is finished. At the corner of College and West streets, the lavish new building replaces the dangerously antiquated Old Main building, and stands on the same site. Extensive storage facilities have been added to the structure's basement. Displays in storage since the foundation of Miskatonic College are displayed for the first time.

1906: Henry Armitage becomes librarian. His tireless efforts to expand and modernize the library gain even more recognition for the Orne in academic circles. The cathedral-like building soon earns the nickname "Saint Henry's" from faculty and students alike.

1924, January: Miskatonic alumnus and world traveler Wilbur Akeley dies of a heart attack while conducting research in the Orne Library stacks. Later, Akeley's cousin and heir Frederick approaches Armitage about donating his late cousin's library to Miskatonic. Frederick never delivers the collection.

1924, April: After the untimely death of recluse Ambrose Dewart, Dr. Seneca Lapham of the anthropology department arranges the transfer of many volumes from Dewart's ancestral home in Billington's Wood to the Orne Library. The Dewart Bequest consists almost entirely of the occult library of reputed warlock Alijah Billington, Dewart's distant ancestor. It is rumored that Dr. Lapham withheld several volumes, keeping them for personal research. Soon afterward, Lapham leaves Miskatonic on an extended sabbatical.

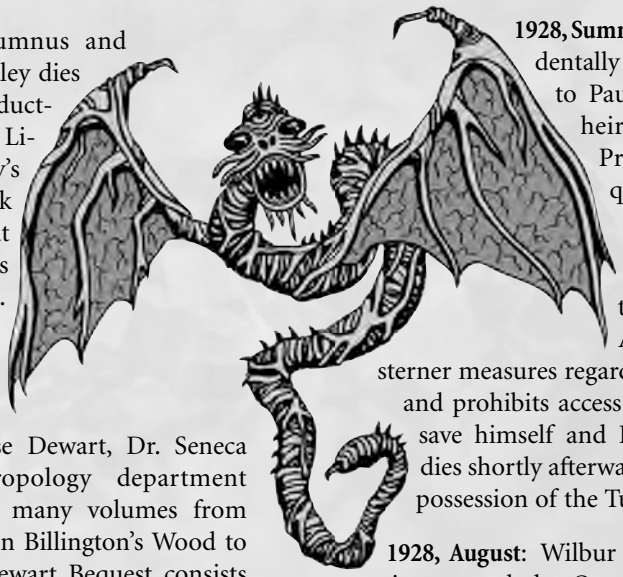
1924, Autumn: Following the strange death of M.U. alumnus Watson Akeley of Maine, Dr. Armitage presides over the donation of the Akeley Bequest.

1925: Henry Armitage begins work on his first book, *Notes Toward a Bibliography of World Occultism, Mysticism, and Magic*. During the course of his research, he responds to a scholastic inquiry from Wilbur Whateley in Dunwich. Armitage visits Dunwich to consult the infamous library of Wizard Whateley. After an afternoon, he departs pale and puzzled.

1926, Spring: During one of his infrequent visits to Arkham, eccentric recluse Amos Tuttle consults the library's copy of the *Necronomicon*, then steals the book, replacing it with a cunning forgery.

1926, Winter: Amos Tuttle dies, and the purloined *Necronomicon* is returned to Miskatonic. Dr. Llanfer takes possession. Professor Armitage decides that a librarian must remain in the room at all times whenever the *Necronomicon* is consulted.

1927: Wilbur Whateley visits the university library at the beginning of winter. Armitage reads over Whateley's shoulder as the strange man consults the *Necronomicon*.



1928, Summer: A library clerk accidentally loans the *Necronomicon* to Paul Tuttle, Amos Tuttle's heir. Dr. Llanfer and Professor Armitage are quite put out.

1928, July: The *Necronomicon* is returned to the library. Professor Armitage decides to take sterner measures regarding the book's security, and prohibits access to the book by anyone save himself and Dr. Llanfer. Paul Tuttle dies shortly afterward, and the library takes possession of the Tuttle Bequest.

1928, August: Wilbur Whateley of Dunwich tries to steal the Orne Library's copy of the *Necronomicon*, but is killed by the library watchdog. Professors Armitage, Morgan, and Rice initiate an investigation into Whateley's death. After several strange events in Dunwich village, Armitage seizes many of the library's most precious occult books and moves them from the Rare Books Room to the basement, for their own protection. He organizes the Restricted Collection in order to better protect and preserve these priceless treasures of the Orne Library. Construction begins on a new vault to house the Restricted Collection.

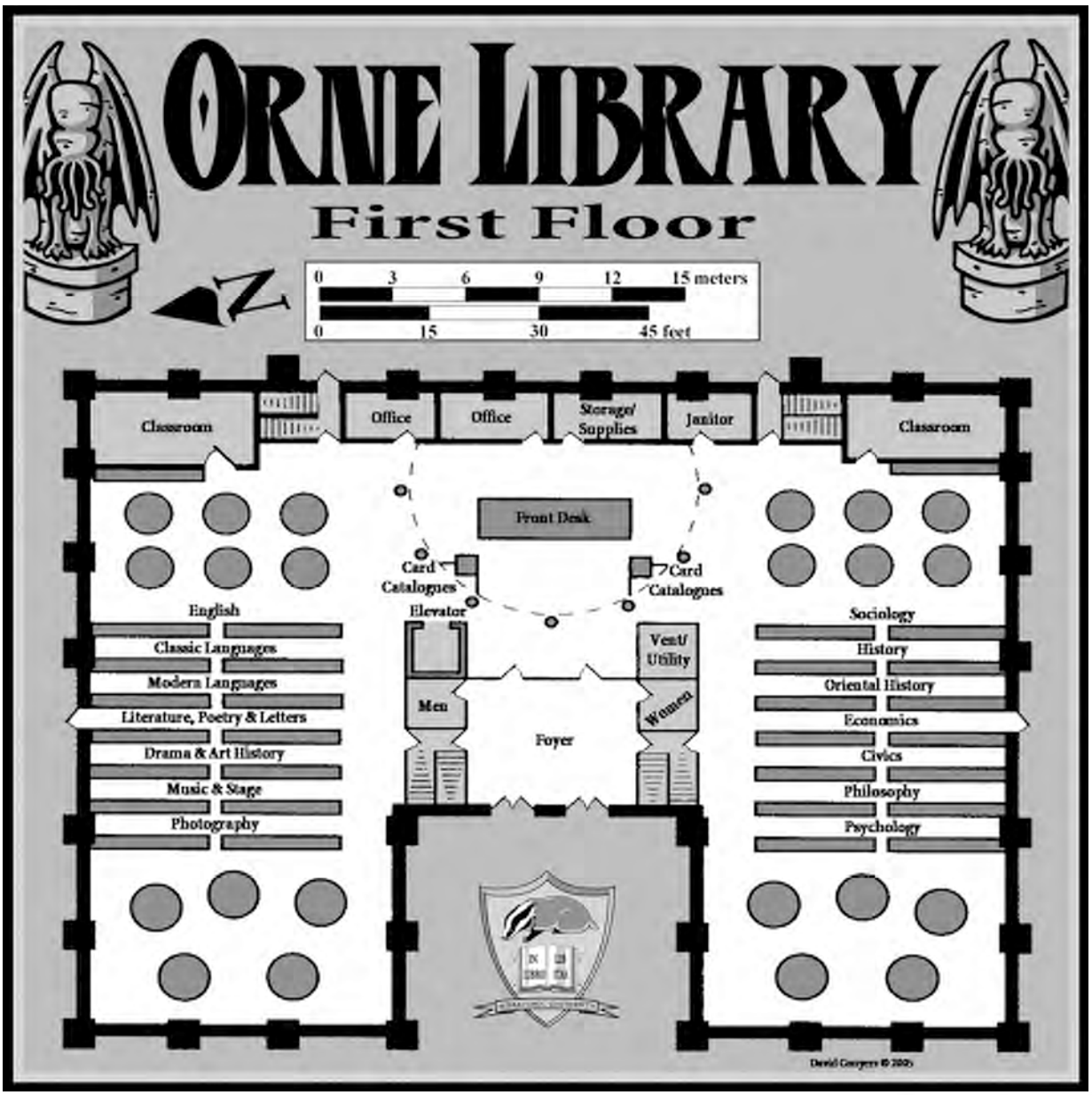
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bear portraits of prominent figures from Arkham and Miskatonic's history. Marble busts of literary giants stand at intervals on pedestals: Thoreau, Washington Irving, Emerson, Longfellow, Whittier, James Russell Lowell, Shakespeare, Milton, and even stern, scowling Cotton Mather are present.

Within, the marble halls of the library are cold, quiet, and drafty, but the massive skylight and tall, arched windows admit ample light. The carpets and furnishings are well maintained. Many students come here to finish their assignments away from the noisy bustle of campus dormitories. The church-like architecture of the building, down to the stained glass panels in some of the windows, has earned the library the nickname "St. Henry's" from Miskatonic's students and faculty alike, after the library's tireless director, Dr. Henry Armitage.

Armitage assumed the post of library director in 1906. He has worked tirelessly to modernize and expand the library's collections. Often sleeping on the couch in his office after long nights of work and research, Armitage is a common sight within the library. He visits the outside for occasional meals or to sleep at home. Armitage knows the collections of the Orne Library better than anyone. Student legend has it that, if he had the time, the erudite librarian could recite the title of every book in the building.

Dr. Wilfred Llanfer, Assistant Director of Collections, helps Dr. Armitage fulfill his duties. A quiet, fastidious man, Llanfer has shouldered more and more of Armitage's administrative duties as the director's health has worsened. Although he helped Armitage organize and establish the Restricted Collection, Llanfer has no



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knowledge of the mythos at all. The assistant director sees Armitage's efforts as sensible security precautions in the wake of the Tuttle troubles and the Whateley break-in.

Mrs. Diane Long, Head Reference Librarian, handles much of the day-to-day business of the library. She has frequent contact with the students, since her knowledge of reference room materials and her talent for unraveling thorny research dilemmas are held peerless, earning admiration from upperclassmen, graduate students, and faculty alike. Four assistant librarians (most of them women) also work at the Orne, along with students who hold part-time jobs to help with shelving. A senior cataloguer and an expert bookbinder manage more students. Student interns can expect to work between twelve and twenty hours a week, earning about $50 a month.

The library is open from 8 a.m. to 9 p.m., Monday through Friday, and on Saturdays from 10 a.m. to 6 p.m. On Sundays only the reference room is open, from 1-6 p.m.; consequently, no book can be checked out on Sundays. On that day, one assistant librarian is on duty.

During the week prior to final exams the library's hours are extended to midnight. The evening staff (this includes most student interns) begins duty at 5 p.m. and usually work until about 10 p.m., shelving and tidying up. The night janitor starts making his rounds at closing and is finished by midnight. All undergraduates are required to leave at closing, although professors and graduate students may stay longer. Graduate students frequently spend the entire night in the library, scrambling to finish papers or theses.

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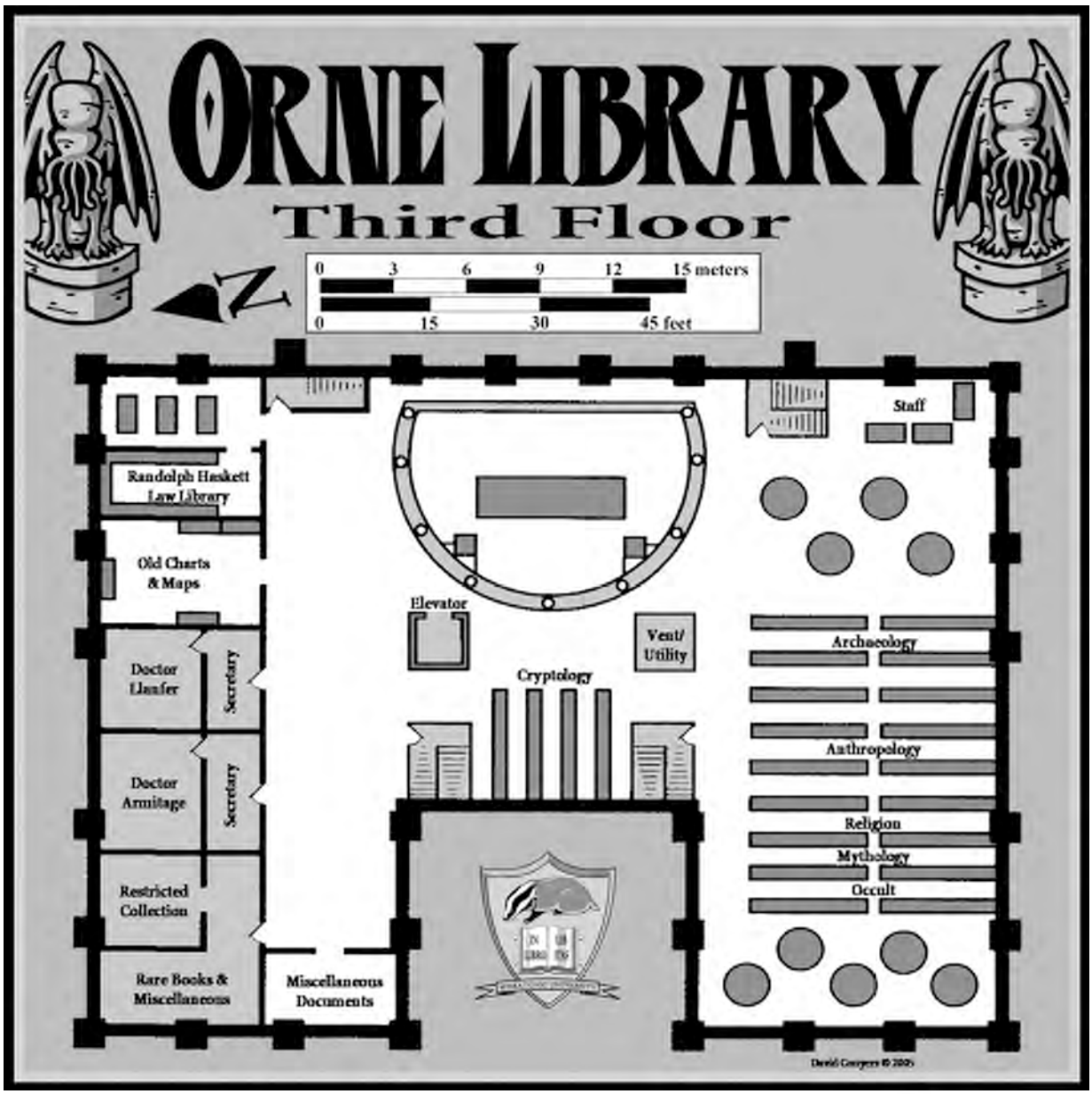
Dr. Armitage and the senior library staff (not including student interns) have keys to the building, as do tenured professors whose researches require library access. Library keys are occasionally given or loaned to non-staff scholars trusted by Armitage, but this is done very rarely. Students who need after-hours access and who are in the know can enter the stacks through the tunnels that lead to the basement, as described in the "Tunnels", p. 162. The ominous nature of the tunnels and the gloom of the library at night ensure that such adventures are never undertaken lightly.

The major book holdings are contained on the upper floors of the building.

General holdings in the Orne Library include a large collection of reference books, including several new sets of encyclopedias. The basement of the library is home to the Pickman Collection, a vast repository of books, diaries, journals, letters, biographies, and genealogical data from all over New England, dating back beyond the Salem witch trials. This trove of early colonial data is one of the finest in existence, and frequently draws scholars and historians to study its contents.

Bound periodicals and University records are also stored in the basement.

The library has near-complete collections of the Arkham *Gazette* and the Arkham *Advertiser*, and the latter's predecessors. The disastrous Miskatonic flood of 1888 destroyed portions of this collection, including the Arkham *Gazette*, 1845-1858 and 1864-1868; the Arkham *Advertiser* for the years 1851-1863; the Arkham *Bulletin* 1823-1826; and the Miskatonic Valley *Gleaner* for the years 1830-1831. There are also bound volumes



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Legends of the Library

Any college library accumulates myths and legends over time, and the Orne Library is no exception. Over the course of their studies at M.U., students are liable to hear any of the following interesting stories, some of which are true!

- ❏ Despite the headstone bearing his name in the Old Wooded Graveyard, legend has it that university founder Jeremiah Orne's mortal remains are buried somewhere beneath the basement.
- ❏ Rumor has it that students who need to get into the library after hours can enter though a secret tunnel that leads into the basement.
- ❏ The sad tale of Thaddeus Finch is an oft-repeated one. A senior in the class of 1904, he went mad while working on his senior thesis and hanged himself in the library. Finch's major varies with who tells the tale, as does the name of the capricious professor whose tyrannical demands drove the student to his tragic end.
- ❏ The Orne Library is definitely haunted. Phantom footfalls and the creaks of a spectral pushcart have been heard by more than one late-night researcher, and some say that a pale specter wanders the stacks after midnight, shelving books for all eternity. Sometimes books left securely shelved in the Rare Books room are found spread out on the tables come morning, left open as if in mid research. The identity of the ghost varies from tale to tale: Jeremiah Orne, Ward Phillips (elder or younger), and Thaddeus Finch (see the paragraph above) are commonly named as being the "Ghost of St. Henry's".
- ❏ Rumor says that Wilbur Whateley was not killed by the library watchdog. The would-be thief made it all the way to the Rare Books room, but then was turned to dust by what he read in the old copy of the *Necronomicon*. The fact that the police were never seen to cart out a body is a tantalizing bit of evidence.

of the Aylesbury *Transcript* (1844-present), the Innsmouth *Courier* (1833-1846, lacking the final issue), and the Newburyport *Correspondent* (1839-present).

In the basement, behind a heavy steel door, lies Armitage's Restricted Collection, which contains the bulk of the Mythos holdings in the library, but not all by any means. See the conclusion of this section and all of the "Shadowed Stacks" section for details.

Special Orne Locations

The nearby plans detail the layout of the Orne Library. The following points might prove of particular interest to keepers.

The Haunted Corner

A lonely table on the second floor near the Chemistry stacks is always pointed out as the site of poor Thaddeus Finch's suicide (see "Legends of the Library" above). It may only be a coincidence, but this is also the coldest place in the library. Rumor has it that anyone who studies at this table overlong is plagued by Finch's shade, who is still obsessed with finishing his thesis.

The Hidden Vault

A secret storage space is located in the first floor classroom at the northeast corner of the library. Originally part of the foundations of the previous library building which collapsed in 1875, the space consists of a stout brick-lined vault, four feet square. Access to this vault is gained by moving a sliding wall panel that looks completely normal (a **Spot Hidden** roll is required to detect the hidden panel). Within the vault is a heavy iron safe standing on four claw-footed legs. Only Armitage, Llanfer, and Long know about the vault, and only Armitage knows the combination to the safe. The safe is currently empty, but in the future Armitage may decide to store particularly sensitive items (the *Whateley Journal*, the original *Celaeno Fragments*, or the loathsome *R'lyeh Text*) inside it. Of course, parties unknown might also know the combination, or be able to crack the safe.

The Heating Plant

A tight noisy space, filled with boilers, coal bins, and a web of pipes. Joe the shelver lives down here, on a mattress near one of the tunnel entrances.

The Tunnel Entrances

The basement of the Orne Library holds two entrances to the campus tunnels (see "The Tunnels", p. 162 for descriptions of these underground passages). Students and faculty alike use the tunnels to gain surreptitious entry to the library. One entrance lies in the heating plant — a nondescript door in the southeast corner leads to a short flight of steps down into the tunnels. The other entrance, better known to students, lies under

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the southernmost stairs on the east wall, near the old books and periodicals stacks.

Once creating the Restricted Collection, Professor Armitage extends his new awareness of security. In the winter of 1928, he has a door installed to block passage through the passage under the stairs and, once the Restricted Vault is finished in 1929, both tunnel doors will boast new padlocks and hinges on their library sides. But even once the tunnel doors are secure, it will likely be only a matter of time before students create a new way in.

The Restricted Collection Vault

Originally a dingy storeroom left undamaged when the previous library building collapsed, Professor Armitage hastily moved the nucleus of the Restricted Collection to this room following the Dunwich Horror of September 1928. Over that fall and winter, Armitage started an ambitious building program to expand the space, turning it into a secure vault. Work on the Restricted Vault will be complete in April of 1929. It consists of a carpeted and comfortably furnished reading room, reached through a double-locked iron door. At the far end, a second door (also locked) leads into a narrow space lined with locked metal cabinets. The books of the collection are stored within the cabinets, many within their own locked iron boxes. All of the locks are the best that money can buy — an attempt to jimmy one must be made at a penalty of 25 percentiles to the **Locksmith** roll.

The Restricted Collection

Formed by Dr. Henry Armitage in September of 1928, the Restricted Collection is a subset of the Special Collections of the Orne Library, and contains many of the university's oldest and rarest books. Armitage restricted public access to the collection to protect the books from inadvertent harm, safeguarding these literary treasures for posterity. At least that is his official explanation. Secretly, Armitage comprehends the true nature of the lore in the Restricted Collection, and the uses to which it was put in Dunwich. The books are restricted not out of concern for their integrity, but for the preservation of humanity.

By January of 1930, all card catalog entries and other listings of the restricted books have been removed. No catalog of the Restricted Collection exists. Anyone seeking to read or peruse a volume in the Restricted Collection must ask for the book by name, and the names and addresses of all inquiring parties are recorded in a log. Only Dr. Armitage himself can give approval to read any portion of any book in the Restricted Collection, and a member of the library staff must be present at all times when such a book is read. All notes taken by researchers and copies made of specific passages are also subject to Armitage's perusal.

Contents of the Collection

The Restricted Collection consists of forty-six works (of which two are currently missing). They fall into two general categories, occult works and Cthulhu mythos tomes. An untrained observer finds little distinction between the two. The occult works, with their long lists of celestial and infernal spirits, magical theory, and lengthy incantations differ from the mythos tomes in the origins of their substance, not in how they are presented. As of 1928, Armitage has little idea that any distinction between apparent hermetic writings might exist, and considers all of the Collection potentially dangerous. On the list below, mythos tomes are asterisked (*). For a complete description of each work, see the section, "Shadowed Stacks", p. 50*ff*.

**The Black Book of the Skull*
**The Black Tome of Alsophocus*
**The Celaeno Fragments*
Clavis Alchemae
**Cthulhu in the Necronomicon*
**Cultes des Goules*
**Cultes des Goules,* fragment, Spanish
Corpus Hermeticorum
**Daemonolatreia*
**De Vermis Mysteriis*
**Liber Ivonis,* Latin
**Liber Ivonis,* fragment, Latin
**Liber Ivonis,* fragment, Latin
**Ye Booke of Eibon,* English
**Of Evill Sorceries Done in New England by Daemons in No Humane Shape*
**The G'Harne Fragments*
Le Gran Albert
Der Hexenhammer
**An Investigation into the Myth Patterns of Latter-Day Primitives with Especial Reference to the R'lyeh Text*
The Key of Solomon
Liber Investigationis
Magnalia Christi Americana
Malleus Maleficarum — MISSING
Memorable Providences Relating to Witchcraft and Possessions
**Unaussprechlichen Kulten*
**Nameless Cults*
**Necrolatry*

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**Necronomicon,* Latin
**Ye Necronomicon,* English
**Al Azif: Ye Booke of Ye Arab*
De Occulta Philosophia
**The Pnakotic Manuscripts*
**Pnakotic Manuscript fragments,* Greek
**The Ponape Scripture*
**The Shrewsbury Scroll*
Thesaurus Chemicus
**Thaumaturgical Prodigies in the New England Canaan* — MISSING
**True Magick*
The Voynich Manuscript
**The Whateley Diary*
**The Whateley Manuscript*
**The Whateley Workbook*
Wonders of the Invisible World
**The Zanthu Tablets*
The Zohar

Mythos Writings in General Collections

Despite Armitage's best efforts, many books and documents that touch upon the Cthulhu mythos have so far escaped his scrutiny, scattered as they are through the Orne's holdings. The damage these writings might do to the minds and souls of unsuspecting researchers is left to the keeper's mercy.

Shelved under Poetry, American, Contemporary:
Azathoth and Others
People of the Monolith

Shelved under Archaeology, Old World:
The Eltdown Shards

Shelved under Archaeology, Polynesian:
Polynesian Mythology, with a Note on the Cthulhu Legend Cycle

Shelved with Scientific Periodicals:
The Windrop Monograph (The G'Harne Fragments)
The Case Records of Nathaniel Wingate Peaslee

Shelved in the Rare Books Room:
Krypticon

Shelved under Mythology, Folklore:
Legends of New England
The Revelations of Glaaki (volumes I, II, IV, VI)
Revelations of Hali
The R'lyeh Text

Shelved under Religion, New England:
The Dunwich Sermon

Shelved under Occult, New England:
The Krannorian Annals: Fact or Fallacy?

Shelved with Old University Records, College of Natural Sciences:
The Gardner Farm Report
Ground Survey Results, Dunwich Village

Shelved with Old University Records:
The Phillips Papers, 1706
The Younger Phillips Papers, 1811

Stored in the Miscellaneous Documents Room:
The Billington Papers, 1924

Stored in the Book Repair Room:
The Tuttle Papers, 1928

Occult Tomes in General Collections

Most of the following books are shelved in the Occult section of the library. Again, the distinction between the spirits, devils, and rituals so often mentioned in them

Option: Hermetic Spells

The following spells, taken from *Call of Cthulhu* 5.5 or later, can serve as hermetic occult rituals. To be able to learn and cast these spells, it is recommended that a would-be magus have at least Occult 40%, to reflect sufficient initiation. These spells are "natural" — they derive from the elemental and spiritual forces of Earth and the cosmos as we know it, not the hypergeometry and alien nature of the Cthulhu mythos. The keeper can run the spells as written or incorporate new elements such as limiting the casting to certain days of the week, exotic components, lengthy rituals, requiring a **POW x1** roll for success, etc. Hermetic magic should never flow as easily as mythos magic. Any book described in this chapter and marked with (og) is an occult grimoire and at the keeper's discretion can contain 1D6+2 of the following spells. A more detailed system for occult magic may appear in future *Call of Cthulhu* releases.

Alter Weather, Augur, Bind Enemy, Bind Soul, Bless Blade, Blight/Bless Crop, Cause Blindness, Cause Disease, Candle Communication (Enchant Candle), Chant of Thoth, Charm Animal (ravens, wolves, etc.), Circle of Nausea, Command Ghost, Compel Flesh, Detect Enchantment, Dream Vision, Evil Eye, Healing, Journey to the Other Side, Mirror of Tarkhun Atep, Nightmare, Pose Mundane, Power Drain, Remortification, Sekhmenkenhep's Words, Sending of the Dead, Snare Dreamer, Soul Trap, Stop Heart, Voice of Ra, Wandering Soul, Warding, Warding the Eye.

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and the entities and magic of the Cthulhu mythos may be unclear to the uninitiated.

Shelved in the Occult section:
Ancient Egyptian Legends
Bible Myths and Their Parallels in Other Religions
The Book of the Law
A Book of the Sacred Magic of Abra-Melin the Sage
An Egyptian Book of the Dead
The Emerald Tablet
Isis Unveiled
The Magus
More Wonders of the Invisible World
The Oracles of Nostradamus

Shelved in the Archaeology section:
Archaic England

Shadowed Stacks

A Guide to the Esoteric Contents of the Orne Library and the Restricted Collection

The following is a comprehensive discussion of the occult and Mythos-related materials in the Orne Library of Miskatonic University. The collection's contents have been listed before in both *H.P. Lovecraft's Arkham* and the *Miskatonic University Guidebook*. This new version reconciles some of the differences between the two lists, as well as incorporating material from both *Encyclopedia Cthulhiana* second edition and *Ex Libris Miskatonicii*. Finally, the game statistics and content information from the *Keeper's Companion* and elsewhere have been summarized here for convenience of keepers. The works are arranged in alphabetical order. Books whose titles are prefaced with (rc) are members of the Restricted Collection. Of the following, some are mythos tomes and others are occult works — the distinction is not yet apparent to inexperienced observers.

Spells Listed

All spells appended with an asterisk (*), are new spells. An *italicized* spell name indicates that the recipe for that spell given in the particular manuscript or edition is flawed, and that this particular version of the spell cannot function properly. Find more about flawed spells in the appendix "New Magics".

A book title prefaced with (og) represents an occult grimoire. At the keeper's discretion, occult grimoires may contain spells. For details, see the Hermetic Spells sidebar on p. 49. Some books are marked both as belonging to the Restricted Collection and as being occult grimoires. Other books bear neither marking.

A Note on the Materials

All appearances to the contrary, the Orne Library does not have one copy of each and every mythos tome, although it probably possesses the most complete collection on the planet. Keepers should feel free to add a text here or there as their game requires, or to remove any book that does not suit them or their campaign. Use caution, however: every effort has been made to make the most complete record possible of the library's mythos holdings. It is unlikely that many more books could escape Armitage's attention. The rarest tomes (the *Al-Azif*, or the Hyperborean version of the *Book of Eibon*) should be the objects of entire adventures or campaigns. Let your investigators earn them.

Finally, remember that most of these works are under Armitage's close scrutiny, and he regards their safety as a matter of life and death. While scholars will occasionally be granted limited access to the books of the Restricted Collection, only the direst need will persuade Armitage to let strangers copy a spell. If the investigators insinuate themselves into Armitage's cabal (which presently consists of Professors Wilmarth, Rice, and Morgan) they will have greater access to the books, but still cannot do as they please with them.

ANCIENT EGYPTIAN LEGENDS – *in English, written by Margaret Alice Murphy, 1913.*

A survey of ancient Egyptian mythology, or at least those portions of it that apply to modern freemasonry and theosophy. Far too speculative to be considered a legitimate archaeological work, this book abounds with ancient legends and mysteries. *No Sanity loss; Occult +3 percentiles; skill check in Archaeology; average 6 weeks to study and comprehend.* Spells: none.

ARCHAIC ENGLAND – *in English, written by Harold Bayer, 1920.* A monograph deciphering prehistory for megalithic monuments, earthworks, customs, coins, place names, and faerie superstitions. A comprehensive survey of ancient sites throughout the British Isles. Useful to the archaeologist, Bayer also includes many legends about the sites surveyed that an occultist might find valuable. *No Sanity loss; Occult +3 percentiles; skill*

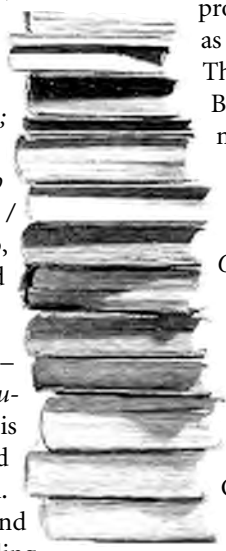
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check in Anthropology and in Archaeology; average 8 weeks to study and comprehend. Spells: none.

AZATHOTH AND OTHER HORRORS – *in English, written by Edward Pickman Derby, 1919.* The definitive collection of Arkham native Derby's macabre poetry, inspired by the author's troubled dreams and arcane researches. Includes "Azathoth", an epic poem that fills half the volume and recounts an encounter with the Daemon Sultan. Titles include "Nemesis Rising", "Charnel House", "Dead But Not Gone", "Medusa's Kiss", and others. Eight line drawings by Arkham-born Justin Eckhardt grace the volume's pages. This copy was donated by the author, and is signed. *Sanity loss 1/1D4; Cthulhu Mythos +4 percentiles; average 1 week to study and comprehend.* Spells: none.

BIBLE MYTHS AND THEIR PARALLELS IN OTHER RELIGIONS – *in English, written by T. W. Doane, 1882.* A comprehensive source for studies in comparative religion. Students of the mythos will no doubt be drawn to the various devil figures described, as well as various treatments of a coming apocalypse. *No Sanity loss; Occult +3 percentiles; Philosophy and Religion +5 percentiles; average 8 weeks to study and comprehend.* Spells: none.

(rc) THE BLACK BOOK OF THE SKULL – *Latin translation of the original Greek manuscript, author and date unknown.* This obscure and dense book is the alleged memoir of one *J'cak Iggurtian*, scholar and occultist from the ancient lost land of Quy. The book describes the author's magical experiments, and warns the reader of the dangers involved in dealing with the Great Old Ones. The book also tells of Iggurtain's journey to the land of Cakatomia and the Seven Cities of Gold, sealed beneath the earth by the Old Ones. Worship of Nyarlathotep, Othuyeg, Quyagen, Yig, and Black Zathog is described, as are the evil plans of the Zarrians. This book was donated to the University as part of the second Pickman Bequest. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; skill checks in Astronomy and Occult; average 29 weeks to study and comprehend.* Spells: *Contact Deity / Cthulhu*, Contact Deity / Nyarlathotep, Contact Deity / Othuyeg*, Summon/Bind Spawn of Othuyeg*.



(rc) THE BLACK TOME OF ALSOPHOCUS – *Latin translation of an unknown original manuscript, author and date unknown.* This book is the grimoire of Alsophocus, philosopher and wizard of the pre-human kingdom of Ergonill. The book describes many lost kingdoms and other dimensions, along with runes of binding and shaping. The secret thresholds of space and time are revealed, as are incantations that can summon the foulest demons. A detailed description of Sharnoth, extradimensional lair of Nyarlathotep, is included, along with other secrets including the nature of the Shining Trapezohedron, the citing of Boromir, and a ritual for calling Great Cthulhu from the deeps. Many of these secrets are expressed in obscure hints, parables, and allegories which baffle the uninitiated. This book was donated to the library as part of the first Pickman Bequest. *Sanity loss 1D6/2D6; Cthulhu Mythos +10 percentiles; skill checks in Occult and Physics; average 37 weeks to study and comprehend.* Spells: Contact Deity / Cthulhu, Contact Deity / Nyarlathotep, Create Gate, *Dread Curse of Azathoth*, Enchant Pipes, Enjoin Pnakotic Pentagram*, Summon / *Bind* Servitor of the Outer Gods, Summon / Bind Star Vampire.

- ❏ This book has had Enchant Book cast upon it, for 5 POW.

(rc) THE BOOK OF EIBON IN THE FOLLOWING EDITIONS:

(rc) LIBER IVONIS (Book of Eibon) – *in Latin, trans. from an unknown version or versions by Caius Phillippus Faber, ca. tenth century A.D., then printed in Rome, 1662.* Authorship of this work is attributed to Eibon, a mysterious figure said to have been the greatest sorcerer in Hyperborea, one of the lost kingdoms of the Hyborian age. Eibon's grimoire contains information about Hyperborean religion and mysticism, including discussions of the gods Abhoth, Atlach-Nacha, Cthulhu, Rlim Shaikorth (the Ice Worm), Ubbo-Sathla, and Tsathoggua, the Toad God. Various other lesser creatures are also discussed, including Tsathoggua's formless spawn, the shaggy Voormis, the ancient serpent folk, and others. Long sections describe sorcerous rites and procedures, including many signs and sigils, as well as how a wizard might move between dimensions. This copy was originally the property of Alijah Billington, owner of Billington's woods and infamous Arkham warlock. The book came into the University's possession as part of the Dewart Bequest. *Sanity loss 1D4/2D4; Cthulhu Mythos +13 percentiles; skill checks in Astronomy and Occult; average of 36 weeks to study and comprehend.* Spells: *Call/Dismiss Azathoth*, *Call/Dismiss Rlim Shaikorth*, Contact Formless Spawn, Contact Deity / Kthulhut (Cthulhu), *Contact Deity / Yok-Zothoth* (Yog-Sothoth), Contact Deity / Zhothaqquah (Tsathoggua), *Create Barrier of Naach-Tith*, Create Gate, Create Mist of Releh, Deflect Harm, Eibon's Wheel of Mist, Enchant Brazier, Enchant Knife,

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Enjoin the Sign of Koth*, *Levitate*, Wither Limb, *Voorish Sign.*

(rc) LIBER IVONIS FRAGMENT (Book of Eibon) – *in Latin, author unknown, ca. 250 A.D.* The manuscript represents one of the early works that probably formed the basis of Faber's medieval translation, see just above. Less than a third of the complete text remains, and many pages are torn, stained, or otherwise marred. What small portions remain, however, are far clearer than the corresponding sections in Faber. This fragment was originally the property of Noah "Wizard" Whateley of Dunwich. The book was passed down to Wilbur Whateley in 1924 and eventually ceded to Miskatonic University as part of the Whateley Bequest. *Sanity loss 1D2/1D4; Cthulhu Mythos +4 percentiles; skill check in Occult; average 14 weeks to study and comprehend.* Spells: Contact Deity / Zhothaqquah (Tsathoggua), Voorish Sign.

(rc) LIBER IVONIS FRAGMENT (Book of Eibon) – *in Latin, author unknown, ca. second century A.D.*. A long, badly damaged manuscript. Illustrations and text glosses identify this work as the product of Irish scholars during the second century A.D., a remarkable survival. The introduction identifies the work as a translation, the original being written in the language of "a sunken western land". Most of the content differs strikingly from the fragment discussed just above, and hints at a body of source material entirely different from Faber's. Unfortunately for scholars, less than half of the manuscript is still legible. The book came to the library as part of the Tuttle Bequest of 1928. *Sanity loss 1D2/1D4; Cthulhu Mythos +6 percentiles; skill checks in Astronomy and Occult; average 30 weeks to study and comprehend.* Spells: Call/Dismiss Azathoth, Contact Deity / Zhothaqquah (Tsathoggua), Voorish Sign. Create Gate, Deflect Harm, Eibon's Wheel of Mist, Enchant Brazier, Enchant Knife.

(rc) YE BOOKE OF EIBON – *in English, translated from the Latin in the fifteenth century, translator unknown.* A flawed and incomplete translation of the Latin *Liber Ivonis*, this handwritten manuscript is one of eleven known copies, and was given to the library as part of the Orne Bequest. *Sanity loss 1D4/2D4; Cthulhu Mythos +11 percentiles; skill check in Astronomy and Occult; average of 32 weeks to study and comprehend.* Spells: Contact Formless Spawn of Tsathoggua, *Contact Deity / Tsathoggua*, *Deflect Harm*, Eibon's Wheel of Mist, *Enjoin the Sign of Koth*, Voorish Sign.*

(og) BOOK OF THE LAW – *in English, by Aleister Crowley, 1904.* One of many Crowley books, this introduces Crowley's theories of magic, which posed a marked departure from the tame techniques of the Theosophists and the Golden Dawn. Crowley's mysticism consists of a revival of classic medieval hermeticism with a strong dose of kabbalism thrown in. The book was donated to the library as part of the Akeley Bequest. *No Sanity loss; Occult +6 percentiles; skill check in Occult; average of 12 weeks to study and comprehend.* No spells.

(og) A BOOK OF THE SACRED MAGIC OF ABRAMELIN THE SAGE – *in Hebrew, written by Lamech the Younger, 1458 A.D.; translated to English by A. E. Waite, 1900.* This book contains the testament of Abraham of Wurtzburg, a renaissance Kabbalist who traveled around the Mediterranean world in the early fifteenth century. Abraham studied with magi and kabbalists wherever he could find them, but dismissed all of them as charlatans or flawed in their philosophy. Finally, Abraham found Abra-Melin the Mage in a small village on the banks of the Nile, and the rest of the book details Abra-Melin's magical philosophy and techniques, which fuse classical Hellenistic theurgy with ancient Hebrew kabbalism. Rituals for the summoning and commanding of spirits, clairvoyance, warding evil magic, and may others are described at length. The Orne Library purchased this book shortly after publication. *No Sanity loss; Occult +8 percentiles; skill checks in Astronomy, Mathematics, and Philosophy and Religion; average 20 weeks to study and comprehend.* No spells.

(rc) CELAENO FRAGMENTS – *unknown hieroglyphs, untranslatable, may antedate human existence.* Perhaps more of an artifact than a book, the Orne Library possesses seventeen fragments of iron hard, slate gray clay, excavated from several different sites by Dr. Laban

The Celaeno Fragments Exposed

A successful **Cthulhu Mythos** roll allows a researcher to conclude that the marks on the back of each fragment are written in the dot cipher of the ancient elder things. Researchers with Elder Thing Cipher 20% or higher can translate the fragments in 20-INT days. The resulting text is patchy, but appears to be a partial survey of the entities with whom the elder things found themselves vying with on Earth. Cthulhu, Cthugha, Nyarlathotep, and Ithaqua are mentioned, as well as some very tentative references to Hali, Carcosa, and the King in Yellow. The clearest portion of the text describes a massive library or archive on a planet orbiting the star Celaeno in the Pleiades. Several fragments also form a substantive survey of the language used by Cthulhu and its minions. *Sanity loss 1D6/2D6; Cthulhu Mythos +11 percentiles; skill check in Astronomy; average 20 weeks to study and comprehend (who spends 4 months extra in study gains R'lyehian 20+1D10%).* No spells.

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Shrewsbury between 1887 and 1893. The fragments, seven of which can be reassembled into half of a tablet, feature strange bas-relief designs on one side that defy artistic interpretation. The reverse of each fragment is covered with a dense inscription of clusters of dots. Shrewsbury named the fragments for the star Celaeno in the Pleiades cluster, and spent the latter part of his career trying to effect a translation of the mysterious inscription on the fragments. In 1908, Dr. Shrewsbury left the fragments in the care of the Orne Library. When it was suggested that the Exhibit Museum might provide a better home for the fragments, Shrewsbury insisted, citing his long standing disdain for the Tetlows and saying that he'd feel better if the stones were in Dr. Armitage's care. These stones will later form the nucleus of Miskatonic's "Stone Library". Shrewsbury is rumored to have made a translation of the tablets' inscription, but the whereabouts of any such manuscript or book are unknown. *Statistics and benefits: none, unless a translation can be completed.*

(rc) (og) CLAVIS ALCHEMAE – *in Latin, by Robert Fludd, 1619.* An in-depth survey of alchemical theory from the dawn of the scientific revolution, this book offers insights into astronomy, astrology, medicine, and metaphysics. Part of the Orne Bequest. *No Sanity loss; Occult +5 and Astronomy +2 percentiles; skill check in Chemistry; average of 18 weeks to study and comprehend.* No spells.

(rc) (og) CORPUS HERMETICORUM – *in Latin, author unknown, circa 100 A.D.* This thick tome collects several earlier texts which came to form the nucleus of the Western Hermetic tradition. The influences of elemental forces on the material world are revealed, along with endless tables and charts of hermetic correspondences. The extensive formulae contained within are the backbone of medieval magic. This fabulously rare copy was part of the Orne Bequest. *No Sanity loss; Occult +5 percentiles; average of 35 weeks to study and comprehend.* No spells.

(rc) CTHULHU IN THE NECRONOMICON – *in English, written by Laban Shrewsbury, circa 1915.* An unwieldy sheaf of 492 typewritten pages mixed with diagrams, photographs, holographic notations, and appendices. This work constitutes the raw first draft of a book Shrewsbury intended as the sequel to his earlier work, *An Investigation of the Myth-Patterns of Latter Day Primitives* (see below). Badly in need of editing and organization, Shrewsbury's rambling narrative picks up where his earlier book left off, but he now uses the *Necronomicon* instead of the *R'lyeh Text* to interpret various ancient myths.

The focus of the work is an entity called Great Cthulhu, a being Shrewsbury alternately describes as a "primal god" or a "water elemental", and who has been worshiped in various forms throughout human history. Cthulhu is described as having a brother named Hastur, an air elemental who somehow opposes Cthulhu. Both *Necronomicon* and *R'lyeh Text* hint that Cthulhu is currently asleep or otherwise inactive, entombed at the bottom of the Pacific Ocean. Shrewsbury hypothesizes that telepathic emanations from the sleeping entity have had a profound impact on human mythology and history, citing hundreds of examples lifted from archaeology and anthropology. Most of these examples are, unfortunately, fragmentary, and many are written in shorthand useful only to an anthropologist. The final sections of the book describe other entities that Shrewsbury organizes according to an elemental paradigm: Hastur (air), Nyarlathotep (earth), and Cthugha (fire). Shrewsbury also describes an ancient global cult that has been devoted to Cthulhu for millennia, and is secretly striving for the god's revival. Shrewsbury hypothesizes that Cthulhu's return would mean the destruction of human civilization (if not planet Earth), and speculates that the water elemental might be thwarted by taking advantage of Cthulhu's opposition and conflict with Hastur. The Orne Library possesses the only copy of this manuscript, which Laban Shrewsbury deposited at the library shortly before his disappearance in 1915. Armitage's initial reading left him convinced that Shrewsbury had lost his mind. In the wake of the Dunwich Horror, however, the librarian is no longer so sure. *Sanity loss 1D3/1D6; Cthulhu Mythos +6 percentiles; skill checks in Anthropology and Occult; average of 14 weeks to study and comprehend.* Spells: Contact Deity / Cthulhu, Contact Deep One, Elder Sign.

(rc) CULTES DES GOULES (Cults of the Ghouls) – *in French, written by François-Honore Balfour, Comte d'Erlette, in 1681. This copy was transcribed and bound in 1703.* The book describes in shocking detail the widespread existence of necromancy and necrophilia in France. A secretive cult of grave robbers and cannibals is also detailed, along with their hideous necrophagic rites. Necromantic magics for raising or divining with the dead are summarized. D'Erlette goes on to describe a vast society of subhuman ghouls living in the catacombs beneath Paris. Nyogtha and Shub-Niggurath (who is somehow linked to lycanthropy) are frequently mentioned. This work is the most recent addition to the Restricted Collection. Dr. Armitage arranged for the purchase of the book from an odious collector in France, shortly after the Dunwich Horror of



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September 1928. The library will not gain possession of the book until January 1929. *Sanity loss 1D4/1D10; Cthulhu Mythos +14 percentiles; skill checks in History and Occult; average of 22 weeks to study and comprehend; further study for 2 months and a D100 roll of INT x2 or less grants Ghoul 20+1D10%.* Spells: Black Binding, *Call*/Dismiss Shub-Niggurath, Contact Ghoul, *Resurrection*, Shrivelling, Summon/Bind Byakhee, Summon/*Bind* Dark Young, Voorish Sign.

(rc) CULTES DES GOULES (Cults of the Ghouls) – *in Spanish, author unknown, c. 1750.* Only fifty-seven pages long, this Spanish translation of the Comte d'Erlette's infamous opus contains the first four chapters, wrapped in white silk with gold cords. The ghoul and cannibal cults are described in detail, along with a cursory primer on necromancy. All of the ritual material has been expunged. This work came to the Orne Library as part of the Tuttle Bequest. *Sanity loss 1D2/1D6; Cthulhu Mythos +7 percentiles; skill checks in History and Occult; average of 10 weeks to study and comprehend.* No spells.

(rc) DAEMONOLATREIA – *in English, written by Nicholas Remy (Remigius) in 1592.* Nicholas Remy was a French lawyer turned witch hunter who boasted that he had consigned nine hundred witches to the flame during the decade 1582–1592. Remy wrote his book in retirement, and it became an important handbook for witch hunters, second only to the *Malleus Maleficarum.* The proceedings of over a hundred witch trials and examinations are described in detail, with commentary by Remy summarizing the black magic employed by witches, as well as their blasphemous conduct (dancing and sexual orgies, often with the beings they summon from beyond). The witches' use of poison and drugs against their enemies is also enumerated. Remy goes on to describe the identities and powers of various infernal spirits. The author links these demons to the Nephilim and giants mentioned in the biblical books Genesis and Numbers. These giants, who are compared to the titans of Greek myth and the legends of Lilith and Samael in Hebrew mythology, are described as pre-Adamic (therefore pre-human) entities who apparently survived some great cataclysm prior to the creation of the world. Fallen angels, incubi, and succubi are believed to have engaged in sin with human women, spawning the giants and all manner of abominations. The final section on infernal magi contains an entire chapter on ciphers and arcane alphabets that proved crucial in Henry Armitage's translation of Wilbur Whateley's *Diary. Daemonolatreia* was part of the original library of the Salem Academy, and came into Miskatonic's possession when that school (then named the Elder Faith Seminary) merged with Miskatonic College in 1861. *Sanity loss 1D4/1D8; Cthulhu Mythos +8 percentiles; skill check in Occult; average 28 weeks to study and comprehend; further study for 2 months and a D100 roll of INT x3 or less grants Aklo 20+1D10%.* Spells: Banishment of Yde Tead, *Call*/Dismiss Yog-Sothoth, Cast Out Devil, Cast Out Shan, *Conjure Devill (Contact Deity / Nyarlathotep)*, Curse of Darkness, Detect Enchantment, *Powder of Ibn Ghazi*, Warding the Eye.

AN EGYPTIAN BOOK OF THE DEAD – *in English, by E. Wallis Budge, 1895.* A translation of several Egyptian prayers and texts dealing with the mummification of the dead, and the travails that the departed face in the afterlife. Far too speculative a translation for most reputable scholars, this book delves deeply into Egyptian ritual magic. Later advances in Egyptian translation make out Budge's conclusions as rather spurious. *No Sanity loss; Occult +3 percentiles; skill check in Archaeology; average of 8 weeks to study and comprehend.* No spells.

THE ELTDOWN SHARDS – *in English, written by Reverend Arthur Brooke Winters-Hall, 1912.* A translation of the cryptic markings found on mysterious clay fragments unearthed from pre-Carboniferous strata in southern England. Winters-Hall asserts the strange dot markings on the shards are indeed a language, and links the markings to the so-called *Pnakotic Fragments.* Winters-Hall's translation tells the tale of a hideous race of worm-like beings, the Yekubians, who tried to invade the Earth over "ether bridges" in an ancient era when our planet was dominated by a race of benevolent cone-shaped beings. The translation describes the culture of the invading Great Race in some detail, and describes how they eventually defeated the Yekubians. Laban Shrewsbury acquired this copy shortly after its publication in 1912, and donated it to the library in 1913. *Sanity loss 1D4/1D8; Cthulhu Mythos +11 percentiles; skill check in Occult; average of 6 weeks to study and comprehend.* Spell: Call Across the Temporal Void (an obscure, hard-to-master version of Contact Yithian).

(og) THE EMERALD TABLET – *in Italian, author and translator unknown, 1857.* An Italian translation of an alchemical text from 200 A.D., this book has since served as a basic alchemy text. Its core deals with the relationship between macrocosm and microcosm, extolling the maxim "As above, so below." Intuitive (or initiated) readers may realize that the alchemical practices described within are allegorical: the aim of the rituals is not to transform lead or base matter into gold, but rather to purify the corrupted soul of the alchemist and bring him closer to the Divine. This book was donated to the library as part of the second Pickman Bequest. *No Sanity loss; Occult +3 percentiles; skill checks in Chemistry and Occult; average of 14 weeks to study and comprehend.* No spells.

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(rc) OF EVILL SORCERIES DONE IN NEW ENGLAND OF DAEMONS IN NO HUMANE SHAPE – *in English, author unknown, c. 1720.* This hand-written manuscript is a fragment of a much larger work that has been lost. It details the legends and misdeeds of several infamous warlocks and sorcerers of the early Colonial period, especially Robert Billington. Extensive mention is made of local Indian tribes, including the Wampanaugs and Nipmucks, and their tribal beliefs. An account is also made of the standing stones in the hills northwest of Arkham (in the region of Dunwich), and of the blasphemies practiced by the local savages there. Later sections relate stories of Keziah Mason, the Salem witch trials, the legend of Arkham's Unnameable House, and the book ends with the tale of Goody Fowler. This work was part of the Dewart Bequest. Any reader with English, Library Use, and History skills all of 60% or higher can, after comprehending the book, attempt an **INT x3** roll or less. With a success, he or she can identify the author as Abijah Hoadley, author of the *Dunwich Sermon* (see p. 65), who met his end in Dunwich in 1747. *Sanity loss 1D3/1D6; Cthulhu Mythos +4 percentiles; skill checks in History and Occult; average of 9 weeks to study and comprehend.* Spells: Contact Deity / Tsathoggua, Call Ossadagowah, Elder Sign.

(rc) THE G'HARNE FRAGMENTS – *in English, written by Sir Amery Wendy-Smith, 1919.* A long time colleague of Sir Howard Windrop, who discovered the fragments, Wendy-Smith published his complete translation of the stone shards shortly before embarking upon the ill-fated G'Harne expedition in 1919. Wendy-Smith's translation contains all of the information contained in Windrop's monograph (see below), but offers much more detail in its descriptions of the pre-human world. The cities and civilizations of Lh'Yibi, Ib, Leng, Thep-Dya, R'lyeh, and Kara-Shehr are described in great detail, as are the builders of these lost empires: the serpent people, the Great Race, and especially the chthonians. The University purchased this copy shortly after the book's publication in 1919. *Sanity loss 1D6/1D10; Cthulhu Mythos +10 percentiles; skill checks in Anthropology, Archaeology, and Occult; average of 12 weeks to study and comprehend. If the translation notes from this book are compared with the notes in Windrop's monograph the reader gains Elder Thing Cipher 20+1D10% after an additional month of study and a successful D100 roll of INT x2 or less.*. Spells: Contact Chthonian, *Contact Elder Thing*, Contact Shudde M'ell, Red Sign of Shudde M'ell.

THE G'HARNE FRAGMENTS: THE WINDROP MONOGRAPH – *in English, written by Sir Howard Windrop, 1911, and published in the* Journal *of the Royal Antiquities Society, 1912.* Also known as "Windrop's folly", this treatise is a conjectural translation of mysterious stone tablets the author found in the custody of a native tribe in northern Africa. The tablets describe the history of the world from the Pleistocene epoch to the dawn of Man. Details are also given about the pre-human races: the deep ones, elder things, serpent men, and hideous chthonians. The gods Bokrug, Nug and Yeb, and Shudde M'ell are mentioned. The publication of this monograph ruined the career of its author. *Sanity loss 1D2/1D4; Cthulhu Mythos +4 percentiles; average of 2 weeks to study and comprehend; if the translation notes from Wendy-Smith's book are compared with Windrop's, one additional month of study and a successful D100 roll of INT x2 or less grant the scholar Elder Thing Cipher 20+1D10%.* No spells.

(rc) LE GRAN ALBERT (The Greater Albert) – *in French, written by Albertus Magnus, fourteenth century.* A hand-written copy of Magnus' work, which purports itself to be the highest and purest of all witches' grimoires. This massive volume is rife with digressions and allegories, often made in the most arcane of occult terms. A minimum skill of Occult 35% is required to comprehend the work at all. The volume contains very little magical theory, concentrating instead on a long list of spells and recipes for potions and poisons. Summoning rites for various demons and elemental forces are described, all involving the use of protective circles to bind the creature summoned. Frequent mention is also made of "they who dwell below", the pale servants of the Charnel God. This volume was part of the Dewart Bequest. *Sanity loss 1D4/1D8; Cthulhu Mythos +3 percentiles; skill checks in Occult and Pharmacy; average of 54 weeks to study and comprehend; an additional six weeks of study grants Ghoul 20+1D10%.* Spells: Augur, Bind Enemy, Blight/Bless Crop, Call the Devil (Contact Deity / Nyarlathotep), *Call Forth Child of the Forest (Summon/Bind Dark Young)*, Call Forth Faceless One (Summon/Bind Nightgaunt), Call Forth Living Flame (Summon/Bind Fire Vampire), Call forth Greater Demon (Summon/Bind Hunting Horror), Call Forth They Who Dwell Below (Contact Ghoul), Charm Crow, Charm Owl, *Charm Wolf*, Cause/Cure Blindness, Detect Enchantment, Evil Eye, Food of Life, Lame/Heal Animal, Stop Heart.

(rc) (og) DER HEXENHAMMER – *in German, translator unknown, published in 1906.* "The Hammer of Witches", as the title implies, is a German translation of the *Malleus Maleficarium*, and examines the same topics. The first section of the book proves the existence of witches through a long philosophical argument, and goes on to insist that anyone who denies that witches exist is guilty of heresy. The reputed powers of witches and their black rituals, including their traffic with demons and obscene sexual practices, are described at length. The second section describes how witches can be

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discovered, and how their evil spells can be cured or broken. The final section describes at length how to establish and execute a legal trial for witchcraft. This copy was part of the Akeley Bequest of 1924. *No Sanity loss; Law +2 percentiles, Occult +3 percentiles; average of 20 weeks to study and comprehend.* No spells.

(rc) AN INVESTIGATION INTO THE MYTH PATTERNS OF LATTER-DAY PRIMITIVES WITH ESPECIAL REFERENCE TO THE R'LYEH TEXT – *in English, written by Dr. Laban Shrewsbury, 1913.* This large holographic manuscript is a comprehensive survey of Polynesian folklore and myth, with frequent references both to the *Ponape Scripture* and the works of Harold Hadley Copeland. Shrewsbury goes on, however, to interpret these myths in light of the information contained in the *R'lyeh Text*, and ends up with a treatise about lost R'lyeh and its dread lord, Great Cthulhu. References are also made to Cthulhu's spawn and the hideous things that serve them in the deep, including the deep ones and yuggs. The library also accepted a gift copy of the work (signed by the author) shortly after its publication in 1913. *Sanity loss 1D3/1D6; Cthulhu Mythos +4 percentiles; skill check in Anthropology; average of 10 weeks to study and comprehend.* Spells: *Contact Yugg**, Contact Deity / Zoth-Ommog*, Contact Deep One.

ISIS UNVEILED – *in Russian, by Madame Blavatsky, 1891.* A landmark of modern day occult scholarship, Blavatsky devotes this lengthy book to the destruction of dogmatic thinking which has enslaved theology and science. The book consists of a relativist examination of science, religion, mythology, and philosophy, touching upon topics as diverse as Christianity, Buddhism, medieval heresy, savior and devil myths, psychic phenomena, freemasonry, ancient mystery cults, Gnosticism, and Platonic philosophy. Blavatsky's survey is comprehensive, but even in 1928 seemed an intellectual dead end. The Orne purchased this book shortly after its publication. *No Sanity loss; Occult +5 percentiles; average of 20 weeks to study and comprehend.* No spells.

(rc) (og) THE KEY OF SOLOMON – *in English, written anonymously c. 1350; this edition published in 1876, in two volumes.* A thorough and complex encyclopedia of ritual magic traditionally attributed to the biblical King Solomon. The book was probably written in the fourteenth or fifteenth centuries. It is a font of Western medieval ritual magic, and a comprehensive guide to ancient kabalistic practices. Volume one discusses magical theory and philosophy, and the various prohibitions imposed upon a practicing mage. Fasting, purification rituals, and even exact standards for clothing and bathing are described. True magic is the manipulation or cultivation of divine power through the use of names of power or summoned spirits. The God of the Old Testament is seen as the ultimate source of all supernatural power. The second volume contains a dizzying amount of spells, rituals, talismans, and conjurations. The University acquired this rare first edition as part of the Akeley Bequest. *No Sanity loss; Occult +8 percentiles; skill checks in Astronomy and Philosophy and Religion; average of 40 weeks to study and comprehend.* No spells.

THE KRANORIAN ANNALS (Fact or Fallacy?) – *in English, written by Garson Casterwell, 1925.* This book describes how the author found a strange scroll in the back room of a Boston museum. According to the cataloguing tag, the scroll was exhumed by one Nat Hutchins somewhere in western Massachusetts during the mid eighteenth century. Casterwell goes on to decipher the unknown glyphs that adorn the scroll, claiming them to be in the Tsath-Yo language of lost Hyperborea. The scroll details part of the history of a colony founded by ancient men from across the sea, who founded their colony of Kranoria to escape religious persecution. Casterwell asserts that these ancients were refugees from the lost continent of Hyperboria. The library purchased this book shortly after its publication. *Sanity loss 0/1D3; Cthulhu Mythos +3 percentiles; skill checks in History and Occult; average of 3 weeks to study and comprehend.* No spells.

KRYPTICON (The Book of Hidden Names) – *in Greek, written by Silander, circa tenth century A.D.* This book was taken as booty from the monastery of Christ Pantokrator in Constantinople during the Fourth Crusade. This Byzantine illuminated manuscript is an illustrated compendium of strange parables and religious allegories. The lives and deeds of forgotten Orthodox saints are recounted in detail, along with a long, highly unorthodox commentary on the books of the New Testament. Like the *Voynich Manuscript* (also in this chapter), the true contents of this book are hidden. A scholar with an Occult skill of 50% or better

The Krypticon Decoded

A researcher with Cryptography 20% or more and an Occult 50% or more can break the code after six full months with a successful **INT** roll. The true nature of Silander's work is revealed: the heretical monk sought to compile an encyclopedia of demons, pagan gods, and spirits. The natures of many of the Great Old Ones and their earthly servants are recounted in detail. Extensive reference is made to the haunted ruins of Irem in Arabia and of Shamballah (in the Gobi?). The influence of Alhazrad's *Al-Azif* on the text is unmistakable. *Sanity loss 1D3/1D6; Cthulhu Mythos +7 percentiles; skill checks in History, Anthropology, Religion, and Occult; average of 28 weeks to study and comprehend once the code is broken.* No spells.

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who studies the work realizes, with a successful **INT x5** roll, that the book's contents are encrypted. Decoding the work is very difficult. An anonymous member of the Pickman family donated this priceless work to the library in 1850. *Statistics and benefits: none, until the true contents are known.*

LEGENDS OF NEW ENGLAND – *in English, written by Eli Davenport, 1839.* This volume collects many of the legends and folktales of the Native American tribes of New England. A strange ancient city of white men, long since destroyed, is described. This place seems to lie somewhere in the wilds of northern Massachusetts. Of particular interest is a series of recurring tales about mysterious spirits from the constellation of the Great Bear who live under the hills of Vermont and Maine, whose presence on Earth predates that of humanity. The library purchased its copy shortly after the book was published. *Sanity loss 1D3/1D6; Cthulhu Mythos +4 percentiles; skill check in Anthropology; average of 4 weeks to study and comprehend.* No spells.

(rc) (og) LIBER INVESTIGATIONIS (De Investigation Perfectionis Metallarum) – *in Latin, by Geber, a.k.a. Abu Mussah Jabir ibn Hayyam al-Sofi.* A very confusing primer on alchemy and Islamic mysticism, this work is nearly incomprehensible to those with less than Occult 30%. Part of the first Pickman Bequest. *No Sanity loss; Occult +1 percentile; average of 8 weeks to study and comprehend.* No spells.

(rc) MAGNALIA CHRISTI AMERICANA – *in English, written by Cotton Mather, 1702.* Seen by many as an apology for the part he played in the Salem witch trials, Mather intended this ponderous, meandering work to serve as a history of Christianity in New England. Mather paints the history of Massachusetts as a battle between good and evil, God and the Devil. Satan attacked the pious folk of Massachusetts, Mathers avers, as revenge for building a holy colony in what had been the Devil's own kingdom. The moral laxness of the latter day Puritans gave the Devil an opening, and through the actions of foul witches the Fiend sought to destroy the colony forever. One section gives a long account of many witches and warlocks, and the foul demons they loosed upon the world. Notable among these accounts are descriptions of the nameless beast spawned by a warlock in a nameless house (the Arkham Unnameable House, though Mather never discloses the town of origin), and the evil deeds of Richard Billington. Mather touches gently upon the witch trials in Salem, admitting that matters went too far, and claiming that the hysteria that otherwise upright colonists fell into was an even greater tragedy. Faith, vigilance, and prayer are the only weapons against evil. Ward Phillips the Elder gave this book to the library of Arkham College in 1705. *No Sanity loss; Occult +3 and Cthulhu Mythos +1 percentiles; skill checks in History and Philosophy and Religion; average of 12 weeks to study and comprehend.* No spells.

(og) THE MAGUS – *in English, by Francis Barrett, 1801.* The work that touched off the revival of mysticism and the occult in the nineteenth century, Barrett's work serves as an introduction to occult and magical practices. Essentially a modern reworking of Agrippa's three books of occult wisdom, the work covers topics including astrology, demonology, and alchemy. Experienced dabblers find much of Barrett's treatment too watered down for serious study. The book was donated as part of the first Pickman Bequest. *No Sanity loss; Occult +3 percentiles; skill check in Philosophy and Religion; average of 12 weeks to study and comprehend.* No spells.

(rc) MALLEUS MALEFICARUM – *in Latin, written by Jacob Sprenger and Heinrich Kramentrans, 1486.* Reverend Ward Phillips acquired this volume during his tenure as University Librarian in 1809. Armitage immediately marked the book for Restricted status, and was disturbed to find that book missing from the shelves. Its current whereabouts are unknown.

(rc) MEMORABLE PROVIDENCES RELATING TO WITCHCRAFT AND POSSESSIONS – *in English, written by Cotton Mather, 1689.* This lengthy tract serves as Mather's warning to the people of New England that the Devil waited at every turn to tempt them into damnation. The degradation of the colonists' faith is lamented throughout, and Mather continually decries the ongoing secularization of Colonial society. Mather then launches into a long description of the damnation the Devil has planned for the Puritans, and of his chief soldiers in his battle against goodness: witches. The magical powers and infernal practices of witches are described in shocking detail. Although Mather probably intended the work to serve only as a criticism of the changing society around him, the pamphlet fanned the flames of the mounting witch hysteria, which would explode in Salem soon after. This copy originally belonged to Ward Phillips the Elder, and was a cornerstone of the old Arkham College library. *No Sanity loss; Occult +2 percentiles; skill check in history; average of 2 weeks to study and comprehend.* No spells.

MORE WONDERS OF THE INVISIBLE WORLD – *in English, by Robert Calef, written in 1700.* A response to Mather's *Wonders of the Invisible World*, Calef examines witchcraft and witch hysteria in the original colonies. The excesses of the court in Salem are ruthlessly recounted, and a good deal of evidence is presented that many of those put to death were entirely innocent. He also questions the great gains in money and property won by the witches' accusers. Calef's criticism of Mather

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is particularly pointed. The book could only be published in England, as no publishing house in New England would accept Calef's manuscript. The library's copy is a later edition, printed in 1866. Dr. Armitage purchased it in 1920. *No Sanity loss; History, Occult and Religion +1 percentile each; average of 4 weeks to study and comprehend.*

(rc) NAMELESS CULTS
IN THE FOLLOWING EDITIONS:

(rc) UNAUSSPRECHLICHEN KULTEN (Nameless Cults) – *in German, written by Friedrich Wilhelm von Junzt, 1838.* Von Junzt spent close to a decade traveling the globe, studying various secret cults and dark religions. This massive, fabulously rare original edition is over a thousand pages long, and details fourteen different cults, one for each chapter. Also known as the *Black Book*. This volume was part of the Tuttle Bequest. Contents are as follows:

- ❏ Chapter One: An obscure German cult centered in a nameless village that worships a dread entity called Cyaegha. Spell: Call/Dismiss Cyaegha*.
- ❏ Chapter Two: A fertility cult in southern France, who worship using the Sign of the Three-Headed Goat. Spells: Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath.
- ❏ Chapter Three: von Junzt describes a rural English coven of pagan witches. Spell: Contact the Horned Man (Contact Deity / Nyarlathotep).
- ❏ Chapter Four: Describes in vivid detail a degenerate cult of cannibals living in the slums of Paris. Spell: Contact Brother (Ghoul).
- ❏ Chapter Five: A travelogue of von Junzt's travels in Asia and his stay with the Tcho-Tchos of Indo-China. Spell: Contact Deity / Zhar*.
- ❏ Chapter Six: Details the beliefs of an insane Russian hermit who claims to worship "a great god from the sky". Spell: Call/Dismiss Azathoth.
- ❏ Chapter Seven: Describes the rituals of a solitary priesthood in an ancient monastery high in the Tibetan Himalayas and their pacts with "spirits of the air". Mention is also made of the mysterious Yezidees and their master Malik Tous, who serves an ancient nameless god of dreams. Spells: Summon Wind Spirit (Byakhee), Petition the Cowled Lord (Contact Deity / Koth*).
- ❏ Chapter Eight: A cult worshipping the sea god Dagon in the Eastern Mediterranean. Von Junzt hints that worship of the sea god is far more common than one might suspect. Spells: Contact Dagon, Contact the Children of Dagon (Deep Ones).
- ❏ Chapter Nine: Describes a death-worshipping cult of southern Spain. Spell: Revivify (Resurrection).
- ❏ Chapter Ten: A small Transylvanian cult that conducts human sacrifices to a terrible thing living in a deep cave. Spell: Call Forth the Thing That Should Not Be (Call/Dismiss Nyogtha).
- ❏ Chapter Eleven: A cult centered in the village of Stregoicavar that worships a hideous god who crouches atop an ancient, black stone monolith. Spell: Contact Deity / Gol-Goroth*.
- ❏ Chapter Twelve: Describes an ancient order called the Brothers of the Yellow Sign. They are locked in an eternal struggle with evil beings they call "space devils". Spell: Call Space Devil (Contact Mi-Go).
- ❏ Chapter Thirteen: Describes an ancient Egyptian sect called the Brotherhood of the Beast. They await the rebirth of Nephren-Ka, the Black Pharaoh, who will one day rule the world. This chapter also describes the darker roots of ancient Egyptian Mythology, describing the mysterious entities Sebek, Thoth, and Bubastis. Spell: Contact Deity / Nyarlathotep.
- ❏ Chapter Fourteen: Describes a secretive, worldwide cult who strive to keep an unspeakable beast bound beneath a volcano somewhere in or under the Pacific. Spell: Call/Dismiss It (Ghatanothoa).

Sanity loss 1D8/2/D8; Cthulhu Mythos +15, Archaeology +2, History +3 percentiles; skill checks in Anthropology and Occult; average of 52 weeks (or 4 weeks per chapter) to study and comprehend; . Spells: see above, by chapter.

Six months more of study and a successful **INT** roll grants the scholar 20+1D10% in one of the following languages: Aklo, Muvian Nacaal, R'lyeh Glyphs, or Hyperborean Tsath-Yo.

(rc) NAMELESS CULTS – *in English, translated by M. A. G. Bridewell, 1845.*

The pirated edition of the first English translation of von Junzt's *Black Book*, this cheap, leather-bound octavo is filled with cramped text teeming with typographical errors. Mistranslation and misinterpretation abounds, and most of the spells contained in this edition are incomplete and faulty. At least twenty copies of this edition are known to exist worldwide. Colonel Robert

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Marsh of Portsmouth, New Hampshire donated the volume to the Orne Library in 1860.

Its contents are as per the original publication, but this edition expurgates chapters one, six, nine, ten, and twelve. Only the spells for chapters two, four, seven, and eight are complete enough to function, at the spell modifier listed below. *Sanity loss 1D8/2D8; Cthulhu Mythos +12 percentiles; skill checks in Anthropology and Occult; average of 48 weeks to study and comprehend.* Spells: Call/Dismiss Shub-Niggurath, *Summon/Bind Dark Young of Shub-Niggurath*, Contact Brother (ghoul), *Contact Dagon*, Contact the Children of Dagon (deep ones).

(rc) NECROLATRY – *in German, written by Ivor Gorstadt, 1702.* The book relates life stories of magi and seekers of the unknown, and the price these wizards paid for their knowledge of things Outside. Extensive space is given to the lives of Alhazred and Ludwig Prinn, accompanied by extensive quotations from their works. The lives of John Dee and Simon Magus are also described, as is the hideous fate of kabbalist Joseph Della Rayna. The lives of the mythical wizards Eibon, Yakthoob, and Zanthu are also touched upon. The author clearly intends these biographies to stand as a warning to any who would dabble in forbidden lore, and Gorstadt concludes by warning that some secrets are best never known. This book was part of the Hoag Bequest. *Sanity loss 1D6/2D6; Cthulhu Mythos +12 percentiles; skill checks in History and Occult; average 20 weeks to study and comprehend.* Spells: Prinn's Crux Ansata, *Powder of Ibn Ghazi*, Voorish Sign.

(rc) THE NECRONOMICON
IN THE FOLLOWING EDITIONS:

(rc) NECRONOMICON – *in Latin, written by Olaus Wormius, 1228 A.D.* One of four copies known to survive from a Spanish edition in the seventeenth century. Wormius' translation of the Greek original lacks the star charts and astrological data associated with the earlier versions, but this does little to diminish its value as the ultimate repository of mythos knowledge. The work touches upon every aspect of the Cthulhu mythos, and has a x5 reference multiplier. This tome was part of the original Jeremiah Orne Bequest, and is easily the most famous book in Miskatonic's library. *Sanity loss 1D10/1D20; Cthulhu Mythos +16 percentiles; skill checks in Anthropology, Archaeology, Astronomy, Chemistry, Geology, History, Occult, Pharmacy, and Physics; average of 66 weeks to study and comprehend.* Spells: Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, *Contact Elder Thing*, Contact Ghoul, Contact Hound of Tindalos, Contact Deity / Nyarlathotep, Contact Sand Dweller, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn Ghazi, Resurrection, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, *Summon/Bind Servitor of the Outer Gods*, Voorish Sign.

(rc) YE NECRONOMICON – *in English, translated by Dr. John Dee, 1586, while touring Europe with Edward Kelly.* Believed to have been translated from a Greek copy Dr. Dee viewed in Prague or Transylvania. The Dee *Necronomicon* was heavily expurgated and much of the material was heavily glossed and reinterpreted by the translator. Like the Latin *Necronomicon*, the work's survey of the mythos is nearly universal. Nonetheless, cryptic references and contradictory interpretations abound. This manuscript was part of the Whateley Bequest. *Sanity loss 1D10/1D20; Cthulhu Mythos +15 percentiles; skill checks in Anthropology, Archaeology, Astronomy, Chemistry, Geology, History, Occult, Pharmacy, and Physics; average of 50 weeks to study and comprehend.* Spells: Call Forth Ye Lorde of Ye Pit (Call/*Dismiss* Nyogtha), Command Ye Angel Dilyah (Summon/*Bind* Servitor of the Outer Gods), *Call Forth The Angel Yazrael (Call/Dismiss Yog-Sothoth)*, Consult Dark Servant (Contact Ghoul), Consult ye Olde One (Contact Elder Thing), Consult ye Spirit of the Earth (Contact Deity / Nyarlathotep), Domination (Dominate), Dust of Suleiman, Elder Sign, Powder of Ibn Ghazi, Voorish Sign.

(rc) AL-AZIF: YE BOOKE OF YE ARAB – *in English, author unknown, circa 1570.* This manuscript, hand written in crabbed provincial English and bound in human skin, consists of a partial translation of the *Necronomicon* along with commentary by the anonymous author. This version is highly abridged, some three hundred pages long. The full complement of spells from the Latin version is present, although many are heavily abbreviated and may be flawed. This text may have been the work of Richard Billington. It shows frequent annotations in the hand of Alijah Billington. This book was part of the Dewart Bequest. *Sanity Loss 1D4/1D8; Cthulhu Mythos +8 percentiles; skill checks in Astronomy, History, and Occult; average of 24 weeks to study and comprehend.* Spells: Call/*Dismiss* Azathoth, Call/*Dismiss* Cthugha, Call/*Dismiss* Hastur, Call/Dismiss Nyogtha, Call/*Dismiss* Shub-Niggurath, Call/*Dismiss* Yog-Sothoth, *Contact Elder Thing*, Contact Ghoul, *Contact Hound of Tindalos*, Contact Deity / Nyarlathotep, Contact Sand Dweller, Dominate, *Dread Curse of Azathoth*, Dust of Suleiman, Elder Sign, *Powder of Ibn Ghazi*, *Resurrection*, *Shriveling*, *Summon/Bind Byakhee*, Summon/*Bind* Fire Vampire, *Summon*/Bind Servitor of the Outer Gods, *Voorish Sign.*

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(rc) (og) DE OCCULTA PHILSOPHIA – *in German, by Heinrich Cornelius Agrippa, 1624.* One of Agrippa's three great works on ritual magic, this rare early edition is a study and survey of Christian philosophy, magic, and occultism in the fifteenth and sixteenth centuries. Agrippa sought to synthesize Hebrew Kabbalism, Egyptian ritual magic, and Greek philosophy into a cohesive mystical tradition. His work became the foundation of Western magical thought. This volume was part of the Orne Bequest of 1765. *No Sanity loss; Occult +8 percentiles; skill check in Philosophy and Religion; average of 30 weeks to study and comprehend.* No spells.

THE ORACLES OF NOSTRADAMUS – *in French, by Michel de Nostradame, this edition pub. in 1871.* A compilation of mysterious verses which claim to be prophesies of future events, up to the year 3797. Interpreting the predictions is no easy task, however. *No Sanity loss; Occult +1 percentile; average of 10 weeks to study and comprehend.* No spells.

PEOPLE OF THE MONOLITH – *in English, written by Justin Geoffrey, 1926.* A collection of outré poetry by Texan Justin Geoffrey. Before his madness and suicide, Geoffrey was a long-time friend of Edward Derby. In 1922, Geoffrey traveled to an obscure location in Hungary known as Xuthltan, and began his descent into madness shortly afterward. The title poem of the collection is believed by some to be based on the poet's experiences in Hungary. Other titles include "Dark Desires", "Out of the Old Land", "The Star Beast", "The Mirror of Nitocris", "Rending the Veil", and "Strutter in Darkness". The University purchased this copy shortly after the book's publication. *Sanity loss 1/1D3; Cthulhu Mythos +3 percentiles; average 1 week to study and comprehend.* No spells.

(rc) THE PNAKOTIC MANUSCRIPTS – *in English, author and translator unknown; translated from a Greek papyrus circa fifteenth century.* This bewildering book describes a race of elder beings who antedate all other life on this planet, and are said to have created all terrestrial life as a joke or a mistake. A description of the great dread continent of Reall-Yeaa is also included. The book then goes on to relate mythic epics of the lost Hyborian civilizations of Hyperborea and Atlantis, such as the fall of Zobna and the journeys of the prophet Sansu. Other sections relate the natures of Chaugnar Faugn and Yibb-Tstll, and describe the civilization of the Great Race of Yith. The rites of Rhan-Tegoth are listed, as is the location of Xiurhn. A section also gives a fragmentary description of life on Jupiter. This book was originally the property of Noah "Wizard" Whateley, and was part of the Whateley Bequest. *Sanity loss 1D4/1D8; Cthulhu Mythos +10 percentiles; skill check in Occult; average of 45 weeks to study and comprehend.* Spells: *Contact Winged One (Elder Thing)*. Enjoin the Angles of Yrr and Ynghrr (Create Gate).

(rc) PNAKOTIC MANUSCRIPTS (fragment) – *in Greek, source unknown, translator and date unknown.* Some of the most fragile documents in the University's possession, this work consists of two dozen parchment fragments, most of which are dedicated to the translation of a dot-like script (very similar to the marks on the *Celaeno Fragments*) into Greek. Additional material describes an ancient race of elder beings who entered into a compact with Ubbo-Sathla to generate terrestrial life, then fought a bitter war with some unknown evil force. These fragments were donated to the library as part of the Tuttle Bequest. *Sanity loss 1D3/1D6; Cthulhu Mythos +6 percentiles; average of 36 weeks to study and comprehend; those with Greek 40% or more who devote an additional two months of study to the fragments gain 20+1D10% points in Elder Thing Cipher with a successful INT x2 roll.* Spell: Contact Winged One (Elder Thing).

(rc) THE PONAPE SCRIPTURE – *in English, written by Captain Abner Ezekiel Hoag, 1743.* A printed version of Hoag's manuscript, published in the late eighteenth century. The book details the myths and legends of the various Polynesian peoples encountered by Hoag during his travels in the South Pacific. Hoag hints that these cultures are the last survivors of a lost continent. The book details the myths of a particularly degenerate tribe who worship and breed with the deep ones. There are many references to Cthulhu, his star spawn, and Cthulhu's sons, Ghatanothoa, Y'thogtha and Zoth-Ommog. Miskatonic University acquired the work as part of the Hoag Bequest. *Sanity loss 1D3/1D6; Anthropology +2 percentiles and Cthulhu Mythos +5 percentiles; skill check in Occult; average of 10 weeks to study and comprehend.* Spells: the book describes many rituals in great detail, but the descriptions are all too incomplete in crucial aspects to be effective.

POLYNESIAN MYTHOLOGY (with a Note on the Cthulhu Legend Cycle) – *in English, written by Harold Hadley Copeland, 1906.* Professor Copeland's second book, an anthropological text dealing primarily with the folklore of Polynesia and Micronesia. References to legends of sea peoples called deep ones, the evil spirit Dagon, and a lost continent distinguish this work from more conventional surveys of the region. Miskatonic purchased the book shortly after its publication. *Sanity loss 1/1D3; Cthulhu Mythos +3 percentiles; skill check in Anthropology; average of 8 weeks to study and comprehend.* No spells.

THE R'LYEH TEXT – *Language, author, date unknown.* This massive ancient volume is the most odious tome in

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The Translated R'lyeh Text
The Hoskins Manuscript

A successful **Cthulhu Mythos** roll allows a researcher to speculate that the text is written in the pre-human language of R'lyehian, using English letters. A researcher with skill in R'lyehian or R'lyehian Glyphs (or a translation key like the one in the Tuttle Papers) can attempt a translation, which will take 22-INT months. The text is an account of Great Cthulhu, his star spawn, his "sons" Zoth-Ommog and Ghatanothoa, Cthulhu's arrival on earth, his home in R'lyeh, his "death" and long imprisonment, and his eventual return. Mu and R'lyeh are described in detail along with the servants of Cthulhu and his spawn: the deep ones, Father Dagon, Mother Hydra, and the yuggs, led by Ubb. The extensive litanies and chants are the basis of many of the formulae in the *Necronomicon*, and this work forms the spiritual backbone of the Cthulhu Cult. During the fall and winter of 1928-29 assistant librarian Bryant Hoskins will make a complete translation of the book, shortly before his commitment to Arkham Sanitarium. Removed surreptitiously from the scene of Hoskins' breakdown, Armitage immediately makes the Hoskins Mss. part of the Restricted Collection. *Sanity loss 1D8/2D8; Cthulhu Mythos +15 percentiles, and Occult +7 percentiles; skill checks in Anthropology and History; average of 16 weeks to study and comprehend the translation.* Spells: Contact Deity / Cthulhu, Contact Deep Ones, Contact Father Dagon, Contact Mother Hydra, Curse of the Stone, Grasp of Cthulhu, Wave of Oblivion.

the University's possession. It is bound in human skin. The crumbling pages (also of dubious provenance) exude a stench of decay and corruption. Amos Tuttle is rumored to have purchased the volume at great price from parties unknown, from the dark heart of Central Asia. The text uses the Roman alphabet for its sounds and letter forms, but the language is one entirely unknown. Interestingly, marginal glosses in Tuttle's hand seem to indicate that he was able to make at least a partial translation. This book was donated to the University as part of the Tuttle Bequest. The book bears a potent curse, laid on the tome by the Tcho-Tcho lama himself. Call for a D100 roll of **POW x1** or less for anyone who touches the book. If the roll succeeds, the toucher slowly becomes obsessed with translating the book. Once the victim begins reading, he or she is plagued with dreams of Leng, the Elder Pharos, and the Masked Hierophant. These dreams incur a Sanity loss of 1/1D6 SAN per day, and cannot be avoided. Short of magical intervention, the reader's descent to madness is assured. See the nearby box for the translated work.

THE REVELATIONS OF GLAAKI – *in English, author unknown, published in 1865.* This nine volume work, each volume written by a different anonymous author, comprises the corpus of wisdom imparted by the god Glaaki to his devout followers. The cult of Glaaki is allegedly centered in the Severn River Valley of southwest England. The work is a survey of obscure, degenerate folklore and religion in that region. Rumors abound of eleven and twelve volume versions circulating secretly, in manuscript form. The University's copy was donated as part of the Tuttle Bequest. It is, unfortunately, incomplete, consisting of only four of the nine volumes. Contents:

- Volume I: Glaaki, the Inhabitant of the Lake, and the witch cult that venerates him. Spell: Contact Glaaki.
- Volume II: The Servants of Glaaki and the curse of the Green Decay. Spell: Nyhargo Dirge.
- Volume IV: Eihort, the God of the Labyrinth, and his hideous Brood. Spell: Contact Eihort, Balk Brood.
- Volume VI: Shub-Niggurath, and the cult devoted to the goddess in the village of Goatswood who guards the Moon-Lens. Spell: Call/Dismiss Shub-Niggurath.

Sanity loss 1D3/1D6; Cthulhu Mythos +7 percentiles; skill check in Occult; average 14 weeks to study and comprehend. Spells: as noted above by volume.

REVELATIONS OF HALI – *in English, written by E. S. Bayrolles, 1913.* This slim book purports to be a translation of the cryptic testament of the prophet Hali, as interpreted by E. S. Bayrolles, a famous medium. Bayrolles states in his introduction that he was able to effect his translation through automatic writing and by channeling the spirit of Hosieb Alar Robardin, an inhabitant of ancient Carcosa. The book contains thirty-seven canticles, strange and haunting poems that have been known to profoundly affect the emotions of readers. Hali writes of the lake that bears his name, the dread city of Carcosa, and the fleeting nature of truth. Published by Golden Goblin Press. Watson Akeley of Maine donated this copy to the University library in 1924. *Sanity loss 1D2/1D4; Cthulhu Mythos +4 percentiles; average of 5 weeks to study and comprehend.* Spells: the entire work contains an insidious version of the Contact Hastur spell that casts itself on the reader as the book unfolds. Completing the book, the reader's player must roll **POW x5** or less on D100, or the character falls under the spell's power. Over weeks and months, victims are overcome with feelings of remorse, hopelessness, and despair. As the spell progresses, they are haunted by dreams of Carcosa and her doomed inhabitants. Victims lose 1D2 Sanity points per month. Once these monthly losses exceed twice the victim's POW score, the victim is afflicted with suicidal mania as an indefinite insanity.

The Shrewsbury Scroll Unraveled

A successful **Cthulhu Mythos** roll allows an investigator to recognize the mysterious language as Hyperborean Tsath-Yo. A second successful **Cthulhu Mythos** roll identifies the hide as that of a gnoph-keh. Each of these revelations prompts a **Sanity** roll loss of 0/1 SAN. To decipher the scroll, a translator needs a minimum skill of Hyperborean Tsath-Yo 20%, three weeks of time, and two successful Hyperborean skill rolls. The scroll reads as follows:

"THE LAST TESTAMENT OF ZACCOSH UTAHN OF THE SEVENTH COLONY OF KRANORIA:

This is the only warning that will ever come from our accursed valley in the land beyond the sea. Heed it well, for only I survive. Unwisely, our colony awoke the power of the Great One in the maze of caverns we discovered beneath our valley floor; we were foolish enough to tap that power. One among us, Att'k Uthuul, our greatest scientist, believed he could control the power, but he was wrong. Shun the valley taken by the Seventh Colony in the Westerlands — Uthuul sleeps there still, in the double embrace of his machines and the Great One. I would tell more but my strength is gone. My days are over. In death I shall commit my spirit to this hide so that it may last the ages and remain, perhaps to be found one day and save others from our fate."

The scroll refers to the end of the Hyperborean colony of Kranoria, beneath what is present-day Dunwich. Keepers should refer to *Return to Dunwich* and the scenario "The Dark Wood" (published in *Adventures in Arkham Country*) for more details. *Sanity loss 0/1D4; Cthulhu Mythos +3 percentiles; average of 3 weeks to study and comprehend.* No spells.

(rc) THE SHREWSBURY SCROLL – *language, author, and date unknown.* Found by Dr. Laban Shrewsbury during field work in Iceland in 1899, this mysterious scroll is made of some kind of animal hide, and is believed to be at least three thousand years old. No translation has ever been attempted. The scroll looks exceedingly old, yet the hide is supple. **Zoology** rolls fail to identify the animal, save that it was a mammal. The glyphs on the scroll are written in a deep red ink that resists removal, even by restorer's acid. Dr. Shrewsbury donated the scroll to the Orne Library in 1909.

(rc) THAUMATURGICAL PRODIGIES IN THE NEW ENGLAND CANAAN – *in English, written by the Reverend Ward Phillips of Arkham, 1788.* When Professor Armitage began to assemble the Restricted Collection in September 1928, this book was missing from the stacks. Its whereabouts are still unknown. Unbeknownst to anyone, the library's copy was stolen by the author in 1811, when Phillips destroyed all the copies of his book that he could find before fleeing from New England. No one noticed its absence in the 117 years since.

(rc) (og) THESAURUS CHEMICUS – *in Latin, by Roger Bacon, 1271.* An early medical textbook, this volume contains a comprehensive survey of alchemy. Part of the Orne Bequest. *No Sanity loss; Occult +1 percentile; skill check in Chemistry; average of 16 weeks to study and comprehend.*

(rc) TRUE MAGICK – *in English, written by Theophilius Wenn, no date (seventeenth century).* Long known only through rumor, only one copy of the original is known to exist. The author's name is believed to be a pseudonym. A new edition was printed in 1872 by Oakley Press – the University's copy is a small, crumbling volume. A primer of the Dark Arts, the work contains voluminous references to demons, vampires, possession, enchantments, witchcraft, holocaust rites, and human sacrifice. Makes many subtle distinctions between black, white, and gray magic. Seven incantations comprise the final section of the book. Three are described as protective spells, while the next three are spells to use against enemies. The last spell, which includes a blood sacrifice at an altar to the Great Old Ones, summons a hideous demon that will, if properly bargained with, bestow great wealth upon the caster. This book was donated by Watson Akeley in 1924. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; skill check in Occult; average of 24 weeks to study and comprehend.* Spells: Dust of Suleiman, *Confound the Foe (Eibon's Wheel of Mist),* Call Forth The One (Summon/Bind Servitor of the Outer Gods), Call Forth Spirit of the Air (Summon/Bind Star Vampire), Call Forth Winged One (*Summon*/Bind Byakhee), Powder of Ibn Ghazi, Speak with the Dark Demon (Call/Dismiss Nyogtha).

(rc) (og) DE VERMIS MYSTERIIS (Mysteries of the Worm) – *in Latin, written by Ludwig Prinn, circa 1540.* The life's work of noted magus and heretic Ludwig Prinn, this book was published in Cologne shortly after the author's death at the hands of the Inquisition. Prinn wrote the book while living in an abandoned pre-Roman tomb outside Brussels, attended by invisible companions and "star sent servants". A world traveler, Prinn was intimately familiar with Islamic mysticism, and claims in the first chapter to be a veteran of the Ninth Crusade, some three hundred years earlier! Prinn's ponderous tome, bound in black leather with silver hasps, is over seven hundred pages long, and is divided into sixteen chapters. Each chapter deals with a specific topic: elementals, divination, necromancy and thanatology (ghosts, zombies, and vampires), familiars, and the like. Later chapters detail Prinn's travels and dealings with the Saracens, and the magic he learned from them. The lore of djinn and efreet are

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given in detail, along with descriptions of the Assassin, Dervish, and Thuggee cults and the worm sorcerers of Irem. The Egyptian cults of Nyarlathotep and Sebek are described, along with the Black Pharaoh Nephren-Ka. Another chapter describes Bubastis, Byatis, and "Dark Han". Many rituals for calling down demons from the sky are included, and the final chapter contains the formula for a drug that permits time and extradimensional travel. This fabulously rare volume was donated to the University as part of the Tuttle Bequest. *Sanity loss 1D6/2D6; Cthulhu Mythos +12, Occult +7, and History +2 percentiles; skill check in Astronomy; average of 48 weeks to study and comprehend.* Spells: Contact Byatis, Contact Yig, Create Liao Drug, Create Scrying Window, Create Zombie, Invoke (Summon/Bind) Demon (Byakhee), Invoke Invisible Servant (Summon/Bind Star Vampire), Prinn's Crux Ansata, Quicken the Voice of the Deep*, *Spirit Transfer*, Summon Ghost, Voorish Sign.

(rc) THE VOYNICH MANUSCRIPT – *Language unknown, author unknown, written c. 1500 A.D.* Named for its book dealer-discoverer, the manuscript is written in a cipher that continues to defy translation. The contents of the 116-page work are a complete mystery, as is the identity of the author (although many scholars think the book is the work of Francis Bacon). Cryptic illustrations of strange creatures and diagrams of tubes and cylinders only heighten the mystery. The original was donated to Yale University after its discovery in 1925, and laboriously copied into a facsimile edition. Dr. Armitage acquired a copy of a limited run facsimile edition. See below for translation notes.

Deciphering the Voynich Manuscript

The baffling cipher of the *Voynich Manuscript* has so far defied translation: to break the cipher, a researcher must spend 25-INT months studying the tome, then the player must roll D100 equal to or less than the character's **Cryptography** skill divided by five. Success reveals that the text is written in alternating words of Greek and Latin, the whole disguised by an ancient Arabic occult cipher. Once the code is broken, the text is revealed as a partial summary of Book Three of the *Necronomicon*, specifically the history of the lost continent of Mu and the ascendancy of the spectral lloigor. It recounts the long history of the lloigor, and many links are made between the spectral entities and legends of dragons. *Sanity loss 1D3/1D6; Cthulhu Mythos +6 and History +4 percentiles; skill check in Occult; average of 30 weeks to study and comprehend.* Spell: Speak with Dragon (Contact Lloigor)*.

(rc) THE WHATELEY DIARY – *in encoded English, written by Wilbur Whateley, 1914-1928.* This battered, humble-looking ledger was the journal and workbook of Wilbur Whateley, Dunwich's most infamous son. The book is written entirely in a cipher that resembles a heavily shaded variant of Arabic script used in Mesopotamia. It defies easy analysis. Professor Armitage's partial translation of the book was central to his role in the Dunwich Horror, and the librarian considers the *Diary* the most dangerous item in the Orne Library. He keeps it locked in his desk, separated even from the materials in the Restricted Collection. Armitage vowed initially to burn this "accursed diary",

Warning

Whateley's casual references to the Cthulhu mythos are bewildering to the uninitiated, but all too clear to readers who know the mythos. The more a scholar knows about the mythos, the more he or she learns from the diary. If the optional tome Sanity loss system (see the appendix "Mythos Tomes in Game Play" on p. 233) is being used, Whateley's diary counts as the most convincing proof of any tome the researcher has ever read. That prompts the loss of all residual sanity points from other tomes the researcher has read. The effects of this book on a investigator's mind could prove catastrophic.

Whateley's Diary Decoded

A researcher with Occult 20% or more can, with a D100 roll equal to or less than a **Cryptography** roll divided by five, identify the cipher as an ancient code used by heretical Sufi sects, closely related to the medieval occult language Aklo. A complete translation takes 30-INT weeks. Once translated, the hideous nature of the book is apparent. Part journal, part magical workbook, the ledger contains a terse account of the life and times of Wilbur Whateley and his plan to invoke his father, Yog-Sothoth, so that all the Earth will be "cleared off and there will be no earth beings on it". He describes magical rituals and operations, mixed with mundane Dunwich gossip and events. Whateley also describes his education at the hands of his father Wizard Whateley and the continued growth and progress of "that Other upstairs". He casually glosses the revelations granted to him by summoned beings, and muses on the coming apocalypse. Whateley's alien way of thinking makes the book particularly unsettling, and the author's haphazard style lists various entities, spells, and places at random, confirming their existence without describing them. Importantly, Whateley's notes on magical technique can be used to revise any flawed spell, save for the spell Call/Dismiss Yog-Sothoth. *Sanity loss 1D6/1D10; Cthulhu Mythos + 1/3 in percentiles of researcher's current score; skill checks in Astronomy and Occult; average of 18 weeks to study and comprehend once the book is decoded.* Spells: Aklo of the Sabaoth (Contact Abhoth)*, Voorish Sign, the Dho Formula*, Summon/Bind They of the Air (Servitor of the Outer Gods).

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but has since decided to wait until he completes a translation. This book was donated to the library as part of the Whateley Bequest, but Armitage has been careful to erase any reference to the book's existence: only Armitage himself, Rice, Morgan, and Squire Whateley of Dunwich know the book still exists. See the box on the previous page concerning its translated version.

(rc) THE WHATELEY MANUSCRIPT – *language unknown, author unknown, date unknown (binding circa fourteenth century).* This large heavy tome, some eight hundred pages long, boasts thick black covers and an ornate iron clasp. The pages seem to be made of vellum, although their odd greenish hue and extreme durability make them unique. The text of the book itself is most puzzling: the entire work is filed with a dense, curvilinear script that resembles Sanskrit but defies conventional linguistic analysis. A different script appears on the inside of the back cover, one resembling the mysterious *Shrewsbury Scroll* (see p. 64). The book was originally the property of Noah "Wizard" Whateley of Dunwich, and was donated to the library as part of the Whateley Bequest. See the box below-left concerning a version translated to English.

The Secrets of the Whateley Manuscript

This mysterious book is a fountain of potential revelations. Successful Cthulhu Mythos rolls identify the pages as being made from the hide of some kind of Mythos creature (byakhee, probably). The cover is bound in gnoph-keh leather. Additional rolls can identify the language of the text as the curvilinear hieroglyphs of the Great Race of Yith, and the back cover inscription is written in Hyperborean Tsath-Yo. A researcher with Yithian 20% or more can translate the tome in 30-INT months. Hyperborean 20% allows a translation of the rear inscription in less than an hour. The rear inscription identifies the book as the property of one "Ezdagor of Commorium, high priest and ruler of Kranoria, and dutifully copied from the original by his hand alone". The main text is much more shocking. The book is the complete report of a Yithian field researcher named K'S'Tak-Ik-Ik, who spent a decade doing research in the final era of Earth's history. K'S'Tak-Ik-Ik describes the blighted, wasted earth of unimaginable future epochs, and the hideous arachnid creatures that are its final masters. The author describes the long abandoned ruins of a future Great Race civilization, telling of the records that Yithian beetles left behind to make their migration to the core of Mercury, and of the bulbous vegetable entities the Yithians will inhabit there.

Finally, K'S'Tak-Ik-Ik describes the final apocalypse. The last degenerate quasi-mammals, led by a twisted prophet sired by Yog-Sothoth itself, finally opens the ultimate gate. Yog-Sothoth and the Outer Gods sweep over the face of the Earth, destroying all terrestrial life. The entire planet is wrenched from the space-time continuum and dropped into an unfamiliar space. Freed of the constraints of the cosmos as we know it, the Great Old Ones finally awaken, and repopulate the devastated planet with their hideous spawn. Only the telepathic efforts of the entire Great Race working in unison were able to pull K'S'Tak-Ik-Ik back into dimensioned space, where he was able to finish his report. *Sanity loss 1D8/2D8; Cthulhu Mythos +13 percentiles; average of 30 weeks to study and comprehend once translated.* No spells.

(rc) THE WHATELEY WORKBOOK – *in English, written by Noah Whateley, c. 1880.* This large folio is the autobiography and magical grimoire of Noah "Wizard" Whateley of Dunwich. Written in an archaic, uneducated shorthand, the reader's player must succeed at a halved **English** roll and the reader must possess Occult 30% or more to follow the rambling text. Whateley tells how he once got lost in the Dunwich caverns as a boy, and how the sight of "that Great One who Waits Below" shattered his mind and sealed his destiny. He details his early dealings with the Believer witch cult in Dunwich, his initial education in magic, and his eventual parting with the coven over personal differences. Whateley spent his middle years collecting esoteric tomes and exploring the caverns below Dunwich. He made his way into the ancient chambers under Pyramid Mountain, and found there an extraordinary book (the description identifies it as the *Whateley Manuscript*). Over the years that followed, Whateley was finally able to make a sketchy translation of the book with the help of Those Outside. Once he knew the final destiny of the Earth, Whateley was determined to be the instrument of that destiny. He became a devoted worshiper of Yog-Sothoth, and began to seek the means whereby his god might be made flesh. This book was given to the library in 1928 as part of the Whateley Bequest. *Sanity loss 1D4/1D10; Cthulhu Mythos +9 percentiles; skill checks in Astronomy, History, and Occult; average of 35 weeks to study and comprehend.* Spells: Alter Weather, Augur, Blight/Bless Crop, Call Horned Man (Contact Deity / Nyarlathotep), Death Spell, Evil Eye, Implant Fear, Lame/Heal Animal, Stop Heart, Summon/Bind Byakhee, Summon/Bind Star Vampire, Voorish Sign, Warding.

(rc) WONDERS OF THE INVISIBLE WORLD – *in English, written by Cotton Mather, 1692.* A ponderous work compiling and rewriting Reverend Mather's diaries from the Salem witch trials, over which he presided. Written at the request of the Governor of Massachusetts, Mather sought to chronicle and ultimately explain the witch hysteria that consumed Salem and the greater Massachusetts Bay area. The work is divided into three parts, "Enchantments Encountered", "A Discourse on the Wonders of the Invisible World: An Hortatory and Necessary Address, to a Country now extraordinarily Alarum'd by the Wrath of the Devil",

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and finally "The Devil Discovered". The first section describes the storm of evil lately unleashed upon the colony, and explains how the Devil may tempt even upright people through excess of passion. By Mather's reasoning the people of Salem, in their hysteria, were nearly as valuable to Satan as the witches who had fallen to his infernal will. Several methods for identifying witches are described, and great caution is urged in the hunting of witches "lest the latter end be worse than the beginning". The second section describes the trials themselves, including accounts of Keziah Mason, Edmund Carter, Edward Hutchison, and many others. The third section describes the methods by which mortal men may face the Devil. These are few: faith and prayer are essential, but reason equally so, to ensure that the hunters do not fall victim to excess of zeal. This fabulously rare hand-written manuscript was referred to extensively by Rev. Ward Phillips during the composition of *Thaumaturgical Prodigies in the New England Canaan,* and still contains some of Phillips' annotations. The manuscript was donated to the library by the Phillips family in 1805. *Sanity loss 1/1D2; Cthulhu Mythos +1 and Occult + 2 percentiles; skill checks in Occult and Religion; average of 8 weeks to study and comprehend.* No spells.



(rc) THE ZANTHU TABLETS, A CONJECTURAL TRANSLATION – *in English, written by Harold Hadley Copeland, 1916.* A slim volume that purports to be a translation of hieroglyphs carved onto a set of black jade tablets the author found in an ancient tomb in Indo-China. Copeland claims the inscription was written in Hieratic Nacaal, the language of the lost continent of Mu. The tablets themselves form a partial history of ancient Mu, written by the wizard Zanthu. The Muvian worship of Shub-Niggurath and Cthulhu is described, as are rites to Nug and Yeb, Zoth-Ommog, Yig, Ythogtha, Dagon, and Hydra. The text also discusses the insubstantial servants of the Muvian gods, the lloigor and yuggya. The author mailed this copy in 1916 to Dr. Laban Shrewsbury, a long time friend and colleague. Shrewsbury had already vanished, however, so the library took possession of the book. *Sanity loss 1D3/1D6; Cthulhu Mythos +3 and Anthropology +1 percentiles; skill check in Occult; average of 8 weeks to study and comprehend.* No spells.

(rc) (og) THE ZOHAR – *in Hebrew, written by Moses de Leon, 1280.* This dense text is a basic text for the kabala, and contains many secrets of Jewish mysticism. It describes in great detail the division of the universe into ten spheres or *sephiroth*, the third of which shattered when infused with divine essence. Many of the secrets of gematria (Jewish numerology) are also made plain. This work was part of the original Orne Bequest of 1765. *Sanity loss 1/1D3; Occult +4 percentiles; skill checks in Mathematics and Philosophy and Religion; average of 30 weeks to study and comprehend.* No spells.

Other Mythos Materials in the Library

The following works are neither traditional works of philosophy nor magical workbooks. They have resulted from peripheral contacts with the Cthulhu mythos. Each might serve as a springboard for unsuspecting researchers into darker secrets. As of September 1928, none have been placed in the Restricted Collection. These items are also wonderful places for keepers to plant clues leading into their own scenarios.

THE BILLINGTON PAPERS – *in English, written by various authors, c.1790-1808.* The entirety of Alijah Billington's notes, papers, and personal correspondence, left behind when Billington fled to England in 1808. These papers were donated to the library in 1924 as part of the Dewart Bequest. The fragile, hand-written documents fill four boxes in the Miscellaneous Documents room, and have yet to be classified. Researching them requires a successful **English** roll at halved skill (to cut through the archaic language and handwriting), and a great deal of time. Players who succeed with Library Use rolls uncover the following.

- ❏ The daybook of young Laban Billington, kept from ages nine to eleven, which mentions several odd occurrences in Billington's woods from 1807-08, particularly the noises heard at night.
- ❏ Alijah Billington's diaries, the records of a practicing warlock. Much of the text is deliberately vague or coded. Includes a complete account of Billington's feud with Ward Phillips. *Sanity loss 1/1D3; Cthulhu Mythos +4 percentiles; average of 22 weeks to study and comprehend.* Spells: Contact Deity / Nyarlathotep.
- ❏ A series of letters from Jonathan Bishop of Dunwich, revealing the true cause of several disappearances throughout the Miskatonic Valley in the summer and fall of 1807. *Sanity loss 1/1D4; Cthulhu Mythos +3 percentiles; average of 6 hours to study and comprehend.* No spells.

Reading, analyzing, and collating all of Billington's papers yields the following effects, which include the bulleted items just above. *Sanity loss 1D3/1D6; Cthulhu Mythos +7 History +1 percentiles; skill check in Occult; average of 30 weeks to study and comprehend.* Spell: Contact Deity / Nyarlathotep.

THE CASE OF NATHANIEL WINGATE PEASLEE – *in English, written by Dr. Nathaniel Wingate Peaslee, 1928, published in several issues of the Journal of the American Psychological Society.* Three articles submitted by the Miskatonic professor over the course of a year and accepted and published in the February, May, and August issues. They describe the strange episode of total amnesia and personality collapse which overcame the author in 1908, and which ended as abruptly in 1913. The bizarre travels of the author during this period are also summarized, and three similar cases over the course of the last fifty years are detailed. In the final article, the author describes the strange dreams and visions that have plagued him since — dreams of a massive city inhabited by strange cone-shaped beings who are masters of time and space. Peaslee includes drawings of his dream images. More articles are forthcoming. *Sanity loss 1/1D3; Cthulhu Mythos +2 and Psychology +1 percentiles; average of 1 week to study and comprehend.* No spells.

THE DUNWICH SERMON – *in English, by the Rev. Abijah Hoadley, 1747.* This transcript of Hoadley's original sermon berates the inhabitants of the township of Dunwich, lamenting the village's long history of heresy and witchcraft. The Reverend also declares that the frequent rumblings in the ground near the town are the work of the devil. Hoadley vanished soon after delivering the sermon. This sermon, part of a great collection of local liturgical works, was donated to the university by Reverend Ward Phillips in 1815. *Sanity loss 0/1D2; Cthulhu Mythos +1 percentile; average of 1 week to study and comprehend.* No spells.

THE GARDNER FARM REPORT – *in English, written by committee, 1882.* This dry scientific paper describes the strange meteor that fell near Arkham in 1882. Much space is given over to an attempted analysis of the bolide, which was composed of no identifiable element. The strange spectra the meteor gave off are included, as are several strangely blurred photos of the object itself. An addendum to the report describes later strange occurrences at the Gardner farm, particularly the strange mutations of local flora and fauna. An appendix relates a cursory survey of the Blasted Heath. *Sanity loss 0/1D2; Cthulhu Mythos +2 percentiles; average of 2 weeks to study and comprehend.* No spells.

GROUND SURVEY RESULTS, DUNWICH VILLAGE – *in English, written by committee, 1902.* The Geology department's finished report of a survey conducted in and around Dunwich, Mass. The geologists hoped to discover the source of the strange subterranean rumblings commonly reported in the region, but in the end only offer speculation. Several of the oddly shaped mountains near Dunwich are described and mapped in great detail, again without explanation. Reference is also made to a vast array of caverns that underlie the entire region. *Sanity loss none; no Cthulhu Mythos; average of 1 week to study and comprehend.* No spells.

THE PHILLIPS PAPERS TO 1706 – *in English, by Reverend Ward Phillips and various authors, c.1640-1705.* The journals, sermons, and letters of one of Arkham's most famous sons, these documents hold a place of honor in the Old School Records room. Phillips presided over the formation of Arkham College, and donated the nucleus of the new school's library. The papers present not only a detailed picture of early Arkham and the birth of the University, but paint a clear picture of life in colonial Massachusetts. Researchers with successful Library Use rolls locate four specific items.

- ❏ Several mentions of odd noises and lights seen by night in Dark Ravine and on the Unvisited Island in the Miskatonic River.
- ❏ Dozens of letters from Bartholomew Gedney in Salem, who sat on the first Court of Oyer and Terminer during the Salem witch trials. His account of the trials is remarkably complete. *Grants a skill check in Occult.*
- ❏ A complete transcript of the first interrogation of Keziah Mason, shortly after her arrest.
- ❏ Near the end of Phillips' final journal, more than twenty pages have been sealed together with wax. If the pages are separated, they reveal an account of the dreadful battle between the townsfolk of Arkham and the Arkham witch cult in 1704. The lynching of Goody Fowler, a raid on Dark Ravine, and the assault on the ghoul tunnels underneath Arkham are described in horrific detail. *Sanity loss 1/1D4; Cthulhu Mythos +2 percentiles; average of 1 week to study and comprehend.*

Collating, reading, and analyzing all of the Phillips papers yields the following effects, which include the separate bulleted items just above. *Sanity loss 1/1D6; Cthulhu Mythos +4 and Occult +1 percentiles; skill check in History; average of 33 weeks to study and comprehend.*

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THE YOUNGER PHILLIPS PAPERS TO 1811 – *in English, by Ward Phillips and various authors, c.1805-1811.* This collection consists of some of the journals and correspondence of Ward Phillips the younger, who served a head librarian at Miskatonic from 1805 to 1811. Most of Phillips' personal papers were donated to the Arkham Historical Society, but everything dealing with the library and Miskatonic remains in the Old School Records room of the Orne Library. The bulk of the material consists of correspondence negotiating the first Pickman Bequest, as well as the bulk of Phillips' notes for *Thaumaturgical Prodigies in the New England Canaan.* These papers, in addition to painting a picture of Miskatonic and the Orne Library at the turn of the nineteenth century, provide a researcher with an excellent guide to the locations of esoteric books and collections throughout New England as of 1800 or a little later. These documents have been in the University's possession since Phillips retired in 1811. Successful **Library Use** rolls allow a researcher to find the following.

- ❏ Diary entries from 1786 which describe odd noises echoing in the basement of the First Baptist Church. While investigating the sounds, Phillips found a secret passage down into an underground chamber with an "altar to all vileness and Satanism". Complete sketches of arcane symbols are included. The horrors Phillips saw under the earth prompted him to explore the tunnels under Arkham and take up his crusade against the evil and unknown in New England. *Sanity loss 0/1; Cthulhu Mythos +1 percentile.*

- ❏ A complete account of Phillips' feud with Alijah Billington, which ended in the mysterious and tragic death of Phillip's friend and confidant, John Druven of the Arkham *Gazette.*

- ❏ A sheaf of handwritten notes, copied by Phillips from an unknown book or books. The pages contain several magical formulae, as well as material about the entities Ossadagowah and Yog-Sothoth. *Sanity loss 1/1D3; Cthulhu Mythos +2 percentiles; ; average time 2 weeks to study and comprehend.* Spells: Call/Dismiss Ossadagowah*, Call/Dismiss Yog-Sothoth, Contact Narlato (Contact Deity / Nyarlathotep), Contact Deity / Tsathoggua, Elder Sign.

- ❏ Phillips' final journal from 1811 contains a lengthy account of the investigation Phillips and Deliverance Westripp made into the death of John Druven, and their attempted resolution of the Billington affair. The case led them to Billington's Woods and nearby Dunwich. The final sixteen pages of the diary are torn out, and have never been found.

Reading, analyzing, and collating all of the Phillips papers yields the following effects, which include the bulleted items just above. *Sanity loss 1/1D6; Cthulhu Mythos +7 and Occult +4 percentiles; skill check in History; average of 22 weeks to study and comprehend.* Spells: Call/Dismiss Ossadagowah*, Call/Dismiss Yogge-Sothothe (Yog-Sothoth, Contact Narlato (Contact Deity / Nyarlathotep), Contact Sadogowah (Contact Deity / Tsathoggua), Elder Sign.

THE TUTTLE PAPERS (1928) – *in English and other tongues, written by various authors, 1860-1924.* One of the most recent additions to the Orne Library. The journals and letters of Massachusetts recluse Amos Tuttle were donated to the University after the mysterious death of his heir, Paul Tuttle, in 1928. The materials, thrown together in no apparent order, occupy six large boxes in the Book Repair room of the library's basement. Assistant librarian Bryant Hoskins begins sorting and cataloging the Tuttle papers in the summer of 1928, but Hoskins' eventual breakdown leaves the work unfinished. After a while, Armitage moves the lot of it into the Restricted Collection. Researchers receiving a successful **Library Use** roll while examining the material can find the following items of interest.

- ❏ Various diaries detail Tuttle's travels as a younger man: to Jerusalem and the Holy Land, the Sudan, India, China, and even South America. During his travels in the Southern Hemisphere, Tuttle became the friend of famous British explorer and scientist Henry Challenger, and accompanied Challenger on his expedition into the Himalayas in 1891, which was forced to turn back after an attack by vicious Tcho-Tchos. *Sanity loss 0/1D3; Cthulhu Mythos +3 percentiles; average of 3 days to study and comprehend the diary for 1891*; *average of four weeks to study and comprehend all the diaries; after reading all the diaries, skill check in Anthropology.* No spells.

- ❏ An odd, rambling message in French from an artist/mystic named Erich Zann. The long, haunting letter, part scholarly essay and part stream-of-consciousness dream narrative, describes the true nature of the glorious Yellow Sign and the boons that its nameless master will bestow upon any who promise to serve him. *Sanity loss 1D3/1D6; Cthulhu Mythos +3 percentiles; average of four days to study and comprehend.* Spell: Unspeakable Promise.

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- Several letters from various missionaries in India, Burma, and Indochina deny knowledge of a plateau called Sung or a city named Alaozar. Each advises Tuttle for his own safety to desist inquiries into the ways of the degenerate Tcho-Tcho peoples.
- A letter from one Dr. Anton Zarnak provides a brief anthropological sketch of the ancient Tcho-Tcho people of Asia, who are culturally and linguistically alien to all their regional neighbors. A **Cthulhu Mythos** roll allows a researcher to recognize how much material Zarnak has left out of his description.
- A series of letters dating 1883-89 from one Ho Fong, an antiquities collector in Shanghai. Ho confirms that that "rarest of texts" does indeed still exist in Asia, and might be available for sale. Subsequent letters detail Ho's negotiations with "the Tcho-Tcho Lama". Ho apparently finally is able to broker the sale of the *R'lyeh Text* to Tuttle for $100,000 "in addition to the promise".
- One ornate letter, more of a scroll, written in Chinese. If translated, it turns out to be a letter from one E-Poh, "holiest Lama of the Tcho-Tcho", thanking Tuttle for the most gracious terms he has offered for "that most precious and holiest of books". E-Poh wishes Tuttle well, and hopes that he will regard the book with the same reverence it has known for the last three thousand years.
- A lengthy correspondence with Arkham professor Laban Shrewsbury, which lasted from 1892 to 1898. Shrewsbury shares his views of Polynesian and Asian anthropology with Tuttle, particularly his more unorthodox insights into the "Cthulhu Cycle of myth". In the last letter, Shrewsbury agrees to grant Tuttle access to his as-yet unfinished translation of the so-called "Celaeno Fragments" in return for a six month loan of Tuttle's copy of von Junzt's *Unaussprechlichen Kulten. Sanity loss 0/1; Cthulhu Mythos +2 percentiles.*
- A binder of sixty handwritten pages, entitled "Celaeno Fragments". This is Tuttle's copy of Shrewsbury's translation, still quite vague in places. Only a brief sketch of the early cosmological material is included, with mentions of Cthulhu, Nyarlathotep, and other ancient space gods. The most coherent material is at the end, which provides an extensive glossary and vocabulary for the pre-human language R'lyehian. These notes will form the nucleus of Bryant Hoskins' *R'lyeh Key. Sanity loss 1D3/1D6; Cthulhu Mythos +6 percentiles; skill check in Astronomy; average of 4 weeks to study and comprehend; a researcher who spends an additional 22-INT weeks in study gains R'lyehian 20+1D10%.*. No spells.

Collating, reading, and analyzing all of the Tuttle papers yields the following effects, which include the bulleted items just above. *Sanity loss 1D4/1D10; Cthulhu Mythos +11 percentiles; skill checks for Anthropology and Occult; average of 28 weeks to study and comprehend.* Spell: Unspeakable Promise.

The Miskatonic Exhibit Museum

A strange relic from the University's beginnings, the Miskatonic Exhibit Museum has been part of the school since Jeremiah Orne first revitalized Arkham College in 1765. The present museum stands on the site of the original Orne Building, the first building built for Miskatonic Liberal College. Following a fire in 1902, the museum was completely rebuilt and enlarged to its present state. The museum is open to the public 10 a.m. to 6 p.m., Tuesday through Saturday. Admission is free to all.

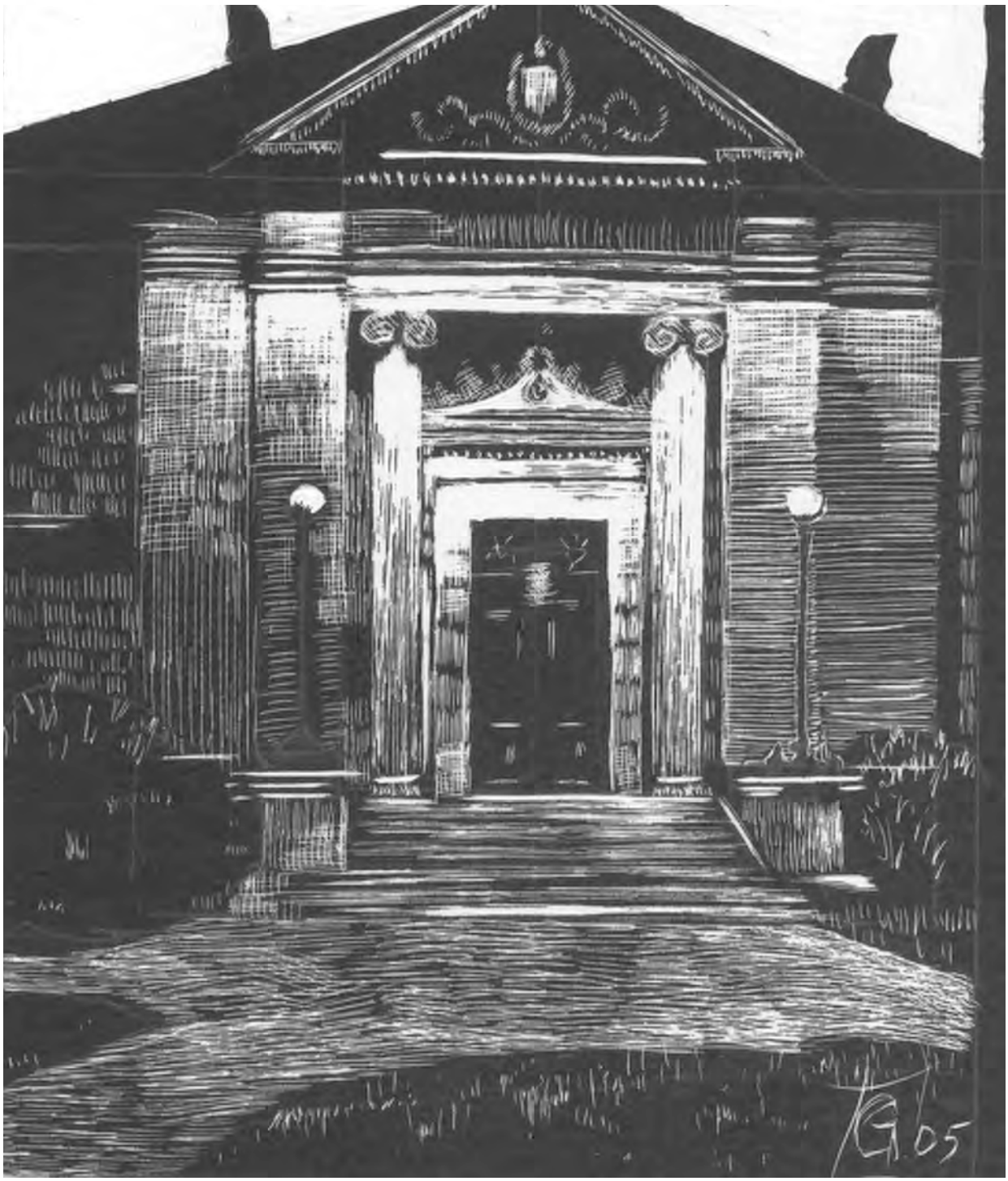
The outer façade of the museum is grand and austere, decorated (like so many of the newer campus buildings) in neoclassic style. Corinthian columns and marble statues of Jeremiah Orne and Stanley Hoyt flank the entrance. Within, wide galleries and spacious halls abound, all dressed in granite and marble. Tall windows and skylights provide ample illumination. Footfalls and voices echo. As the day winds on, the shadows lengthen ominously.

Funding for museum acquisitions has always been sparse. For many years the collections within were stagnant, dependent on occasional private donations for changes. In recent years, however, the museum has enjoyed resurgence under its current curator, Mr. Grewe.

George Grewe, an Arkhamite of good family and long-time supporter of the university, took over as chief curator in 1924, and has proved to be far more vigorous than his predecessors. The Grewes helped fund the original museum renovation in 1902, and have donated several properties to the University. An active supporter of President Wainscott's modernizing program, Grewe has taken advantage of the increase in University field expeditions to bring a host of new objects into the museum

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The Exhibit Museum

displays. In the process, Grewe has forged steady friendships with several professors in the departments of History, Archaeology, and Geology. Grewe has three associate curators to assist with the administration of the museum. Associate curators' primary duties include the cataloging and preservation of museum holdings. A trio of tour guides (docents after 1960), a receptionist, two janitors, and the caretaker round out the staff. Two guides are students.

The caretaker acts as the museum's maintenance man and sole security guard, and is one of the more odd posts among the University staff. According to an obscure provision in the original University charter, all Exhibit Museum caretakers must come from the Tetlow

family of Dunwich. The Tetlows were the original servants to university founder Jeremiah Orne, and custodianship of the museum was granted to the family as a reward for a lifetime of dedicated service. Caretakers are appointed for as long as they would like to hold the post, typically about twenty years (the current caretaker is the ninth to serve). The caretaker lives in a small apartment at the rear of the building, and enjoys a modest stipend from the university for his troubles.

Every so often, the aged caretaker announces his intention to retire. Shortly after, a young scion of the Tetlow family appears, and picks up his duties where the elder left off. Nobody has ever seen the post of caretaker change hands – whatever ceremony or apprenticeship there may be for the new caretaker, the Tetlows keep it to themselves. The current curator, Lucas Tetlow, discharges his duties enthusiastically if stoically, and enjoys a cordial relationship with curator Grewe. The Tetlows have always kept a kennel of German shepherds at the rear of the museum, and the caretaker always takes one with him when walking his nightly rounds.

Exhibit Museum Holdings

The large Natural History section includes stuffed elephants, lions, and a massive shark, as well as an incorrectly mounted sauropod skeleton and an array of other smaller fossils. An extensive exhibit discussing evolution drew community protest when it opened a year ago (the museum was nearly closed in the furor), and is still popular among progressive-minded students.

A series of cases contain various geological samples, cases full of crystals and gemstones, and exhibits describing long-term geological processes. Four models

Exhibit Museum Staff

Investigators who spend a time in the Exhibit Museum are bound to have contact with George Grewe (the curator), Lucas Tetlow (the caretaker), and Rhodey, Tetlow's favorite German shepherd.

GEORGE GREWE, age 47, Curator of the Museum

STR 10	CON 13	SIZ 09	INT 15	POW 11
DEX 11	APP 13	EDU 22	SAN 54	HP 11

Damage Bonus: none.

Weapon: none.

Skills: Academic Lore (Miskatonic) 60%, Academic Standing (Miskatonic) 79%, Accounting 65%, Arrange Exhibit 65%, Bargain 45%, Credit Rating 45%, French 35%, German 55%, History 65%, Library Use 89%, Listen 25%, Persuade 55%, Psychology 55%.

Languages: English 75%, French 20%.

Curator Grewe is a cheerful, bespectacled fellow who favors bright bow ties and rumpled tweed suits. He is a common sight in the museum, sweeping through it like a hurricane while in frenzied conversation with a visitor or a professor. Grewe is devoted to modernizing the museum — under his tenure he has brought in new exhibits from University departments and from other institutions around the country. Grewe has many friends on campus, and is best known for his intense curiosity: he always has the time to talk to a visitor about this or that mysterious object or culture or historical period. The trick is getting a word in edgewise. Dr. Ashley of the ancient history department and Dr. Freeborn of anthropology have both expressed interest in reanalyzing the contents of the Orne Collection, and Grewe hopes to completely renovate the Orne exhibits. Grewe and the two professors often can be found in the museum at night, cataloging the artifacts.



George Grewe

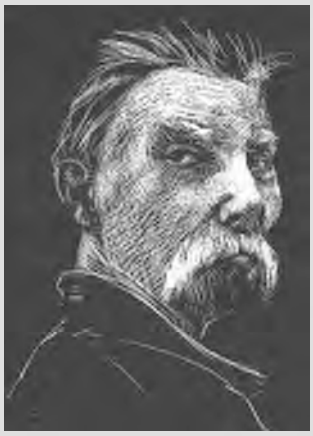
LUCAS TETLOW, age 204 (appears 44), Laconic Caretaker, Guardian of the Vault, and Secret Sorcerer

STR 17	CON 13	SIZ 16	INT 15	POW 23
DEX 13	APP 11	EDU 18	SAN 0	HP 15

Damage Bonus: +1D6.

Weapons: Billy Club 70%, damage 1D8 + 1D6
12-Gauge Shotgun (2B) 75%, damage 4D6/2D6/1D6
Ritual Dagger (enchanted) 70%, damage 1D4 + 2 +1D6

. . . more ☛



Lucas Tetlow

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portray the evolution of the Miskatonic Valley from the last glacial episode some 10,000 years ago to the present.

Ancient Cultures houses several dramatic dioramas concerning primitive man. Mannequins depicting Iroquois, Inuit, and Misqat Indians are prominently displayed, as are impressive Roman and Viking dioramas. The exhibit on human evolution has dioramas of scantily clad Neanderthals and Cro-Magnons that have been sources of controversy in the past.

The Ancient and Classical Arts exhibit includes several Grecian urns, plaster casts of Greek, Roman, and Gothic statuary and friezes, and a medieval broadsword still in excellent condition. A set of perfect stone spheres from Costa Rica can also be found here, along with Aztec and Toltec artifacts from Mexico. Recent University expeditions have added artifacts from Egypt, Mesopotamia, and the ancient Maya of Central America.

The Contemporary Cultures rooms include artifacts and historical material from Colonial-era New England, and boasts an impressive collection of folk art, including a large exhibit about the witch hysteria of the seventeenth century. A massive exhibit on the wonders of modern industry and technology takes up half of the hall. The museum also boasts a spacious art gallery, full of fine paintings and sculpture.

A new feature, the Rotating Exhibit Room, presents materials loaned to Miskatonic by other institutions. Currently this room holds an extensive collection of Polynesian artifacts on loan from the Sanbourne Institute for Pacific Studies in Santiago, California. The Sanbourne material will remain at Miskatonic until the spring of 1930.

The core of the museum's holdings is the Orne Collection, a large sampling of the Caribbean and Polynesian artifacts (trinkets, mostly) that Miskatonic

. . . TETLOW cont.

Spells: Augur, Bind Enemy, Cause/Cure Blindness, Charm Dog, Charm Snake, Contact Deity / Yig, Death Spell, Detect Enchantment, Enthrall, Evil Eye, The Sacred Molting of the Serpent*, Second Sight*, Shrivelling, Stop Heart, Summon/Bind Child of Yig, Summon/Bind Dimensional Shambler, Warding.

** = new spell; for text, see the appendix "New Magic".*

Skills: Academic Lore (Miskatonic) 99%, Academic Standing (Miskatonic) 25%, Accounting 30%, Cthulhu Mythos 79%, Dodge 55%, Electrical Repair 25%, Hide 50%, History 40%, Listen 45%, Mechanical Repair 55%, Natural History 35% Occult 65%, Psychology 45%, Sneak 75%, Spot Hidden 60%, Tetlow Lore 85%, Track 65%.

Languages: English 75%, French 45%. Hyperborean Tsath-Yo 25%, Latin 45%.

Lucas Tetlow is a man of quiet tread and few words. Museum visitors often find him looming over them when they least expect it. The man's intense stare and quiet mien have supplied Tetlow with an ominous reputation in Arkham, but he is always polite and helpful to visitors, and nice enough once you get to know him. Tetlow plays checkers with Curator Grewe every week, but mostly keeps to himself. As caretaker, Tetlow is both handy man and security guard for the museum, and takes his duties very seriously. He resents Grewe's intrusions into the Vault for more reasons than he lets on.

Tetlow has been known to go easy on students hiding out in the library (although he always gives them quite a scare), provided that they aren't hurting anything. Tetlow has absolutely no patience for vandals. Tetlow has also been known to grant university professors access to items from the Vault, but only if he knows them personally and if they've earned his trust. Tetlow is rarely found without his trusty German shepherd Rhodey by his side. Tetlow trusts the dog as a final authority on character. Anyone good enough for Rhodey is good enough for him.

For additional comments on Tetlow, see the "Mythos at Miskatonic" section, pp. 168-206.



Rhodey

RHODEY, age 7, Cheerful German Shepherd

STR 10	CON 12	SIZ 06	INT 07	POW 09
DEX 14	MOV 12			HP 09

Damage Bonus: none.

Weapon: Bite 35%, damage 1D6.

Skills: Listen 80%, Recognize Friends 90%, Scent Something Interesting 80%.

The best of Tetlow's guard dogs, Rhodey is responsive and well mannered. Visitors comment on Rhodey's intelligence and friendliness.

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founder Jeremiah Orne collected during his career on the high seas. Public interest in Orne's original pieces has waned, and the Collection now languishes in a dim hall at the rear of the building.

The Vault

Beneath the Exhibit Museum lies the Museum Vault (the staff always stresses second word of that phrase). It holds items deemed too precious or too fragile for public display. More than one professor has simply delivered a curious, shocking, or questionable piece to the Vault rather than preparing it for display. No catalog of the Vault's contents is known to exist, and even the University's trustees ignore the question: anything in the Vault was put there to be forgotten.

Once a month, the caretaker allows Curator Grewe to browse through the Vault items. When something down there catches Grewe's eye, he'll bring it up to add to the public displays, presumably always with Tetlow's agreement. After a while, other display items rotate back down to the Vault, perhaps never to be seen again.

Removal of something from the Vault requires written permission from the president of Miskatonic University. The item must be named and described, and the request must be accompanied by a detailed explanation of what the applicant intends to do with the item. There has been one such withdrawal since Lee surrendered at Appomattox. To effect another withdrawal, a successful **Credit Rating** roll will be required, at the very least. Only the most reputable scholar has hope of getting a request approved. If a request is granted, the item in question will not be allowed to leave campus, and anyone examining something from the Vault will be closely supervised at all times.

About the Vault

The contents of the Vault are left entirely to the keeper's discretion. Given the ominous reputation of the Vault and its caretaker, any number of mythos artifacts might reside here, hidden from mundane eyes. Getting access to the Vault should be nearly impossible, if not outright risky. If the keeper decides to give Lucas Tetlow a sinister agenda, the vault can have magical wards or summoned guardians.

Anything an investigator needs to withdraw from the Vault should be important, a driving element in a campaign — the Ark of the Covenant, the Dead Sea Scrolls, Thoth's Dagger, the Fire of Ashurbanipal, or the R'lyeh Disk. The Vault is like the box holding Schrödinger's Cat — until you look inside, it can contain literally anything.

The Vault is entered through a separate heavy door at the rear of the building, and is currently watched over by Lucas Tetlow of Dunwich, the only man in Arkham with a clear idea of the Vault's contents. Until the appointment of curator Grewe, the Tetlow caretaker was the only person to ever enter the Vault. Grewe and President Wainscott arranged the current monthly "curator's tour" over Lucas Tetlow's objections.

Museum Oddities

While most of the material on display in the Exhibit Museum is completely mundane, observant visitors might notice the following items, all of which show bizarre influences. Keepers should feel free to add other items or relics as their campaigns require. Nothing should be too flashy – this is New England, after all, and a stuffed hunting horror or a jade idol of Cthulhu would certainly attract attention, and probably be removed from public display as offensive). Items outraging public taste belong in the Vault.

In the Geology Exhibit

- A strange crystal structure, labeled *Geode, providence indeterminate.* Anyone with Geology 20% or higher notices that the formation is odd, and a successful **Geology** roll confirms that it is not a natural formation. **Spot Hidden** rolls detect unusual striations on the inner surface, similar to ridges found on the inside of eggs or cocoons. A **Cthulhu Mythos** roll identifies the thing as a portion of a hatched chthonian shell, a realization that could prompt a Sanity check with a cost of 0/1 SAN.
- In the Geological Oddities section, several photographs of the strangely shaped hills around Dunwich are displayed, including Round Hill and Pyramid Mountain. A phonograph recording also allows the curious to hear the strange rumblings often reported in the area. All of this material is listed as being taken during the Miskatonic University Geologic Survey of 1902.
- Among a display of meteorites, the Gardner Bolide of 1882 is briefly described, along with a faded, grainy photograph of the object. The meteorite fell on the Gardner Farm near Arkham in that year, and defied all scientific analysis. Made of a strange, spongy material, the meteorite shrank down to nothing as it cooled. No trace of it remains.

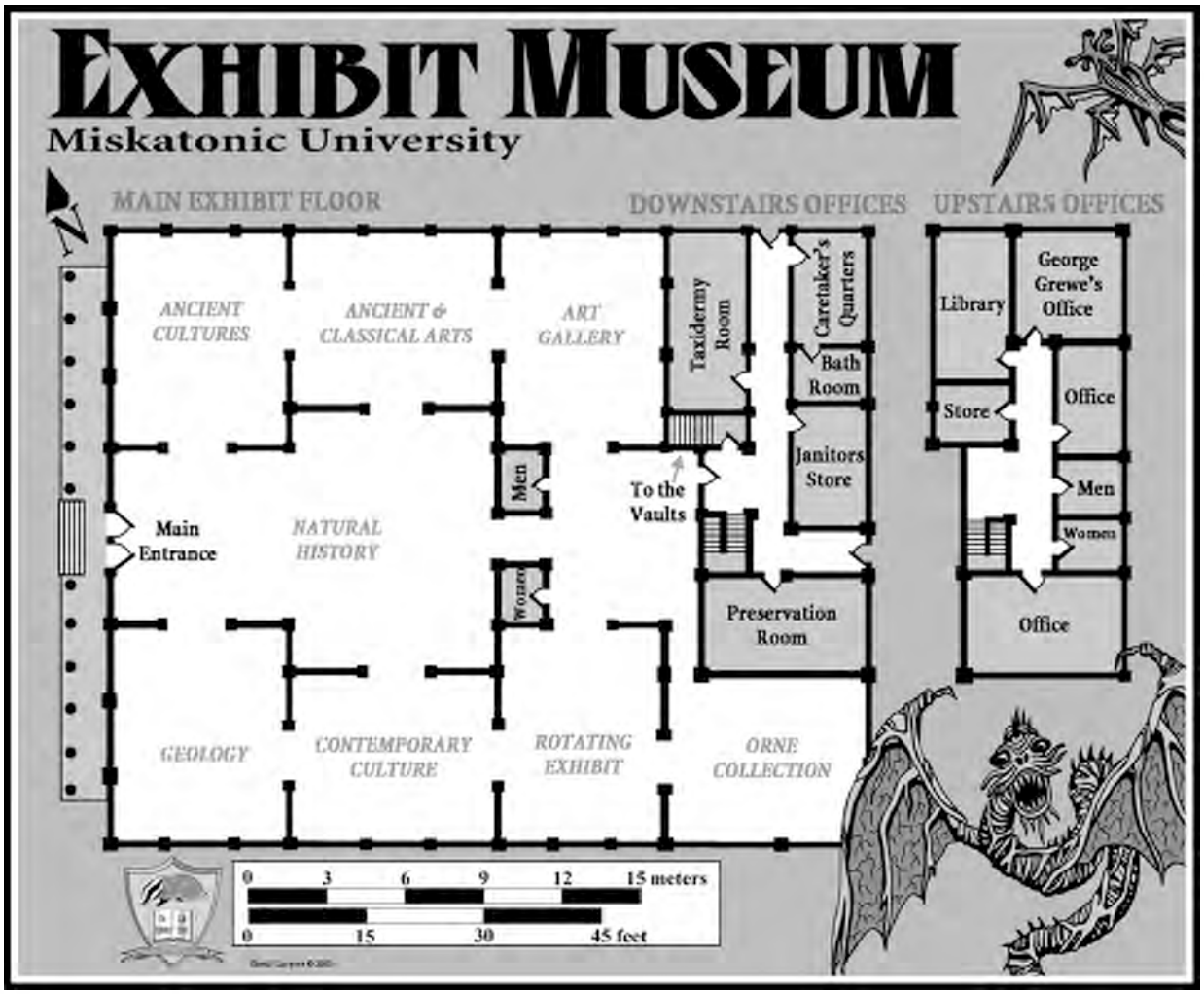
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In the Natural History Exhibit

- In the human evolution section, one of the skulls is incorrectly labeled. A successful **Paleontology** roll will recognize that an oddly shaped, prognathic skull identified as Neanderthal is actually nothing of the sort, but will not give a positive identification. Is it a new species? Museum records indicate that Wilbur Peabody of Arkham donated the skull in 1867. Peabody unearthed it while expanding his cellar. A successful **Cthulhu Mythos** roll identifies the skull as that of a ghoul, and prompts a Sanity check for 0/1 SAN.
- The huge skeleton placarded as a "brontosaur" is a hodgepodge of bones assembled from at least three species of *sauropoda*. A successful **Paleontology** or **Zoology** roll identifies the error. Getting Grewe (or the responsible paleontologist) to admit that the exhibit is mistaken is another matter entirely.
- At the edge of an exhibit about "Creatures of the Deep" (complete with shark jaws and a narwhal horn), visitors find several photographs and a brief description of "the Martin's Beach Monster", a fifty-foot-long, one-eyed leviathan that washed up on Martin's Beach in 1922. Photographs hardly do the creature justice. A character with a successful **Biology** or **Zoology** roll recognizes that the thing defies conventional taxonomy. The creature in the photo was lost shortly afterward, washing out to sea during a massive storm. Biologists who were safely at home in Arkham during the storm wonder if the find might have been a hoax.

In the Ancient Cultures Room

- The Misqat Indian diorama is remarkably realistic. Investigators who get a successful a **Cthulhu Mythos** roll spot an Elder Sign worked into the medicine man's fetish stick. He's making the Voorish Sign with his other hand.



- A ten-inch figurine labeled *Kachina Doll, Anasazi* forms the centerpiece of a display of Pueblo Indian artifacts recovered by the Miskatonic departmental field school. The doll's odd, branching headdress seems to represent coiling snakes. A successful **Archaeology** roll determines that the figure depicts a woman or goddess, and that the figure's colors are unparalleled among Anasazi or Pueblo cultures. Several markings on the doll seem unique. A successful **Cthulhu Mythos** roll identifies the symbol on the figure's head and chest as the Red Sign of Shudde M'ell.
- One piece of Phoenician pottery clearly depicts deep ones lurking in the sea below a galley. The bowl was unearthed on an archaeological expedition to Fantari Island in the Mediterranean.
- In the spring of 1928 the museum gained a small metal statuette of an elder thing, broken by Walter Gilman from the balcony railing of a pre-human city. A successful **Cthulhu Mythos** roll identifies the creature, and prompts a Sanity check for 0/1 SAN. The item is labeled *Bronze, Culture Unknown*. Investigators must gain Grewe's confidence to learn how the statuette was found.
- An object listed as *Ritual Fetish, Nipmuck* is covered in glyphs that a successful **Cthulhu Mythos** roll identifies as Hyperborean Tsath-Yo. The fetish is enchanted: it adds 30% to the chance of success in the casting of Call / Dismiss Ossadagowah.
- A fragment of a Sumerian wall carving depicts a king or god, flanked by lions, radiating lightning, and rays of heavenly force. The figure is shown battling a reptilian humanoid flanked by a swarm of snakes. A successful **Cthulhu Mythos** roll identifies the crescent shape above each snake's head as the mark of Yig. A **Cthulhu Mythos** roll identifies the reptile as a serpent man or Yig himself. The cuneiform inscription is too weathered to read.
- The Ancient Egypt section includes a small sandstone idol of the infamous crocodile god Sebek. Anyone translating the lengthy inscription on the idol (that takes a successful **Egyptian Hieroglyphics** roll) is rewarded with the complete text for the Contact Deity / Sebek spell.
- An Egyptian mummy holds a place of honor in the Ancient Cultures wing. The shriveled remains sport a lavish headdress, and stand in a sarcophagus whose carved sides depict Thoth, Sebek, and Set. A successful **Spot Hidden** roll notices the sign of the inverted ankh worked into the mummy's headdress. A successful **Cthulhu Mythos** roll identifies the ankh as the symbol of the infamous Black Pharaoh. Miskatonic's students have dubbed the mummy "Old Squinty". That brittle geezer occupies a curious place in campus lore (see "Legends of the Museum", on the opposite page, and see pp. 164-168).
- The Mayan material contains a stone tablet covered with high-relief glyphs and baffling carvings. The image on the tablet depicts a seated king conversing with a massive serpent. If the glyphs are translated (bear in mind that the Mayan Hieroglyphics skill will not be devised by archaeologists and scholars until the 1980's), the text contains the Contact Deity/Yig spell.
- Another Mayan artifact, labeled *King's Scepter*, is a wooden stick two feet long, carved into the form of a strange humanoid with a bestial face and a left leg that ends in a snake's head. Jade, mother of pearl, and obsidian inlays decorate the carving's head. A successful **Archaeology** roll identifies the figure as God K (a name lent by scholars until the Mayan language is translated), a god of royal legitimacy among ancient Mayan kings. A successful **Cthulhu Mythos** roll identifies the creature as Kai-Weel, an avatar of Nyarlathotep. There is no easy way to determine this, but the scepter is enchanted: it serves as a battery for magic points, which its bearer can drain through concentration. The wand has 11 magic points left.

In the Contemporary Cultures Hall

- The New England section contains several works of art. One of them, an early painting by Richard Upton Pickman entitled "The Hills Rise Wild", depicts a stark New England landscape, replete with tempest-strewn skies and brooding forests. The barren hills are strangely shaped, as if something unnatural waits brooding beneath them. The eerie painting has a profound effect on all who see it. Sensitive viewers might be forced to undergo a Sanity check with a cost of 0/1 SAN.
- The Witch Trial exhibit contains a section summarizing the legend of Keziah Mason, complete with a disturbing portrait. A nearby diorama depicts the indomitable Mason's gaol cell in Salem, wherein the hideous witch mocks her shrinking accusers. Observant viewers notice

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the odd marks and lines drawn on one wall of the cell. Anyone familiar with the Create Gate spell recognizes that the markings are very accurate to that spell. Whether this replica contains a functioning Gate, and where it might lead are left to the keeper's imagination.

- One end of a case displaying contemporary New England folk art holds several pieces of jewelry made of a strange pale golden metal. Listed as being from Innsmouth, the display consists of three bracelets, an ornate necklace, and a tiara. All of the pieces are engraved with swirling designs and carvings of what look like dolphins and shells. The tiara also has several figures cast in bas-relief on it: they might be swimming humans but they have an oddly batrachian or ichthyoid look. A successful **Idea** roll suggests that the bracelets are too large to stay on a human arm or wrist. A successful **Cthulhu Mythos** roll identifies the swimming figures as deep ones, and a second successful roll identifies the pieces as made by deep ones, based on their style and craftsmanship.

In the Rotating Exhibit

The exhibit boasts a large black-and-white photo of Sanbourne Institute founder Harold Hadley Copeland near the entrance. Professor Copeland (a Miskatonic

Legends of the Museum

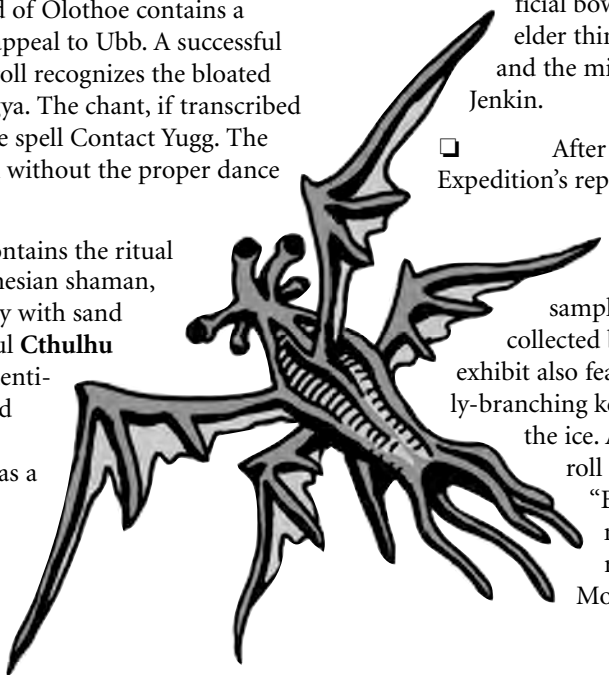
The museum is a popular spot to bring campus coeds on dates. Word-of-mouth has it that the degree of a coed's interest in the under-clothed evolution dioramas betrays her relative inclination toward other primitive behavior.

- Rumor says that the Museum Vault holds a fortune in Spanish gold. Supposedly it is pirate treasure stolen by Jeremiah Orne, and his fabulous plunder is the real source of Miskatonic's prosperity. Another story tells of a local criminal (his identity varies) who in 1912 stole into the Vault through the city sewers. He was never seen again.
- Though made of gold, most visitors find the jewelry from Innsmouth strangely repellent. Rumor has it that the pieces are cursed: indeed, a small child on a tour of the museum once fainted with fright just from seeing the pale metal. N. B. — The details of this incident are hard to uncover. The little girl was an orphan, who in 1906 was touring the museum with the other children of her orphanage. Few know it, but the girl was originally from Innsmouth, and the sight of the bas-relief deep ones was too much for her. She has since left her Bolton orphanage and found her way to the sea.
- As is said of the Orne Library, the Exhibit Museum is also haunted. Few in Arkham would willingly spend the night inside the darkened museum — and the more that a person knows about this place, the more likely that observation becomes. In 1921, a university student who stayed the night inside the museum on a dare was found a gibbering wreck the next morning. Nobody can confirm his name or say where he was committed — he certainly isn't in Arkham Sanitarium. In that regard, Scott Whidden has noticed an alarming increase in heart attacks among the museum's custodial staff (that many of the janitors are ex-university employees well past retirement age has escaped the daring reporter). Fraternity pledges often stay the night in the darkened museum as part of initiation. So far, all emerged with sanity intact.
- Many believe that a person falling asleep in the museum suffers horrible nightmares. The frequency with which dozing staff and visitors actually report nightmares is thought to be either a product of the evil spirit haunting the museum (see above) or of the ubiquity of the rumor.
- According to old plans and maps, storm drains and a sewer tunnel pass very close to the Vault. They might provide a secret way in or out.
- Old Squinty, the Egyptian mummy, is a well-loved mascot or a lurking menace, depending on who you ask. According to campus legend, Old Squinty was once Keshetsu, an Egyptian scribe who was worked to death by the pharaoh Cheops, builder of the Great Pyramid (most of Miskatonic's student body are sympathetic to the poor man's plight). Others say that the mummy was a high priest who was executed by the pharaoh for excessive drunkenness. To this day, it is customary among campus fraternities to set aside a glass for Old Squinty at parties, and many new members are urged to drink one more for "Squinty's revenge". Several faculty members have called for the removal of the mummy, citing its deleterious effects on student morality, but Grewe has been slow to act. Many believe that Keshetsu's spirit lingers on in the shriveled mummy, unharmed by the passing ages. Depending on who is asked, Old Squinty harbors a dire hatred for the living or acts as a guardian angel to overworked students. Many students leave pennies or other offerings in front of Squinty's display case before finals. Even caretaker Tetlow is rumored to cut short his rounds on the night of the winter solstice, when the mummy is rumored to roam the museum, thirsty for beer perhaps, as the undergrads' friend, or for human blood.
- Rumors also persist about the strange and sinister habits of Lucas Tetlow, the museum caretaker. Some whisper that the odd man is an immortal warlock out of Dunwich, and that the string of Tetlow descendants who have watched over the museum for the last 163 years are, in fact, the same man.

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alumnus, class of '81) is shown doing anthropological work on the central Pacific island of Ponape. Viewers with a successful **Cthulhu Mythos** roll or who have spent time in the town of Innsmouth recognize the taint of deep one blood in the features of most of the Ponape tribesmen.

- ❏ An ornate Polynesian spear, extravagantly adorned with abalone tokens and feathers, has been enchanted using the Enchant Spear spell.
- ❏ Several ominous ritual fetishes from the Andaman Islands incorporate strange iconography. A successful **Cthulhu Mythos** roll detects elements influenced by the Tcho-Tchos. A second roll identifies the hideous creature on one mask as Atlach-Nacha.
- ❏ A display case contains a set of shattered ancient stone disks resembling wheels. The weathered disks show evidence of carvings. Close study and a successful **Cthulhu Mythos** roll identify the faint carvings as R'lyehian glyphs, but too worn to allow translation. A second **Cthulhu Mythos** roll can identify the objects as ritual components for the Curse of the Stone spell.
- ❏ A war canoe from the Solomon Islands dominates the center of the exhibit. The prow is carved with an intricate figurehead of a goggle-eyed, shark-toothed beast. A **Cthulhu Mythos** roll identifies the figurehead as a deep one or perhaps Father Dagon.
- ❏ One section contains phonograph recordings of Polynesian songs and ritual dances. A recording made on the island of Olothoe contains a repeated shouted appeal to Ubb. A successful **Cthulhu Mythos** roll recognizes the bloated master of the Yuggya. The chant, if transcribed and repeated, is the spell Contact Yugg. The spell will not work without the proper dance motions.
- ❏ Another display contains the ritual regalia of a Micronesian shaman, decorated profusely with sand dollars. A successful **Cthulhu Mythos** roll can identify the large, painted sand dollar on the shaman's pectoral as a functioning Elder Sign.



In the Orne Collection

- ❏ An assortment of six coins, badly corroded and weathered. A **Know** roll can confirm that they are made of blackened silver. The card identifies them as Spanish pieces-of-eight. A **Spot Hidden** roll allows a viewer to pick out strange geometric markings on some of the coins. A successful **Cthulhu Mythos** roll identifies the marks as Atlantean Senzar.
- ❏ The Orne Collection boasts a wide assortment of voodoo fetishes and memorabilia from Haiti. A successful **Occult** roll causes the viewer to realize that most labels and descriptions are wildly inaccurate. One item, a leather pouch festooned with small beads and feathers, is labeled Good Luck Charm. The bag is indeed enchanted (as investigators can determine if they have some means of detecting magic), but it is not what it seems. A second successful **Occult** roll identifies the bag as a powerful wanga (cursed or poisonous object) linked to Baron Samedi, the loa of death. Any non-believer who holds or carries the bag suffers from bad luck (add twenty percentiles to all skill and **Luck** roll results until the curse is broken). Keepers can find more game information about voodoo in the *New Orleans Guidebook*.

Future Artifacts

- ❏ After the collapse of the Witch House in 1931, the museum acquires an oddly-fashioned sacrificial bowl and knife, a statuette of an elder thing made from odd blue stone, and the misshapen skeleton of Brown Jenkin.
- ❏ After the Miskatonic Antarctic Expedition's report is published in the spring of 1931, a new Antarctic exhibit graces the Natural History section, complete with core samples, numerous fossils, and rocks collected by Lake and company. The exhibit also features sketches of a large, radially-branching kelp that Lake discovered under the ice. A successful **Cthulhu Mythos** roll confirms that this is not the "Elder One" Lake described so meticulously in his radioed reports from the so-called Mountains of Madness).

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Chapter Two

People On Campus

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WHILE A GOOD KNOWLEDGE of the buildings and arrangement of Miskatonic University is important, all of that is secondary to the people who live, work, and learn in them. Whether taking the roles of students or faculty, players need to know the kinds of people who bustle down the halls or linger on the quad, and the keeper must be able to take the role of any one of them at a moment's notice. Players and keepers should also be aware of the kinds of pressures mythos investigations will put on students and teachers alike, and how the university lifestyle can be made to accommodate their stranger activities. This section describes, in detail, the sorts of people your investigators will meet on the Miskatonic campus, whether they come there to learn, to teach, or to visit.

Broadly speaking, university life can be envisioned almost in terms of a sporting event, with two teams each striving to accomplish their own goals. Each side has its own strategies and outlooks on campus life, and the uniforms, while similar, are clearly distinct. The students are running one way, trying to learn what they need to forge their adult lives as quickly as possible, while the faculty try to hold them still, teach them adequately, and have enough time left over to pursue their own inquiries. The two teams may sometimes seem adversarial, but their goals are, in the end, the same: the discovery of knowledge. A third team, the administration, acts as officials and arbiters, declaring the terms under which the two teams can play, and generally annoying them to no end.

Hail Miskatonic, Hail

Alexis Lvov, 1833
Arr. Atticus Derby, 1876

Majestically

Bea - con of wis - dom, proud Mis - ka - ton ~ ic! Light - ing our

Bea - con of wis - dom, proud Mis - ka - ton ~ ic! Light - ing our

path through the dark and un - known. May your tra - dit - tions and right - eous rev - e -

path through the dark and un - known. May your tra - dit - tions and right - eous rev - e -

la - tions shine, con - stant as the e - ter - nal stars.

la - tions shine, con - stant as the e - ter - nal stars.

Students at M. U.

Some will be the future inventors, artists, and captains of American industry; others will get their degrees and move on to lives of mediocrity and desperation. The outcome for any of them remains unclear — for now they are all students, trying to chart the course of their destinies. Some hope to leave their mark on the world of science or literature, some are intellectuals who treasure learning for its own sake, some are elitist snobs spending four years in purgatory because they have to, and some carry the honor of their families on their shoulders as the first of their line ever to attend college.

The Miskatonic student body in 1928 shows only slight signs of diversity. Although the University has admitted a certain number of women since 1879, male students still outnumber females by more than ten to one (a fact they continually lament). A number of church- and community-sponsored students from China, Africa, and Polynesia also attend, but roughly 90% of the student body remains white Anglo-Saxon Protestant males. More than half of the student body comes from Arkham and the surrounding area. Many are the scions of well-to-do families.

Classes represent a small part of a university education. Student years at Miskatonic represent chances to develop social skills, explore individual identity, and avoid the drudgery of real life for precious extra years. Many students delay their graduation as long as possible or leap right back into academia by pursuing advanced

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degrees. Miskatonic requires students to graduate within seven years of matriculation. Failing that, those unfinished may petition the Dean of Students, pleading extenuating circumstances. So long as they are allowed to remain, the University will shelter them.

Though students tend to be liberal in outlook, describing a typical student is a near impossibility. One of the hallmarks of university life is the coming together of different views, and the student body often froths with the ripples of these collisions. Students at M.U. are filled to the brim with the vigor of youth, and tend to be very social. Before the advent of television or the internet, entertainment was collective. Miskatonic's dormitories and classrooms teem with poetry readings, story groups, card games, debates, study groups, and a dizzying array of clubs. Groups congregate according to schedules, or can even come together without notice: every piano on campus is the scene of impromptu singalongs each day.

For the most part, the cynicism and activism that characterize college youth of the 1960's and after are absent from the M.U. student population. They want to learn, to study, and to have fun doing it. While the young at Miskatonic are as exuberant as they are anywhere else, their zest is tempered by New England decorum. The University takes its *in loco parentis* duties very seriously. Evening curfews, segregation of the sexes, and high standards of dress and behavior are universal and rigidly enforced. Male students are rarely seen without coats and ties: attending class without them would be a supreme sign of disrespect. Students rise whenever a professor enters the room, and always show them proper respect, in class and out.

Cliques are quick to form among the students, and the interplay of status, group, and affiliation among college students forms an intricate dance worth the study of any anthropologist. Affiliation with the right in-crowd can completely change a student's daily life. Scandal and rumor can ruin it. Although rivalries do spring up between individual students and organizations, the student body is always aware of itself as just that — a unified body, the home team that must contend with the tasks and demands set before them by faculty and administration. A Sigma Phi might never shake a Delta Phi's hand, but he would sooner clean dishes and bathrooms for a week than spill the beans on a Delt to the campus authorities.

More important than race, creed, or gender is one's class status. Freshmen are at the lowest end of the social order, regardless of their status in the outside world. Sophomores and juniors enjoy greater freedom, as their study material is not yet too taxing, and graduation still seems far away. Seniors, at the top of the social heap, are beginning to feel the weight of responsibility as graduation nears, and are a curious mix of youthful abandon and scholarly dedication.

Student Obligations and Standards

Students are expected to enroll on a full-time basis, taking four classes each semester or three classes and a music lesson or club sport. Special permission is needed to take five courses. A student's official class workload, therefore, is a mere sixteen hours of lectures each week. Add in twice that for homework and study time, and even the most diligent freshman or sophomore is busy less than eight hours a day and still gets Saturday and Sunday off. For upperclassmen, the study load increases steadily. Students of the sciences tend to carry the heaviest workloads of all.

Student study habits are, to put things charitably, often lax. Rarely does four hours of studying amount to an hour of result. Many students practice the skillful avoidance of work, followed late in the semester by frantic attempts to catch up. A dedicated investigator would have plenty of time to complete his or her assignments and then investigate for twenty or thirty hours more each week, but few have enough motivation to manage their time adequately. Sipping coffee, going to parties, attending big games, going on picnics, and buying new clothes all get in the way of scholarship. These frivolities almost inevitably give way to late night study sessions, crash courses, and cramming when exam time rolls around.

Student Life

Housing

University regulations require all incoming students who do not reside in their parents' homes to live in a campus dormitory for the entirety of their freshman year. After that, they have the option of living off-campus, but most students remain dorm-dwellers for the entirety of their stay at Miskatonic. Single dorm rooms are rare. The few that exist are given preferentially to the older students and R.A.'s (resident assistants). Most rooms are doubles, and students can expect to deal with a variety of roommates during their college years. Roommates inevitably get categorized into two types — the inseparable friend, or an enemy that you utterly

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loathe. Freshmen are randomly assigned roommates. Upperclassmen may apply for housing with a preferred roommate. The Housing Office routinely grants these requests, unless one or both has been called to the Dean's office within the last semester.

Each floor of every dorm has an appointed resident assistant, typically a senior or graduate student, who is earning a small credit toward his or her tuition by enforcing University policy within the dorm. The R.A.'s are responsible for keeping down the noise levels, preventing property damage, and maintaining order. In addition, they act as informal advisors to new students, counsel those with problems, and generally act as parent figures for their floors. Resident assistants who are busy grad students tend to be less outgoing than those graduating seniors who serve as R.A.'s.

Many upperclassmen live off-campus in rooming houses, such as in the rows of private brownstones along College and Garrison Streets. Some poorer students choose the cheaper, more run-down houses in the narrower, darker streets a few blocks from campus. Occasionally such places have curfews imposed by their operators. Rooming house rules can range from the negligible (no pets) to strict (no guests after 6:00 p.m., no entrance after 9:00 p.m., no radios or gramophones). The rooms in the more liberal houses are quickly rented out by older students, leaving the stricter places for innocents who do not know Arkham or who are unable to afford anything better. Lodging bulletin boards do not exist at Miskatonic, but the student newspaper and Arkham's two daily newspapers are good sources of information. All three advertise rooms for rent, sublets, roommates wanted, and so on.

There are also a variety of boarding houses that will feed hungry students as well as house them. Many rooming houses also offer board, but a substantial number prefer to separate these functions. Boarding houses are also popular with single professors and University locals who prefer home cooking.

Curfew

A general campus curfew is observed at 10:00 p.m. nightly. Professors, graduate students, and medical students are exceptions, due to their long and often unpredictable hours. Athletes are often able to gain one-time exemptions for post-game or post-training parties sponsored by a coach, so long as only team members attend. Late night astronomical observations are also tolerated, so long as prior notice of all such outings is given. The curfew is designed to keep the aimless and the idle from disturbing the night-time peace, and many believe that confining students to their dorms promotes better study habits. Students bent on mischief (and any student investigators who must creep about by night) either trust to **Hide** and **Sneak** rolls or use the campus tunnels.

At all residence halls, anyone returning after 10:00 p.m. must sign in, so that a written record exists. All dormitories are of course single-sex halls: West and East are male, Upman is female. Naturally, permission for an overnight guest of the opposite sex is impossible to get (even if the couple is married), and even parents are not allowed to stay overnight. West dormitory has the loosest security, and is infamous for its residents' abuse of policy. Dormitory staff members serve as guards at the doors, and resident assistants serve as hall monitors on all floors. The amount of latitude toward post-curfew fraternization which students receive depends entirely on the whims of the R.A. assigned to a given floor. Outrageous immorality within Miskatonic's dormitories is extremely rare, and even if it were to escape the immediate notice of R.A.'s, rumor and gossip would make it nearly impossible to keep liaisons secret for long. Students who live in dormitories are allowed to have overnight guests (of the same sex, of course), but such guests must be signed in before 9:00 p.m. All overnight visits must be approved by the R.A.

University Dining

Miskatonic's administration boasts that the University dormitories offer the finest dinners available on any New England campus, but one finds little evidence to support this claim. Campus food is nourishing, heavy fare: beef and potatoes, fish and potatoes, eggs and potatoes, ham and potatoes. Students may eat their fill. Each dormitory has its own dining hall, located in the basement. Locksley Hall also boasts a dining room, one of the largest on campus. Students may eat in any hall



Student Meal Ticket

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on campus, but generally gather with friends where they live. Most tables seat either four or eight, and it is considered good form for single diners to share tables with strangers, offering excellent ways to start conversations, meet new people, and begin new scenarios. Many of the elder bachelor professors live and eat on campus also. They rarely leave Miskatonic, in fact. Most eat at the Locksley Hall dining room, at the quiet and orderly Faculty Table, or, by invitation, in the small dining room at the President's House.

Students receive a fresh paper meal ticket each month, marked along the edge with numbers, allowing them either 14 meals per week (regular plan) or twenty meals per week (athlete's plan). A bored staffer dutifully punches out the next number at each meal attended. Students may not loan meal cards, but are provided with a guest meal ticket that provides five free meals per semester, to use as they wish. Alternatively, visitors may pay cash for a meal. For guests and students not on the meal plan, University prices are standardized at ten cents for breakfast, fifteen cents for lunch, and thirty cents for dinner. Breakfast is a bargain, as few students wake up early enough to attend, and often a bored cook will fry eggs to order. The breakfast menu alternates eggs and pancakes, but the other meals rotate through fourteen set menus. Fish is always an alternate choice on Fridays. Holiday meals feature ham, turkey, or a joint of beef.

Dining hall fare is included in University charges for room and board. Meals are available only between set hours, with no exceptions.

Daily Schedule of Meals

6:30 a.m. — 8:00 a.m. *Typical Breakfast*: scrambled eggs, bacon or sausage, hash-browned potatoes, toast, butter, jam, coffee, tea, and milk.

11:30 a.m. — 1:00 p.m. *Typical Lunch:* bean soup, cold sandwiches, potato pancakes, bread and butter, tapioca pudding, coffee, tea, and milk.

5:30 p.m. — 7:00 p.m. *Typical Supper*: beef stew, canned green beans, baked or mashed or boiled potatoes, bread and butter, sheet cake squares or milk pudding (oranges on holidays), coffee, tea, and milk.

- ❏ On Sunday only two meals are served: *Brunch*, after East Church observances conclude (the service runs from about 10:30 a.m. until 1:00 p.m.), and *Supper* at the regular time.
- ❏ On University holidays, such as the Thanksgiving and Christmas breaks, only the Locksley Hall dining room remains open for the lonely few who remain.



Students in the Cafeteria

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St. Mary's Vegetarian Dining Hall

A well-kept campus secret is the vegetarian dining hall in Saint Mary's. Tucked into the medical school, and without question part of the University dining plan and open to all students, no formal listing for this small room exists. It is known only by word of mouth.

Originally established for medical students who could not always make the time to get to a dining hall (or who could not endure eating meat after Forensics class), it was eventually opened to all students who preferred a meatless diet — admittedly very few at this time. Regardless of one's opinions about vegetarianism, few can deny that St. Mary's offers the freshest food on campus. It is open only for lunch and dinner, at the regular hours. Habitués try to come early, since seating and quantities are limited. People gladly wait in line. Mild curries, cheese dishes, and salads from local gardens are the unvarying staples, but each dish is prepared fresh from good ingredients. In the several cases of campus-wide food poisoning, patrons of St. Mary's were the only people unaffected. Visiting students in the Religion Department often frequent this dining hall, and it is also popular with the Fine Arts crowd.

Expenses & Income

Costs at a university are a little different from those in the outside world. First, most students pay for each semester at the start of classes, and then live the rest of the semester with rent and food provided. For those able to do this, daily expenses consist mainly of luxuries such as dining out (the essential alternative to campus food), ice cream, interesting books and magazines, and so on. Perusing the *1920s Investigator's Companion* can give keepers bounteous examples of frivolous diversions for students to spend their money on. (More information about tuition, living expenses, and scholarships can be found in "Getting an Education", pp. 131-150.)

Student Jobs in Arkham

When it comes to luxuries beyond tuition and housing, students can either beg money from their parents or find a job. Many families see taking a part-time job for their son or daughter as an essential step in building their character, and are quite happy to turn down their student's request for money. Since no student, supported or not by their doting parents, has ever complained of being burdened with too much money, a sizeable part of the student body works part-time.

Available jobs for men include restaurant work (as a bus boy or dishwasher), theater ushering, or nighttime janitorial work. Pay runs about $20 a week for about as many hours of labor. More pay and longer hours are available working at the steel mill or for the ice cream factory; these positions are better for students who must also pay their own tuition and board. Women can easily find work in sales or as a seamstress, drawing teacher or music coach. Volunteering at a settlement house or for the Red Cross is good for the soul, but earns no cash.

Graduate Students at M.U.

More than students and yet less than instructors, graduate students stand in the strange gray zone that separates students from faculty. They make up a small portion of the Miskatonic family. In a given year, a department might take in anywhere from three to ten Master's and Ph.D. candidates, with a handful graduating to seek advancement elsewhere. M.U. alumni are generally not accepted into the graduate program — degreed scholars are expected to seek other institutions, sharing the ideas and experiences they garnered at Miskatonic, and learning from their new experiences. Conversely, M.U. accepts the best and the brightest from prestigious schools around the country, enriching the academic climate at Miskatonic with theories and ideas from the finest crucibles of learning in America and the world.

A graduate student has, by definition, earned at least a bachelor's degree, proving himself or herself an able and worthy scholar who can sustain the trust and respect of professors and peers. Even the brightest and most dutiful undergrad represents a somewhat unknown quality, but the grad student has been tested and is proven. He or she has earned the honor of helping the M.U. faculty in the endless task of educating the student body. The irony here is that the graduate student is generally "honored" with the busy work that a professional scholar can't be bothered with.

Despite their small numbers, it often seems that the Miskatonic graduate students do most of the actual day-to-day work around campus. At any hour of the day or night one or two grads can be observed in any given department's office, grading papers, fetching books, or running a bewildering array of errands for professors.

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Honored visitors to Miskatonic rarely lift a finger for themselves — the department or professor hosting them is sure to have had a graduate student make all hotel and travel arrangements, run lab tests for the visitor, or attend to any other need. As much as they do for visitors, graduate students do even more for professors at Miskatonic. Most graduate students are attached to one prominent professor in their department, to guide their studies, serve as a mentor, and chair the committee that will eventually pass judgement on the student's thesis or dissertation. In return for guidance, grad students grade papers, read stacks of student themes, and sometimes even attend to a professor's housekeeping and laundry needs. Whenever a section of a 100 or 200 level course needs a replacement teacher, a graduate student is quickly drafted. If a professor suddenly needs to go to Boston, he first checks the roster of graduate students for the best chauffeur.



Graduate School Dropout

Arduous as these duties can be, graduate students are also expected to study. The typical graduate degree plan calls for sixteen courses, usually finished in two or three years. All graduate classes are small formal seminars where meaningful discussion is the order of the day. Attendance and participation are mandatory. Six students in a seminar is generally considered the maximum. While graduate seminars usually eschew quizzes, tests, and homework, they have reading loads that would horrify an undergrad senior.

Final grades in graduate seminars hinge on class participation and a final paper or research project with page counts in the hundreds. Most grads quickly learn to sacrifice sleep in order to keep up with their studies, and they jealously vie for their professor's favor — an affable manner and a lot of extracurricular service can go a long way toward softening a professor's opinion of their work.

When the coursework ends, graduate students must draft a thesis or dissertation before the award of their Masters' or Doctorate. Such a project is meant to be the culmination of the scholar's previous academic career. It must do more than assimilate or repeat existing ideas: graduate students are expected to make entirely new discoveries or develop new paradigms or interpretations that advance their chosen discipline. The pressure to expound a truly original idea is intense. Many would-be Ph.D.'s fail to measure up to the challenge.

Graduate students tend to fall into four general groups. First there are the Beleaguered Strugglers, awash in more work than they can handle, frantic to keep up with their reading and research. They are far too busy to give undergrads the time of day, much less become involved in any sort of paranormal investigation. Far less numerous but far more noticeable are the Charismatic Lieutenants — scholars who have managed to ingratiate themselves to prominent professors, acting as butler, major domo, and trusted confidant. Lieutenants type professorial lectures, type and copy-edit outgoing articles and papers, and manage schedules and appointments: they are the power behind the throne. The Lieutenant's unswerving loyalty to his or her mentor is matched only by the arrogance that flares up when the Lieutenant has to deal with anyone else, and the bitter jealousy with which the

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Lieutenant monopolizes the professor's time and attention.

Visitors seeking help or advice from a M.U. professor may find that dealing with one of these grad students is the most daunting obstacle they face in their investigation! The third type of graduate student, the Teacher in Training, is comparatively amiable. These happy, well-adjusted sorts realized long ago that they wouldn't leave much of a mark in their chosen field, so they focus on teaching low level courses and helping undergraduates learn. They'll earn their degree eventually, and move on to a teaching position at M.U. or some other institution.

The last sub-species of graduate student is the rarest and most insidious. Perpetual Graduate Students are those doomed souls who, often through no fault of their own, find that their insightful new discoveries are either fatally flawed or too avant-garde for acceptance by the academic world. Some were unlucky enough to make an enemy of a Dean or a department head, and are trapped in academic purgatory: all of their ideas are dismissed, buried, or damned into obscurity with faint praise. If they're lucky, their powerful enemies will have the grace to write them letters of recommendation so that they can at least transfer to another school. Otherwise, the Perpetual Grad Student has no prospects at all. Having lingered at Miskatonic for up to eight years without graduating, they are trapped like flies in amber. Their dissertations have gone through dozens of drafts, and their research projects never near completion. They hole up for weeks at a time in the library, frantically trying to condense a decade of experience and research into a thesis proposal that their advisor — or any advisor will accept. Perpetual Grad Students often metastasize into even darker entities: Graduate School Dropouts, whose academic failures have destroyed their career, reputation, and even their sanity. The keeper who needs a bitter, twisted, obsessed villain for a campaign should look no farther.

Professors at M.U.

Loosely speaking, Miskatonic professors can be grouped into three categories, each with its own spectrum of attitudes and personalities. The first type are the helpful, friendly professors who have either made their mark within their discipline or have given up trying to, and who now are content with teaching as their profession. These rare, practical souls can teach the same introductory class year after year, and yet remain sane. The backbone of the university, these capable educators are not exciting or enthralling, but they endure. Most tend to be aloof, teaching their classes and doing their work within their departments, thinking of little else. Their lives revolve around the University. They make only a few friendships among their students, but have an excellent memory for the few students with whom they grow close, and rarely forget them. As they advance in years they tend to become crashing bores, but that is their worst fault.

The second type of professor is the most noticeable: the charismatic who sports clusters of admiring students wherever he or she goes. Capable of lecturing brilliantly at a moment's notice, he or she continue debates and discussions after classes end, often in nearby cafes. The best of this sort are older educators with good oratorical skills and a sincere desire to enlighten all. The worst are posers, prone to scandalous liaisons with naive students. Few students are not flattered to be seen as part of such a professor's clique.

Finally there are the professorial recluses. These secretive sorts begrudge their teaching duties while greedily lining up University support for their pet projects. Resembling investigators in many ways, they are obsessive about their work. Some are simply single-minded, and gratefully remember the rare one or two students who were able to aid their investigations. Some of them may grow so involved with their work that they ignore mundane concerns about ethics and morals, and descend into villainy. In either case, their devotion does yield benefits, and few would dare question their mastery of their subjects. Reclusive professors are the most likely to explore mysteries or unexplained phenomena. They are also the most likely to win academic acclaim and make sweeping discoveries, and are therefore greatly valued at Miskatonic despite their demeanor. Recluses also tend to be the first to disappear when something unusual is afoot.

Levels of Professorship

In descending order of power, status, and pay, university academicians work within the following hierarchy of titles: Senior Professor, (full) Professor, Adjunct Professor, Associate Professor, Visiting Professor, Assistant Professor, Instructor. Below these ranks, anyone who knows something worth listening to may be a Lecturer. Lecturers may be paid or unpaid, depending on their actual duties and competencies.

Outside and above these ranks lurk two other categories of professor. Professor Emeritus is a special category, almost always a retired full professor, tenured and now pensioned, beyond reproach or control.

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Deans likewise carry respect and power beyond that of professors, so long as their academic reputations are stronger than their administrative reputations. A Dean with a reputation as a politician has already lost most of his or her influence with the faculty.

Tenured Professors

Though the contribution of original work (and due recognition for it) is the greatest prize for an academic, tenure is for most the true professional goal. With tenure, a professor cannot be dismissed without just cause. In practice, tenure renders dismissal virtually impossible. Short of a major crime (committing murder, for example, or molesting a student) a tenured professor has a virtual freehold upon a university's moral authority, intellectual integrity, and pocketbook.

In this era a tenured professor might with impunity fail to meet with a class occasionally, neglect research, or regularly admonish every Dean in sight, so highly is academic freedom valued at Miskatonic. Tenure is granted to professors after they have proved themselves as assistant and then associate professors. Inadequate junior professors are rarely dismissed, barring scandal: if, after a few years tenure is not offered, that is an imperial signal that the professor should move on to another university.

With tenure, some young full professors begin to publish work of relatively shocking content, enough so that it might previously have had gotten them dismissed. Older professors see tenure as a release from the constant pressure to research and publish. so that the oldest can begin to take well-earned naps, even in the middle of a class. (The diplomatic graduate student earns great influence in such situations.)

In short, tenure is a very good thing for a professor to acquire. A tenured professor need not retire until he chooses, but can lurk about the department forever — complaining, fussing, and dribbling coffee down the hallway. Of course, the University benefits as well. By granting tenure, the administration ensures that the skills and talents of outstanding professors will be theirs into retirement; few professors resign tenure in order to move to a new university. Most junior professors will go to great lengths to gain tenure, and the prospect that a scandal could ruin their chances sometimes forms a strong deterrent for young professors against participating in investigations. For junior professors as well as students, reputation is everything.

Professors Emeriti

The only level of freedom and respect greater than that of a tenured professor is reserved for the Professor Emeritus. He is a tenured professor who has retired but continues to work. Released from formal duties, the Professor Emeritus may still be salaried by the University, though without regular teaching duties. Most choose to teach occasional seminars. They retain full use of university resources, and have the respect and admiration of their colleagues. They are survivors, the top of the academic food chain. Few professors achieve Emeritus status; it requires exceptional accomplishment during their years at M.U. (or else the gift of a very large endowment to the University).

On campus, Professors Emeriti are the most likely people to know of the mythos, because they have experienced so much, and because they have complete leisure in which to think. They can participate in investigations at will. However, their privileged status and increasing age also make them stubborn, single-minded, and sometimes arrogant. Their saving grace may be a rapier-like wit, a gift for jokes, or great personal courage. They may keep losing their glasses, but their minds are keen on the topics at hand. These traits can add flavor to a campaign, should keepers wish to use such a professor as a resource for the investigators.

Deans

Deans are elected by the Board of Trustees to represent their schools. They are the liaisons between the president, the University trustees, and the faculty. Deans also preside over faculty meetings, write annual reports, and coordinate matters involving buildings and facilities (labs, offices, and classrooms). Though they do not formally chastise or intervene with the faculty, they do influence department heads in particular, and the faculty feels the weight of this Dean or that if it does not act concerning some pressing matter. Lastly, the Dean of Students suspends or expels students when required.

Deans are not chosen lightly. The position is highly respected within M.U. and in the surrounding community. The extra administrative workload involved with the position tends to ensure that the honor falls to senior, tenured professors.

Professorial Work Load

Most junior professors (all those below full professor status) teach anywhere from three to five classes per semester, in the form of two or three 100-level classes, at

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least one 200 level class, and perhaps one 300 level class as an added bonus. For the junior professor, 400 level classes are still an unrequited prize. As a professor's prestige rises within the department, the benefits of seniority bloom — most senior professors never teach 100 level classes, unless they specifically ask to or are assigned one by their department chair because of an emergency or as a punishment. Even then senior professors have enough influence to foist off paper grading to their graduate students, who also can occasionally take over for the professor on early Monday mornings.

Additional Academic Obligations

In return for University support, an instructor or professor who wants to make a mark in a department is expected to publish papers, write books, give special lectures, and act in consultation with professional groups or other universities, thereby building a solid reputation in his field of expertise. He may become a magnet, attracting keen young students (and hopefully their wealthy families) to M.U., indirectly channeling hundreds of thousands or even millions of dollars to the benefit of the University. In academia, a senior professor with a big reputation is more than a little like a movie star: convocations and even distant campuses teem with rumors of academic celebrity. "Have you read Frobisher on that?" "Did you hear what Frobisher said to the King of Norway after his Nobel speech?" and so on.

Tenured professors write papers and books, publish research, and generally keep working in their areas of expertise. Their duties keep them somewhat alert, but academic tasks rarely have deadlines — the average academician is more like a gardener, never quite sure what will pop out of the ground next. He putters. These professors are always busy (sometimes with many ongoing projects at once), and yet remain available enough to be interrupted by investigations. Every professor, however, believes that his or her work is worth doing, and perhaps of vital importance. Investigators seeking to distract or delay a senior professor by pulling them into some oddball caper or other had best phrase their requests delicately — **Fast Talk**, **Persuade**, and good roleplaying are the keys to success.

Investigations into truly strange occurrences are often not publishable or reportable as events which actually took place, and surviving investigators who cannot escape the academic pressure to publish something to show for their activities must choose a strategy for informing the world as much as society will allow. Thus, a strange meteorite bearing a life form from space which drains the life from the land might be written up as "Accelerated Cellular Decomposition Observed in Volunteer Botanical Samples Adjacent to the Gardner Meteoritic Impact Zone." If the paper still seems controversial, the wise academician kindly puts his grad student's name first on the list of authors, thereby preserving his own place among conservative and disbelieving colleagues. ("I think some of young Johnson's conclusions extreme, but that is the fire of youth, gentlemen!") This ploy also earns the grad student's undying gratitude.

University Salaries

Currently a Miskatonic janitor can expect to earn $1500 a year, a clerk anywhere from $1800 to $2700, and lab technicians' annual salaries begin at $3200. Instructors are paid by the class, and earn from $2500 to $5000 per year. Young assistant professors (without tenure, and a guaranteed four course teaching load) earn $3500 per year. Full professors boast salaries near $5000 per year, and those rare tenured or nearly tenured professors earn anywhere from $8000-10,000 per annum. Department chairmen and professors emeriti can earn as much as $13,500, if they achieve repute in their field. Many professorial salaries derive from endowed chairs, teaching positions created through the donation of a substantial sum of money to the University (usually $50,000 or more). The endowment is invested by the board of trustees, and interest drawn on it provides the professor's salary. These positions are usually created within a specific department, and are named for the donor — the Phineas J. Armitage Chair in European History, for instance.

Benefits

A researcher's life is gentle and pleasant. Classroom hours are low, compared to most jobs, living expenses are amply covered, and researchers enjoy a degree of respect both within the university and within the town. Items that an individual cannot afford (such as a prototype of a linear particle accelerator) are nonetheless feasibly built within a university setting. A wide selection of experts in many subjects may all be found within the same building (already paid, equipped with copious free time, and often looking for intellectual diversion), and open access to one of the country's best libraries is a stone's throw away. So long as a non-tenured professor is responsible, respectful, and reasonably bright, he stands a good chance of being rehired. Someone in line for tenure who does not achieve it, however, is on the way out. Lacking a patron or mentor in the department, a mere instructor has no security and no future at all.

Finally, the University provides different sorts of security for investigators who run into trouble. The

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excellent hospital can repair the body; counselors and psychologists can tend the troubled mind; the administration can deflect the police in minor matters or bring a lot of them if great peril arrives. Fellows among the faculty, staff, and student body can provide support, and (if needed) firepower in critical situations. The campus watch represents a genuine if low-level defense for investigators, along with everyone else.

At Miskatonic, professor investigators are not alone in their endeavors. The feeling of community is powerful at M.U., and most members will put aside any differences to help someone in distress. Should these many resources not suffice, the University's traditional publication of posthumous research notes and unfinished theses can ensure that one's work will live on, even if an investigator does not.

Attitudes

Professorial attitudes run the gamut from revolutionary to reactionary. Although a university is generally more liberal than the town around it, tradition and dogma within at Miskatonic contribute a healthy dose of conservatism. In the 1920's, women's roles are still limited, but the insulated world of the University allows considerable freedom to those who manage to enter it. Proper ladies and their more adventurous sisters are present within the M.U. population.

By the same token, exotic ideas temper the racism of the time. The influx of cultural and religious ideas from around the world makes Miskatonic an ideal home for foreigners. Most of the students and staff are, after all, from the middle or upper classes, and hence unlikely to see isolated foreigners as a threat to jobs or a way of life. Foreign researchers receive much more respect within M.U. than they will in Arkham, where folk are inclined toward sullenness when different-colored skins are concerned. Foreigners also are generally treated as equals by their colleagues in matters of debate and discussion. This is an excellent time for travel and cross-cultural interaction.

To and Fro

The flux of foreign visitors through Miskatonic provides an exciting environment in which students can learn and investigators can gain new insights. The flow of museum pieces, artwork, and collectibles can incite unexpected investigations, experiences of unfamiliar cultures, and trips around the globe in search of clues and answers.

Miskatonic Expeditions

The archaeology department is the most internationally active department at M.U., frequently sending researchers to sites on six continents. The anthropology department likewise sends young researchers to all ends of the globe to gather data on isolated tribes and peoples. Currently, Alaska is a popular launching point for ethnology trips. Central and South American locations on the Caribbean supply ample opportunity for both departments. Meanwhile, undergraduates man summer digs across New England, uncovering Indian artifacts and evidence of early European landings.

Astronomy department graduate students often participate in observations in the west and southwest, and during the summer break it can difficult to find many faculty at M.U. at all. While the hard-core biologists tend to remain in their labs, the botanists are constantly raising funds for expeditions to the Amazon and the Congo basins, as are the zoologists. Australia and the remote Galapagos Islands are equally fertile locales for research. Geologists travel as a requirement of their profession. Summer fieldwork for mining and petroleum companies is lucrative. They crisscross most of the nation, evaluating the sediments and layers that nature has left as clues to her designs.

Whether for profit or for knowledge, travel is considered a legitimate requirement for most scientific fields, and as long as a professor can adequately demonstrate his academic need, the University will endeavor to oblige them. A one-man research trip like the one Dr. Deacon took to Nanking to study Chinese historical records costs on the order of $3,000, and was paid fully by the University, in addition to the professor's salary. Mounting an expedition includes university researchers, staff, and graduate students, involves high equipment costs in addition to salaries and travel expenses, and can easily run more than $50,000. Miskatonic's first Antarctic expedition will cost many times that amount. Expeditions are a double-edged sword: they can win the University great fame and prestige if significant discoveries are made, but they are devastating financially if they fail. The recent setback in Palestine, coupled with future disasters in Antarctica and British Honduras, will strain M.U. nearly to the breaking point.

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A Chronology of M.U. Expeditions

Miskatonic is known to the academic world for its expeditions to the farthest corners of the globe. Most are anthropological and archaeological in impulse, but many are also devoted to the harder sciences. Expeditions can offer a change of pace to a school-centered campaign: keepers should feel free to invent whatever expeditions they deem necessary. A list of known M.U. expeditions mentioned in Lovecraft's fiction and the corpus of *Call of Cthulhu* scenarios follows.

1887: Tuscany. An archaeological expedition devoted to uncovering Roman and Etruscan artifacts, led by Dr. Mathieson. This expedition was ruled a success, and several of its artifacts are now on display in the Miskatonic Exhibit Museum. During these excavations, lab director Dr. Laban Shrewsbury found the first of what he would later name "the Celaeno fragments".

1890: New Zealand. A combined anthropological survey and archaeological expedition to study the cultures and history of the Maori, this expedition was organized by professors Jonathan Moore and Howard Crosswell. Troubles with hostile natives cut the expedition short, but the professors still reported many promising discoveries. The death a few months later of expedition member Geraldine Oxenbury cast a pall over the expedition, and its findings were never published. (For more see *The Thing at the Threshold*, from Chaosium.)

1891: Crete. Led by Dr. Laban Shrewsbury, this expedition focused on Minoan and Classical Hellene sites. Many papers were published following the excavations, but the dig netted no momentous finds.

1893: Sussex. Another archaeological expedition led by Laban Shrewsbury, this time to the south of England to study Roman-era ruins. In the end, almost nothing was brought back from England, and very few results were written up. The Sussex expedition was deemed a failure, and damaged Dr. Shrewsbury's career. Several of Shrewsbury's colleagues chided him for being more interested in unearthing more of his "Celaeno fragments" than in Roman artifacts.

1920: Peru. An archaeological field season devoted to study of the Inca, Chimu, and Moché cultures. An unqualified success for Dr. Galloway, the expedition's leader, this dig also introduced Galloway to Dr. Ernest McTavish, who would eventually be named chair of Miskatonic's archaeology department. (For more see *The Thing at the Threshold*, from Chaosium.)

192-: Greenland. Following the discovery of an ancient intact stone wall embedded in the side of a Greenland glacier, Dr. Mathieson hastily organized an expedition to study the oddity before it was lost. Following the examination of the wall, Mathieson leads the group inland. (For more see *The Compact Trail of Tsathoggua* from Chaosium. No specific date occurs for this expedition, so that keepers may inject these adventures into their own Miskatonic campaigns if they chose.)

1923: The Arctic. Dr. Moore of the geology department organized this intensive survey of the northern polar ice. Although cut short by bad weather, the experience gained in arctic transport and in drilling core samples will prove invaluable in the University's subsequent expedition to Antarctica.

1924. Egypt. Dr. Galloway and the newly hired Dr. Francis Morgan conduct a six-month excavation at Saqqara, the site of the step pyramid of Djoser. The expedition brings back many interesting artifacts, including the mummy that would come to be known as "Old Squinty" (see the "Miskatonic Mummy" section for more details).

1925. The Himalayas. Faculty from the geology, biology, and anthropology departments participated in this expedition. Despite the deaths of several local bearers in an avalanche, the expedition was declared a resounding success. Core samples and fossils recovered allowed Dr. Moore to devise a new history and chronology for the Himalayan range.

1927: Palestine. An archaeological expedition near the Dead Sea, led by Dr. Jonathan Moore. The expedition ended in tragedy with the death of at least one expedition member. Indeed, Dr. Moore himself was declared missing for a brief period after the close of the expedition, and resigned from Miskatonic soon after returning home. (For more see *The Thing at the Threshold* from Chaosium.)

1927: South Africa. Dr. Moore of Geology organized this foray to examine some of the oldest surface outcrops known.

1928. Minnesota. Another geological survey, this time of the Precambrian Shield, exposures of some of the oldest rocks in the world. Dr. Jackson of the geology department leads the expedition.

1928-9: Egypt. An extensive series of archaeological excavations led by Dr. Galloway in the deserts west of Cairo. Galloway spent more than a year searching for the fabled "Valley of the Winds," believed to contain the tomb of infamous heretical high priest Nophru-Ka. In the summer of 1929 the expedition ran into serious troubles with local Bedouin tribes, and came to an abrupt end. (For more information, see "The Sands of Time" scenario in *The Day of the Beast* campaign, from Chaosium. It is up to the keeper to determine if Galloway and crew return from Egypt at all.)

1929: Costa Rica. An extensive expedition organized by the biology department to study the ecology and diversity of this remarkable region. Several geology professors also accompanied the team to examine the effects of the remarkably diverse climate.

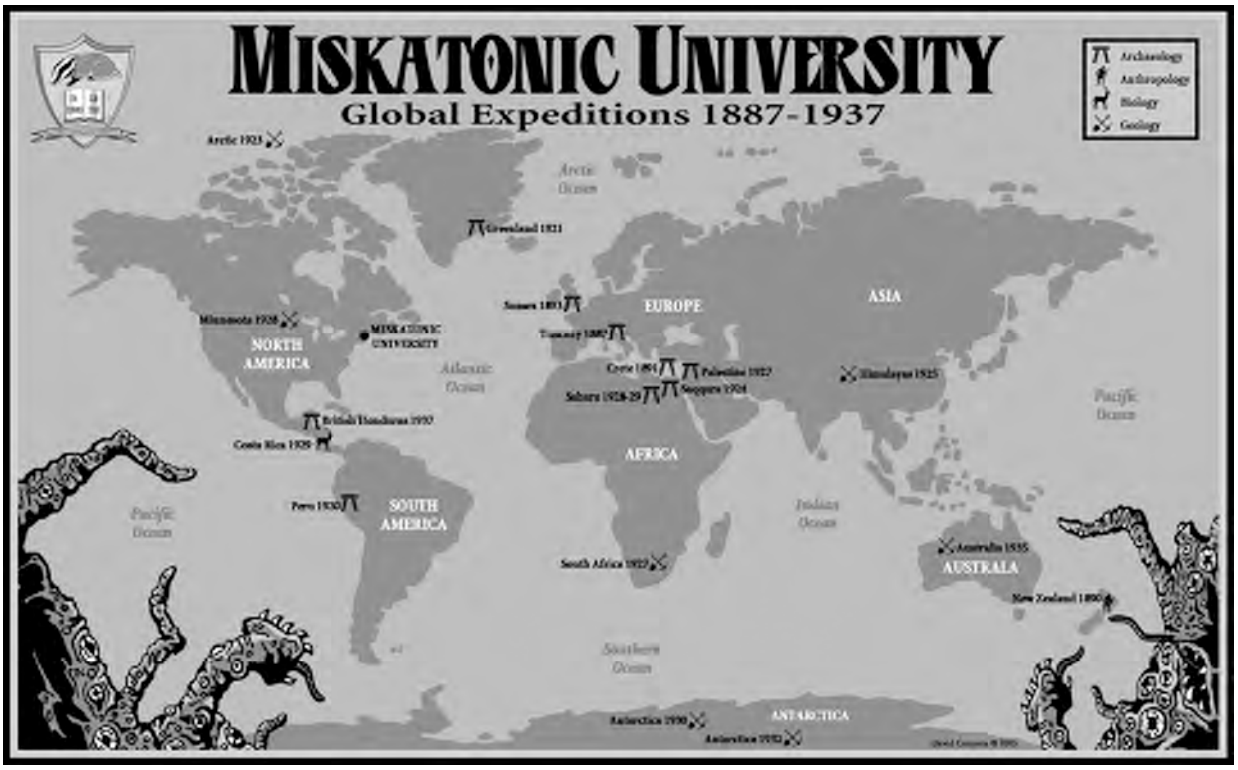
1930: Antarctica. A massive scientific expedition including members of the geology, physics, and meteorology departments, the Miskatonic expedition met with incredible initial success, then turned tragic as biologist Percy Lake's remote party all perished in a ferocious storm. More than ten men dead proves a heavy blow to Miskatonic's pride. (See H. P. Lovecraft's "At the Mountains of Madness" and the sequel campaign *Beyond the Mountains of Madness* from Chaosium.)

1932: Antarctica. A scientific expedition to recover the remains of the men lost on the disastrous 1930 expedition, the Starkweather-Moore expedition also hopes to verify Lake's remarkable findings and shed more light on the last expedition's uncertain fate. (See *Beyond the Mountains of Madness* from Chaosium.)

1935: Australia. Professors from the geology, anthropology, and geology departments all participate in this foray deep into the deserts of Australia, purportedly to investigate reports of ancient ruins there. Professor Nathaniel Wingate Peaslee and his son, Dr. Wingate Peaslee, also accompany the team, for more personal reasons. (See H. P. Lovecraft's "The Shadow Out of Time".)

1937: British Honduras. An archaeological expedition devoted to Mayan studies led by Dr. Francis Morgan, this expedition ends in disaster in the unknown wilds of the rain forest. Only one member survives. (For more information, see *A Resection of Time*, and "The Pits of Bendal Dolum" in *Cthulhu Classics*, both from Chaosium.)

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Guests and Visitors

The ancient history department is famed for inviting guest lecturers to stay a semester, often for reasons independent of the visitor's academic qualifications. The Greek sailor who accidentally became a visiting instructor for a year because of his inexhaustible stock of folk tales is legendary, but by no means the only such incident.

Most international travelers who contribute significant artifacts to the Exhibit Museum can be persuaded to give a guest lecture or two on the circumstances and significance of their finds. These firsthand reports are eagerly attended by the anthropology and archaeology departments, interested townspeople, and sometimes by a phalanx from fine arts, depending on the topic.

The classical languages department likewise encourages visitors from other parts of the world to provide linguistic insight into the Orne Library's codices and tomes. The religion department would not exist were it not for the steady stream of international lecturers able to communicate their expertise and insight.

A surprising number of Indian graduate students and post-docs spend one and two year terms at M.U. in the mathematics and physics departments. Culturally, India encourages the analytical thinking so fundamental to those fields. The philosophy department is likewise enriched by a world of viewpoints, as pious visitors often offer intellectual feasts for academic thought.

How Campus Investigators Survive

The greatest dangers faced by many investigators (with the exception of life and limb, of course) may be the legal and social repercussions of their activities. Scandal, arrest, and commitment to an asylum can be as disruptive to an investigator's life as any monster. Investigators native to Miskatonic will still face these dangers, although they will often find that they have much more room for error.

Within the University, rumor and scandal are impossible to hide for long, but the Miskatonic community usually hides its embarrassing secrets from outsiders. A female staff member with a reputation for multiple liaisons or a male instructor proven to be a petty thief might both find the University untenable, but they would receive no censure from the people of Arkham, who might never learn of these University affairs. Rumor probably would not follow them when they leave, but neither person would receive a letter of recommendation from anyone among the University community.

Although mythos crises will arise, investigators at M.U. can have weeks, months, or whole semesters between horrors in which to relax and restore themselves. With so much free time, their work hours generally do not interfere with the pace of their investigations. The lack of change in university life is a stable influence that can counterbalance the horrific knowl-

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edge that investigators must bear. Students can sink into hedonism and the frivolity of youth, while professors can ground themselves in their work.

After enough close escapes, even the most robust and dedicated investigator retires from an active life, to have a baby, write Petrarchan lyrics, run for President, or contemplate the ever-changing sea. Having learned too many of the secrets that man was not meant to know, some will retreat completely into the world of teaching, grading meaningless papers and bossing humble graduate students. Student investigators eventually graduate and move, sometimes very far away.

Should professor investigators remain at Miskatonic, pursuing graduate courses or working hard to gain tenure, it is probable that they will yet again experience threats from beyond. Having lost some Sanity, they will doubtless become more attuned to the world of the bizarre, which thrives on the M.U. campus. Some will look into the face of the unknown and crusade against it, for the good of the University and the human race. For them, no true retirement is possible.

Insanity in Academia

Strange behavior is permissible and even acceptable within academia, as long as it accords with one's University status. Ordinary students and staff, lowest in the pecking order, must measure up to society's norms, no matter how bizarre their inner thoughts become, and the University will not long tolerate those who do not seek to conform. Gifted students and faculty are measured by a different yardstick. Within this privileged crowd, all but the wildest insanity may go unnoticed. Neurotic obsessions, ridiculous theories, unusual dress, and paranoid suspicions are part of daily life. Without comment or censure, a Miskatonic professor investigator may have habits and behave in ways for which the average Arkham lawyer or stevedore would be arrested and jailed.

In the context of the University, many excuses can justify a companion's behavior. Lines such as "had to work all night on her paper" or "just failed his math final" go far to excuse frothing at the mouth and screaming fits. However, even within M.U. the investigator is honor-bound to try to observe New England propriety, and keep such outbursts private. Too many incidents and one's reputation will suffer. A scholar who can be broken by the academic life is plainly not the right sort for M.U., and probably should resign. A little insanity now and then is perfectly normal, but continual disruptive behavior represents grounds for dismissal. Once dismissed, of course, the poor investigator is at the mercy of public notice, and faces the likely prospect of the asylum.

As student investigators lose Sanity, classmates begin to use words like "reclusive", "obsessive", "secretive", or "spooky". A faculty member might admit that "She's never late with a paper", and then grimace to indicate agreement with a colleague's imputation that the student is neurotic, and getting worse. In such cases, troubled students are encouraged by the administration to take some time away and sort things out. If they will not go voluntarily, troubled students can be expelled for disruptive behavior.

If judged insane, lower-division students run greater risks than do upper-division or graduate students. They are, after all, temporary and unproven residents of the University. Talent and reputation (and Academic Standing) will extend allowances, but not indefinitely. It is very rare for a professor or permanent staff member to be committed at the University's prompting. Such individuals are far more likely to be given a small office in a remote corner, where they are unlikely to disturb others. Tenured professors will simply be removed from classes and committees and put on sabbatical. The eccentric old professor who occasionally talks to people who aren't there or who spends his days scribbling unfathomable equations on windowpanes in grease pencil are gently tolerated, and their quirks can become campus legends. Nathaniel Wingate Peaslee's strange affliction was one such episode.

Psychologists and medical doctors gladly interview and counsel their academic colleagues, if only to gather more data for their own specialties. Such psychotherapy costs nothing and has the normal chance of success, but an institutional disaster might occur if a clumsy psychotherapist doesn't already know of the mythos. An examination to treat a brief instance of hysteria could result in a prolonged treatment for paranoia or schizophrenia if the patient reveals too much.

Long-term Sanity loss can take many forms in a Miskatonic campaign. Phobias, fears, and neuroses are all still viable, but investigators could also be burdened with an obsession to understand what they have seen, and become addicted to researching the deeper truths of the mythos. Faculty and students alike come to Miskatonic to learn, after all. No longer do they encounter the Mythos by chance; now they seek it out in every form. Interactions with society become shams at best. Some investigators may not be able to cope with life outside the campus itself, and refuse to leave its grounds.

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Villainy in Academia

Once an ambitious professor has had a taste of academic celebrity, he or she may sometimes go out of the way to retain the status of king of the intellectual hill. Influence can keep papers from being circulated, reputations can be withered by criticism, and upstart theories can be consigned to oblivion by being damned with faint praise. Academic rivalries can be bitter things, raging for decades and consuming entire careers.

Investigators who work at or visit M.U. are almost certain to call upon appropriate professors for help. Asking an archaeologist to date a potsherd is a simple task, and probably gets an immediate response, since the professor likes to show off his or her personal knowledge. Similarly, presenting a theory and asking for an opinion is usually guaranteed to open a floodgate of comment. Investigators must consider, however, that some professors may be unscrupulous or susceptible to temptation. Questioners are unlikely to get a good answer from some professors about matters that the academic can quickly turn into a notable professional advantage. Similarly, strange evidence that could refute the academic's prize theory is likely to be dismissed out of hand.

If a professor understands that acting quickly may save the University, then he will, without thought. But if the question appears to be something like, "If you answer this question quickly, I will get the Nobel Prize", then the professor will at least pause to speculate that the Nobel Prize might more properly be displayed in his home than in the investigator's.

Another caveat arises from the level of the questioners' education. If the investigators themselves have little or no background in a topic, a condescending expert may simplify their information almost to uselessness. The simple query, "Have you seen such inscriptions before?" would result in a very specific answer to a full professor ("Why, yes, quite similar to those of certain Greenland Inuits, especially a tribe rumored banished in the seventeenth century. Notice the glyph referring to Cthulhu . . ." etc., etc.). To working-class investigators, to females perhaps, or to other perceived inferiors, far less will be revealed ("Decent specimen. Hmmm, seventeenth century Eskimo. Right after trade with whalers began."). An unscrupulous professor many see an opportunity for advantage ("Interesting piece. Would you like to sell this? I could offer ten dollars."), or might make a rubbing for his own files while directing these hopeless duffers to the library to do their own work. Experts can be called upon to provide data, dates, times, and other specifics, but investigators also should take care to consider their motives.

The prospect of a university professor popping out of the woodwork to solve a mystery for the players is quite low. They are far more likely to assemble a team of investigators of their own, and set them on the chase, throwing caution to the wind in order to lay unchallengeable claim to some extraordinary knowledge.

Miskatonic Personalities

As with any institution of its kind, Miskatonic's campus is inhabited by all kinds of disparate souls, some of who relate to the faculty and student body only tangentially. There is, of course, the staff, the unsung heroes (in their eyes, at least) who take care of all the tedious details the faculty and students can't be troubled with, efforts without which the University would quickly cease to exist. There are also extraordinary personalities walking among the student body.

Most of these people can remain nameless and faceless in a Miskatonic-based campaign. There are some campus officials and notables with whom student or professorial investigators are likely to interact or run afoul of in a crisis. Three staff personalities are included here, as well as the man who may be Miskatonic's most peculiar student. Keepers can make free use of them as helpers, sources of information, foils, or red herrings, as they see fit.

The Night Watchman

Campus security, in the modern sense, is almost nonexistent at Miskatonic in 1928. "Real" crime (anything more serious than petty theft or disturbance of the peace) is profoundly rare on campus and in Arkham at large. Most Arkhamites still don't lock their doors at night, though it should be noted that at curfew the University locks every campus building and laboratory. Indeed, the mysterious death of Walter Gilman and Wilbur Whateley's attempted break-in of the Orne Library both mark 1928 as the most eventful year in memory, so far as campus impropriety goes.

From the point of view of the University administration, rampant hooliganism is a far greater threat to Miskatonic than the depredations of any thief, murderer, or rapist. In their eyes, the nightly curfew is all that stands between M.U. and a student body run amok, and the lone night watchman is the enforcer of that curfew, keeper of the campus peace. The job is, admittedly, not nearly as important as the trustees would make it out to

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be, but the current night watchman takes his duties quite seriously nonetheless.

Bright, capable, and eager to please, Terrance Xavier O'Kelly has served as the new night watchman since the second week of August. His predecessor, elderly Arkhamite Whitney Finner, retired after Wilbur Whateley's attempted break-in on August third. Just how much Finner might have seen of Wilbur Whateley's last moments is left to the keeper's imagination. As the fall semester begins, O'Kelly is still settling in to his new job. Every night O'Kelly is charged with patrolling the grounds and making sure that all the doors that should be locked stay locked. He also makes a cursory walk-through of each building once a night, though not according to any timetable and never in quite the same order. The night watchman is also quick to respond to any reports of strangers roaming about by night, and races to respond to any burglar alarm or cry for help. Anyone lurking, prowling, or stalking about campus after hours is bound to run into O'Kelly, and the young man is tenacious when giving chase.



Terrence O'Kelly

O'Kelly is sharp-eared and vigilant, although his inexperience has made him something of a paper tiger (from a campus hooligan's point of view, anyway). For one thing, the new watchman's still learning the ins and outs of many campus buildings, and is only dimly aware that the campus tunnels exist. Campus-savvy curfew violators can lose him pretty easily, especially in some of the older buildings. O'Kelly is also still putting names to faces, and only has a dim idea of who really is on the list of faculty and graduate students allowed in any given building after hours. More than one student has bluffed their way past him, and the fraternity shenanigans of Hell Week have already seen more than one act of rampant hooliganism carried out right under O'Kelly's nose. These embarrassments only push the young man to work harder, and in a few years he hopes to have Miskatonic as tight as a drum. O'Kelly has been quick to make friends with chief groundskeeper Isaiah Potter (see below), whose extensive knowledge of the campus serves as an essential resource.

Born and raised in Arkham, O'Kelly grew up as a young tough, running with the 'Finns (Arkham's notorious gang of Irish youth) in Rivertown. On more than one occasion he committed petty crimes at the behest of the O'Bannion gang, hoping to become a gangster. At some point, however, O'Kelly decided to go straight, and he hopes his new job will lead to connections and a better career. His checkered past with the O'Bannion gang will be hard to escape. O'Kelly was never actually arrested, but his unsavory associations are bound to ruin his reputation if they come to light. O'Kelly has a tiny office in the basement of the Axton Field House, but his duties ensure that he can rarely be found in it.

Terrence Xavier O'Kelly, age 24,
New Night Watchman

STR 12	CON 14	SIZ 16	INT 13	POW 13
DEX 08	APP 13	EDU 11	SAN 65	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4
.38 Revolver 60%, damage 1D10
Billy Club 40%, damage 1D6 + 1D4

Skills: Conceal 40%, Dodge 45%, Drive Auto 45%, Fast Talk 35%, Hide 25%, Listen 65%, Locksmith 20%, Spot Hidden 60%, Swim 45%.

The Campus Physician

Having just turned 69 years old, Waldron came to Arkham from Boston. Once a lecturer at the School of Medicine, Dr. Cecil Waldron retired from teaching a few years ago, but found he was not quite ready for a sedentary life. The administration was kindly enough to appoint Waldron to the post of campus physician, a job suitable for a semi-retired man. He maintains a small infirmary and office in the basement of Atwood Science Hall.



Dr. Cecil Waldron

Doc Waldron administers aspirin, takes care of sprains, cuts, minor skin rashes, and sees to all other matters unsuitable for St. Mary's receiving (emergency) room. Investigators injured in the course of their education or investigations can look to Waldron for competent medical care, but investigators should beware the gentleman's nosy demeanor. Odd rashes, marks, or suspicious wounds will draw stern questions from the good doctor, and evasive answers will almost certainly lead Waldron to take his suspicions to the administration or even the police. He twice treated Walter Gilman, taking note of the stu-

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dent's nervous behavior and recommending that the young man take a break from his studies.

Cecil Waldron, MD, age 69, Campus Physician

STR 09	CON 12	SIZ 10	INT 17	POW 13
DEX 13	APP 12	EDU 24	SAN 62	HP 11

Damage Bonus: none

Weapons: none

Skills: First Aid 75%, Medicine 55%, Pharmacy 65%, Tell Pointless Stories 45%.

The Chief Groundskeeper

A weathered scarecrow of a man, Isaiah Potter (or "Old Isaiah's Potsherds" as he is more commonly known around campus) has been working on, around, and under the M. U. campus for 43 years. He apprenticed to the previous head groundskeeper at the age of 17, and every moment spent working on the grounds since has been a labor of love and a source of profound personal satisfaction. No one would guess that, if judging from the man's sour demeanor. Surly and mean-spirited to a fault, Potter has always been more comfortable talking to plants then to people, and his gruff demeanor would certainly have gotten him dismissed long ago, if not for the man's obvious talent and love for his work.

Nobody on campus (not even Isaiah himself) can recall who first called him "Old Isaiah's Potsherds", a sly reference to the Old Testament and Isaiah 45: 9-10, but the name matched so well with Potter's staunch religious upbringing that he took to it readily. It has stuck with him. Indeed, calling the old man by his nickname is the only way to guarantee that he'll answer with a chuckle and a wink instead of fire and brimstone.

Potter supervises the under-gardeners in their appointed tasks for most of each work day; these seasonal workers are trained and recalled by Potter contingent on their performance and good behavior. Once they punch out for the day, the head groundskeeper spends several more hours walking the grounds, quietly smoking his pipe while he measures the day's accomplishments against his own rigorous standards. A self-educated man, Potsherds then reads far into the night, researching architectural and horticultural journals for inspiration. The results are plain to see, though few recognize or acknowledge them as Potsherds' triumphs. An unassuming man, he wouldn't have it any other way.



Isaiah Potter

Old Potsherds was at M.U. long before Bob Bradbury, and the chief of the building and grounds department learned long ago to give Potter free reign on anything dealing with grass, trees, hedges, or sidewalks. Most faculty and staff take Potter's word as gospel. Deep down, the groundskeeper has a deep respect for the learned men and students who walk across his beloved quad each day, and Potsherds sees his job as the best way he can help contribute to education and learning, two virtues that passed him by completely in early life. Students or professors who manage to befriend the man (a tall order, but possible with a year or two of patience and attention) will find him a font of useful information about Miskatonic:

- ❏ When buildings were built, renovated, or abandoned.
- ❏ Where certain tunnels begin and end.
- ❏ What sorts of footprints he finds in freshly planted flower beds.
- ❏ What certain people might be up to — it's surprising the things a man can overhear while pruning a hedge or trimming a tree.

Day to day, Potsherds recognizes only one cardinal sin — the willful vandalism of his beloved grounds. Merely walking on the grass draws a whistle and stern reprimand if he witnesses the affront. Anyone going so far as breaking a window, vandalizing a building, ruining a lawn, or tromping through a hedge can expect a sound thrashing unless cooler heads intervene. Female offenders will be forcibly escorted straight to the Dean of Student's office.

Isaiah Potter (aka "Isaiah's Potsherds"), age 60, Grim Groundskeeper

STR 14	CON 15	SIZ 16	INT 12	POW 11
DEX 15	APP 10	EDU 10	SAN 59	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 68%, damage 1D3 + 1D4

Skills: Conceal 48%, Dodge 45%, Hide 35%, Horticulture 70%, Miskatonic Lore 65%, Listen 55%, Locksmith 30%, Mechanical Repair 60%, Spot Hidden 60%, Swim 45%.

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The Oldest Student on Campus

Born in Albany, Ohio in 1858, Weatherton Artsbalm, a robust septuagenarian, displays all the sure signs of good breeding, even if his wardrobe tends toward the rumpled and hopelessly out of date. Artsbalm holds three degrees from institutes of higher learning: an agriculture degree from Wilmington College, a divinity degree from the University of Innsbruck in Austria, and a degree in philosophy from Cambridge University. Artsbalm does not hold, (and indeed hasn't held for over twenty-five years) any kind of steady, respectable job, making him something of an enigma to many stolid Arkhamites. Artsbalm has always gotten by using his own industry and ingenuity, forestalling any accusation of vagrancy or transience. In the warmer months, he works as a farmhand, laborer, or handyman, and in the winter, he cuts ice from the Miskatonic River. Artsbalm maintains a box at the Arkham post office, though his actual residence changes with each fluctuation in boarding house rents. He is a registered, opinionated, non-partisan voter, and pays his taxes scrupulously, regardless of his feelings toward the administration of the day.



Weatherton Artsbalm

A world traveler, free spirit, and independent thinker, Artsbalm lives for intellectual discourse, whether in the classroom, on the steps of the library, or over the chessboard and a cup of coffee at the Desolate Highway Café. He can often be found lurking in the Orne Library, but has been known to turn up just about anywhere on campus, often without warning. At a moment's notice, Artsbalm will launch into a heated debate (in his trademark stentorian tones) with professors, undergraduates, ordinary citizens, or anyone who will engage him. In debate, Artsbalm conveys himself with a peculiar blend of dignity and comedy, holding forth on bewilderingly obscure topics as though the fate of the world hung in the balance. His untamed shock of white hair and snowy beard contrast vividly with his carefully patched boots and the threadbare, faded-black, Edwardian greatcoat he sports in all but the hottest weather.

After a lifetime spent spanning the globe in the pursuit of knowledge for its own sake, Artsbalm returned to the U.S. in 1921, and has resided in Arkham since 1924, where he is currently pursuing a graduate degree in Modern Languages (Italian) from Miskatonic University. He has been heard frequently to intone, "The day we cease to learn, we begin truly to die." Though he publicly eschews private property on principle, he resists efforts by campus socialists to draw him into their ranks, and vehemently opposes the idea of bloody revolution (hearkening back to his Quaker roots). In addition to knowing the Bible by heart, Artsbalm has committed prodigious amounts of verse, classical and modern, to memory, including the Matthew Arnold poem, "The Scholar Gypsy" from which he took his first nickname. His speech is studded with quotes in Latin, Ancient Greek, Hebrew and more obscure languages.

Following his unexpected appearance at the freshman orientation banquet clad in a long, white robe and carrying a scythe (an event many of the students and more professors than would like to admit it found highly amusing), students began calling Artsbalm "Father Time". A graduate student in the philosophy department certified the moniker after an embarrassing trouncing during a semi-formal debate, glumly conceding that "eventually Grim Kronos catches up with us all." The statement amused Artsbalm to no end, who said it was the wisest remark the grad student had made all day.

Eccentricity encourages rumor, and each successive incoming class has added a layer of mystique to Artsbalm's past. A vagabond, poet, philosopher, polar explorer, or escaped convict (it depends on who you ask), Artsbalm is always quick to maintain the air of mystery that clings to him so tightly. If questioned as to the veracity of any rumor about him, Artsbalm inevitably replies, "What has *that* to do with the third canto of Danté's *Purgatorio*? (or with the Trojan War? or with Christian Socialism? etc.)" before launching into a rigorous academic discussion. On three noteworthy occasions, Artsbalm has varied from his established pattern, verifying the following bits of information:

- ❏ He *did* drive a field ambulance during the Great War as a conscientious objector.
- ❏ He *has* climbed the Great Pyramid at Giza.
- ❏ He *did* play chess, *once*, with Comrade Lenin.

When once asked why, of all the places he's been, he chose to settle down in Arkham, Artsbalm remarked, "There's a great deal more going on in your average, quiet college town than most people ever realize." Ironically, Artsbalm has little inkling just how apropos his comment was to Arkham and Miskatonic, nor how incriminating it might seem to a wary investigator. Artsbalm has no direct experience of the mythos (unless the keeper wishes it), though the scope of his knowledge and experiences, make him a limitless source of disjointed fragments of useful (or useless) information. Whether Artsbalm's endless gems of trivia are clues that can be put to practical use or the ultimate shaggy dog

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story is left to the keeper's discretion. He serves admirably as a walking red herring, an unexpected ally, or a mentor of the strange.

WEATHERTON ARTSBALM,
(aka Father Time, Grim Kronos), age 70,
Scholar Gypsy

STR 12	CON 15	SIZ 16	INT 18	POW 17
DEX 10	APP 10	EDU 24	SAN 73	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 58%, damage 1D3 + 1D4
.30 Semi-Automatic Rifle 49%, damage 2D6

Skills: Climb 50%, Debate 70%, History 35%, Library Use 89%, Mechanical Repair 30%, Oratory 55%, Persuade 67%, Swim 39%.

Languages: Biblical Greek 59%, Classical Greek 55%, English 81%, French 30%, German 55%, Hebrew 35%, Italian 25%, Latin 65%, Modern Greek 33%, Russian 20%, Turkish 20%.

Special Skills: Animal Husbandry 40%, Carpentry 35%, Play Chess 63%, Tickle Fish 50%.

Faculty and Staff Directory

M.U. by Office and Department

Miskatonic has four colleges, which are subdivided into schools. The schools, in turn, are composed of individual academic departments. The current organization is relatively new — before 1925, each department served as its own school, and new schools sprang up like weeds as the trustees vigorously revised and expanded the curriculum. The system that resulted (described in *H.P. Lovecraft's Arkham*) was awkward in the extreme, and the traditional departments in the School of Language, Literature & the Arts began to worry as they found themselves outnumbered by the new schools and competing with them for funding and resources.

In 1925, Dr. Harvey Wainscott took over as University President and completely reorganized the university into a system of colleges and sections, as described in the *Miskatonic University Guidebook*. The reorganization quickly proved a Herculean task and Wainscott made enemies in the process. Despite the academic inertia, Wainscott finally hammered out the new system, which was adopted in 1926/27. Confusion over various issues along with various bureaucratic complaints forced another revision in the fall of 1928 into the structure illustrated above.

Administration

Supervising the day to day functions of the school, most students have little to do with the university administration, while faculty members cannot easily escape it. Most administrative offices are located in the Hoyt Administration Building.

Office of Campus Administration

This office manages all university facilities, its faculty, staff, and students. Space allocation, faculty evaluations, expedition organization and funding, and student discipline are all done through Admin, generating glaciers of paperwork.

Infamous for its seemingly random proclamations and arcane bureaucracy, the administration office is dreaded by students and faculty alike. For example, Three-Thirty-three might suddenly order half of the english department to relocate from R. C. Memorial to the fourth floor of Locksley Hall in order to accommodate a temporary expansion of freshman composition classes. The very next week, Admin will deny the english department's requests for new classrooms to serve their expanded curriculum, and the new sections end up meeting in their professors' cramped offices.

The ongoing college reorganization seems to grow more frustrating every year.



Harvey Wainscott

The President: Dr. Harvey Wainscott is now forty-eight years old. Previously a popular Dean of Students at Dartmouth, Wainscott was hired three years ago by the Board of Trustees to preside over the reorganization of the university into its present schools and departments. In this fitful evolution, he has made LL&A faculty enemies, though the trustees applaud his attempts to move the university to closer junction with the modern world. They pride themselves upon the extent and depth of Miskatonic's scientific curricula.

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Wainscott has also stirred up the town by actively running for mayor of Arkham, a part-time job, against long-time incumbent Peabody. The close election will be held on November 6.



David Edmund

The Vice-President: David Edmund (M.U. LL&A, class of '92, fifty-five years old). Edmund also served as vice-president under Dr. Addleson, the previous president, and was disappointed to be denied promotion. An excellent administrator but an uninspiring leader, he functions admirably as the president's second-in-command. He is unenthusiastic about some of Wainscott's academic reforms.



Marinus Bricknell

Dean of Students: Dr. Marinus Bricknell (M.U. LAW, class of '92, fifty years old). Dean Bricknell manages Miskatonic student affairs, overseeing school policies, campus activities, and student organizations, and managing dormitory facilities and staff. Most students know and dread Bricknell in his other capacity as final authority on student discipline. Students brought before his office are reprimanded, suspended, or expelled at his order. Propriety and decency are Bricknell's watchwords, but the dean is not known for his leniency.

Office of the Registrar

Twice a year this building is crammed with registering students. During the first week of classes, mobs of students linger to wade through necessary paperwork, resolve schedule conflicts, change or drop unwanted classes, and pay their tuition. All the clerks are drab, morose, and utterly pitiless when it comes to regulations and paperwork. Campus legend has it that many of the clerks are former students who failed to fill out their registration forms properly, and have been condemned to slave away eternally in Three Thirty-three.



Ruth Ellen Whitby

The Registrar: Miss Ruth Ellen Whitby is now thirty-seven years old and in the flower of her emotional and intellectual life. Miss Whitby is as competent, keen, and prescient about University records as Dr. Armitage is about the contents of his beloved library. Her zeal and compassion toward Miskatonic's student body rarely filters down to the clerks whom registering students must face.

Office of the Bursar

The Bursar's office handles and records all of the University's financial transactions. Most students' interaction with the Bursar is limited to tuition collection and payment, but the Bursar also pays the school's authorized bills, issues paychecks for the staff, and monitors the university's physical assets, bank accounts, loans, and investments for the Board of Trustees.

Imbued with a strong dose of New England fiscal exactitude, along with a healthy respect for the wealthy families who pay most of the tuition, the Bursar's office is the best organized office in Three Thirty-three. While it might take hours for the Registrar to prove that a new student exists, the Bursar can confirm in moments if tuition has been paid for him or her.

As a private institution, Miskatonic has no obligation to show its financial records to anyone. This confidentiality allows the school to secure or hide away funds for an array of unorthodox expeditions and research projects in a way not possible for state institutions. Likewise, maintenance contracts and records of reimbursement for lost or damaged property might provide some interesting data to investigators (Just why did Locksley Hall replace all of its first floor windows in October of 1922? And how was Dr. Prescott's car destroyed the same day?).

The Bursar: Miss Lisette Lee, prim, proper, and stern beyond reckoning, is fifty-seven years old. Bursar Lee has missed her calling as Mother Superior of a convent school. Whether dealing with students seeking extensions on their tuition payments or professors borrowing against next month's salary check, Miss Lee is frugal and fastidious in the extreme, and extremely discreet. Poorly argued pleas fall on deaf ears.

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M.U. by Office and Department

Administration
- Office of Campus Administration
- Office of the Registrar
- Office of the Bursar
- Office of the Dean of Students
- Department of Buildings and Grounds
- Department of Student Services

College of Language, Literature, and the Arts (LL&A)
- **School of Antiquities**
  - Dept of Ancient History (Classics)
  - Dept of Archaeology
- **School of Arts**
  - Dept of Fine Arts
  - Dept of Music
- **School of Human Conduct** *(formerly History and Social Sciences)*
  - Dept of Anthropology
  - Dept of Geography
  - Dept of History
  - Dept of Psychology
  - Dept of Sociometrics
- **School of Rhetoric**
  - Dept of Classical Languages
  - Dept of English
  - Dept of Modern Languages
  - Dept of Oriental Studies
- **School of Natural and Revealed Religion**
  - Dept of Philosophy
  - Dept of Religion

College of Sciences (SCI)
- **School of the Applied Sciences**
  - Dept of Engineering
  - Dept of Metallurgy
- **School of the Natural Sciences**
  - Dept of Astronomy
  - Dept of Biology
  - Dept of Geology
- **School of the Physical Sciences**
  - Dept of Chemistry
  - Dept of Physics
- **Astor School of Mathematics**
  - Dept of Mathematics

College of Medicine (MED)
- **School of Medicine**
- **School of Nursing**
- **School of Physical Education**

College of Law and Business (LAW)
- **School of Business**
  - Dept of Business & Economics
- **School of Law**



Department of Buildings and Grounds (B&G)

Location in Axton Field House, in Room 135, B&G is the maintenance division of the University headed by Robert (Bob) Bradbury, fifty-six years old, a former civil engineer. Bradbury is an easy-going, bald-headed man. His staff of nearly twenty workers clean, paint, clip, hammer, and oil all of the university's physical assets. B&G sees to the upkeep of the quad, ensuring that lawns, hedges, and trees are neatly trimmed and safe for passage. Bradbury also manages the University's garage and the athletic field. The campus night watchman, the person whom nocturnally active investigators are most likely to run afoul of, is also in B&G's responsibility.

College of Language, Literature, and the Arts (LL&A)

The largest of Miskatonic's four colleges, LL&A dominates R. C. Memorial Hall. In 1930, the college will

move to Jonathan Edwards Hall. Dr. Thomas Elliot, a former professor of English, is Dean of the College.

School of Antiquities



Ferdinand Ashley

Once a part of the School of History and Social Sciences, the two departments in the School of Antiquities have enough overlap with the Anthropology, modern history, and ancient languages departments that many view Wainscott's subdivision as unnecessary and perhaps confusing. To make things worse, ancient history is located on the third floor of R. C. Memorial, archaeology on the second floor, and no School office exists yet, due to space constraints. Eventually, the unified School will find a happy home on the fourth floor of Jonathan Edwards Hall, and the grumbling will cease. Dr. Jonathan Moore was director of the school when it was first organized, but it has been without a full-time director since Moore's sudden retirement.

Department of Ancient History (Classics)

Miskatonic's classics program is dominated by surveys of Greek and Roman civilization. Unlike many colleges, however, Miskatonic also offers courses in Egyptology and in Sumerian and Mesopotamian studies. As the archaeology department continues to grow, more of these classes will be added to the catalogue, although the classical core will hold sway into the next century. The department is presently without a chairman. Dr. Moore retired in 1927 under a cloud of suspicion after returning from an ill-fated expedition to Palestine.

Dr. Marcus deGruttola: known on campus for his grasp of Roman Republican history and his unrelenting fondness for young women, Dr. deGruttola is acting as interim department chairman. The professor's advanced age (he is only a few years from retirement) and checkered reputation (two scandals involving undergraduate coeds in three years) prevent him from being appointed full chair.

Dr. Felix Fuda: a senior member of the department, Dr. Fuda has been preoccupied of late, and his teaching has slipped. Miskatonic's resident Greek scholar, born and raised in Hungary, Fuda has also made an extensive study of Hellenistic religions and mystery cults. Fuda has asked for a leave of absence, and plans to take an extended sabbatical in the Mediterranean as soon as he can.

Associate Professor Ferdinand C. Ashley: a relative newcomer to the department, Ashley is an accomplished egyptologist. Cheerful and capable, Ashley is very popular among students. Currently Ashley is working with the curator of the Exhibit Museum to analyze and catalogue its collections. The energetic professor will accompany Miskatonic's expedition to Australia in 1935.

Dr. FERDINAND ASHLEY, age 28,
Fine Young Egyptologist

STR 13	CON 12	SIZ 14	INT 16	POW 12
DEX 16	APP 15	EDU 20	SAN 60	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3 + 1D4
.32 Revolver 30%, damage 1D8

Skills: Academic Standing (Miskatonic) 86%, Anthropology 30%, Archaeology 80%, Art (Guitar) 65%, Astronomy 20%, Credit Rating 40%, Dodge 42%, Egyptology 70%, Fast Talk 25%, Hide 30%, History 45%, Library Use 75%, Swim 55%.

Languages: Arabic 25%, Egyptian Hieroglyphics 55%, Mandarin Chinese 15%, English 99%, Classical Greek 55%, Latin 65%.

Visiting Professor Seth Anderson: a dashing young professor on the faculty of Tulane University in New Orleans, Dr. Anderson is an expert on Medieval European history and the decline of Rome. He is at Miskatonic primarily to research the Orne Library's copy of the *Krypticon*, a fabulously rare Greek manuscript. Whether or not he will discover the secrets of the book remains to be seen. Anderson's classes are notorious for being crammed full of minute historical details, and offer a refreshing change of pace from Greek and Roman history. Anderson is adept at reading medieval manuscripts in Latin, Greek, German, and French.

Department of Archaeology

The study of the physical remnants of ancient cultures, archaeologists excavate ancient sites and analyze the resulting artifacts by means of careful documentation and exacting lab work. Dating of finds can be subjective, but based on relative depth and comparisons to other sites. The designations of Stone Age, Bronze Age, and Iron Age have been in use since the last century. The subjective nature of archaeological analysis leads scholars in "harder" sciences like biology and physics to hold

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archaeology in disdain, classifying it as more of an art than a science.

Archaeology is a young science and still too headline-hungry to have a good academic reputation. The publicity associated with archaeological finds is just the thing to advance Miskatonic's modern image, the trustees reason, and so the department has always enjoyed ample funding. Paul Hughbanks, a wealthy alumnus, left a substantial endowment to the archaeology department in 1919, and the department has enjoyed explosive growth since. Miskatonic sponsors frequent expeditions all over the globe, and as a result only about a third of the archaeology faculty is actually present on campus in any given semester. The department maintains a compound in Arizona, and hosts an annual field school each summer where students can participate in digs at nearby pueblos.



Ernest McTavish

Dr. Ernest McTavish: the chairman of the archaeology department, McTavish made the news at several important excavations in Guatemala while earning his Ph.D. from Harvard. His fame and easygoing manner earned him the department chair over other, more senior researchers. He is an expert in North and Central American cultures. His colleagues see McTavish as something of a daredevil, more interested in unearthing spectacular grave goods than in meticulous fieldwork, but few find fault with his field work or scholarship. His classes are notoriously difficult, though McTavish is a boisterous, friendly instructor.

Dr. ERNEST McTAVISH, age 31,
Archaeological Daredevil

STR 11	CON 12	SIZ 08	INT 14	POW 16
DEX 13	APP 10	EDU 19	SAN 65	HP 10

Damage Bonus: none.

Weapon: .30-06 Rifle 40%, damage 2D6 + 4.

Skills: Academic Standing (Miskatonic) 92%, Anthropology 30%, Astronomy 5%, Archaeology 83%, Cthulhu Mythos 12%, Dodge 54%, Find Drinkable Liquor 60%, Hide 30%, Library Use 48%, Listen 53%, Occult 65%, Persuade 21%, Spot Hidden 62%.

Languages: Egyptian Hieroglyphics 66%, English 90%, German 64%, Latin 59%, Navajo 20%, Spanish 45%.

Dr. Ronald Galloway: A prominent Egyptologist, Dr. Galloway is a resolute, methodical scholar not given to flights of fancy or easily swayed by the romanticism so common in archaeology. His papers have been delivered at conferences the world over, and his articles appear frequently in reputable journals. Notorious for assigning his students German articles and papers without regard for available translations, he is not well-liked among undergraduates, but has earned great respect from his colleagues in the field. In the spring of 1929, Galloway departs on an expedition to Egypt to try to locate the tomb of an obscure high priest, Nophru-Ka. See the "Miskatonic Secrets" chapter for details.

Dr. Curtis Mathieson: an accomplished anthropologist and experienced archaeologist with dozens of field seasons under his belt, Mathieson is well liked on campus for his quick wit and kindly manner. A specialist in Near Eastern civilizations, he has performed extensive studies of Mesopotamian, Hittite, and Assyrian sites throughout the Fertile Crescent. Mathieson is a stern grader, but will always find time to help any student who asks.

Associate Professor Francis Morgan: the newest member of the department, Dr. Morgan studied under Abner Ravenwood at the University of Chicago and has participated in digs on both sides of the Atlantic. A specialist in Egyptian, Southwestern American Indian, and Assyrian studies, Morgan has traveled extensively in Egypt. He dreams of establishing rigorous methods and standards for all archaeological digs, so that as much of the past as possible is not lost. His introductory courses are immensely popular, and he also directs the annual department field school each summer in New Mexico. Morgan is young, fit, and handsome, with a long scar down the right side of his face. Origin of the scar remains a mystery.

Morgan was one of the three people who actually viewed the corpse of Wilbur Whateley. Soon after, he accompanied Professors Rice and Armitage to the village of Dunwich, where he helped stop the Dunwich Horror. Ever since, he has worked closely with Dr. Armitage, trying to determine the extent of the University's esoteric holdings. Ever the man of action, Morgan is currently taking flying lessons at the Arkham Airfield and is a member of the Arkham Gun Club. He will be reviewed for tenure in 1931. His standing at that time will no doubt depend on how many mysterious investigations he undertakes in the future. For more information, see the "Miskatonic Secrets" chapter.

Visiting Professor Thomas Hopefield: an instructor at Columbia University, Dr. Hopefield came to Miskatonic to consult with Dr. Mathieson and Dr. Fuda on the analysis of a dig he recently completed in Cyprus. The analysis is ongoing, and in the meantime

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Hopefield teaches several surveys of Old World archaeology. Hopefield's entire family died in a tragic rail accident ten years ago that left the man shaken. Most around campus consider him something of an odd bird, and his lectures sometimes meander into utter incomprehensibility. Hopefield's singular obsession is pottery shards: he can lecture on them *ad nauseum*, and is possessive of his collection to the point of paranoia.



Thomas Hopefield

Dr. THOMAS HOPEFIELD, age 37, Visiting Prof. of Archaeology

STR 10	CON 11	SIZ 13	INT 16	POW 13
DEX 10	APP 11	EDU 18	SAN 23	HP 12

Damage Bonus: none.

Weapon: .32 Revolver 40%, damage 1D8.

Skills: Academic Standing (Miskatonic) 76%, Anthropology 40%, Archaeology 80%, Astronomy 20%, Climb 50%, Conceal 55%, Credit Rating 45%, Cthulhu Mythos 08%, Dodge 50%, Drive Auto 30%, Geology 20%, Hide 40%, Jump 40%, Library Use 55%, Natural History 30%, Spot Hidden 75%.

Languages: Egyptian 40%, English 85%, Greek 65%, Latin 50%, Turkish 45%.

School of Arts

Aristotle classified music as one of the liberal arts, critical to any man's education. Miskatonic has always offered its students the opportunity to become well rounded through creative expression. Few would-be artists attend Miskatonic, being drawn instead to the artist colonies in nearby Kingsport. Most students' acquaintance with the School of Arts ends with the art history course they take to round out the "Core Four", though many students find the occasional arts course a valuable diversion from their harder classes. Dr. Arthur Goddard, Chair of Fine Arts, is also Director of the School.

Department of Fine Arts

The arts department has a few practice and theory courses, as well as classes in historical styles of European art and architecture modeled on Ruskin. Architecture is also taught as a professional discipline, like law or medicine. Studio courses in oil painting, printmaking, and sculpture are offered. Much of the department's efforts are devoted to the creation of cultural events for the University, and Miskatonic commissions several new works each year. Miskatonic has no official drama department, but the University Players receive much support from the fine arts department.

Dr. Arthur Goddard: Goddard has little time to teach lately, as he now acts as both fine arts chairman and as director of the School of Arts as well. An old-fashioned architect with little patience for impressionism and no tolerance of cubism at all, many students in the department find Goddard's aesthetic views outmoded and restrictive.

Artist-in-Residence David Rosen: an academic but technically-accomplished oil painter and sculptor executes University commissions as they arise, as well as teaching the bulk of the department's studio classes. He has worked at Miskatonic for most of the decade. In March and April of 1925, Rosen was beset by a series of powerful dreams concerning cyclopean structures, sunken cities, and the dreaming dead. His attempts to work off the dreams through painting and sculpture were to no avail; although he produced his most powerful works, the strain forced him to take a medical leave of absence. Since his return he has had no further problems.

Artist-in-Residence Basil Ives: born and raised in the Severn Valley in England, the dapper, handsome Ives speaks with a British accent most coeds find irresistible. Ives immigrated to Kingsport in 1919, and made such a name for himself in local art circles that Dr. Arthur approached him in 1925 to temporarily replace David Rosen, about to leave on a medical leave of absence. Ives proved as gifted an instructor as he was a painter, and Ives was allowed to stay on at Miskatonic once Rosen returned. Since, his paintings have won him fame and praise throughout New England. Some of Ives' friends and colleagues claim that the artist hasn't quite been the same since he took a trip to his native England last spring. See "Miskatonic Secrets" for more details.

Department of Music

Miskatonic's music department is still relatively small, and lacks adequate rehearsal and performance spaces. Still, the music students make do with what they have, and are among the most enthusiastic on campus. In addition to large introductory courses, the department offers several upper division seminars related to guest performers or artists-in-residence. Many private instructors and performers-in-residence work in the department, and the department has few permanent staff.

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Miskatonic fields an enthusiastic string quartet, a small orchestra, and several choruses and choirs. Even more numerous are the host of volunteer musical ensembles: the Marching Band, the Jazz Ensemble, and the Glee Club, to name a few. While these groups are supported and nurtured by the music faculty, participants rarely receive any academic credit.

Dr. Robert Dufresne: One of three permanent members of the music department, Dr. Dufresne is also the department chairman. An accomplished cellist, Dufresne teaches music theory and conducts the chamber orchestra. He dreams of enough endowment funds to build a new concert hall and form a Miskatonic Symphony Orchestra.

Dr. Matthew Scorne: The resident director of vocal studies, Scorne coaches the department's small choirs, and serves as a vocal coach to several promising soloists. He is also the organizer of an annual Shubert *lieder* contest that has gained acclaim throughout New England. **Special skill:** Sing 65%.

School of Human Conduct

Formerly the School of History & the Social Sciences, Wainscott's reorganization brought the change in title. The school's departments occupy large portions of R. C. Memorial Hall, and will eventually take up the entire third floor of Jonathan Edwards Hall. Dr. Harvey Wilcox, a historian, is the current Director of the School.

Department of Anthropology

This discipline devotes itself to the study of humanity. Cultural anthropology concerns itself with the analysis and classification of the cultures and belief systems of different groups, while physical anthropology examines anatomical and physiological differences between the various races. Field researchers travel the globe to record the customs, arts, languages, and religions of various peoples. This discipline has close ties to archaeology, which devotes itself to the study of extinct cultures and peoples. In recent years, European anthropologists have applied the same objective criteria to the analysis of European cultures that they use when studying primitive tribes, a movement that has excited a great deal of controversy.

Both physical and cultural anthropology are taught at Miskatonic, and the university sponsors frequent expeditions far afield. The department's faculty caused quite a stir in Arkham when Darwin's theory of evolution became a standard part of the physical anthropology curriculum. The faculty still teaches evolution, despite the outcome of the Scopes "Monkey Trial". Dr. Abraham Bethnell has acted as interim chairman of the department since Dr. Seneca Lapham went on an unexpected sabbatical in 1924. Lapham's continued absence has ensured that Bethnell's temporary position is, for all intents and purposes, permanent.

Dr. Abraham Bethnell: the aging chairman of the department, Dr. Bethnell is a cultural anthropologist who specializes in folklore and mythology. He is well known for his strange theories of parallel cultural evolution, and quotes Frazier's work to support his views. Despite Bethnell's extensive education and familiarity with the dozen original volumes of *The Golden Bough* and the rather ingenuous works of Margaret Murray, he has not the slightest inkling that the Cthulhu mythos exists. **Special skill:** Occult 65%.

Dr. David Scottsdale: the senior physical anthropologist on campus and Dr. Bethnell's philosophical nemesis, Scottsdale spent much of his early career in the Caribbean, cataloging differences between blacks and whites. A strong proponent of eugenics theory, Scottsdale believes that ancient, purer strains of humanity have degenerated into the various races of mankind, and that human culture also has a pure source. Scottsdale has withdrawn from fieldwork of late, and spends his days writing various anti-Semitic articles and papers.

Dr. Tyler M. Freeborn: the youngest member of the department, Dr. Freeborn studied at Columbia University under Franz Boas. Freeborn shares his mentor's passion for field work, and advocates the new theory of cultural relativism, the idea that no language or culture is inherently superior to any other. Freeborn also believes that cultural factors are influenced far more by environment than heredity. His progressive views are welcomed by Dr. Bethnell, but Dr. Scottsdale has become a dire enemy. Dr. Freeborn accompanies the Miskatonic expedition to Australia in 1935.

Visiting Professor Georgi Brodsky: Polish born and Oxford educated, Dr. Brodsky is on the faculty of the University of Innsbruck (Austria). For the last two years, Brodski has taught at Miskatonic as part of a cultural exchange program. Brodski is a specialist in ethnology, and has lived with aboriginal cultures from the Amazon to the Australian Outback. He has a particular interest in Asian myths and religions. Since he arrived in Arkham, Brodsky has struck up a fast friendship with Professor Wilmarth of the English department and found a new hobby: New England folktales.

Department of Geography

The early decades of the twentieth century have seen the areas of the globe marked *Terra Incognita* shrink to nearly nothing, and yet geography is still considered a

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vibrant science. Geographers study and examine the atmosphere, hydrosphere, and biosphere, and the diverse interactions of the planet's physical and biological elements. Miskatonic's department is active in several different geographic concerns, including intensive climate studies of New England and cartographic expeditions to locales as remote as the Amazon and Antarctica. Geography faculty members are common additions to field expeditions run by other departments.

Dr. Earl Fairwright: current chair of the department, Dr. Fairwright takes a much more hands-on approach than most senior faculty, and often teaches introductory courses and gladly grades his students' exams and themes. Fairwright is interested primarily in historical inquiry, studying almanacs for instance and comparing them to current climate data. Younger staff members have free rein to pursue fieldwork.

Department of History

More than a simple recounting of past events, the discipline of history also seeks to interpret these events by evaluating historical documents and searching for their context. Historical relativism is an idea gaining ground among Miskatonic's history faculty, but not all new ideas are so welcome: any faculty or students who bring up Marxist interpretations of history will almost certainly be ostracized within the department. Though voluminous, much of the department's curriculum is given over to required courses in Commonwealth and United States history. The Orne Library's collection of Colonial-era letters is renowned, and the department often conducts surveys of folklore. Letters and journals in the library's collection have proven invaluable to many researchers.

Dr. Martin Fenn: Fenn, age 53, heads the department. Strangely, he completely ignores the University's colonial resources. In his view, history is something that has only occurred in Europe since 1789, and all earlier studies are moot. He teaches a revealing if somewhat dogmatic course on American diplomatic history, but concentrates for the most part on the French Revolution. He often boasts of his long correspondence with Hans Delbruck.

Professor Emeritus Harvey Wilcox: long since consumed by his administrative duties, Professor Wilcox has too much on his plate as director of Human Conduct to teach many classes. Wilcox's advanced age (74 years) also restricts his activities on campus. The "Old Man of Degree" is still a keen expert in historiography. Wilcox teaches occasional senior or graduate level seminars about the Renaissance and Early Modern Europe.



Brian Thomas

Dr. Brian Thomas: the driving force behind Miskatonic's Colonial studies, Thomas is an expert in the American Revolution and New England colonial history. His classes are some of the most popular in the department, due no doubt to Thomas' love of field trips. Tours of battlefields and outings to remote villages to hear tales of bygone eras are almost a monthly occurrence. Thomas is a member of the American Folklore Society.

Dr. BRIAN THOMAS, age 26, Avid Young Historian

STR 06	CON 13	SIZ 15	INT 18	POW 11
DEX 15	APP 14	EDU 18	SAN 55	HP 14

Damage Bonus: none.

Weapon: 16-Gauge Shotgun (pump) 50%, 2D6/1D6+1/1D4

Skills: Academic Standing (Miskatonic) 70%, Archaeology 20%, Art (Ballroom Dancing) 65%, Chemistry 25%, Drive Auto 45%, Dodge 52%, History 82%, Library Use 75%, Listen 55%, Occult 35%, Natural History 30%, Psychology 35%, Sneak 50%, Spot Hidden 85%, Swim 55%, Throw 45%, Track 40%.



Elliot Mills

Dr. Elliot Mills: still a bachelor, Mills has been teaching at Miskatonic for nearly a decade, specializing in upper-division American History classes. A well-rounded scholar, Mills also frequently moonlights in the anthropology or archaeology departments, where he offers surveys and seminars on his favorite subject: the culture of the American Indian. As long time vice president of BSAIR (the Boston Society for American Indian Research), Mills frequently heads archaeological digs for the society during summer sessions, and often recruits promising students to help out. Mills is an avid outdoorsman, and many have commented on his resemblance to Theodore Roosevelt. Mills is a stern but fair professor, whose stu-

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dents learn to respect Indian cultures without falling into the trap of "noble savage" romanticism.

Dr. ELLIOT MILLS, age 51, History Professor and Indian Enthusiast

STR 11	CON 10	SIZ 14	INT 16	POW 12
DEX 11	APP 13	EDU 19	SAN 64	HP 12

Damage Bonus: +1D4.

Weapons: Grapple 35%, damage special
Hatchet 35%, damage 1D6 + 1
.30-06 Rifle 35%, damage 2D6 + 4.

Skills: Academic Standing (Miskatonic) 85%, Algonquian Indian Lore 80%, Anthropology 60%, Archaeology 70%, Botany 20%, Biology 35%, Chemistry 20%, Drive Automobile 35%, Geology 15%, History 80%, Natural History 25%, Navigate 30%, Occult 20%, Persuade 40%, Psychology 40%, Spot Hidden 45%, Zoology 10%.

Languages: English 99%, French 65%, Latin 80%.

Dr. A. Frederick Deacon: an expert in European history, Deacon is best known for his astonishingly dry lower division survey courses. Upperclassmen who make it into his seminars on the rise and fall of the Russian monarchy find them far more interesting. Deacon is currently writing a massive history of the Romanov Tsars, in three volumes. The project leaves him with little time or energy for student concerns, leaving such matters to his overworked teaching assistants.

Dr. John W. Masson: a newcomer to the department, Masson is an expert in British medieval history. He studied at Oxford, and is in the process of writing an extensive survey of the Dark Ages in Northern and Central Europe. Masson teaches a variety of courses touching upon the origins of the English and French monarchies, the Hundred Years' War, and medieval culture and religion. Masson's economic interpretations of historical trends stray too close to Marxism for the tastes of some of his fellows, but his keen mind and affable manner have left him free of enemies. One of the tallest professors at Miskatonic, Masson's physical presence can be imposing, and his jaunty lecture style has made him a favorite among many students. His classes fill quickly.

Department of Psychology

A science even younger than archaeology, psychology is still overshadowed by the controversial works of Freud and his unseemly preoccupation with human sexuality. Experimental psychology, with its inquiries into the sources of human behavior, has a much wider acceptance than clinical psychology, whose techniques have so far only met with limited success. Still, most scientists consider psychology a descriptive and anecdotal discipline, not a rigorous science like geology whose propositions can be predicted and proven by physical evidence.

Miskatonic's department is small but vigorous, and has firm ties to the School of Medicine and to Arkham Sanitarium. Students are often able to interview patients at both institutions. Introductory level courses are very popular with M.U.'s male students, who find Freud's theories much more interesting than the ones they find in other science courses.



Jeremy Manson

Dr. Jeremy Manson: the current head of the department, Dr. Manson is energetic, insightful, and well respected around campus. Manson eschews parapsychology as "a load of claptrap". Manson specializes in abnormal psychology, and is conducting several pioneering surveys of dementia at Arkham Sanitarium. Although he has observed several minds destroyed by it, Manson has no inkling of the Cthulhu mythos and would resist the idea even were conclusive proof offered.

Dr. JEREMY MANSON, age 39, Abnormal Psychology Professor

STR 11	CON 15	SIZ 16	INT 14	POW 13
DEX 14	APP 15	EDU 22	SAN 65	HP 16

Damage Bonus: +1D4

Weapon: Fist/Punch 85%, damage 1D3 + 1D4
Grapple 65%, damage special

Skills: Biology 30%, Chemistry 30%, Credit Rating 60%, Dodge 52%, First Aid 90%, Library Use 35%, Medicine 55%, Occult 15%, Persuade 65%, Pharmacy 45%, Psychoanalysis 40%, Psychology 80%.

Languages: English 90%, German 35%, Latin 20%.

Associate Professor Alex Warden: the teacher students are most likely to have for their introductory courses, Warden tends to gloss over Freud and dwell overlong on Jungian philosophy and theory. A champion of parapsychology, Warden often presses radical proposals like mass parapsychological screening, much to faculty amusement and aggravation. Warden, unknown to anyone, belongs to the Eye of Amara Society.

Dr. Wingate Peaslee: son of economist and Professor Emeritus Nathaniel Wingate Peaslee, Wingate is the

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only member of the elder Peaslee's family who did not desert his father after Nathaniel's strange psychological attack. His father's problems led young Wingate, now in his early thirties, into psychology. Peaslee will accompany the University expedition to Australia and is a skilled airplane pilot. He owns his own plane and keeps it stored in the hangar of Arkham Airfield.

Dr. WINGATE PEASLEE, age 31, Young Psychology Professor

STR 15	CON 16	SIZ 15	INT 17	POW 16
DEX 15	APP 15	EDU 19	SAN 79	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + 1D4
Grapple 55%, damage special

Skills: Cthulhu Mythos 2%, Drive Automobile 60%, First Aid 55%, Library Use 75%, Occult 15%, Photography 65%, Pilot Aircraft 80%, Psychoanalysis 35%, Psychology 80%, Spot Hidden 55%.



Wingate Peaslee

Visiting Professor Dr. Albert Gist: a professor of psychology at Duke University, Dr. Gist has been teaching and studying at Miskatonic for the last two years. Dr. Gist's primary area of study is theories of the collective unconscious. A long time student of the occult, Gist is trying to find the subconscious basis for magical traditions throughout history. Gist gets along famously with Dr. Warden, and the two often work closely together. Though nobody at Miskatonic knows it, Dr. Gist's brother Caleb is intimately involved with a mythos cult in South Carolina — see "The Plantation" in *Mansions of Madness* for more information.

Visiting Professor ALBERT GIST, age 36, Student of the Unusual

STR 09	CON 12	SIZ 10	INT 16	POW 16
DEX 08	APP 10	EDU 20	SAN 25	HP 11

Damage Bonus: none.

Weapon: none.

Skills: Anthropology 50%, Archaeology 50%, Cthulhu Mythos 6%, Hide 45%, Latin 65%, Library Use 90%, Medicine 55%, Occult 85%, Psychology 75%, Psychoanalysis 25%.

Department of Sociometrics

Another fledgling discipline, sociometrics devotes itself to studying the behavior and interaction of people in large groups. At present, the discipline concentrates on statistical analysis, survey methods, and the rudiments of what will later become the science of sociology. In the past, this department has been a part of the economics department and of the psychology department. It owes its current autonomy to President Wainscott's reforms. Wainscott hopes the department will grow from its humble beginnings (one lone professor and a trio of graduate students), but the financial upheavals of the coming decade will see the department wither to almost nothing.

Professor Harvey Cox: chair of the tiny department and its only full-time professor, Cox is a master statistician. Most of his efforts are devoted to survey analysis, and he works closely with Dr. Peaslee in the psychology department. Dr. Cox has been actively gathering global statistics for more than a decade. Investigators might use Cox's data to trace worldwide patterns of large-scale mythos activities. As of yet, Cox has failed to notice any anomalies, but this might change.

School of Rhetoric

Crammed into the first floor of R. C. Memorial Hall, the School of Rhetoric is the current incarnation of the School of Languages and Literature. In fact, the school's mailing address has yet to be changed on official stationary and directories. As a result, getting mail to Rhetoric faculty can be tricky. Dr. Aaron Chase is the director of the school and was to have presided over the transition, but his recent health problems have slowed the school's entry into Wainscott's new system.

Department of Classical Languages

A pillar of the university and one of the finest classical programs in New England, Miskatonic's classics department has only grown over time as students in the new colleges of Law, Medicine, and the Sciences have needed to learn Greek or Latin for their studies. In addition to the classical mainstays of Greek and Latin, the expert faculty also boasts an extensive knowledge of Hamito-Semitic and Aryan languages. The department offers courses in classical Greek, classical and medieval Latin, and an introduction to Hebrew or Aramaic on alternate semesters.

Dr. Aaron Chase: chair of the department and director of the School of Rhetoric, Chase is an expert in Aryan languages, including the Indo-European languages. His studies of linguistics have convinced him that long ago

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there must have existed a mother tongue, a unified proto-language spoken by all of archaic humanity, and that the Tower of Babel is an allegory of actual historical events. In late spring of 1928, Dr. Chase suffered a heart attack, and has since withdrawn from his administrative duties and most of his coursework. As he recuperates, Chase intends to begin teaching again. Unknown to anyone on campus, Dr. Chase is a member of a secret Rosicrucian order on campus. See the "Miskatonic Secrets" chapter for more details.

Professor Warren Rice: An expert in Semitic and Near Eastern languages, Rice is currently serving as acting chairman while Dr. Aaron Chase recuperates from a heart attack. Rice's introductory Greek classes are notorious for their difficulty. Scholastically, Rice finds the idea of one root "Babel" language spurious, and favors the idea of distinct languages arising from several distinct regional dialects. His debates with Dr. Chase on the subject are never-ending.

Dr. Rice was one of the three witnesses to Wilbur Whateley's death, Dr. Rice also helped professors Morgan and Armitage combat the Dunwich Horror. Ever since, Rice has been working closely with Dr. Armitage and Dr. Morgan, trying to evaluate the threat of the Cthulhu mythos and how to best proceed. Rice is 48, with an iron-gray beard and hair, and is stockily built. For more information about Dr. Rice and his efforts against the mythos, see "The Mythos at Miskatonic", p. 168-183.



Henry Ethelrod

Visiting Professor Dr. Henry Ethelrod: an expert in Indo-European languages, Dr. Ethelrod is a Fellow of the British Museum, and has been at Miskatonic for the past six months, helping Dr. Mathieson date some pottery fragments believed to be Hittite in origin. A British aristocrat through and through, Ethelrod finds most Americans (especially his students) vulgar and distasteful, and is often aloof and condescending in conversation. Nevertheless, Ethelrod is teaching a few Latin courses within the department, helping to take up the slack left after Dr. Chase's illness. His insistence on using "proper" English teaching methods turns his classes into nightmares for most underclassmen. Ethelrod is an keen outdoorsman, but walks with a slight limp, the legacy of a bullet wound in the Boer War. Ethelrod will accompany Dr. Mathieson on the Miskatonic expedition to Greenland (see the *Compact Trail of Tsathoggua* for more details).

Dr. HENRY ETHELROD, age 43, English Aristocrat, Museum Fellow, and Visiting Professor

STR 15	CON 16	SIZ 14	INT 16	POW 17
DEX 16	APP 12	EDU 19	SAN 85	HP 15

Damage Bonus: +1D4

Weapon: None.

Skills: Anthropology 90%, Archaeology 65%, Bargain 20%, Biology 15%, Climb 80%, Credit Rating 90%, Cthulhu Mythos 8%, Dodge 75%, First Aid 80%, Hide 75%, History 55%, Jump 75%, Library Use 90%, Listen 75%, Medicine 40%, Natural History 69%, Navigate 65%, Persuade 80%, Psychology 25%, Ride 65%, Sneak 65%, Spot Hidden 65%, Swim 50%, Throw 65%, Track 60%.

Languages: English 95%, Indo-European Languages 75%.

Department of English

The bane of many a freshman, Miskatonic's English classes foster genteel expression through precise rhetorical technique. Spelling, grammar, and punctuation are the ready tools of composition, and all students are expected to have already mastered them, or else must seek remedial instruction. Miskatonic's composition faculty venerates the essay and the epistolatory essay as the models of enlightened communication. English students are expected to read as well as write, but most readings are done in conjunction with the extensive composition exercises that reward imitation over innovation.

There are also a handful of historically oriented literature classes, but almost all offered at the junior level or above. Competition for seats in lower division literature courses is fierce. The department also offers some descriptive linguistics courses analyzing or codifying (depending on the instructor's bent) the grammar, structure, and transformations of English, and a solitary theoretical course seeking to discover the underlying principles of all language.

The department also guides Miskatonic University Press. The publishing and printing of books is a growing source of university revenue.

Dr. P. G. Eastman: the aging Dr. Eastman serves as interim chairman of the department. His advanced age and growing indecisiveness leave a lack of focus within the department. Talk is spreading of Eastman's retirement and the name of Albert N. Wilmarth, senior professor in the department, has been mentioned as a good replacement. In the meantime, Eastman continues to offer composition courses that meander in and out of comprehensibility.

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R.C. Memorial Hall

Dr. Albert N. Wilmarth: well known and liked across campus, Dr. Wilmarth is an accomplished writer, expert in American literature, and an enthusiastic collector of New England folk tales. Wilmarth's infrequent courses covering satire and New England are always student favorites. His recent discoveries in Vermont have left him shaken, and Wilmarth has since developed a close relationship with Dr. Armitage. The two of them spend a great deal of time together researching their separate experiences in Dunwich and Vermont. This diversion of Wilmarth's energies may ruin his chance for the chairmanship.

Aside from his knowledge of language and letters, Wilmarth is also a learned New England historian and a member of the Arkham Historical Society. Harvard-educated, he was born and raised in Arkham and resides at 118 Saltonstall Street. For more information about Wilmarth and his association with Dr. Armitage, see the "Mythos at Miskatonic" section, pp. 168-206.

Dr. Stanley Whitman: the closest thing to a true linguist on campus, Dr. Whitman teaches the departmental course, Principles of Language and Communication, as well as various literature surveys of Old and Middle English. An expert of vowel shifts and changes in dialect through time, Whitman's classes have a reputation for being easy, and are eagerly sought after by students. Unfortunately, there is rarely space available for non-majors. Dr. Whitman often works with Dr. Chase of the classical languages department on various projects, and shares his colleague's views on primal language.

Dr. Swanson Ames: Ames, 51, oversees Miskatonic University Press, teaches many sections of the "Core Four" English composition class, and also acts as Editor-in-Chief of the student newspaper, the Miskatonic University *Crier*. Students of his freshman composition classes and *Crier* contributors alike quickly learn to hate and dread Ames' capricious blue pencil. Ames' disdain for *Crier* editor Howard Penobscott is legendary, as is Ames' utter lack of a sense of humor. Penobscott and former *Crier* editors suspect that Ames' ruthless editing of the newspaper and his title selections for the Miskatonic University Press hint at a secret agenda. Whether or not Ames is truly sinister or merely narrow-minded and egocentric remains to be seen. For intriguing information about Ames, see the "Miskatonic Secrets" chapter, pp. 201-206.

Dr. Peter L. Cronwin: something of a black sheep in the department, Dr. Cronwin teaches his required share of composition courses, but also offers several surveys of poetry as well. Cronwin's poetry courses dwell heavily on Milton and Poe (primarily to satisfy his superiors), but also often veer into deep surveys of other masters: Keats, Shelly, Coleridge, and Donne. Cronwin's passionate readings of love and romantic poetry have been enthusiastically received by his students, even if they raise faculty eyebrows. After several

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years of appeals to Dean Elliot and countless student petitions, Cronwin's Poetry Composition course is finally being offered for credit.

Department of Modern Languages

Certain disciplines (archaeology, history, and engineering are most common) require their practitioners to be acquainted with German, French, and other foreign languages. As a result, all of Miskatonic's degree plans include some foreign language requirement. Extensive coursework in French and German is available, with some classes in Spanish, Italian, and Russian. One-year introductions to tongues such as Japanese or Mandarin Chinese are sometimes offered. Introductory courses slog through vocabulary, grammar, and basic fluency, while upper division classes often focus on literature and cultural topics. This department is chaired by Dr. Allen Peabody, an expert in Romance languages.

Dr. Allen Peabody: the son of a fruit magnate born and raised in Honduras, Dr. Peabody took over as chairman of the department in 1923, and has managed to see to the administrative needs of the department while teaching a full course load. Peabody has traveled extensively in Spain and Latin America, and is Miskatonic's resident Spanish expert. Peabody's senior level Analysis of Cervantes' Works class has won the professor (and, by extension, Miskatonic) high praise in academic circles.

Dr. Claude Laurent: leader of the department's French faculty, Dr. Laurent is an active sponsor of the campus French Club and a dedicated professor. Laurent's dashing looks and charming demeanor make his classes very popular with Miskatonic's female students. French is the most studied foreign language on campus. Laurent offers his students ample encouragement, but is unrelenting in his oral examinations.

Dr. Cornelius Kramer: Born and raised in Germany, Kramer emigrated to America at the turn of the century, and has made a career for himself teaching German and German literature. Now well into his fifties, Kramer is the head of the German faculty on campus, and is infamous for his dry lecturing style, stern demeanor, and brutal exams. Kramer is also secretly a member of Dr. Chase's Rosicrucian Order. See "Miskatonic Secrets", pp. 186-188, for details.

Dr. Stanley Gardner: Miskatonic's junior German professor, "Herr Gardner" to his students. Gardner is new to the language faculty, and teaches with an energy and enthusiasm that has helped reinvigorate the department. Herr Gardner ends every semester by hosting a "German Fest" after finals for all interested students. Bratwurst and other heavy delicacies abound.

Visiting Professor Dr. Nicholai Stolpa: born in St. Petersburg, Dr. Stolpa emigrated to America in 1903 and taught Russian language and literature at William and Mary before coming to Miskatonic last year to help Dr. Deacon of the history department with his book. Stolpa's courses often prove quite daunting to beginners, but his upper division surveys of Tolstoy are well worth the trouble. Stolpa's long digressions and harangues about the current deplorable state of his motherland are quite frequent.

Department of Oriental Studies

By far the most avant-garde of President Wainscott's educational experiments, this tiny department (an offshoot of modern languages) actually concerns itself with the languages and cultures of what will later be called the Middle East. The chairman, Dr. Shalad, is expert in Arabic, Persian, Urdu, and Sanskrit, and occasionally offers courses in Middle Eastern history, philosophy, art, and culture.

Dr. Moamar Shalad: Shalad is a taciturn, private man, fifty years old. Shalad came to Miskatonic two years ago as a guest professor from Turkey, and made such an impression that his term is now indefinite. He has acquired some mythos knowledge and is familiar with the *Necronomicon* and its history, and has consulted the Miskatonic Library's copy several times. The professor has also aided other faculty members in their study of the terrifying book on at least two occasions. Dr. Armitage suspects the man's motives. Dr. Shalad is presently teaching a special course in medieval metaphysics, with emphasis on the difficulties of translation from Arabic originals. Asenath Waite is one of its most dedicated students.



Moamar Shalad

Dr. MOAMAR SHALAD, age 50, Turkish Scholar

STR 12	CON 14	SIZ 13	INT 15	POW 15
DEX 14	APP 14	EDU 21	SAN 52	HP 13

Damage Bonus: +1D4

Weapons: First/Punch 60%, damage 1D3 + 1D4
Saber 45%, damage 1D8 + 1D4

Skills: Anthropology 25; Archaeology 20%; Astronomy 10%; Cthulhu Mythos 12%; History 35%; Library Use 75%; Occult 15%.

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Languages: Arabic 85%, English 45%, Persian 70%, Sanskrit 60%, Turkish 85%, Urdu 45%.

School of Natural and Revealed Religion

In the past few years, Miskatonic's Board of Trustees has started remembering the school's beginnings as a Congregational seminary. The trustees made their nostalgia manifest by choosing the name of Jonathan Edwards Hall and by offering one revision to Wainscott's restructuring plan: the separation of the School of Religion from the School of Human conduct. The proverbial odd man out of the LL&A College, the School of Natural and Revealed Religion offers a few classes, hosts a few faculty members, boasts few majors, and is hardly noticed by the campus at large. That's just the way they want it. Professor Emeritus Dr. Edward Cottage directs the school.

Department of Philosophy

Unlike the prestigious departments found in most of the Ivy League, Miskatonic's philosophy department is largely a one-man affair, nearly out of touch with the rest of the universe. Dr. Kilbraith, philosophy chair, is the only tenured professor in the department. The growth of the Law School and the economics department has led to increased enrollment in philosophy classes, despite Kilbraith's best efforts. A small group of associate professors teaches most of the courses offered.

Philosophy concerns itself with Logic (the structuring of formal arguments), Epistemology (theories of knowledge), Axiology (theories of value), and Metaphysics (although these concerns are often left to the religion department). Courses in Aesthetics and Ethics, essential to Law students, are dealt with under Axiology.

Dr. George Kilbraith: Infamous for his droning, incoherent lectures and brutal grading practices, Kilbraith teaches as if Henri Bergson was the only philosopher since Thomas Aquinas. Kilbraith also offers a hopelessly muddled class in formal logic. Kilbraith is the only permanent professor in the department. His abrasive personality is thought to be the chief source of the rapid turnover among junior and associate professors.

Department of Religion

Despite Miskatonic's staunch non-denominational history, the department of religion has undergone something of a renaissance in recent years. Studies focus on biblical readings and analysis, Higher Criticism, and several engrossing comparative religion classes. The department has close ties with both anthropology and Oriental Studies. As the university trustees have gradually reconciled the school with its Congregationalist heritage, religion has seen a steady increase in funding and staff. The department does not offer a full major or degree, although many students graduate from the department and move on to seminaries or other institutions to pursue Doctorates of Divinity.

Dr. Desmond Rapash: Current head of the department, Dr. Rapash is steadily approaching his retirement, but still is a keen and able lecturer. Unlike most department heads, Rapash makes a point of teaching only introductory level courses. Rapash teaches several surveys of Christianity and Western religion. He encourages each student to frankly examine their faith, and seek their own answers to the oldest and deepest of questions. Unknown to anyone, Dr. Rapash is the founder and "Secret Master" of the Eye of Amara society.



Eric Cottage

Dr. Eric Cottage: Just when Dr. Cottage became Professor Emeritus is a matter of some debate among faculty old timers: most remember him as always having been there. A staunch Protestant, Cottage is very intelligent and cordial in lecture, but has an incredibly strict set of morals. Dr. Cottage has organized and participated in several campus debates where religion students and faculty have wrangled with their peers in natural sciences over the topic of evolution. Cottage remains undefeated. Cottage also fights a stern crusade against student vice and excess in the finest tradition of Cotton Mather.

Dr. ERIC COTTAGE, age 68, Religion Professor Emeritus

STR 07	CON 10	SIZ 15	INT 17	POW 15
DEX 12	APP 09	EDU 22	SAN 50	HP 13

Damage Bonus: none.

Weapon: none.

Skills: Anthropology 20%, Archaeology 20%, Astronomy 20%, Comparative Religions 80%, Credit Rating 65%, History 60%, Library Use 55%, Natural History 60%, Occult 65%, Persuade 75%, Philosophy 50%, Psychology 45%.

Languages: English 99%, Hebrew 65%, Latin 75%.

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College of Sciences (SCI)

The product of former president Halsey Maddox, the College of Sciences is only 37 years old. Already it has grown to the point where it rivals LL&A in size and breadth of curriculum. President Wainscott is unwavering in his dedication to a more modern Miskatonic, and the College of Sciences is the instrument whereby his dreams can be realized. Miskatonic's frequent expeditions in recent years have added to the prestige of the college. Presently, the entire college is involved in organizing and preparing a massive interdisciplinary expedition to Antarctica, scheduled to leave in 1930. Dr. N. E. Brown, dean of the college, is sure that Miskatonic's largest expedition yet will also prove her greatest success, winning the school world renown.

School of Applied Sciences

Headquartered in the new Charles Tyner Laboratory Annex, the School of Applied Sciences is devoted to the dream of technological progress. It hosts a suite of departments and disciplines that aim to drive the engine of Progress. Dr. Lawrence Abbott, an engineer by training, is director of the school.

Department of Engineering

The purest essence of applied science, engineers use mathematics and physical science to improve existing technologies, develop new ones, and build durable structures. Practical results are always the goal of the engineer. Engineering encompasses several distinct branches: structural engineering, chemical engineering, civil engineering, and electrical engineering, as well as materials analysis. Ties with the Department of Metallurgy are close and strong. Miskatonic's engineering department often busies itself with the design or fabrication of scientific equipment used by other departments or for University expeditions. Dr. Lawrence Abbott serves as head of the department.

Dr. Lawrence Abbott: Current chair of the department, Dr. Abbott is a master of mechanical and structural engineering. Abbott's meticulous, pedantic nature serves him well in research, but greatly hampers his ability as a lecturer. A quiet man, Abbott is nonetheless brilliant at devising innovative solutions to baffling problems. A few years ago, Abbott helped the Archaeology department answer an ancient question when three sections of his students raised a sixty foot pyramid of locally quarried limestone that spanned College Street. The students used only archaic tools and materials, and fouled traffic for a month. "Practicals" like this make Abbott's classes a favorite among students, despite his failings as a lecturer.

Dr. LAWRENCE ABBOTT, age 45, Master Engineer

STR 08	CON 07	SIZ 14	INT 18	POW 10
DEX 11	APP 10	EDU 21	SAN 50	HP 11



Lawrence Abbott

Damage Bonus: none.

Weapon: Crowbar 35%, damage 1D8

Skills: Credit Rating 40%, Drive Auto 60%, Electrical Engineering 70%, Electrical Repair 85%, Engineering 90%, History 30%, Library Use 45%, Locksmith 35%, Mechanical Engineering 90%, Mechanical Repair 90%, Operate Heavy Machine 45%, Photography 35%, Physics 50%, Spot Hidden 25%, Swim 45%.

Languages: English 95%, French 30%, German 40%.

Dr. Frank H. Pabodie: The rising star of the department, Dr. Pabodie specializes in mechanical engineering and design. He is presently running final tests on a powerful new drill of his own radical design. The drill will take geological core samples during the upcoming Antarctic expedition. Pabodie also designed the fuel-warming and quick-start devices for the airplanes that will go south as well. Energetic and affable, Pabodie, age 32, will accompany the expedition to the bottom of the world. Before leaving, Pabodie will be contacted by Wilmarth and Armitage in regards to dangers he might find in Antarctica. Pabodie will later read parts of the *Necronomicon* at their urging.

Dr. Gammell Woodbridge: An expert in materials analysis and material dynamics, Woodbridge, 36, also teaches many metallurgy and chemistry classes. He spent time with Robert Goddard, the liquid-fuel-rocket proponent. Woodbridge occasionally launches experimental rockets from a field south of town. Woodbridge's research projects and rocketry interests are far more important to him than teaching classes, and he leaves most grading and counseling to his harried stable of graduate students. Students of remarkable aptitude who express an interest in rockets might catch his eye and join the exclusive club of Woodbridge's protégés.

Dr. Hamlin Hayes: a young man despite his thin white hair, Dr. Hayes specializes in electrical engineering. Hayes is presently developing special storage batteries

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resistant to the intense cold of the Antarctic. Despite the extreme difficulty of many of his courses, Hayes is renowned for his hands-on approach to teaching, and troubled students will find him an ample source of help and encouragement.

Department of Metallurgy

A small department barely distinguishable from the department of engineering, metallurgy focuses on the study of metals: their properties, refinement, and uses in practical science. New mining and refinement techniques are explored, as are new alloys. Dr. Dewart Ellery is the current chair of the department.

Dr. Dewart Ellery: The driving force behind the department, Ellery tends toward preoccupation and absentmindedness. His quirks make him an endearing if often baffling teacher. Ellery's current obsession is the investigation of meteorites as a source for rare minerals and unusual ores. Ellery tested (and failed to identify) the metal in a strange statuette brought to him by mathematics student Walter Gilman. The mysterious piece eventually finds its way into Miskatonic's Exhibit Museum.

School of the Natural Sciences

An experimental grouping of disciplines like geology, paleogeology, paleontology, astronomy, ethnography, oceanography, and meteorology, Natural Sciences forms the largest division of the College of Science. Some, such as geology, are full-fledged disciplines; others, like oceanography, are the merest shadows of what they will become.

The head of the school is Dr. William Dyer, who will lead the upcoming Antarctic expedition.

Department of Astronomy

Devoted to increasing our knowledge of the cosmos, astronomy couples advanced mathematics with meticulous observation to deduce and infer the inner workings of the universe. Commonly regarded as the easiest of the sciences, a recent survey showed that three out of four Miskatonic students take at least one astronomy course before they graduate. Many are shocked and daunted by the required math, and the department still boasts comparatively few majors.

The department owns a well-mounted eight-inch reflector that is kept in the athletic field house, and Billings is keen to get a five-inch refractor for planetary and lunar observation. Current knowledge about the planets is still mostly speculation (Venus is probably a swamp, and Mars a desert: both may support life). Recent discoveries have shed new light on cosmology, and the discovery of the expanding universe is a hot topic in many courses.

Dr. Stephen Fitzroy: The chair of the department, Dr. Fitzroy is an expert in higher mathematics. His classes are difficult, but still popular. Fitzroy concentrates on theory and cosmology, and the arcane inferences he can wring from spectrographic data never fail to amaze his students. Fitzroy's passion is cosmology — he is convinced that astronomers like Copernicus, Gallileo, and Hubble are doing nothing less than piecing together God's blueprint for the universe.

Dr. Morris Billings: one of the faculty's youngest at 28, Billings teaches two observational and two theoretical courses each semester. A champion of amateur astronomy, Billings lays a greater emphasis on observation than math (to the relief of his students). Billings also helps out the Physical Sciences faculty with a very exclusive course in ballistics, just to keep his hand in. He founded and leads the Arkham Astronomical Society.

Department of Biology

The largest department in the School of Sciences, Biology actually consists of several associated disciplines, bundled together: anatomy, general biology, some biochemistry, botany, zoology, and animal behavior. The department has extensive connections to the School of Medicine, and most medical students are required to take several biology classes. Ecology has just come into vogue as a new discipline, with a few courses offered. The school is home both to potential scientists and medical students. Enrollment has grown so rapidly in recent years that staffing has become a problem.

The botanists operate a small greenhouse attached to the south side of the Atwood Building. The department also maintains a small research post at Woods Hole, on the Massachusetts coast, for a study of marshlands and marine biology. In time, the department hopes to turn the post into a complete laboratory. In 1954, the oversized department will transform itself into the School of Life Sciences. The current head of the department is Dr. Conrad Miller, 58 years old.

Dr. Conrad Miller: Chair of the department, Miller's administrative work and heavy course load keep him from pursuing his own research. Miller arranges frequent guest seminars and lectures, as well as field study programs. A staunch proponent of interdisciplinary work, Miller has forged strong ties to the medical school and other departments. He teaches several upper division anatomy and zoology courses, and pays special attention to the medical implications of recent discoveries.

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Dr. Percival "Percy" Lake: 31 years old, Lake's extensive background in marine biology and paleontology won him a place on the forthcoming expedition to the Antarctic. Still considered a junior professor, Lake teaches a large number of introductory courses, and most department majors will take at least one course from him. Lake's frenetic energy and rugged good looks make him very popular with his students. Wilmarth and Armitage, trusting him, will eventually confide their fears to Lake, who reads portions of the *Necronomicon*. Lake will not return from Antarctica.

Dr. Jacob Handy: A dedicated marine biologist, Dr. Handy is the director of the Woods Hole Research Post. His repeated frustrations with the Post's budget constraints, coupled with the steady increase is his teaching load, have left him embittered with his position. Unsure how secure his job will remain should Woods Hole shrink or fail, Handy hopes to make one major discovery and get published as soon as possible. Passed over for the Antarctic Expedition for health reasons, Handy is growing desperate.



Jacob Handy

Dr. JACOB HANDY, age 47, Bitter Biologist

STR 09	CON 09	SIZ 12	INT 16	POW 12
DEX 09	APP 12	EDU 19	SAN 52	HP 11

Damage Bonus: none.

Weapon: Scalpel 75%, damage 1D3 (double normal chance to impale)

Skills: Accounting 15%, Anthropology 25%, Biology 70%, Botany 20%, Chemistry 40%, Credit Rating 45%, Debate 45%, First Aid 50%, History 45%, Library Use 55%, Medicine 60%, Natural History 65%, Psychology 30%, Spot Hidden 40%, Zoology 70%.

Languages: English 95%, Latin 50%.

Dr. Homer Winside: The senior member of the botany faculty, Dr. Winside personally maintains the department's greenhouse. Originally a protégé of Professor Harold Dinsdale (now retired), Winside is a veteran of many field expeditions. He has built an extensive collection of rare tropical plants. An expert on poisonous and carnivorous flora, Dr. Winside also has a gruesome streak that surprises many of his students. Despite mounting public pressure, he stands entirely behind Dr. Angley, even if he does not personally agree with the young man's position.

Dr. Robert Angley: The most junior member in the botany department, Angley has raised eyebrows around Arkham with his active opposition to the proposed reservoir project. The young man adopted his radical stance after a detailed survey of the Gardner Farm and the region known as the Blasted Heath. Angley argues the reservoir project will alter local ecologies and destroy several unique species of plants, but has so far gained little credence. He may take some of his students on a weekend field trip to the area of the Blasted Heath.

Department of Geology

The study of the Earth itself, geology examines the origins and history of the planet, as well as its composition, structure, and internal activity. Wegener's theory of continental drift (proposed in 1912) is currently in disfavor, despite steadily accumulating evidence. The exact mechanics of mountain building and mineral formation are currently the focus of much frustrating research.

Miskatonic is blessed with a robust department offering in-depth courses in several associated disciplines: crystallography (formation and behavior of crystals), mineralology (the formation and behavior of minerals and rocks), paleontology (the study of the archaic world, primarily through the fossil record), and stratigraphy (the formation and sequencing of rock strata, very useful in dating). Professor William Dyer is the current head of the department, and has been chosen to lead the upcoming expedition to Antarctica.

Dr. William Dyer: An expert in both stratigraphy and paleontology, Dyer's stern demeanor leaves most students respectful (if not outright afraid) of him. His classes are notoriously dry and difficult. Dyer warms to students with a marked aptitude, however, and has formed enduring friendships with several of his protéges. Still healthy and active at age fifty, Dyer will lead the 1930 expedition to Antarctica as described in Lovecraft's "At the Mountains of Madness".

Dr. William Moore: Considered by many the brightest star in the departmental firmament, Moore first came to Miskatonic in 1911 as an undergraduate, where he earned the lasting friendship and admiration of Dr. Dyer. Moore earned his doctorate from Harvard in 1922, and was quickly hired by his former mentor. Earnest, forthright, and exceptionally intelligent, Moore is an expert paleontologist and is fascinated with theories of radioactive dating. A keen outdoorsman, Moore has also participated in and organized several far-flung expeditions (including forays to the Himalayas, the

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Arctic Circle, South Africa, and Costa Rica). Prevented from joining the Antarctic expedition by a bout with pneumonia, Moore is never satisfied with the official account of the expedition, Moore organizes another expedition in 1933 to follow up on the first's findings, as described in *Beyond the Mountains of Madness*, from Chaosium.

Dr. WILLIAM MOORE, age 33, Brilliant Geologist

STR 10	CON 12	SIZ 11	INT 17	POW 15
DEX 14	APP 11	EDU 24	SAN 70	HP 12

Damage Bonus: none.

Weapon: none.

Skills: Accounting 30%, Anthropology 20%, Archaeology 30%, Bargain 70%, Biology 30%, Chemistry 30%, Credit Rating 60%, Cthulhu Mythos 02%, Dodge 50%, Drive Auto 30%, Explosives 18%, Fast Talk 20%, Geology 90%, History 30%, Library Use 90%, Navigate 50%, Paleobiology 20%, Paleontology 90%, Persuade 51%, Photography 40%, Physics 30%, Psychology 45%, Spot Hidden 75%.



William Moore

Languages: Afrikaans 10%, English 99%, French 55%, German 60%, Inuit 20%, Spanish 30%.

Dr. Moses Jackson: rowdy and flamboyant, Jackson is the department's token maverick and adventurer. He is a dyed-in-the-wool field man with little time for the drudgeries of teaching lower classmen, although he does teach several specialized mineralology seminars for seniors and graduate students. Places on his field seasons are a precious commodity within the department. Jackson spends most of his time in Colorado and Wyoming searching for oil. His lucrative business ties and frequent publications keep him in favor with the administration.

Dr. David Stephens: The newest member of the geology faculty, Dr. Stephens has his hands full teaching a wide variety of introductory level courses. A strong proponent of continental drift, Stephens is currently working with Dr. Moore on developing ways to tag the origin and age of rock strata by measuring trace elements and radioactive isotopes. Stephens has read recent papers hinting that the geology of the ocean floor may offer proof of continental drift. Recently, Stephens has been working with Dr. Handy of Biology to build interest in an oceanographic survey to take core samples from the ocean floor. Alas, his dreams have met with little success so far.

Dr. Thomas E. Parkins: Friendly and genial to students, Dr. Parkins' resemblance to Santa Claus is a matter of campus legend, and his introductory level classes never fail to fill quickly. Parkins specializes in seismology, and has devoted considerable energy to explaining the mysterious rumblings that are sometimes heard in northwestern Massachusetts. His studies took Parkins and his wife to Dunwich for an extended stay in 1919. Parkins has nothing but dreadful memories of the place. His report languishes, forgotten, in the university library.

School of the Physical Sciences

Although modern science has yet to photograph an atom or molecule, their natures and behaviors can be deduced, predicted, and verified in the laboratory with results that are easily duplicated. Essentially the departments of chemistry and physics, the School of Physical Sciences studies the basic mechanics of the world around us, as revealed through experimentation and exacting mathematical analysis. Aiming to give every undergraduate a sound scientific education, Physical Sciences has the most rigorous curriculum of any of the Schools of science. Upper division and graduate classes explode in many directions, from the implications of quantum theory to the synthesis of exciting new hydrocarbon compounds. The director of the School of Physical Science is Dr. W. E. Cameron, 48.

Department of Chemistry

The modern materialistic descendent of alchemy, chemistry examines the properties and behaviors of natural substances, classified as elements or compounds. Chemical reactions and transformations are the part and parcel of chemistry experiments. Physical chemistry divides into two sub-disciplines, the study of inorganic elements and compounds, using physics as a key to understanding molecular behavior, and organic chemistry, the chemistry of carbon-based compounds, upon which all life is based. Non-majors soon tire of complex formulae, molecular diagrams, and gas laws. Miskatonic's department is large and well-funded, thanks to the efforts of its chairman, Dr. Harold Shear.

Dr. Harold Shear: An elegant speaker and born fundraiser, Dr. Shear is notorious on campus for his knowledge of chemistry and his mischievous soul. Shear's practical jokes, which often involve strange vapors, odd colored slimes, and spectacular pyrotech-

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Harold Shear

nics, are legendary. His pranks are all in fun, and many on the receiving end take them as a compliment. Dr. Shear's Introduction to Chemistry has earned the campus nickname "Shear's Circus" for its frequent colorful and explosive demonstrations. Even upperclassmen can have a hard time signing up for this ever-popular course.

Dr. HAROLD SHEAR, age 51, Chemistry Prankster

STR 12	CON 12	SIZ 13	INT 11	POW 12
DEX 11	APP 12	EDU 20	SAN 60	HP 13

Damage Bonus: +1D4.

Weapons: none.

Skills: Bargain 50%, Biology 25%, Chemistry 95%, Conceal 60%, Electrical Repair 25%, Fast Talk 70%, First Aid 50%, Library Use 65%, Locksmith 35%, Mechanical Repair 35%, Pharmacy 30%.

Languages: English 75%, Latin 55%.

Dr. Archibald Greeley: as dull as Dr. Shear is flamboyant, Dr. Greeley takes special pleasure in guiding courses such as quantitative and qualitative analysis which are often geared to pre-med students. Greeley's lecturing powers have diminished with age (at age sixty-two, he is near retirement), and the homework loads of his courses are positively back-breaking. Aloof and reserved, Greeley is a frequent victim of Dr. Shear's practical jokes, but endures them with dignity. Deep down, the two men have a great deal of respect for each other.

Dr. W. E. Cameron: more of an administrator than a professor these days, Dr. Cameron's duties as director of the School of Physical Sciences distract him more than he would like from teaching and research. Cameron does make the time to teach several highly advanced seminars on artificial compounds, and is an expert in petrochemical compounds and plastics.

Department of Physics

The study of the functioning of the universe, physics holds that all physical phenomena can be described, observed, and understood. The "purest" of the sciences, physics at Miskatonic is still firmly grounded in the theorems of Isaac Newton. Modern outgrowths of theoretical physics — like quantum mechanics or Einsteinian relativity have yet to take hold in the department — graduate students have been known to sneak these concepts into their lesson plans, but most full professors still have little faith in anything that cannot be measured or replicated. Miskatonic does not yet offer a class on radioactivity.

Miskatonic's physics department is infamous for its surly, embittered graduate students. Physics grad students can look forward to extended studies within the department that can last up to a decade before they are grudgingly granted their doctorates. Many feel like they are indentured servants to their committee members. Most would gladly leave the department, but slim job prospects for physicists in the world at large leave most grads with no option but to stay. Dr. Manly Hyde-Stevens is the aging chair of the department.

Dr. Manly Hyde-Stevens: a stern taskmaster, Hyde-Stevens has little patience for new controversial ideas like particle physics or quantum mechanics, which he dismisses as "hazy unprovable mumbo jumbo". Stevens sticks to classic laws of motion and force, believing that meteorology is a more fitting and useful focus for physicists. President Wainscott has expressed dismay at the department's backward policies, but Hyde-Stevens is adamant. Many graduate students look forward to the man's retirement. Hyde-Stevens lingers on until 1931, when the death of his favorite colleague prompts him to finally retire in grief.

Dr. Donald Atwood: a physicist recently turned meteorologist and devout protégé of Dr. Hyde-Stevens, Atwood has recently been chosen to participate in the upcoming Miskatonic expedition to the Antarctic. Wilmarth and Armitage will persuade him to read portions of the *Necronomicon* before the expedition leaves. Young, dapper, and energetic, Atwood is a staunch defender of his department and will readily debate anyone who thinks that meteorology should best be granted to the School of Natural Sciences. Everyone expects that Atwood will serve as the next chair of the department, but unfortunately Atwood does not return from the ice. Hyde-Steven's subsequent retirement leads to a flurry of activity and an eventual renaissance within the department.

Astor School of Mathematics

Named after receiving a long series of contributions and endowments from Benjamin and Athena Astor, this department is actually a school unto itself. Dr. Hiram Upham chairs the department, which also supports three associate professors, four graduate assistants, and a secretary, in a sumptuous style envied by every other faculty member on campus. The department is not large enough to be a school but has the equivalent freedom and prestige, thanks to its independent and ample funding. The

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department is pleased to provide mathematical liaison with other departments, but its creative impulses turn toward topology and extra-dimensional explorations.

Dr. Hiram Upham: Upham teaches advanced mathematics and numbered among his students the brilliant Walter Gilman. Upham noticed the young genius's recent nervous problems (mainly acquired since moving into the Witch House) and has suggested the young man take some time off to relax and recuperate. Gilman's death was a blow to the department, and Upham still misses the brilliant student.

College of Medicine (MED)

The foundation of the College of Medicine in 1861 changed Miskatonic from a college into a university. The medical school faculty took great pride in their historic position, and the school considers itself the pride of the university to this day. A long line of exceptional deans, including Arkham legend Dean Halsey, have forged Miskatonic's school into a formidable program that is the rival of other Ivy League schools of medicine. It is a tribute to the College's campus prestige that it was able to absorb the frequently cash-rich School of Physical Education without raising a ripple of protest.

Dr. Chester Armwright is the college dean. In 1919, the Miskatonic School of Medicine allowed Miss Susan Hodges, its first female student, to enroll in the medical program. Today, nearly five percent of all medical students at M.U. are women.

School of Medicine

Miskatonic offers a seven-year medical program that begins with a four-year Bachelor's degree in either Biology or Chemistry. A special degree track is provided for prospective medical students. Successful applicants then enter the three-year medical degree program. Upon graduating from the three-year program, the student pursues an internship, and then is granted an M.D. and is certified to practice medicine in the Commonwealth of Massachusetts. Classes are offered in medical theory, treatment applications, diagnosis, surgery, pathology, immunology, and forensics. Dr. Aaron Thurber is acting director of the school, leaving Dr. Armwright to college-level administrative duties at present.

Dr. Chester Armwright, Dean of the College and Director of the School: a graduate of M.U., he was acquainted with Herbert West in medical school, just after the turn of the century. A gifted pathologist, Armwright has educated doctors who now practice all over New England, and is respected by both practicing physicians and medical educators throughout Massachusetts. Armwright is an avid hunter and a member of the Arkham Gun Club.



Chester Armwright

CHESTER ARMWRIGHT, M.D., age 53, Dean of Medicine

STR 12	CON 14	SIZ 15	INT 17	POW 16
DEX 13	APP 15	EDU 24	SAN 88	HP 14

Damage Bonus: +1D4

Weapons: .45 Revolver 55%, damage 1D10 + 2
.30-06 Rifle 70%, damage 2D6 + 3
20-Gauge Pump Shotgun 75%, damage 2D6/1D6/1D3

Skills: Chemistry 35%, Credit Rating 75%, Diagnose Disease 70%, First Aid 80%, Latin 15%, Library Use 50%, Medicine 85%, Pharmacy 40%.

Dr. Aaron Thurber: omnipresent within the School of Medicine, Dr. Thurber teaches several introductory courses on pathology in addition to presently being the acting director of the school. Always friendly, the entire school sees Thurber as a surrogate grandfather, and his personal attention to student concerns has made him the friend of every student he has ever met, even if Thurber's colleagues think he's a little too easy on his charges.



Aaron Thurber

Dr. AARON THURBER, age 57, Instr. of Medicine

STR 10	CON 09	SIZ 11	INT 15	POW 14
DEX 14	APP 11	EDU 21	SAN 70	HP 10

Damage Bonus: none.

Weapons: Scalpel 75%, damage 1D4 (double chance to impale)
Grapple 65%, damage special.

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Skills: Biology 60%, Chemistry 60%, Credit Rating 75%, Forensics 80%, First Aid 40%, History 30%, Library Use 45%, Mechanical Repair 35%, Medicine 90%, Occult 15%, Pharmacy 25%, Photography 40%, Spot Hidden 65%, Surgical Procedures 70%.

Languages: English 75%, Greek 45%, Latin 75%.

Dr. Morton Waldron: the oldest son of campus physician Cecil Waldron, Dr. Waldron teaches anatomy and surgery. Waldron received his M.D. from Harvard Medical School, and strives every semester to be harder on his students than his instructors were on him. Cold, efficient, and businesslike, students call him "The Mortician". Waldron practiced as a coroner in Connecticut for 3 years before coming to Miskatonic, and makes sure all his students come away with a working knowledge of forensics as well. Difficult as Dr. Waldron's courses are, his students are always thankful to him once they begin practicing.

School of Nursing

Schools of nursing are a relatively new development, and Miskatonic has only offered nursing instruction since 1908. Miskatonic's Nursing School provides a four-year baccalaureate degree, as well as an extended RN program for students who seek to continue in the field. Nursing training is similar to the pre-med program, but ignores the surgery and pharmaceutical requirements. The third year of the program consists entirely of specialized nursing courses, followed by a year-long internship program at St. Mary's. Dr. Lloyd Johnson is director of the school, but most students go to the head nurse with questions or problems.

Dr. Lloyd Johnson: the School of Nursing's director is practically invisible to the student body, and has almost nothing to do with the day-to-day affairs of the department. An old college friend of Dean Armwright, Johnson's career was nearly destroyed by a malpractice scandal in Pennsylvania. Dean Armwright managed to get Johnson his current appointment in the School of Nursing. The post was offered as a second chance, but Johnson has come to see it as a handout, and chafes at having to teach a woman's discipline, one that he sees as beneath him. Since his appointment in 1924, Johnson has grown estranged from Armwright, and the feud between them is a matter for whispered speculation throughout the School of Medicine. Should Johnson's secret come to light, it could spell the end of his and Armwright's career.

Mrs. Alexis Bywater: the real administrator of the Nursing School, Bywater is the Chief Nurse at St. Mary's, as well as the Chief Instructor at the School. She resents Dr. Johnson's lax attitude, but bears it in silence, and ensures that the nursing students all receive a proper education. Direct and stubborn, Bywater has little charm and no patience for self pity and whimpering, but will fight tooth and nail for the welfare of any of her students.



Alexis Bywater

Mrs. ALEXIS BYWATER, age 42, Nurse

STR 12	CON 15	SIZ 13	INT 16	POW 13
DEX 13	APP 13	EDU 16	SAN 56	HP 14

Damage Bonus: +1D4.

Weapon: none.

Skills: Art (Sculpture) 60%, Biology 20%, Credit Rating 45%, First Aid 80%, Knots and Restraints 20%, Library Use 55%, Listen 35%, Natural History 30%, Nursing 75%, Persuade 50%, Psychology 40%, Ride 40%, Spot Hidden 70%, Swim 40%.

School of Physical Education

Based in the Axton Field House, this department does not offer a major, but allows students to participate in team sports and various other enriching electives. Physical development and the fostering of good sportsmanship are considered vital to the education of well-rounded individuals. This healthily-endowed department is headed by Mr. Donald Kanum, the director. Men's varsity sports include football, ice hockey, crew, basketball, baseball, gymnastics, swimming and diving, track and field, and boxing. Women's varsity sports include field hockey, basketball, gymnastic drill, tennis, and certain track and field events. Women may not letter, and no freshman may join a varsity team. Other sports are offered as elective courses.



Donald Kanum

On the staff are football coach Flip Parkinson, basketball coach

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Adam Hopkins, gymnastics and fencing coach Henry Cartwright, and Douglas Arthur for track and field. As the seasons progress and one sport eclipses another, head coaches in one sport become assistant coaches in another.

Coach Donald Kanum: the undisputed alpha male of the Athletic Department, Biff Kanum has led the Badgers to their fair share of victories and losses over the years. Stern, heavy handed, and inspirational, he drives "his boys" hard, but is always optimistic and enthusiastic. He doesn't mind losing, so long as his teams play their best and, above all, play clean.

Mr. DONALD "Biff" KANUM, age 48, Head Coach

STR 14	CON 11	SIZ 14	INT 11	POW 15
DEX 16	APP 11	EDU 13	SAN 55	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 80%, damage 1D3 + 1D4

Grapple 60%, damage special.

Skills: Climb 50%, Dodge 61%, First Aid 55%, History 40%, Sports Rules 70% Give Pep Talk 70%, Persuade 45%, Pharmacy 10%, Physics 10%, Spot Hidden 80%, Swim 50%, Throw 60%.

College of Law and Business (LAW)

Once the pride of the Miskatonic campus, the School of Law was founded in 1871. Once tied to the philosophy department, the foundation of the College of Science in 1899 forced the School of Law into its current home in Eli Hall. At the same time, new departments of economics and business were added, and have grown steadily since. In recent years, Wainscott's reorganization has stripped the College of both the philosophy and sociometrics departments, and many Law faculty fear that their school is being slighted in favor of the College of Sciences. While these fears prompt some in the College of Law and Business to push for even higher standards of excellence, others have grown cynical, and have begun to maneuver against the headstrong president any way they can. Dr. Bertram Butler is Dean of the College.

School of Business

Devoted to producing the next generation of industrialists, entrepreneurs, and moguls, Miskatonic's School of Business is one of the most recent additions to the University, and is still in its fledgling stages. Another odd fit in Wainscott's new organization, this school has only one department (business and economics) leaving the distinction between the department and the school of business a confusing one. Since its inception, Business has had to compete with the School of Law for both space and funding, and so far has made little headway. Thanks to its ambiguous place in the new hierarchy, Dr. Anthony Westgate serves as both Dean of the school and Chair of its only department.

Department of Business & Economics

Economics is the analysis of resources and their expenditure within social units. Business, on the other hand, focuses on using administrative and managerial techniques to manipulate economic forces and make a profit. Few economics or business majors attend Miskatonic, but those who do make up for the department's small size with a pride and *esprit de corps* that would be the envy of a varsity sports team.

Economics is taught as a theoretical science, but little beyond classic mercantilism is emphasized, and more modern theories like socialism are completely ignored. The prim philosophies of the department, based on the Protestant work ethic and Puritan common sense, accommodate small business models easily but lose all touch with reality when trained on modern banking, investment, or international trade. Dr. Anthony Westgate is department chairman. Economics is still considered by many to be a "wishful science", like archaeology or psychology. Ironically, the unprecedented prosperity that America has enjoyed throughout the 1920's has done little to boost the reputation or credibility of the school. The great crash of 1929 throws the department into turmoil.

Dr. Anthony Westgate: renowned for his friendly, amiable nature, Dr. Westgate serves as chairman of the Economics department, and teaches many of its classes. A firm believer that the twin giants of industry and investment have ushered in a new era of limitless prosperity, Westgate counsels his students that the days of thrift are over. "Invest. Invest all that you have," he tells each of his classes, "Indeed, go further — borrow money from a bank, and invest it as well!" Westgate's attitude is all too common in the late 1920's. The coming crash and depression leaves him penniless and embittered, clinging to his job for dear life.

Professor Emeritus Nathaniel Wingate Peaslee: Peaslee headed the economics department until 1908, and Dr. Westgate still defers to him and asks him for advice. Peaslee, who resides at 590 (formerly 27) Crane Street, Arkham, is on indefinite medical leave from the university but still acts as an advisor and maintains an office in the building. His work is now devoted to wide-ranging

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research in a number of subjects, but his current passion is abnormal psychology, through which he hopes to explain his earlier troubles.



Nathaniel Wingate Peaslee

In August of 1908, while teaching a class in political economy, Peaslee was stricken by a strange amnesia that lasted until 1913. He returned to work for a short time in 1914 but retired soon after, complaining of an inability to concentrate. Peaslee, through dreams, has begun to recall some of his experiences in the past. These dreams will lead Peaslee, despite his medical history and advanced age, to accompany a Miskatonic-backed expedition to Australia in 1935. **Special skill:** Cthulhu Mythos 6%.

School of Law

A proud part of the university since 1862, Miskatonic's law school has grown steadily since its inception, and is beginning to squeeze its companion Business School out of Eli Hall. Miskatonic's School of Law can award students a general undergraduate pre-law degree, or a full *Juris Doctor* (JD) degree upon completion of an intensive seven-year program. The school offers fine coverage of common law, civil law, and criminal law. While other law schools in the Ivy League still outshine Miskatonic in civil and common law, Miskatonic's criminal law program easily rivals Yale's or Harvard's.

Dr. Richard Porter: chairman of the School of Law for the last fifteen years, Dr. Porter is the undisputed master of his domain. Cold, aloof, and formidable to his students, his attention to details and rigorous grading practices are legendary. Porter is a firm believer that lawyers should excel in every mode of expression, and has ensured that all law students must take several composition courses that are run in conjunction with the english department. Law, according to Porter, is the highest achievement of human civilization, and the means by which all of civilization's other bounties and achievements are made possible. Lawyers, by extension, are called to the highest of professions. By the time most law students have earned their degrees, they readily share Porter's arrogance.

Social Life at Miskatonic

Arduous as a Miskatonic student's coursework may be, most still manage to spend quite a bit of time (some might say too much time) enjoying the company of their peers. Student clubs and organizations offer an acceptable venue for socializing, as students spend spare time in a productive manner, congregating to further a particular activity or interest. Many professors serve as mentors or guides for these organizations, and many enjoy the opportunity to discuss more progressive or controversial aspects of their discipline outside the conservative restraints of the classroom.

Clubs & Organizations

In a Miskatonic campaign, clubs offer an ideal way for students and professors to interact together after hours, without having to worry about differences in social status. Clubs are also resources for student investigators: need to find out something about archaeology, astronomy, or biology quickly? The appropriate club is a good place to look for answers, and could provide an entire group of researchers happy to help unravel difficult questions. Membership in a club can help student investigators beef up an academic skill without coursework (see "Getting an Education"). Finally, keepers can make use of Miskatonic clubs and organizations. Troubled fellow club members can serve as ideal adventure hooks, and if things go badly, a club can even be used as a logical source for replacement characters!

The following organizations have sprung up at Miskatonic over the years, and some have managed to attain official status. Legitimate as some of them have become, none of them grant course credit. Students are encouraged to join one or more of the student organizations, where they can indulge an artistic hobby, interact socially with their peers, and become active in the University community.

Student Organizations

Pillars of the campus community, these official organizations serve as the primary means for the student body to interact with the Miskatonic administration and with the wider community of Arkham. The most civic minded and ambitious students gravitate toward these groups, whose memberships often read like a

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who's who of the most influential and respected students on campus. Some are cheerful and outgoing, others elitist and aloof.

The Student Senate

Little more than a social club for upperclassmen of high status, the Student Senate comprises the entirety of student government at Miskatonic. The senate is charged with selecting the Homecoming Coordinator and appointing members of the Spirit Committee, defending (at their discretion) any student facing expulsion, and initiating or endorsing disciplinary actions against fraternities and sororities, a rare event considering how many Greeks end up in the senate. Additionally, the senate is supposed to discuss student issues and concerns with the Board of Trustees, and defend the words of the *Crier*. The Student Senate reports directly to the Dean of Students, who attends many of their meetings. Resolutions or decisions submitted to the Dean are either accepted or rejected in writing, without comment.

The Student Senate holds monthly meetings, often little more than extended opportunities for discussion and socializing. It has been a long time since the actions of the Student Senate have led to a change in University policy, or have made a change in anything. The Student Senate, according to its charter, must be composed of "one upperclassman student representative elected from each school or department, who is in good academic and disciplinary standing, plus an elected President, Vice President, Recording Secretary and Treasurer." The current roster stands at 32 members: 28 representatives plus the four officers. Elections are held every spring for the following term — each department has its own representative election, and the officers are chosen by the vote of the entire student body. Campaigning can be fierce, and most candidates have the energy and goodwill of a club or fraternity to back them up. Students who wish to run must make opposed Academic Standing rolls against their opponents, although keepers might rule that judicious **Persuade** and **APP x5** rolls might help prevail as well. Student Senate representatives each receive bonuses of five percentiles to their Academic Standings, while officers receive eight percentile bonuses.

Campus Spirit Committee

Even more of a haven for socialites and the student elite than the Student Senate, the Campus Spirit Committee is responsible for keeping the Miskatonic student body and greater Arkham at the proper level of athletic fervor. The committee organizes all athletic pep rallies, decorates campus buildings and town store-fronts before major games and competitions, and ensures that nobody in Arkham can possibly forget that the M.U. Badgers are bound for victory. In addition to these activities, the C.S.C. is also responsible for planning and organizing the fall Homecoming celebration and Spring Carnival, two pillars of campus life. Meetings are frequent, but hardly busy, and members find ample time to socialize and gossip while drawing up flyers or painting signs and banners. Membership in the committee adds four percentiles to a student's Academic Standing rating.

The Miskatonic University *Crier*

Nicknamed "The Sniveler" by its detractors, the weekly student newspaper has a staff of three student reporters led by managing editor Howard Penobscott. Issues of the *Crier* typically consist of two folded double pages (making eight pages total), mimeographed and crammed with dense columns of type. Photographs or advertising are still years away.

The newspaper is cobbled together in a small office in the Hoyt Administration Building. Dr. Swanson Ames of the English department acts as the paper's faculty advisor and censor. Issues are distributed by hand each Friday, and choke wastepaper baskets soon after. In addition to news stories and lengthy editorials, the *Crier* features campus announcements and a personal messages column. Students who assist in the production of the *Crier* might hone journalistic skills (Fast Talk, Persuade, or English Language), and receive a bonus of one percentile each to their Academic Standing scores.

Editor Howard Penobscott: A dyed-in-the-wool Henry Luce fan and generally annoying young troublemaker, Penobscott is a senior in the English department, who prefers editorializing to journalism. Skinny, habitually winking through his thick wire-rim glasses, Penobscott glories in tweaking the nose of the university administration. His epic clashes with Dr. Swanson Ames are legendary. Even President Wainscott, known for his open mind and even temper, finds it impossible to like Penobscott, though he admits that his young nemesis is ingenious.

Student Reporter Scott Whidden: Scott Whidden is a Boston native who came to M.U. to study physics, but got sucked into writing for the school paper instead. Now a junior, he spends far more time on his hobbies than his coursework, and probably has at least two more years of schooling ahead of him. Whidden has a keen mind for detail (if not for punctuation), and a scientist's knack for pertinent observation. As a result, he is a fountain of university trivia and gossip. He is also obsessed with the occult. Whidden is a member of the Eye of Amara Society, commonly goes ratting in the

. . . continued on p. 120

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Miskatonic People-Maker

When you need a quick Miskatonic local or University employee for the investigators to encounter, or a quick body with whom to satiate some Mythos threat, just pick one using each section of this die roll tree. Mr / Mrs / Miss (first name) (family name), who is a (descriptive adjective) (position), has (Table A skill, percentage) and (Table B skill, percentage). After each entry title is an optional die roll: if you want a completely random character, count off that number of items in the entry corresponding to the die roll result. Be forewarned that some odd female characters may result.

Male First Names: roll 1D20		Female First Names: roll 1D20	
01 Akeley	11 Halsey	01 Amanda	11 Laurel
02 Blake	12 John	02 Amy	12 Lois
03 Brent	13 Lawrence	03 Beth	13 Lucy
04 Clayton	14 Luke	04 Clarissa	14 Miranda
05 David	15 Mark	05 Elizabeth	15 Patricia
06 Eric	16 Matthew	06 Emily	16 Rebecca
07 Eugene	17 Patrick	07 Evangeline	17 Rose
08 Francis	18 Paul	08 Faith	18 Sarah
09 James	19 Reese	09 Jeanette	19 Victoria
10 Kenneth	20 Wesley	10 Katherine	20 Violet

Family Names: roll 1D20		Descriptive Adjective: roll 1D20	
01 Abbott	11 Mason	01 ambitious	11 greedy
02 Ashford	12 Newton	02 awkward	12 handy
03 Birch	13 Osborne	03 brilliant	13 pleasant
04 Bradbury	14 Parker	04 brisk	14 popular
05 Carter	15 Pickering	05 clever	15 shy
06 Dexter	16 Rider	06 cultured	16 sullen
07 Field	17 Sawyer	07 determined	17 tall
08 Garrison	18 Spencer	08 diligent	18 trustworthy
09 Gotthelt	19 Thurber	09 energetic	19 youthful
10 Green	20 Waters	10 forceful	20 zealous

University Position: roll 1D6

undergrad 20% / 20%	professor 70% / 20%	staff member 20% / 70%
grad student 40% / 20%	senior professor 90% / 40%	visiting scholar 60% / 50%

Table A Skills: roll 1D20		Table B Skills: roll 1D20	
01 Accounting	11 Law	01 Accounting	11 Locksmith
02 Anthropology	12 Library Use	02 Art	12 Mechanical Repair
03 Archaeology	13 Medicine	03 Bargain	13 Natural History
04 Art	14 Natural History	04 Cthulhu Mythos	14 Navigate
05 Astronomy	15 Occult	05 Credit Rating	15 Occult
06 Biology or Botany	16 Other Language	06 Electrical Repair	16 Operate Heavy Machine
07 Chemistry	17 Own Language	07 Fast Talk or Persuade	17 Other Language
08 Fast Talk or Persuade	18 Physics	08 First Aid	18 Pharmacy
09 Geology	19 Psychoanalysis	09 Law	19 Photography
10 History	20 Psychology	10 Library Use	20 Pilot

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Scott Whidden

campus tunnels, and is convinced that some kind of secret society has been controlling Miskatonic to its own ends since the school's foundation. Currently, Whidden is currently trying to discover the secret occult geometries that underlie the layout of all of the buildings on campus. Whidden can be as annoying as he is paranoid, but is often a good source of information about anything strange that might be going on around campus.

SCOTT WHIDDEN, age 21, eccentric campus reporter

STR 09	CON 11	SIZ 13	INT 16	POW 17
DEX 11	APP 13	EDU 14	SAN 74	HP 12

Damage Bonus: none.

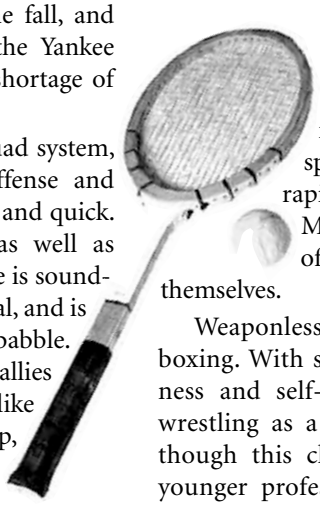
Weapons: Fist/Punch 50%, damage 1D3
Satchel Full of Books 30%, damage 1D4

Skills: Academic Standing 16%, Listen 60%, M.U. Lore 65%, Occult 45%, Spot Hidden 40%, Write Articles 65%.

Athletics: The Old College Try

The Badger and Lady Badger teams compete with other schools in most sports. The most popular team sports at M.U. are crew in the spring, football in the fall, and hockey when it freezes. M.U. is part of the Yankee Conference and Hockey East, ensuring no shortage of worthy opponents each season.

Football in the 1920's uses the single squad system, where the same individuals play both offense and defense, requiring robust players who are fit and quick. Ice hockey similarly requires quickness as well as strength and stamina. The Miskatonic athlete is soundly entrenched in the personal and the practical, and is by nature skeptical of odd claims and occult babble. Once convinced, athletes make excellent allies with practiced and useful investigator skills like throwing things, getting hit and getting up, and being able to run away fast.



Men's Varsity Sports: Because learning comes first, freshmen are not eligible for any varsity sport, and will not be until 1974. The athletic department awards letters in varsity sports. In loose order of popularity, the varsity sports are football, ice hockey, crew, basketball, baseball, gymnastics, swimming and diving, track and field, and boxing. Many more sports are played, of course.

Women's Varsity Sports: Women are permitted many sports at Miskatonic, as long as they can perform them decently. The Lady Badger varsity sports are field hockey, basketball, gymnastic drill, tennis, and restricted track and field events. The athletic department grants academic credit for these endeavors, but does not award letters to women. Women's basketball rules are much more restrictive than men's, and require much less running.

Club Sports and Physical Activities

Club sports are very popular at Miskatonic, both for instruction and for intercollegiate competition. That they are free is one reason for their popularity. Clubs come and go, but might include less competitive versions of varsity sports, ballroom dancing, skiing, badminton or tennis, and golf.

Swimming is popular but tightly restricted on campus, as young flappers show off their swimming tights (or for less radical athletes, a blouse and knickers), and young men parade in their sleeker long trunks and armless swimming shirts. Swimming shorts, for men or for women, will not arrive for years yet.

A small equestrian club is loosely affiliated with the university. M.U. has no stables (apparently Miskatonic once had an equestrian program, but the stables seem to have been destroyed in the Great Flood of 1888). Several students engage in this pursuit at their own expense, and compete at national events under the university banner.

Martial Arts and Body Sports

The physical arts of war are still recognized, but have become formalized sports for the elite. Fencing classes, with rapier or foil, are surprisingly popular at M.U., and the University's fraternities often stage exclusive competitions among themselves.

Weaponless martial arts at M.U. consist entirely of boxing. With suitable safeguards, it promotes manliness and self-confidence. The University prohibits wrestling as a team sport for reasons of propriety, though this chafes the athletic department. A few younger professors from Europe know a bit more. French professor Dr. Claude Laurent, for example, was an amateur kick boxer in a youth spent in Thailand. Although he is in his late fifties, he is surprisingly fit,

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and is known for telling wild tales of Thailand, complete with martial demonstrations.

As a side note, martial arts as we know them today are virtually unknown at M.U. The martial art of judo was developed in the nineteenth century and might be known by a well-traveled few, but their number should be rare. Eastern martial arts such as *karate* and *kung fu* are not generally known in the Western World, and are very unlikely to exist in a small college town. *Kenpo* and *tae kwon do* are definitely unknown at Miskatonic. *Aikido* is not yet invented.

Cheerleading

Cheerleaders participate at most sporting events that attract crowds large enough to lead. Because cheerleaders are outgoing and attractive people, it is not surprising that many members belong to local fraternities and sororities. A social club first and foremost, the cheerleaders nonetheless earnestly practice. The female squad performs and demonstrates while the male squad calls out the cheers through megaphones and urges on the crowd. Physical routines that incorporate the wholesale touching of men and women are not part of this era.

Fraternities and Sororities

Most student social life at M.U. resolves around the fraternities and sororities in some sense, or at least makes way for them. These organizations have nothing to do with the nation or people of Greece, and are called Greek partly because of the rational aims of the earliest fraternities, but mostly because such organizations always use combinations of letters from the Greek alphabet for their names.

The Greeks always hold the most fashionable campus parties. The highest achievers in business and in sports invariably belong to fraternities, and the most sparkling conversationalists and the most beautifully groomed women invariably are sorority sisters.

Sororities are also strong at Miskatonic. The largest sorority on the M.U. campus is Gamma Delta, and it is a mark of high social status to be pledged to this fine organization. Gamma Delta is famed for parties as well, and for their yearly pranks and a rigorous and creative hazing of pledges.

The Council

The Inter-Fraternity Council oversees Greek activities, coordinates events, and promotes Greek life to the Miskatonic community. The group works closely with the Campus Spirit Committee, and the overlap in their membership is considerable. The present fraternity coordinator, Mr. Brian Caldwell, is new to the M.U. Inter-Fraternity Council and to New England. He moved East to enter law school and quickly fell into the night life of Boston. After running through his savings he found himself in dire need of employment, and accepted an offer with an Arkham legal firm. Since that time he has become enamored with the quiet charm of Miskatonic and now lives in a brownstone overlooking



Loitering on the steps of Three thirty-three

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the campus, where he is equally close to his office and his fraternity charges.

The sorority coordinator, Mrs. Eve Spaien, has been advisor to the Inter-Fraternity Council for ten years. Four other advisors have served short terms during that span, but each time the replacement has resigned because of stress. Only Mrs. Spaien has the fortitude to cope with sorority pranks. Her liberal tendencies are unmistakable: she established the first sorority basketball team in New England, and even arranged the acceptance of a Jewish female in Kappa Alpha Theta. She is remarkably well-spoken and persuasive, and has managed to win a great deal of respect around campus and Arkham, despite her forward-thinking ways.

Greek Life

Since a student can be a member of only one Greek organization, this membership lasts for life. Members receive a "shingle" (framed certificate) to remind them of good times in the past, and a pin or key to wear to identify them to members from other schools or other times. Fraternities are well supported by their alumni, who are often successful in life, and this support typically is much more than to the university as a whole. Greeks often develop strong friendships with their brothers, band together to help each other with their studies, and perhaps most importantly, engage in a wide variety of parties, pranks, and general tomfoolery. The fraternal system encourages all sorts of traditions, and each group has developed a long list of quirks and rituals. No matter how occult or bizarre a fraternity's traditions and rituals might be, all of the groups on campus seem to be perfectly normal and mundane.

Relatives of a past member are almost sure to be admitted to the fraternity or sorority their kin pledged. Depending on the reputation and memory of their older sibling or cousin, "legacy" members are either pampered or tormented more than usual.

The darker side of the fraternal system lies in whom they exclude. Their membership is restricted, by custom and by selection, to the finer families of New England. Unless they are white and Christian (preferably Protestant), applicants are ignored. Likewise the poorer students, many of whom are tops academically, are snubbed if they seek to raise their status. Such people may attend the Greek dances if they can find a date from a sorority or fraternity, but are never be invited to join such groups. Fraternities and sororities by definition divide the world into insiders and outsiders, superiors and inferiors. After World War II, these groups will begin to open their membership to the middle class, but not yet.

In general, fraternities and sororities do not own a single location or live in a specific house. Sigma Phi and Delta Phi are two exceptions. Members of sororities often live three to a row house apartment, maintained by a housemother, perhaps a sorority alumna who is more forgiving than most chaperones of the day. Fraternity members have similar, slightly more crowded accommodations available. These establishments are of reasonable cost, have liberal rules, and offer a pleasant standard of living to the members of the Greek system. They are a prerequisite of that way of life. By intention, they allow little true privacy.

Fraternities on Campus

A brief list of the most active and prominent fraternities on the M.U. campus follows. Keepers should feel free to insert or invent new ones as their campaigns demand. As with students, M.U. should have as many or as few fraternities as the keeper needs.

SIGMA PHI: Sigma Phi was the first collegiate fraternity to establish chapters at universities across the country. Miskatonic's chapter was founded in 1829. The clear masters of the local fraternity scene, Sigma Phi recruits members from only the best New England families. The wealth and privilege most Sigmas enjoy lends them an aloof air most other students find annoying. To make matters worse, their family connections render them almost untouchable when it comes to disciplinary action. As a result, the Sigmas are responsible for some of the most decadent parties and outrageous pranks on campus. A group of elites who'd feel right at home in the pages of a Fitzgerald novel, Sigma Phi members are the ultimate in-crowd, and they know it. Members receive 3 percentile bonuses each to their Academic Standing scores.

ALEX WATERS, age 22, Sigma Phi President

STR 16	CON 15	SIZ 11	INT 13	POW 07
DEX 10	APP 14	EDU 13	SAN 35	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 80%, damage 1D3 + 1D4
Grapple 70%, damage special

Skill: Academic Standing 55%,Credit Rating 65%, Dodge 55%, Drive Auto 75%, Etiquette 75%, Fast Talk 55%, Carry Football 60%, Occult 25%, Tide 35%, Swim 55%, Throw 60%.

For an illustration of Alex Waters, see page 32.

Young, strong, and confident, Waters is the quarterback of the Badgers and a member of the boxing team. Hailing from a very rich Connecticut family, Waters leads a carefree, hedonistic life on campus, and is sure that he'll live a life of ease.

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DELTA PHI: The Miskatonic chapter of Delta Phi was founded in 1842, and the group's bitter rivalry with Sigma Phi began almost immediately. On average, Deltas are not nearly as affluent as their Sigma nemeses. Deltas pride themselves on their resourcefulness and true American grit. Their love of pranks and parties is the equal of their rivals, though, and while Sigma may be known for their parties, Delta Phi is infamous for their pranks, which aim to embarrass or upstage the Sigmas at every opportunity. Members receive 2 percentile bonuses to their Academic Standings.

ROBERT LODGE JARVIS, age 22, Delta Phi President

STR 16	CON 06	SIZ 16	INT 11	POW14
DEX 17	APP 16	EDU 16	SAN 70	HP 11

Damage Bonus: +1D4.

Weapon: none

Skills: Academic Standing 42%, Credit Rating 55%, Dodge 46%, Fast Talk 65%, First Aid 80%, Hide 40%, Listen 45%, Locksmith 20%, Persuade 55%, Sneak 30%, Spot Hidden 50%, Swim 90%.

For an illustration of Robert Lodge Jarvis, see p. 31.

An effete, lanky dilettante, Jarvis is very active around campus, but hides a secret: he is a hemophiliac. Award winning diver, Jarvis shies away from football and brawls, but loves a good party and a good prank as much as the next brother. His wry wit is legendary on campus.

DELTA KAPPA EPSILON: Founded at Yale in 1844, Delta Kappa Epsilon is one of the most prestigious fraternities in America, and has seen two of its brothers become President of the United States — Rutherford B. Hayes and Theodore Roosevelt. The Miskatonic chapter (est. 1894) has been slow to grow in numbers or prestige. There are currently a dozen members on campus, trying to convince the world that the alphabet begins with DKE. Unlike Sigma Phi or Delta Phi, the "Deeks" have yet to acquire a house of their own. At present, five Deltas rent rooms in a boarding house on East College Street which serves as a makeshift headquarters. Members receive 2 percentile bonuses to their Academic Standings.



Reginald Worthington

REGINALD E. WORTHINGTON, age 20, Delta Phi President

STR 16	CON 14	SIZ 14	INT 10	POW10
DEX 14	APP 18	EDU 15	SAN 50	HP 14

Damage Bonus: +1D4.

Weapons: none.

Skills: Academic Standing 50%, Credit Rating 35%, Dodge 32%, Fast Talk 45%, First Aid 40%, Hide 35%, Listen 45%, Locksmith 15%, Persuade 50%, Sneak 35%, Spot Hidden 40%, Swim 60%.

Easily one of the most charismatic students on campus, Worthington has a firm handshake and winning smile ready for anyone, regardless of their campus affiliations or social status. Active on the track team and blessed with a nearly perfect grade point average, Worthington tends to shy away from pranks, parties, and scandals. A future in politics seems certain for the bright young man.

Some Greek History

The first modern fraternity was Phi Beta Kappa, founded in 1776, with a code of "philosophy as the guide of life". Formed for social and literary purposes, the group set the standard for university fraternities to come. For instance, they promulgated an air of mystery, with secret rituals and handclasps that outsiders were not allowed to know.

Two other fraternities, Sigma Phi and Delta Phi, formed in 1827. Later, Sigma Phi became the first to establish branch chapters at universities across the country. These three, referred to as the Union triad, wrought the traditions of the Greek system. Also notable is Kappa Alpha, a fraternity founded in 1825 as the first secret Greek organization.

The nineteenth century literary society of the Adelphians became, in 1851, the first women's fraternity, Alpha Delta Phi. Pi Beta Phi, established in 1867, became the first national women's fraternity, and was soon followed by Kappa Alpha Theta.

Sororities

Miskatonic is home to several Greek sorority organizations, who serve as feminine counterparts to the campus fraternities. The fraternities outnumber them, however, and are allowed certain luxuries that the sororities still lack. It will be some time, for example, before any female student is allowed to live outside of Dorothy Upman Hall, and M.U. will wait until the late 1940's to see its first sorority house. Some sorority sisters follow Mrs. Spaien's lead and strive for an equal place for women on campus and in society. Many more are content to fill their social calendars looking for an affluent husband.

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GAMMA DELTA: The largest and most influential sorority on campus, Gamma Delta's members have a perennial lock on the best rooms in Upman Hall, and virtually dominate the top floor. Gamma Delta has always enjoyed a close relationship with Sigma Phi. Gamma Delts (only the most uncouth students refer to the sisters as "Gams") are usually at the center of the social scene on campus. Gamma Delta is best known for the Spring Formal the sisters organize and host each year. Members each receive 3 percentile bonuses to their Academic Standings.

Honor Societies

The Silver Key Honor Society: A national organization devoted to academic and scholastic excellence, the Silver Key recognizes juniors and seniors who have maintained a GPA of 3.3 or greater. Membership is by invitation only, and is for life. Members enjoy an annual dinner, as well as slightly improved social status: a 1D3 point increase in Academic Standing while in school, and a bonus of 1D3 to Credit Rating among fellow members after graduation.

The Scabbard and Blade: The largest honor fraternity on campus, Scabbard and Blade extends invitations of membership only to the highest achievers at Miskatonic. Membership does not preclude membership in Greek fraternities or sororities, and the group often works to promote cooperation between Miskatonic's various Greek organizations.

Professional Honors Fraternities

Many of these only begin to appear in the 1920's, and are devoted to recognizing worthy students in a particular field and boosting their professional life. Such societies include Pi Delta Epsilon (Journalism, 1909), Pi Kappa Delta (Forensics, 1913), Kappa Pi (Art, 1919), Alpha Psi Omega (Drama, 1926), and Beta Beta Beta (Biology, 1922). Of all of these, Miskatonic's strong commitment to the forensic sciences has ensured that Pi Kappa Delta is the largest on campus. Members in any of these groups receive 1D3 bonuses to their Credit Rating scores after graduation.

Fine Arts Clubs

It will be some time yet before any of the performing arts become official parts of the Miskatonic curriculum. Participation in a musical or theatrical group is encouraged for students who have such talents and inclinations: such activities are thought to build character and help build more well-rounded citizens. Even so, few campus authorities would ever go so far as to place such hobbies on an equal level with more legitimate academic concerns.

University Players: Though there are no drama classes at Miskatonic, the fine arts department maintains a resident director of theater, Mrs. Alice Turner, whose task is to yearly present six worthy stage plays for the edification of the community. Cast and crew are all volunteers, and receive no academic credit for their work. All must be University students, faculty, staff, or their relatives.

The University Players (as the small but dedicated company is known) use a small house on Crane Street for rehearsals and a few of their productions. Most of the company's plays are performed in the largest auditorium under Locksley Hall, or in the Manley Theatre located uptown in Arkham.



Alice Nelson

The content of the Players' season was clearly set down when the company was formed in 1909. Presentations must include "one play from the classical Greek theater, two works from the reign of Elizabeth, one stage play written by an American living or dead, one work written by a European living or dead, and one new play written by a member of the University community, which may be a farce." The Players' annual Halloween production *The Headless Horseman* for the children of Arkham has become a local tradition. Members of the players receive bonuses of 3 percentiles each to their Academic Standing scores.

The wife of a local businessman, Mrs. Alice Nelson serves as director, producer, stage manager, and program director for the University players. Some of her programs, especially her productions of *Medea* and *A Midsummer Night's Dream*, have drawn mixed comment from parishioners throughout Arkham. She pays no heed, however, and is as energetic as ever. Her casts call her "Admiral Nelson".

Mrs. ALICE NELSON, age 48, Campus Dramaturge

STR 08	CON 07	SIZ 12	INT 15	POW 10
DEX 07	APP 12	EDU 13	SAN 50	HP 10

Damage Bonus: none.

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Weapon: Fencing Foil (dull and ratty) 50%, damage 1D3.

Skills: Conceal 40%, Costuming 60%, Credit Rating 50%, Drive Auto 40%, First Aid 50%, Hide 50%, Library Use 40%, Stage Direction 65%.

The Miskatonic University Marching Band ("The Marching Miskies"): Founded in 1908, the Miskies are an unofficial organization, and as such fall outside the jurisdiction of the fine arts faculty. The Miskies re-tailor their hand-me-down uniforms every fall. Despite many complaints about the band's behavior, President Wainscott is adamant that M.U. become a modern university with a uniformed marching band. An amused group of alumni (the so-called Inner Circle) secretly fund the band, keeping the group in uniforms and instruments. Incidentally, the band obtains its "party supplies" through hush-hush connections with its neighbors in the Miskatonic Athletic Association.

Many of the official music students in the fine arts department despise the band for its rowdy behavior and questionable taste. For instance, the University community still smarts from the insult the band paid the wife of Brown University's president with its version of "Bill Bailey". Few, however, can deny that the band has a wonderful amateur spirit and a wealth of *esprit de corps*. Most students regard the band as a fine bunch, and the stirring strains of "Hail, Miskatonic, Hail" still draw a tear or two from students, faculty, and alums. Students who are inducted into the band get 5 percentile bonuses to their Academic Standing scores.

The Jazz Band: While most in Arkham have little patience for dissonance, syncopation, and blaring brass, the Jazz Band is quite popular among the Miskatonic student body, and impromptu concerts on the quad (Saturdays and Sundays only, or weekdays after 4 p.m.) are a common feature of campus life. The Jazz Band has about a dozen members (from four to ten appear at a given performance). This informal club rehearses twice weekly in a classroom in Locksley Hall, much to the chagrin of some of the building's resident faculty, and earns a few dollars by playing at most student social functions.

Miss Carolyn Roth, a legal clerk in the Hoyt Administration Building, acts as conductor, organizer, and arranger for the group. She also plays a wicked clarinet solo. In the last three years the Jazz Band has vastly improved its sound, and trios or quartets have been known to spend weekends in Boston playing for real money. To join, prospective members need a skill of at least 30% in an appropriate instrument (stand up bass, clarinet, drum, piano, saxophone, trombone, or trumpet). Members of the band who play on a regular basis gain bonuses of 2 percentiles each to their Academic Standing scores.

The Glee Club: Easily the most despised group on campus, the antics of this men's vocal group are enough to sour anyone's love of barbershop music or Gilbert and Sullivan. The Glee Club has no fixed headquarters, and enjoys no faculty support of any kind. Members manage to stay oblivious to the dark looks they receive while promoting good spirit and enthusiasm at University events. During one football game, a section of the bleachers tragically collapsed and trapped several Glee Club members. Rescue attempts were postponed until halftime. Members of this group reduce their Academic Standings by 3 percentiles each.

Academic Clubs

Students at Miskatonic often nurture more interests than their limiting class schedules allow them to pursue. Informal clubs offer one way for interested students to get their feet wet in a subject without serious commitment. Most faculty and advisors encourage membership in clubs. They see these organizations as a good way to build well-rounded scholars. More than one student has actually switched his major after good experiences in a club or society. The professors who work closely with student clubs are well aware of their value as recruiting devices. In some cases, these clubs are little more than social gatherings, while some organizations have become so strong that they serve as unofficial organs of their departments.

Archaeological Studies Club: Consisting largely of students interested in following the more romantic and adventurous exploits of archaeologists, this group meets monthly at the Exhibit Museum to exchange stories and discuss recent discoveries around the world. Sponsored by Dr. McTavish, discussion often touches upon ancient rituals, religions, and the intellectual aspects of the occult. Occasionally, professors within the archaeology department will invite members of the club to help with field projects, provided that the excavations are easily reached from Arkham. Members of this group may be more predisposed to believe an investigator's stories of ancient evils, and to offer aid. Each member receives a 1 percentile bonus to Academic Standing.

Arkham Astronomical Society: Founded by Morris Billings, the astronomy department's youngest and most ambitious faculty member, the Arkham Astronomical Society promotes interest in the stars among the student body and in Arkham at large. An unofficial organ of the astronomy department, the AAS

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maintains the "astronomy dome" and hosts public viewing nights monthly throughout the year.

Arkham's amateur astronomers are an active lot, but the poor viewing conditions in New England ensure that most late night sessions degenerate into discussions and gabfests rather than stargazing. A surprising number of students sign up to join in the spring semester, eager for an excuse to wander about late at night in the company of coeds. Dr. Billings manages to keep decorum at the society's gatherings, and his enthusiasm for stargazing is infectious.

The astronomy dome is a wooden shack with a skylight. This is where the Society keeps its instruments. The instruments were recently moved from the original shack near the stadium to a location near the Field House, one more convenient to the campus. The installation has a small wood stove and chairs for ten, and is generally considered cozy even in winter, so long as the door remains closed. Currently, the dome boasts a fine eight inch reflecting telescope, and several pairs of good binoculars for comet watching and lunar observations. Members of the society receive 2 percentile bonuses each to their Academic Standings.

Arms of Atlas: Like many clubs around campus, the Arms of Atlas exists solely as the expression of a charismatic leader, in this case Biology grad student Douglas Merritt. The group also receives the enthusiastic support of botanist Dr. Angley. The Arms of Atlas is an informal discussion group examining the impact of man upon the natural world. Meetings usually take place in the Desolate Highway Café. Members tend much more toward theory and anecdotal speculation than scientific research. Merritt occasionally suggests that the world would be better off without humans, or at least without human industry. This is an unpopular opinion in progressive Arkham, clearly contradicting natural law and divine intent. Members receive a penalty of 1 percentile to their Academic Standings.

The Bohemians: More of a social set than an organization, the Miskatonic bohemians are a lecherous, decadent group of students who have achieved some infamy around campus. They embrace the *avant garde* in all things, from art and literature to morality, or the lack thereof. Though its members rarely indulge in anything that would be considered scandalous by present day standards, rumors of free love, drunken debauchery, black magic, and intellectual nihilism cling to them in conservative Arkham. Most tend to be the children of wealthy families who think themselves above social mores, while a few are true artists who seek to shatter the conventions of modern society. Asenath Waite quickly rose to a position of prominence within the group, and is widely regarded as the leader of the sect. More information about her can be found in the "Miskatonic Secrets" chapter. A cadre of bohemians can usually be found at the Desolate Highway Café in Arkham. Association with the bohemians can lower Credit Rating and Academic Standing by as much as 5 percentiles each, at the keeper's discretion.

Brownstone Journal: A loosely organized group devoted to organizing off-campus students. The journal's staff actually produces no journal, but it does publish flyers concerning off-campus issues, organized gatherings, or details of city policies affecting rents, leases, and so on. Participants occasionally arrange small socials and dances for the off-campus community, and sometimes represent off-campus student interests in the Student Senate. Membership has no effect on Academic Standing.

Burrowers Beneath: Though some knowledgeable investigators might be taken aback by their name, this small but dedicated campus group has absolutely no affiliation with chthonians or the Cthulhu mythos. Often called "the Moles" or "the Burrowers" by their peers, the group devotes themselves to exploring and maintaining the campus tunnels. More at home underground than on campus, the Burrowers tend to be a reclusive lot, although they sometimes throw wild parties down in the caves. The group also takes care of Misky, the school's badger mascot, who is reverently brought to every football game in an ornate cage. Membership adds 1 percentile to a student's Academic Standing.

Chemistry Club: A campus mainstay since the College of Sciences was established, the Chemistry Club meets monthly. Members help each other with projects, discuss the latest discoveries and innovations, and generally have a fine time. Ever since Dr. Shear became the group's faculty sponsor, the club membership has learned to brew up newer and more spectacular pyrotechnic displays. Club officers have secretly made it known that they can, if the price is right, create mixtures that will provide explosions "in any color desired". Campus pranks have since gotten much more interesting. Membership imparts a 2 percentile bonus to Academic Standing.

Debate Society: A keenly analytical group, sponsored by the School of Law. Their members fill up the letters column in nearly every issue of the *Crier*, usually attacking stories that appeared the week before. Scott Whidden despises these people. The society hosts regular debates with topics ranging from local politics to obscure points of philosophy and ethics. The discussions can get quite lively. Faculty members often join in as "guest lecturers". The Debate Society sends teams of members to debates

at other campuses, and also host visiting teams. Miskatonic does quite well. Members boost their Academic Standings by 2 percentiles each.

French Club: The only language club on campus that's endured for more than a semester. Members devote themselves to the *bon mots* of the international language. Led by Dr. Claude Laurent of the Modern Languages department, they enjoy the benevolent patronage of the Masons and Eastern Star. The club gathers on Sunday afternoons for dining, fine wine, and continental conversation. Members increase their Academic Standings by 1 percentile each.

The Ivory Tower Circle: One of the most exclusive clubs on campus, this small social club holds potluck suppers once a week, over which they discuss philosophy. Unlike the conservative courses offered by the philosophy department, tastes in the group tend toward modern philosophy, including Jung and Nietzsche. The Ivory Tower is also one of the few places on campus where one can find people knowledgeable about Eastern religion and philosophy. Most believe the group will disband when the current hostess and organizer, Miss Emma Kolstad, graduates. Kolstad is, however, a Perpetual Grad Student, and she may be at M.U. for another decade. Membership is by her invitation only. The group might be useful for investigators who require expert opinions on Eastern religion or some philosophical point. Membership in this exclusive circle has no effect on Academic Standing.

Miskatonic Engineering Society: They are the lead excavators of the subterranean Applied Sciences Student Lounge; for more about the Lounge, see the "Campus Tunnels" section p. 157, as a means of organizing the excavation effort. The club is still thriving ten years later, and has become one of the most popular academic clubs on campus. Engineering students of every stripe convene to discuss innovations in the field, and help each other with projects and homework. The club has always enjoyed the patronage and support of Dr. Abbot from the engineering department, and in the last year Dr. Pabodie has also become a frequent attendee of meetings. At least once a year, the society engages in some feat of engineering, usually perpetrated in secret or as a prank. Last year, the club managed to rotate the statue of Dean Halsey so that it faced east instead of north. The deed was done at night, without attracting the attention of the night watchman or anyone else. How was it done? The smug engineers have kept their secret. Membership in the society conveys a 2 percentile bonus to Academic Standing.

Medieval Recreation Society: Devoted to living the Middle Ages as they never were, this boisterous group sponsors an extensive medieval feast during the winter, complete with madrigals. Drawing its membership heavily from people who enjoy laughter and lots of food, the group has absolutely nothing to do with the occult. Their current Seneschal, Miss Deborah Coleman, is a prolific limerick writer and punster, as well as an expert on riddles and historical puzzles. Members each receive a 1 percentile bonus to Academic Standing.

Royal Scottish Country Dance Society: This club always fields large numbers at parades and festivals, when all members turn out in full regalia. Spectators are actively encouraged to participate and learn, and the club has drawn in many members from the town as well. Justly popular among local Scots, the society was recently lucky enough to recruit a pair of talented Highland bagpipers. Membership in the society gives students an opportunity to regularly dance. Some people in the society have regular access to good bonded whiskey. Busy Professor McTavish is the club's sponsor, although he doesn't dance.

The Skeptics: Led by a charismatic cynic, Matthew Robbins, this tireless handful of nay-sayers attempts to debunk or disprove anyone rumored to be psychic or anything connected with the occult. They eschew sentimentality and sensationalism of any kind. Their feet are firmly rooted in sedimentary rock and their minds are unaffected by orbits, prominences, and electromagnetic displays. They conduct controlled experiments and repeat tests to prove that paranormal occurrences represent human lies and fantasies. They are useful foils for investigators, who would often love to disbelieve in things they've already learned. The *Crier*'s star reporter, Scott Whidden, hates the Skeptics and goes out of his way to misspell their names. Members each receive a 1 percentile bonus to Academic Standing.

Veterans of Future Wars: Chapters of this organization spread across New England colleges during Woodrow Wilson's first term, to protest what many saw as the inevitability of America's entry into what became World War One. Their name, coined in jest, was taken as affront by many, and members of the Veterans of Foreign Wars never managed to get the joke. Today, the campus group serves as outlet for political discontent in the M.U. student body, and is staunchly devoted to conservative American values: small government, high tariffs, and complete isolation from foreign conflicts. The idealistic fervor of 1912-1913 faded quickly, and now the VFW is little more than a social club. The coming Depression, FDR, and the New Deal will change everything, and a future war will take its toll. Members each receive a 1 percentile bonus to their Academic Standing.

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Faculty Organizations

Students aren't the only ones who congregate in societies and organizations. Many of Miskatonic's faculty members belong to clubs and associations of their own. Some are limited to the campus proper, while others are active in and around Arkham.

Miskatonic Athletic Association: Though the group makes a token donation to school athletics every year, the Miskatonic Athletic Association has very little to do with sports or athletics. Tenured professors join affluent professionals and businessmen from across Arkham for evenings of social drinking, cards, and billiards in the group's luxurious headquarters. The association's admission fee is $200, plus $10 monthly fees. Membership in this exclusive club adds 1D6 percentiles to a member's Credit Rating score.

Shooting Club: Sponsor of the famous Thanksgiving Turkey Shoot, this club includes a few of the best-connected students at the University, as well as a half-dozen of the most ambitious young professors. The Shooting Club was founded to "keep alive the New England patriotism first cultivated in the Revolutionary War". Where the Minutemen took up arms to defend their lands and country, however, most members of the Shooting Club are far more interested in hunting pheasant than civil defense. The club often goes to the stadium fields for skeet shooting, and arranges local hunting trips in concert with the Arkham Gun Club.

Nearly a dozen expert female marksmen belong. On very rare occasions an upperclassman or grad student might be invited to join. Candidates must be recommended by a member in good standing during fall semester, and then must pass a shooting test at the beginning of spring semester to remain in the club. The test is not difficult, requiring perhaps 50% skill with shotgun and pistol. One peculiarity of the group is an initiation oath in which all new members must swear "never to harm a duck, or through inaction allow harm to come to a duck". Membership adds 1D3 percentiles to a member's Credit Rating.

Professional Organizations

In addition to local groups, professors at Miskatonic can also join national organizations and associations devoted to furthering a specific field of study. Local meetings probably occur in Boston. Most such groups may be continental in scope, and have some kind of annual meeting or convocation. Journals (some annual, some quarterly) offer the opportunity to publish papers and communicate in detail. National conventions give academics the chance to discuss face to face the latest trends in their discipline. These organizations can offer a group of investigators an unequalled resource — their membership lists offer a menu of potential correspondents to send questions, and even allies. A gathering of the finest minds in a given field is an ideal place to unravel even the thorniest dilemmas: recall that Inspector LeGrasse took the Cthulhu statuette to just such a convocation to learn more about it.

Of course, these societies can be just as political as the average university department, if not more so: lobbying for support, clinging to past accolades, and scathing reviews of opposition theories are commonplace. To join one of the following groups, professors must have a skill of 60% or more in the group's discipline. Membership adds 1D3 to the professor's Credit Rating, and 2D3 to academics of the same field.

American Academy of Arts and Sciences: Since 1839, this society has awarded the Rumford Prize for achievement in the study of heat and light. No one from M.U. has yet won this award.

American Antiquarian Society: A society entirely devoted to antiquarian studies. This group has met annually since 1812, mostly at colleges in the New England area.

American Archaeological Society: This small, new organization holds private meetings at different universities each year. Attended only by professionals in the field, they are somewhat dry affairs.

American Association for the Advancement of Science: Founded in 1848, the A.A.A.S. holds annual meetings on December 26-31 at a different university each year. They are also known as the publishers of the journal *Science*, an important publication devoted to original scientific research.

American Astronomical Society: The A.A.S. meets twice each year, sometimes in Los Angeles, where the conditions for sky-watching are still quite good. Meetings are small. Amateurs are encouraged to come, and there is ample opportunity to discuss strange observations and phenomena with professional astronomers.

American Dialect Society: Founded in 1890 to study the proliferation and variation of American dialects. This society not only holds an annual convocation, it also sponsors field research for linguistic study of remote populations.

American Folklore Society: Established in 1888, this small group actively promotes folk culture, scouring rural America to collect anthologies of stories and

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songs. Their small but frequent meetings are quite enjoyable, full of storytelling and song.

American Geographical Society: The society occasionally awards the Charles P. Daly Medal to a scientist, explorer, or writer who has made a significant contribution to geographical studies. Its members have traveled to nearly every corner of the globe, and tend to be awash with obscure facts about distant places.

American Historical Association: They publish the *American Historical Review*, and invite historians from all over the U.S. to attend their annual meeting. Founded in 1884.

American Medical Association: Founded to sponsor research and inspect medical schools in 1847, their large and important meetings draw from academia and the professional world. Though too large a convention for Arkham, specialists such as surgeons or pathologists might meet here comfortably.

American Nurse's Association: Organized in 1896, it seeks better recognition for the efforts of nurses. Sadly, their annual meetings are poorly attended, due to the poverty of most nurses.

American Philosophical Society: Ben Franklin created this, the oldest existing society in the United States, in 1743. With a limited membership of a few hundred (including members overseas), they maintain a rich archive of material in Philadelphia, and also provide grant money for philosophical inquiry. They meet each April and November, with attendance open to all. These meetings are quite enjoyable and are well attended by people from many countries.

Archaeological Institute of America: A proud organization, established in 1883, it is an academic rival to the American Archaeological Society. The Institute tends to take a more speculative approach to debates in archaeology, and articles derived from its proceedings often appear in the daily press.

National Academy of Sciences: An organization of scientists and engineers, founded in 1863. It meets annually for an awards ceremony, recognizing the greatest achievements of the year and the decade.

Political and Activist Organizations

Though not strictly academic, M.U. professors may also be members of the following groups. These associations are devoted to advancing a specific cause or agenda instead of an academic discipline, and tend to attract vocal, opinionated members. Investigators might find an unusual ally in one of these groups, and keepers should keep them in mind for use as potential adversaries if the investigators' activities grow too questionable or bizarre. The average *Call of Cthulhu* group might save the world, but can they save their reputations? These groups provide 1D3 bonuses to Credit Rating. Such bonuses are only conferred by fellow members.

American Association of University Professors: The A.A.U.P., organized in 1915, promotes tenure and job security for University professors, and is concerned with a wealth of other issues connected with the art or science of teaching. Not the most interesting of meetings, but a good way to meet department heads, rising young professors, and faculty review committee members.

American Library Association: Founded in 1876, it promotes open library access and is working to standards for library acquisitions, procedures, and book conservation and preservation. The Association hosts an annual awards dinner. Over the years, the Orne Library has taken the prize three times.

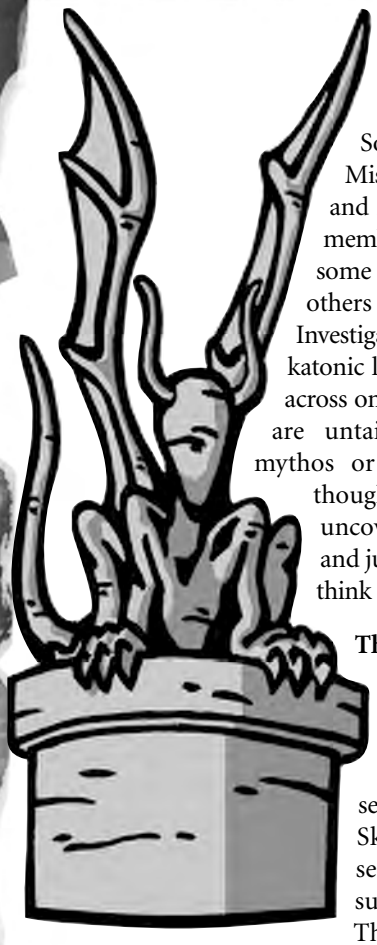
American Society for the Prevention of Cruelty to Animals: This society takes a mixed view on the use of animals for experimentation, something for which the Miskatonic biology department, the School of Medicine, and St. Mary's hospital are well known. Founded in 1866, they meet frequently throughout the country.

National Society of the Daughters of the American Revolution: A society for women, founded in 1890 to keep alive the memories and history of the Revolutionary War and women's contributions to it, and to promote national ideals consistent with the notion of Americanization. Membership requires genealogical evidence that an ancestor was a soldier who fought for independence in the War of Independence, or else actively pursued independence at that time.

With respect to pertinent genealogical records, some D.A.R. library resources are irreplaceable, and certainly of value in some investigations. A letter of introduction from a member and a letter of application from the researcher suffices to gain entrance to the archives. In this era, the D.A.R. hosts chapters nationwide numbering in the hundreds. Local members are often socially prominent and very influential. As a practical matter, DAR chapters in this era often refuse candidates of the wrong color or class.

Society for the Prevention of Cruelty to Children: Founded in 1874, it is generally unable to afford lavish annual meetings. However, the Society does hold annual award ceremonies at places that merit special recognition for their help to children.

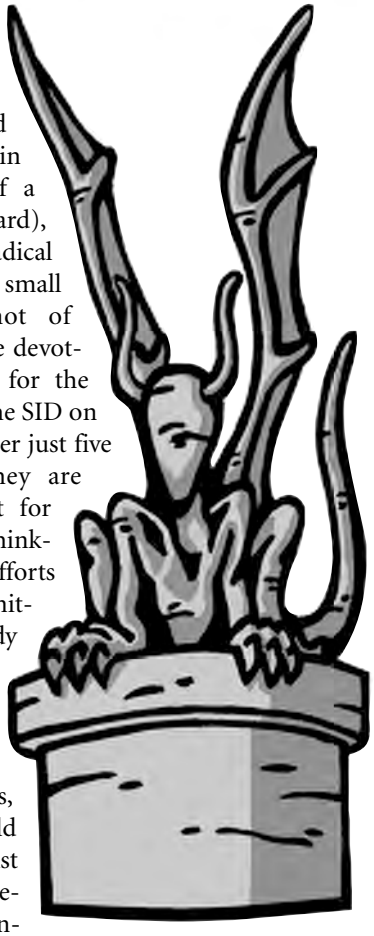
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Secret Societies

Some organizations at Miskatonic meet in private and never openly recruit new members. Some are eccentric, some merely exclusive, while others are downright sinister. Investigators who linger at Miskatonic long enough will stumble across one or more of them. Most are untainted by the Cthulhu mythos or any wrong-doing, although investigators used to uncovering vile conspiracies and jumping at shadows might think otherwise.

The Skull: The subject of countless whispered rumors and campus legends, just about everybody at Miskatonic seems to have heard of the Skulls, though nobody seems to know anything substantial about them. The Skull is a secret fraternity, said by some to be as old or older than Miskatonic University. Only juniors are invited to join. Members can be recognized by the small skull-shaped pins they sometimes wear. Freshmen and sophomores are encouraged to take note of who belongs — class officers, lettermen, team organizers, and writers are prominent among the list — and to emulate their worthy deeds. When the time comes, the lucky ones may be approached and invited to join. No outsider knows where the Skull meets, how they choose members, or how they originated. Are they a group of wealthy political insiders, an intellectual society, the most exclusive country club in Arkham, or something else entirely? The answers are left to the keeper.



Students for Industrial Democracy: An offshoot of the British Fabian Society (and founded, incidentally, in shameless imitation of a similar group at Harvard), the SID represent the radical red left on campus. This small but fiercely loyal knot of would-be Bolsheviks are devoted to paving the way for the inevitable revolution. The SID on campus currently number just five members, although they are always on the lookout for additional liberal, free-thinking students. So far the efforts of the SID have been limited to printing up shoddy propaganda flyers and passing them out to the oppressed proletariat in Rivertown and French Hill. On campus, they are sometimes bold enough to chalk socialist slogans on the quad sidewalks. President Wainscott once said publicly that he was less appalled by the sentiments in the slogans than he was by their spelling.

Young and hopelessly naive, these blundering Communists are too naive to understand why their efforts to radicalize Arkham's proletariat always fail miserably. They have only the most romantic notions of oppression. That Arkham long ago lost nearly all of its industrial proletariat is lost on them, as is that every member of SID comes from a wealthy family. A real glimpse of Leninism or Stalinism would terrify them. In future years the group will be invigorated by the Great Depression, but for now the red flower of dissent is slow to bloom.

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Chapter Three

Getting An Education

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ADMISSION TO MISKATONIC UNIVERSITY IS, according to the University's charter, open to "all those of superior intellectual capacity". To measure this admittedly intangible quality, prospective students submit themselves to one or more interviews with professors and administrative personnel and take a series of entrance exams. Tests include a written Latin exam drawing heavily upon the *Aeneid*, an oral history test dealing primarily with Thucydides and Herodotus, a written mathematics exam that covers arithmetic, geometry, and simple algebra, and an oral geography quiz. The most dreaded entrance test is a five-part English essay exam concerning five literary works chosen at random from a list of twenty recognized classics. The list changes every few years, but veteran observers know that *Othello* and *The Mill on the Floss* always seem to be included in the exam. Student applicants who wish the foreign language requirements waived must also pass an oral and a written exam in the foreign language of their choice.

Generally speaking, an applicant of EDU 10 or higher always passes the tests. EDU 12 ensures noteworthy marks. Students who fail one portion of the entrance exams are still accepted; they are required to make up the deficiency with remedial classes. Remedial Latin is the most common. Students whose scores are too poor to merit entrance, but whose social position or family influence demand otherwise, can enter the Basic Studies Program. Once a student has gained acceptance to M.U., he or she must remain worthy of the honor by paying due tuition and dutifully pursuing the requisite studies.

Family Status Defined

In this era, college is not for poor people. In large cities, there are a number of progressive technical and trade schools where a hard-working young person may prepare for advancement in life. Such institutions will make room for merit, since what they do is hone for excellence. It is the job of the private school to train for leadership, a subject that is best taught by family upbringing and tradition. Determine family status on p. 140, the "Family Status Table".

Lower Middle Class – works a small farm such as a dairy farm, or a small shop in town, or perhaps the father is a factory foreman. Whenever possible, family members help out in the store or on the farm. If times are good, there may be an employee or hired hand to help out as well. The family has no savings, nor does it own farm or store.

Middle Class --Owns store or farm, or is a salaried manager or other modest professional. Most family members need not work to help family income. Has significant equity in the family home. The family has savings which might last six months, but are intended to send the oldest son to college. Sometimes the family is able to take a holiday for a week or ten days. One daughter may take music or dance lessons.

Upper Middle Class – Father is a professional, perhaps a lawyer or manager, and has several full-time employees. He owns some property, including his home. The wife has a part-time or full time maid. There are family savings and a modest portfolio of stocks and bonds. They buy a new car every three years. The family takes a lengthy summer vacation to a modest mountain or seaside resort. At least one child goes to a private school.

Lower Upper Class – A professional who makes five or six times the income of a college professor, the father comes from a moneyed background. He owns significant property, and earns significant income from stocks and bonds. He employs dozens of people. The family home is large and well furnished. Each child has a separate bedroom; there are several rooms for the servants. The family buys a new car when the impulse strikes, and takes regular vacations at expensive resorts. They and all their friends belong to a country club. All the children take lessons and go to fashionable private schools. Each has the use of a car. The wife manages a cook, housekeeper, gardener, and perhaps a driver or a personal maid. With all the out-go, sometimes the family is money-starved. Alcohol may be a problem for father or mother.

Upper Class – Perhaps a partner in a law firm or accountancy, or a large property holder, the father makes ten, twenty, or more times the income of a college professor. He may employ hundreds of people. The family has a large home in town and a more modest country place ("the cabin", eight rooms and a servant's cottage, and a surrounding quarter-section of lake and trees). They have servants, but of an unostentatious number paid well enough that turnover is rare. They find three autos and unlimited taxis to be entirely adequate for transport. They have wads of stocks, bonds, and property and, coming from Old Money, are able to maintain large cash reserves as well. The father could retire at any time, but modestly confesses that he enjoys the game of money. Family dress is tweedy. The children go to the same private schools as all their relatives.

Aristocracy – Their yearly income is in the millions of dollars. They have very large homes scattered about the country, so that the weather is always nice at one of them. A whirlwind of servants, trunks, and private rail cars accompanies them on the resulting rounds. Their cooks are excellent. Their financial advisers are superb. Their formal dinners are very large. If they travel somewhere, they tend to stay there for a while. They never know what to get each other for Christmas. When they talk, they talk loudly enough to dominate large rooms.

Tuition and Student Expenses

Tuition at M.U. costs $125 per semester (assuming a load of four classes). Sharing a room in a dormitory costs $91 per semester, and an additional $87.25 covers cafeteria meals. Typically, these expenses are covered by the student's family, although a small number of scholarships, sponsorships, and grants are available. The University offers twenty full-tuition scholarships, determined by need. Though tuition is covered, full tuition scholarships do not include room and board, so the student still needs money with which to live.

Local fellowship and service organizations often help students with tuition or personal expenses, among these the Freemasons, the Rotary Club, and many of the clubs and societies present on campus. Naturally, their money goes preferentially to their own members. Some local churches will run a one-time collection for a worthy young churchgoer who wishes to go to college. East Church underwrites a program whereby students from Africa, Polynesia and China may attend M.U. Sponsored students must uphold Christian values, be respectful and aboveboard, and attend chapel services regularly.

Many wealthy individuals, typically M. U. alumni, create trust funds to provide money to the University after their deaths. In these bequests they may designate certain sorts of recipients, such a freshman art student. Cash awards may be based on merit, and competition may be fierce. Typically a student applies and submits an essay stating why he or she should receive the funds. Some trusts and foundations (fictional and otherwise) follow.

- ❏ Erica M. Dibietz Family Foundation. Provides funds for a year's study abroad for two junior fine arts students, to be chosen by merit. Also provides salary moneys for an instructor in sculpture.
- ❏ Fisheries Scholarship Fund. Provides tuition for three years to two students in biology interested

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in ocean studies. Recipients in turn spend two summers working at a Massachusetts fishery (typically at Salem, Innsmouth, Kingsport, or Falmouth).

- ❏ Foundation for Evangelism. Provides four-year tuition grant for one student each year, to lead to a Religion degree in christian studies. Requires the graduate recipient to spend a fifth year traveling across the U.S. and Canada, preaching at the associated ministries.
- ❏ Jewish Memorial Medical Associates Foundation. Supports Jewish medical students through their entire course of study, as determined by need.
- ❏ Lilly Endowment, Inc. Provides support for students majoring in the fine arts, liberal arts, or sciences, typically one-year cash awards, for "novel or unique discoveries in any field".
- ❏ Nobles of the Mystic Shrine. Provides scholarship moneys to worthy Arkham-area scholars.
- ❏ Scott J. and Kay L. Eustler Charitable Trust. Provides tuition for three students yearly who demonstrate financial need, for four years' study in any major which "involves studies of another civilization or way of life".
- ❏ E. Kamala Hochman Pilgrimage Grants. Provides funds for a religion department upperclassman trip abroad. The recipient must host a dinner presentation for the department upon return, and there describe his or her travels.
- ❏ Trustee Scholars Program. Headmasters of Arkham's high schools may submit nominees for the M.U. Trustee Scholars Program. Each year, three full-tuition scholarships are awarded to able students from each Arkham school, without regard to financial need. These merit scholarships are renewable annually, provided that the student remains in good academic standing. Competition is fierce, and a 4.0 GPA is generally required to be considered for nomination. The average investigator will find it difficult to remain in good academic standing, sadly, and so will rarely benefit from this generous program for long.

Graduate Student Fees

Graduate work has the same costs as undergraduate, but graduate students in LL&A and SCI typically receive a stipend from their departments to cover these expenses plus about fifty cents per day for personal expenses.

Student day-to-day finances at a university are a little different from those in the outside world. First, most must pay for the semester at the start of classes, and then live the rest of the semester with rent and food provided. Student daily expenses consist mainly of luxuries: dining out, ice cream, interesting books and magazines, and so on.

Classes

Every class at Miskatonic meets for four hours each week: either a one hour and twenty minute session on Monday, Wednesday, and Friday, or a two hour session on Tuesday and Thursday. The earliest class meets at eight in the morning, and most classes end by six in the evening. The luckiest students manage to schedule all of their classes on Tuesdays and Thursdays (departmental schedules rarely allow it, but it's not impossible) keeping five days a week completely free.

Each class is identified by the department's abbreviation, a title that tells something about the course, and by a two- or three-digit designator that ranks the class according to its academic level and difficulty. Classes get smaller in size at higher levels, and the topics they cover narrow in focus. A typical semester offers a tremendous variety of classes — the faculty directory will present the keeper with an idea of the topics that are available, as will the sample LL&A worksheet.

01-99 Level

Two digit course numbers are only given to remedial classes. Few of these classes are currently taught at Miskatonic: English, introduction to science, high-school level mathematics, and the occasional Romance language are the only courses available at this level. Remedial classes do not count toward any degree, and can only raise skills to their base levels.

100-199 Level

Typically attended by freshmen or students majoring in another discipline, these classes offer broad surveys of their subjects, and the knowledge learned in them is purely introductory. Examples include English Composition (ENG 101), Elementary Mathematics (MATH 103), Introduction to Phylogeny (BIO 101), and An Introduction to European History (HIS 120). Most majors require a variety of 100-level classes in disparate subjects to promote a more well-rounded education. The most popular classes (including the freshman "Core Four") may number a hundred or more students, and are taught in the large basement auditoriums. In such cases, the professor lectures while graduate students interact with the students in smaller discussion

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groups of twenty or less. Most professors treat these classes like factory assembly lines, and their tests and lesson plans haven't changed in twenty years. A class in the 100 level cannot raise a student's skill in the subject more than 10 percentiles above the base value, no matter now many such courses are taken.

200-299 Level

These classes cater to departmental majors, or to dedicated enthusiasts majoring elsewhere. Essentially sophomore level classes, any student can take such a class. The workload and expectations are higher than for a 100-level course. These classes are more difficult, but also smaller, and offer professors the chance to interact with their students directly. Examples include Russian Folklore (ANTHR 220), Principles of Euclidean Geometry (MATH 202), and Basic Anatomy (MED 208). 200-level classes cannot raise a student's skill in the appropriate subject more than 20 percentiles above base value.

300-399 Level

The backbone of most degree plans, these classes provide detailed examinations of specific facets of the department's discipline. Students at this level are called upon to analyze and interpret the course material instead of simply retaining and repeating facts. These courses require more research, reading, and writing, either of detailed lab reports or theme papers. Most 300 level classes require one or more prerequisite classes within the department, to ensure that only qualified, disciplined students attend. Professors place as much emphasis on discussion and debate in these courses as they do on lectures, and mere attendance may not constitute adequate participation. Examples include Babylonian Mythology (CLASS 306), Advanced Calculus (MATH 320), or Clinical Dissection (MED 356). A class at the 300 level classes cannot raise a student's skill in the appropriate subject more than 30 percentiles above base value.

400-499 Level

As far as most students ever go up the academic ladder, these small classes often consist of a mix of juniors, seniors, and graduate students. Topics vary each semester based on what individual professors want to teach, and can be specific to the point of obscurity, like Variations in Geometric Vase Borders (ARCH 407), Problems in Non-Euclidean Geometry (MATH 420), and Advanced Epidemiology (MED 428). Most 400-level classes number fewer than ten students, and classes consist almost entirely of discussion and debate over extensive reading materials. Professors often interview each student personally before allowing him or her to enroll in a given 400-level class, making sure each student has sufficient skill and adequate grounding in the subject to make a worthwhile contribution. A 400-level class cannot raise a student's skill in the appropriate subject more than 40 percentiles above base value.

500-599 and 600-699 Levels

These are graduate level classes, but particularly intelligent and motivated juniors and seniors can petition for enrollment, and are sometimes accepted on the basis of their grades and record within the department. Some 600 level classes are very small seminars pertaining to a professor's specialty, or perhaps a cooperative research project dealing with a particularly thorny problem. Most of the technical equipment being taken on Miskatonic's 1930-31 Antarctic expedition was designed and tested in an Engineering 600 class. Many 600-level classes are independent study, involving only one student and a guiding professor. Such classes rarely have fixed meeting times, but consist of weekly conferences between student and mentor. Intense research and reading loads are associated with any of these courses. Instead of exams, students are required to compose one or more lengthy term papers.

Auditors

Students or other outsiders may, by prior arrangement with a professor, sit in on a class without enrolling in it, or even without registering with the University. Professors have the option of requiring papers, class discussions, and exams from an auditor. The University prefers all auditing arrangements to be formalized in writing between professor and auditor, and typically charges half of the normal tuition for an audited class. Paid audited classes appear on a scholar's transcript, but fulfill no degree requirements. An auditor can later take a class they audited, but never from the same professor.

Course Work

Depending on the class and the professor, students face a wide array of academic challenges over the course of the year. Assigned readings (into the hundreds of pages) are universal. Some classes use written homework assignments to ensure that students actually read the required material, or else resort to a dreaded academic weapon, the pop quiz. Some courses base the entire grade on one or two exams, while others will require term papers, lab reports, or special projects. Extra credit is a very rare thing at Miskatonic. The most dreaded classes of all are those 300- or 400-level courses that

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eschew written tests or papers, granting grades based on an oral examination: a lengthy cross examination by the instructor. In these cases, multiple-choice guesswork or literary legerdemain are useless. Fast Talk rolls are doomed to failure. Woe be to the student who was up all night chasing ghouls through the campus tunnels!

Academic Achievement

Keepers can determine a student investigator's final grade in a course using the previously described system. To determine his or her grade point average, or GPA (the measure of the academic success and quite possibly the key to his or her future), average together all of the student's course grades at M.U. using the following factors:

A – 4 B – 3 C – 2
D – 1 F – 0

Any student who maintains a GPA of 3.5 or higher for the classes taken in a semester is eligible to make the Dean's List (make an Academic Standing check to see if the honor is actually granted). Keeping GPA at or above 3.5 for two consecutive semesters makes inclusion on the Dean's list automatic. At graduation, students with high GPA's will graduate with honors: a 4.0 GPA grants Summa Cum Laude honors, 3.8 to 3.99 ensures Magna Cum Laude, and students with a cumulative GPA of 3.5 to 3.79 graduate Cum Laude.

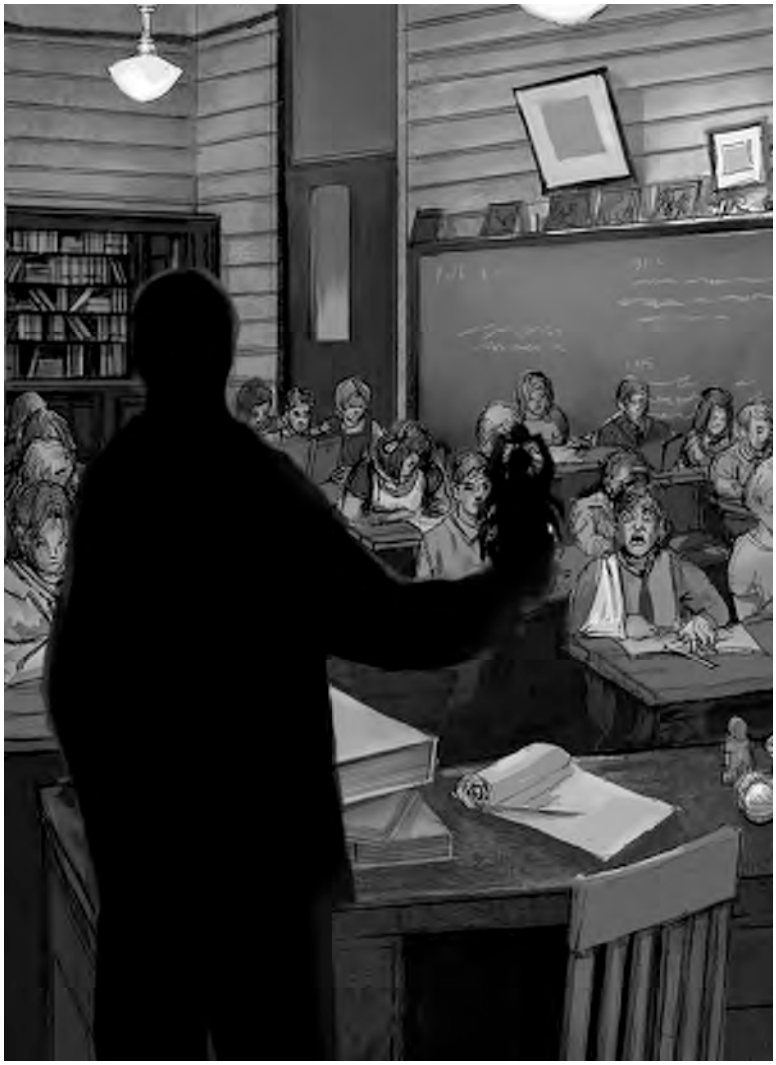
Graduating with honors can have a marked benefit on an investigator's Credit Rating, and makes acceptance at a prestigious university for an advanced degree much more likely. Local families whose stars are seen as rising find a Cum Laude scholar a handy ornament. Poor academic achievement (or sometimes even the lack of distinction) may be taken as a sign of frivolity or weakness of character. Some well-bred students have tremendous pressures placed on them to achieve at the highest level. In some rare cases, these students can be driven to desperate measures (cheating, influencing their professors, or even worse) to satisfy their family wishes.

Consistent D's or F's devastate a student's Academic Standing score, and quickly results in stern interviews with professor advisors, departments heads, or even the Dean of Students. Less than a C average (under 2.0 GPA) is grounds to place a student on academic probation (and careful scrutiny) for a semester. Lack of improvement may result in dismissal from Miskatonic. Pleas of personal hardship can bring leniency, but students had best have evidence to back up their stories. Troubled students who talk of struggles with cults, witches, or monsters from Outside could wind up in Arkham Sanitarium.

Academic Crime

While student tomfoolery is expected and generally forgiven, a few infractions are heinous enough to be classified as academic crimes. The worst offenses a student can commit during his or her tenure at M.U. follow:

- ❏ Cheating on an exam.
- ❏ Stealing, recording, or otherwise sharing the answers to an exam.



Class is in Session

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- ❏ Deliberately altering or falsifying an academic transcript.
- ❏ Plagerizing another writer in a thesis, report, or paper required for graduation.

These are serious matters. They involve the University in the perpetration of fraud. Attentive faculty members ensure that such deceits are quickly discovered and dealt with. One such event results in the loss of all Academic Standing, and the Dean of Students considers whether the infraction renders the student unsuitable for continued study at Miskatonic. After a hearing to disclose the facts of the case and measure the severity of the infraction, the perpetrator faces almost certain expulsion. The Student Senate has the right to defend any student accused of academic misconduct, but generally does so only if the facts of the case are in question and if the accused belongs to an important fraternity or sorority. These instances are rare in the extreme, however — one every four years or so at most.

Cheating is absolutely intolerable, and spells a student's almost certain doom. Plagiarism, on the other hand, can be much harder to quantify and prove. Many cases are borderline, and left to the discretion of individual professors. Students caught plagiarizing term papers or exam essays are typically placed on *academic probation.* This means that the student must give up all clubs and social activities to focus on studies and to maintain at least a B average in all courses undertaken for the next semester. If these conditions are met, the probation is lifted and the student may resume normal activities. A second offense, however, will not be forgiven.

Alternative Courses of Study

Basic Studies

Designed and initiated as a means for remedial students to qualify for University attendance, Basic Studies is a two-year program offered to all students who cannot meet the general qualifications required by the admissions board. Consisting of a two year fixed curriculum in Latin, History, Mathematics, and English (all 100 level courses), students who successfully complete their second year of Basic Studies can then transfer to any Miskatonic department that will take them and begin

Alternative Grade Roll System

This second system makes for some very different results. It ensures that classes get significantly more difficult as a student's tenure progresses. A gifted student will breeze through the freshman year, but senior level courses will require significant effort.

The Grade Roll Revisited

Make a roll on the Resistance Table, opposing the student's study score against the level of the class divided by 100, rounding down (hence, ENG 420 would count as a 40).

The Study Score

Determine this score by using the formula INT + 1/2 POW + EDU. Don't forget that a student's Study Score increases each year as his or her EDU increases!

The Grade Roll

The number indicated on the Resistance Table (hereafter called the Target Number) is the percentage chance of making a C in the class. Treat automatic successes as 95%, and automatic failures as 5%. Roll 1D100, and compare the result to the target number. For every 5 points the target number exceeds the die roll, increase the grade by half a grade level (C to C+, C+ to B-, B- to B, B to B+, B+ to A-, A- to A, A to A+). Conversely, for every 5 points by which the grade roll exceeds the target number, reduce the grade by half a grade (C to C-, C- to D+, D+ to D, D to D-, D- to F)

Example: Canny freshman Ellesworth Neevy (INT 18, POW 12, EDU 12) is working his way through ART 109, Artistic Appreciation. His study score of 36 almost ensures that he will pass — he must roll a 5% to make a C. Rolling a 76, Ellesworth makes a B (any roll between 76 and 80 would have netted him this grade). Is school too easy? Wait a while.

As a senior, Ellesworth has a little more trouble with ENGR 476, Problems in Civil Engineering. Ellesworth's study score has increased to 39, but it is opposed against the class rating of 40 — Ellesworth may be clever, but he only has a 45% chance of making a grade of C. A 76 rolled here would result in an F. Perhaps a half check of extra study or some cramming is in order.

Modifiers to the Roll

These remain consistent with the first system, except that all modifiers are applied to the target number, not the grade roll itself:

- ❏ Class Difficulty (at the keeper's discretion): +/- 1-20 to the target number
- ❏ Extra Half check spent: +30 to the target number
- ❏ Cramming: +10 to the target number, -2 to skill point gain
- ❏ Cheating: succeed in both Sneak and conceal for a +30 to the target number.
- ❏ Stress: -1 to the target number per Sanity point lost that semester.

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work toward a regular degree. Since its inception, Basic Studies has helped many local Arkhamites go to college, and a surprising number of Basic Studies students come from families of means.

Instructors and junior professors teach the Basic Studies curriculum. There are no full-time professors of Basic Studies, and it does not exist as a college or department in and of itself. All administrative duties are handled by the Basic Studies Director, a volunteer selected each year by the Trustees. Most Basic Studies directors are well-meaning Arkham businessmen who rarely can be found on campus.

Maritime Semester

Hearkening back to the maritime traditions of the Ornes and Derbys, for decades Miskatonic has offered a field research semester at sea. Intended primarily for biology majors or students interesting in seafaring careers, the program includes a brisk regimen of class work, four weeks of study at the Woods Hole facility, and six weeks at sea. This last is on the halyards of the *Orne* or the *Derby*, two University-owned sail-rigged merchantmen (with backup diesel engines) that ply the Eastern Seaboard. Instead of final exams, students spend the last two weeks of the program in Halifax, Nova Scotia, observing and gaining hands-on experience in port and cargo procedures.

Only five students each year receive the honor of taking a Maritime Semester. More than one fourth-year senior has extended his tenure an extra year in order to participate. Physically demanding and mentally challenging, the program offers extensive study and hands-on experience in marine studies, navigation and meteorology, maritime history and culture, and maritime law and customs procedures. Graduates of the program often enter the Merchant Marine and are quickly brevetted to officer status. Others find the semester as good background for the import-export business.

The University Professors Program

Another brainchild of President Wainscott, the University Professors Program (Uprof for short) was created in 1926 amid a flurry of discussion and in defiance of many faculty objections. Simply put, Uprof is an alternative degree program that allows students to build their own degree plan, in effect charting their own academic course, under careful supervision. Designed to promote better communication and cross-fertilization of ideas between disciplines and departments, Uprof is available to undergrads and graduates alike.

Students wishing to transfer into the Uprof program must submit an essay thoroughly discussing their proposed course of study, and outlining the new major they intend to create. Most proposed majors combine disciplines from two or more different departments, or even colleges. Many hopeful applicants seek the help and advice of professors in crafting their proposals. Only students with exemplary entrance scores and high GPA's have any hope of acceptance. There have never been more than two dozen Uprof students on campus at a time. Most semesters see far fewer. If a student is accepted, he or she is paired with a specific professor, who acts as an advisor and mentor until graduation. Each semester consists of guided independent study, and from time to time students may be called upon to visit other classes.

Some of the majors Uprof has recognized in the past include Medieval Metaphysics (philosophy and history), Folklore (history and anthropology), Egyptology (archaeology, anthropology, and religion), Classical Civilizations (history and architecture), Oriental Studies (classical languages, history, and religion), Metaphysics (physics and philosophy), and even Cryptography (mathematics and english). These are not fixed: though several students may major in the same subjects, no two courses of study are identical.

Uprof degrees rarely have classes in the conventional sense of the word: Uprof "courses" take the form of monthly discussion seminars with three or four professors, typically at a professor's home or even in a café. A skilled orator or fast talker can go an entire semester without writing a paper or taking an exam, so long as they fully attend and fully participate in classes, discussions, and seminars. At the end, however, Uprof students pay for the ease of their plans: all Uprof students must, at the completion of their studies, draft a thesis of at least fifty pages and endure an oral examination by a board of three professors. Reading and research loads are tremendous, and Uprof advisors have little tolerance for students who take the program's lack of structure as a license to slack off.

Students who participate in the University Professors Program are the intellectual elite, and often have the snobbishness to prove it. They are held to a very high standard, and expected to make a worthwhile contribution to their chosen course of study with their theses. Uprof students have remarkable leeway in their quests for knowledge, and some professors think they are coddled to an unnecessary degree. The experiences available, coupled with the unconventional study regime, make the Uprof program ideal for student investigators: imagine spending a few years mentored by Professors Wilmarth, Morgan, and Armitage!

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First Week Schedule for Entering Freshmen

Monday

9:00 a.m.

Morning Invocation
Welcoming Address by
Dean of Students

10:00 a.m.

"Right Living and Right Conduct"
An address by Dr. Rudivere Scorne,
antiquarian

11:30 a.m.

Picnic Lunch on the Statue Lawn

1:30 a.m.

Residence Hall Orientation

6:00 p.m.

"Welcome to Miskatonic" Dinner,
all dining halls

8:00 p.m.

Ice Cream Dessert on the Lawn

10:00 p.m.

Curfew

Tuesday

7:30 a.m.

First Dining Hall Breakfast

9:00 a.m.

Tour of the Campus

12:00 noon

First Dining Hall Lunch

1:00 p.m.

Special Museum Tours

2:30 p.m.

Individual School Tours Begin

8:00 p.m.

Ice Cream Party at the Museum Café

Wednesday

9:00 a.m.

Faculty Advisor Sessions

12:00 noon

The Alumni Club invites all students
to lunch at Locksley Hall

4:00 p.m.

Guided Visit to the Medical School
and St. Mary's Hospital

8:00 p.m.

Ice Cream Social at Locksley Hall

Thursday

9:00 a.m.

Questions and Answers Session
(optional)

12:00 noon

Musicale and Brunch at
the Garden Café

2:00 p.m.

Football scrimmage by
the Miskatonic Badgers

4:00 p.m.

Ice Cream with the Boosters
after the Game

Friday

9:00 p.m.

Library Orientation Sessions

12:00 noon

"Mouth of the Miskatonic"
Riverside Barbecue

2:00 p.m.

Crew Team Opening Meet

8:00 p.m.

Ice Cream Social at Newport Creamery

Sunday

10:00 a.m.

Morning Service at the East Church

2:00 p.m.

Society of Biblical Literature Reception
(with ice cream)



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Generating Student Investigators

Campaigns set at Miskatonic University often may require the players to take the role of college student, a character type given little treatment in the *Call of Cthulhu* rules. As students, these characters do not begin the game with the skill sets of finished investigators — they are heading into the most formative years of their lives, and are still works in progress. Over the course of such a campaign, ample opportunities occur for skill improvement and advancement: indeed, that's part of such a campaign's appeal, watching the students change and grow in the face of adversity and challenge.

The character generation process follows the same steps as in the *Call of Cthulhu* rules with a few exceptions detailed below.

Step 1: Concept

Before beginning, ponder what type of student you want to play. It's better to think in broad strokes at this point, and rely on the archetypes common to academia. Will your student be a swarthy athlete with little time for physics, or an introverted science major? Thinking in terms of future major and career choices may be helpful, but keep in mind that over the course of the campaign, the character might reconsider his or her choices (as do so many students in the real world). Charismatic, smooth-talking law students, naïve rural folk bettering themselves, and snobbish blue-bloods whiling away a few years before taking up the family business are all sound choices. This is also an excellent time to choose your student's gender.

Step 2: Statistics

Roll up the student's characteristics, as per the *Call of Cthulhu* rules: 3D6 for STR, CON, DEX, POW, and APP, and 2D6+6 for SIZ and INT. Gracious keepers may, at their option, allow you to place rolls in the statistics of your choice, to stay true to the concept outlined in step 1. EDU is the only stat that differs: begin all students with an EDU of 10+1D3 — this places each one at the beginning of his or her college education.

Step 3: Derived Characteristics

Derived characteristics are computed as per the *Call of Cthulhu* rules: magic points equal POW, hit points equal the average of CON and SIZ, SAN equals POW x5, and Idea, Luck and Know are equal to five times the student's INT, POW, and EDU, respectively. Maximum SAN is equal to 99–Cthulhu Mythos, or 99. Determine damage bonus as follows:

STR + SIZ	Damage Bonus
2 to 12	-1D6
13 to 16	-1D4
17 to 24	+0
25 to 32	+1D4
33 to 36	+1D6

There is one new derived characteristic: the *Study roll*. A student's study score equals his or her POW x3 + INT. This score serves as the basis of the *grade roll* for all courses undertaken at Miskatonic (for more about the roll, see "Making the Grade", p. 146.

Step 4: Skills

At this point, each student receives EDU x10 and INT x8 in skill points, all in one large skill pool. There are no set lists of occupational skills for students, so players may spend these skill points as they please. Note however that players cannot raise student skills above the maximum levels listed below under the "Skill Limits" subsection. Thus Accounting 20% and Conceal 40% both represent maximum values for the sort of character generation being discussed here.

Further, each student receives only half the minimum skill values listed in parentheses on the rule book investigator sheet. The halved values are shown below, under "Skill Limits". Fractions for these base chances already have been rounded down.

A section "New Skills" follows on p. 148. It describes skills peculiar or appropriate to student investigators in a university setting.

Skill Limits

Academic and Knowledge Skills: 20 percentiles maximum each — Accounting (05%), Anthropology (00), Archaeology (00), Astronomy (00), Biology (00), Chemistry (00), Geology (00), History (10%), Law (02%), Literature (05%), Mathematics (05%), Medicine (02%), Occult (02%), Other Language (within reason; discuss with your keeper) (00), Pharmacy (00), Physics (00), Psychoanalysis (00).

Firearms Skills: 40 percentiles maximum each — Handgun (10%), Rifle (12%), Shotgun (15%).

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Hobby/Trade Skills: 40 percentiles maximum each — Art (any) (02%), Conceal (07%), Drive Auto (10%), Electrical Repair (05%), Hide (05%), Library Use (12%), Listen (12%), Locksmith (00), Mechanical Repair (10%), Operate Heavy Machine (00), Photography (05%), Sneak (05%), Spot Hidden (12%).

Outdoor/Athletic Skills: 60 percentiles maximum each — Climb (20%), Dodge (DEX x2*), Fist/Punch (25%), Foil/Epee (05%), Grapple (12%), Head Butt (05%), Jump (12%), Kick (12%), Natural History (05%), Navigate (05%), Pilot (any) (00), Ride (02%), Swim (12%), Throw (12%), Track (05%).

** = Base skill value for Dodge is not halved.*

Social/Interpersonal Skills: 35 percentiles maximum each — Bargain (02%), Fast Talk (02%), Persuade (07%), Psychology (07%).

Notes on Special Skills

ACADEMIC STANDING: This skill begins with a score of 00. It cannot be raised during character generation and is particularly important to your character. For more information, see "New Skills", pp. 148-150.

M.U. LORE: It has a starting value of 10% for native Arkhamites, for whom it can be raised to a maximum of 30% during character generation. Students who hail from elsewhere begin with M.U. Lores of 00, and can only raise the score to 05% during character generation. For more information, see "New Skills".

OWN LANGUAGE: Probably English, but across the world it will be Other Tongues. Determined as normal, EDU x5. Can be raised during character generation to a maximum of 80%.

CREDIT RATING: Arkham is a small enough town for the Credit Rating skill to serve as described in *Call of Cthulhu*, as "an index of personal reputation as well as monetary worth." Note that this skill represents the credibility of the student when dealing with private citizens or public officials in Arkham. However, the new Academic Standing skill establishes a student's credentials within the confines of the university. An entering college student, not yet a fully independent adult, bases his or her Credit Rating score on the family Credit Rating, usually that of the father. As a general rule, a native Arkhamite uses the full value of his or her family Credit Rating as the base chance for this skill, while outsiders use half of their family's value (round up fractions). To determine the family's Credit Rating, players should roll on the following table (see p. 132 for "Family Status Defined"), or choose (at the keeper's discretion) if their family's wealth and status is integral to their character concept. Keepers, no aristocrat-level families live in Arkham — the town is too small. Having determined the family Credit Rating, the player cannot raise his student's Credit Rating by more than 5 points more during character generation. Further adjustments must be earned in the course of play.

Family Status Table

D10	Credit Rating	social class *(def. p.132)*
01	16%	lower middle class
02	17%	middle class
03	18%	middle class
04	19%	upper middle class
05	21%	upper middle class
06	23%	upper middle class
07	25%	upper middle class
08	30%	lower upper class
09	60%	upper class
10	90%	aristocracy (*Fords, Vanderbilts, etc.*)

Step 5: Financial Arrangements

Besides the family's payment of the student's tuition, and board and room, a student can expect to get a monthly stipend or allowance of twice the family's Credit Rating in dollars. Grants, scholarships, and campus jobs offer potential avenues for increasing a student's income, but it's a motivated student who can juggle classes, homework, a part-time job, and campus investigations, and still stay on the Dean's List. A visit

Worksheet Commentary

In using the College worksheets, photocopy the College form appropriate to the investigator. There are four worksheets, one for each College — LL&A, Sciences, Medicine, and College of Law and Business. They can be found on pp. 243-250. Each blank form is on two pages. Note that the sample filled-out form to the right is presented on a single sheet so that the entire Bachelors Degree career can be eyed.

The sample worksheet depicts the academic career of a student in the College of Language, Literature, and the Arts. It is completely filled out. If the LL&A worksheet was being filled out as part of game play, new courses would be added at the beginning of each semester. The grades for that semester's courses could be filled out by the keeper in conference with the player, or with reference to the excellent material "Semester Checks" section starting nearby.

There is no complete course catalog. If the player is having difficulty choosing coursework or making up course titles, the keeper can act as an advisor. The best suggestion will always be, complete your required courses first. But just as in real life, that's not as much fun as taking some exotic-sounding elective.

There is no provision for class days and times. If you want them, you'll have to make them up. If you want them to be an important constraint in your game, then you'll have to work out schedules for all the player-characters, and keep reminding them that one person can't be in two places at the same time

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College of LL&A Degree Plan Worksheet for the Bachelor's Degree

Graduation requires at least 128 semester hours. Candidate GPA must be 2.0 or better. All fees must be paid. The "Core Four" are required by all Colleges. Other requirements may vary among the Colleges.

University required courses

sem. hours	course number	course title	instructor	semester/year	grade
4	MUS 109	Vocality: Song and Chorus	Scorne	Fall 1928	C+
4	ENG 104	English Composition	Ames	Fall 1928	A
4	HIS 144	U.S. History: Founding Fathers	B. Thomas	Spring 1929	B
4	MATH 112	Survey of Mathematics	Wolfe	Spring 1929	A

College of LL&A required courses in Modern or Classical Language (ML / CL)
Two full academic years of one of the following: FRN, GER, CL-GRK, ITAL, CL-LAT, SPAN

4	LAT 110	Rhetorical Latin I	de Scalia	Fall 1928	B+
4	LAT 115	Rhetorical Latin II	Crittendon	Spring 1929	A
4	LAT 210	Advanced Readings in Latin	Ethelrod	Fall 1929	A
4	LAT 215	Roman Classics (semester four)	de Scalia	Spring 1930	A

College of LL&A required courses in Lower Division Math and Science: at least two classes must be in BIO, CHEM, MATH, or PHYS. Includes one uncredited hour per semester week for lab class.

4	AST 101	Introduction to Astronomy	Billings	Spring 1929	A
4	CHEM 108	Problems in Chemistry	Shear	Fall 1929	B+
4	BIO 101	Introduction to Phylogeny	de Gardia	Fall 1929	A–
4	CHEM 264	Organic Chemistry	Bragg	Spring 1930	A

College of LL&A required courses in Literature: (ENG 246 American Classics is the suggested elective)

4	ENG 244	British Classics	Heulshoff	Spring 1930	A
4	ENG 246	American Classics	Wilmarth	Fall 1930	B–

College of LL&A required courses in Physical Education: 8 semester hours, choose a fitness class or a team sport in season.

4	PE 13	Intramural Football	Foyle	Fall 1928	C
4	PE 14	Varsity Football	Kanum	Fall 1929	B

Major Electives: complete ten courses in the major area, five of which must be upper division.

4	ENG 301	English Grammar	Guernriche	Fall 1929	A
4	ENG 401	Introduction to Linguistics	Freidberg	Fall 1930	A
4	ENG 339	The English Essay	Salosavski	Fall 1930	A
4	ENG 209	Advanced Composition	J. Jones	Fall 1930	A
4	ENG 335	Shakespeare History Plays	Hamet	Spring 1931	B+
4	ENG 340	Principles of Language / Communication	Whitman	Spring 1931	A
4	ENG 329	Theories of Editing	W. Jones	Fall 1931	A–
4	ENG 422	Seminar in English Rhetoric	Neecham	Fall 1931	A
4	ENG 503	Poetry of Milton	W. Jones	Spring 1932	A–
4	ENG 313	The Transcendentalists	D. Jones	Spring 1932	A

Minor Electives: complete four courses. Two courses must be upper division. A minor not in LL&A needs approval.

4	ENG 413	Seminar in Thomas Hardy	Weinstein	Spring 1931	A
4	ENG 445	Seminar in Satirical English Theatre	Velasquez	Fall 1931	A
4	ENG 529	Seminar in Old English	Cooperman	Spring 1932	A–
4	ENG 362	Eighteenth Century English Novel	Hamet	Spring 1932	A–

Electives: at least 8 semester hours; no more than two electives per semester; two or more classes must be upper division.

4	CHEM 265	Advanced Organic Chemistry	Olson	Spring 1930	A–
4	CHEM 327	Inorganic Chemistry	Leblonde	Spring 1931	B+
4	CHEM 416	Petrochemical Applications	F. Hobbes	Summer '31	A
4	CHEM 411	Problems in Inorganic Chemistry	Olson	Fall 1931	A

NB – Dilettante Montmorency "Monte" Smythe-Hyde is nonetheless a hard worker. He completed 136 hours at Miskatonic. He majored in English. He carried a double minor, in English Literature and in Chemistry. The chemistry classes underscore his determination to bring new ideas and information into his family's oil business. He is also an anglophile who attended an English boarding school in childhood, He frequently travels to England.

SAMPLE WORKSHEET: (Student Name) Montmorency Smythe-Jones (Semesters at Miskatonic) F '28 – S '32

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from a family member always results in significant money gifts or a new suit. When a student gets in trouble with university or town authorities, one of the first things his or her father considers is suspending the allowance the family has been sending.

Step 6: Additional Background and Finishing Touches

Now that the bare numbers for the student have been generated, look back at the concept created in step 1 and breathe some more life into the character's personality by adding details. Answering the following questions may be helpful.

Where is the student from? Is he a native Arkhamite, was he born in Lovecraft Country (Kingsport, Dunwich, Innsmouth, etc.), or is he from far afield? Most of the student body at Miskatonic are New Englanders, but some come from as far away as Texas, Montana, and California. Foreign exchange students, while not common, are not out of the question. How does the student feel now that he's away at college? Is he homesick?

What is the student's family like? Does he have any siblings, older or younger? What are his parents' attitude toward his education? Is the student's family supportive, or are they railroading him into school and career choices? Will the student enjoy going home during breaks? Would he invite his friends?

What was the student's earlier education? Was he taught to read and write by a stern minister of a father, did he attend a small parochial school, or is he the product of high class boarding and prep schools? Did the student enjoy his earlier schooling, or did he tend to get into trouble?

Does the student have a sweetheart back home?

What is the student's religion? Most at M.U. are upstanding New England Protestants. Catholics are frowned upon, but not nearly as much as Jews. Other religions (Islam, Hinduism) are very rare and should be limited to exchange students. Is the student a cynical atheist? Does he believe in God or evolution?

Does the student have political leanings? Does he or she read socialist or radical literature? Ever crossed a picket line? Every been a volunteer for a political party? Ever worn a button in favor of a presidential candidate? — November of 1928 is the Presidential election, Herbert Hoover (R) versus Al Smith (D).

Finally, what is the student like? What hobbies or diversions does he enjoy? Examine the characteristics and skills for hints. Is he or she quiet, rowdy, lusty, stuffy, respectable, brilliant, erratic, mystical, charitable, money-grubbing, short, dark, tall, pale, good-looking, ugly, plain, dowdy, elegant, punctilious, frenzied, chivalric, nervous, intellectual, brawny, vigorous, mousy, courteous, impulsive, excitable, foolish, thin, crippled, hairy, nimble, sleek?

Schools and Requirements

Miskatonic has four colleges, which subdivide into schools. The schools, in turn, are composed of one or several departments. Other than the nomenclature, Antunes' structure basically survives intact. To reconcile the books, we can say that Herber's M.U. is the M.U. which has grown up since the turn of the century, and that this is the way it was until 1925, when Wainscott was hired as president. The trustees forced science into the curriculum, and whole new schools sprang up like weeds. The unwieldy system — not to mention the paranoia of the liberal arts faculties, who saw themselves being overwhelmed by all these new schools — prompted Wainscott to re-divide and consolidate. He made enemies in the process, but he hammered out the Antunes system, which was adopted in 1926/27. Confusion over various issues, as well as some bureaucratic complaints, forced a revision of the structure for fall 1928 into the following structure:

College of Language, Literature, and the Arts (LL&A)

School of Antiquities
- Ancient History (A-HIS)
- Classics (CLASS)
- Archaeology (ARCH)

School of Arts
- Fine Arts (FA)
- Music (MUS)

School of Human Conduct
- Anthropology (ANTHR)
- Geography (GEOG)
- History (HIS)
- Oriental Studies (OR)
- Psychology (PSYCH)
- Sociometrics (SOC)

School of Rhetoric
- Classical Languages (CL)
- (GRK), (HEB), (LAT)
- English (ENG)
- Modern Languages (ML)
- (FRN), (ITAL), (GER), (RUS), (SPAN)

School of Natural and Revealed Religion
- Philosophy (PHIL)
- Religion (RLIG)

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College of Sciences (CSCI)
School of the Applied Sciences
- Engineering (ENGR)
- Metallurgy (MET)

School of the Natural Sciences
- Astronomy (AST)
- Biology (BIO)
- Geology (GEO)

School of the Physical Sciences
- Chemistry (CHEM)
- Physics (PHYS)

School of Mathematics
- Mathematics (MATH)

College of Medicine (MED)
School of Medicine (MED)
School of Nursing (NUR)
School of Physical Education (PE)

College of Law and Business (LAWB)
School of Business
- Business & Economics (BUS or ECO)

School of Law (LAW)

Degree Plans

A skeleton degree plan worksheet for each of the four colleges follow in an appendix. Within a college, all majors have very similar degree plans, although required courses naturally vary from major to major. Most degree plans also list a minor, which must be completed in addition to any other requirements, and must consist of coursework outside the major area of study. Minors typically fall within the same college as the major (with the exception of the School of Law, whose students customarily pick the advised LL&A minor), and with the exception of the College of Medicine, whose undergrads have no minors.

A student requires departmental permission to choose a minor outside of the student's college. All degree plans include electives. No student may take more than two electives in any given semester. All students must take either four classes per semester, or three classes and a team sport. Students may, with departmental permission, take five classes in a semester, but only under extreme circumstances.

Students must maintain at least a C average to graduate.

Graduation for a Bachelor's requires at least 128 semester hours. That averages 32 semester hours per year, or 16 semester hours per semester.

Semester Checks

Education, Free Time, and Investigator Improvement

Battles with the Mythos aside, the primary objective of student investigators is to become educated. During their tenure at Miskatonic, students have the opportunity to learn a wide variety of facts and skills. The following system can be used to keep track of a student's development as the campaign develops, as well as providing structure for the down time between scenarios.

The following system is entirely optional. Keepers with access to *H.P. Lovecraft's Arkham* or the *Miskatonic University Guidebook* are encouraged to use the learning systems in those volumes if more to their liking.

Defining the Semester Check

In each semester of play, the progress of every enrolled student can be represented by six *semester checks*. These checks represent the relative time the student spends during the semester on particular classes or other pursuits, and include a share of the ordinary needs of life — eating, sleeping, grooming, saying "Good morning" with a smile, and so on. Every skill check is fluid in conception, and is not intended so much to stand for a hard division of time as to represent a relative portion of the scholar's effort.

At the beginning of each semester, each player plots out how to allot the available semester checks. A full course load requires one semester check for each four-hour class, and a fifth check is for *free activity time* — that is, participation in a club, team sport, or other activity that might provide an opportunity for skill advancement. A player is strongly encouraged to spend the sixth check on his or her student's social life, though no skill checks reward doing this. For ramifications see further below, "Social Life".

Using Semester Checks

At the beginning of each semester, every student chooses which classes and activities he or she will pursue in that semester. Players should refer to "Schools and Requirements" section, opposite page, to become aware of and to map out a general plan for their students to

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follow. In the semester worksheets for the four colleges, required courses have been filled in, but electives have been left blank. If the keeper wants to amend the required courses, he or she is welcome to. Players can use photocopies of the semester worksheets to work out their plans.

When the semester ends, treat the semester checks similarly to skill checks gained in the course of play. Each check provides 1D10 skill points that are added to the relevant skill, as detailed below. Semester checks spent upon classes require no roll against a current skill value to receive new skill points — the gain is automatic.

Half Semester Checks

Students who want to pursue a wider range of activities can split semester checks in half. Ordinarily a *half check* provides a skill increase of 1D6-1 points. For more specific information about half checks, see "Slacking Off", below. Students can spend semester checks or half semester checks on any of the following.

University Classes

The appropriate skill for a completed class is often self evident — history and archaeology classes give their points to the History and Archaeology skills. Some courses, however, will require a judgment call: an archaeology course might provide a skill check in an ancient language, for example. Such cases are left to the keeper's discretion. Spending a full semester check on a course results in an unmodified skill roll for that course (see "Making the Grade", nearby).

Positive or negative modifiers to the semester check can be created by means of half checks ("Slacking Off", below) or by cramming or cheating. The skill points earned in completing a class cannot raise a student's skill above the limit listed for the level of the class, as shown below:

- ❏ A 100-level class cannot raise a skill more than 10 percentiles above base value.
- ❏ A 200-level class cannot raise a skill more than 20 percentiles above base value.
- ❏ A 300-level class cannot raise a skill more than 30 percentiles above base value.
- ❏ A 400-level class cannot raise a skill more than 40 percentiles above base value.
- ❏ A 500- or 600-level class cannot raise a skill more than 50 percentiles above base value.

No amount of study raises any skill above 50%. To increase a skill beyond 50% requires practical, real world experience. Students who spend semesters involved in theoretical research might gain some additional points in the discipline of their choice, but in this unusual circumstance the amounts are left to the keeper to determine.

Half Checks for Classes

College students are notorious for slighting their studies in favor of other activities, and the students attending Miskatonic U. will prove no exception. If a student halves a semester check for one of his courses, he gains no bonus for the skill roll for the course, which is lowered to 1D6-1. (It is possible, theoretically, for a student to cut class and avoid homework, and still walk away with an A for the semester, but the student will have learned less in the long run.)

Faced with a particularly difficult class, a player can take a half check from another activity and combine it with a full semester check for that class. The extra half check involves doing extra work, studying more than is required, and working with a study group or tutor. The extra effort makes a difference: the student receives a 30 percentile bonus to the skill point roll for that course.

Other Applications for Semester Checks

Semester checks and half checks have many other uses, especially ones that yield skill points. Among the applications are in varsity athletics, employment, hobbies, leisure, social life, mythos studies, organizations, and even slacking off. It is the province of the keeper to approve all skill choices, and his duty to ensure that students don't abuse the system.

Varsity Athletics

Participation in a varsity team sport requires a full semester check. Slacking off on a varsity team is a good way to get benched or dropped. Students who participate in intramural clubs or casual sports leagues are free to spend a half check on the sport of their choice. In many cases, a sport utilizes more than one primary skill: football players need to know how to throw, kick, tackle (grapple), and dodge or catch, depending upon their position. In such cases, student athletes must choose only one skill to target with the check, based on what would be most appropriate for their position on the team. Likely sports and skills follow.

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sport	skill
Baseball	Baseball Bat, Throw
Basketball	Dodge, Jump, Throw
Boxing	Dodge, Fist/Punch
Crew	Piloting Scull
Darts	Throw
Fencing	Foil or Epee
Football	Dodge, Grapple, Kick, Throw
Rugby	Grapple, Kick
Track & Field	Jump, Throw (shot put, discus, javelin, etc.)
Swimming	Jump, Swim
Wrestling	Grapple

Employment

Students who lack extensive means and generous stipends often take a job to earn pocket money. Odd jobs require ten or less hours of work per week, and require a half check of time invested into them, but earn the student from five to seven dollars a week. Such jobs might include working behind the counter in the school store, manning a campus refreshment stand, or helping shelve goods at a local store. Internships at the Orne Library fall into this category.

A dedicated part-time job that demands 20 hours or more a week costs a full semester check, but pays twice as much, $15 dollars per week on average.

Hobbies

These activities are typically solitary activities of the student's choice. Artists or writers might hone their craft during off-hours, while more well-to-do types might enjoy riding, sailing, or hunting. Students could also use these checks for more esoteric activities, like studying with the Eye of Amara Society or mapping the campus tunnels. As with the activities above, the appropriate skills are usually easy to define. These checks can be split in half to signify casual dabbling.

Leisure

A student can choose to spend an activity check doing absolutely nothing, or at least nothing productive. A Leisure check denotes a semester spent having fun, attending wild parties, going on benders, and generally avoiding responsibility. At the end of the semester, any student spending activity checks on leisure regains 1D3 points of SAN per half check spent. Any Sanity points gained from leisure cannot raise the student's Sanity points above POW x5.

Mythos Study

Students with access to the Restricted Collection of the Orne Library can spend a full check studying of any of the rare books therein. A full check spent allows a student to accumulate 18 weeks of research by the semester's end. To learn how long researching a particular tome will take, see the book listings and research rules in "Shadowed Stacks". A half check will complete nine weeks of research. An additional half check spent on a book at the end of the semester will add an additional three weeks of research.

To learn spells from a mythos tome, devote a half check to the task, which allows 1D3 spells to be learned. At semester's end the student attempts to learn the spells as described in the rules. Devious keepers might wish to wait to make this roll until a spell is actually cast.

Organizations

Students who wish to be active members of a campus organization (anything from the M.U. marching band to the student government) must devote at least a half check to that organization. Leadership positions require a full check. The skills imparted will vary from organization to organization, and are left to the keeper's final discretion. Treasurers pick up some Accounting, while members of the Debate Society learn Fast Talk or Persuade. Band or glee club members will pick up points in song, or their instruments of choice. Players are encouraged to be creative in their skill choices — it is quite conceivable that a fraternity member on the refreshments committee could end up with a half check in Sneak, or (if things go badly) Law.

Social Life

Most students spend a full check in seeing to their everyday lives — eating, sleeping, maintaining friendships, and pursuing romances. A full check spent on social life does not raise any particular skill, but rather keeps the student's life in balance. Keeping a girlfriend or boyfriend happy requires a full check. Spending an additional half check on social life indicates that a student is very active on campus: such students gain an additional five percentiles to their Academic Standing and might end up as class president or homecoming queen.

But if sorely pressed, students can also halve their Social Life check, skipping meals and keeping late hours to pursue studies mundane or arcane. The student who does this gains an extra half check, to be spent as he or she chooses, but there is a price. The student grows haggard and unkempt, losing 1 APP, and also losing five percentiles from Academic Standing.

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The player who spends no checks at all on his investigator's social life causes his character to become a complete hermit, a grim figure lost in his studies and who seems to beg the concern of his peers and professors. With nothing invested in social life, the student loses 3 APP and fifteen percentiles from Academic Standing. The stresses provoked by such insularity have another cost. At the end of the semester, the player of any student without a social life check must make a **Sanity** roll or lose 0/1D3 SAN. Students who habitually halve or ignore their social life checks degenerate into the academic world's version of shunned morlocks, trapped in a maze of deadlines and obsessions.

Making the Grade: Academic Achievement

The players will want to know more than how much effort their students have put into a course or how many skill points they've gained from it. They'll also be worried about grades. The following system can determine if students show up on the Dean's List, and if they keep their scholarships.

- For each course taken by his or her student, the player makes a *grade roll* at the end of the semester. Use the following formula:

INT x3 + POW x1 + (current skill minus maximum skill for class level) +30 percentiles per half check spent.

- The player must roll D100 for this amount or less to earn his student an A in the class.
- Each 10 percentiles over the value for an A indicates one lower grade level. A result of 00 indicates an additional lower grade.

Example: Earning a Grade

Ellesworth Neevy (INT 17, POW 12, Art 05%) is slacking his way through ART 109, Art Appreciation. At the end of the semester, his player calculates his grade roll for that class:

INT 17 x3 = 51
POW 12 x1 = 12
ART 05 -10 = -05 *(ART 109 is a 100-level class.)*
1/2 check = 30
total 88

Ellesworth's player rolls D100 and gets a 21. Ellesworth gets an A. Ellesworth's player could have rolled a 98 and still made a B — a 99 would have indicated a C. A 00 would have earned him a failing grade of D. His high grade roll makes an E impossible.

Just as Academic Standing can be influenced by later events, character APP lost for this sort of emotional cause may be restored when the keeper judges that the character is once more enjoying life and taking an interest in grooming.

Slacking Off

At their discretion, students can give classes and activities less than the old college try. Any semester check can be split up into two half checks, and two half checks can be combined to make a whole check. Half checks grant a skill increase of 1D6-1 instead of 1D10. By splitting up their checks, students can pursue more activities, though at the possible expense of their grades. No student can indulge in more than eight separate activities per semester.

Four Semesters in Brief

Ellesworth Neevy, enterprising Miskatonic sophomore

Neevy is about to embark upon his fourth semester at M.U. He'll be taking a full course load (four classes of four hours each). Consulting his degree plan, he chooses to take HIS 207 (U. S. History), FRN 102 (French, second semester), ART 109 (Art Appreciation), and CHEM 356 (Principles of Biochemistry). Ellesworth has heard through the grapevine that CHEM 356 is a weed-out course, taught by a particularly stern professor. Ellesworth is also a trusted confidant of Professor Armitage and a member in good standing of Delta Phi.

Before the semester begins, Neevy's player allots his checks, one semester check for each class. A half check will be needed to stay in the good graces of the fraternity (he is counting on them for room and board, after all). The player decides to halve his fifth activity check, spending half on Delta Phi and adding the other half to CHE 356 in the hopes that Neevy can maintain his solid GPA. There's only one problem: Neevy is already halfway through his research of *Ye Booke of Eibon*, and needs to finish before May Eve. How can he accommodate the additional studies? The player decides that Ellesworth will slack off in Art Appreciation (so many students do, after all) — and that will free up half a check. Not wanting to risk his grades in French or History, his player grimly decides to burn the candle at both ends, and halves Neevy's social life check. Neevy's APP drops 1 point, and he loses 5 points of Academic Standing. His semester now looks like this:

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HIS 207	(full)
FRN 102	(full)
ART 109	(half)
CHEM 356	(full + half)
DELTA PHI	(half)
MYTHOS STUDY	(full)
SOCIAL LIFE	(half)

Thus Ellesworth is pursuing seven activities, one below the limit of eight. At the end of the semester, he will reap these benefits and penalties:

+1D10 History

+1D10 French

+1D6-1 Art History

+1D10 Biochemistry (with +30 percentiles to increase the grade roll)

+1D6-1 Credit Rating (fraternity contacts)

18 weeks of research time on *Ye Booke of Eibon*

-1 APP

-5 percentiles from Academic Standing

Modifiers to the Grade Roll

CLASS DIFFICULTY: In the hands of different teachers, different sections of the same class may be harder or easier, providing bonuses and penalties of up to 20 percentiles to the grade roll. Students who bother with rumors may hear something of advantage. At the keeper's discretion.

CRAMMING: Students may forsake their studies for most of the semester and spend days sequestered away just before exams, frantically studying. To cram for a course, the student's player must succeed with an Idea roll. Success gives a +10 percentile bonus to the grade roll, but subtracts 2 points from any skill gain (with a minimum gain of 1), as facts fade from short-term memory.

CHEATING: A dangerous option. A player wishing to have his student cheat on assignments or exams must make a **Luck** roll and either a **Sneak** or **Conceal** roll. Success in both rolls grants a bonus of 30 percentiles to the grade roll. Failing one roll gives no benefit, and failing both rolls means that the student has been caught cheating, and must face the consequences. Loss of all points of Academic Standing is considered a light punishment. Serious cheaters are suspended for a semester or permanently expelled.

EXTRA CURRICULAR STRESS: Dangerous investigations can have a profoundly negative impact on a student's studies. Any points of Sanity lost over the course of a semester (not including Sanity lost from neglecting to have a social life) count as an additional penalty to the grade roll, on a point for point basis.

Randy Weaver (Sophomore, History major)

Randy has some issues with the things he saw beneath M.U., so he's spending a lot of time preparing for armageddon, and still taking a full load of classes.

HIS 236	(full) Arkham and the Witch Trials
LAT 110	(full) first semester Latin
HIS 205	(full) overview of European History
BIO 101	(full) Intro to Biology, an uninteresting elective
SOCIAL LIFE	(half) Randy declares that he is letting his social contacts suffer so that he can be a leader in the ROTC. The keeper tells Randy's player that the extra half-check cost for being a leader is paid for by the half-check gained for restricting Randy's social life.
HOBBY	(half) learning the tunnels beneath Arkham

Sample Bonuses to Academic Standing

percentiles	event
5	Add for passing marks for a semester.
5	Add for making the Dean's List (GPA 3.5 or more two consecutive semesters)
3	Add for playing on a varsity team (once only—not per semester)
5	Add for being active in campus organization (half check to Social Life)*
1 to 5	Add for belonging to a student organization (keeper's discretion)

Sample Penalties to Academic Standing

percentiles	event
2 to 5	Subtract for joining disreputable groups (jazz club, glee club, etc.)
5	Subtract for rumored dishonorable behavior
5	Subtract for neglect of social life (half semester check spent)*
15	Subtract for withdrawing from social life (no semester checks)*
15	Subtract for a semester's failing GPA
10 to 25	Subtract for witnessed drunkenness, rowdy behavior, vandalism, etc.)
30 to 50	Subtract for arrest or charge of criminal activity
100	Subtract for being caught cheating

** Asterisked bonuses and penalties do not carry over semester to semester.*

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HOBBY	(half) Gun Club practice twice a week
MYTHOS STUDY	(half) learning 1D3 spells from *De Vermis Mysteriis*

By the end of this semester, Randy probably will have gained a reputation as an eccentric because his social contacts have suffered (–5 percentiles to Academic Standing and loss of 1 APP). He will, however, have some of the tools he thinks he needs to fight the Mythos: 1D10 skill raises in History, Latin, and Rifle, with an additional 1D6-1 each in Biology and Navigate. He also has the chance to learn 1D3 spells.

Sam Lowry (Junior, Biology Major)

Sam has seen a little too much and is desperately low on Sanity points. He has dropped one of his classes and is barely scraping by the others. His expenses for the semester are:

MED 160	(half) Basic Anatomy
CHEM 256	(half) Organic Chemistry
BIO 430	(half) Invertebrate Biology
SOCIAL LIFE	(half)
HOBBY	(full) ART (Poetry)
LEISURE	(three full checks) drinking and trying to forget

Sam declares that he's dropped out of all departmental activities and his social circle now consists of the bohemians at the Desolate Highway Café, where he drinks himself stupid most nights.

After a semester as little more than a walking nervous breakdown, Sam regains 6D3 SAN and may be able to start confronting the demons of his past. His classes have suffered: he gains only 1D6-1 points in Medicine, Chemistry, and Biology, along with a –5 percentile reduction in Academic Standing and the loss of 1 APP.

John Faust (Senior, Classical Languages)

John decides to spend most of his time at the library in the Special Collection. He is still in Armitage's good graces, although that may not last, so he has been granted full access. His player spends the semester checks as follows:

GER 244	(full) Third Semester German
LAT 355	(full) Fifth Semester Latin
ARCH 112	(full) (Introduction to Archaeology
LAT 372	(half) *The Aeneid,* an elective to fill out his plan
MYTHOS STUDY	(two full checks) Reading *Unaussprechlichen Kulten*
MYTHOS STUDY	(half) Learning 1D3 spells from *Unaussprechlichen Kulten*

John's player spent no points on his social life. John Faust now spends all his time in the library and has lost most if not all of his friends. He has become a loner. Most of his classmates fear him and his talk of mysterious gods and ancient fertility cults. Armitage is probably very concerned about this disturbed young man and likely bars him from the Restricted Collection by next semester.

John does gain 1D10 each in German, Latin, and Archaeology, along with 1D6-1 in Roman Classics. He also completes 24 weeks of research in von Juntzt's book, finishing it at last, and learns *Summon Dark Young*. On the down side, Faust loses 15 points of Academic Standing, 3 APP, and must attempt a **Sanity** roll against a loss of 0/1D3 SAN. Given that he's already lost 2D8 Sanity from reading von Junzt, it's not a test he's likely to pass.

New Skills

Academic Standing

This skill resembles the Credit Rating skill, but it concerns the student's reputation and status solely within the academic world of Miskatonic University. It bears only indirectly upon Arkham and the world at large. Next to Cthulhu Mythos, it can be the most important skill a student investigator possesses.

All students begin with Academic Standings of 0%. Students can increase that rating in various ways. Status is often linked to seniority, as any bullied freshman will quickly tell you: for each semester a student completes with a passing grade point average, add 5 percentiles to his or her Academic Standing score. Students can increase or decrease their standing by becoming more or less active on campus, as the sample bonuses and penalties nearby suggest. Gains and losses are not cumulative — the most a student can gain from being active around campus is 5 percentiles, and this bonus is lost if the student does not keep up his or her investment in social life.

Academic Standing also can be gained or lost by actions that bring fame and honor or shame and disgrace to the student or the university. A semester's failing grade point average calls for a 15 percentile reduction. Open membership in disreputable organizations or links to criminal activities incur penalties ranging from the trivial (the campus jazz club costs 2 percentiles) to the severe

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(being arrested in a raid on a speakeasy costs a 30 percentile reduction, 40 percentiles for women).

Using Academic Standing

Students use Academic Standing to impress people, get things done around campus, and to smooth over transgressions. A successful Academic Standing roll can convince a night watchman to punish a curfew violation with a friendly warning, cause a professor to be lenient when a paper is late, or induce an administrator to grant special favors. The effects of Academic Standing on a student's life and the potential scope of the skill depend on the student's rating, as detailed below.

A roll of 00 is always an automatic failure, perhaps a disastrous one.

0%-24% – Average for lower classmen, who receive little notice or respect around campus. Faculty and staff are polite, but do not go out of their way to provide extra aid. Simple requests, like permission to miss a class or make up a test, require a successful **Fast Talk** or **Persuade** roll, and a good excuse. Elaborate requests, like exemption from curfew for a night or permission to check out reagents from the chemistry lab will not be granted. Upper classmen at this level are generally considered frivolous, eccentric, or lazy, and are viewed with mild contempt by their departments.

25-50% – Average for upperclassmen. Students with this level of the skill have proven themselves of sound mind and character. Professors are inclined to grant them leeway in minor matters. Requests to miss a class will be granted automatically, with a good excuse. Excessive absence may require a **Persuade** roll. With a little effort and a successful **Fast Talk** or **Persuade** roll, students can obtain significant favors, such as after-hours access to campus buildings or use of University labs for personal projects. Dangerous or illegal favors require **Fast Talk** or **Persuade** rolls at significant penalty, and are likely to be denied after a stern and lengthy lecture.

51-70% – This level is generally reserved for graduate students and the brightest seniors. Students in this category are well respected within their departments, and perhaps throughout the university. Most people on campus recognize them and professors may sometimes stop them in the Common to discuss matters of mutual interest. Student investigators at this level may come and go as they please, with reasonable access to their department's facilities when they wish. Regularly missing class prompts inquiries, though, and students will have to explain themselves if their actions become too eccentric, or too much the subject of public comment.

71-90% – Typically only star faculty members or the president of the university are at this level. Students at this level of the skill are instantly recognized as the big men/women on campus. Player characters with a rating this high will constantly find themselves being invited to coffees or shown off to university visitors. It will be impossible to be on campus without being recognized. Minor transgressions will be winked at and if the player character finds himself or herself in serious trouble for the first time, he or she will have no shortage of people willing to come forward to intervene with authorities. Proof of guilt exacts a dire penalty, of course.

91-99% – Faculty at this level will be almost certainly tenured, equipped with national or international renown in their fields. All Arkham reflects their light. The University provides minor facilities with no questions asked. Eccentricity is accepted so long as it is not illegal. Rules infractions and misdemeanors will be ignored rather than prosecuted, but felonies will be prosecuted, scandal or not. No one is above the law.

Unlike other skills, Academic Standing can fall below zero. At negative levels, the player character is a strange or infamous figure on campus and must deal with a difficult campus social life. Anyone merely associating with such a person receives a penalty equal to the offender's Academic Standing divided by five.

-01 to -30%: Characters at this level are considered scoundrels or odd ducks. The university community pretends that they aren't there. Requests to miss class will be flatly denied except in extraordinary circumstances, such as a death in the family. Professors will be cold. Such characters become the butts of departmental jokes.

-30% to -60%: Their departments want to drive off these undesirables. Student advisors recommend that they transfer to other schools, and sign off only on the hardest courses of study. Infamous around campus, the player characters are recognized and whispered about everywhere they go.

-60% or more: If student investigators get this low, they have been blacklisted by the university community. In fact, the administration is moving to expel them as soon as they can build a case, unless some reputable party (not a student) can receive a successful halved **Credit Rating** roll while appealing for leniency. As player characters, their academic careers at Miskatonic are finished. They can try to buy their way in elsewhere, but they will find it nearly impossible to transfer to a reputable university in the United States or Canada without letters of recommendation.

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Other New Skills

Academic Lore (01%)

The skill measures how much a student knows about the history, campus, staff, and mythology of a particular university. In this case it is Miskatonic University, but the same idea could fit UCLA, Oxford, or Helsinki State. A successful roll would allow a student to identify a professor or staff member, remember who Locksley Hall is named after, know about the secret way into the women's dormitory, know who is *really* in charge of departmental budgeting, or the true story of the Library Ghost.

Botany (01%)

A skill familiar to players of earlier editions of *Call of Cthulhu*, the Botany skill has been retained within this campaign for the sake of academic diversity and detail. An area of study within the Biology skill, Botany measures the student's knowledge of plant life. Successful skill rolls allow a character to name or identify any known plant, as well as its range, uses, and misuses. If presented with an unknown plant, the character can, with a Botany roll, successfully speculate as to its natural habitat.

Cryptography (01%)

The ability to encrypt and decode written passages using known codes and ciphers. The skill also allows a character to attempt to decipher a message in an unknown code, but this proves much more difficult: multiple successes or critical successes may be required.

Literature (10%)

This skill indicates how familiar a student is with works of literature, from classical luminaries like Plato and Homer to Shakespearean sonnets and the works of Melville, Milton, or Tolstoy. Note that this skill does not convey any aptitude for composing original literary works (that would be a specialization within the Art skill). Literature is used to recall, identify, or quote from famous works, American or foreign, and poetry or prose.



Mathematics (EDU x2%)

This skill represents the character's ability to perform mathematical calculations, as well as measuring the character's general knowledge of math, from simple arithmetic to geometry and calculus. Students with ratings of 40% or higher are familiar with differential and integral calculus, group theory, etc., and a rating of 60% or more indicates the ability to do independent creative work as well as teach Mathematics at the university level.

Philosophy and Religion (05%)

Philosophy and Religion measures the character's familiarity with philosophical and religious theories. Hobbes and Locke, Aristotle and Aquinas, Voltaire and Nietzsche — successful rolls allow a student to identify the works of any natural philosopher or construct an argument using them. The skill also allows quotation of religious scriptures, and would let a student remember the differences between Catholic monastic orders or Protestant denominations. This skill measures learned knowledge, and does not indicate aptitude for original thought or feeling. Characters who hope to actually divine the nature of reality would attempt the Art: Philosophize skill.

Zoology (01%)

Zoology measures the student's knowledge of animal life. Successful rolls allow the student to identify known animals and recall information about habitats, behaviors, etc. If presented with the body, or traces or signs of an unknown animal, successful rolls would allow a character to identify its range and speculate as to its genus and behavior (identifying a tropical reptilian carnivore by its teeth marks, for example).

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Chapter Four

Miskatonic Secrets

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MISKATONIC'S CAMPUS IS FULL OF INTERESTING nooks and crannies. Strange and sinister secrets lie just below the surface: a network of sewers, ancient catacombs, and more-recently dug tunnels. Incoming frosh have no idea that these passages exist, but they soon hear tales. Before the semester is out, most freshmen will have crawled through the campus' subterranean passages on bets or dares. The faculty is well aware of these passages, and most students quickly learn to navigate the most popular tunnels.

The Campus Tunnels

Nobody in Arkham knows when the first underground passages were dug under the town. It is quite likely that the oldest ones formed naturally, and are thousands of years old. Legends about these catacombs date back to the township's foundation and before, for several tales report ancient caves wherein the Misqat were said to practice foul rites. In these stories children always descend into the caves, never to be seen again.

Starting late in the seventeenth century, the witch hysteria prompted parties of armed men to make forays underground. To a man, the searchers were shocked to discover that the tunnels extended far beyond what anyone imagined. Indeed, a warren of holes and shafts connected most basements and cellars south of the Miskatonic River!

One armed party deliberately collapsed several chambers and tunnels leading to what is today Arkham's waterfront. Several members wrote of the uses that witches like Goody Fowler and Keziah Mason made of these waterside connections.

By 1750 few Arkhamites heeded the old tales. Around that time, English enforcement of the Sugar Act brought a new lucrative business to Arkham: molasses smuggling. Local ship captains James Pickering and Wat Portman started smuggling molasses (bound for Boston rum distillers) into Arkham to avoid the customs assessors in Boston and Kingsport. The smugglers dug new tunnels under the town common to hide their contraband. The diggers took advantage of remnants of many older chambers and passages, and incorporated them into the growing tunnel system. As relations with Britain worsened, merchants Francis Derby and Jeremiah Orne used the tunnels to hide all sorts of contraband from the agents of the Crown.

The coming of the American Revolution transformed the passages first into a secret meeting place for dissenters, and into powder stores and armories once the shooting started. After the war, the town Common was given over to the newly revitalized Miskatonic Liberal College, and with that land the school received everything under it as well. Several subterranean chambers were opened, leveled, and converted into brick basements for the first campus buildings.

As the campus grew, some tunnels were obliterated by the construction of new basements, while others were shored up to keep from undermining the foundations of older buildings. Today, underground passages connect nearly every campus basement. The buildings & grounds staff stores equipment in them and on slow days finds them peaceful refuges for lengthy lunch breaks. Many professors use them to move between buildings on snowy or stormy days.

Try as it might, the administration has never been able to keep students out of the tunnels. Students use the hidden passages to sneak into or out of their dorm rooms after curfew, as places to hold unchaperoned parties and dances, or as handy after-hours entrances into the library or a lab. Exploring the tunnels is known as *ratting* in the campus vernacular, and it is a diversion unto itself for some of Miskatonic's odder and more introverted students.

Conditions in the Tunnels

The tunnels map on page 154 distinguishes two kinds of passages under the Miskatonic campus: sewer pipes and campus tunnels. Sewers are longer and more regular, and are depicted in dark gray on that diagram. Conditions in the two types of passages are quite different, as described below.

The Sewers

The Arkham sewers form a large grid, running roughly parallel to the streets. Smaller storm drains connect to the sewers, overflowing into them when it rains. Most sewers are between three and four feet in height. The largest drains (a full five feet high) run under West, Garrison, and Peabody streets, bracketing the campus. The east to west tunnels curve gently into the north-south lines, forming Y-junctions. Smaller drains and pipes flow into the sewers at random along their length, but are too small to admit a human.

In cross section, the sewers are shaped like an inverted egg, and lined with red engineering brick and concrete. Shafts rising up to maintenance manholes can be found on the north to south lines every fifty yards or so. The tunnels run at a slight slope down to the Miskatonic River, and are generally straight and without internal obstacles. These sewers empty both rain water and wastes from home toilets and sinks. That which the sewers drain into the Miskatonic is not treated in any fashion. Raw sewage pours down the center of the sewers in a stream a foot deep most hours. During the sewer system's peak hours (6-10 a.m. and 4-9 p.m.) the flow increases to as much as three feet deep. After a strong rain, the sewers fill with raging torrents of water: match the torrent's STR 15 against the SIZ of any wader. Unlucky travelers are swept away: their players must roll **Swim** or less or they start drowning. Travelers also suffer 1D6 damage before ending up in the river.

The sewage and stink in the sewers make them extraordinarily unpopular with all but the most die-hard campus ratters. Gloves, wading boots, and a raincoat are necessities. In addition to stink, mess, and ruined clothes, students wandering the sewers may find immediate dangers with which to contend. Bootleggers from Danny O'Bannion's Arkham mob often use the raised platforms beneath manholes as storage points for local shipments of hooch, and don't take kindly to being watched. Additionally, legend has it that the sewers are haunted. People who wander them near campus long enough will almost certainly attract the attentions of the little people (see "Denizens of the Tunnels", on the next page).

The Tunnels

Unlike Arkham's sewers, the free-form tunnels under the Miskatonic campus were never planned, and are anything but uniform. Over centuries they have flooded, subsided, and collapsed, then shored back up or dug anew. As a result, the tunnels twist, bend, and double back on themselves, forming a labyrinth of dust,

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mud, and darkness. Navigating the tunnels can be dangerous and sometimes extraordinarily difficult. No accurate map of the tunnels has ever been made; were one surveyed, it would remain accurate for only about a year.

Some sections are held up with post-and-lintel cut railroad ties, like a mineshaft. A few boast brick-lined floors and concrete supports. Most tunnels, however, are of bare earth and stone, sprouting tree roots, and exposed pipes. While it seems apparent that some tunnels were dug by hand and others were dug by nature, no systematic study of tunnel origins has yet been made. The few written commentaries on the tunnels agree that the deeper the tunnel, the more apparent its age, so that the deepest known have about them an almost unbearable sense of antiquity.

Sound is very fickle — parts of the tunnels are incredibly resonant while others seem to swallow sound up entirely. Strange half-sounds occasionally filter through to travelers, distorted echoes whose sources cannot be guessed. At points the main tunnels are ten or fifteen feet wide, while side passages are less than four feet across. Floors rise and fall at random, and the ceilings range from a cramped two and a half feet to a full six feet in height. There is no hint of a straight or level passage anywhere in this dark maze.

Denizens of the Tunnels

Investigators traveling through the tunnels might encounter any number of people from the surface: buildings & grounds staff, a student or professor, and the town's sanitation crews all make their way underground on a regular basis. These fellow travelers are just passing through. Occasionally a tramp or hobo moves into the tunnels, seeking to build a refuge there. Few of these would-be residents stay long, and some are never seen again, for the tunnels and sewers under Arkham are already inhabited.

Little People History, Arkham

A nearby sidebar in this chapter contains a complete description of these creatures. These tiny, distorted humanoids, native to Ireland, came to Arkham along with the first Irish immigrants. The colony under Arkham has infested the city sewers since the early 1800's. Their invisibility and cunning keep the goblins from prying eyes, although some of Arkham's more superstitious Irish know they are there. The Water Department crews who work the sewers habitually shun certain tunnels where accidents are far too common.

Hundreds of the tiny creatures live in the Arkham sewers, where they have built two primary lairs. The first is a dry, sandy burrow six feet deep and twelve feet in diameter, underneath the Esso station at Garrison and Main. The burrow opens off of a washed-out breach in the sewer wall, and the Esso's underground gasoline tanks form the ceiling of the chamber. The second lair is far larger. The little people occupy the entire basement of the Abandoned House on West Church Street. An old shaft descends directly into the Church Street drain from the basement of the house. The bulk of the goblins lair here, and are the reason that many believe the house is haunted.

The little people dwell primarily in the city sewers, and rarely venture into the campus tunnels, perhaps because of the risk of ghouls. Nonetheless, their curiosity and love of shiny objects sometimes draws them under the University, where ratters might meet them. The goblins' invisibility makes it highly unlikely that tunnel-crawlers actually see the things, but the little people have other ways of making their presence known.

If the group encounters the little people, the keeper should roll 1D6. On an odd die roll result, the little people scamper and titter nearby in the darkness. **Spot Hidden** and **Listen** rolls convince the group that they are not alone, and might prompt a Sanity check with a cost of 0/1 SAN.

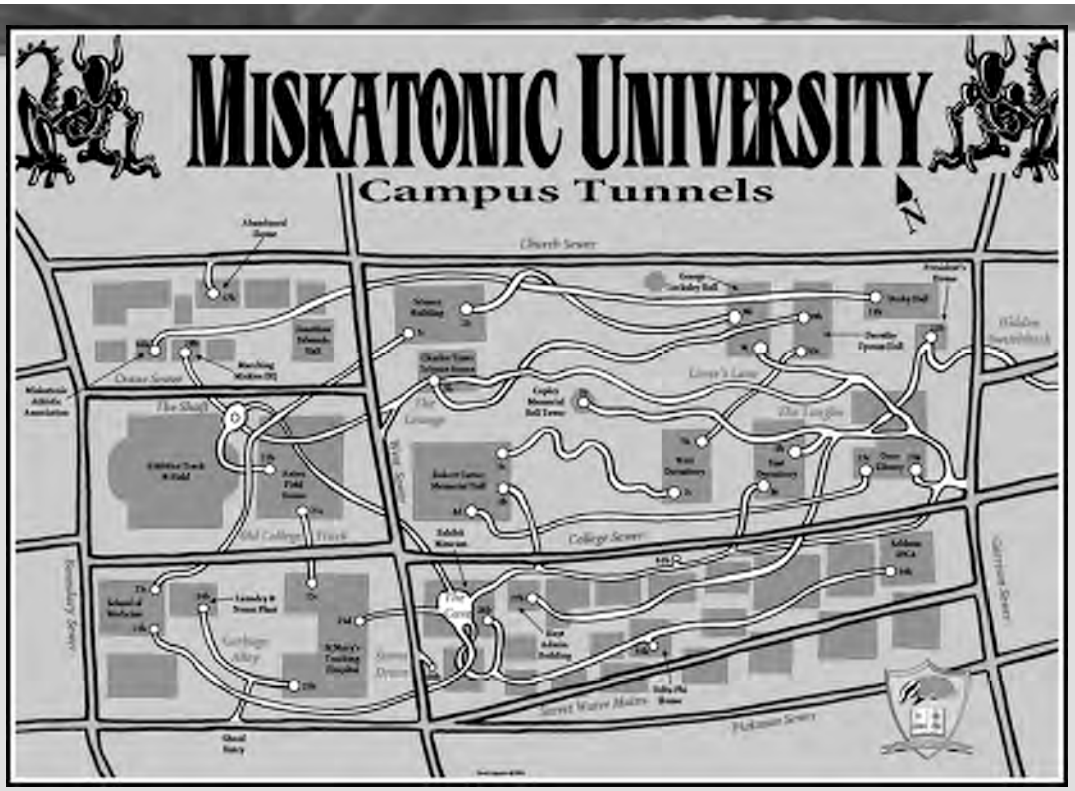
On an even result, these invisible gremlins play a prank on the player characters. They might pilfer a shiny watch, tie an unsuspecting traveler's shoelaces together, engineer a minor hazard, deface blazes on tunnel walls, or perpetrate other mischief. On a result of 6, the little people follow the group, choosing the character with the highest APP for special attention. For the next month, that character is plagued by pranks, as the little people sneak into his or her home through drains and gutters and steal small items, lure rats into pantries, saw through ladder rungs, and otherwise harass the poor victim. Determining what is actually happening becomes an adventure in itself, and if these attacks happen during a tense investigation they can pose quite a red herring.

If the little people are actually seen, or are in serious danger of discovery, they flee to the safety of the nearest lair. A concerted search for them makes them cease tormenting a victim. If attacked in one of their lairs, though, they fight without mercy, and will not hesitate to summon up a banshee to protect them.

The Ghouls

For centuries, a large colony of ghouls has lived under Arkham. Originally revered by the Misqat Indians, then corrupted by the Arkham witch cult, the ghouls have kept to themselves since the last party of armed

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Up a Tunnel Without a Map

The above is a nominally complete map of the campus tunnels. Short comments about the routes shown occur on on pages 155-163, under the "Tunnel Features" heading. Keepers who are satisfied with a self-consistent set of tunnels should accept that route information, and ignore the suggestions and rules of this sidebar. But, if a keeper wants to add or subtract tunnels, he or she should feel free to rearrange the plan.

The connections with ghoul warrens under French Hill and the Old Arkham Graveyard on Hangman's Hill extend off the tunnel map. Connections with any legendary tunnels deep under the campus — such as the ones written of in the seventeenth century, during the near-destruction of Arkham's witches — must be created by the individual keeper.

The tunnel map also shows seven routes which lead from a single entrance to a single exit. If instead using this sidebar, no tunnel route will necessarily be straight-forward.

Learning the tunnels can be daunting. Constant traffic transforms the passages into a fluid environment where landmarks change, walls collapse, and exits vanish or appear. Signs and markers are soon defaced, stolen, washed away, or moved. Even if a guide helps a player character, when the individual travels the route alone, the way will seem unfamiliar and may have changed. Experience detects tiny clues useful in orienting a traveler, but they take time to learn.

- ❏ To get from one building to another, the novice ratter needs a D100 roll of INT or less. Each semester that an investigator spends a significant amount of time exploring the tunnels increases his or her INT multiplier by one (three semesters of ratting would raise the chance to INT x4, for example). The highest multiplier is usually INT x5, but characters with Navigate 40% or better can add one more to their multiplier, for a maximum of INT x6.
- ❏ A successful roll allows the traveler to reach a destination by a fairly direct route in approximately ten minutes.
- ❏ A failure means the traveler somehow veered off course and reached some other nearby building instead — the arrival point may be on the tunnel map, or it may be a non-University structure. The character may choose to exit the tunnels, or his or her INT multiplier increases by one, and the player can roll again to reach the destination. (We want the poor traveler to get out some time!)
- ❏ A second failure leads to another wrong tunnel mouth. Increase the character's INT multiplier by 2 for the next roll, by three for next after that, and so on. Each new tunnel mouth takes about ten minutes to reach. Characters get to their intended destination eventually, but an unlucky traveler might need most of an hour. Prospective users should bear in mind that walking or jogging along city streets will always be faster.
- ❏ A fumbled INT roll (96-00) gets the traveler horribly lost. After thirty minutes of hard going, the traveler emerges in the basement of a building of the keeper's choosing. Devilish keepers will have the player character surface somewhere off campus or perhaps back where the journey began!

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townsfolk invaded their tunnels in 1704. Most of the time ghouls shun bright lights and, if interested at all, shadow ratters at a distance. Malicious ghouls might meep a bit, or lurk at the edge of travelers' illumination, hoping to scare away the up-worlders. Belligerent ghouls might throw bones or the limb of a corpse at ratters, to drive home their point. If the ratters are particularly unlucky (or if the keeper is feeling particularly nasty), the ghouls are hungry, and begin to stalk the tasty tunnel crawlers. The ghouls erase trail marks, plant false trails, and endeavor to herd the party out of the campus tunnels to their warrens under the Old Arkham Graveyard. There they attack without mercy. The Arkham ghouls know that humans will massacre them if they are discovered, so the keeper should make attacks of this sort extremely rare. For more details about Arkham's ghouls, and their recent struggles with the witch cult, see the scenario "Dark Rivals" in *Dead Reckonings*, from Chaosium.

The ghouls do not have such compunctions about the little people, on whom they prey at every opportunity. Since the ghouls are used to hunting in absolute darkness, and have keen senses of smell and hearing, the little people's invisibility does them little good. They have learned to go in groups wherever ghouls are anticipated.

Other Inhabitants

Within reason, keepers should populate the tunnels with whatever horrors they like. Bear in mind that nobody has vanished in the tunnels in many years, so hordes of monsters or hideous beasts should be dormant or inactive at the very least. A ravening shoggoth or a nest of chthonians couldn't lurk under Arkham for long without being noticed, or else destroying the town! The witch cult has used the tunnels under Arkham for centuries and more than one warlock's workroom awaits discovery in the depths. Hidden chambers could easily have hideous beasts standing guard, bound there for the ages. Rumors whisper of older tunnels underneath the campus tunnels — large hallways and chambers dressed in black stone that empty into vast, long forgotten caverns. A wizard of the serpent folk might hibernate in such a sanctum. Perhaps the mi-go or elder things built an outpost here eons ago, when the mountains were young, and its untold secrets linger in the darkness.

Tunnel Features

The tunnels map in this chapter shows where tunnels begin and end, and where named tunnel features are found.

Of the following features, four (Garbage Alley, Lover's Lane, Old College Trail, and Study Hall) are by far the most used. By the time they depart Miskatonic, most graduates know of and can find at least one of these features. Most named features receive some maintenance, and trail markers tend to last longer in them than in the rest of the campus tunnels.

In this section, named passages are given in alphabetical order.

Three features — the Ghoul Entry, the Hidden Switchback, and the Secret Water Main — are known only to the keeper, receive no maintenance, and are unmarked.

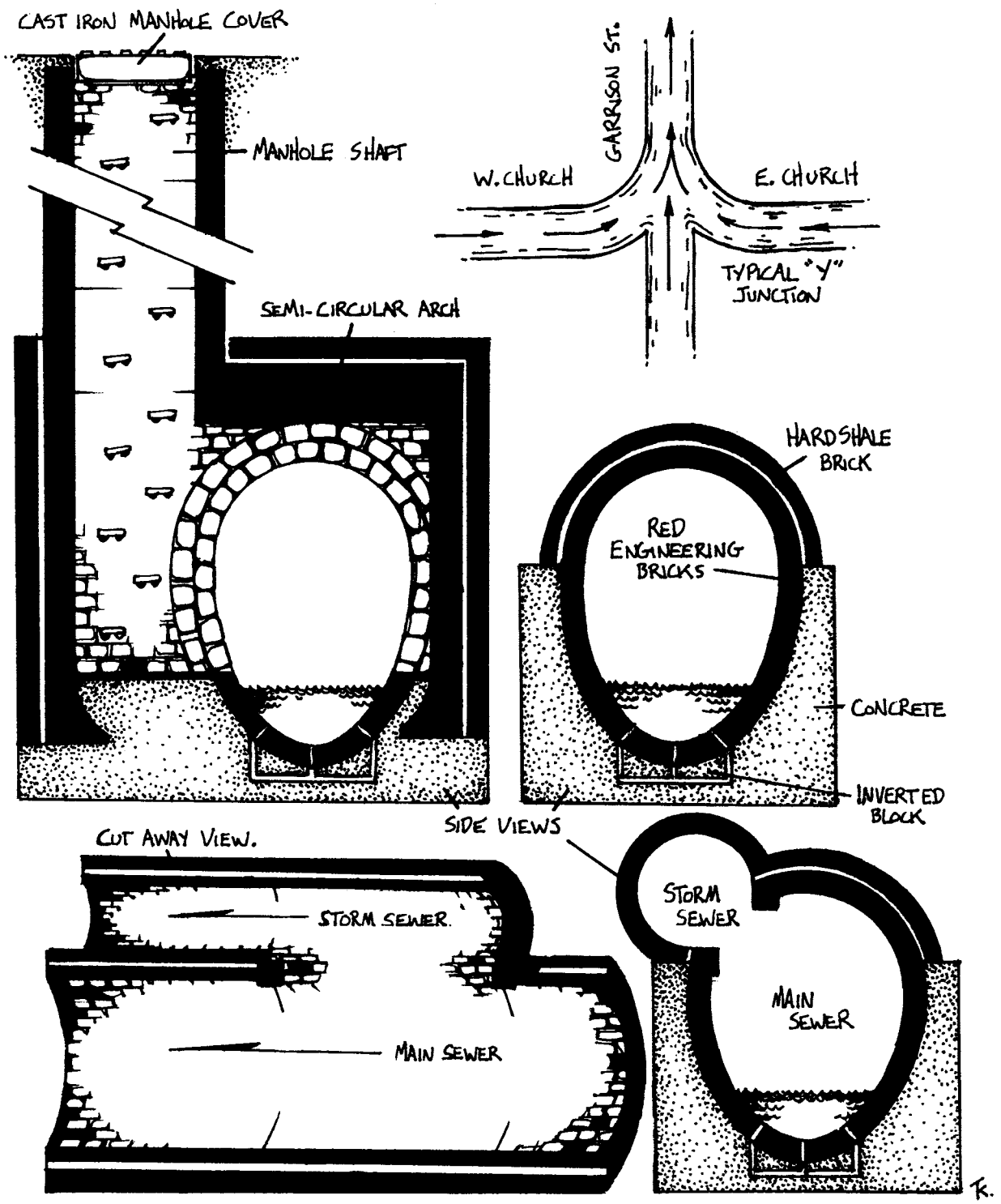
Three other features, the Cave, the Lounge, and the Shaft, are the most important tunnel intersections — roughly half of the campus tunnels connect through them.

Cave, The: Few might guess it today, but the Cave was once the primary temple of the Arkham witch cult. The largest chamber under campus, the domed room is high enough to stand and jump in. A common gathering place for students, the Cave is used for fraternity parties, student mixers, and even late night study groups. A large, semi-permanent fire pit ringed with stones lies in the center of the chamber, and discarded lounge furniture can commonly be found here. Five passages exit the Cave, usually boasting street signs: "Hospital", "Medicine", "Nowhere", and others. These signs tend to last longer than most do in the tunnels, although they are rarely accurate. Anyone excavating the floor of the Cave reveals an ancient altar, deep ash deposits from ancient bonfires, and a deep layer of bones, both human and ghoul. The floor level drops considerably at the north end, and often floods there.

Garbage Alley: A string of old, half-finished basements and cellars, some of them dating back to the Revolution, runs between the basement of St. Mary's and the steam plant. The medical school uses Garbage Alley to store old junk and old records. Medical waste, left there temporarily, is taken to the incinerators in the steam plant for disposal.

Ghoul Entry: Only a few months ago, the ghouls living under Hangman's Hill burrowed this short passage into the string of abandoned basements that run from St. Mary's Hospital to the basement of the steam plant. On occasion, hungry ghouls creep into Garbage Alley to partake of the medical waste stored there — medical

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Arkham Sewer Diagram

originally depicted in the *Call of Cthulhu Keeper's Kit*

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Tunnel Hazards Table

Explorers have more to worry about than getting lost in the tunnels. Each time a group of characters enters the tunnels, call for a **Luck** roll from the player of the investigator with the lowest POW. If the roll succeeds, the trip is uneventful. If the roll fails, the group encounters one of the hazards described below. A fumble result (96-00 for this purpose) indicates an encounter with ghouls or little people.

Tunnel Hazards (roll 1D6 or choose a hazard)

1) Oops! A random investigator suffers a minor spill. He or she might slip in the mud and fall hard, bump a head on a low ceiling, turn an ankle in a hole in the floor, or snag an arm or leg on a sharp rock or tree root. The victim takes 1D3 points of damage, which a successful **Luck** roll cuts in half. Be sure to remind the injured investigator about the dirt and filth that lays everywhere. Did anybody bring a first aid kit?

2) Rats! While squeezing through a tight passage, the lead investigator suddenly finds himself crawling with 1D6+1 rats, riled up by his passage! The investigator must make a **Sanity** roll, with a loss of 0/1D2. If the victim lashes out at the rats, they bite back — each has a 15% chance to bite for 1 point of damage. The rats then scamper away in terror. Don't rats carry rabies?

3) Up and Down. The passage slopes sharply up or down. To pass, each investigator needs a successful **Climb** roll. Failure results in a painful slide down over some sharp rocks. At the keeper's option, require **Dodge** rolls for companions already below. If the falling character is not to drop his or her light, call for a **Luck** roll. The fall costs 1D3 hit points, but a successful **Dodge** or **Jump** roll negates any loss. Did anyone bring rope?

4) Bad Air! A low point in the tunnels, a pocket of noxious gas has collected. Players must roll D100 at **CON x3** or less, or their characters retch. Rushing through requires a D100 roll of **CON x3** or less to avoid nausea and collapse; holding one's breath increases that chance to **CON x5**. All lanterns, candles, and torches have a 90% chance of flickering, dimming, and going out. Electrical illumination is unaffected.

5) Wash Out! Runoff from recent rains has scooped a large pot hole in the tunnel floor, and filled it with water. It looks like a shallow puddle, but the lead player character suddenly plunges in to a depth of five feet! No damage is taken. His or her light source is put out until it dries, and the character is soaked to the bone. The hole can be avoided with a successful **Climb** roll. Soon after, the drenched explorer starts sniffling.

6) Flowing Water! The tunnel slopes down ahead, and is flooded with runoff. Cautious probing indicates the water to be four to five feet deep, with a gentle current. If the group braves the water, they get soaked. Players must roll D100 equal to **DEX x3** or less to avoid a spill — the ground is slick, and the water too cloudy to reveal obstacles. If someone falls in, see Wash Out! just above. After twenty feet, the tunnel slopes up into dryness again.

school cadavers, autopsy remains, and even partially dissected lab animals. Leery of the humans but driven by hunger and the danger of starvation (the Old Arkham Graveyard on Hangman's Hill has long since been picked clean), the ghouls contemplate a raid on the hospital morgue.

Hidden Switchback: This junction serves as the primary point for ghoul entry into the campus tunnels. It connects the campus tunnels to the wider network of passages under Arkham's South Side. The tunnel intersection is very hard to see: most ratters on their way to the president's house can pass by it coming or going without noticing the side passage (the side tunnel is very narrow, and intersects the campus tunnel at a sharp upward angle). The natural play of shadows and a cluster of exposed water pipes conspire to hide the turn from sight. Ghouls might herd a group of ratters through this junction and into their domain. Students actively searching for the switchback have only a 5% chance to notice it. The switchback opens into a network of ghoul tunnels under French Hill.

Lounge, The: Part class project, part running joke, and part campus landmark, the Applied Sciences "student lounge" was excavated in 1912 by most of the students in the engineering department as a project in civil engineering. When the students were finished, they furnished the cave and have used it with pride ever since. A large, square room dug out of the earth, the Lounge is bounded on two sides by brick walls (the walls of the Tyner Annex basement). Two other passages wind away into the darkness, and a door into the Tyner basement opens off of one of the brick walls. The floor is covered with a garish red rug. An electric lamp hangs from the ceiling on a chain. Bundles of power cords run from the door to the lamp, a table lamp, a fan, and a radio. In the middle of the room stands a large table and many chairs, all usually occupied by a throng of students. At least four students are usually in here studying, experimenting, or passing the time. Students unaffiliated with the engineering or metallurgy departments are not allowed passage without favors, bribes, or a mock trial of ordeal. Faculty and staff pass unimpeded. Civil engi-

. . . continued on page 160

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The Little People, a new Mythos monster

Drawn from the short scenario "The Little People", by Keith Herber.

The Irish legends of wee folk and leprechauns have a kernel of truth at their core, but the real little people are a far cry from tiny men in green outfits guarding pots of gold. These tiny humanoids stand eighteen inches high. Their skin is clammy, gray, rubbery, and covered with warts. Their vaguely frog-like faces are capped with two bulging golden eyes, and have wide, shapeless mouths lined with jagged teeth. Suckers glisten on their fingers and toes, and they scamper about on the walls and ceilings of their underground lairs like hideous tree frogs. Not particularly intelligent, the little people are fiercely cunning and very territorial. They detest intrusions into their domain. They are immortal.

These hideous goblins benefit from a natural invisibility. Perceptive children (POW 15 or better) can sense their presence and almost make out their shapes, but adults cannot see them under normal conditions. Inebriated adults can see the little people. The more alcohol an investigator consumes, the clearer the little people become, ensuring that most reports of the little people are never believed. To combat the tiny fiends, a team of investigators must get falling-down drunk and then venture into the sewers, an undertaking nearly as amusing as it is dangerous. Immersing a little person in alcohol also renders him or her visible. A pickled little person is on display in Neil's Curiosity Shop in Kingsport.

Like crows, the little people are drawn to shiny objects, and are constantly pilfering them to hoard in their lairs. These "pots of gold" are as likely to contain bits of tin foil, broken mirrors, and can lids as they do coins and valuables. The little people don't subscribe to a human standard of value — anything shiny is as good as anything else. Eager to coexist with humans (their best and only source of shiny things), most goblins are content with occasional pranks, and leave well enough alone.

Against humans, a lone little person always relies on its invisibility. Physically no match for a human, it flees from confrontations. In numbers, they gain the courage to physically attack their enemies, and can be quite dangerous. Whoever crosses the little people or steals their treasure earns their wrath, which can prove deadly. Investigators who earn the ire of these goblins can expect to find small items stolen, furniture ruined, deadfalls propped at the edges of high shelves, and piano wire strung at ankle height at the tops of stairs. Their rubbery bodies can squeeze through nearly any opening, so they can get into any home in Arkham through drain pipes, chimneys, knot holes, or loose shingles.

Bright light causes the little people intense pain, and they never venture into direct sunlight. Lesser light nauseates them, but does not keep them from attacking if provoked. Holy water is lethal to the little people, who die shriveling, burning deaths if touched by the smallest spatter. Some say that the little people can breed with rats, producing a verminous progeny resembling rat things.

Massed Attack: Little people usually attack only in strength. When swarming, 1D20+5 goblins leap on and try to overwhelm an enemy. If the number of little people overcomes the target's STR when matched on the Resistance Table, the victim falls and loses any attacks that round and the next round as well. Each combat round a victim is swarmed upon and felled, divide the number of attacking goblins by three to determine how many points of bite damage the victim suffers. Round down fractions.

LITTLE PEOPLE, Invisible Gremlins

char.	rolls	average
STR	1D4	2-3
CON	1D4	2-3
SIZ	1	1
INT	2D4	5
POW	1D3	2
DEX	2D6+8	15
MOV 6/3	climbing	HP 2

Weapons: Bite 33%, damage 1
Massed Attack 99%, see above.

Armor: none, but the little people are tiny and invisible. While unseen, an attacker's player must roll D100 equal to or less than **POW** to hit a creature. If visible, their small SIZ and high DEX halve firearm and missile attacks; hand to hand attacks are at full skill. The drunkenness required to see the little people imparts a penalty of its own (up to a -30 percentile adjustment to rolls and skills).

Spells: All little people know the Sleep spell. Little people of POW 3 also know Summon the Banshee and Unseelie Transformation (see below). All are faerie spells

Skills: Climb 95%, Hide 95%, Jump 90%, Sneak 90%, Spot Hidden 45%.

Sanity Loss: Enduring an invisible little person's harassment costs 0/1 SAN. Seeing a lone little person costs 0/1D2 SAN. Seeing an angry horde of them or suffering a massed attack costs 1/1D6 SAN.

Magic of the Little People

Sleep: Faerie. Only known to creatures of the faerie world, this spell is usually cast jointly by a group of little people, each of whom contributes one magic point. When the spell is complete, the target's player matches his or her POW against the total magic points spent by the group, on the Resistance Table. The group's soft hums and chants are

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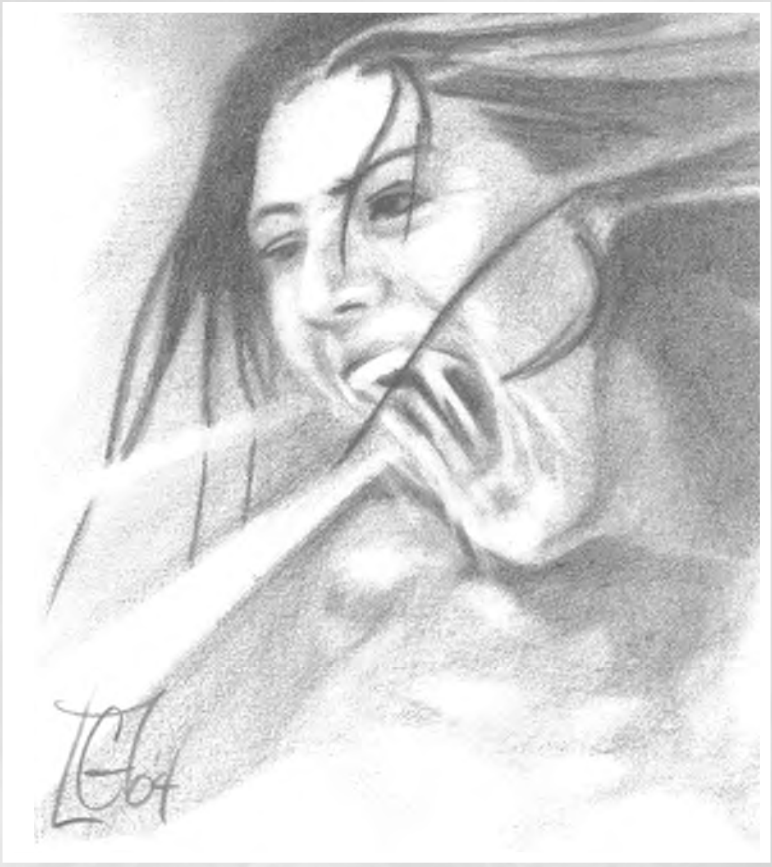
often the last thing the target hears before drifting off to sleep.

Any number of targets within earshot can be affected. A success shakes off the spell, but the little people rarely attempt the spell without the overwhelming numbers that ensure success. Targets who succumb to the spell fall asleep for the next 1D2+1 hours. The slumber is so deep that only the most violent measures can rouse the victim: a splash of ice-cold water, firing a gun near the sleeper's head, or physical violence suffices, but little else does. Victims awakened from this magical sleep are groggy for about another hour, but suffer no other ill effects.

Summon the Banshee: Faerie. The spell requires the blood sacrifice of one little person, and three rounds of chanting to complete. The spell has a base chance of 50%, and each magic point spent by the caster adds 10 percentiles to the chance. The spell fails if the casting is interrupted at any point. If it succeeds, the doorway to the land of the dead is opened, and a banshee emerges in a shaft of blue light. The banshee is usually summoned with the intent of murder.

Unseelie Transformation: Faerie. Occasionally the little people befriend a human, and those who curry great favor from the gremlins may be offered the gift of eternal life. The little people first enchant a golden ring. This requires the sacrifice of POW 2 from among those who cast the spell. The ring is given to the chosen human as a gift. Once it is put on, it sticks fast and ordinarily cannot be removed. Physical violence or severing of the finger will remove the ring, as will holy water, but ordinarily the chosen human wears the ring until he or she dies.

Once dead, the little people come for the body, and steal it away to one of their underground lairs. There the second part of the ritual begins. Over the course of a week, dozens of little people chant and pray over the corpse, expending hundreds of magic points, and the transformation begins. The chosen one shrinks steadily, and his or her skin turns gray and rubbery, until at the week's end the target has fully transformed into one of the little people. The new little person then awakens, and spends the rest of eternity under the earth with his or her new family. A faint resemblance to the original human remains, and may be noticed by that relative or friend drunk enough to see the new little person.



Banshee

A dreaded evil spirit from Irish folklore, a banshee is a ghost filled with hatred for that which lives. The banshee is transparent and immaterial, its female form shrouded in a tattered cloak or robe. A rotting death's head glares from the depths of its hood. As fearful as its visage is, the banshee's dreadful wail is more terrifying still.

Wail of the Banshee: The spirit's most dreadful weapon, its howl is absolutely terrifying. Any listener driven temporarily insane by the wail is completely frozen with fear, allowing the banshee to automatically touch him and feed on his life force. The Banshee always wails immediately. Further wails, though frightening, have no paralyzing effect to listeners who have heard it before.

BANSHEE, foul spirit from beyond

INT 22 POW 25 MOV 12 (floating)

Weapon: Touch 50% (automatic for paralyzed victims) permanently drains 2D4+2 points of POW per round. A victim reduced to zero POW suffers a horrible withering death.

Armor: The banshee is insubstantial and immune to all physical weapons. This sort of spirit is also immune to most spells. If an investigator splashes the banshee with holy water or forcefully presents a crucifix while reciting the Lord's Prayer, the foul spirit flees back into the Otherworld.

Sanity Loss: seeing the Banshee costs 1/1D6 SAN. Feeling its chill touch costs 1/1D6 SAN per round. Hearing its dread wail for the first time costs 2/1D8+1 SAN.

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neering students take great pride in the fact that the lounge has never flooded or subsided, and is undoubtedly the cleanest and driest place in the tunnels.

Lover's Lane: The tunnel running from the basement of West Dormitory to the cellars of Dorothy Upman Hall is a legend among upperclassmen, and a badge of honor to the select juniors and seniors who know its secrets. Amorous students often use the passage to avoid curfews and to hold secret meetings with their paramours. The administration knows nothing about the tunnel (they would certainly destroy it), and its existence is a closely guarded secret.

Old College Trail, The: By far the straightest and safest tunnel under campus, the College Trail runs from Axton Field House to St. Mary's. Nearly every medical student and varsity athlete at Miskatonic knows about the tunnel. This paved tunnel boasts a string of light bulbs (lit only for official use), and is also used to transport injured athletes to the hospital while avoiding public scrutiny.

Secret Water Main: Sealed off after the floods of 1888, this decrepit brick-lined storm drain was abandoned in favor of the new concrete drains. The remnant dank tunnel runs from a bricked up outlet at Hangman's Brook to its terminus under the South Garrison Street sewer. The abandoned drain is unknown to anyone on campus, and only appears on the oldest city plans. Nonetheless, the drain passes close to the basement of several campus buildings, and only two layers of brick separate the drain from the Vault under the Exhibit Museum. Several ancient burrows connect the drain with the ghoul tunnels under Hangman's Hill.

Shaft, The: The product of an old collapse, a shaft now connects the floor of a spur tunnel to the Cave with the ceiling of one of the Lounge's exit tunnels. The area has been cleaned out and shored up, and boasts a sturdy ladder.

Study Hall: One of the sturdiest passages under campus, this stoutly engineered hall runs from the basement of R. C. Memorial Hall to the basement of the Orne Library. Up until now, the Study Hall has been used primarily by faculty and graduate students (undergraduates have no direct access to either end after hours) for late night research. As R. C. Memorial is transformed into Herber Hall, the dormitory end will be walled over. Within a year, however, the students of the new dormitory dig a new entrance, and the Study Hall again becomes a highway for students pulling all-nighters in the library.

Tangles, The: The most traveled stretch of tunnels under campus, the Tangles is also the most confusing. A web of primary tunnels wind under the eastern end of the quad, doubling back and twisting over or under each other at random. The acoustics are tricky here. A group of ratters might clearly hear the whispered conversation of another group in a different tunnel, without any clue as to the direction of the whispers. Only the most experienced ratters can find their way through with ease. Pranks are common in the Tangles.

Tunnel Entrances

The Miskatonic University location numbers and the tunnel entrance numbers correspond. For the Abandoned House, for instance, the location number is 17, as per the "Campus Guide", and the tunnel number is the same but suffixed with a letter, 17b. To identify tunnel descriptions, the corresponding tunnel numbers also carry a letter code. The same building may contain as many as three tunnel entrances. But since not every building contains a tunnel entrance, the sequence of tunnel numbers often skips one or more numbers. Tunnel entries 60b and 61b do not appear in the "Campus Guide" for no buildings correspond to them. Tunnel entrances are listed in numerical/alphabetical order. No letter A is used as a suffix.

2b - SCIENCE TO LOCKSLEY: An unmarked locked door at the end of a basement hallway opens onto crude cement stairs which lead down to the tunnel to Locksley Hall. Connects 2b to 9b.

2c - SCIENCE TO MEDICINE: The tunnel to the School of Medicine runs directly from the wall of Room 108, a basement chemistry lab. The entrance is four feet high and three feet wide, and is customarily blocked with a heavy oak cabinet full of beakers and pipettes. Sliding back the cabinet from the inside of the lab is relatively easy, but nearly impossible from the tunnel side. Connects 2c to 23c.

3b - TYNER TO LOUNGE: An unmarked door at the back of the generator room leads directly to the Applied Sciences student lounge. The door is almost never locked. From the Lounge, 3b connects to 16b, 10b, 12b, more.

4b - R. C. MEMORIAL TO CAVE: A defunct steam pipe near the ceiling of the boiler room has a large section cut out of it. Anyone who can wriggle into the pipe (match the ratter's SIZ against SIZ 5 for passage) will find an opening into a newer, more comfortable tunnel after a crawl of about 10 yards. Connects 4b to 61b, 8b, the Cave, more.

4c - R. C. MEMORIAL TO WEST: The tunnel mouth is in the back of the coal cellar, the door to which is often

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locked. Ratters coming into R. C. Memorial through this opening should take care not to track coal dust into the building. Connects 4c to 7b.

4d - R. C. MEMORIAL TO LIBRARY: An unmarked, padlocked door at the end of a basement corridor leads directly into the Study Hall. Many faculty members have keys to the lock. Note that once the renovations are finished, this entrance will be walled over (for all of a semester). Connects 4d via Study Hall to 13c.

5b - CLOCK TOWER: The tunnel entrance is in the basement, without any kind of door or barrier. A sign, *Hell's Bells*, is clearly carved into the plaster of the wall opposite the entry. An arrow points at the ceiling. A ladder leads up into the campus clock tower. Connects 5b to 8b, 12b, 27b, more.

7b - WEST TO UPMAN: A vent under a bench in the basement shower room leads to a small space under the foundation. At one end of the small cave, a tunnel opens to Lover's Lane. Connects 7b via Lover's Lane to 10c.

7c - WEST TO R. C. MEMORIAL: A door at the rear of a storeroom opens to a frequently used passage to R. C. Memorial. The door is rarely locked.



The Campus Tunnels

8b - EAST TO TANGLES: The tunnel exits directly into the back of a storeroom. A heavy cabinet completely blocks the entrance — shoving the cabinet aside requires a combined STR of 18, and is almost impossible to move quietly. A **Spot Hidden** roll reveals the word *Hell* carved on the lintel over the entry. Connects 8b to 5b, 9c, 12b, more.

8c - EAST TO CAVE: Back behind the boiler is a small locked door marked "Keep Out". Behind it, a set of timber steps lead down into the tunnels. A successful **Mechanical Repair** or **Locksmith** roll will jimmy open the lock, but careful examination and a successful **Spot Hidden** roll shows that the hinges have been sprung so many times that the hinge pins are easy to pull. Connects 8c to 4b, 12b, 61b, the Cave, more.

9b - LOCKSLEY TO SCIENCE: At the back of the narrow crawl space under the building's east stairs, a two-foot square opening (match a ratter's SIZ versus SIZ 7) crawls several feet into a spare tunnel. A grill that explorers can easily pop out covers the opening. The crawl space itself is enclosed by a mesh gate, which is always padlocked. Connects 9b to 2b.

9c - LOCKSLEY TO TANGLES: A simple screen door opens from the crowded boiler and generator room into the tunnels. The boiler is audible a long way into the tunnels, and many ratters use the noise as a landmark. Connects 9c to the Lounge, 13b, 12b, 61b, more.

10b - UPMAN TO LOUNGE: A heavy iron door at the rear of Upman Hall's coal cellar leads to an abandoned store room, which boasts the tunnel entrance. The door is padlocked on the Upman side, and hence useless as an entrance. So far, none of Upman's residents have been bold or resourceful enough to jimmy the lock from the inside. Connects 10b to the Lounge, West sewer, 18b, more.

10c - UPMAN TO WEST: A storeroom connecting to the basement laundry boasts a small door at the rear. The door is always locked, but the hinge pins have been removed so often that the door is easy to dismantle from the tunnel side. *Amo Amas* is carved on the lintel over the door, marking one end of Lover's Lane. Connects 10c via Lover's Lane to 7b.

11b - DERBY HALL: A basement storage closet opens directly into a tunnel leading to the Miskatonic Athletic Association headquarters. Faculty members sometimes use the tunnel to go to or return from Association gatherings. Connects 11b to 16b.

12b - PRESIDENT'S HOUSE: The tunnel ends in a reinforced wire gate, locked and barred from the inside. Even if the lock is jimmied, the bar is impossible to trip from the outside. Beyond, a stairway dimly can be seen rising into darkness. Someone scrawled "Abandon All Hope, All Ye Who Enter Here" above the gate some time ago and no one has yet bothered to correct the misquotation from Danté. Connects 12b to 5b, 13b, more.

13b - LIBRARY MAIN: A stout, unlocked door in the basement boiler room opens onto a sloping passage that connects to a spur passage running to The Cave, Locksley Hall, and The Tangles. See the "Orne Library" section for other minor details. Connects 13b to 12b, 5b, more.

13c - LIBRARY TO R. C. MEMORIAL: The tunnel comes directly through the east basement wall, underneath the stairway closest to the Old Book stacks. By the end of the Fall '28 semester, this entrance will be blocked with a newly installed door and lock. Connects 13c via Study Hall to 4d.

16b - MISKATONIC ATHLETIC ASSOCIATION: A sliding wine rack in the basement of the Association's headquarters conceals the tunnel entrance, which is often used for liquor deliveries. Connects 16b to 11b.

17b - LITTLE PEOPLE LAIR: A three-foot-square shaft, large enough to crawl through, runs from the Church Street sewer to one corner of the coal cellar of the Abandoned House. At least 5D20+10 little people typically lurk in the basement. They will viciously defend their territory. Connects 17b to Church St. sewer.

18b - MARCHING MISKIE HEADQUARTERS: A trap door in one corner of the instrument storage room opens onto a narrow shaft with handholds that descends into a narrow passage leading to the West Street sewer and the Lounge. Connects 18b to the Shaft, the Lounge, more.

21b - AXTON TO CAVE: At the back of the Home locker room, a wooden panel covers the mouth of an old vent. The large shaft beyond is easily crawled through, and empties into a tunneled shaft that leads to the Cave. Connects 21b to the Shaft, the Lounge, the Cave, more.

21c - AXTON TO HOSPITAL: An unmarked door at the back of an equipment storage room leads into the Old College Trail. The building staff ensures that the path to the door is always clear. Connects 21c via Old College Trail to 25c.

23b - MEDICINE TO CAVE: At the back of the boiler room, a ragged hole has been hammered through the concrete wall. A narrow cut leads down to a cavernous space under the building foundations. An ancient, dusty tunnel winds out of this cave and into the campus tunnels. Connects 23b to the Cave, more.

23c - MEDICINE TO SCIENCE: A doorway in the back of a basement broom closet leads directly to a popular campus tunnel. Connects 23c to 2c.

24b - STEAM PLANT TO ST. MARY'S HOSPITAL: A doorway opens off of a shadowy basement corner near the main incinerator. The narrow space beyond opens onto Garbage Alley. Connects 24b via Garbage Alley to 25b, Ghoul Entry.

25b - St. MARY'S HOSPITAL TO STEAM PLANT: An iron door at the back of an ancient records room opens onto a stairway that leads down to a sub basement, the beginning of Garbage Alley. Observant investigators might notice the signs of frequent passage to the door. Connects 25b to 24b, Ghoul Entry.

25c - St. MARY'S HOSPITAL TO AXTON: The hospital end of the Old Campus Trail leads to a door that opens directly into a basement operating theater. Connects 25c via Old College Trail to 21c.

25d - St. MARY'S HOSPITAL TO CAVE: A door at the back of a ground floor broom closet opens onto an old stairway leading down. At the bottom of the stairs is a small storage area, hollowed out of the ground. A tunnel leading to the Cave runs out of the west wall of the chamber. Connects 25d to the Cave, more.

26b - EXHIBIT MUSEUM: A stout trapdoor hides under a table of crystal specimens at one corner of the Geology Exhibit Hall. Under the table, a narrow brick-

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lined shaft (formerly for plumbing and wiring) leads down to a short tunnel, barely large enough to crawl through. Connects 26b to the Cave, 35b, more.

27b - HOYT: The tunnel slopes up gently and ends at a solid concrete wall. Set into the wall is a heavy iron door with a stout lock. "No Admittance! Maintenance Only!" is stenciled on the door in fading red paint. The lock is a difficult one; make all Locksmith rolls at –35 percentiles. Banging on the door brings no answer. Ratters who break in find themselves in a basement broom closet of the administration building. Connects 27b to the Tangles, more.

35b - DELTA PHI: A tunnel runs directly out of the basement of the Delta Phi fraternity house, without a door or other obstacle. This entrance is common knowledge to all residents. Connects 35b to 34b, 26b, the Cave, more.

34b - SPCA (Society for the Prevention of Cruelty to Animals): Behind a stack of boxes in the corner of a basement storeroom, a three foot crawl space leads into the wider network of campus tunnels. Connects 34b to 35b, 26b, the Cave, more.

60b - STORM DRAIN: A major drain begins on the east side of S West Street, about halfway down the 400 block. The drain soon empties into the West Street sewer. On the upper inside of the mouth of the drain, bricks have been pulled away, opening up an entrance to the campus tunnels. This entrance is popular with students who live off campus in this direction, although they must lay down and roll in. Heavy rains make this sort of entry very messy. Connects 60b to West St. sewer, more.

61b - UNDERMINED SIDEWALK: Unknown to most in Arkham (especially the department of Public Works), running water has undermined a concrete panel of the W College Street sidewalk. Sixteen combined points of STR can lift and move aside the cement slab, revealing a shaft down into the campus tunnels. Connects 61b to 8c, the Cave, more.

The Bronze Head

In 1890, the board of trustees commissioned a bronze bust of the Reverend Ward Phillips, famous Arkhamite and charter member of the Arkham College faculty in 1690. The figure was finished just in time for the school's bicentennial celebrations, and occupied a place of honor in Locksley Hall. Much to the



The Bronze Head

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chagrin of the administration, the bust spent less than a year on its pedestal.

Pranksters from Sigma Phi fraternity stole the bronze, but the vociferous threats and admonitions from the administration (coupled with a tightening of campus security) left the thieves fearful to return it. After a month of controversy, raiders from the Debate Society broke into Sigma House, stole it back, and restored University honor. Since then, the Phillips bust has become the center of the wildest game on campus.

Over the years, a system of rules and protocols have developed concerning "Saint Ward", as the statue has come to be known. Every student organization on campus, fraternities to glee club, is engaged in an ongoing game of keep-away, with Saint Ward as the prize. By unofficial channels, the group who holds the head must let it be known within a few days that they are in possession. Once notice is given, every other group is honor-bound to try to steal the bust. The ensuing high jinks have been good natured — only one fist-fight has erupted in the bust's thirty-seven year tradition. Groups are expected to play the game with flair and panache. Midnight raids, elaborate duels, and lengthy con games are acceptable. Ratting out the holders of Saint Ward to the administration would be the peak of bad form. Struggles for possession of the head typically happen once or twice a semester; the faculty wisely turns a blind eye to the foolishness. The statue has been recovered by the administration on innumerable occasions, only to be stolen again almost immediately.

The bust shows the wear and tear of the ongoing game: the head snapped off of the shoulders after the bust was fumbled from the rooftop of R. C. Memorial Hall in 1909. The scratched, scuffed hollow head (with a badly dented left ear) is all that remains of Saint Ward, the patron saint of Puritan colleges. During the Great War, Metallurgy students took metal from the base and recast it into small "saint's relics". They sent these recast pieces overseas where they served as good-luck charms for Miskatonic students fighting in the fields of France. The icons are small bronze bars embossed with the letters *DRAWFOTRAP* (*Part Of Ward* spelled backward). To this day, stewardship of the head is a high honor, and embossed relics have become prized campus heirlooms, passed down from senior to junior. Stories of the miracles of Saint Ward reputedly accompany the relics.

In 1920, a new rule was added to the game. After the French Club hid the statue for two years, all agreed that whoever holds the head must prove worthy of stewardship: when a group takes the head, they must display it publicly within a semester, or they forfeit the honor of ownership. Since then, Saint Ward's head has served several times as the figurehead for Homecoming parade floats, has been a prop in Drama Club performances, has been carried proudly before the marching band, and even acted as the ball in a raucous game of football that spanned the entire quad. This new tradition reached its height when legendary student body president Blake Chesterfield (Class of '23) calmly walked across the stage at graduation, the head in hand. The administration has long since given up any hope of getting the bust back, for the "great game" of Miskatonic now is a pillar of student life, fostering a cherished spirit of rivalry and zaniness in the student body.

Keeper's Information

As with so much at Miskatonic, there is more to the bronze head of Saint Ward than might seem to be. Not even Dr. Armitage knows the full story, but persistent researchers might be able to uncover some of it.

Infamous Salem philosopher and alleged warlock Edmund Carter moved to Arkham in 1692. He brought with him a collection of esoterica from around the world. At his death, the collection was donated in entirety to the Miskatonic Exhibit Museum. One item, a bronze Baphomet idol reputedly used by heretical Templars, was considered the most scandalous object in all the collection. It was immediately placed in the Vault when the Exhibit Museum was founded in 1765. At the bicentennial, the administration asked if the museum had anything from Arkham's past that they might reuse as a source of bronze. The Tetlow caretaker offered up the Baphomet, and the trustees were happy to have it melted down for the Phillips bust.

The Miskatonic Mummy

An impressive display in the Ancient Civilizations wing features an authentic Egyptian mummy, standing upright in a period wooden sarcophagus. The wizened figure boasts an ornate headdress inlaid with lapis, turquoise, and gold. A favorite among Miskatonic students (who have nicknamed the mummy "Old Squinty"), few visitors can pass the display without comment. For more details about Old Squinty and the campus legend surrounding him, see the chapter "Miskatonic Exhibit Museum" and the boxed text "Legends of the Museum".

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Origins

Anyone who does a little research and speaks with Curator Grewe learns more about the mummy. The former curator, Dr. Matthews, set up the display in the spring of 1924. Shortly thereafter, Matthews suffered a fatal heart attack, leading to Grewe's appointment. The mummy and the headdress are actually a mismatched set: Dr. Galloway of the archaeology department excavated the mummy in 1923 during field work in Egypt. The headdress, on the other hand, came from the Vault, and was offered by Caretaker Tetlow to spruce up the display a bit. Only Dr. Galloway, Dr. Morgan, and Tetlow know this part of the story. None of the other museum staff know exactly when the exhibit was set up, and institutional records are notoriously sparse. Questioned, Tetlow confirms that the headdress came from the Vault. If trusted by Tetlow, the questioner gets more information. The headdress was one of the first items put into the Vault. It was part of Orne's original collection.



Old Squinty

Suspicious investigators might find this tale disturbing — is the mummy somehow responsible for Curator Matthews' fate? Just how did an East Indies merchant like Jeremiah Orne end up with an ancient Egyptian headdress?

Examinations

A close inspection of the display uncovers more clues about the mummy. Anyone looking at the mummy with a successful **Archaeology** roll can verify that the mummy is authentic, and that the headdress identifies the poor old fellow as a high priest. A second roll made at half skill (this penalty is removed if the investigator can physically examine the mummy instead of looking at it through glass) turns up some inconsistencies. There are no indications that the internal organs were surgically removed, meaning that the mummy is probably a lower class individual or servant, not a priest. Also, the embalming was cheaply and hastily done, very inconsistent with the rich jewelry. Finally, a direct physical examination and a third successful **Archaeology** roll dates the mummy to the XIXth Dynasty (approximately the thirteenth century B.C.) based on the materials used.

The headdress presents a contradictory story. A successful **Archaeology** roll identifies the piece as coming from the late IIIrd Dynasty, a particularly turbulent period in Egyptian history. A second **Archaeology** roll associates the headdress with the priesthood of Set, the murderer of Osiris and the Egyptian god of night, the desert, and death. A hieroglyphic inscription on the piece can be translated with a successful **Egyptian Hieroglyphics** roll. The translation reads as follows:

Great is the name of Set, the red destroyer. May his servant Tesherkhenhekai forever do the Great One's bidding, and serve the will of Nephren Ka, Pharaoh of Upper and Lower Egypt. May the Great Ones forever revere him!

A second successful **Hieroglyphics** roll translates the name *Tesherkhenhekai.* It literally means "red terrible magician". (Egyptian mythology traditionally associates the color red with Set.) A successful **Archaeology** roll is unable to identify Nephren-Ka, for the pharaoh's name appears on no monument or text.

At the keeper's pleasure, an **Occult** roll might recall whispered legends of a heretical pharaoh named Nephren- (or perhaps Nophru-) Ka, "The Black Pharaoh", who was rumored to be a powerful wizard killed for his blasphemous ways and mastery of demons and plagues. A successful **Cthulhu Mythos** roll confirms the existence of Nephren-Ka, high priest of Nyarlathotep, thought by many to be an avatar of the Outer God himself! He plunged Egypt into chaos before he was killed in a popular uprising. All records of the Black Pharaoh's existence were destroyed or defaced, and his name was proscribed and forgotten.

Successful **Cthulhu Mythos** rolls identify other disturbing features of the headdress. The elaborate decoration includes a stylized, inverted ankh, the symbol of the Black Pharaoh. Also, the crowning figure representing Set wears an odd, spiraling symbol that seems to be related to the Sign of Koth and the Yellow Sign, implying a link between Set and Hastur the Unspeakable. Separate rolls are required for each piece of information. A Detect Enchantment spell reveals that the piece is infused with powerful magics. For details concerning the powers of the headdress, see below.

Deciphering the headdress reveals its paramount importance as an archaeological relic: depending on how much the researcher knows, the piece either suggests the existence of a previously unknown IIIrd Dynasty pharaoh or proves that the legends of Nephren-Ka are true. This piece is the only known artifact from Nephren-Ka's reign. The obscure headdress could lead a scholar into lengthy research, proposals, and academic prominence. Of course, it could also destroy him.

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The Miskatonic Mummy, a.k.a. "Old Squinty", in an alternate headdress

The Mummy's Curse

Campus legends of Old Squinty rising and stalking through the museum are false, but the display holds deadly danger nonetheless. The threat lies not in the mummy, but in the headdress.

The headdress was made for Tesherkhenhekai, the high priest of Set, who had served during the reign of the pharaoh Huni but betrayed the king and helped Nephren-Ka seize power. Tesherkhenhekai was well rewarded for his service and magical advice, and Nephren-Ka himself enchanted the ceremonial headdress the priest wore until his death. The headdress is similar to the soul receptacle created by the Soul-Trap spell (see the *Call of Cthulhu* rules), and serves as a receptacle for Tesherkhenhekai's consciousness. The ancient priest's *ba* (identity or intellect and will) is held in the largest gem on the headset, and yearns for release. Note that according to Egyptian mythology, the ba is quite separate from the *ka*, the soul/heart/conscience of a person. Tesherkhenhekai's mind and will have survived the ages, but his emotions and any remaining scruples died with his body in 2618 B.C.

Possession Attack: On nights of the full moon when Aldebaran is in the sky (October through March), the walls of Tesherkhenhekai's prison weaken and the ancient sorcerer can try to escape into a new body. A person who comes within thirteen paces of the display case on such night is subject to the ancient entity's possession attack, as detailed below. Caretaker Tetlow has always had "a funny feeling" about the headdress: since his dogs get jittery near it, he keeps his distance. As Curator Grewe and Professors Ashley and Freeborn spend more late nights in the museum working with the Orne collection, each unknowingly runs a greater and greater risk of becoming a target. Anyone foolish enough to don the headdress is immediately subject to a possession attack, regardless of what day or time it is.

When a victim nears at a propitious time (or if the headdress is brought to a new victim), match Tesherkhenhekai's POW against the POW of the target on the Resistance Table. With a successful match, the ancient wizard's ba leaps into the victim's body, taking over all conscious functions. For the next month, lower all physical skills of the victim by fifteen percentiles, as Tesherkhenhekai gets used to his new body.

Meanwhile the victim's mind cohabits with the intruder, but is locked away from all control of the body. It can oppose the intruder and perhaps retake control if certain conditions occur. If Tesherkhenhekai is ever reduced to fewer than three magic points or loses half or more of his new body's hit points, the stress allows the victim's mind to attempt to take control again, in anoth-

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er POW against POW struggle. If the victim wins, Tesherkhenhekai is flung back inside the headdress. The Cast Out Devil spell, if successful, will also dislodge Tesherkhenhekai, with the same results. If the headdress is destroyed, Tesherkhenhekai's ba is lost forever, whether or not it is inhabiting a victim. The spell Consume the Ba* cannot be used against the victim's ba if cohabiting in the victim's body.

TESHERKHENHEKAI'S BA, age 4569 years, Ancient Evil

STR na*	CON na*	SIZ na*	INT 19	POW 22
DEX na*	APP na*	EDU na*	SAN 0	HP na*

** For all physical statistics, use those of the possessed victim. Tesherkhenhekai's ba replaces the INT and POW of the victim.*

Damage Bonus: na

Weapons: Dagger 65%, damage 1D4 + 2 + db

Egyptian Khopesh Sword 60%, damage 1D6 + 1 + db

To use these attacks requires the possession of a physical body.

Spells: Augur, Bind Child of the Sphinx*, Brew Paut*, Call / Dismiss Hastur, Chant of Thoth, Command Scorpion, Command Serpent, Consume the Ba*, Contact Child of the Sphinx*, Contact Chthonian, Contact Ghoul, Contact Sand Dweller, Contact Deity / Nyarlathotep, Contact Deity / Set (Hastur)*, Create Child of the Sphinx*, Death Spell, Deflect Harm, Detect Enchantment, Dominate, Dread Curse of Azathoth, Enchant Knife, Enchant Magic Staves*, Mindblast, Mirror of Tarkhun Atep*, Parting Sands, Summon / Bind Byakhee, Voice of Ra.

**For these, see the appendix section "New Magic".*

Armor: 5 points of enchanted armor (if wearing the headdress), more as possessed victim, often employs the Deflect Harm spell.

Skills: Accounting 35%, Art (Egyptian Ritual Performance) 75%, Art (Sing) 45%, Conceal 30%, Cthulhu Mythos 30%, Drive Chariot 60%, Geography (Old Kingdom Egypt) 85%, Hide 40%, History (Old Kingdom Egyptian) 75%, Law (Pharonic) 60%, Navigate 25%, Occult 85%, Persuade 55%, Ride 45%, Sneak 35%, Throw 35%.

Languages: Ancient Assyrian 35%, Ancient Egyptian 90%, Ancient Nubian 40%, Ghoul 45%, Stygian 60%.

Item, the Headdress: A ceremonial crown for the high priest of Set fashioned and enchanted by Nephren-Ka himself, this headdress is a potent magical artifact.

- ❏ The headdress acts a receptacle for the wearer's ba (intellect and will) as per the Soul-Trap spell.
- ❏ The headdress accumulates and releases magical energy: if the wearer conducts a ritual sacrifice, all of the victim's magic points are drained into the headdress, which can hold a maximum of fifty. The headdress currently holds seventeen magic points. The wearer of the headdress can call upon these points at will to cast spells or magically defend.
- ❏ Anyone wearing the headdress receives the benefit of a POW five points higher than actuality when summoning and binding an entity or being.
- ❏ The headdress provides the wearer with unnatural resilience, acting as five points of magical armor.

A Scenario Seed

The ancient Egyptian priest will soon have ample opportunities to take a new body: those of Curator Grewe, Dr. Freeborn, and Professor Ashley are all likely victims. A student hiding overnight in the museum, Tetlow the caretaker, or a wandering investigator could serve just as well. If Tesherkhenhekai escapes from his prison into a new body, the evil priest will immediately steal the Khopesh Sword and flee the museum, stopping at nothing to take the headdress with him. Once at large, the ancient priest will lie low, using magic to consume the ba of a few Arkham residents (perhaps including a Miskatonic student or professor) to quickly learn English and details of life in the modern world.

The trail of grisly ritualistic murders scandalizes Arkham. Perhaps Tesherkhenhekai leaves a trail of clues for investigators to follow. The *Necronomicon* and *Unaussprechlichen Kulten*, as well as *Ancient Egyptian Legends* and Budge's *Book of the Dead* all contain information about ancient Egypt and Set. The library's copy of *Daemonolatreia* contains the spell Cast Out Devil. Gaining access to these books could prove tricky depending upon the investigators' relationship with Professor Armitage. Finally, caretaker Tetlow may come forward to assist investigators whom he trusts. If Tetlow is brought into the case (and if he's convinced the investigators sincerely believe in the esoteric and unknown), he allows access by University staff and professors to a set of ancient Egyptian scrolls entitled *Black Rites* (see the boxed text nearby).

Once he has acclimated himself to the twentieth century, Tesherkhenhekai travels to New York and establishes a new cult of Set. Within a year, the sorcerer has a

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cadre of fanatical converts, several Children of the Sphinx as bodyguards, and a set of potent magical staves. The cult pushes its way into the illegal opium trade, possibly coming into conflict with other organized crime elements in the Big Apple. Eventually, Tesherkhenhekai may travel to Egypt to contact the Brotherhood of the Black Pharaoh or the Brethren of Seth (see the *Cairo Guidebook* for details). Investigators might be able to track Tesherkhenhekai to his new lair (the theft of animals from the Bronx Zoo will certainly provide some leads), but their ultimate strategy may be complicated by the identity of the priest's new vessel. Will the investigators be willing to kill the body of a prominent Miskatonic professor, an innocent student, or even one of their own?

Final Fates

Whether or not Tesherkhenhekai escapes from his magical prison, Old Squinty remains an honored part of the Exhibit Museum's collection until the present day. Barring any unfortunate accidents that arise during campaign play, the mummy will soon be destroyed by a madman hoping to create Dust of Suleiman, as detailed in "Lethal Legacy", a scenario contained in *Last Rights*, from Chaosium. If a group of investigators should destroy the mummy first (by accident or otherwise), the archaeology department has many more in storage to satisfy the future scenario.

The Mythos at Miskatonic

Although there are no classes in advanced magical techniques and the name "Cthulhu" has yet to be uttered in any anthropology class, the mythos seems to lurk around the Miskatonic campus. The darkest secrets of the mythos fill the books in the Orne library, and Miskatonic professors serve as the protagonists of "The Dunwich Horror" and "The Whisperer in Darkness". When not encountering the mythos close to home, Miskatonic's faculty travels the world to uncover it, as in "At the Mountains of Madness" and "The Shadow Out of Time". Walter Gilman, Asenath Waite, and Herbert West call (or have called) Miskatonic home.

As the hub of a *Call of Cthulhu* campaign, Miskatonic represents the point where the civilized world of science and philosophy meets the magic and madness of the Cthulhu mythos — head on. Who on campus knows secrets man was not meant to know? How much do they know? Has anyone learned too much? The answers lurk just below the surface.

Fighting the Good Fight

Investigators of the unknown will find the faculty of Miskatonic can serve as a crucial source of information and support. Since the twentieth century began, more than a dozen professors have uncovered startling evidence of the Cthulhu mythos or met with horrors from the Outside firsthand. Until recently, these few scholars stood alone against the dark tide, keeping their knowledge to themselves. Fear has so far kept them quiet: fear of the damage their stories would do to their academic reputations, and fear of what harm their secrets might cause future investigators, or an unsuspecting world.

In the fall of 1928 the situation is changing. Coalitions of like-minded professors are forming, pooling their knowledge and experience. The largest coalition, led by Professor Henry Armitage, has just scored a victory against the Dunwich Horror, and may soon decide to take further action against the forces of the Cthulhu mythos. Other professors still worry in their self-enforced solitude, wondering how they can prevail against forces so vast and inhuman. Perhaps the ongoing investigations of these disparate scholars (or of any investigators on the Miskatonic faculty) will draw them into contact with Armitage and his associates. By the end of the 1930's, Miskatonic might be home to an alliance of brilliant, educated scholars working in secret to save humanity and the world. On the other hand, fear, suspicion, and the very knowledge they strive to uncover could drive these men apart or destroy them. Only time will tell.

The biggest obstacle facing investigators dealing with the Miskatonic faculty is trust. Professors who are in the know are a distinct minority. Knowing who to ask for information is a mystery in itself. The library is a logical place to start, but investigators will have to convince Armitage of their intentions. The other professors have good reason to be suspicious of anyone approaching them with odd stories, and will open up reluctantly, if at all.

Every day, investigators on the Miskatonic faculty work with these colleagues and friends, and will have the easiest time winning over any of Miskatonic's mythos-savvy professors. Students will likely be dismissed outright as too young for the burden of such knowledge, even if they can prove to a knowing faculty member that they do truly mean well. These same professors might, however, change their tune and adopt a student protégé if the student does something to prove himself. Outsiders will have the hardest time getting

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The Black Rites of Luveh-Keraph

THE BLACK RITES OF LUVEH-KERAPH — *in Egyptian hieroglyphs, by Luveh-Keraph, high priest of Bast. Translated from the Khemite original, XIIIth Dynasty (c. 1735 B.C.)*. This work consists of nine fragile papyrus scrolls, covered with tiny, crabbed Egyptian glyphs. A tenth scroll is rumored, but the Orne Library does not possess it. Successful Archaeology rolls date the scrolls and verify their authenticity. The scrolls are virtually unknown to the academic world, and represent a priceless archaeological treasure. Students of the Cthulhu mythos will find them even more valuable — primary Egyptian sources relating to the Cthulhu mythos are extremely rare.

The first scroll in the sequence identifies Luveh-Keraph as a high priest of Bast during the reign of Pharaoh Neferhotep (1741-1730 B.C.). The scrolls, Keraph states, were written in response of his Pharaoh's call for "a great investigation . . . [into] how the Gods were fashioned, and of what offerings to them should consist." Luveh-Keraph states that much of the scrolls' contents were drawn from fragmentary records of ancient Khem and Stygia. The first scrolls describe in great detail the worship of the cat goddess Bast, while later scrolls describe sacred rituals for other Egyptian deities. The dark worship of "the Terrible Lord of the Riverbanks", crocodile-headed Sebek, which includes descriptions of temples and sacrificial rituals, is described in exhaustive detail.

The final three scrolls describe a pantheon of evil Egyptian deities: Set, the monstrous serpent Apep, and other entities hitherto unknown by conventional scholarship, including the Beast (a monstrous, faceless sphinx), and the Black Pharaoh, sometimes called Nyarlathotep.

One final section deals with the reign of Nephren-Ka, the Black Pharaoh, at the end of the IIIrd Dynasty. Nephren-Ka is described as a powerful sorcerer who came to Egypt from a pillared city in the trackless deserts to the east. The priest rose to power through a pact with a "deathless high priest of Set", and terrorized all of Egypt with plagues, a swarm of demons, and a black wind that carried the pharaoh's voice and laid waste to all in its path. Nephren-Ka instituted the worship of Nyarlathotep, and by the end of his reign claimed to be Nyarlathotep incarnated into human form. Sneferu led a revolt against the evil ruler, and defeated him through the personal intercession of the goddess Isis. Nephren-Ka was buried in an unknown tomb, and his name was stricken from all temples and monuments. Legends state that the Black Pharaoh will return to plague Egypt again someday. Nitocris, the ruthless queen of the VIth dynasty, sought to restore the worship of Nephren-Ka, but her evil designs were thwarted by the cults of Horus and Isis.

The nine scrolls of the *Black Rites* have been in the Vault since Lucas Tetlow took over as caretaker: he has no record of how the Exhibit Museum acquired them. Museum records and the Archaeology department lack further information. Have the scrolls been at M. U. since Jeremiah Orne founded the Museum? If so, where did he get them? If Professor Armitage learns of the scrolls, he will energetically try to have them moved to the Orne Library, into the Restricted Collection. Dr. Morgan will be particularly interested in translating the scrolls. Since Tetlow and Grewe will be loath to give up the scrolls, an interdepartmental struggle might ensue.

Sanity loss 1D6/2D6; Cthulhu Mythos +9 percentiles; skill checks in Archaeology and Occult; average 15 weeks to study and comprehend. Spells: Cast Out Devil (Dismiss the Restless Spirit), Command Cat*, Command Crocodile (Summon and Abjure the Children of the Riverbanks)*, Contact Deity / Bast (Contact the Goddess of all Cats), Contact Deity / Nyarlathotep (Call the Black Pharaoh), Contact Deity / Nyarlathotep (Bring Forth the Faceless Master of the Sands [sphinx beast form], Contact Deity / Sebek (Call Forth the Terrible Lord of the Riverbanks)*, Summon Cat*.

** = See the "New Magic" section of the appendix for texts.*

anything out of the Miskatonic library or faculty. Mysterious groups of strangers who suddenly need to know a potent spell or the details of some ancient god's worship will be turned away firmly, and might get investigated themselves as possible members of some evil cult! Assisting in a dangerous investigation (even against orders) or solving a mystery or two on their own goes a long way toward winning faculty members' trust.

The Armitage Cabal

The cabal is the first alliance of investigator-professors on campus, and is the most organized. The "Dunwich Three" (Armitage, Rice, and Morgan), joined by Professor Albert Wilmarth and led by librarian Henry Armitage, exercise complete control over the most potent mythos materials in the Orne Library, and are in an ideal position to be the nucleus of organized resistance to the Cthulhu mythos. The group is very cautious, preferring to carry on their studies and investigations in secret. Indeed, the cabal acts as a kind of conspiracy in the middle of campus: the professors' close association looks to most like the product of ongoing friendships, just another of the cliques so common to academia. Also, Armitage has announced his intention to write a new book, *Demons and Devils of the Miskatonic Valley*, a survey of local history that will incorporate materials from many of the library's rare arcane documents. Professors Wilmarth and Rice ostensibly act as Armitage's assistants, so their frequent trips to the library and long discussions behind closed doors seem perfectly above board.

At this time, the cabal is still consolidating its position and trying to determine through research what other threats might exist beyond Dunwich and the

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Whateleys. Of secondary (but pressing) concern are the "Outer Ones" Wilmarth encountered in Vermont, which the *Necronomicon* identifies as the mysterious *mi-go*. Armitage and company are trying to find out all they can about these elusive beings, and trying to determine whether or not they pose any danger to Wilmarth, Arkham, or the world at large. More than once, Dr. Morgan has proposed a foray into the mountains of Vermont to gather physical evidence firsthand. Each time, Wilmarth's strenuous objections have won the day.

Although the professors' philosophies and preferred strategies against the mythos vary wildly, all acknowledge Armitage as their leader. They might question or debate Armitage's decisions, but they would never deliberately ignore or disobey them. As of yet, the Armitage Cabal is unaware that other Miskatonic professors have also met and fought the mythos, though they would likely recruit other faculty members once discovered. Dr. Morgan in particular has noted how weak the group is when it comes to the more physical aspects of an investigation (the odd mix of skullduggery, reconnaissance, and outright combat Morgan has dubbed "field work"). So far, the group has yet to be tested by another investigation, but surely this period of calm will not last.

Professor Henry Armitage (Librarian)

An expert on cryptography and the occult, Armitage's mythos knowledge is still limited to a cursory survey of the *Necronomicon* and Wilbur Whateley's diary. Drawn to his studies of the bizarre by the strange events on the Gardner Farm in 1882 (the year he graduated from Miskatonic), Armitage has become an authority on the occult, and published his *Notes Toward a Bibliography of World Occultism, Mysticism, and Magic* in 1927. The Dunwich Horror left Armitage a firm believer in the supernatural. Unfortunately, it also left him in very poor health: the death of Wilbur Whateley and its aftermath put a dangerous strain on the old man's heart. As he slowly recovers, Armitage devotes his energies to consolidating and securing the Restricted Collection, gravely concerned that dangerous material may still await discovery in the stacks.

As horrifying as his experiences in Dunwich have been, Armitage remains steadfast in his faith that virtue and reason can prevail, even in the face of utter chaos. A deeply religious man, Armitage's convictions give him a simple outlook toward the Cthulhu mythos: it is evil, pure and simple, and must be fought no matter the cost. These same convictions, ironically, make Armitage the most conservative and cautious of the "Dunwich Three". Magic, as Armitage sees it, is an unnatural and dangerous force: although a spell saved the day in Dunwich, power corrupts, and he will only tolerate the use of magic as a last resort. Similarly, Armitage opposes frivolous unrestrained research in the Restricted Collection, even by his confederates. The potential gains that might arise from study of the mythos (magic, Gate technologies, or a greater understanding of human and prehuman history) are not worth the risks to the researcher's sanity or his soul, and Armitage tends to dismiss any such arguments outright. Ironically, he has yet to destroy Wilbur Whateley's diary: it might come in useful again someday. Armitage has seen the shadow of the mythos consume several of his closest friends: Harold Hadley Copeland, Laban Shrewsbury, and Seneca Lapham were all drowned in its dark tide. The eventual fates of Bryant Hoskins and Arthur Wilcox Hodgkins will only deepen Armitage's caution regarding the vile books of the Restricted Collection.

Armitage knows that he cannot simply destroy the books, however: knowledge (even blasphemous knowledge) is power, and the secrets of the *Necronomicon* provided the professors with a telling weapon against the Dunwich Horror. Armitage has reluctantly agreed, therefore, to allow Rice, Morgan, and Wilmarth to pursue preliminary research on the tomes of the Restricted Collection, to try to ascertain the extent of the shadow hanging over mankind. Armitage's watchword is caution; he is swift to act once he is sure unnatural forces are at work. In future investigations, Armitage will lead from the rear (his poor health precludes "field work" of any kind), focusing his formidable research abilities on the Restricted Collection and acting in a support capacity by unearthing helpful information.

Dr. HENRY ARMITAGE, age 65, Master of the Library

STR 11	CON 08	SIZ 12	INT 18	POW 16
DEX 10	APP 13	EDU 24	SAN 55	HP 11

Damage Bonus: none.

Weapons: none.

Spells: Powder of Ibn Ghazi, Banish Son of Yog-Sothoth.

Magical Items: Armitage has a satchelful — four working elder signs, left to him by Laban Shrewsbury when the eccentric scholar vanished in 1915. In the weeks since the Dunwich Horror, Armitage has learned the value of the signs, and has one mounted on the inner vault door to the Restricted Collection. Next year, he will give one to Arthur Hodgkins to aid him in his struggle against Zoth-Ommog.

Skills: Academic Standing (Miskatonic) 95%, Accounting 40%, Art (Literature) 75%, Cryptography 75%, Cthulhu Mythos 18%, History 65%, Library Use 95%, Occult 29%, Persuade 75%, Psychology 48%.

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Languages: English 99%, French 80%, German 70%, Greek 68%, Latin 75%.

For an illustration of Henry Armitage, see page 39.

Dr. Warren Rice (Classical Languages)

A dyed-in-the-wool intellectual and long time friend of Henry Armitage, the librarian's senior partner in the cabal is also an incurable cynic. The death of Rice's wife in 1922 from influenza left Rice shattered: Armitage's steadfast friendship was able to lift Rice out of the depths of grief, but Rice is still a deeply embittered pessimist. Rice keeps up a cordial (if sardonic) demeanor, but deep down his darker moods prevail. He accepts the existence of the mythos at face value, without any kind of spiritual or religious whitewash, and chuckles at the realization of mankind's insignificance and the futility of existence. Although a pessimist, Rice's bitterness has not paralyzed him — he is prepared to struggle to the end and die well, even if the struggle is sure to be in vain. He owes humanity (and Armitage) that much at least. If anything, the last few years have done wonders for Rice's sense of humor. Cabal deliberations are often punctuated by his wry and ominous witticisms.

Rice tends to act as devil's advocate in the deliberations of the cabal, and is quick to point out the weaknesses of any proposed plan. He is also quick to assume the worst of an unknown (or poorly understood) situation. His ruthless criticism of the group's plans tends to ensure that the wisest course of action is chosen. Rice believes that the magic and information contained within the books of the Restricted Collection are the only weapon humanity has against the "Tides of Oblivion" as he calls the mythos, and believes that it would be foolish to ignore it. Rice's debates with Armitage on the subject are far from over, but he respects Armitage's opinions, and is content to act as "the conscience of the king," ensuring that Armitage's caution is tempered by sober pragmatism.



Warren Rice

Although he is getting on in years, Rice is still fit, and courageous or careless enough to meet the mythos head on. Accordingly, Rice constitutes one half of the group's field arm, along with Dr. Morgan. His greatest value to the cabal, however, lies in his academic vocation: Rice's mastery of ancient languages is crucial to cataloging and understanding the contents of the Restricted Collection. Alas, his duties as acting chair of classical languages have left him unable to direct nearly as much attention to the doings of the cabal as he'd prefer.

Dr. WARREN RICE, age 53,
Classicist and Dunwich Witness

STR 12	CON 12	SIZ 15	INT 16	POW 14
DEX 11	APP 12	EDU 21	SAN 61	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + 1D4
.38 Revolver 30%, damage 1D10

Spell: Banish Son of Yog-Sothoth.

Skills: Academic Standing (Miskatonic) 89%, Anthropology 20%, Archaeology 25%, Art (poetry) 45%, Climb 25%, Cthulhu Mythos 15%, Dodge 25%, Drive Automobile 35%, History 25%, Library Use 88%, Persuade 55%, Occult 17%, Ride 25%.

Languages: Arabic 55%, English 90%, Greek 85%, Hebrew 75%, Latin 95%.

Dr. Francis Morgan (Archaeology)

The youngest member of the cabal, Morgan is also a man of action, and has volunteered to serve as the cabal's point man for future excursions against the mythos, assisted by Rice. Soft-spoken and self-assured, Morgan has a strong moral compass, and always keeps the higher good in mind. Although he is quite capable of engaging in physical conflict or quasi-legal skullduggery in the pursuit of an investigation, Morgan will never embark on such undertakings lightly: his convictions make him nearly as prudent as Armitage. Morgan will resort to extreme means only in the direst of circumstances.

Morgan also does not share his colleagues' predilections for literature, nor their classical educations: he is a scientist (or as much of a scientist as an archaeologist can be, as Rice is always quick to remind him). Evidence and deduction are Morgan's preferred tools, and he is always quick to apply Occam's Razor to a conundrum. Morgan is, therefore, prepared to accept the existence of magic and the Cthulhu mythos — he has seen it first-hand — but tends to look at things from a more objective viewpoint, couching his explanations in scientific terms. The Great Old Ones are obviously powerful alien entities (and have even been worshiped by ancient cultures), but Morgan would hesitate to call them "gods". While there is strong evidence that the forces of the Cthulhu mythos underlie some ancient cultures and mythologies, that is no reason to assume that all human myth and culture has been so influenced. Magic, in Morgan's view, is the application of physical, mental, and scientific principles heretofore unknown. While he accepts magic's awesome potential, he is hesitant to dab-

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ble in it lightly. Morgan agrees with his colleagues on one important point, however. The Cthulhu mythos is, by its very nature, inimical to human life and civilization, and cannot be bargained or reasoned with. Therefore, once Morgan's scientific skepticism has been overcome, he will engage the enemy with zeal matched only by Armitage himself.

Morgan has yet to be convinced that all of the myths in the Restricted Collection, or even all of the blasphemies in the *Necronomicon*, are actually true. Morgan's primary goal, therefore, is to sort the spurious myths from the dangerous ones. An avid researcher, Morgan has started searching for mythos influences in the culture and mythology of his beloved Egypt. Morgan's primary role, however, is as the primary field agent of the cabal, elephant gun at the ready. Unfortunately, Morgan's usefulness in this regard is limited: his workload as a junior professor, frequent archaeological expeditions, and love of field work mean that Morgan is away from Miskatonic and often out of the country as often as he is available. Morgan also bears a healthy concern for his reputation: he is hesitant to endanger his prospective tenure by getting caught in questionable or illegal activities. Morgan's moral compass will also always guide his actions: for Morgan, the end (no matter how noble) will never justify any means.



Francis Morgan

Dr. FRANCIS MORGAN, age 28, Scientist and Adventurer

STR 16	CON 16	SIZ 16	INT 17	POW 16
DEX 15	APP 14	EDU 20	SAN 69	HP 16

Damage Bonus: +1D4.

Weapons: Mauser Elephant Gun (T-Gewehr) 80%, damage 2D10 + 4
.30 Semi-Automatic Rifle 80%, damage 2D6 + 3
20-Gauge Pump Shotgun 75%, damage 2D6/1D6/1D3
Fist/Punch 75%, damage 1D3 + 1D4
Grapple 75%, damage special
.45 Revolver 55%, damage 1D10 + 2
Broom-handle Mauser 55%, damage 1D8
Head Butt 35%, damage 1D4 + 1D4
Kick 25%, damage 1D6 + 1D4

Spells: Banish Son of Yog-Sothoth, Powder of Ibn Ghazi.

Skills: Abenaki Artifacts 45%, Academic Standing (Miskatonic) 72%, Anthropology 15%, Archaeology 75%, Climb 60%, Cthulhu Mythos 14%, Dodge 45%, Drive Automobile 55%, Egyptology 60%, First Aid 45%, Hide 20%, Jump 40%, Listen 35%, Medicine 15%, Navigate 20%, Occult 25%, Operate Heavy Machinery 25%, Pilot Aircraft 45%, Ride 45%, Sneak 15%, Spot Hidden 65%, Swim 45%, Throw 45%, Track 10%.

Languages: Arabic 40%, Assyrian Cuneiform 35%, English 99%, Egyptian Hieroglyphics 70%, Hebrew 35%, Swahili 65%, Spanish 45%.

Dr. Albert N. Wilmarth (English)

The newest addition to the Armitage cabal, Dr. Albert N. Wilmarth is also the most knowledgeable about the Cthulhu mythos. He came to the cabal's attention less than a week after the Dunwich Horror, when the visibly shaken English professor demanded access to the Orne Library's copy of the *Necronomicon*. The book had been locked up with the rest of the Restricted Collection only a few days earlier. When Armitage asked his terrified colleague why he wanted to read the odious book, Wilmarth broke down and told the librarian the entire tale of his experiences in Vermont and his brush with the mi-go. A trusted colleague of Armitage's for years, Wilmarth had become a kindred spirit and a valuable ally. Armitage proposed Wilmarth's admission into the cabal, and the vote was unanimous.

Always a bit high strung, Wilmarth's experiences in the Akeley farmhouse have left him skittish: he starts at loud noises, freezes under stress, and is increasingly superstitious. Wilmarth has studied obscure folklore for decades, and prided himself on his encyclopedic knowledge of bizarre minutiae. Wilmarth followed the works of the theosophists and prehumanists avidly, more amused than intrigued by their crackpot theories. Now he is aware that many of these quaint legends are based on horrible facts, and the revelation terrifies him. Among the Armitage cabal, Wilmarth has the best idea of the full extent of the Cthulhu mythos, and is best able to sift through the web of legends, myths, and histories in the books of the Restricted Collection. Wilmarth has also started acting as the chronicler of the Armitage cabal, writing down accounts of their exploits thus far.

Wilmarth is too daunted by the scope of the Mythos to know how to proceed against it. Like Armitage, he believes that these secrets are best left alone and that these evil forces are not to be trifled with. However, he is also the most vocal proponent of action, despite his poor temperament for such endeavors. Wilmarth, normally an indecisive man, tends to be the first to advocate expeditions into the field, and believes, like Rice, in fighting magical fire with fire. Why is Wilmarth so vehe-

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ment in his pursuit of the mythos? The answer is a growing sense of guilt — for too long, Wilmarth dismissed the threat of the mythos as a triviality, an attitude that has led to disaster. If not for his off-hand dismissal of the well-publicized Vermont legends, Henry Akeley would never have broken his silence and drawn the attentions of the alien beings that destroyed him. In early 1929, his off-hand comment about the Tcho-Tchos led to poor Bryant Hoskins' obsession with the *R'lyeh Text*. The lad's utter destruction will haunt the professor even more.

Wilmarth is dreading the upcoming Antarctic expedition. His surveys of the *Necronomicon* and his long discussion with "Akeley" have given him shocking hints of what the expedition might find in the frozen unknown, and Wilmarth is convinced that the expedition staff members are in great danger. In typical fashion, Wilmarth will soon advocate a pro-active solution: he wants to show the expedition certain sections of the *Necronomicon* as a warning. Despite the general opposition of the cabal, Armitage in particular, Wilmarth persists in his impassioned arguments. Finally, in the fall of 1930, Armitage will relent, allowing Wilmarth to proceed.



Albert N. Wilmarth

In the meantime, Wilmarth is becoming a prisoner of his anxieties. Wilmarth's fears that the strange beings in Vermont are stalking him to take a hideous revenge upon him grow, and he knows all too well what the aliens will do to him if they catch him. And yet Wilmarth is desperate to do something: his growing commitment to redeem himself for Akeley's and Hoskins' fates could turn into an obsession. Wilmarth's frail emotional state and his growing commitment to researching the mythos will likely begin to interfere with his work on campus, and could jeopardize his appointment as English department chairman. If Armitage and company are not careful, Wilmarth will eventually reach his breaking point.

ALBERT N. WILMARTH, age 58, Frightened Scholar

STR 11	CON 11	SIZ 11	INT 17	POW 13
DEX 10	APP 13	EDU 21	SAN 51	HP 11

Damage Bonus: none.

Weapon: none.

Skills: Academic Standing (Miskatonic) 92%, Anthropology 45%, Art (fiction writing) 60%, Credit Rating 65%, Cthulhu Mythos 21%, History 65%, Literary Criticism 85%, Local History 50%, Library Use 75%, Literature 65%, Listen 35%, M.U. Lore 35%, Occult 35%, Persuade 50%, Psychology 35%, Sneak 45%, Spot Hidden 30%.

Languages: English 99%, French 65%, German 60%, Latin 40%, Classical Greek 45%.

Allies of the Armitage Cabal

Dr. Ephraim Sprague: Sprague examined the strange mortal remains of Wilbur Whateley, Amos Tuttle, Paul Tuttle, and Walter Gilman, most of whom died in 1928. As a result, the doctor has become convinced that supernatural forces are at work behind the scenes in Arkham, and is baffled as to how to proceed. His presence with Armitage at the death of Wilbur Whateley led to a conspiracy of silence between the professors and the good doctor that has since matured into an alliance. If the Armitage cabal should ever need curious biological or medical specimens analyzed, or if they ever need medical attention as the result of an investigative mishap, Sprague is happy to provide both, and to keep quiet about it. Conversely, Sprague will quickly notify Armitage if he should encounter any odd, grisly, or unexplainable deaths in the future.

The Armitage cabal consists of some of the most respected members of the Miskatonic faculty. Two of its members are well on their way to becoming chairmen of their departments, and Armitage is one of the most senior staff members of the University. As a result, the group has considerable academic and campus clout as well as easy access to University resources, even those outside the library. The group's desire for secrecy makes them loath to exert influence without plausible reason.

The Peaslees

The only other coalition of Miskatonic professors yet active in 1928, the father-and-son team of Nathaniel and Wingate Peaslee are currently peripherally involved with the Cthulhu mythos, and will not undertake serious investigations until the Australian expedition of 1935. Should Armitage become aware of the unique nature of the elder Peaslee's amnesia, he will be put into a quandary. While Peaslee's dreams and half-remembered insights could shed a great light on the nature of the Cthulhu mythos, the remote past, and the future, Dr. Peaslee has clearly gone through enough — Armitage might be content to follow the professor's story from afar and leave well enough alone. Young

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Wingate, on the other hand, could prove a valuable ally for the cabal.

Nathaniel Wingate Peaslee (Economics, ret.): Professor Emeritus Peaslee, now in semi-retirement, was directly touched by the Mythos in 1908, when he suffered from a complete mental breakdown which left him without memory and with a transformed personality. Peaslee returned to normal in 1913, and has spent much of the time since trying to explain exactly what happened to him during those five unremembered years. Peaslee is currently involved in an ongoing effort to analyze and interpret the strange dreams that have plagued him since the early 1920's. He has taken to keeping extensive journals of these dreams, which seem to offer a window into the world of a race of beings Peaslee has dubbed "the Great Race". The dreams are filled with strange creatures, huge alien cities, and immensely archaic vistas. Peaslee has offered up accounts of his strange dreams to several psychiatric journals, which have been published as an ongoing set of illustrated articles.

At first, Peaslee tried not to ascribe meaning to his dreams and visions, regarding them as curiosities and little more. Peaslee has, however, begun to discern one intriguing detail: certain aspects of his dream accounts are virtually identical to visions described by other victims of similar total amnesia episodes. He has also noticed their similarity to certain themes described in some of the Orne Library's more infamous books. Peaslee researched the library's *Necronomicon* several times in 1926 and 1927. Should he try to access the book again, Armitage will likely begin to pay much closer attention to the old professor's strange case. As the dreams have grown more detailed, Peaslee has come to think that powerful intelligences might be trying to communicate with him across the gulf of time from the Earth's remote past. Consequently, Peaslee has devoured all of the theosophist material he can get his hands on, trying to reconcile his experiences with the fringe philosophy.

Peaslee has also tried (with little success) to uncover the details of his extensive travel during his period of amnesia from 1908 to 1913. The coming of his odd dreams has diverted his attention from this line of inquiry. In coming years, Peaslee will gradually begin to suspect that these dreams are actually suppressed memories from his lost years. Eventually, Peaslee's quest for the truth will cause him to join Dyer's Australian expedition in 1935, where the elder Peaslee will finally remember the secrets of the Great Race of Yith.

Wingate Peaslee (Psychology): The only member of the Peaslee family not to abandon Nathaniel Wingate during his amnesia-like years, Wingate is fiercely devoted to his father, and very concerned about the elder Peaslee's well-being. The bizarre particulars of his father's mental breakdown inspired Wingate to take up a career in psychology. Unraveling the mystery of his father's past has become Wingate's life's work.

Peaslee has delved deep into Jungian theories of synchronicity and the collective unconscious, and has become an authority on abnormal psychology. His extensive search of the psychiatric record has uncovered five cases of amnesia and total personality collapse that seem to mimic his father's episode exactly. Peaslee is sure that he is dealing with some incredibly rare and heretofore unclassified form of dementia, one that will, once his studies are complete, hopefully bear his father's name. Peaslee has no patience for the excesses of theosophy, and frowns inwardly at his father's growing interest in what Wingate dismisses as a dubious branch of pseudoscience. Outwardly, he has humored him. Wingate Peaslee accompanies Nathaniel on the Miskatonic expedition to Australia, to make sure his father comes to no harm in the remote desert. If Dyer reveals the untold story of the Antarctic Expedition to the psychologist, Peaslee will certainly to become much more involved with investigating and opposing the mythos in the future.

Standing Alone

The following professors have had brushes with the Cthulhu mythos, but so far have no reason to expect that any other members of the faculty have had similar experiences. Each keeps his discoveries to himself. All of them would make valuable members of the Armitage cabal or Dyer's later coalition, if either group can ever win the frightened professors' trust.

Dr. Curtis Mathieson (Archaeology): Underneath his pleasant demeanor, Mathieson hides a dreadful secret. During a field expedition in Arabia in 1906, Mathieson and his party found an ancient ruin of black stone, far older than anything previously recorded. Inside the ruins Mathieson found fragmentary sculptures of strange reptilian humanoids. Mathieson tried to explore the ruins further, but a band of hostile Bedouins attacked, driving Mathieson and his party away. The archaeologist told no one about his remarkable find out of concern for his reputation, but has since



Curtis Mathieson

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come to suspect that there is far more to human history and prehistory than current interpretations of the archaeological record suggest.

In an effort to learn about ancient civilizations, Mathieson has acquired and read a copy of the *Book of Dzyan*, but so far he refuses to accept the more dubious tenets of theosophy. After trying to read the Orne Library's *Necronomicon*, Mathieson also rejected its outlandish mythologies and the even more outlandish pre-humanist theories of his former colleagues. Mathieson is convinced that some kind of advanced primordial civilization preceded ancient Egypt and Greece, but dismisses talk of monsters and space gods as rubbish. Some time in the late 1920's Mathieson leads an expedition to Greenland and uncovers startling evidence of the lost civilization of Hyperboria, as described in the *Compact Trail of Tsathoggua*.

Dr. CURTIS MATHIESON, age 54, Senior Archaeologist

STR 08	CON 04	SIZ 10	INT 17	POW 14
DEX 11	APP 13	EDU 20	SAN 55	HP 07

Damage Bonus: none.

Weapons: none.

Skills: Academic Standing (Miskatonic) 84%, Anthropology 85%, Archaeology 90%, Astronomy 15%, Biology 10%, Chemistry 15%, Credit Rating 75%, Cthulhu Mythos 12%, Geology 20%, Library Use 90%, Linguistics 40%, Natural History 80%, Persuade 85%, Psychology 65%.

Languages: Arabic 60%, Egyptian 60%, English 95%, Greek 60%, Latin 60%.

Dr. Ronald Galloway (Archaeology): In 1924, Galloway conducted extensive excavations at Saqqara, Egypt, the site of the step pyramid of Djoser. During the dig, a local man approached Galloway, offering to sell him an ancient papyrus. Galloway was skeptical until the old man offered to let him read the scroll. The ancient papyrus was the tenth scroll of the *Black Rites of Luveh-Keraph*! Galloway had read the nine scrolls held at the Exhibit Museum, and was thrilled to find the tenth.



Ronald Galloway

The scroll told the tale of Nophru-Ka, a degenerate priest of the dark god Nyarlathotep who sought to revive the worship of the Black Pharaoh. Carrying on his rites in hidden subterranean temples, Nophru-Ka sought to topple the ruling dynasty and return the chosen of Nyarlathotep to the throne of Egypt. Neferhotep's spies and assassins sought out the dark priest, eventually killing him in his hidden sanctum, deep in the western desert.

The old man who brought Galloway the scroll was murdered in the streets of Saqqara that very night. Galloway only had the time to make a preliminary translation before parties unknown stole the precious scroll. Disheartened by the loss of his find, Galloway resolved himself to mount a future expedition to seek the tomb of Nophru-Ka. He has yet to reveal the story of the scroll to any of his colleagues, aware of the dubious reputation of the *Black Rites*. Nonetheless, Galloway is hopeful that the academic glory from finding Nophru-Ka's tomb will form the pinnacle of his career. Finally, in the spring and summer of 1929, Galloway leads a Miskatonic expedition into the deserts west of Cairo, as described in the *Fungi from Yuggoth* campaign, most recently reprinted in *Day of the Beast*. The expedition will not go well, running afoul of the Brotherhood of the Beast (the cult who stole the scroll in 1924). If Galloway returns, he will start looking at Egyptian history from a much darker perspective, and will have seen the forces of the mythos firsthand.

Dr. RONALD GALLOWAY, age 56, Respected Egyptologist

STR 12	CON 15	SIZ 11	INT 16	POW 15
DEX 12	APP 15	EDU 24	SAN 72	HP 13

Damage Bonus: none.

Weapons: .38 Revolver 45%, damage 1D10
.30-06 Rifle 30%, damage 2D6 + 4

Skills: Academic Standing (Miskatonic) 90%, Anthropology 35%, Archaeology 80%, Cthulhu Mythos 9%, First Aid 75%, Geology 20%, History 55%, Library Use 80%, Navigate 40%, Persuade 80%, Ride Camel 45%, Spot Hidden 55%.

Languages: Arabic 50%, Egyptian Hieroglyphics 90%, English 95%, German 60%, Greek 45%, Latin 55%.

Felix Fuda (Ancient History): Unbeknownst to any of his colleagues, Fuda is an aspiring magician, trying to unlock the secrets of ancient Hellenic wisdom through extensive studies of medieval hermetic texts.

In the course of the past year, Fuda's research has entangled him in a struggle with the Cthulhu mythos. After deciding Arkham's Eye of Amara Society was too amateurish for his needs, Fuda joined the Hermetic Order of the Silver Twilight in Boston. Fuda was intrigued by rumors of the magical powers at the beck and call of the secret, initiated degrees of the Order. Impatient for hidden knowledge, one night Fuda crept into the hidden worship room of the Keepers of the

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Felix Fuda

Silver Gate — one of the secret orders — and stole the book he found there. Between the book's covers Fuda finally found magic, more magic than he had bargained for. The bizarre chants and rituals in the book also described alien entities too hideous to imagine. Fuda fled Boston, and is terrified that the immortal sorcerers lurking at the core of the Silver Twilight will seek revenge for his theft. He has not confided his discoveries to anybody. He will keep his dark knowledge secret at any cost. His sanity damaged by the order's tome, Fuda has also started to notice strangers lurking on campus, seeming to watch his movements. Recently, Dr. Fuda learned that Dr. Moore of the ancient history department is living in Jerusalem, and uncovered some startling hints that his former colleague may have some experience with evil cults. Fuda plans to take a sabbatical to Jerusalem to study ancient texts there and seek Moore's aid, but may need to flee Arkham before the department can approve his trip. If he is not careful, the troubled professor may soon vanish altogether.

Dr. FELIX FUDA, age 55, Troubled Professor

STR 10	CON 09	SIZ 08	INT 18	POW 13
DEX 12	APP 12	EDU 21	SAN 45	HP 09

Damage Bonus: none.

Weapons: .45 derringer 30%, damage 1D10.

Spell: Contact Nyarlathotep.

Skills: Academic Standing (Miskatonic) 67%, Anthropology 40%, Archaeology 35%, Conceal 35%, Cthulhu Mythos 25%, Hide 60%, History 85%, Library Use 75%, Occult 50%, Persuade 35%.

Languages: English 55%, German 60%, Greek 85%, Hebrew 35%, Latin 45%, Magyar 80%.

Robert Angley (Biology): Angley first became convinced that something was dreadfully wrong with the area known as the Blasted Heath in 1926, when he conducted a botanical survey of the area as part of a paper he was writing. Although Angley made extensive mention of the oddly colored flora he found growing at the edges of the heath, he told no one of the twisted, deformed animals he found in the woods near Clark's Corners. Even more disturbing, Angley was able to determine that the dead zone is slowly expanding. Still uncertain of the cause of the plant and animal mutations, Angley has become a vocal opponent of the construction of the new reservoir west of Arkham, fearing that Arkham's drinking water will be tainted.

Recently, he was intrigued to learn that the reservoir's senior surveyor left the project without giving notice or reason. Angley is currently trying to track the man down and see if his decisions have anything to do with the Blasted Heath. If Angley ever hears the surveyor's tale (as recounted in H.P. Lovecraft's story "The Colour Out of Space"), he might follow the clue trail to old Ammi Pierce and the official University reports of the Gardner meteorite. Once Angley learns the true nature of the alien threat brooding a few miles west of Arkham, he will almost certainly seek help combating it.



Robert Angley

Dr. ROBERT ANGLEY, age 31, Curious Botanist

STR 12	CON 15	SIZ 12	INT 15	POW 12
DEX 11	APP 12	EDU 20	SAN 60	HP 14

Damage Bonus: none.

Weapons: none.

Skills: Academic Standing (Miskatonic) 75%, Accounting 15%, Biology 70%, Botany 75%, Chemistry 40%, Credit Rating 45%, First Aid 50%, History 45%, Library Use 75%, Medicine 30%,

The Hermetic Order of the Silver Twilight

Masquerading as a theosophical magician's club built on the model of the Golden Dawn in Victorian England, the Order of the Silver Twilight is nothing less than a front for a worldwide cult devoted to the worship of the Great Old Ones. The group was responsible for the brief rise of R'lyeh in 1925, and although their plans were thwarted at the last moment, they patiently wait to try to bring on the End Times again. Led by master wizard Carl Stanford and resurrected warlock John Scott, the cult has outposts in New York, Scotland, and Easter Island. While John Scott is investigating Fuda's defection from the group, the professor is deemed too insignificant to mount a serious threat to the order. That attitude will quickly change should Fuda reveal the secrets of the Order to outsiders. Once raised, the cult's ire is deadly. Modest details about the cult and its machinations can be found in the campaign adventure *Shadows of Yog-Sothoth*.

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Natural History 65%, Persuade 65%, Psychology 30%, Spot Hidden 40%, Zoology 45%.

Languages: English 95%, Latin 50%.

The Antarctic Expedition

Though not yet introduced to the Cthulhu mythos, the senior members of the Miskatonic Antarctic Expedition will meet it soon enough, as described in "At the Mountains of Madness". Before the expedition sails, Armitage (at Wilmarth's insistence) will provide the expedition's senior members with selected passages from the *Necronomicon*. These describe the Plateau of Leng, the elder things, and other horrors rumored to lurk at the bottom of the world. Pabodie and Atwood only skim the excerpts, and dismiss the material out of hand. Atwood dies on the ice with Lake in 1931. Pabodie sees Lake's camp with Dyer, but does not pass over the mountains. The engineer returns to Miskatonic with grave suspicions about Lake's fate, but he is able to live with them. Pabodie turns his back on the events in Antarctica, and never investigates the paranormal.

Dr. William Dyer (Geology): Dyer will serve as the upcoming expedition's leader, and as such he is the first professor Wilmarth and Armitage approach. Skeptical in the extreme, Dyer looks upon the supposed "primal myths" in the *Necronomicon* as diverting anthropological curiosities, if that. Dismissing Wilmarth's warnings of danger as pure rubbish, Dyer proceeds with the expedition as planned.

Dyer returns from the ice a changed man, haunted by memories of Lake's fate and the slumbering city beyond the Mountains of Madness. Convinced that Wilmarth's excerpts led Lake straight to the mountains and his death, Dyer chastises Armitage and the cabal, and turns his back on anything paranormal. Consumed by guilt and grief, his teaching and research lag, and he takes a leave of absence from Miskatonic in late 1931. The imminent departure of the Starkweather-Moore expedition draws Dyer out of seclusion. The professor tries to dissuade Moore by writing a complete account of the former expedition's end, but the expedition sets sail. Concern over the fate of the second expedition convinces Dyer to take action against the hazards of the mythos. He makes peace with his inner demons and returns to Miskatonic. In 1935, he organizes and leads the University expedition to the Australian Outback. Afterward, Dyer serves as the nucleus of a new anti-mythos cabal on campus.

Dr. Percival "Percy" Lake (Biology): Of the four professors going to Antarctica, Lake proves most interested in Wilmarth's excerpts, taking notes while his colleagues dismiss the book out of hand. A firm believer that all legends are based in grains of truth (however small), Lake finds the *Necronomicon* strangely compelling, and learns as much as he can about the Old Ones that Alhazrad describes. As a result, Lake is quick to identify the footprints of elder things brought up in the expedition's core samples, and immediately veers off course to seek the ancient city of the elder things, described in the *Necronomicon* as the birthplace of all life on Earth. Lake eventually discovers a vast chain of mountains and the elder things themselves, but pays the ultimate price for his academic ambitions. His death will be another tragedy for Wilmarth to endure.

Paul Danforth (Biology, graduate student): Danforth learns of the *Necronomicon* through his mentor Percy Lake, and readily devours the excerpts Wilmarth had prepared for the expedition. A devotee of the occult, Danforth eventually prevails upon Wilmarth for explanations of the secrets hinted at in the odious manuscript. Gratified by the young man's interest, Wilmarth lets Danforth piece through the entire volume. Danforth accompanies Dyer to Lake's camp, and flies the professor over the mountains of madness to the City of the Elder Things. The revelations Danforth sees there stretch him to the limit, but a fateful glance over his shoulder as he and Dyer fly back snaps his mind entirely. Danforth eventually is committed to Arkham Sanitarium and eventually escapes to bedevil the Starkweather-Moore expedition (see *Beyond the Mountains of Madness* for details).

Rituals and Arcane Wisdom
a new mythos tome

RITUALS AND ARCANE WISDOM FOR THE KEEPERS OF THE SILVER GATE — *in English, author unknown, printed c. 1910 but no date.* A trim octavo volume of blue buckram with gold foil stamping, published by the Hermetic Order of the Silver Twilight. This is the book that Fuda stole. The book contains a series of occult lessons and rituals associated with the fourth grade of the Order of the Silver Twilight, named "Keeper of the Silver Gate". Much mention is made of the Old Ones who wait outside the Silver Gate, and that the duty of every Keeper is to help open the way. Although few names are given, Cthulhu, "Slumberer in Green", and Nyarlathotep, "The Messenger and Herald of Chaos" are mentioned. The oceanic servitors of Great Cthulhu are described at length. The volume hints that if the Silver Twilight's secret goals are achieved, the Earth will be forever changed. *Sanity loss 1/1D4; Cthulhu Mythos +3 percentiles; skill check in Occult; average 4 weeks to study and comprehend.* Spells: Contact Deity / Cthulhu, Contact Deity / Nyarlathotep, Contact Deep One, Voorish Sign.

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The Missing

The last group of Miskatonic professors who know about the mythos have one thing in common — their current whereabouts are all unknown. Two of them have been missing for years, and while two of them are supposedly on extended sabbaticals, Laban Shrewsbury departed from Miskatonic (and the entire world, it seems) without notice. These three professors have had the most experience with the mythos, and their knowledge exceeds even Wilmarth's. Though the whereabouts of these men are unknown, they might secretly return to Arkham to help with an investigation, or troubled investigators might decide to seek them out for aid or advice. Hunting down these elusive educators is easier said than done: the quest could lead to the darkest corners of the globe, or even into space!

Dr. Laban Shrewsbury (Anthropology): A Professor of Anthropology and Philosophy at Miskatonic from 1889 through 1915, Shrewsbury is perhaps the world's greatest living (and sane) authority on the Cthulhu mythos. Shrewsbury's examinations of religious and mythological continuities won him high praise early in his career, but his growing obsession with certain obscure, incredible myth-cycles doomed his reputation. His scholarly articles on the subject met with lukewarm response in academic circles, and Shrewsbury's position at the forefront of the pre-humanists made him something of a pariah on campus.



Laban Shrewsbury

A long time friend and correspondent of Harold Hadley Copeland, Shrewsbury also enjoyed a warm friendship with Henry Armitage, and has read or skimmed many of the infamous tomes in the Orne Library. He helped Armitage with the early stages of the librarian's book, *Notes Toward a Bibliography of World Occultism, Mysticism, and Magic*, and scoured every source he could to unlock the secrets of the primal myths lurking just beneath the surface of the conventional occult. Shrewsbury's overriding goal was to translate the inscriptions on the so-called *Celaeno Fragments*, a task which Shrewsbury finished in 1915.

Shortly afterward, Shrewsbury vanished. His house on Curwen Street remains as he left it, with property taxes paid out of a trust fund. Before he left, Shrewsbury deposited several sheaves of notes, a satchel full of enchanted Elder Signs, and a cautionary letter to Dr, Armitage at the Orne Library. He then left Arkham in the early hours of the morning. He has not been seen since.

Armed with the magical lore contained in the *Celaeno Fragments*, Shrewsbury first traveled by byakhee to the alien library at Celaeno, where he took up temporary residence to continue his research. The *Fungi from Yuggoth* campaign contains a wonderful description of this alien locale, with the most complete version appearing in *Day of the Beast* (Chaosium). While learning the darkest secrets of the mythos from the inside, Shrewsbury has periodically returned to Earth, roaming the globe from Irem to Ponape to Innsmouth, tracking down the taint of the Cthulhu mythos and closely observing it.

His confrontation with the Cthulhu mythos has left its mark on the scholar turned crusader. Shrewsbury is now addicted to space mead, and has difficulty relating to others socially. His worst scars are physical: after a particularly harrowing investigation, Shrewsbury clawed out his own eyes in a fit of insanity. Debilitated for years, He was nursed back to health by an ancient order of Tibetan monks. Shrewsbury now perceives the world through a mixture of his other four senses (heightened to superhuman acuity by regular doses of space mead), magic, and telepathy.

Shrewsbury currently lives at Celaeno, licking his wounds and biding his time until the time comes to take up arms again. Shrewsbury's hardships have not diminished his commitment to fight the forces of darkness: in 1938 Shrewsbury will return to Arkham, recruit a band of assistants, and embark on a direct campaign against the cult of Cthulhu, culminating in an assault on R'lyeh itself in 1947. See August Derleth's "Trail of Cthulhu" for details.

Shrewsbury is an old and hardy man, with bushy white eyebrows, longish white hair, and a firm, prognathous jawbone. A perfect, aquiline Roman nose completes his profile. Shrewsbury always wears dark glasses equipped with side shields to hide his deformity. If his empty eye sockets are revealed, viewers should make a Sanity check at a cost of 0/1D3 SAN.

Dr. LABAN SHREWSBURY, age 61, Scholar Turned Crusader

STR 13	CON 14	SIZ 13	INT 20	POW 21
DEX 12	APP 09	EDU 21	SAN 44	HP 13

Damage Bonus: +1D4.

Weapon: Enchanted Dagger 35%, damage 1D4 + 2 + 1D4

Spells: Brew Space Mead, Enchant Whistle, Elder Sign, Perceive Text*, Summon/Bind Byakhee.

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Magical Items: Shrewsbury is never without a hip flask full of space mead, his enchanted whistle (+10 percentiles to summoning or binding Byakhee), and his enchanted dagger, taken from a Tcho-Tcho assassin, which can harm creatures immune to normal weapons.

Skills: Academic Standing (Miskatonic) 75%, Anthropology 60%, Archaeology 85%, Archaeology 70%, Astronomy 34%, Bargain 65%, Botany 32%, Chemistry 15%, Cthulhu Mythos 32%, Cryptography 45%, Dodge 44%, Explosives 55%, Geology 21%, Hide 60%, History 43%, Library Use 90%, Linguist 55%, Listen 95%, Natural History 55%, Navigate 80%, Occult 80%, Persuade 70%, Pharmacy 35%, Philosophy 70%, Psychology 55%, Ride (Byakhee) 65%, Spot Hidden 75%, Zoology 25%.

Languages: Elder Thing Cipher 45%, English 95%, French 91%, Hyperborean Tsath-Yo 35%, Latin 92%, Muvian Nacaal 25%. R'lyehian 50%.

NB: Because Shrewsbury is blind, all Sanity losses suffered from Mythos entities are rolled with a –3 Sanity point modifier (minimum loss 1 point). Also, his protracted efforts against the mythos have rendered him immune to Sanity loss from deep ones or byakhee.

Dr. Seneca Lapham (Anthropology): A native of Wisconsin, Lapham studied anthropology at Miskatonic under Laban Shrewsbury from 1910 to 1914, then pursued his doctorate at Harvard. Lapham returned to Miskatonic in 1920 to join the anthropology faculty. An expert in mythology and cultural anthropology, Lapham also studied his former mentor's books and papers, trying to unravel the mystery of Shrewsbury's disappearance. Nurturing cordial friendships with both Henry Armitage and Albert Wilmarth, Lapham became an expert on early, obscure myth patterns among primitive cultures. Lapham has done extensive research of the Orne Library's most esoteric books, but like Wilmarth was skeptical of prehumanism and the Cthulhu mythos until 1924.



Seneca Lapham

In the spring of 1924, Lapham investigated the mysterious disappearance of Stephen Bates and Ambrose Dewart in Billington's Woods. Bate's strange tale convinced Lapham that the entities described by Shrewsbury and the pre-humanists actually exist. With the help of graduate student Winfield Phillips, Lapham went to Billington's Woods, sealed the gate in Billington's Tower, and killed Billington's Indian henchman. Shortly afterward, Lapham took an emergency sabbatical. The department still accepts mail for the missing Dr. Lapham, though no one at Miskatonic has heard from him in more than two years.

Working in seclusion, Lapham has discovered that the trouble in Billington's Woods may not be over. Bate's manuscripts hint at the existence of "The Master", an ancient sorcerer linked to Ossadogawah and Yog-Sothoth who reincarnates into members of the Billington family. Lapham is sure that the Master seeks new entry into the world. In the meantime, Lapham ponders the volumes he kept from Billington's library (a John Dee *Necronomicon*, among others) and wonders what he can do about the threat.

Dr. SENECA LAPHAM, age 36, Experienced Investigator

STR 15	CON 17	SIZ 15	INT 16	POW 14
DEX 12	APP 13	EDU 20	SAN 59	HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3 + 1D4
.45 revolver 50%, damage 1D10 + 2

Spell: Elder Sign.

Skills: Anthropology 75%, Archaeology 35%, Bargain 40%, Climb 45%, Cthulhu Mythos 18%, Dodge 35%, Fast Talk 35%, History 65%, Library Use 60%, Natural History 35%, Occult 55%, Persuade 55%, Philosophy 35%, Spot Hidden 45%, Track 33%.

Languages: English 99%, French 28%, German 45%, Spanish 55%.

Dr. Jonathan Moore (Ancient History): Once simultaneously the chair of the ancient history department and director of the School of Antiquities at Miskatonic, Jonathan Moore retired in 1927, shortly after returning from an archaeological expedition to Palestine. Nobody on campus knows the entire story, but Moore has been involved in a bitter struggle against the mythos since he and his mentor Dr. Crosswell encountered Nyogtha in the wilds of New Zealand in 1890. Moore's battle with the Thing That Should Not Be climaxed last year in an ancient temple near the Dead Sea, guarded by a cult called "They of Living Kind". See *The Thing at the Threshold* for complete details of Moore's story.

Although he was victorious, Moore's struggle took the lives of several of his friends and colleagues, and forced him to commit deeds he will regret to the end of his life. Moore has decided he's had his fill of death and

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Miskatonic's Response to the Mythos, and the Shadowy Future

Lovecraft's stories reveal two primary clusters of Miskatonic's involvement with the Cthulhu mythos: 1928 (the year of the "Dunwich Horror", the "Thing on the Doorstep", and the "Whisperer in Darkness"), and the early 1930's (as chronicled in "At the Mountains of Madness" and the "Shadow Out of Time"). Armitage stands out as the leader of the academic protagonists in 1928, while Dr. Dyer seems to have taken over that role in the later stories.

Indeed, in "At the Mountains of Madness", Dyer names Wilmarth as his only link with the Necronomicon. Armitage, Rice, and Morgan never appear again in any of Lovecraft's writings. This raises an interesting question: does something happen to the "Dunwich Three" between 1928 and 1935? Perhaps the professors retired, happy and content that they'd done their part for the common good. Keepers running their campaigns "in the books" will surely come up with a more interesting fate. An upcoming campaign set at Miskatonic may offer one possible fate of the Armitage cabal. Mythos stories by Lin Carter, Brian Lumley, Fritz Lieber, and others document future anti-mythos operations of the Miskatonic faculty, running the gamut from Lumley's "Man from UNCLE"-like Wilmarth Foundation to the happily-ever-after ending in Lieber's "To Arkham and the Stars." Keepers are encouraged to pick and choose from these elements, taking what suits their campaigns and ignoring the rest.

A speculative time line of the secret history of Miskatonic follows, drawing elements from Lovecraft's stories, *Call of Cthulhu* scenarios, and some logical inferences. Two distinct generations of anti-mythos groups seem to emerge, one in 1928 and the next in 1935. The typical four-year tenure of an undergraduate student fits perfectly between these two benchmarks. The ground is ripe here for keepers to devise some history of their own, and for university investigators to make a difference.

Year 1928

September 13 — Wilmarth flees the home of Henry Wentworth Akeley in Vermont, terrified by his brush with the mi-go ("The Whisperer in Darkness").

September 15 — Armitage, Morgan, and Rice have their final showdown with the Dunwich Horror ("The Dunwich Horror").

Fall — Armitage, Rice, and Morgan scour the Orne Library, moving potentially dangerous occult tomes into the Restricted Collection (conjecture, based on *H.P. Lovecraft's Arkham*).

Early October — Wilmarth tells Armitage about his experiences in Vermont, and joins the Armitage cabal (conjecture, based on *H.P. Lovecraft's Arkham*).

November 12 — Bryant Hoskins goes mad while trying to translate the *R'lyeh Text* over winter break, reinforcing Armitage's commitment to safeguarding the Restricted Collection ("Behind the Mask", by Lin Carter).

Year 1929

Early March — Bryant Hoskins dies in his cell at Arkham Sanitarium ("Behind the Mask", by Lin Carter).

March 21 — Acting Documents Curator Arthur Wilcox Hodgkins of the Sanbourne Institute visits Miskatonic, seeking help with the mysterious Ponape figurine. Armitage lets Hodgkins consult the *Necronomicon* and offers considerable advice. The affair ends badly, however, when the scholar returns to California. Hodgkins is eventually accused of murder and committed to an asylum. ("The Horror in the Gallery" aka "Zoth Ommog", by Lin Carter)

Summer (date undisclosed) — Amos Whateley of Dunwich sues Miskatonic University for the return of Wizard Whateley's arcane library. Horrified, Armitage launches an extensive investigation of the Dunwich Valley (conjecture, as described in the *Call of Cthulhu* campaign *Return to Dunwich*).

Year 1930

Date Unknown: Albert N. Wilmarth, fearful of what might await his colleagues in Antarctica, gives extracts from the *Necronomicon* to the expedition crew as a warning. Dyer dismisses the legends, though Lake and Danforth take a keener interest in the arcane lore (conjecture, based on "At the Mountains of Madness" and *Arkham Unveiled*).

September 2: The Miskatonic Antarctic expedition departs ("At the Mountains of Madness").

Year 1931

January 18 — After discovering the fossilized tracks of elder things in Antarctica, Lake veers his expedition party off-course, looking for the elder thing city mentioned in the *Necronomicon.* Lake discovers the Mountains of Madness, christening them the "Miskatonics" (the author's conjecture blended with details from *Beyond the Mountains of Madness*, although it does fit the events of "At the Mountains of Madness" quite well).

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January 24 — Lake and party fall victim to the horrors in Antarctica. ("At the Mountains of Madness").

January 25 — Dyer and his rescue party arrive at Lake's camp. Dyer discovers Lake's notes, and realizes that Lake expected to find the Mountains and the creatures. Finally, Dyer makes a brief foray over the mountains into the City of the Elder Things. ("At the Mountains of Madness", although the information regarding Lake's notes is conjecture).

March — The Antarctic Expedition returns. Dyer buries many of Lake's specimens under a mountain of red tape, and writes a highly sanitized report that downplays the more astounding aspects of Lake's field bulletins (*Beyond the Mountains of Madness*).

Spring — Dyer has an angry falling-out with the Armitage cabal, averring that Lake rushed to his death only because Wilmarth had told him exactly what to look for. Distraught, Dyer quarrels with Dr. Moore and eventually leaves Miskatonic on an extended sabbatical (conjecture, coupled with the background of *Beyond the Mountains of Madness*).

Year 1932

Spring — Learning of the upcoming Starkweather-Moore expedition to Antarctica, Dyer finally breaks his silence, writing an extensive tell-all account of the first Antarctic expedition and what Dyer found lurking beyond the Mountains of Madness. Dyer's efforts to deliver the manuscript to Dr. Moore fail, however, and his warning is in vain (as described in *Beyond the Mountains of Madness*).

September 11 — The Starkweather-Moore expedition sails for Antarctica (*Beyond the Mountains of Madness*).

December 4 — Professor Moore crosses the Mountains of Madness, and explores the City of the Elder Things (*Beyond the Mountains of Madness*).

Year 1933

January 29 — The Starkweather-Moore party returns from Antarctica with a healthy respect for the Cthulhu Mythos (*Beyond the Mountains of Madness*).

Date Unspecified, presumably sometime between 1932 and 1935 — Dyer returns to Miskatonic and reconciles with Moore. The two share their knowledge of the mythos and Antarctica (conjecture, but a logical outcome of *Beyond the Mountains of Madness*).

Armitage, Morgan, Rice, and Wilmarth's activities against the mythos end (conjecture, based on the notable omission in not mentioning these characters in "The Shadow Out of Time").

Year 1934

July — Australian prospector Robert McKenzie writes to Nathaniel Wingate Peaslee about the ancient stone blocks he found in the depths of the Australian outback. Peaslee quickly moves to organize an expedition to investigate. Dyer, disturbed by his own experiences with unspeakably ancient ruins, moves quickly to become part of the expedition. Moore opts to remain behind ("The Shadow Out of Time").

Year 1935

March 28 — The Miskatonic Australian Expedition sails. Faculty members in attendance: Dr. Nathaniel Wingate Peaslee, Dr. Wingate Peaslee, Dr. William Dyer, Dr. Tyler M. Freeborn (Anthropology), Dr. Ferdinand Ashley (Ancient History) ("The Shadow Out of Time").

June 3 — The Miskatonic team first views the ancient stone blocks ("The Shadow Out of Time").

July 17 — Dr. Wingate Peaslee vanishes for a night in the ruins, and learns the secret of the Great Race ("The Shadow Out of Time").

July 25 — Wingate Peaslee, nerves strained to the point of collapse, returns home from Australia. On the way home, he writes a detailed account of his experiences ("The Shadow Out of Time").

Lovecraft's Miskatonic chronology abruptly ends at this point.

July — Dyer, Peaslee, Ashley, and Freeborn uncover extensive ruins of the City of the Great Race, including the ruins of the former base camp used by cultists of Nyarlathotep. After a brush with flying polyps, the professors flee the site. The team agrees to suppress public disclosure of their findings (speculation, based on *Masks of Nyarlathotep* and "The Shadow Out of Time").

Fall — The Miskatonic expedition returns. Nathaniel Wingate Peaslee entrusts his account to his son, who shares it with his expedition colleagues. Dyer, Moore, Peaslee, Freeborn, and Ashley join forces in a second anti-mythos alliance, joining any members of the Armitage cabal who are still active, presumably Dr. Morgan at least (speculation).

Year 1937

July — Dr. Francis Morgan dies in the jungles of British Honduras while searching for the ruins of Bendal Dolum (speculation, as described in *A Resection of Time*).

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ancient cults, and now lives in Jerusalem, where he hopes to atone for his past. Professors who learn Moore's secrets may call upon him for aid and advice. Whether or not the retired professor can be convinced to take up arms again remains to be seen.

Dr. JONATHAN MOORE, age 59, Humbled Veteran

STR 12	CON 15	SIZ 15	INT 18	POW 18
DEX 14	APP 15	EDU 19	SAN 50	HP 15

Damage Bonus: +1D4.



Jonathan Moore

Weapons: .45 automatic 75%, damage 1D10 + 2
Fist/Punch 67%, damage 1D3 + 1D4
Knife 45%, damage 1D4 + 1D4

Spells: Elder Sign, Shrivelling, Summon/Bind Byakhee, Voorish Sign.

Skills: Anthropology 85%, Archaeology 82%, Bargain 55%, Climb 45%, Cthulhu Mythos 22%, Dodge 35%, Fast Talk 45%, History 65%, Library Use 60%, Natural History 45%, Navigate 45%, Occult 65%, Persuade 90%, Ride (Horse) 70%, Ride (Camel) 45%, Sneak 55%, Spot Hidden 65%, Track 71%.

Languages: Arabic 65%, English 99%, Latin 44%.

On the Border

The following professors, students, and others have yet to encounter the Mythos directly, but are very close to doing so. They would almost certainly investigate any strange or unspeakable happenings on campus, and make wonderful non-player character allies and adversaries. For details about these individuals, see the "Campus Guide", "Social Life at Miskatonic," or the "Faculty and Staff Directory".

Dr. Aaron Chase (Ancient Languages) see the Directory

Dr. Albert Gist (Psychology) see the Directory

Pastor Malcolm Greene (see the Campus Guide, entry 52)

Mr. Danté Helcimer (see the Campus Guide, entry 37)

Dr. Desmond Rapash (Religion, and the Eye of Amara)

Dr. Mohamar Shalad (Oriental Studies)

Dr. Alex Warden (Psychology, and the Eye of Amara)

Scott Whidden (reporter for the University *Crier*, and the Eye of Amara) see "Social Life".

Occultists & Cultists

Arkham was not immune to the wave of spiritualism and new age philosophies that swept the Western World in the late nineteenth century — given the holdings in the Orne Library and many of the curious points in Miskatonic's history, this is hardly surprising. Two occult societies exist in Arkham, one open (if exclusive) and the other secret. Not quite cults, these groups are organized more like study groups, where members try to fulfill their inner potential by unorthodox means. M.U. offers no courses in ritual or ceremonial magic — these societies claim they can offer a full magical education. The two groups are unaffiliated with the Cthulhu mythos, but their belief in magic and their hunger for secret knowledge can easily draw them in. Whether they prove to be allies or enemies, resources or hindrances, is up to the keeper.

The Eye of Amara

The Eye of Amara is a small, openly occult society that operates in Arkham, headquartered out of a large mansion at 131 E. Saltonstall Street (ARK 909). The massive Georgian house is well maintained and contains the society's library and lodge hall. Membership is by invitation only. Identities of current members are supposed to be a closely guarded secret. Investigators at Miskatonic can learn about the society through Scott Whidden, an avid and often loose-lipped member. Finding sponsorship is not very difficult: petitioners usually wait outside the lodge hall and approach members as they leave. A successful **Occult** roll or **Persuade** roll is usually enough to win a recommendation.

The twenty or so members are mostly eccentric Miskatonic students or local dilettantes from Arkham's tiny bohemian fringe. The group pays lip service to Christian theology, but spends most of its time exploring and attempting to channel the magical and psychic energies its membership so fervently want to believe in. Jason Gaspard, Exalted Master of the Eye, serves as the group's nominal leader, although he swears fealty to a Secret Master. Gaspard lives in the chapter house and also serves as the group's librarian and archivist.

Joining the Eye

If investigators show sufficient interest and aptitude in the occult, they may be approached by Whidden or another member and asked to join the Eye. The would-be sponsor will ask the interested party several guarded

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questions about mysticism, philosophy, and religion, finally asking if he or she would be interested in seeking true wisdom and esoteric knowledge. Those who express a willingness to join are taken to the lodge to meet with Jason Gaspard, Exalted Master of the Eye. Gaspard asks the Seeker or Student (addressed as "worthy aspirant") a few questions to determine the depth of his or her belief in the occult, and then offered a short lecture on the Eye's principles of secrecy and scholarship. Anyone with an Occult skill of less than 20% is turned away. Those who demonstrate sufficient occult knowledge (or any definite experience with the Cthulhu mythos) are given a small test, typically a riddle to solve or an obscure passage to propound. Successful aspirants are told to come back in a week's time, if they are still willing to seek initiation.



Jason Gaspard

At the second meeting, Gaspard talks turkey, detailing the Eye's dues and membership requirements. Membership is quite expensive — $30 to join and $25 in annual dues thereafter, but it grants full membership into the society and unlimited access to their magical library. Meetings are held once a month, and attendance to at least ten meetings per year is mandatory. Eye members are expressly forbidden to join other mystic societies or Masonic orders. Any member can be expelled from the Eye at any time by a majority vote of all members. Gaspard tests the occult knowledge of the aspirant again — a successful **Occult** roll satisfies the Master that the aspirant is ready. Gaspard dismisses the aspirant again, inviting them to return for the next monthly meeting.

At the next meeting, the would-be initiates will be taken into the house and given white robes to wear. Two members escort him or her into the parlor where Gaspard awaits them, dressed in ornate robes, and then ritually anoints the initiate before taking them into the presence of the Secret Master. Gaspard opens the doors to the main hall, where the initiates see the hooded, cowled Secret Master standing with a sword and wand on a small dais. The rest of the membership stand silently along the walls, wearing hooded robes and carrying candles. The Secret Master lifts his arms and delivers a short invocation to Christ. He then intones the names of the four archangels, Michael, Gabriel, Raphael, and Uriel, and proceeds with a short ritual to dedicate the players to their service. Players with expertise in the Occult (more than 30%) will be horrified at the slapdash invocation. Players are given small brass medallions embossed with a stylized Egyptian eye. They are now initiates and full members of the Eye of Amara. The Secret Master also gives the initiates a short lecture about the Eye and its traditions of secrecy, very similar to Gaspard's. The Secret Master exhorts the initiates to dedicate themselves to the Eye's principles. Afterwards, the new members are led upstairs for the regular society meeting.

Life in The Eye

Participating investigators quickly discover that the Eye has very little practical occult knowledge. Meetings tend to be discussions, often led by Gaspard on behalf of the Secret Master, that meander across the spectrum of the Western occult tradition. The Secret Master himself shows up about once a season, usually for special occasions (the solstices, equinoxes, etc.). While most members believe strongly that magick exists, very few have ever tried to cast any of the rituals that they have read about or developed and those who have tried have been unsuccessful. The meetings are very sedate. Alcohol and tobacco are forbidden.

Scott Whidden is a familiar face at meetings, as is Dr. Warden of the psychology department. Walter Williams, a graduate student in English, is also a member. Investigators may be surprised to find another person from Miskatonic in the society: Dr. Desmond Rapash of the University's religion department. Initiates quickly notice that the attendance requirements are lax for long-standing members: Rapash is frequently absent. Students who spend a half check on the Eye gain 1D3 skill points in Occult, 1D6 points with a full check.

If player characters begin discussing the Cthulhu mythos, they quickly find themselves on Dr. Rapash's bad side. He angrily denounces the idea that magick might have a source other than God Almighty. While Rapash accepts the pagan Earth Mother as another aspect of the Creator, any talk of horrific sea-deities or labyrinth-dwelling worms who grant unholy powers will be met by a stern lecture on divine omnipotence. Offenses repeated over a period of months leads to expulsion from the order.

Gaspard, on the other hand, is fascinated by stories of the mythos. On meeting nights where Dr. Rapash is absent (a 60% chance), Gaspard encourages discussion of more esoteric topics. He may also meet with investigators outside regular meetings to attempt to pry out more sensitive details of their exploits. Demure assurances that there are no secret details will only convince him that the investigators are withholding something. The rest of the Eye is alternately scandalized and titillated by mythos knowledge. Although most will want to discuss any information revealed by the player characters, enough members will be disgusted by such talk that word of the blasphemies gets back to Dr. Rapash without fail.

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In the end, the Eye of Amara sees very little of secrets that Lurk Outside, and the initiates will find it little more than a cheap imitation of the Hermetic Order of the Golden Dawn. The Eye can serve as a source of replacement investigators over the course of a campaign. *The Golden Dawn*, Pagan Publishing's excellent Victorian era *Call of Cthulhu* scenario book, is full of information keepers can tap to add flavor to membership in an occult society.

Although investigators may rapidly grow weary of membership, there are some advantages to be gained, such as access to the Eye's fairly impressive library of occult literature.

- ❏ *The Magus*, by Francis Barrett (Occult +7 percentiles).
- ❏ *The History of Magic*, by Eliphas Levi, A. E. Waite, trans. (Occult +7 percentiles).
- ❏ *The Golden Bough*, by Sir George Frazier (Occult +5 percentiles).
- ❏ *The Witch-Cult in Western Europe*, by Margaret Murray, (Occult +1 percentiles).
- ❏ *A Book of the Sacred Magic of Abra-Melin the Sage*, AE Waite, trans. (Occult +3 percentiles).
- ❏ *Isis Unveiled*, by Madame Blavatsky (Occult +6 percentiles).
- ❏ *The Secret Doctrine*, by Madame Blavatsky (Occult +5 percentiles).

More information about all of these books can be found in the *Keeper's Compendium 1*.

- ❏ The Eye boasts one true Mythos tome in its collection:

THE SUSSEX MANUSCRIPT (Eye of Amara Copy) — *in English, trans. From Latin original by Baron Frederic of Sussex, 1598; trans. into modern English by Rev. Arthur Brooke Winters-Hall, 1915, partially copied by Jason Gaspard, ca. 1923.* This badly bound sheaf of 200 typewritten pages is an incomplete copy of the Reverend Winters-Hall's gloss and translation of Baron Frederic's *Cultus Maleficarium*, itself an incomplete summary and translation of the Wormius *Necronomicon*. Gaspard skipped entire sections of the volume, and his attempts to reproduce the internal diagrams are, to put it politely, badly flawed.

The volume details the existence of the Great Old Ones and a plethora of lesser devils and beings, although their names and attributes have been so distorted in translation and re-translation that even scholars of the mythos may have difficulty sifting out worthwhile data. A partial description of prehuman history is also included. Most of the volume consists of lengthy invocations and rituals devoted to the Great Old Ones, though these are so badly expurgated and mistranslated that none of them actually function. Few in the Eye can make heads or tails of the volume, and the membership rarely refers to it. *Sanity Loss 0/1D3 SAN; Cthulhu Mythos +3 percentiles; skill check in Occult; average 10 weeks to study and comprehend.* No spells.

Secrets of the Eye

After attending meetings of the Eye for some time (1D6 months), player initiates who keep their eyes and ears open have learned the following. One or more of the threads given below can develop into full scenarios at the keeper's discretion.

- ❏ Jason Gaspard has no other job — he lives solely off of the Eye's membership proceeds. Gaspard lives in the lodge full time and is known for his willful, charismatic leadership. Most members believe him to be the Eye's true leader, although speculation abounds as to the identity of the Secret Master. Gaspard uses the threat of the Master's disfavor to keep members in line, and his raw charisma and forceful personality have led him into several liaisons with female members.
- ❏ Who is the Secret Master? Observant player characters can, after a few months, discover the Master's identity with a successful **Spot Hidden** roll followed by an **Idea** roll. The Secret Master and founder of the Eye of Amara is none other than Dr. Desmond Rapash, aged head of the religion department at Miskatonic. Rapash founded the society to explore the more esoteric sides of Christianity and spirituality, but has lost much of the zeal of his younger days. His flagging interest and advancing age leave him only marginally active in the affairs of the group. He leaves all of the day-to-day affairs to Gaspard, who does an admirable job.
- ❏ There may be trouble brewing for the Eye. Several of the junior members, led by student

Occult Magic

The Western hermetic magical tradition, as embodied by the Occult skill, has always been treated as a distinct entity in *Call of Cthulhu*, something exclusive to the Mythos and substantially less potent. If keepers wish, they can expand the universe of magic in *Call of Cthulhu* to include more mundane ritual magic. See Option: Hermetic Spells in "Shadowed Stacks" for suggestions.

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Walter Williams

Walter Williams (who, incidentally, knows the Secret Master's identity) believe that Rapash's stodgy principles are strangling the order. Williams (and Whidden, among others) believes the true potential of the library remains untapped, and wants a loosening of the prohibitions against sorcerous experimentation. Gaspard has distanced himself from the group, while tacitly encouraging them. The dissidents, who call themselves "the Seekers of the Bold", look forward to the day Rapash will retire and they can reinvent the Eye.

- ❑ Does Gaspard have a secret agenda? The charismatic occultist has read through the society's entire library, and is fascinated by the fragments of "dark, primal truth" (*i.e.*, the Cthulhu mythos) that he has discovered so far. A slapdash amateur magician, Gaspard has learned just enough hermetic magic to keep him firmly attached to the Eye, which provides him with a lazy life and easy meal ticket. Gaspard hungers for more magical wisdom, but has yet to learn a single Mythos spell. Is he simply cautious, and content to let others like Williams and Whidden bear the risk? Or is Gaspard hatching diabolical schemes, and only waiting to show his true colors? Perhaps he is nothing more than a cynical, self-absorbed narcissist who thinks of nothing beyond his own gratification. The keeper must decide.

JASON GASPARD, age 37, Would-be Magus

STR 13	CON 14	SIZ 14	INT 17	POW 18
DEX 14	APP 13(18)	EDU 16	SAN 50	HP 14

Damage Bonus: +1D4

Weapons: Stiletto 45%, damage 1D4 + 1D4
Fencing Foil 55%, damage 1D6 + 1D4

Spells: Benevolent Influence, Engender Prosperity.

Skills: Anthropology 25%, Archaeology 15%, Astronomy 45%, Bargain 75%, Chemistry 15%, Credit Rating 03%, Cthulhu Mythos 25%, Fast Talk 65%, History 30%, Library Use 45%, Occult 75%, Persuade 85%, Pharmacy 15%, Psychology 65%, Spot Hidden 65%.

Languages: English 80%, French 80%, Latin 60%.

WALTER WILLIAMS, age 23, English Student and Budding Occultist

STR 11	CON 15	SIZ 16	INT 11	POW 11
DEX 10	APP 09	EDU 15	SAN 50	HP 16

Damage Bonus: +1D4.

Weapon: Fist/Punch 55%, damage 1D3 + 1D4

Skills: Art (Poetry) 45%, Credit Rating 25%, Dodge 50%, Drive Auto 40%, Fast Talk 45%, Hide 50%, Library Use 45%, Listen 65%, Literature 65%, Locksmith 25%, Occult 35%, Persuade 35%, Photography 25%, Spot Hidden 75%.

Languages: English 90%, Latin 45%.

Collegium Arcana

An offshoot of the mysterious Rosicrucian Order, this "hidden college" so-called consists of three white magicians operating in secret on the Miskatonic campus. The Hidden Triad (another name the magi dub themselves) are all well-established professors whose dabblings into the esoteric and hermetic are a closely guarded secret. Nobody on campus knows that the Collegium even exists, except for conspiracy hunter Scott Whidden, and he has only the slightest hint.

The Triad first met in 1918, on the eve of America's entry into the Great War. Dr. Aaron Chase, Dr. Swanson Ames, and Professor Cornelius Kramer, each already powerful initiated Hermetic magicians, were all guided to the same place by a complex tangle of astrological and kabalistic portents. The three professors were each astounded to learn that two colleagues had long been practicing magic under each other's very noses. They decided that this convergence could not have be mere chance. The three made a solemn oath to join together for their mutual benefit and education.

The Hidden Triad meets in a small cottage on the shore of the Miskatonic River, only a few minutes' drive north of Arkham on West River Street. The secluded house was originally owned by Kramer's parents, and serves the professor as a retreat from the bustle of campus life. The Triad's actual sanctum is located in a secret room, furnished with an ornate magickal circle, ritual tools of all sorts, and the Collegium's library. Rituals to ensure the health, good fortune, and anonymity of the group are enacted there each solstice and equinox, and the three rarely meet more than once a month to discuss the fruits of recent research.

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As befits true Rosicrucians, the goals of the Collegium Arcana are mystical enlightenment and the betterment of their own lives and the world in general. They are well aware of the activities of the Eye of Amara, but dismiss the leaders and members as the worst sort of charlatans. Until recently, the Triad made frequent use of the occult volumes in the Orne Library, diligently working toward the breakthrough in alchemy that will fulfill their dreams.

The reorganization of the library and creation of the Restricted Collection, however, have created something of a complication for the three wizards. Long used to conducting research at their whim and on their own terms, they fear that having to sign for a book (or worse, have an assistant librarian watch them while they read) will quickly destroy the veil of secrecy the Collegium has woven for itself. Chase, Ames and Kramer have debated a number of options, everything from initiating Henry Armitage into the circle to learning black magickal workings to allow them to enter the library unseen. So far, the group's mania for secrecy and their scruples have kept them from deciding on a course of action, but things may change soon.

Personal motivations and ambitions may slowly be insinuating themselves into the wizards' enlightened work and relations. Recent health problems have left Dr. Chase afraid of his imminent mortality, and desperate to find a magical means to repair his health as quickly as possible. Chase's obsession may force him into courses of action that could endanger the secrecy of the group, a circumstance the other two members are loath to consider. Kramer has heard a tempting call to leave the Triad for greener occult pastures. Finally, as described in Wild Cards, pp. 198*ff*, Swanson Ames is far more than he seems.

The Rosicrucians

The Rosicrucians are a mainstay of the occult world, with nearly as great a reputation as the Knights Templar (see further below). The Rosicrucians are mostly known for the occult manifestoes they published and distributed throughout Europe in the fifteenth and sixteenth centuries, and their devotion to kabalistic studies and alchemy. Some believe the Rosicrucians are the hidden survivors of the Knights Templar who were officially disbanded in 1311, others think they are a much older order of European mystics devoted to preserving ancient Sufi and Near Eastern secrets of alchemy and magical science. Still others dismiss them as a sham — any would-be magician need only drape his work in Rosicrucian symbols and claim enlightenment from the Secret Masters to give their writings undeserved validity. Which of these descriptions is true? All of them! Or none, as the keeper pleases.

Far less organized than even the average mythos cult, the Rosicrucians of the early twentieth century are a welter of secret organizations, Masonic lodges, theosophical societies, and occult posers seeking mystical truth. Each is trying to prove to all the others that its magic actually works and that it is the genuine secret Rosicrucian order. As with most mystical orders, power is gained through initiation, and secrets are only given as rewards for careful study and hard work. Most Rosicrucian manifestos are fraught with occult symbolism and metaphor, and even learned scholars of the occult can have difficulty sifting through the layered riddles. These riddles, most seekers believe, are filled with hidden clues that will direct readers knowledgeable enough to decipher them to the Hidden Masters who hold the highest secrets of Alchemy: the transmutation of gold and eternal life. The more overt a Rosicrucian group is, the further they must be from the truth.

Some strains of Rosicrucianism are purer than others, and Chase has actually managed to work his way to real magical power. Investigators who join his quest may try to uncover the path to true enlightenment. What they find at the end of the Rosicrucians' puppet strings (if anything) is up to the keeper. The whole mess could just be a dummy front the Templars maintain to distract occult snoopers. See the "Knights Templar", further below, for more.

The Collegium's Magical Collection

A Seal of Isis spell, as per the *Call of Cthulhu* rules, protects the workroom of the Rosicrucian Adepts of the Collegium. It is constantly maintained and enchanted with 30 magic points. The room contains the following items.

Magic Circle: Permanently enchanted through the sacrifice of POW, this circle adds +2 to the effective POW score of anyone casting a hermetic ritual inside it (as noted in the "New Magic" appendix, all hermetic rituals require successful POW rolls to succeed.

Ritual Implements: An enchanted brazier, dagger, wand, and chalice, along with sets of sashes and headbands in various colors corresponding to both the primal elements and the houses of the zodiac. When used properly in conjunction with a hermetic ritual (a minimum of Occult 35% is required to so use them), these items raise the effective POW of the caster by +1 for the purpose of determining ritual success.

Magickal Library: The Collegium usually keeps its collection of magickal tomes in its hidden sanctum, though the magi have been known to borrow a work to study privately at home. Tomes marked with an asterisk (*) are described in detail in the Occult Books section of the *Keeper's Companion 1*. The books in the library include the following.

***THE ARCHIDOXES OF MAGIC** — *German, by Paracelsus (Occult +3 percentiles)*. Spells: Augur,

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Awaken the Inner Light, Contact the Spirits of the Dead, Warding.

***CLAVIS ALCHEMAE** — *Latin, by Robert Fludd (Occult +3 percentiles)*. Spells: Augur, Detect Enchantment, Enchant Blade, Still Suspicion.

***THE EMERALD TABLET** — *Latin, author unknown (Occult +1 percentile)*. No spells.

***DE OCCULTA PHILOSOPHIA** — *Latin, by Agrippa, (Occult +3 percentiles)*. Vastly inferior to the Orne Library's copy. Spells: Augur, Warding.

***DE QUINTA ESSENTIA PHILOSOPHORIUM** — *Latin, by Edmund Dickerson, (Occult +1 percentile)*. Spell: Awaken the Inner Light.

FAMA FRATERNITATIS — *Latin, author unknown, (Occult +3 percentiles)*. This quintessential text marked the beginning of the Rosicrucian movement in the occult world. The tangled text is full of confusing allegories, cryptic clues, and hidden ciphers that point the way to supreme enlightenment, the hidden Rosicrucian Order, the Knights Templar — all three or none of them. Spells: Augur, Awaken the Inner Light, Detect Enchantment, Enchant Blade, Pose Mundane, Warding.

***THE LESSER KEY OF SOLOMON (aka the Legemeton)** — *English, trans. by Samuel Liddel (Occult +5 percentiles)*. Spells: Alter Weather, Augur, Awaken the Inner Light, Benevolent Influence, Detect Enchantment, Engender Prosperity, Sever the Affable Bonds, Still Suspicion, Warding.

***PERT EM HERU** — *Egyptian translated to English, (Occult +3 percentiles)*. Spells: Chant of Thoth, Contact Spirits of the Dead, Seal of Isis, Voice of Ra.

Involving the Collegium in a Campaign

How should a keeper bring the triad into a Miskatonic campaign? First and foremost, the campus Rosicrucians can serve as a means of teaching magic to investigators, using spells that are not nearly as dangerous as typical Mythos spells. Depending on how they are approached, the magi of the Triad can be strong allies or bitter enemies.

As to how a group of investigators might run across the Triad, the keeper has several options. One of the magi could slip up, letting a hint of their esoteric activities fall where the investigators might notice it. Experienced cult hunters would jump at the chance to uncover a secret group of wizards on campus. Alternately, if the investigators are confidants and allies of the Armitage Cabal, the good librarian could direct the investigators to find out just why Chase is so eager to borrow books from the Restricted Collection. Scott Whidden's paranoia could help him blunder onto the three professors' secret, and investigators who've learned to follow his hunches could easily come along for the ride.

Of course, the Triad could come to the investigators. Were one of the wizards to witness an investigator casting a spell or involved in some sort of paranormal activity, they would certainly try to learn what exactly was going on, and see what they could learn from the investigators. Finally, apprenticeship is a pillar of Rosicrucian philosophy — perhaps the Collegium decides it's time to each take one apprentice. Investigators would need a minimum POW of 16 and an occult skill of 35% to even be considered. Investigators lucky enough to be initiated into the group would gain access to great secrets, but only on the condition of silence. Perhaps Chase tries to initiate a confidant of Armitage, hoping to use him or her as a means of gaining access to the Restricted Collection. If an investigator somehow demonstrates an advanced aptitude for magic and the occult, Ames and Kramer may decide that it's time to eliminate Chase, the loose cannon, and initiate an investigator to replace him.

Dr. Aaron Chase



Aaron Chase

Chase first began studying the occult seriously while attending college at Oxford. On his twenty-first birthday, his faculty advisor gave him a copy of the *Fama Fraternitatis* (the first Rosicrucian manifesto) and initiated him into the magical arts. Chase has studied alchemy and hermetic sorcery ever since. He flirted with various occult societies in his youth, but finally decided to walk the path to knowledge alone. Over the years he has become adept at various magical techniques, and his career as a professor of classical languages has always given him easy access to esoteric books or great antiquity. His promotion to department chair finally gave him the influence and free time needed to fully give himself to his secret studies. He hopes to someday soon decode the hidden symbols in the early Rosicrucian manifestos and take his place among the Hidden Masters.

Recently, however, Chase's plans have changed. His heart attack reminded him of his own mortality, jarring him into the realization that his time may be shorter than he thought. He may not have the time to divine the

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secret of the *elixir vitae*, and Chase has decided to resort to darker magic if the kabala and alchemy fail him. The professor stepped down from his post to rest, recover, and above all read. No sooner had he done so, however, than Armitage laid a new set of heavy restrictions on many of the occult volumes in the Orne Library — the books he needs the most! To make matters worse, Chase senses some kind of unspoken agreement between Armitage and his temporary successor, Dr. Rice. Can the two of them somehow suspect his secret? Could they be magi too? His fears have begun to overcome his reason, and Chase may soon find himself on a collision course with the Armitage cabal.

Dr. AARON CHASE, age 67, Classicist and Closet Magician

STR 08	CON 09	SIZ 11	INT 17	POW 17
DEX 09	APP 12	EDU 23	SAN 82	HP 03*

**formerly 10*

Damage Bonus: none.

Weapon: none.

Spells: Alter Weather, Augur, Awaken the Inner Light, Chant of Thoth, Detect Enchantment, Enchant Blade, Seal of Isis, Sever the Affable Bonds, Still Suspicion, Voice of Ra, Warding.

Skills: Anthropology 35%, Archaeology 20%, Cthulhu Mythos 6%, Dodge 20%, Drive Automobile 35%, History 35%, Library Use 78%, Occult 57%, Persuade 55%, Ride 25%.

Languages: Aramaic 30%, English 99%, Greek 65%, Latin 95%, Sanskrit 30%.

Dr. Cornelius Kramer

Kramer grew up in Rhodes, Germany, the son of a Philosophy Professor. His father ran a tyrannical household. Although he tried to submit to his family's will by attending Lutheran seminary in Wittenburg, he did not have the aptitude for it, and instead buried himself in obscure esoteric books he found in the seminary library. Kramer quickly leaped into the German occult tradition, devouring the works of Boehme and Paracelsus and abandoning his father's hyper-rationalism for a heavy dose of spirituality and mysticism.



Cornelius Kramer

Kramer reveled in the knowledge that he had been born in Rhodes and educated in Wittenburg, just like Dr. Faustus, and took the coincidence as a sign he should become a magus. After traveling to America to escape the furor surrounding the rise of the Kaisers, Kramer found work as a professor of German literature, and kept up his occult studies on the side. Originally settling in New York, Kramer learned of the fabulous books archived at Miskatonic and traveled there repeatedly to study. He finally managed to secure a post at M.U. as a junior professor, and has frequented the library's collections ever since. Over time the undisciplined youth has become a fastidious scholar. Kramer still hopes to one day command true magical power.

When he first discovered the other members of the Triad, Kramer was terrified. His power, after all, was limited and self taught. He had never been initiated by a Secret Master. Still, in the years since he has managed to keep up appearances, and has gradually become the equal of his fellow magi. Kramer offered the use of his cottage for the group, and acts as custodian of their library. Magic is a wonderful mystery to him, an art he pursues with great happiness.

A little over a year ago, Kramer began receiving letters from an old seminary peer. The friend has been telling him about the amazing spiritualist movement sweeping Germany, and has intimated that he could initiate Kramer into a secret society of true magicians, the *Thule Gesellschaft*. There is only one catch: Kramer must return to Germany to receive initiation. Will Kramer abandon his colleagues and chase initiation? Will he steal their occult library if he goes?

Dr. CORNELIUS KRAMER, age 54, German Professor and Junior Rosicrucian

STR 10	CON 12	SIZ 11	INT 16	POW 18
DEX 10	APP 10	EDU 24	SAN 80	HP 11

Damage Bonus: none.

Weapons: none.

Spells: Augur, Awaken the Inner Light, Chant of Thoth, Detect Enchantment, Seal of Isis, Warding.

Skills: Anthropology 35%, Art (writing) 65%, Dodge 20%, Drive Automobile 35%, History 45%, Library Use 88%, Occult 45%, Persuade 55%, Philosophy 65%, Spot Hidden 40%.

Languages: English 65%, German 99%, Latin 25%.

Dr. Swanson Ames

Seemingly nothing more than an embittered English professor with an abiding interest in the occult, Ames has always followed Dr. Chase's lead within the Collegium. At the keeper's option, however, this mild-mannered dabbler can become something far more sinister. See pp. 201-204 for details.

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Wolves in the Fold

While some at Miskatonic University strive to check the dark tide of the Cthulhu mythos, the forces of chaos and madness have made some inroads onto the campus. The following individuals, drawn from Lovecraft's fiction and *Call of Cthulhu* scenarios, can be found lurking at the edges of campus life, and would serve as fine adversaries to a Miskatonic-based campaign. These agents of evil range from the merely sinister to the patently deadly: two seek access to the secrets of the Orne Library, while the third is an alien killer prowling for victims.

Kingsport Resident Malcolm Veidt

Tall, fair, sandy-haired, and soft-spoken, Veidt's bespectacled face seems almost to be frozen in a sardonic, knowing smirk. A native of Pennsylvania, 27 year-old Malcolm Veidt moved to the Miskatonic Valley after finishing college in Maine. After applying unsuccessfully for graduate studies at Miskatonic, Veidt sought employment at all of Arkham's secondary schools, where he was turned down owing to his youth, dubious academic credentials, and cold demeanor. Veidt eventually settled in nearby Kingsport, where he now teaches accounting, business, and the occasional English class at the Hall School. A common visitor to Arkham and Miskatonic, Veidt can often be found in the Orne Library on weekends, where he is researching a novel he plans to write about Colonial New England.



Malcolm Veidt

Or so he claims. In reality, Veidt is a student of magic and the occult. Veidt, while studying at a tiny college in rural Maine, took a job as a housekeeper for a crippled recluse named Wilbur Akeley. In the year that followed, Akeley regaled Veidt with long stories of his checkered past (see the boxed text nearby), hoping to pass on his knowledge to a new generation. Skeptical at first, Veidt became a believer when his aged employer demonstrated the Vanish spell for his young protégé. Not content to learn the secrets of magic at Akeley's pace, Veidt poisoned his would-be mentor and tried to abscond with the old man's mystic library. Fate and a diligent local lawyer intervened, however. Veidt had only managed to steal a few of Akeley's books and occult paraphernalia when the deceased adventurer's library was shipped off to Miskatonic as per the old man's last will and testament. Veidt finished his studies in Maine, then went to Arkham as fast as he could, anxious to unlock the secrets of magical power.

Veidt's initial studies proved quite fruitful, but Armitage's creation of the Restricted Collection has cut him off from the knowledge he craves. So far, Veidt is content to wait, and is sure that he will eventually find a way. In the meantime, Veidt is an avid collector of occult literature, and is trying (so far unsuccessfully) to be selected for membership in Arkham's Eye of Amara Society. Veidt has also managed to learn some of the darker secrets of Kingsport's history, and is pursuing an ongoing search for the ancient sanctum of the Kingsport cult.

A resident of Mother Gamble's Boarding House in Kingsport, Veidt's library consists of several books on Egyptology (most by Sir Wallis Budge), many works of theosophy, and his stolen copy of the *Sussex Manuscript*. He also owns several statuettes of Egyptian deities, and an ornate Egyptian dagger enchanted by Akeley himself. Veidt always carries a switchblade knife in a coat pocket, and keeps a 9mm automatic pistol hidden in his rooms. Veidt has managed, through a rigorous program of theosophical meditation, to refine the psychical force of his mind and will — hence he learned the spells noted below. True magic still eludes him for the time being.

Veidt can easily make the acquaintance of a group of investigators operating in or around Miskatonic University, and is quick to befriend any he thinks are true initiates of the occult, hoping to learn more from them. He will be particularly drawn to faculty members, seeking to perhaps worm his way into the restricted collection through the influence of a befriended professor.

The Wilbur Akeley Story

Wilbur Akeley (1838-1924) was born in Portland, Maine, and attended school at Miskatonic Liberal College 1856-1859. While studying to be a classicist, Akeley happened upon strange and arcane secrets in the library's extensive holdings. After graduating, Akeley traveled the world trying to test the veracity of the odious books. The scholar-turned adventurer joined several Masonic and mystic societies, amassed an extensive collection of occult and esoteric books, and ended up tangling with many a sinister cult in the far corners of the globe. A spear thrust from a degenerate Congo tribesman ended Akeley's career in 1892, robbing him of the use of his legs. Crippled, Akeley returned to Maine, where he lived in seclusion the rest of his life. After his death in 1924, the entirety of Akeley's library was donated to his alma mater Miskatonic. Several of the books would end up in Armitage's Restricted Collection.

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To prove his good intentions, Veidt might offer up some of his knowledge of Kingsport or the mythos (half-remembered from Akeley's ramblings), assist with investigations, or even teach his magical techniques. Investigators should beware, however: Veidt is a true sociopath, a dangerous young man who will stop at nothing to achieve his dreams of power, not even murder.

MALCOLM VEIDT, age 27, Teacher, Occult Seeker, and Snake in the Grass

STR 12	CON 11	SIZ 14	INT 16	POW 16
DEX 14	APP 12	EDU 16	SAN 0	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3 + 1D4
Dagger 45%, damage 1D4 + 2 + 1D4 (harms creatures only hurt by magic weapons)
Switchblade Knife 45%, damage 1D4 + 1D4
9mm Automatic 40%, damage 1D10

Skills: Accounting 80%, Archaeology (Egyptology) 40%, Climb 50%, Cthulhu Mythos 35%, Dodge 45%, Fast Talk 50%, Hide 25%, History 55%, Kingsport History 40%, Kingsport Cult Lore 45%, Law 25%, Listen 65%, Locksmith 20%, Navigate 30%, Occult 70%, Persuade 60%, Psychology 25%, Spot Hidden 35%.

Spells: Chant of Thoth, Implant Fear.

Languages: English 90%, German 35%, Greek 40%, Latin 50%.

Honors Student Asenath Waite

As described in Lovecraft's "The Thing on the Doorstep", Innsmouth-born Asenath Waite came to Miskatonic after finishing her term at Kingsport's Hall School, and is currently a bright star in Professor Shalad's medieval metaphysics course. Asenath also quickly took center place in Arkham's decadent Bohemian set, and a cloud of rumors and infamy follows her wherever she goes. Whispered hints of dark sabbats by moonlight, explorations of the occult and black magic, and scandalous tales of her sexual exploits flutter through the Miskatonic student body. Other rumors (some of which followed Asenath to Arkham from Kingsport) center on her hypnotic personality. Asenath's odd manner (her bearing and demeanor imply a worldly, aged cynicism far from anything acceptable in a young lady) has been commented on by some of her professors, but so far the hauntingly beautiful young woman has earned consistently high grades in her studies. There is no reason to criticize her intellect. She shows a particular aptitude for history and philosophy.



Asenath Waite, age 23

The raven haired, ivory skinned student beauty is hardly what she seems. Years ago, Asenath's father, infamous Innsmouth warlock Ephraim Waite, switched psyches with his daughter through use of the Mind Exchange spell. Once the transfer was complete, Asenath (Ephraim) poisoned her father's frail old body and left Innsmouth forever. Ephraim sees future mind transfers as the key to immortality, although he thoroughly resents his current confinement in what he sees as a weak, inferior female body (a body corrupted with the Innsmouth Taint to boot!). Ephraim has already picked a successor: local poet Edward Pickman Derby is young, intelligent, rich, influential, and (best of all) weak willed. The budding romance between Derby and Asenath is the talk of the Bohemian set and Arkham high society. The two will marry on Halloween night, 1929.

Asenath/Ephraim is a member of the Cult of the Skull, a secretive sect worshipping the Great Old Ones in the forests of Maine. Bitter rivals of the Arkham witch cult, the Cult of the Skull worships Shub-Niggurath in hidden circles of standing stones, and conducts other foul rites in subterranean vaults where shoggoths lurk. Waite's cult name is Kamog. Waite steers clear of the Arkham cult, and has limited her interaction with the Cult of the Skull since arriving at Miskatonic, fearful of the conflict that would certainly follow if her presence in Arkham were discovered.

Waite's primary goal at Arkham is the acquisition of Derby's body (along with his wealth, estate, and identity), a process that is still years from completion. In the meantime, Waite has occupied herself with study at Miskatonic, and has begun to consume some of the library's immense body of esoterica. Waite hopes that a faster, easier version of the Mind Exchange spell might lie hidden in one of the library's infamous grimoires, and she also hopes to expand her magical powers through study of arcane tomes. Her studies of the Wormius *Necronomicon* were cut short in the fall of 1928 when the Restricted Collection was established. Dr. Armitage (who took an instant dislike to young miss Waite) has expressly denied her access to the *Necronomicon* or any other title Waite can name, claiming that restoration projects will make the books unavailable for the near future. Waite, undaunted, has resorted to different tactics. Her senior thesis topic will deal with translational variances in different versions of the *Necronomicon*, and will obviously require extensive access to the book. Perhaps Dr. Shalad can bring the necessary pressure to bear on the stubborn

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Waite's Destiny

Asenath Waite and Edward Derby marry in the fall of 1929. Early in the winter of 1932, Derby, realizing Waite's blasphemous intentions, beats his wife to death before Asenath/Ephraim can effect the final transfer. The young poet hides his wife's body in the basement of Crowninshield Manor, then suffers a complete mental breakdown. Waite's spirit lingers on even after death, however, and two days after the murder Waite switches minds with Derby, occupying his body in Arkham Sanitarium and shunting Derby into Asenath's twitching cadaver. Derby's tenacious spirit drags the dead body to the front door of his close friend and confidante, Daniel Upton. Upton, realizing that Derby's long standing neurosis was nothing of the kind, goes directly to Arkham Sanitarium and shoots Derby six times, apparently killing the possessed poet. Is this the end of Ephraim Waite? Upton warns the police to cremate Derby's body — after all, if Waite effected a mind transfer after his host's death once, he might easily do so again.

librarian. If this fails, Waite will be patient: once Derby has been assimilated, perhaps his status as an author will gain him access. If not, Waite will target Mrs. Loring or Dr. Llanfer for possession . . . .

ASENATH (Ephraim) WAITE, age 23(76), Warlock and Body Thief

STR 12	CON 14	SIZ 10	INT 18	POW 18
DEX 13	APP 15*	EDU 23	SAN 0	HP 12

**Waite has the protuberant eyes common to residents of Innsmouth, but is otherwise quite good looking.*

Damage Bonus: none.

Weapons: Fist/Punch 60%, damage 1D3
Head Butt 50%, damage 1D4
Dagger 45%, damage 1D4 + 2
Grapple 35%, damage special

Spells: Alter Weather, Call Hastur, Call Nyogtha, Call Yog-Sothoth, Contact Deep One, Contact Ghoul, Contact Deity / Nyarlathotep, Create Mists of Releh, Dominate, Dread Curse of Azathoth, Mind Exchange, Wither Limb.

Skills: Academic Standing (Miskatonic) 35%, Anthropology 45%, Cthulhu Mythos 72%, Drive Automobile 70%, Fast Talk 40%, Hide 45%, History 75%, Library Use 70%, Occult 55%, Persuade 70%, Sneak 65%, Spot Hidden 55%, Swim 85%.

Languages: Arabic 60%, English 99%, Latin 60%.

Asenath Waite's low key, long term machinations make her unsuitable as the antagonist in an ongoing campaign, although the mysterious beauty can serve as a good source of occult information or even magical tutelage. Her careful, indirect modus operandi makes Asenath a great source for scenario hooks, however, provided that the investigators are willing to suffer damage to their reputations from associating with the unwholesome young woman. Asenath Waite left behind several tomes in Innsmouth that she would pay dearly to regain. She has a host of other secret, anonymous tasks that need carrying out — good part-time work, but only for careful investigators! If her true nature is discovered or if she is ever betrayed, Waite proves a deadly opponent.

Artist-in-Residence Basil Ives

A deranged murderer lurks at Miskatonic, hiding among the faculty. On a vacation to England in early 1928, Ives visited the Goatswood area and was infested by a *shan*, one of the hideous Insects From Shaggai. The foul creature has since driven Ives insane, and takes direct control of him at night. During the day, Ives is a slave to "the master", the buzzing voice he hears in his head. The insect will soon drive Ives to commit a serious of heinous murders in Kingsport and Arkham, as described in the scenario "Fade to Gray" from *Tales of the Miskatonic Valley*. The students who adore him most become his victims.



Basil Ives

The shan knows nothing of the esoteric collection in the Orne Library, and probably wouldn't care about the books if it did. Neither Ives nor the insect dominating him is insane or foolish enough to risk discovery. Once the grisly murders begin, any University-based group of investigators is likely to rush headlong into the investigation, never suspecting that the killer will be one of Miskatonic's own. Ives will prove difficult to discover, and will not hesitate to destroy anyone whom he perceives as a threat.

BASIL IVES, age 27, Possessed Painter

STR 13	CON 16	SIZ 11	INT 15	POW 18
DEX 12	APP 17	EDU 13	SAN 0	HP 14

Damage Bonus: none.

Weapons: Whip 75%, damage 1D3 plus entangle, immobilizes on an impale
Fist/Punch 50%, damage 1D3
Knife 50%, damage 1D6
.38 Revolver 40%, damage 1D10

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At night the shan takes full control of Ives, and all of his skills, spells, and weapons can be used at will.

Armor: none, but immune to damage thanks to a magical artifact: see below.

Skills: Academic Standing (Miskatonic) 72%, Art (Draw) 75%, Art (Paint) 85%, Art (Sculpt) 35%, Bargain 50%, Climb 55%, Credit Rating 35%, Cthulhu Mythos 40%, Dodge 30%, Drive Automobile 55%, Fast Talk 30%, Hide 45%, History 35%, Library Use 40%, Listen 50%, Photography 50%, Psychology 45%, Sneak 40%, Spot Hidden 80%.

Languages: English 65%, Italian 25%.

The INSECT FROM SHAGGAI, Hidden Menace

STR 03	CON 03	SIZ 01	INT 20	POW 21
DEX 32	HP 02	Move 04/40 flying		

Weapons: Meld 60%, damage is progressive control of target

Nervewhip 50%, damage special (see *CoC* rules)

Disintegrator Ray 35%, damage 2D10 + 2

Spells: Call Azathoth, Call Ithaqua, Call Yog-Sothoth, Contact Chthonian, Create Gate, Dread Curse of Azathoth, Mental Suggestion, Mind Blast, Nightmare, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Fire Vampire, Summon/Bind Hunting Horror, Wither Limb.

Sanity Loss: 0/1D6 SAN if revealed.

IVES' PAINTING: Following the shan's instructions, Ives has created a magical self-portrait which renders him immune to harm. Every SIZ point worth of human blood sacrificed to the cured painting allows it to absorb 1 point of damage inflicted upon the artist. Ives has sacrificed 98 SIZ points to the painting, but the insect has driven the poor painter to such extremes of self abuse and mutilation that only 45 points of damage absorption remain. If damaged in combat, Ives reacts in pain, but the wound seals instantly, then magically appears on the painting, a permanent reminder of the injury. If the painting is destroyed, Ives will suffer all of the wounds ever absorbed by the portrait (53 points of damage so far), dooming him to a painful death. Ives keeps the painting well hidden.

Witnessing Ives' wounds instantly heal calls for a Sanity check with a loss of 1/1D2 Sanity points. Seeing a wound appear on the painting costs 0/1 Sanity points, while watching Ives expire messily if the painting is destroyed costs 1/1D6 Sanity points.

Campus Cults

Devoted worshippers of the Cthulhu mythos usually congregate in cults. The following section describes the presence and activities of two of Lovecraft Country's most infamous cults on the Miskatonic Campus.

The Esoteric Order of Dagon

Prominent families of Innsmouth have been sending their best and brightest children to Miskatonic for generations, and the current student body boasts three: Senior Rebecca Brewster, football star Horatio Marsh, and freshman Percival Marsh. All three, well aware of Innsmouth's reputation, hide their background from their peers, claiming to be from Gloucester or Long Island. None of them show severe signs of the Innsmouth Taint yet, but all are hopeful that the change will come soon. They watched the Federal raid on Innsmouth in early 1928 with a mixture of rage and terror, and were relieved when federal authorities missed them in their roundup of Innsmouth citizens. The three students are trying to figure out how to raise the monies to stay in college now that their wealthy families have been destroyed.

In recent months, the students have joined forces with Asenath Waite's unsavory hybrid servants (see ARK 1012 and *The Thing on the Doorstep* for details) to reestablish the Esoteric Order of Dagon. The group has taken to meeting secretly in the abandoned West Church on Main Street (ARK 409). The cult is starting small, but has high hopes: they plan to recruit new members from the university's Bohemian set and the immigrant populations along the Arkham waterfront. The cult's primary goal is to gain access to the library's copy of the *Ponape Scripture* so that they might learn the Contact Deep One spell and link up with survivors of the attack on Y'ha N'thlei. Human sacrifices by the new cult will begin soon. If left unchecked, the new cult might attract deep one migrants to Arkham, who would found a colony in the flooded caves and tunnels beneath the shores of the Miskatonic. In a few years, Innsmouth's shadow might fall over Arkham.

Rebecca Brewster

A senior French major, Rebecca is the oldest daughter of Jeremiah Brewster, high priest of the Order in Innsmouth. The tall, gangly girl failed to show any of her father's magical aptitude, and had always been something of a disappointment to her family. Originally sent to Miskatonic to find a wealthy husband in Boston or Gloucester (and thus spread the blessing of the deep ones to wider New England), Rebecca came to enjoy living outside her father's controlling influence. By the

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beginning of her junior year, she was a carefree, independent coed who looked forward to building a life of her own choosing, free of Innsmouth's shadow.

All of that changed in February of 1928, when Federal troops raided Innsmouth, destroying the Esoteric Order of Dagon and razing most of the town. Rebecca spent the night wracked by nightmares of the attack, and as Jeremiah Brewster fell defending the temple of Dagon, he cried out an invocation to his daughter, demanding that he be avenged. Rebecca heard, and awoke screaming after she heard, the shrieking that arose from Y'ha N'thlei as the depth charges fell. She rejoiced to see that her gills had emerged that very night, and took it as a sign of Dagon's divine favor. Her sanity shaken, Rebecca has been born again into the true faith of Dagon, and has vowed to avenge her father and restore the temple, no matter the cost.

As the high priestess of the new Esoteric Order of Dagon, Brewster serves as the ringleader of the cult, and has taken to spending most of her time in the basement of the Order's new temple, decorating and consecrating it. Brewster dominates the group through sheer force of personality, backed up by her magical powers of foresight. Unfortunately, Brewster has not had any visions since her first one, and if she isn't able to deliver up solid proof of her divine favor soon, a struggle for the leadership of the cult could ensue. Brewster is desperate to learn the Order's rituals so that she can come into her full powers. Brewster has taken Percival Marsh as her lover, and has manipulated the boy into undertaking his quest for the University's copy of the *Ponape Scripture*, which the demented priestess sees as her best chance. Brewster's coursework has been almost completely forgotten, and her sudden bouts of depression and shifts in habits might draw Rebecca's teachers or student friends into an investigation of the cult out of a concern for her well being.



Rebecca Brewster

REBECCA BREWSTER, age 21, Fanatical Priestess of Dagon

STR 09	CON 14	SIZ 14	INT 12	POW 16
DEX 13	APP 12	EDU 15	SAN 0	HP 14

Damage Bonus: none.

Weapons: Butcher Knife 30%, damage 1D4 + 2

Skills: Academic Standing (Miskatonic) 32%, Anthropology 20%, Astronomy 5%, Archaeology 83%, Art (Song) 45%, Cthulhu Mythos 7%, Dodge 34%, Fast Talk 45%, Hide 30%, Innsmouth Lore 65%, Library Use 25%, Listen 50%, Occult 35%, Persuade 60%, Spot Hidden 40%.

Languages: English 75%, French 45%.

Tall and very thin, Brewster has a striking, wide-eyed stare that betrays her Innsmouth heritage. Her neck clearly sports a deep set of gill creases, which she covers with scarves. Since February, she has looked more and more nervous and disheveled, and a nervous, fanatical gleam often creeps into her eyes.

Horatio Marsh

Widely recognized at Miskatonic, junior Horatio Marsh is undoubtedly one of the big men on campus. In his case, the distinction is literal: Marsh stands a hulking six foot five, towering over his classmates. Long-limbed and strong, Marsh has distinguished himself as a star performer on the football field and has won renown throughout New England as an Olympic-class swimmer. Marsh is also a friendly, affable fellow, with a rugged grin and vice-like handshake ready for all he meets. Horatio is a member of the prestigious Sigma Phi fraternity, and is an active member of several student groups and clubs. He's also the odds-on favorite to be president of the student body next year.

Almost nobody knows Horatio's darker secrets. The son of Sebastian Marsh (deceased, former manager of the now defunct Marsh Refining Company), Horatio lived a life of privilege in Innsmouth, and came to Miskatonic to get a proper education. Arrogant, jaded, and cruel to his core, Horatio is careful to keep his amiable, all-American façade firmly in place. Only his fraternity brothers know about Horatio's love of strong drink, and how cruel liquor can make him. Three of his brothers were there the night Marsh beat a hobo to death in a drunken rage, but they have sworn themselves to secrecy. Marsh is also notorious for the misogynist streak he shows towards his dates, but his hero status is sufficient to keep any incidents quiet.



Horatio Marsh

Outraged by the news of events in Innsmouth, Horatio was recruited by Rebecca Brewster, and quickly became a willing convert of the Order. A

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trust fund allows him to keep living at the level he's accustomed to, and his Innsmouth origins are a closely guarded secret. Horatio's strength and brutal inclinations will prove a great asset to the cult in the days to come. Attending the Order's services has also begun to have an effect on the hulking brute. Marsh is starting to hear the call of the sea in his dreams, and his hybrid blood is stirring with new, darker urges. Over the next year, Horatio's football will get noticeably rougher, and the campus hero may be heading for a fall.

HORATIO MARSH, age 20,
Football Hero and Developing Monster

STR 18	CON 18	SIZ 17	INT 09	POW 13
DEX 14	APP 15	EDU 14	SAN 10	HP 18

Damage Bonus: +1D6

Weapons: Kick 70%, damage 1D6 + 1D6
Fist/Punch 65%, damage 1D3 + 1D6
Tackle (Grapple) 50%, damage special

Skills: Academic Standing (Miskatonic) 52%, Cthulhu Mythos 2%, Credit Rating 35%, Dodge 55%, Fast Talk 65%, Hide 30%, Innsmouth Lore 45%, Library Use 25%, Listen 50%, Persuade 30%, Psychology 50%, Spot Hidden 30%, Swim 75%, Throw 55%, Evade Suspicion 65%.

Languages: English 70%.

A hulking young man, Marsh is ruggedly handsome, with a wide smile and warm brown eyes. A prematurely receding hairline (the bane of Marsh's vanity) and a strong, fishy body odor are the only signs of the Innsmouth taint that Marsh has manifested.

Percival Marsh

A slight, nervous young man, Percival Marsh is a sophomore engineering major, and the youngest member of the Esoteric Order of Dagon. The grandson of Dr. Rowley Marsh in Innsmouth, Percival had just begun his second semester at Miskatonic when news of the Innsmouth raid reached him. Terrified that the authorities would soon be coming for him, Young Marsh almost dropped out of school, and was as surprised as he was relieved when a month had gone by without incident. Still nervous to the point of paranoia, Marsh's Innsmouth origins are a matter of public record: he is paying for his education with scholarships, and so far his Innsmouth origins have escaped attention. Marsh wants to destroy or lose his admission and financial aid records to hide his past, but is at a loss how to proceed.

Events of recent months have turned Percival Marsh's life upside-down. Early last summer, Rebecca Brewster recruited him into the Order, then seduced him to cement his loyalty. He is profoundly nervous



Percival Marsh

about the cult's activities, fearing a renewed federal witch-hunt if the Order goes too far. Brewster's wiles have him trapped, however, and the clever student is little more than a pawn for the high priestess. At Rebecca's urging, Marsh has just gotten a job as a library assistant. He is trying to figure out a way to gain access to the Restricted Collection so he can steal the *Ponape Scripture* for his love. Marsh has also become more active on campus, joining SID and the VFW (Students for Industrial Democracy, and the Veterans of Future Wars — see "Social Life at Miskatonic" for details). In future months, Percival Marsh will alert to VFW to the plight of poor beleaguered Innsmouth, and the raid will become a target of agitation and protest on the Miskatonic campus.

PERCIVAL MARSH, age 19, Conniving Student and Cult Puppet

STR 10	CON 14	SIZ 13	INT 16	POW 14
DEX 15	APP 09	EDU 15	SAN 23	HP 14

Damage Bonus: none.

Weapons: Pocketknife 25%, damage 1D3.

Skills: Academic Standing (Miskatonic) 20%, Art (drawing) 45%, Cater to Rebecca's Every Whim 90%, Chemistry 30%, Cthulhu Mythos 4%, Dodge 35%, Civil Engineering 25%, Hide 30%, History 30%, Innsmouth Lore 25%, Library Use 45%, Listen 50%, Mathematics 45%, Natural History 25%, Persuade 20%, Physics 30%, Psychology 30%, Spot Hidden 30%.

Languages: English 75%, German 25%.

Thin and pale, Percival Marsh's large, protuberant eyes look even larger through the lenses of his thick spectacles. Slightly stooped, he is prone to nervous fidgeting. His scalp is often plagued with psoriasis, a harbinger of the scales to come.

The Crowninshield Hybrids

Rebecca Brewster was quick to recruit Asenath Waite's servants, who are the only other Innsmouth refugees in all of Arkham. Brewster has since had cause to regret her decision: the servants are a surly, headstrong group with little respect for their "brat girl" priestess. Moses is wise

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in the ways of Dagon, and may soon challenge Rebecca for the leadership of the cult.

Moses Sargent

A cousin of Innsmouth bus driver Ben Sargent, Moses was born poor in Innsmouth. At age sixteen, Moses was ordered by the Order of Dagon to keep a close watch on the doings of Ephraim Waite and his family, and became old man Waite's house servant. Moses did his duty well, and has since learned Asenath's secret. Terrified of Waite's magical power, Sargent will never willingly cross Asenath, and leaves the mistress of Crowninshield Manor to her affairs.



Moses Sargent

Sargent looks on the destruction of Innsmouth as a stroke of good luck. Thanks to the raid, he is finally free of the confounded Marsh family. The way Moses sees it, old Barnabus Marsh got what was coming to him.

When Rebecca Brewster approached him about joining the revived Esoteric Order of Dagon, Moses joined out of fear of Jeremiah Brewster's memory mixed with his real devotion to Dagon. His faith in Brewster, however, is quickly waning. The inner circle of the cult is just the same old thing — Marshes and Brewsters lording it over the lesser folks who do all the work. The threat of Rebecca's powers and the presence of Horatio the enforcer have stayed Moses' hand so far, but the time may come when he will finally act.



Abigail Sargent

MOSES SARGENT, age 39, Hybrid Servant and Cultist

STR 17	CON 16	SIZ 14	INT 14	POW 12
DEX 13	APP 09	EDU 08	SAN 0	HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 85%, damage 1D3 + 1D4
Grapple 75%, damage special
Head Butt 70%, damage 1D4 + 1D4
Kick 45%, damage 1D6 + 1D4
.38 revolver 45%, damage 1D10

Skills: Cthulhu Mythos 25%, Serve Basely 70%, Swim 95%.

Abigail Sargent

Moses' devoted hybrid wife, Abigail has feared the Order of Dagon all her life, and joined Rebecca's new Order with an air of hopeless resignation. A willing and active participant in the Order's services and rituals, Abigail is otherwise rarely active on the group's behalf. Normally almost catatonic, she is prone to shrieking, clawing fits if pestered or disturbed.

ABIGAIL SARGENT, age 32, Cowed Wife and Cultist

STR 15	CON 15	SIZ 12	INT 14	POW 13
DEX 13	APP 09	EDU 07	SAN 0	HP 13

Damage Bonus: +1D4.

Weapons: Scratch and Claw 65%, damage 1D2 + 1D4
Fist/Punch 55%, damage 1D3 + 1D4
Kick 55%, damage 1D6 + 1D4

Skills: Cthulhu Mythos 29%, Nod Blankly 70%, Swim 95%.

Eunice Babson

The oldest daughter of Ma Babson in Innsmouth, Eunice ran away from home at an early age to escape the depraved attentions of her father and the family's all-too-frequent inhuman guests. Eunice lived by her wits for a while on the streets of Innsmouth, then was hired by the Waite family as a housekeeper. She moved to Innsmouth with the rest of the servants last year at Asenath's order. Always a fierce, free spirit, Eunice has grown into a lewd hellion who is used to using her body to get what she wants from men.



Eunice Babson

She really doesn't care at all about the destruction of Innsmouth, but joined the Order out of fear that Rebecca might silence her if she refused. In the months to come, Eunice will prostitute herself along the Arkham riverfront, luring in sacrificial victims for the Order. She is currently planning to seduce Horatio Marsh, hoping to use the

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thug as a protector if things go sour. If things go bad for the cult, either from infighting or the actions of meddling investigators, Babson will flee Arkham and never look back.

EUNICE BABSON, age 24, Saucy Servant of Darkness

STR 13	CON 13	SIZ 11	INT 11	POW 12
DEX 14	APP 13	EDU 08	SAN 0	HP 12

Damage Bonus: none

Weapon: Knife 45%, damage 1D3 + 1D4

Skills: Cthulhu Mythos 19%, Swim 92% Seduce 65%, Wink Lewdly 59%.

Senior Nurse Ellen Whipple Smith

None of the hospital staff have noticed how frequently her patients seem to die of natural causes. Smith keeps the cult supplied with hair, blood, and fingernails from prominent Arkhamites, as well as organs and the occasional cadaver stolen form the morgue. Anyone who gets seriously injured while investigating the witch cult would be well advised to stay away from St. Mary's: the senior nurse will see to it that the cults' adversary will end up under her tender care (and at her much less tender mercy).

Mrs. ELLEN WHIPPLE SMITH (aka CAMLAS), age 55, Witch in the Fold

STR 08	CON 06	SIZ 09	INT 15	POW 16
DEX 12	APP 11	EDU 14	SAN 0	HP 08

Damage Bonus: none.

Weapons: Ritual Dagger (not carried on rounds) 20%, damage 1D4 + 2.
Poisons 60%, (POT 12-17) for administration to patients.

Spells: Augur, Bind Enemy, Contact Deity / Black Man (Nyarlathotep), Summon/Bind Hunting Horror, Contact Ghoul, Charm Crow, Cause/Cure Blindness, Detect Enchantment, Evil Eye.

Skills: Biology 30%, Cthulhu Mythos 20%, Credit Rating 55%, Dodge 25%, Fast Talk 65%, First Aid 80%, Hide 40%, Listen 55%, Locksmith 20%, Medicine 20%, Occult 45%, Persuade 55%, Pharmacy (poisons) 30%, Sneak 30%, Spot Hidden 50%.

For an illustration of Ellen Whipple Smith, see page 29.

The Arkham Witch Cult

Ellen Whipple Smith belongs to an ancient and thoroughly evil cult. A coven of practicing witches, the Arkham witch cult (it has no official name) is the most powerful mythos presence in Arkham, and is one of the most dangerous evil cults that might be uncovered in all of New England. Given the goings on in nearby Dunwich and Innsmouth, this is saying a lot! Originally organized by Keziah Mason in the late seventeenth century, the righteous Puritans of Arkham led a great purge of the cult in the early 1700's but drove the cult further underground instead of destroying it.

Keziah Mason (see her statistics in *Call of Cthulhu* edition 5.0 and later) is the undisputed leader of the coven, and has been since its foundation. The group venerates the following dates: Candlemas (February 2), the Vernal Equinox (on or about March 20), Beltane (May 1), the Summer Solstice (June 21 or thereabouts), Lammas (August 1), the Autumnal Equinox (on or about September 23), Samhain (November 1), and the Winter Solstice (December 22). Beltane and Samhain are celebrated on their eves with dark rites, attended by the full membership. Other dates may or may not be observed, as the needs of the coven dictate. Attendance at these secondary *sabbats* is not required. If at all possible, a human sacrifice (preferably an infant) is offered up to the Outer Gods at each meeting. If Keziah Mason appears at a gathering of the coven, there is an excellent chance that Nyarlathotep will accompany her in his Black Man form. Rituals and observances to Nyarlathotep (as the Horned Man, Green Man, or Black Man), Azathoth, and Shub-Niggurath are common.

The witch cult used to hold its observances in the stone circle on the Unvisited Island (see *H.P. Lovecraft's Arkham* reference 401) in the midst of the Miskatonic. But the growth of Arkham and the arrival of the modern age have forced the cult to withdraw to the gorge north of Meadow Hill (ARK 1007). There, in a desolate gully where nothing ever grows, the cult meets in the shadow of an ominous, uncarved pillar of white stone, said by many to be "older than the Indians". Their activities go unnoticed by the patrons of Fenner's Roadhouse, a nearby speakeasy (see ARK 1015).

All of the members of the coven live and work in Arkham. Some have managed to achieve considerable status within the town at large. Without exception, their families and peers have no hint that they are in fact evil cultists. These witches are careful never to congregate in everyday life, meeting only at their sabbats. Members can contact each other, if necessary, through magical means (Candle Communication, Send Dreams, or messages relayed by Commanded rats or ravens). All are traditional and reliable methods. The number of the coven has always been thirteen (including Keziah). All have signed their name in the Book of Azathoth, with Nyarlathotep as witness.

Individual members often employ a Mezmerized, Dominated, or otherwise enslaved thrall to assist them

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with child stealing, kidnapping, or the gathering of questionable spell components. Some members prefer to do their own dirty work. As a rule, Keziah is usually too busy wandering the angles of spacetime to have much direct influence on the coven's affairs. She attends the critical rites without fail, and will move swiftly to destroy any threat to the cult, but otherwise remains aloof and absent. The lesser members are left to curry her favor and squabble for her tutelage: these competitions can grow ruthless indeed.

All of the coven's grimoire's and ritual implements are stored in an extra-dimensional space that can only be reached through the attic of the Arkham Witch House (ARK 719, and see page 34 in the "Campus Guide" in this book). Members keep no physical evidence of their cult affiliation in their homes.

Secretive to the uttermost extreme, the Arkham witch cult fiercely guards its secrets. The mere discovery that the coven even exists is enough to earn a death sentence for bumbling snoopers. Armed with a monstrous array of spells and powers, keepers bring the witch cult into action at their peril: these heavyweights can easily destroy even the toughest and most experienced group of investigators.

The Arkham witch cult has two sets of dire enemies: the Believers, another coven of witches in Dunwich, and the Cult of the Skull, a sinister group of wizards who meet in the forests and caverns of Maine. The cult is as of yet unaware of Asenath Waite's presence in Arkham. If they were to learn of it, a covert magical war would quickly ensue. As noted nearby, the witch cult never acts on or near the campus of Miskatonic University, and particularly avoids the Orne Library. Why does the coven avoid a potential treasure trove of magical and arcane lore? Some possible answers can be found in this chapter.

Membership of the Witch Cult

JOE AMBROSE, cult name JERGAY: a 37-year-old maintenance man at Arkham Worsted Mills (ARK 309), Ambrose is a single man who lives alone in a rented room at a French Hill boarding house. He has a very high Mechanical Repair skill, and is expert with a knife.

HAROLD BEEMIS, cult name BALAZAR: a homeless tramp, Beemis was drawn to Arkham by dreams, and has slept in local alleys and doorways for the last eight years. Blessed with extraordinary POW, his luck has kept him from running afoul of the police. He rarely works, preferring to beg or steal. About forty (he himself isn't quite sure of his age), Beemis dresses in ragged clothes. He has an extensive knowledge of the occult. Most Arkhamites rarely look at him, or at least never see him. His self-effacing demeanor makes the hobo an ideal spy for the cult.

ROBERT CZYENCK, cult name REGNEH: a 41-year-old giant, Czyenck stands 6'4" and weighs 275 pounds. By day, the Polish immigrant is the owner and proprietor of the Northside Market (ARK 227).

WILLIAM DANVERS JOHNSTON, cult name AHMALA: the vice president of the Arkham National Bank, Johnston has been a devoted member of the cult for more than twenty years. Johnston serves as Keziah Mason's second in command, and has mastered a formidable array of spells. He belongs to the Miskatonic Club, the local Freemasons chapter, and a number of other civic organizations.

ABIGAIL LaRUE, cult name TAMA: a 71-year-old Creole woman, Abigail spent most of her early life in New Orleans. She has an encyclopedic knowledge of the occult, and of voodoo spells. She currently works as a maid for the wealthy Neeley family, and lives in their home.

KEZIAH MASON, cult name NAHAB: one of Arkham's original settlers, Keziah Mason consorted with Goody Fowler and helped found the coven in 1683. Walter Gilman killed Mason in the summer of 1928 (as told in "Dreams in the Witch House"), but Mason's mastery of Gates has allowed her to travel extensively in the future as well as the past — the ancient witch's past sojourns will no doubt intersect Arkham's present on many occasions to come. She is the undisputed leader of the cult, ruling by the mandate of Nyarlathotep himself.

EDWIN WHITE PERKINS III, cult name JABAL: 34 years old, Perkins is an effete dilettante who dwells in his family's ancestral manse. His craving for decadent thrills and pleasures brought him to the cult, and he has traded his soul for the greatest thrills of all. Perkins joined the Eye of Amara society (see the "Social Life" section) to monitor the group and discover how much they really know about magic and the mythos. He finds the Eye tiresome, dreadful, and utterly clueless.

MARLA SLOCUM, cult name SHANA: her husband Darrell has no idea what his 32-year-old wife has gotten into. By day, she works as a saleslady at Hattie's Boutique (ARK 424A).

ELLEN WHIPPLE SMITH, cult name CAMLAS: a sweet-seeming nurse at St. Mary's hospital. Her statistics can be found a little earlier in this chapter.

DANIEL SWAIN, cult name SUGGA: a history teacher at Arkham High School (ARK 603), Swain is 41 years old. He is married and has two children.

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JENNIFER TILSTROM, cult name YULA the youngest member of the coven, Jennifer is only eighteen years old. She was recruited by the lascivious Swain, and inducted at this year's Beltane rites. An Arkham native, Jennifer Tilstrom still lives at home with her parents. At the keeper's option, the would-be witch may attend Miskatonic come the fall.

SHIELA TORSTEN, cult name BELAG: only 22 years old, Torsten works at the campus branch of Taranowski's Bakery (ARK 441B), and lives with her parents.

JAMES ALLEN WHITE, cult name KATAL: a baby-faced lawyer at E. E. Saltonstall & Associates, White is married, but without children. He is 28 years old.

Weapons of the Witch Cult

Most members of the coven can summon up byakhee, hunting horrors, or star vampires to unleash upon their enemies, but their desire to remain hidden ensures that they rarely resort to such noticeable deeds. Dimensional shamblers (which come and go without a trace) are much better, but even then there are easier ways to eliminate unruly investigators. Several of the cult's favorite magical attacks follow.

- ❏ Snare Dreamer combined with Bind Soul — induces a coma that is eventually fatal, and has a range that can reach all the way to Kingsport!
- ❏ Cause Blindness — if triggered while the target is driving, death will seem an accident.
- ❏ Cause Disease — also deadly, this spell requires a personal effect of the victim.
- ❏ Curse of the Stone or Send Dreams can drive a victim mad.
- ❏ Stop Heart — has no range limitation, and likely ensures "natural death" on any autopsy report.
- ❏ By using augury spells and Gates to gather information and components, the cover can stay a step ahead of its foes.

All of these spells are detailed in CoC 5.5 and later editions.

If magic fails, enemies may be poisoned, attacked by Dominated assailants, or driven down by magically programmed catspaws.

Wild Cards

Two more men lurk on the Miskatonic campus, pursuing mysterious agendas and jealously guarding their secrets. Both men are intimately tied to some of the deepest secrets of the Miskatonic campus, and should be so mysterious that they leave investigators baffled. Are they guardians of good, agents of evil, or merely eccentric? Red herrings, false clues, and suspicious hints should abound, swarming around them like flies. Finding out the true colors of these wild cards can be the goal of a scenario or an entire campaign. Of course, if the keeper finds Miskatonic already overpopulated with mythos cults and agents, these men can be simply ignored.

Lucas Tetlow, Exhibit Museum Caretaker

Lucas Tetlow might be an ordinary if somewhat ominous man, dedicated to his work. After all, not all of Dunwich's inhabitants are corrupt or evil. Perhaps the office of caretaker is an anachronism and nothing more — and it's only a coincidence that nobody has ever seen the retiring Tetlow caretaker and the replacement Tetlow caretaker in the same room. All of this is completely possible. On the other hand . . . what if the rumors are true? What if Lucas Tetlow is the same caretaker appointed by George Locksley more than 150 years ago? Who is Tetlow, and what secrets is he guarding?

For a mundane and even benevolent version of Lucas Tetlow, use the statistics provided in the "Exhibit Museum" section. For the more sinister and decidedly more deadly version, read on.

Researching Lucas Tetlow: Investigators who are disturbed by Tetlow's odd demeanor and eccentric occupation can learn some interesting and unsettling things with a little research. The position of museum caretaker is precisely delineated in the university charter: the caretaker's appointment for life (or until he appointments his successor), his salary and lodgings, and the exclusive endowment of the post on members of the Tetlow family, in perpetuity. Examining the last will and testament of Jeremiah Orne (copies are held in the county court at Salem and the Arkham Historical Society) reveals that Orne demanded the post of caretaker be created, and specifically granted it to the Tetlow family "as a reward for their lifelong and faithful service". George Locksley personally appointed the first Tetlow caretaker, Levi Tetlow. Oddly, Jeremiah Orne's personal letters and diaries, split between the Arkham Historical Society and the depths of the Tabularium, make no mention of Levi Tetlow, or any other Tetlow for that matter.

Investigators who root through old yearbooks and university records in the Tabularium will be quite sur-

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prised to learn that there are no photos or portraits of any of the Tetlow caretakers. The museum has no pictures of the Tetlows either, and even learning the names and tenures of previous caretakers is a difficult task. If the investigators check the library's newspaper records, Library Use rolls can uncover several Arkham *Advertiser* articles about the museum, but in each case, accompanying etchings or photographs have been snipped out. If investigators leaf through the bound collection of past issues at the *Advertiser's* offices (ARK 130), they can uncover a startling secret: a Tetlow caretaker can be clearly seen in a photo from the reopening of the museum in 1902. The caretaker in the photo is identified as Lewis Tetlow, and he is a dead ringer for Lucas Tetlow, the current caretaker. Is the similarity just a family resemblance? A **Spot Hidden** roll made with the help of a magnifying glass confirms that the two caretakers are not just similar, they're identical: the caretaker is the same man, virtually unchanged in nearly thirty years! The revelation prompts a Sanity check, with a cost of 0/1.

Other inconsistencies arise if investigators keep digging. Investigators who comb the archives of the Tabularium or the Arkham Historical Society will be unable to find any record of a Tetlow ever acting as a servant to the Orne family. The name "Tetlow" is conspicuously absent from any ship's articles or share-list connected with voyages captained by Orne.

Investigators brave enough to journey to Dunwich (*Return to Dunwich* will prove an invaluable resource, and specific entries from that book will be designated RTD) will discover that there is no Tetlow clan in Dunwich — nobody of that name can be found in the village.

From where are the replacement caretakers coming? Persistent investigators can also learn the following bits of information in Dunwich.

- ❏ Old timers recall that a Tetlow family used to reside in the North Fork Valley near Pyramid Mountain (Region 3 in *Return to Dunwich*).
- ❏ Granny Barnes (RTD 308) will, in return for some help around her house, tell investigators that the Tetlows used to live right at the base of Pyramid Mountain. Using her directions, investigators can find and explore the long abandoned farm.
- ❏ Tetlow was a devoted member of the Believers, a man who claimed to have found scrolls of ancient wisdom hidden under the hills north of Dunwich. Other members of the cult (including John Bishop, the founder of the Believers) regarded Tetlow's new magic as black magic, and rebuked Tetlow. Tetlow in turn tried to replace Bishop as master of the coven. After his coup failed, Tetlow fled to Arkham. Nobody in Dunwich now knows exactly what scrolls Tetlow is supposed to have found or where he found them.
- ❏ Mother Bishop will also be able to direct investigators to the abandoned Tetlow homestead. Her library contains the ancient, crumbling journals of John Bishop, leader of the Believers from 1689 to 1746. The final two years contain occasional references to "Brother L. Tet." or "Br. Levi T." According to Bishop, Tetlow came into an immense source of magical power in the summer of 1745, "the whiche promisses to bringe revelaytiones beyond anye yet granted unto us."

Tetlow's power is described in a later journal as arising "from ye Great Serpente, the whiche corrupted Edene." Bishop acknowledges snakes and serpents as potent messengers and symbols of power, but denounces Tetlow's new rights as "the teechinges of daemones, fit only for murther, blood, and damnatione." Bishop denies Tetlow's appeals for human sacrifice, fearing to draw the ire of new witch hunters. Finally, Tetlow is described as having "run awaye to Arkham" in 1746 "to joyne with ye foul Coven of ye foul Keziah Masone." No mention is made of Tetlow after May Eve, 1746.

- ❏ The Tetlow farmhouse (RTD 304): Choked with dead leaves and debris, this house has stood empty for decades. Little of interest exists here, although a search of the cluttered and partially collapsed cellar reveals an eighteenth century musket, in decent condition. With a little effort and cleaning, it's still quite functional. E. Parrington's gun shop in Arkham would pay $35 for the antique.

The Truth: The rumors and stories are indeed true: Lucas Tetlow is actually Levi Tetlow, the first museum caretaker. With the possible exception of Asenath Waite or Basil Ives, Tetlow is the most dangerous entity on the Miskatonic campus. A thoroughly evil sorcerer whose cruelty is matched only by his patience, Tetlow has extended his life through foul magic, and serves as the immortal guardian of potent mythos artifacts held in the Vault since the foundation of the University.

Lucas Tetlow was born 204 years ago in the hills north of Dunwich. As a young man, he was initiated into the Believers, and became a prominent member of the cult. Fond of exploring the hills around his homestead, in 1745 Tetlow found part of the foundation of an ancient building, in the depths of Snake Pond (RTD, p 60). Part of a lost Hyperborean temple to Yig, the ruin boasted a secret temple under the foundation that was

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Lucas Tetlow at Work

still intact (it has since flooded). Tetlow found the hidden chamber, and carried off the many ancient scrolls and religious artifacts he found there. Tetlow was able to translate some of the scrolls (with the help of other Believers including John Bishop), and began incorporating the ancient mysteries of Yig into Believer rituals. The new magic brought unmistakable power, but many in the cult quailed at the darker aspects of the rituals, particularly their reliance on human sacrifice. After a clash of wills with Bishop, Tetlow fled to Arkham.

Exactly what happened to Levi Tetlow in Arkham is up to the keeper. Did he join Keziah Mason's cult, as he planned? Did he consort with infamous warlock Sermon Bishop (killed in 1752 and described in the *H.P. Lovecraft's Arkham* scenario "The Condemned")? One thing is certain: in 1765, Tetlow was named the caretaker of the Exhibit Museum by the explicit wishes of Jeremiah Orne. Did Tetlow exert some sort of influence over Orne, perhaps prompting the trader to found Miskatonic in the first place? Or was Tetlow a servant of the mysterious George Locksley, who shaped the early Miskatonic to his own designs? Is it possible some other, unknown force or entity is responsible for the foundation of the university? Tetlow is content to guard the vault and keep a careful eye on campus affairs. Is he acting as somebody's watchdog? If so, who? And what is he guarding? Investigators who try to find out can easily end up dead.

LUCAS (Levi) TETLOW, age 204 (appears age 44), Sorcerer and Sentinel

STR 17	CON 13	SIZ 16	INT 15	POW 23
DEX 13	APP 11	EDU 18	SAN 0	HP 15

Damage Bonus: +1D6.

Weapons: 12-Gauge Shotgun (2B) 75%, damage 4D6/2D6/1D6
Billy Club 70%, damage 1D8 + 1D6
Ritual Dagger (enchanted) 70%, damage 1D4 + 2 + 1D6

Spells: Augur, Bind Enemy, Cause/Cure Blindness, Charm Dog, Charm Snake, Contact Deity / Yig, Death Spell, Detect Enchantment, Enthrall, Evil Eye, The Sacred Molting of the Serpent*, Second Sight*, Shriveling, Stop Heart, Summon/Bind Child of Yig, Summon/Bind Dimensional Shambler, Warding.

** A new spell; see appendix "New Magic".*

Skills: Academic Standing (Miskatonic) 45%, Accounting 30%, Cthulhu Mythos 39%, Dodge 55%, Electrical Repair 25%, Hide 50%, History 40%, Listen 45%, Mechanical Repair 55%, Natural History 35%, Occult 65%, Psychology 45%, Sneak 75%, Spot Hidden 60%, Tetlow Lore 85%, Track 65%.

Languages: English 75%, French 45%, Hyperborean Tsath-Yo 25%, Latin 45%.

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On the surface, Tetlow appears to be a slow, uneducated simpleton with a hidden benevolent streak, exactly as described in the "Exhibit Museum" section. Behind this simple façade lurks a brilliant, calculating madman. Tetlow has acted as caretaker of the museum since its foundation, masquerading as a string of successive Tetlows for more than a century. Periodically, using Second Sight, he finds a child of average POW, kidnaps him or her using Enthrall and chloroform, then sacrifices the child using Sacred Molting of the Serpent. At that point, Tetlow lies low for a few days and is then replaced by the new, much younger caretaker. Any museum staff who discover or even suspect the truth die suddenly of magically induced heart attacks (the last curator fell victim to such a reprisal). Investigators who ask too many questions or who come snooping around the vault may regret it.

Tetlow maintains a pack of magically charmed German shepherds who follow his every command, and has warded both the Vault and his inner sanctum (see below), as per the Warding spell in the *Call of Cthulhu* rules. Tetlow will instantly know of any intrusion, and interlopers will find themselves the targets of Tetlow's retribution. Tetlow's enemies might spontaneously combust (via a Death spell), die of a sudden heart attack, or simply vanish (abducted by a dimensional shambler). Tetlow will engage in physical combat only if absolutely necessary, preferring to strike from afar with magic. Tetlow's first priority is maintaining his false identity and keeping secret his nefarious activities. The caretaker would sooner destroy his sanctum rather than see it fall into anyone else's hands, and knows that subtlety is the key to his continued survival. Ironically, the rumors that have grown up surrounding him actually shield Tetlow from some suspicion: stories of odd behavior by the lumbering caretakers are usually dismissed as more student foolishness.

Finally, investigators who clash with Tetlow have no way of knowing it, but Tetlow is only the lesser servant of an unknown, faceless master. Tetlow might serve the Arkham witch cult, a Masonic or Templar conspiracy, the undead revenant of Jeremiah Orne, immortal sorcerer George Locksley, the ancient serpent man wizard he revived under Snake Pond in 1752, or someone else entirely. The keeper can go hog wild creating Tetlow's master, who will doubtless waste no time crushing any mortal fools who wrong his minion.

Tetlow's Sanctum: Unknown to anyone, Tetlow maintains a suite of underground rooms that adjoin the vault. The rooms do not appear on any map or plan of the building, and are entered through a cunningly hidden door. The secret sanctum contains Tetlow's workroom with an altar to Yig and an elaborate summoning circle engraved into the floor. Beyond lies Tetlow's library, containing copies of the *Liber Ivonis, Gran Albert*, and the *Pnakotic Manuscripts* as well as Tetlow's own journals and spell books. Tetlow keeps the bones of his nine previous sacrifices neatly stacked and arranged in a grisly vault. Seeing the contents of Tetlow's larder prompts a Sanity check for a cost of 1/1D6. Tetlow's sanctum also boasts a secret exit tunnel that connects to the Arkham sewers.

Dr. Swanson Ames, English Professor

Nothing seems strange or extraordinary about Dr. Swanson Ames. A bitter, critical English professor (the sort most freshmen pray they don't get), Ames' life is a constant flurry of activity, accompanied by a constant stream of complaints about his workload. Ames is so busy running "core four" English comps and managing the school paper and the Miskatonic University Press that he has little time to cultivate friendships among his colleagues, and is regarded as something of a cold fish by his fellow professors. Ames' tyrannical supervision of the *Crier*, his unending feud with Scott Whidden, and his determination to keep the books of several Miskatonic professors from ever seeing print might simply be the quirks of a pretentious, bitter academic . . . or they might be the tip of an iceberg.

Curious Interests: If the keeper chooses, Ames' still waters can run very deep. Although he seems little more than an overworked academic, Ames is also a loyal and active member of Arkham's Masonic lodge. His personal interests (which nobody has ever bothered to inquire after) run toward magic, esoteric spirituality, and the occult. Ames is also one of the three members of Dr. Chase's Rosicrucian circle. Unknown to anyone, Ames maintains a personal catalog of all the magical, arcane, and mythos-related materials in the Orne Library, and Armitage would be startled to learn how many of them Ames has read. Aaron Chase and Jason Gaspard would also be amazed to learn that the soft-spoken, unassuming Ames is in actuality a hermetic sorcerer of prodigious talent and ability. Scott Whidden has always wondered if some hidden agenda lay under Ames' relentless criticism of his *Crier* articles. He's far closer to the truth than he realizes.

A group of suspicious investigators might uncover Ames' occult associations by carefully monitoring his movements (perhaps with Scott Whidden's help). Note that Ames is a master of subterfuge. He may detect surveillance through mundane or magical means. How Ames reacts is left to the keeper, but he will usually favor discretion, allowing pursuers to uncover lesser secrets that he might keep his deeper secrets intact. Hence investigators, with a lot of effort, might discover that the English teacher is a secret devotee of the occult.

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Especially inquisitive, knowledgeable, or persistent investigators might be allowed to discover Ames' magical talents. If discovered, Ames will try to ally himself with the investigators, claiming that in his quest for magical wisdom he has seen the shadow of the mythos many times, but has always been at a loss how best to combat it. Ames' magical expertise will soon make him a valuable ally. The whole time, he will be subtly investigating the investigators, and passing the knowledge he gleans from his new allies to his secret masters.

The Secret: Ames hides a final layer of secrets, the most sinister of all. Swanson Ames' presence in Arkham is no accident. The English teacher-cum-sorcerer is actually a high-ranking pawn of the Knights Templar (see the boxed text nearby), living in Arkham as a spy. Ames bears the title Adjutant Esquire of the Black Eagle, and serves the Imponderable Archon of the Labyrinths, one of the "36 invisibles" at the core of the Templar Order. The Archon lives in Philadelphia, at the center of a web of Masonic alliances and political cabals, furthering the influence of the Templars in America. Ames knows his master resides in the birthplace of the United States, but does not know the Archon's name and has never even met him: the two communicate solely through encrypted letters or magical means. Ames has only a rough inkling of the Order's agenda, but serves the Temple willingly, seeing himself as a crusader in a secret war for the salvation of all humanity.

The Templars have been aware of Arkham and Miskatonic for more than a century, and Ames is the latest in a line of agents who have monitored the Massachusetts town. Ames' position and magical ability allows him to keep careful tabs on the Eye of Amara Society, Chase's Rosicrucians, and the contents of the Orne Library. Also, Miskatonic's occult collections and past association with pre-humanism ensures that dubious manuscripts from crackpots all over the world are submitted to the University Press every year. As editor in chief of Miskatonic University Press, Ames can also root through these manuscripts, as well as old faculty papers, looking for mythos-related materials, which he forwards to his masters. Ames is well aware of the Arkham witch cult, and is watching Professor Armitage's activities with great interest. The Order finished its secret research of the mythos tomes in the Orne Library before the Civil War, and consequently has no pressing agenda in Arkham. Armitage's recent activities, especially his aggressive campaign for new esoteric acquisitions, may prompt the Order to change its position. Armitage's discovery of the Cthulhu mythos may make him a suitable candidate for recruitment to a false "sham order" of mystics maintained by the Archon (like the Eye of Amara, only based in Boston), allowing the Order to co-opt the Armitage Cabal to its own ends. If the librarian resists, perhaps another, more tractable replacement can be found.

Dr. SWANSON AMES, age 43, Knight Templar

STR 11	CON 15	SIZ 16	INT 18	POW 25
DEX 13	APP 10	EDU 17	SAN 50	HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3 + 1D4
Poison Ring (DEX x5 chance to slip into drink unseen), damage per poison
Broadsword 55%, damage 1D8 + 3 + 1D4 (enchanted)
Dagger 40%, damage 1D4 + 2 + 1D4 (enchanted)
See also the list of magical items below.

Spells: Alter Weather, Augur, Awaken the Inner Light, Bind Enemy, Baneful Dust of Hermes Trismegistus, Bless Blade, Cause Disease, Candle Communication (Enchant Candle), Chant of Thoth, Charm Animal (ravens, wolves), Circle of Nausea, Conjure Angelic Intelligence (Contact Lloigor), Curse the Darkness, Detect Enchantment, Dream Vision, Evil Eye, Healing, Mirror of Tarkhun Atep, Nightmare, Pose Mundane, Power Drain, Prinn's Crux Ansata, Remortification, Seal of Isis, Sekhmenkenhep's Words, Snare Dreamer, Soul Trap, Stop Heart, Voice of Ra, Warding, Warding the Eye.

Skills: Academic Standing (Miskatonic) 88%, Anthropology 45%, Art (Essay Writing) 65%, Credit Rating 65%, Cthulhu Mythos 25%, Dodge 55%, Drive Auto 50%, Fast Talk 45%, Hide 60%, Journalism 5%, Library Use 55%, Listen 75%, Literature 65%, Locksmith 35%, Occult 65%, Persuade 45%, Psychology 50%, Spot Hidden 75%.

Languages: English 85%, French 25%.

Ames' Magical Items

WEAPONS: Ames owns (though he hardly ever carries it) an enchanted dagger, and keeps an enchanted broadsword hidden in his home.

POISONER'S RING: Ames' ring usually contains a dose of the dust of Hermes Trismegistus, but Ames fills it with other poisons if the need arises. Arsenic (POT 16), strychnine (POT 20), or chloral hydrate (POT 17, renders victim unconscious for 1 hour) are readily available to him.

PRIVATE OCCULT LIBRARY: Ames owns copies of *The Archidoxes of Magic, Compendium Maleficarium, De Daemonialiate, Le Dogme et Rituel de la Huate Magie, Malleus Maleficarum*, and the *Key of Solomon*. He has never allowed his Rosicrucian colleagues (or anyone else for that matter) to learn of their existence.

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INNER SANCTUM: Hidden in his basement behind a moving bookshelf, Ames' ritual workspace is warded by both a ring of Warding stones and a Seal of Isis enchanted with 50 magic points. It contains a permanently charged magical circle which adds 3 to the effective POW of the caster when working any hermetic ritual inside it, and has an enchanted set of ritual implements which can add another 2 POW (if the user has an Occult skill of 35% or more). His colleagues in the Collegium Arcana would be quite envious of this place if they ever learned of its existence.

Pawns, Knights, and Gambits

The Arkham Masonic lodge recognizes Ames as a twentieth degree Mason, and he serves the lodge as the Standard Bearer. Ames' dutiful service has won him many friends within the lodge, and as a result prominent Arkhamites (including Mayor Peabody, Judge Randal, Police Chief Nichols, *Gazette* editor Crane, and several Miskatonic trustees) will always initially take Ames' side in any dispute, exerting their influence on their brother's behalf. Ames also has some individual favors he can call in from Peabody, Randal, Nichols, and Crane should the need arise. Ames' brothers in the lodge will not do anything blatantly illegal, like attacking someone at the professor's order or destroying property. On the other hand, Ames' enemies might find themselves regularly detained for questioning downtown by the police or see their names and the embarrassing details from their investigations smeared across the front page of the *Gazette* — destroying their reputations and Credit Ratings in town. Conversely, the Masons protect their own: minor legal actions taken against Ames are doomed to failure. A scandal associated with Ames will never see the light of day, unless the episode is criminal and the evidence clearly leads to Ames. Ames' academic connections can also seriously complicate the lives of Miskatonic faculty and students.

If serious action is taken against Ames (or should Ames ever fail to report in to his master), the Order itself can move quickly in response. The identities of Ames' enemies will quickly be learned through magical means, but the weapons the Order turns on those enemies will be mundane. The Archon in Philadelphia has a profound influence over the Masonic establishment in America, giving the Order great influence upon the most powerful institutions in Massachusetts, and even the United States. County records will suddenly show investigators in long arrears on their property taxes, the IRS will take legal action over income tax violations, and the Treasury Department or FBI might even develop cases against the investigators, with circum-



Swanson Ames, Knight Templar

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stantial evidence that they are bootleggers, anarchists, or communist spies. Blackmail, coercion, arson, and assassination (via brute force, poison, or even magic) are more final options, and apparently ones rarely used. Nonetheless, without even knowing the identity of their foe, the investigators might find themselves faced with an enemy larger and more powerful than any cult, an enemy unlike any they've ever faced before.

The Knights Templar

History does not happen randomly. It is the work of the Masters of the World, whom nothing escapes. Naturally, the Masters of the World protect themselves through secrecy.

— Umberto Eco, *Foucault's Pendulum*

Shrouded in legend and mystery, the Knights Templar are the boogey men of the occult world: omnipresent yet hidden, dispersed yet powerful. While the legend of the Templars is firmly rooted in history, the factual accounts of the Order have been completely overshadowed by the mountain of speculation that has formed around them. Were they pious priestly soldiers, persecuted and destroyed by a greedy, jealous king? Were they a monastic order corrupted by the mystical teachings of the Near East, a heretical sect of Satanists who had dealings with Muslim Sufis, the Assassins, and worse while worshipping a demon known as the Baphomet? Are the Templars the driving force behind freemasonry, the Enlightenment, the scientific revolution, and most of history as we know it? Do the Templars still guard the Holy Grail? Are they nothing more than a pipe dream? Only the keeper knows for sure. What follows is one possible version of the Templars, as they might appear in a *Call of Cthulhu* campaign.

The Knights Templar are a diffuse, secret cabal of hermetic magicians, scholars, and mystics, working in secret to advance their grand plan for the world and humanity. In sharp contrast to the cult of Cthulhu and other hidden cabals found in *Call of Cthulhu*, the Templars are a human response to the forces of the mythos, and have been waging a secret war against the Great Old Ones for more than 700 years. Their methods are subtle, their tactics baffling, and their ultimate goals remain hidden. The Templars as an adversary provide a marvelous change of pace from degenerate foreign cultists or hidden alien invaders. Alternately, devious keepers might recruit the investigators into the group, giving them a shadowy network of patrons and allies in their struggles against the unknown. Only gradually should the co-opted investigators come to suspect their masters' motives might be far more horrible than the Templars pretend.

History: The story of the Templars begins shortly after the end of the First Crusade in 1118, when nine poor knights led by Hughes de Payns petitioned King Boudouin II of Jerusalem for permission to found a new order of holy knights. The King assented, and soon the Order of the Temple was established, an order of warrior-monks headquartered on the ancient site of Solomon's Temple, who would devote themselves to the protection of Jerusalem and Christian pilgrims in the Holy Land. By 1128, the order had received the attentions of powerful patrons throughout Europe including Saint Bernard, who won official papal recognition of the order. The knights won fame throughout Europe and the Holy Land, and were active participants in all of the subsequent crusades (King Richard himself, it is said, traveled incognito dressed as a Templar), and the order soon founded abbeys and commanderies throughout Europe.

By the thirteenth century, the knights owned land and fortresses throughout Europe, and had amassed a fortune through tithes, donations, war spoils, and rudimentary international banking. Immune to tithes and answerable to no one save the Pope, the Templars commanded an army, and wielded enough influence to give kings pause. After the loss of Jerusalem and collapse of the Crusader States in 1244, the Templars had outlived their primary purpose. The order moved its headquarters to Cyprus, ruling it like an independent kingdom, and devoted itself to managing its vast wealth. The Templars' arrogance and riches had earned them many enemies, and soon rumors began to circulate that the Templars had been corrupted by the infidels during their stay in the Holy Land, and that they secretly practiced black magic.

In 1307, King Phillip IV of France (the same king who forced the election of Pope Clement V, which would lead to the Catholic Schism), demanded that the Pope launch an inquiry into the alleged iniquities of the order, based on the confession of imprisoned ex-templar Esquin de Floryan. When the Pope was slow in responding, Philip arrested all the Templars in his domain and seized their property. Confessions were soon extracted by torture, and the entire order was accused of blasphemy, sodomy, and satanic worship. Jacques de Molay, master of the Templar Order, originally confessed but later recanted, denouncing the charges as false. Over 500 Templars emerged from hiding to plead the order's case, but it was too late. In 1311 Pope Clement officially dissolved the order, and in 1314 the unrepentant Templars, including De Molay, were burned at the stake.

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Mystery: After their trial and dissolution, legend has it that the Templars went underground, fleeing to Portugal, Scotland, and Central Europe. The Templars are rumored to be the driving force behind the birth of Rosicrucianism in the fifteenth century and the resulting occult revival throughout Europe, and are believed to have founded the first Masonic lodges. Legend has it that the greatest treasure of the Templars was smuggled out of their commandery in Paris by 36 knights they knighted before the 1307 arrest, and that these knights formed the core of a new secret order which would exact a complex plan of revenge. Funded by their hidden treasure, the "36 invisibles" have influenced the entire course of Western history, giving rise to the Enlightenment, the scientific revolution, and the republican revolutions in France and America. Indeed, legend has it that as Louis XVI was guillotined, someone in the crowd shouted "Jacques de Molay, you are avenged!" Other commentaries place Masons and their Templar masters as the hidden architects of the American Civil War, Lincoln's assassination, and the birth of Communism and Fascism. The most radical rumors claim that the Templars were masters of alchemy, had mastered the secrets of the Philosopher's Stone, were in communion with the mystical Masters of the World in Asia, or were the guardians of the Holy Grail (the treasure smuggled out of Paris in 1307).

In the world of *Call of Cthulhu*, the Templars did learn magical secrets from the Sufis and Isma'ilis in Asia Minor, and achieved spiritual enlightenment in Solomon's Temple. They also captured the original copy of Alhazred's *Al-Azif*, which remains in the Order's possession to this day. In its pages the Templars learned of the Great Old Ones and the shadow these hideous demons cast over the past and future of the world. The Templars also found their great Treasure, which legend and allegory would later transmute into the Holy Grail. The Templars built their temporal strength, biding their time and waiting for the Second Millennium, when they would join the last battle and unleash their magic and the power of the Treasure against risen Cthulhu and the Antichrist Nyarlathotep. The corruption of the mortal world overtook them, however, and their order was crushed under the heel of a jealous monarch.

The 36 invisibles did escape with the Treasure, and changed their tactics. Burying themselves in the shadows, the knights divided into six groups of six, and scattered throughout Europe to carry on their struggle against chaos and oblivion. The Order would take on the tactics of their enemies, shaping the growth and society of man from the shadows, as the Old Ones had tainted human dreams for untold aeons. The group conceived of a vast plan to break the powers of the Great Old Ones, a design of manipulation and magic that would take centuries to fulfill. In the years since, the plan has proceeded, with each of the 36 invisibles working their influence upon the world through a maze of secret societies and political alliances. The actors and agents of the Grand Plan never know exactly for whom they are working, or even that their efforts are being directed at all. The 36 invisibles still direct the plan, although the original invisibles could little imagine how the passage of centuries might change even the most devout of men.

The Templars hope, using the powers of the Treasure and an immense magical ritual, to break the power of the Great Old Ones, destroying them in their sleep or banishing them from our cosmos completely. The original Templars' medieval Christian beliefs in the ensuing paradise have vanished, however. English Mason (and Templar) Francis Bacon formulated the scientific method in the seventeenth century, and the resulting shift in philosophy and belief drew Western Civilization away from religion and superstition, diminishing the hold of the Old Ones (and, incidentally, creating the mental framework investigators know as Sanity). At the completion of the plan, the 36 invisibles and their chosen will spiritually transform themselves through the Treasure and the Great Secret, becoming like unto gods themselves and replacing the defeated Old Ones as masters of the world and cosmos. A tall order, to be certain, but the Templars are still certain that they will succeed.

Millions of humans must die to power the ritual, but the jaded invisibles see this as a small price to pay to achieve their rightful destiny. In 1928, the plan nears its fruition: by the middle of the twentieth century, huge empires with technologies undreamed of will be posed for the greatest conflict since the dawn of man. The Templars hope the coming storm will shake the pillars of heaven itself and fuel their final triumph.

Options: Using the above as a framework, plenty of details are left to the keeper's discretion. Are the Templars still united, or has the plan miscarried, leaving (as Eco describes in *Foucault's Pendulum*) six cabals of would-be Masters scrambling through a dark labyrinth of secrecy and conspiracy, each hoping to undercut the others and seize the prize for themselves? Have the Templars really had as much influence on history as they believe, or is their confidence no more than hubris in the face of the Cthulhu mythos? Have the Templars been infiltrated by the mythos, rendering them little more than pawns? — the Great Race, serpent people, or Brothers of the Yellow Sign would all make admirable candidates. What is the Treasure? Is it truly the cup of Christ, or is the Grail truer to the traditions of alchemy? In Wolfram von Eschenbach's *Parzifal*, the Grail is also described as "the stone from

heaven" (*lapis exilis*), a great emerald lost by Lucifer himself during the war in Heaven. Could this be something like the Shining Trapezohedron? What might it be able to do, and why can't the Templars remember where they hid it? Ideally, the investigators should never learn the answers to any of these questions. The Templars emerge as a vastly powerful force, a counterweight to groups like the Brotherhood of the Beast and cult of Cthulhu, playing a chess game against the mythos for mastery of the world. Will the investigators join their ranks? If they do, how long will it be before they discover that their masters are just as inhuman as the opposition?

Miskatonic Mysteries

The best *Call of Cthulhu* campaigns are always couched in mysteries, both mundane and monstrous. In the rules, keepers are advised to construct their campaigns on the onion model, where investigators peel back layer after layer of secrets to reveal the cosmic horror at the core of what, on the surface, seems perfectly ordinary. Miskatonic as presented within this book offers students, faculty, and visitors ample opportunity to start skinning some mysterious onions — plumbing the origins of the Miskatonic Mummy, the campus tunnels, or Lucas Tetlow, to name a few examples. For an ambitious keeper, Miskatonic University has layer upon layer of moldy secrets awaiting discovery.

While the school seems normal on the surface, investigators who search alertly soon discover baffling incongruities and inconsistencies in its past. These oddities and their underlying secrets often lack the horrific and supernatural punch of a mythos investigation, but they can be just as ominous because they strike so close to home: to students, faculty, and staff, Miskatonic is the place where they live and work. Learning that some sinister force might be at work behind the scenes or might be responsible for the University's birth can, if presented properly, be disquieting in the extreme. Add depth and spice to your Miskatonic campaigns by slowly introducing elements of this meta-mystery into scenarios — working in the library or the Exhibit Museum can bring investigators into contact with several of the elements explored below. Each of these mysteries only runs so deep, and many seem to have mundane resolutions. As time passes, however, and more and more of these mysterious elements take on significance, the investigators come to see that Miskatonic University is far more than it heretofore seemed.

The question facing investigators trying to unravel the meta-mystery is a simple one: Why is Miskatonic such a strange place? The question quickly transforms into a web of mysteries. Is there a single cause, or many? Is the sinister undercurrent confined to the library, or is the rest of campus affected? Does the strangeness trace back to the origin of the school, or has the school slowly been corrupted by outside forces? To answer these questions, investigators need to spend weeks reading and digesting the dusty records of the Tabularium and the Arkham Historical Society. The leads they find there could take them far afield. This book will not directly answer these questions, though future scenarios may — the keeper always decides what, if anything, lurks at the heart of the Miskatonic mystery.

Signs and Seals

Mystery creeps into even the most inconspicuous aspects of life at Miskatonic. Miskatonic's coat of arms is a simple example. It looks no stranger than the coats of arms of any other Ivy League school, but to those with knowledge of the occult perceive the image as oddly sinister. The bell, book, and candle adorning the University's old shield have long been said to represent the Bell of Freedom, the Book of Wisdom, and the Light of Truth. But those with Occult skills of 20% or higher know that these three items are also associated with witches and witchcraft. A successful **Occult** roll determines that the bell, book, and candle are the three implements used by ecclesiastics of the Church to excommunicate, a ritual often used against witches. Why does an avowedly secular school in a staunchly Protestant town use Catholic symbols in its regalia? Do the symbols imply some deeper meaning: is or was Miskatonic a secret force in excommunicating witches, or (a more unnerving option) is the entire school itself somehow excommunicated?

Some research reveals that the old coat of arms was drawn up at the time of the new University charter in 1765 — do they reflect Jeremiah Orne's wishes or George Locksley's? Finally, the University's motto *In Libro Libitas* also appears on the coat of arms, and was also created in the 1765 charter. Should the motto be taken literally? In which book (or books) is there safety? Does the motto imply that the answer to the riddle of the seal lies in the Orne Library?

The Orne Library

This library has gained renown for its collection of occult and arcane books, one of the foremost in the world. While investigators might, with Henry

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Friends intervene for the mythos-obsessed

Armitage's approval, find the breadth of the collection helpful to their researches, sooner or later they might start wondering about the existence of the collection itself. Why should Miskatonic, a conservative school born of Congregationalist Puritans, fill its library with books of demonology and black magic? The deeper the investigators look into the library's history, the more mysteries will present themselves.

The most recent flurry of occult acquisitions and the extensive reorganization of the library's most sinister materials are the work of Chief Librarian Henry Armitage. If asked, Armitage confides that he is simply pursuing research for his upcoming book, *Demons and Devils of the Miskatonic Valley*, a follow-up to his initial monograph *Notes Toward a Bibliography of World Occultism, Mysticism, and Magic*. Investigators dissatisfied with this conventional explanation might uncover a hidden truth: Armitage and his cabal, reacting to the Dunwich Horror, are trying to mount a response to the Cthulhu mythos. For the details of the Armitage Cabal see "Fighting the Good Fight" at the front of "The Mythos at Miskatonic".

The Orne Library's collection was infamous long before the summer of 1928. Investigators searching out the origins of Miskatonic's arcane library soon uncover echoes of the scandal of 1810, when Ward Phillips caused a stir throughout Massachusetts by buying as many books about witchcraft and demonology as he could. Like Armitage, Phillips claimed his motives were purely scholarly: he hoped to write another book in the vein of *Thaumaturgical Prodigies*. Digging through old records, investigators find a different story — see the *Phillips Papers* in the "Shadowed Stacks" section for details. What did Phillips see under the First Baptist Church? Just what happened between the pious scholar and Alijah Billington? Why did Phillips finally burn as many copies of his own book as he could and flee Arkham in disgrace? The answers to these questions could draw investigators into a wider investigation of Billington's Woods and the disappearance of Professor Seneca Lapham.

But the shadows cast by the Orne Library stacks run deeper still. Persistent investigators will note that some of the library's most infamous books (including its prized *Necronomicon*) were the property of Jeremiah Orne, and were donated as part of Orne's "resurrection" of Arkham College in 1765. How did Orne, a West Indies spice merchant, come to have so many blasphemous tomes? Was he trying to combat some ancient evil, like Phillips and Armitage after him, or were his motives more sinister? Orne's life and career are full of new mysteries, which will be enumerated below.

If investigators follow the trail, they find the kernel of the Orne Library in the original collection of books from Arkham College. The secret journals of Ward Phillips the Elder as detailed in "Shadowed Stacks" raise another host of questions: Were some of the library's original books confiscated from the Arkham witch cult? Was the witch cult really vanquished by the raid of 1704?

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Some other mysteries are associated with the Orne Library, which may or may not be linked to the mysteries surrounding the collections described above. Is the Library really haunted? If so, by what? Joe the shelver might have the answer to this mystery, or he might be a red herring who could distract investigators from the true menace lurking there by night. Also, what caused the original library building to collapse late one night in 1875? Why did the former librarian steadfastly refuse to set foot in the new building?

Origins

Several controversial figures stand out in the history of Miskatonic University. Considering the formative roles they played in the university's foundation and growth, little is known about any of them. The name of each of the following gentlemen adorns a campus building. The history of the University associates odd stories and inconsistencies with each of them.

Dr. Bernard Herber

A pillar of seventeenth century Arkham, Herber was a scholar who joined the original exodus from conservative Salem and helped found Arkham. Renowned for his scientific acumen and liberal religious views, Herber was lifelong friends with Salem mystic Edmund Carter, and helped Carter settle in Arkham in 1692. Herber was also one of the founding faculty members of Arkham College, and widely regarded as a man of superior learning and intellect. Herber caused a stir during the witch hysteria when he counseled tolerance and caution in the prosecutions of accused witches, and decried the use of "spectral evidence". Herber's dissenting voice and his association with Carter (who, it turns out, fled to Arkham to avoid being tried in Salem) caused the townsfolk of Arkham to turn on the scholar, who nearly came to trial himself. The intercession of the Reverend Ward Phillips calmed the storm, and Herber lived out the rest of his days in Arkham, teaching at Arkham College.

An investigation of Herber's life and times soon comes to an extraordinary discovery: all of Herber's journals, letters, and books are missing, not only in Arkham but across Massachusetts. The scholar is believed to have penned at least four books, no copies of which can be found. The Tabularium, the Arkham Historical Society, and other depositories of historical records have almost no documents pertaining to him. Were they mislaid or perhaps destroyed in the great flood of 1888, or is some other force at work? As it stands now, only scattered references to Herber in official church and school documents can be found, and no pictures of the scholar have survived. If investigators check in Salem or at the Essex Institute, testimony from the witch trials makes mention of several "rare and antient bookes, writ by Arabs, pagans, and Kabbalists" Herber was known to have owned. What were these books? Are they missing too? The Essex Institute holds several letters Herber wrote to infamous Salem scholars Simon Orne and Joseph Curwen, both of whom were later discovered to be warlocks. In light of this evidence, might Herber have been a wizard in disguise, whose protests against the witch trials were meant to draw attention away from the Arkham witch cult? Did he have some kind of hold over Phillips (blackmail or even magical) that forced the Reverend's change of heart? The historical records are ominously silent. If they have been destroyed to hide the truth, by whom?

Jeremiah Orne

The father of Miskatonic University, Jeremiah Orne was a prosperous ship captain whose wealth helped revitalize Arkham in the years before the American Revolution. Orne was an active member in the Triangle Trade, and made trading runs throughout the Caribbean. Flagging rum fortunes pushed Orne into the spice trade in his later years — Orne made two trips to the Mediterranean and even went around the Horn to the East Indies. He died suddenly of an illness in the prime of life. Childless, Captain Orne's will devoted his money, library, and extensive collection of art and loot from around the world to build a new school from the remnants of Arkham College.

Would-be biographers of Jeremiah Orne have a hard time following the captain's travels. There are hints in records and journals of the time that Orne suffered a falling-out with Arkham's bourgeoisie after he settled permanently there in 1761. Orne's library goes unmentioned before his death, nor is there record anywhere of George Locksley having known or of having sailed with Jeremiah Orne. Nonetheless, Orne's will spelled out the charter for Miskatonic Liberal College in exacting detail, and the will named Orne's "close friend" George Locksley as one of the first trustees. It also provided that the Tetlow clan of Dunwich be endowed with the post of museum caretaker in perpetuity (for details see the Wild Cards conclusion to Mythos at Miskatonic). As odd as these provisions were, they were never challenged, and continue to be accepted today.

Given the extent of Orne's travels, might he have somehow encountered the forces of the Cthulhu mythos? Might this account for his huge collection of arcane tomes and strange artifacts, which included both the *Necronomicon* and Old Squinty's headdress? Was Orne an opponent of the mythos, or had he been cor-

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rupted by it? Could someone or something else have influenced Orne while he composed his will? Is the deposit copy of Orne's will authentic? It's possible that Orne was just the puppet of some other force, or that the man who returned to Arkham in 1761 was not Jeremiah Orne at all. If Orne was an evil sorcerer, might he have faked his own death? Could Orne (or whatever masqueraded as Orne) still lurk somewhere behind the scenes?



Jeremiah Orne

George Locksley

George Locksley is the most mysterious man in the entire history of Miskatonic University. Locksley served as chairman of the Board of Trustees for the newly created Miskatonic Liberal College from 1765 to 1768, and that is all that is known of him. An extensive search of University documents in the Tabularium offers some biographical details for him — he came to Arkham from Boston, although he claimed birth in Philadelphia. He was said in a letter to have served as a loyal hand on many of Orne's voyages, and was called a lifelong friend of the sea captain in Orne's will. During Locksley's tenure at Miskatonic, he stayed in a boarding house on High Street, and left Arkham as soon as the new college was up and running.

Investigators who try to add detail to this sketchy story will be frustrated. Anyone persistent enough to dig through the registers of all of Orne's voyages (which requires extensive research in Arkham, Kingsport, Boston, and the Essex Institute), find no mention of George Locksley (or any abbreviation or misspelling thereof) for any of Orne's voyages. Research in Philadelphia turns up no birth record for Locksley, or any other sort of record for him for that matter. Locksley's whereabouts after he leaves Arkham are equally mysterious: he disappears into thin air.

As for Locksley's time in Arkham, several letters in the archives of the Arkham Historical Society describe Locksley's stay in Arkham. The administrator is described as a dour, standoffish man, whose fanatical supervision of Jeremiah Orne's will and intolerance toward the Congregational Church and organized religion in general caused an angry stir throughout the town. Much is also made of Locksley's Masonic affiliations, as well as his close association with Levi Tetlow, the first caretaker of the new museum.

The Tetlows

For more information about the Tetlow caretakers, and the mysterious trail investigators might follow to discover their origins, see Lucas Tetlow in Wild Cards, in the "Mythos at Miskatonic" section of this book.

Will the Secret Master of Miskatonic Please Stand Up?

Investigators who are able to sort through the dizzying webs of evidence surrounding the mysteries described above should quickly come to a startling conclusion: the public version of the University's history is little more than a cover story. Inconsistencies in the historical record strongly imply that some secret entity or force founded the school, and still may be controlling Miskatonic by proxy, steering the school to its own ends. Who is responsible? The ultimate answer is left to the keeper. To spur the keeper's speculations, here are some of the more likely suspects.

The Witch Cult

Was Bernard Herber a secret member of the Arkham coven, who tried to deflect attention away from Keziah Mason and managed to save his own skin through blackmail and magic? Seventy years later, the cult manipulated Jeremiah Orne into changing his will, and then poisoned Orne to put their plans into effect. George Locksley was another coven member, magically disguised and living under a false identity. Caretaker Tetlow is another member of the witch cult, rewarded for his defection from the Believers in Dunwich. Locksley managed to create a stable, legitimate repository for the coven's arcane books and magic items, while severing all ties between the school and the hated Congregationalist Church.

If this is the case (as described in "Mythos at Miskatonic"), why is the witch cult nearly absent from campus? Several intriguing possibilities present themselves. First, the witches may choose to keep extraordinarily low profiles to avoid discovery, a necessity in a school full of intelligent and curious scholars. Alternately, the witch cult might have founded the school, only to have some other force or faction wrest it from their control at a later date. The reorganization of 1765 seems a likely point. If this is indeed what happened, will the coven eventually strike back? Alternately, the keeper can simply ignore "Mythos at Miskatonic" and presume that the coven is active on campus after all. How long will it be before Armitage and his cabal are drawn into conflict with them?

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The Templars

Jeremiah Orne and George Locksley were both high-degree Masons, as were twenty-three of the twenty-six men who have served on the Miskatonic Board of Trustees since Miskatonic Liberal College was founded in 1765. The current board of trustees consists entirely of Masons. If the keeper accepts Swanson Ames' Templar identity as described in the "Mythos at Miskatonic"), then the entire school could be a Templar construct, founded and controlled through Masonic front organizations. According to this theory, Jeremiah Orne (a loyal Mason) was given a library of tomes and occult items, then loyally rewrote his will to meet the needs of his secret masters. George Locksley was one of the thirty-six invisibles sent to ensure that the Temple's plans were carried out.

Why did the Templars found Miskatonic? Perhaps they needed a secure base in which to assimilate and study the arcane tomes that formed the nucleus of the Orne Library. Alternately, perhaps there was infighting within the Templar ranks. Many theorize that the entire American Revolution was a secret Masonic civil war. When one of the invisibles managed to steal the library of a rival, he chose to hide it in plain sight. In any case by 1928 the Templars have thoroughly researched most of the material in the University library, and now have little use for the school. Swanson Ames is simply a rear-guard, keeping tabs on new developments. If Armitage acquires many more books for the Restricted Collection, the Templars may decide to continue their research. Should this happen, Armitage then becomes a troublesome obstacle. The upcoming expeditions to Antarctica and Australia, with their hints of impossibly ancient ruins and arcane secrets, might also draw Templar attention.

The Unseen Master

Finally, a lone, semi-immortal being could be behind the foundation of Miskatonic. This shadowy mastermind manipulated the lives of Bernard Herber and Jeremiah Orne from behind the scenes, then stepped briefly into the light as George Locksley before vanishing into obscurity. Was he taking control of a decrepit school and rebuilding it to his own ends, seizing it from the witch cult, or fulfilling a plan set in motion with Herber in 1692? The immortal Tetlow caretaker is the Master's devout servant, and the eyes and ears of the Master on campus.

The Master's true identity is unknown. He could be Bernard Herber, Jeremiah Orne, George Locksley, or someone else entirely. The Master's immortality could derive from the Resurrection spell, mind transfers (like Ephraim Waite), a pact with a Great Old One, or some other source. The Master could be an insect of Shaggai moving from host to host, one of the immortals of K'n-Yan and the Brotherhood of the Yellow Sign, or a disguised serpent man wizard. Whoever the Master is, he built Miskatonic as a tool to gather magical tomes and further his own power. The plan worked admirably but for the intrusions of meddlesome librarians who learned too much. Is it only a matter of time before the Master deals with Henry Armitage as he dealt with Ward Phillips a century ago?

Complications

Ingenious keepers can come up with suspects of their own or — better yet — use more than one. Perhaps Miskatonic was founded by the witch cult under Herber, taken over by the Master in 1765, and since then has been infiltrated by the Templars who, after all, don't need to control the school, just some of its books.

The truth might be that no theory is true. Investigators used to finding cults, aliens, and monsters lurking behind whatever seems abnormal can be easily convinced that something wicked has been happening in Arkham for the last two hundred or three hundred years, but they could be wrong. Scant historical records and simple coincidences easily cast false shadows, while Occam's Razor is a powerful tool. Coincidences happen all the time. Perhaps Bernard Herber was simply progressive, Jeremiah Orne was a well-traveled eccentric, all of George Locksley's biographical data was destroyed by fire, flood, or carelessness, and Lucas Tetlow is nothing more than a soft-spoken, dedicated museum employee. At every turn, investigators surveying the ultimate mystery of Miskatonic should find convincing evidence that all of their suspicions are pure hogwash.

That's what the secret masters of Miskatonic want them to think.

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Sinister Seeds

All in the Mind

Drs. Warden and Gist of the psychology department finally begin their campus-wide parapsychological screenings, much to the fascination, amusement, and chagrin of many. After several hours of guessing random numbers and picture cards, the investigators may be surprised to learn that they score well above average in their psycho-kinetic talents,

and are enrolled in a series of more involved studies. The investigators will be compensated for their participation, of course. The professors soon discover that a combination of Eastern meditation, hypnosis, and doses of a mood-altering drug unlocks a previously unknown part of the human brain, resulting in dramatic psychic phenomena among test subjects. How will the guinea pigs adapt to their powers? Are they dangerous? Will the scientific community at large accept Miskatonic's findings? How long before the new psychics start receiving telepathic transmissions from the Great Old Ones? And how will the mi-go (or the Brothers of the Yellow Sign) react to the local upswing in telepathic activity?

Deep Blue Trouble

A disaster is brewing at the Woods Hole research facility. Abraham Hoag (of Kingsport's influential Hoag family) enrolled in Miskatonic's biology department with a secret agenda: He saw the Martin's Beach Monster when Captain Orne displayed the thing back in 1922, and witnessed the death of Orne a few weeks later. His sanity was badly shaken by what he's seen. Hoag has become obsessed with finding the huge beast he is sure spoke to him in his mind that fateful day on Martin's Beach. He has flung himself into his oceanographical studies ever since, and though science has been unable to direct him to the beast, an ancient moldering tome (perhaps *Unter Zee Kulten*, or the *Cthaat Aquadingen*) has taught him the creature's name. After years of study, Hoag believes he has devised a ritual that will bring forth the mighty creature from the deep. The deranged graduate student plans to try the summoning soon, during a week long stay at Wood's Hole. Will the spell work? If it does and an angry sea serpent arrives, can anybody stop it?

For the sea serpent stats, see p. 212.

Guests in Garbage Alley

Stanley Higgins, Biology senior, is intrigued. A year ago, he took a campus job with the hospital and the medical school, hauling medical waste to the incinerator in the steam plant. On his daily trips down Garbage Alley, Higgins started noticing odd things: on more than a few occasions, his cargo seemed to have been tampered with, as if somebody were stealing surgical scraps or cadaver parts. While in the ancient tunnel, Higgins almost always felt watched. On more than one occasion he's certain that he's heard someone or something following him through the dark.

Once he found odd, hoof-like tracks in the dust by the incinerator, Higgins became convinced that he was about to discover some new species of tunneling animal living under Arkham. On more than one occasion, he's left his load of waste outside the incinerator and hid, trying to draw out his quarry. Will he confide his story to a student friend? If his attempts to see the mysterious tunnel dwellers keep failing, will Stanley (never a particularly stable individual) acquire fresher meat to use as bait?

Hard Water

The reservoir west of town is finally finished, and Arkham benefits from clear plentiful water. All too soon, however, people start getting sick: it is an odd wasting disease, accompanied by a strange grayish pallor. The trees on the quad take on a strange cast, and turn luminous at night. Despite these odd occurrences, nobody wants to leave town. Soon St. Mary's is overflowing, and the doctors are baffled. Can the investigators learn the secret of the Blasted Heath and defeat the second coming of the Colour Out of Space before they succumb?

The Lurker From Outside

Something strange is happening in the Miskatonic Exhibit Museum. On several mornings, stains and trails of slime have been discovered winding through the halls. Exhibits and display cases were also damaged, though nothing of their contents were stolen. The complete mental breakdown of Curtis Farley, one of the night janitors, seems to be associated. Curator Grewe and the University administration are desperate to conclude this strange episode before bad publicity blossoms. Anyone who can solve the problem should expect ample compensation. What's the problem? A circle of oddly carved Neolithic stone pillars recently brought up from the Vault are forming a Gate. The portal is intermittent, opening only late at night when the stars are right. Each night there is an accumulating 5 percentile chance of some kind of manifestation. Where the Gate leads, and the exact nature of the things that might come through it, is left for the keeper to decide.

One of Our Portraits Is Missing

In an odd turn of events, one of the portraits in the Museum Art Gallery has undergone a strange transformation. The picture, a fine seventeenth century portrait of an anonymous "French Aristocrat", has vanished — or rather it hasn't. The painting itself is still there, but its subject is gone — the forested background and marble bench now fill the entire picture. Initial investigations

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have turned up nothing. The museum is scandalized by the incident: the Arkham police believe that the painting is a fake, put there to replace the stolen original. President Wainscott smells a prank.

The truth is much stranger. Eccentric French nobleman and wizard Gaston de Marigny (ancestor of the prominent New Orleans occultist Etienne de Marigny) painted the self-portrait in 1678, then (thanks to his pact with a Great Old One) became part of the magical painting to escape the attentions of the Church. Careful examination of frame and canvas confirm that the painting is authentic — it was painted in the 1670's. Investigators can trace the origins of the painting by learning who donated it, and then diving into lengthy research. In the meantime, de Marigny will be at large. How will a refugee from the Sun King's court react to twentieth century Arkham? Can the investigators track him down before he begins his bloody repayments to the King in Yellow?

Partial Recall

Wingate Peaslee's dawning memories of the Great Race of Yith (and the articles he's published about them) have attracted some attention. The Yithians, anxious to prevent the corruption of their research, have possessed several people in New England, who are now converging on Arkham to observe Peaslee and decide how to proceed. They hope to abduct the aged professor and blank his memories with a Tabula Rasa device. If necessary, they will take harsher actions. Better scientists than they are spies, Peaslee soon notices he's being followed, and the Yithians' first attempt to break into Peaslee's home fails. Peaslee could appeal to the investigators for help, and some of the other mythos-savvy factions of campus (like Armitage and his circle) could be drawn in as well. The Brothers of the Yellow Sign, anxious to learn the untold secrets of the future, also stalk the frail old professor. A shadowy struggle may ensue: if the scenario is set after Miskatonic's Australian Expedition of 1935, the investigators may find Peaslee's fate in their hands.

Study Aids

Marcus Lowrey, one of Dr. Aaron Chase's most trusted graduate students, has been helping out with Chase's teaching load while the professor recovers from his illness. Late one night, Lowrey discovered the potent occult tome the *Legemeton* in Chase's office. Fascinated, the classicist read part of the text, and learned the Chant of Thoth. Much to the student's surprise, it worked! Ever since, Lowrey's performance on all his exams has been absolutely perfect. Lowrey is so much improved that certain professors (including Armitage's crony Dr. Warren Rice) have starting wondering about the secret of Lowrey's success. Ever quick to seize an opportunity, Lowrey starts selling his "secret study formula" to grads and undergrads alike. How long will Lowrey's find remain a secret? If the faculty learns Lowrey's secret, what will they do? Does use of a magic spell constitute cheating? What will the psychology department do with this new mnemonic breakthrough? How long will it be before Lowrey, flush with success, tries other magic? Might Thoth himself (perhaps better known by his *nom de guerre*, Nyarlathotep) decide to visit Miskatonic, to answer so many incantations praising his name? What else might an Outer God offer to ambitious students?

Subhuman Subtext

Now that Amos Tuttle is dead (see August Derleth's "The Return of Hastur" for details), the Tcho-Tcho lama wants back his ancient copy of the *R'lyeh Text*. A group of sinister Chinese, led by a Tcho-Tcho shaman, has made its way to Massachusetts looking for the book. Armitage, frightened by the odd group's initial inquiry, denies any knowledge of the book. The cultists will remain in Arkham, and soon start trying to steal it. How will Armitage react to this group, who are deadlier and more competent than Wilbur Whateley? Can he stop them? Will he ask the investigators for help?

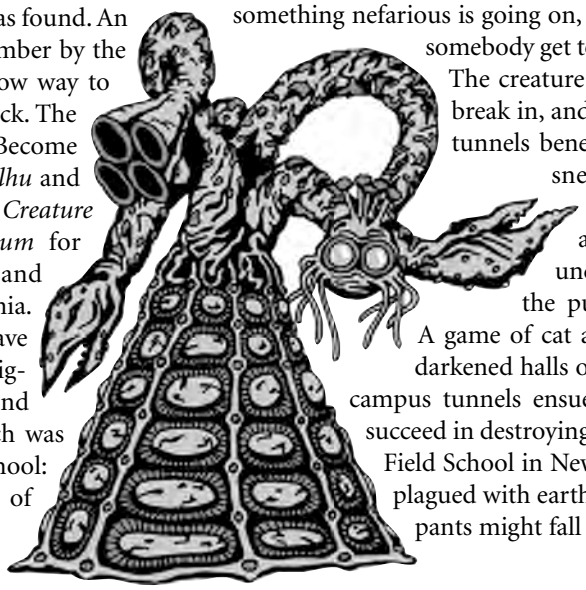
Under Construction

Observant visitors to campus will note the omnipresent decorations on campus buildings, typically at the roofline. Most are perfectly ordinary, but some have occult significance — astrological and alchemical symbols, odd sequences of Roman numerals, Masonic and Gnostic signs, even Phoenician and Hebrew letters! Is the entire campus laid out according to a geomantic plan? Researchers might discover that the signs form a complicated mystical web designed to focus and channel magical energies. Who designed it? And to what end? Does the web make spell casting easier, does it mask some presence, or is it designed to imprison something? How will the renovation of R.C. Memorial, the closing of Hell East, and the opening of Jonathan Edwards Hall affect the web? Should the investigators try to repair the web or destroy it? How will its maker react?

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Unseen Intruder

The Kachina figure in the Exhibit Museum was not made to help in the worship of Shudde M'ell, but as a ward to keep her and her monstrous chthonian children away from the pueblo where it was found. An ancient guardian, roused from its slumber by the theft of the figurine, has made its slow way to Arkham and will soon try to steal it back. The guardian is a spectral hunter (see the Become Spectral Hunter spell in *Call of Cthulhu* and the Spectral Hunter statistics in the *Creature Compendium* or *Malleus Monstrorum* for details) or possibly an invisible sand dweller, bound in service for millennia. The thing has only one purpose: to save its ancient home by returning the figurine. The creature's spirit is bound inside a separate ritual figurine which was also uncovered in last year's field school: the figurine currently rests in a box of relics in Dr. Morgan's cramped office.



Unable to walk through walls, the monster will try to break in, only to be thwarted by Tetlow and his dogs. The Arkham police quickly dismiss Tetlow's story of an invisible intruder (as a figment of the caretaker's imagination, a student prank, or both), but Curator Grewe is sure something nefarious is going on, and is anxious to have somebody get to the bottom of things. The creature will try once more to break in, and will then move to the tunnels beneath campus, trying to sneak in. The creature attacks only if attacked, and will not unduly risk its life: it is the pueblo's final guardian. A game of cat and mouse among the darkened halls of the museum and the campus tunnels ensues. If the investigators succeed in destroying the creature, the M.U. Field School in New Mexico may soon be plagued with earthquakes, and any occupants might fall victim to chthonians.

Sea Serpent

(a.k.a. the Martin's Beach Monster), greater independent race.

[The thing] "was some fifty feet in length, of roughly cylindrical shape, and about ten feet in diameter. It was unmistakably a gilled fish in its major affiliations; but with forelegs and six-toed feet in place of pectoral fins, which prompted the widest speculation. Its extraordinary mouth, its thick and scaly hide, and its single, deep set eye were wonders scarcely less remarkable than its colossal dimension . . . the naturalists pronounced it an infant organism . . . ."

— H. P. Lovecraft and Sonia Greene,
"The Invisible Monster"
(a.k.a. "The Horror at Martin's Beach")

Little is known about these massive sea creatures, who dwell in the lightless world at the bottom of the Atlantic Ocean. Massive and incredibly strong, they can journey to the surface, but rarely do so, finding the reduced pressures uncomfortable. Highly intelligent, sea serpents communicate with each other through bioluminescence and telepathy (with which they also trap their prey). They may or may not have an advanced culture. If the serpents have any relations with other horrors of the sea (the deep ones, dwellers in the depths, the spawn of the green abyss, yuggs, Cthulhu and his spawn, etc.), they remain unrevealed to students of the mythos. Archaic legends of gigantic sea serpents doubtlessly refer to sea serpents who wandered to the surface. The serpents' capacity for destruction is staggering: even an immature one could destroy a large seagoing vessel.

Telepathy: these creatures can telepathically paralyze their victims from a distance. For each potential victim, the serpent spends three magic points and matches its POW against the POW of each target on the Resistance Table. A victim who fails the match goes rigid and cannot move by his or her volition. This power is only effective within thirty yards of the creature's eye — pulling a victim out of that range restores mobility.

characteristics	average
STR 1D100 x5	252-253
CON 1D100 + 50	100-101
SIZ = STR + 100	352-353
INT 4D6	15
POW 12D6	39
DEX 3D6	10-11
HP	226-227
MOV	9/3 swim/beached
Damage Bonus	36D6

Armor: 20 points of thick armored hide. Immune to impales. Takes minimum damage from anything except explosives.

Weapons: Engulf* 60%, target swallowed and eaten
** Usable on things 1/10 its SIZ or smaller.*
Constrict** 55%, damage (STR/10)D6.
*** Usable on things 1/10th its SIZ or bigger.*
Bite 50%, damage 3D10 + DB

Sanity: No sanity cost to see.

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Chapter Five

A Little Knowledge

by Richard Watts, with Lynn Willis and Sam Johnson

Wherein a violent and mysterious death intrudes upon the peaceful atmosphere of the Miskatonic campus, prompting the player characters to take a hand and solve the crime.

This adventure appeared in *Arkham Unveiled*, 1990

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THIS SCENARIO IS INTENDED as an introductory adventure for a party of from two to five novice investigators, or for the low-key enjoyment for investigators of greater experience. Since the evidence is linear, keepers should try to present the incidents of the adventure in the order written.

"A Little Knowledge" is set in and around the campus of Miskatonic University, and concerns the macabre doings of one of its students. This scenario is well suited for faculty or student investigators, although the keeper may have to adjust some situations for faculty members. The keeper is advised to read Lovecraft's tale "Herbert West — Reanimator", from which this scenario derives. The film *Re-Animator* drew from the same source. While playing times vary, most keepers can expect to conclude "A Little Knowledge" in a single evening.

Keeper's Information

On the morning of May 3, the body of medieval metaphysics student Frank Charlton was found lying cold and stiff on the steps of the Orne Library. Keepers may wish to have the investigators stumble across the corpse or, less dramatically, for them to hear about the grisly discovery through the University grapevine or to read about it in the *Advertiser* or *Gazette*.

The unusual circumstances of Charlton's death generated region-wide speculation. Charlton had mysteriously disappeared for over twenty-four hours. When he reappeared briefly on the night of May 2, it was to savagely attack a young coed. Strangely, Charlton had already been dead for over thirty hours, according to a post-mortem carried out by St. Mary's doctors a few hours after discovery of the body.

The results of the autopsy were indeed correct. Frank Charlton died on the night of May 1, yet he was also the assailant reported the following evening. By the night of May 2, Charlton was no longer dead — he had been reanimated!

In the first decade of the twentieth century, Miskatonic University was home to a brilliant medical student, Herbert West, who studied the suspension or reversal of death by chemical means. West meticulously recorded the results of his experiments; when he graduated, moving on to bigger although not necessarily better things in nearby Bolton, his graded notes, papers, and dissertations stayed behind, filed among thousands of others in the basement of the Orne Library.

In 1928, Miskatonic medical student Claude Owen came across West's work. Owen suffered from an intense fear of his own death; visions and dreams of charnel houses, rippling worms, and ghastly green-blue flesh possessed him. Hoping to cheat death, Owen took up medicine and in his researches stumbled across some of West's work. Study of those fragments sent him searching for more, for West's theories pointed a way to immortality. As Owen began to comprehend the scope of West's achievement, he began to attempt to duplicate West's experiments. His fear of death had obsessed him; now the unspeakable horrors he perpetrated in the name of Science drove him mad. Idolizing his predecessor even as he outstripped him, Owen set up a laboratory in the cellar of the old Chapman farmhouse, where the original Reanimator had worked. A string of experiments succeeded. Emboldened, Owen attempted to gain the acceptance of Miskatonic's bohemian set, who rumor linked to black magic, deviant behavior, and events beyond belief. Who else, Owen reasoned, could comprehend his now-amazing powers — after all, did he not have the power to restore life to the dead? Certainly the hidebound lecturers at the School of Medicine refused to appreciate his accomplishments.

Most of the bohemian set were dilettantes and hangers-on, people to whom drugs and fast living seemed to prove sophistication, and who filled their evenings with borrowed witticisms and studied poses. There was, however, a dark inner circle to the set, one headed by Asenath Waite, who would have appreciated Owen's achievements, yet Owen never made contact. He had a slight speech impediment, and to his chagrin, a foppish young man named Frank Charlton fastened on Owen's slight stutter and immediately made cruel, clever jokes at Owen's expense. By the end of the evening, Owen was livid and his hopes were dashed. The deranged young student could not tolerate such a humiliating rejection. As obsessively as he had worked from Herbert West's notes, Owen now plotted revenge for the insult. Charlton would die.

In the early hours of May 2, he struck, chloroforming Charlton in a lonely corridor. Owen lived alone. He brought the unconscious victim to his nearby room. There he smothered the helpless student with a pillow, then slid the corpse under a bed. Owen prepared the chemical agent that would return the stiffening cadaver to life. Normally he would carry out such an experiment in his secret lab, but Owen feared exposure if he attempted to move the body to the farmhouse. The following night, Owen injected his solution into the corpse's cold arm. Owen intended to bring Charlton to life and then to kill him again and again, until he had left Charlton as a babbling monument to himself, the New Reanimator.

But the reanimated corpse burst out of Owen's room, shambling out into the deep shadows of the campus. Charlton's response was unexpected. Not yet fully understanding how the drug worked, Owen had delayed its administration, and parts of Charlton's brain had begun to die. The thing that had been Frank Charlton staggered on through the night until it came across Vittoria Nangelo, a young coed on her way back to Upman Hall. Her screams brought back a semblance of reason to Charlton's disordered mind. Overcome with remorse at his attack and filled with horror at the pain that scalded him constantly, Frank Charlton clawed his way to the roof of the Orne Library and jumped to his death.

Fearing exposure and the noose, Owen transported necessary notes and equipment from his room to the safety of his farmhouse laboratory. Charlton's escape might expose Owen's unorthodox studies. Underground, surrounded by the fruits of his labor, Owen works on, but perhaps not for long.

Investigator Information

University faculty and students hear of Charlton's death within hours of the event. The keeper may decide that the investigators were Charlton's friends or perhaps his instructors. With gossip flying about the campus, interesting rumors about the late Frank Charlton quickly surface. Charlton

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was a student of philosophy, with a special interest in the medieval metaphysics course offered this semester. Fewer people realized that Charlton was numbered among the campus bohemian set. A few even hinted of involvement in the Black Arts. Several people suggest that Charlton was deeply involved with Asenath Waite, the acknowledged pacesetter of the bohemians.

Vittoria Nangelo, on the other hand, has an excellent reputation as an intelligent, personable young woman whose soprano roles in local opera productions received sparkling notices even in the Boston papers. Initial interviews might be with random students, faculty, and staff. Keepers uncomfortable with making up their own casual interviews might study the Faculty and Staff Directory in this book for likely personalities — the Dean of the College of Language, Literature, and Arts, for instance, might furnish information and suggest leads.

Only the following people have much information.

The Coroner



Dr. Whitby Lodge

The Essex County coroner, Dr. Whitby Lodge of Salem, assisted by Dr. Morton Waldron of Miskatonic's School of Medicine, has just examined Frank Charlton's remains. Their findings, of an unexpected nature, will be presented later in the week at the formal inquest into Charlton's death. Since the investigators may learn the same information from either man, treat the pair identically, and allow the investigators to pursue who they choose. They'll gain no further evidence from the interview with the second doctor, but a new **Credit Rating** roll can be made for the second doctor if the roll for the first interview fails. M. U. faculty and students of medicine with Academic Standing 60% or more might receive a bonus to their Credit Rating results if they approached Dr. Waldron, who will be more eager to confide in a colleague.

The doctor is a busy man. He also maintains a private practice. For a life-long resident of a small town, he has an unusually officious, formal attitude. If the investigators want to see him, they'll have to make an appointment and then cool their heels when he arrives forty-five minutes late. Once in his office, the investigators need to convince the good doctor to tell them what he knows. Unless they are members of the University faculty or staff, have good connections with the Arkham constabulary, or unless at least one investigator is a practicing physician, only a favorable **Credit Rating** roll unlocks the doctor's lips. His information is otherwise sealed until the time of the inquest, when it becomes public knowledge. What the doctor knows follows.

- ❏ Frank Charlton's death occurred at approximately 2 a.m. on May 2. Cause of death was suffocation.
- ❏ A small puncture-mark was found on the inside of Charlton's left wrist, of size and placement consistent with the use of a hypodermic syringe. No bruising or bleeding was evident, so probably the injection was made after death.
- ❏ The corpse showed post-mortem lividity, indicating that the body lay face-up for some hours after death.
- ❏ Abrasions on the body, together with three spinal fractures, occurred at least 18 hours after death. The fall was sufficient to have caused death had the body been alive when it fell or was dropped off the roof.

Incidentally, the doctor adds, Miss Nangelo is being treated at St. Mary's Teaching Hospital near campus. If the investigators' **Credit Rating** has satisfied him, and if the keeper wishes, Waldron offers to see that the investigators are admitted to her room, to attempt an interview.

The Autopsy Report

If failing in their attempts to interview doctors Lodge and Waldron, less scrupulous investigators might try to steal the autopsy report or at least read it on the sly. The report is kept in Coroner Lodge's office in Salem. To get in after hours, the keeper should require **Sneak, Locksmith, and Luck** rolls. Being caught in the act by police devastates investigator **Academic Standings and Credit Ratings** — subtract 40 points from one or both if caught.

The report finds that Frank Charlton died from suffocation, murdered at the hands of a person or persons unknown. With a successful **Medicine** roll, the investigators also discover the bulleted points listed above, and quickly see that Charlton could not have attacked Vittoria Nangelo nearly twenty-four hours after his death. The doctors are deliberate in their findings, refusing to speculate about the apparent paradox.

Vittoria Nangelo

During her struggle with the reanimated Charlton, Nangelo tried desperately to drive him off. When she clawed his face and his wounds did not bleed, her mind snapped and left her in a stupor. Now she rests in a dark-

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ened private room in St. Mary's, staring blankly at the ceiling. Doctor's orders are for her not to be disturbed.

Investigators can get into her room with an introduction from a physician known to the nurses (see above), by a successful **Fast Talk** or **Persuade** roll, by disguising themselves as doctors and boldly walking in, by a successful **Sneak** roll, and so on. Any practicing local physician or faculty member of the Miskatonic School of Medicine or the psychology department is admitted without challenge.

Nangelo's dark, luxurious hair is matted and unkempt, and her sculptured, elegant face is pale. Everyone immediately notices her unresponsiveness. With a successful **Psychoanalysis** roll, an investigator can pierce the mental barrier and bring her to consciousness in a few minutes. A daring investigator who thinks to focus her attention by a successful **Art** (**Song**) roll breaks through, and finds her joining him or her in song. A **Psychology** roll has no effect; the investigators do not yet know enough about her to guess what she might need. No other way exists to get her to talk until the day of the Charlton inquest. If the investigators return her to consciousness, she turns to smile at them, her drool trickling from her contorted lips. She giggles, "He — he wasn't very well. You wouldn't . . . be very well either . . . if you had no blood!" She then bursts into tears. Any successful **Psychology** roll shows that she needs to be comforted and held, and that interviewing must end for now.



Vittoria Nangelo

Later, Nangelo can add more. She walked across campus, was attacked from the shadows, screamed, and then saw to her horror that when she raked the man's face with her nails, she merely creased his skin as though it was chalk — no blood flowed. She remembers nothing after that. A successful **Idea** roll or a successful **Spot Hidden** aimed at her person discovers organic material lodged under several of her long, sharp fingernails. Elementary chemical analysis (a successful **Biology**, **Chemistry**, or **Medicine** roll for a medical doctor, faculty member, graduate student, or pharmacist) identifies the substance as human tissue contaminated by traces of formaldehyde and other chemicals which belong inside no living human. Within the day if the investigators succeed, or on the day of the inquest if they do not, Miss Nangelo returns to consciousness and behaves with her usual verve and energy. Though disturbed by the attack, she thereafter lives a normal and happy life.

VITTORIA NANGELO, age 20, Traumatized Student

STR 09	CON 11	SIZ 10	INT 16	POW 11
DEX 14	APP 17	EDU 15	SAN 49	HP 11

Damage Bonus: none.

Skills: Academic Standing 62%, Art (Art History) 35%, Art (Opera Soprano) 65%, Art (Song) 74%, Fast Talk 40%, History 35%, Persuade 50%, Dress to Impress 85%, Wow Critic 55%.

Languages: English 75%, Italian 60%.

Frank Charlton's Room

The coroner has notified Chief Nichols of his conclusion of murder by person or persons unknown. The Chief has already ordered Charlton's room sealed, posting a patrolman on guard while detectives glean the evidence. Charlton's former roommate, Biff Williams, has been moved. As someone near to Charlton, some suspicion has fallen on him, and he's not happy about the situation. See the section "Biff Williams' Room", below.

As with Vittoria Nangelo, investigators who wish quick first-hand information must get it illegally, and thereby risk exposure and damage to reputation (a loss of 30 points of **Academic Standing and/or Credit Rating**). Charlton's room is one of many nearly identical dorm rooms on campus (not only freshmen but many upperclassmen use the University's rooms). Charlton's room is on the second floor of the West Dormitory, and is not locked, although a wax police seal between the jam and the lock will reveal whether or not anyone has entered.

To get into the room from the outside, the investigators can climb the ivy a few feet and push the windows open. They may need successful **Sneak** rolls to get in without attracting attention. The dormitory is built of sturdy hardwoods and long-seasoned fir, surfaced with brick. Cutting through a wall, ceiling, or floor would alert everyone in the building. There are no air conditioning ducts through which one might crawl. In this era, one cools off by opening a window, and gets warm by turning the radiator valve.

Remind the players that their investigators have grown up believing that reputations are not risked lightly, but allow them to form their own plan of entry. If they know Chief Nichols or some other important city official, a word from the Chief would enough for them to gain entrance, though they're honor-bound not to take anything, even a scrap of paper. Perhaps the policeman on guard is not too intelligent, and a **Fast Talk** convinces him that a few minutes can't hurt; maybe he even forgets that later he'll have to account for the broken seal. They might also persuade, overpower, or outwit a competent guard in the hallway.

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Overpowering or drugging a patrolman would be a serious offense, one that would not be casually forgiven. There is no neat package of personal rights in this era. If it became known, investigators might be evicted from rental housing as uncouth villains, they could be refused service in stores and restaurants, and even be prey to the petty vandalism which adolescents practice best — if they escaped prison. Interfering with or assaulting an officer of the law in the pursuance of his duties is a criminal offense, a serious felony with a term of punishment of up to seven years. Needless to say, any such punishment badly deflates **Academic Standings**.

The room is equipped with two small desks, two straight-back wooden chairs, two study lamps, two low bookcases, two narrow, single beds, two highboy dressers, two small closets on opposite sides of the room, and a single washbasin with a cold water tap next to the door to the hall. A mirror is mounted over the washbasin. A single high window frame with two French-style hinged panes opening out, faces East Dorm. The door to the hall is the only exit.

No line has been painted down the middle of the floor to divide the room, but there might as well be one. On the right side, Biff Williams has pinned on his wall photos of Red Grange, Babe Ruth, Gene Tunney, and Knute Rockne, clippings about his own football and baseball exploits from the M.U. *Crier*, and a variety of French picture postcards appropriate to the athletic imagination. His bed is unmade. Beneath it he's shoved a growing pile of sweat-soaked, smelly laundry, perhaps to be washed after graduation. A few books lounge in his bookcase, including a handy one in German showing how to exercise naked, but Biff believes in selling his texts when he finishes them, allowing with many others that the education of a gentleman should leave no obvious track.

Charlton's side of the room is quite different. He's installed two additional high bookcases between his bed and the wall, and they're stuffed with works on magic, psychology, and ancient history. Fine prints and copies of oils cover the upper walls, from Munch to Klimt to Albert Ryder (present in an uncommonly fine copy of "Siegfried and the Rhine Maidens", right down to the forged signature). All of Charlton's choices have darkly erotic themes.

His stationery and other papers, clothing, and personal effects are of good quality, well maintained, and neatly systematic. Boston's most skilled clothiers tailored his suits, jackets, shirts, and trousers.

Directly over the two desks, representing a formal treaty of peace between the two seniors, hangs a painting that straddles the room's division. The picture speaks of a philosophy equally accepting of endeavor and of aesthetic. To a successful **Psychology** roll, it proves that the roommates were not enemies. The painting is a realistic one, of a wiry man resting his oars in quiet water on a clear morning. A brass plate on the gilt frame identifies it as Eakin's "Max Schmitt in a Single Scull". It is an excellent copy. This masterpiece is not something Biff Williams would have chosen, though he has grown to admire it.

Charlton's papers and effects offer no clue to his death. Certain items left to the keeper to describe or to ignore indicate that Charlton enjoyed unconventional behavior. The keeper may use this opportunity either to create a red herring for the players, or to reveal a secret of Charlton's life possibly useful to the investigators, such as an unfinished letter addressed to Asenath Waite discussing some aspect of magic.

Biff William's Temporary Room

Temporarily housing him in the noisy and chaotic East dorm, the police allowed Biff to remove only a handful of clothes, two textbooks, and a pair of track shoes from the room he shared with Charlton. Biff is indeed a prime suspect, possessing as he does the athletic ability and the required opportunity to first smother Charlton and then hurl his body from the library roof.



Biff Williams

Suspicions end when Miss Nangelo finally becomes conscious, perhaps at the investigators' urging, and the police can question her. She denies firmly and unequivocally that her attacker was Biff Williams, though her insistence that a dead Frank Charlton assaulted her still baffles the police. Pending the outcome of the investigation, Williams has been confined to campus, and stays mostly in his room. A wiry young man of good family, he is easy to interview, though naturally dejected at the turn of events.

They were mismatched roommates, he agrees. He swears he had nothing to do with poor Frank's death, and maintains that he and Charlton had become friendly, if not friends. A successful **Psychology** roll substantiates his testimony. Of Charlton he says that Frank could take care of himself — although he was not strong, he had a wicked tongue and was not afraid to use it. Charlton's friends mostly were among that bohemian fringe of artists, poets, and hangers-on who orbit every university campus. Charlton apparently had an affair with Asenath Waite, another student on campus — or

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at least he saw her a lot. Finally, Charlton enjoyed toying with notions of magic and dimensions other than those we know; in Biff's opinion, though, Frank Charlton was not the sort to attempt anything seriously except art appreciation.

BIFF WILLIAMS, age 22, Accused Student

STR 16	CON 14	SIZ 14	INT 10	POW 10
DEX 14	APP 09	EDU 13	SAN 50	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3 + 1D4
Large Club (baseball bat) 60%, damage 1D8 + 1D4
Tackle (Grapple) 55%, damage special

Skills: Academic Lore (Miskatonic) 35%, Academic Standing (Miskatonic) 35%, Climb 60%, Dodge 35%, Hit Home Run 26%, Tackle Runner 62%, Throw 46%.

The Bohemians and Asenath Waite Derby

The artists, poets, and aesthetes who make up Arkham's smart set are small in number, but then the last thing they would want is a large non-exclusive group. Most of these young trendsetters will never know either fiery debauchery or cool evil, and their genuine sins will always consist of things they didn't do. But the core group, the one to which Charlton and Waite belonged, lends them all an aura of decadence, sinister reputation, and obscure, ominous power. All find this condition most gratifying. Whispers of perverse behavior and obscene enactment cluster around this inner circle, as do hints of dark rites and occult rituals. The set regularly meets at the Desolate Highway Café, on the north side of the river. See the nearby box for more about the café.

Central to the idle gossip is the presence of Asenath Waite Derby, who lives with her new husband, renowned poet Edward Derby at Crowninshield Manor, on the outskirts of town. The house rises upon a bluff above the lordly Miskatonic. Since she comes from shunned Innsmouth, rumors about her ripple across campus unceasingly. Tales of her hypnotic powers and her strange ability to make people momentarily perceive that she has swapped bodies with them are common. Though it is not widely known, a few insiders say that Asenath and her friends achieve strange powers during the dark of the moon. These hints are offered without details and always with lowered voices and backward glances. No one dreams that young Asenath's body has been possessed by the mind of her evil sorcerous father, Ephraim Waite, and that Asenath's soul flickered out confined in Ephraim's dying body. Keepers might want to make Asenath unavailable for a day or so to allow the investigators to accumulate such stories — by the time the investigators can wrangle an invitation to her home, they'll be dreading the worst.

The room she sees them in, tucked high up under the eaves of the manor so that the wind moans outside like tortured souls, is a place of darkling beauty. Stray candles dot the floor, their rich light spilling across the impressive trappings of the ceremonial sorceress. On a high mantle grins a polished human skull; black wax drips down its sides in unsettling shapes. From across the room stare the dead eyes of a lizard. The taxidermist's art makes it seem alive. Richly embroidered tapestries curtain the walls and windows, and partially erased chalk circles and diagrams can be glimpsed upon the floor, only half hidden by cushions and rugs. In the center of the room, her slight frame one with the deep shadows lurking in the room's corners, Asenath alternately discourses and broods. She is small, dark, and powerfully attractive, except for her staring, protuberant eyes. Her gestures are elongate, rippling, stunningly sensual, almost serpent-like. How much she enjoys this body! All eyes turn to her each time she moves.

It will not be easy for the investigators to gain her trust. She is cold and calculating, a dangerous opponent as Lovecraft's "The Thing on the Doorstep" illustrates. The investigators must become worth her time before she'll give them more than bland, useless replies. Kindly keepers may merely call upon faculty members to make successful **Occult, Persuade, or Cthulhu Mythos** rolls to impress her. Keepers wanting more strenuous efforts by investigators (especially fellow students) may propose a test or initiation: perhaps they should borrow the library's copy of the *Necronomicon* to show good faith, or walk naked across the Garrison Street bridge as a token of daring. Such a project may become as elaborate as the keeper desires, always with the admonishment that failure may threaten the successful solution to Charlton's death.

Having gained her consideration (not her trust, as Asenath trusts no one), she answers questions fully, providing the investigators do not delve too deeply into her past or into the occult activities of her set. She notes that it was Frank Charlton's role to choose the likeliest students from among those who flirted with the group; he enjoyed setting them initiations (spending the night alone locked in the hospital morgue was a favorite) before he would agree not to focus his caustic wit upon them. If asked directly, she says that they were occasional lovers, though not ever in love. She says admiringly of his character that "Frank was witty and cruel, in equal proportions." Frank made enemies easily. Several times in the past year he culled supplicants who had fled from the Desolate Highway Café in tears, or else red with anger. If the investigators directly ask who they were, she remembers only one, Claude Owen, a medical student who swore he had powers or gifts greater than hers. "I

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Desolate Highway Café

(ARK 131)—387 W Armitage Street, across from Jenkin Street

University intellectuals, émigrés, the smart set, and bohemians with ready money all enjoy the tasty French country-style cooking. The owners, Reid Vandervelden and his partner Josh, occasionally sponsor exhibits or readings, but the attraction here is public demonstration — conversing, posturing, flirting. Criminals will be bored.

Years ago Edward Derby often read his poetry to acquaintances here. Derby's friend Justin Geoffrey once delivered "People of the Monolith" to a table of listeners following his return from Hungary, shortly before he went mad.

There are chessboards available, though none but immigrants seem to play the game. A few regulars have access to opium. Josh thinks there might be an unopened bottle of absinthe on the premises, which is probably illegal in Massachusetts, but he's not sure where it is. Customers known to the management can have wine served in teacups with their meals, Prohibition or not. Open 11:30 a.m. to 1:30 p.m., and from 4:30 p.m. to 9:30 p.m., Tuesdays through Saturdays. It's in north Arkham, next door to the Arkham *Advertiser* and a couple of blocks from the Boston & Maine station.

thought that unlikely," she smiles, "but he did insist upon the point."

With that, Asenath concludes the interview, unless the keeper has other information to convey. Keepers can use her as a future source of information as well, but getting close to her is an adventure in itself.

ASENATH (Ephraim) WAITE, age 23 (76), Warlock and Body Thief

STR 12	CON 14	SIZ 10	INT 18	POW 18
DEX 13	APP 15*	EDU 23	SAN 0	HP 12

**Waite has the protuberant eyes common to natives of Innsmouth, but is otherwise quite good looking.*

Damage Bonus: none.

Weapons: Fist/Punch 60%, damage 1D3
Head Butt 50%, damage 1D4
Grapple 35%, damage special
Dagger 45%, damage 1D4 + 2

Spells: Alter Weather, Call / Dismiss Hastur, Call / Dismiss Nyogtha, Call / Dismiss Yog-Sothoth, Contact Deep One, Contact Ghoul, Contact Deity / Nyarlathotep, Create Mists of Releh, Dominate, Dread Curse of Azathoth, Mind Exchange, Wither Limb.

Skills: Academic Lore (Miskatonic) 30%, Academic Standing (Miskatonic) 35%, Anthropology 45%, Cthulhu Mythos 72%, Drive Automobile 70%, Fast Talk 40%, Hide 45%, History 75%, Library Use 70%, Occult 55%, Persuade 70%, Sneak 65%, Spot Hidden 55%, Swim 85%.

Languages: Arabic 60%, English 99%, Latin 60%.

Claude Owen

A quick visit to the School of Medicine establishes that Claude Owen is indeed a registered medical student of good academic record. He has not attended class for several days, has not been in his dorm, nor has he been seen by anyone known to his R.A. Informal communication with the Arkham police uncovers nothing. Owen's present whereabouts are a mystery, and shortly a missing person report will have to be filed.



Claude Owen

To learn more about Claude Owen, the investigators have other avenues they can try.

The Office of the Registrar: with a successful **Academic Standing** roll, investigators who are faculty members are granted access to Owen's file. Those faculty who fail the roll can still petition the Registrar for access, and will get it if reason exists to give it. No student is allowed to see the administration's files for another student.

- ❏ Owen's tuition and fees have been paid in full. His accounts are current.
- ❏ The registrar provides Owen's dormitory room number, and a brief biography. Owen was born in 1907. His father died of cancer in 1911, and his mother died one year later. He was raised by his maternal grandparents, also now deceased. Owen is quite alone in the world. His excellent academic record earned him the Dr. Allen Halsey Memorial Scholarship for 1927.
- ❏ **Owen's Classmates**: his peers find him cold, over-serious, and a teacher's pet who'll do almost anything to get the approval of faculty members. He mingles with no one outside of class; in class, he always sits alone. He is obsessed with doing great deeds in medicine. Amid general sniggers, one of the classmates does a passable imitation of Owen's stutter.
- ❏ **Lecturers and Tutors**: though bright and capable, no one likes Claude Owen or relishes working with him. After several interviews, make an

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Idea roll. With a success, the player character realizes that Owen's teachers have implied that Claude Owen borrowed medical equipment without permission and stole ordinary medical supplies such as tape and gauze.

- **Owen's Neighbors**: Owen lives on the first floor of West dormitory, directly under Frank Charlton's room. Owen has driven out two roommates this year, and has become unpleasant enough that the resident assistant no longer attempts to assign a roommate for Owen. Inquiries among students who live along Owen's hall expose complaints of stinking and pungent chemicals coming from his room for most of this semester. Owen's neighbors also say that he keeps a pet (contrary to dormitory rules); several report hearing muffled barks and whines coming from the room. In the time-honored manner of young men, however, nobody snitched. One person volunteers that Owen's Ford flivver has not been seen around campus in a few days.

Claude Owen's Room

Owen is not in his room, and has not been since Charlton escaped on May 3. Anyone with Locksmith 20% or better can automatically open the large, clumsy lock on the room's door.

Approaching the room from the outside, the investigators see that Owen's windows are wide open. Inside, despite the draft, the room reeks of formaldehyde and other chemicals found in a small locked cupboard. More important are the papers and books piled in scattered heaps across the floor, one bed, and both desks. Bureau drawers are open, and some of their contents scattered across the carpet. A few items of gold jewelry are found in obvious hiding places. A successful **Idea** roll suggests that Owen suddenly fled, but that he was not robbed. A successful **Spot Hidden** locates something gleaming in the shadows beneath the bed — a half-full bottle of chloroform (**Chemistry** or **Pharmacy** roll to correctly identify the contents). A dry rag bears traces of the same chemical.

Listen rolls detect a fitful scrabbling sound coming from within a small covered cage. Within, its pulsing organs and twitching limbs pinned down to a dissection board, is a partially vivisected dog. Despite the obscene mutilations inflicted on it, the beast's heart still beats. This can be seen quite clearly, since there are no ribs or skin to block the pitiful sight. Prince, one of Owen's early successes, has been missing from its home for nearly three months. Any doctor or veterinarian can attest that it's impossible for the mutilated animal to still be alive. In fact, it dies the day after discovery. An autopsy shows that the mixture of chemicals in its system and those injected into Frank Charlton are quite similar.

Owen's papers provide the other clues. These are isolated papers from his study of reanimation. Owen took the majority of his papers with him when he fled to the old farmhouse, but some still remain. For each successful **English** roll, the investigators learn the next clue. Each clue takes a full hour to assemble.

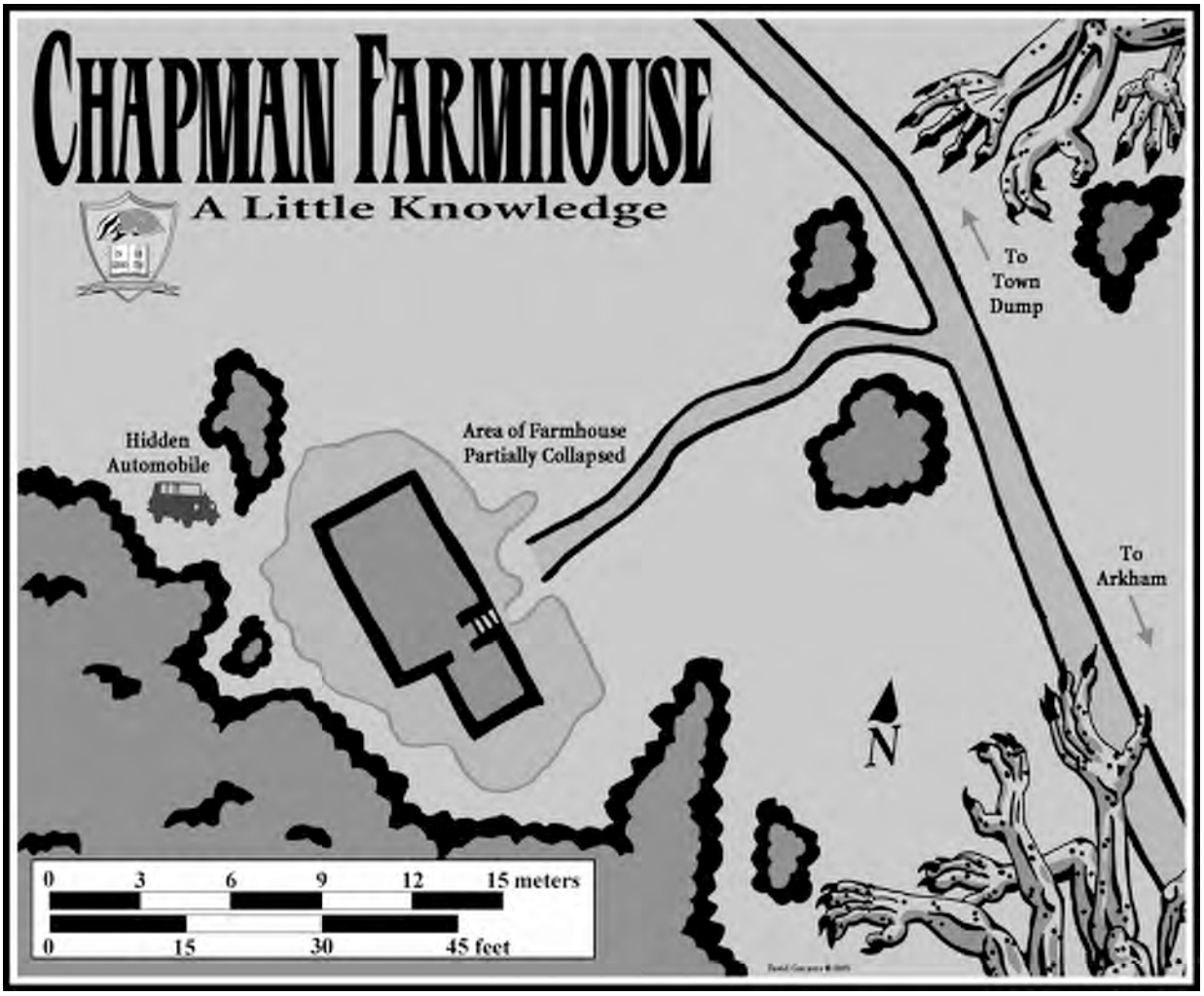
- **First hour**: in early March, Owen discovered old notes in the library basement concerning the science of reanimation, the chemical reversal of death. He left them there after transcribing their salient points.
- **Second hour**: written by a former M.U. medical student, Herbert West, the notes inspire Owen to duplicate West's experiments.
- **Third hour**: West found a farmhouse north of town in which to carry out his work. It later burnt down. Owen located the remains of that building and set up a clandestine laboratory in the basement.
- **Fourth hour**: Owen murdered Charlton in revenge for his humiliation, then reanimated the corpse, intending to kill the bohemian again and again, and drive Charlton permanently insane.
- **Fifth hour**: using a faked University purchase order, Owen has gotten hold of a 5000-watt gasoline-powered electrical generator.

School of Medicine Library

To learn the location of Charlton's lab, the investigators must find Herbert West's papers in the basement of the School of Medicine. The holdings are open to everyone five years after receipt (to guard against cribbing), but they are never sorted or classified. There are 37 aisles of manuscripts, tests, and dissertations. Each set of shelves is stacked to the ceiling. Scanning all this will take months. With a successful **Idea** roll, however, an investigator deduces that the evening library staff may remember the approximate area Owen frequented. To aid in the questioning of staff, another successful **Idea** roll easily locates Owen's photo in the latest school yearbook.

Two staff members recall that Owen worked mainly in Aisle 9, but remember no more than that. A successful **Track** roll spies the small evidences of disturbed dust, recent thumbprints, and minute penciling that signal the cartons in which Owen found West's notes; otherwise, the investigators need 1D3 days to locate the right manuscripts in Aisle 9. Here, lit by the harsh light

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of a single bare electric globe, are piled boxes and boxes of papers, riddled by worms, silverfish, and the ravages of time. To find the sole paragraph that locates West's lab in the old Chapman farmhouse, north of Arkham beyond Meadow Hill, takes 1D8 hours as well as a successful **Library Use** roll.

If the investigators fail on the first day, the Arkham police can supply the information the following day, or allow the searchers to rummage around in the records in the police station basement. Succeeding, the investigators emerge dusty but triumphantly clutching the right page. Before investigators can find that one salient point tucked away in a small paragraph, they also have to read of the biological horrors that Herbert West perpetrated in the name of science, at a cost of 0/1D4 Sanity points.

The Old Chapman Farmhouse

Intelligent investigators have will have called in the police by now, explaining what they think happened, and offering the evidence they've gathered. By doing this, the investigators insure themselves against some of the risks involved in confronting Owen, and (given a successful conclusion) may raise their Credit Ratings. Investigators who doe not consult with the police get no corresponding raises in their Credit Ratings.

Nestled in the hills above Arkham lie the burnt-out ruins of the farmhouse once used by Herbert West as the site of his deranged scientific experiments. Far from any other house or road, and situated in the lonely terrain at the end of Ravine Lane, little remains of the building but charred and overgrown foundations. On weekends, the ominous crack of gunfire can be heard as the local gun club assaults clay pigeons a half-mile distant. A successful **Spot Hidden** detects the glint of metal, an old Model-T canvas top, hidden in bushes near the blackened foundations. The ground about the farmhouse is littered with blackened and rotting boards, and overgrown with rank weeds and thick brambles. In the midst of this wasteland narrow steps lead down, a way through the covering briars freshly cut.

Owen chose the still-intact root cellar for his lab. Here, surrounded by equipment stolen from the

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University or bought anonymously from a Boston supplier, Owen works amidst the fruits of his labors.

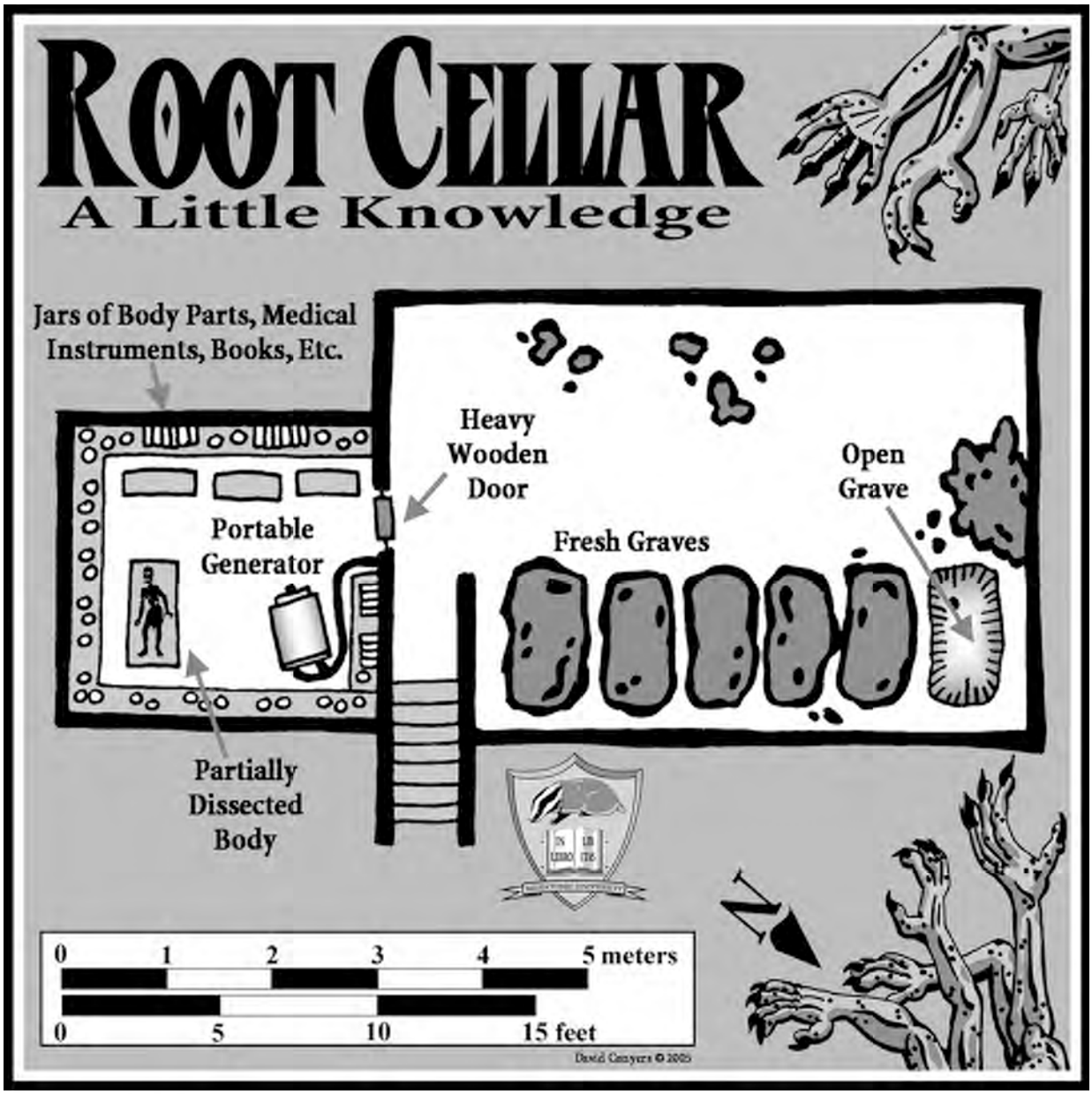
The Root Cellar

Flagstone steps descend fifteen feet to the basement's stone floor. Thick and slippery mosses carpet the stairs. To avoid falling, investigators must get D100 rolls of **DEX x5** or less. Failing the roll, the investigator tumbles down the steps for 1D6 points damage. With a successful **Jump** roll, the investigator takes only 1D3 damage.

At the bottom of the stairs to the right, the main basement is open to the sky but, with a patchwork roof made of rotting beams and thickly tangled weeds, rather ill-lit. The sun's comforting rays shine in at noon; at other times light seems to shun this place, leaving it to brooding shadows and ghastly deeds. Pools of stagnant water dot the once smooth floor: five new mounds rise near one wall, each about six feet long and topped with relatively fresh earth. There is a sixth heap of fresh earth and an empty grave beside it. A spade leans against the wall.

To the left of the stairs, set deep into the wall, is a heavy wooden door. Despite the obvious age of the door, its lock and hinges are shiny and bright, only recently installed. Bright steady light can be seen through the keyhole and shining under the door. The dim hum of an engine is audible. The door (STR 22) is firmly locked. Without a successful **Locksmith** roll to pick the lock, the investigators will have to break it down, alerting Owen of unwanted company.

Beyond the door, electric lights illuminate a gruesome scene. Countless shelves line the walls, bearing



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Claude Owen's Notebooks

In English, hand written by Claude Owen, 1928. Owen's notes are in six numbered composition notebooks, crammed with his crabbed handwriting, sketches, and diagrams. The first three notebooks hold hurried shorthand notes copied from another source. A successful INT x5 roll allows a researcher to identify Owen's original source as the notes of Dr. Herbert West. The notes describe chemical compounds which, if properly prepared, restore animation and some perception to dead tissue. The fourth, fifth, and sixth books consist of Owen's meticulous notes about his own experiments with West's formula — re-animating animals, organs stolen from cadavers, and his final experiment on the ill-fated Frank Charlton. *Sanity loss 1/1D6; Cthulhu Mythos +1 percentile; Re-Animate potion; skill checks in Biology, Medicine, and Pharmacy; average 6 months to study and comprehend.*

glass bottles filled with body parts floating pale and bloodless where once sat wholesome jams and preserves. At the far end of the room, Claude Owen awaits them. His operation interrupted, he stands at the head of a trestle table, a partially dissected body (a 1/1D3 SAN loss to those new to such sights). On the floor to his right stands a stainless steel rubbish can, its blood-splattered lid ajar. Behind Owen gleams lab equipment, knives, and surgical instruments.

CLAUDE OWEN, age 21, the New Reanimator

STR 11(16)* CON 10 SIZ 12I INT 18(4)* POW 15
DEX 16 APP 10 EDU 2I SAN 0 HP 11

Damage Bonus: none. (+1D4*)

Weapons: Scalpel 55%, damage 1D4 + 1 (+ 1D4*)
Fist/Punch 55%, damage 1D3 (+ 1D4*)

**after reanimation.*

Potion: Re-Animate.

Skills: Biology 65%, Chemistry 60%, Dodge 45%, Library Use 55%, Medicine 68%, Oratory 15%, Pharmacy 45%, Laugh Insanely 95%, Reanimation 71%.

Languages: English 95%, German 35%, Latin 28%.

Streaked with blood and unsavory fluids, his skin as pale as that of the cadaver he slaves over, Owen is an unnerving sight. His pale blue eyes are magnified grotesquely by the thick lenses of his heavy glasses. He is nearly colorless, save for a shock of red hair that accentuates his pallor. In his left hand he clutches a large razor-sharp scalpel, its blade slick with blood. Investigators receiving successful **Spot Hidden** rolls make out the outline of a hypodermic syringe in Owen's breast pocket, silhouetted beneath the thin fabric of his lab coat.

Now fully insane, Owen begins to lecture the investigators as soon as they step through the door. At first his stutter is noticeable, and once or twice he has to start a sentence again. Soon he becomes engaged enough that the words flow smoothly, with great energy.

Owen says that only the investigators block his way to the greatness — the immortality — that await him when his work is done, and that hour, a time of incredible benefit to mankind, is nearly at hand. All he needs is time. Yes, he is responsible for the death of Frank Charlton, though he didn't intend that Charlton attack Miss Nangelo. Yes, he'll confess; yes, he'll come quietly, but he just needs a little time.

Owen will promise anything. He does his utmost to convince them that his way is right — if he fails to convince the investigators, he has a trick up his sleeve. Before the investigators can reach him, Owen kicks over the rubbish can which is standing nearby, releasing his most successful experiments to date — *Parts*. These severed hands, heads, feet, and less describable writhing chunks of flesh surge across the floor in a crawling, bloodless wave, seeking to kill all in their path. Each investigator is beset by 1D4 of the hideous things.

THE CRAWLING PARTS (assume all Parts have identical statistics)

STR 12 CON 06 SIZ 02 HP 04
DEX 16 MOV 07

Damage Bonus: +1D6.

Attack: Claw/Bite/Choke/Bludgeon 50%, damage 1D3.

N.B.: once a part successfully attacks, it hangs on until pulled off with a successful STR vs. STR roll on the Resistance Table. Until removed, each clinging Part inflicts

Re-Animate

A NEW POTION: Not a magical spell per se, the reanimation formula creates a serum which, if injected into a dead animal, restores it to mobility, but as a zombie per the Create Zombie spell. A physician with Chemistry and Medicine skills of 60% or higher can synthesize the formula after a month's experimentation, given a successful **D100 roll** of INT x1 or less.

The compound must be injected into the brain of the corpse to be effective. There is a significant chance equal to the cadaver's POW x1 that the risen zombie retains D100% of its original INT. For each minute after death, however, the chance drops by one percentile. If the roll fails, or if the zombie retains fewer than three points of INT, the resultant zombie is a mere ravening monster hungry for human flesh. Seeing a corpse reanimated costs 1/1D6 Sanity points, more if personally known to the viewer.

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1 point of damage per round of play.

Sanity Loss: 1/1D6 + 1 Sanity points to see, but charge each investigator only once, no matter how many Parts he or she sees or encounters.

Taking advantage of the investigators' confusion, Owen laughs maniacally about his pets, then drags the blade of his scalpel across his own throat. Even as his blood spurts out across the room (and into the horrified faces of the investigators, costing each 1/1D3 SAN), Owen plunges the syringe he carries into himself, injecting a dose of reagent into his own dying flesh. Within seconds, he becomes transformed into a screaming, thrashing engine of destruction, a mindless psychopathic parody of a man. He attacks without mercy.



Owen in his Lab

Owen's weird science from the world grants investigators 1D4 Sanity points.

If they search, the investigators find all the notes by Herbert West's unhappy disciple on a high shelf, complete and out of harm's way. They contain every detail of the science of reanimation, available for good or evil. Keepers should rule that months or years of study and experimentation are needed before a student of this work could achieve practical consequences. If anyone is interested, the notes do not discuss the techniques Owen used to create the Parts. They cannot be reconstructed.

Conclusion

If the investigators succeed in destroying Owen and his reanimated monstrosities, they discover more than enough chemicals on hand to dispose of the bodies, if they wish. If they intend to shield mankind from knowledge of reanimation, a successful **Law** roll should inform them that destroying these bodies is destruction of evidence, and they may be held accountable if they make systematic inquiry and decent burial impossible. On the other hand, shielding the horrors of

For defeating the New Reanimator, reward each survivor with 1D6 Sanity points. If the police were notified and the New Reanimator was defeated, allow each investigator to also boost his or her **Credit Rating** by 1D6 points: a few more such successful escapades and they'll be considered solid citizens of the Vale of the Miskatonic.

Whether or not the investigators preserve Owen's notes, they now know that reanimation can be achieved and that the necessary information exists in the M.U. Medical School's basement. As they clean matters up, perhaps they agree among themselves that even a lot of knowledge can be a dangerous thing.

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Appendices

APPENDIX 1: New Magic

Details of new spells and optional magic rules to flesh out the tomes of the University library.

Flawed Spells

These spells are learned normally, but do not function properly. If cast, a flawed spell either fails entirely, the most common result, or malfunctions at the keeper's whim. The consequences are potentially dire. For a caster who already knows a similar spell (Call/Dismiss Deity, Contact, Contact Deity, Enchant, or Summon/Bind Creature as per CoC 5.5), his or her player can detect a flawed spell with a successful **Cthulhu Mythos** roll. Regardless, the time and effort spent learning the spell is wasted.

An ambitious wizard may be able to repair a flawed spell. The task is not easy. The new version takes three times as long to learn, and the researcher must have access to a different version of the flawed grimoire — or have access to a magical library with a total Cthulhu mythos gain of at least 35 percentiles.

The caster's player must attempt a **Cthulhu Mythos** roll and also an **INT** roll. If both rolls succeed, the spell is repaired. If one or both fail, the character is unable to repair the spell. If either roll is fumbled, the caster believes the spell to be properly repaired, but it will always malfunction when cast.

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New Mythos Spells

AWAKEN THE INNER LIGHT: *Hermetic Ritual.* A cornerstone of hermetic magic, this ritual allows the caster to slowly augment his or her personal POW, increasing magical potential and potency through gradual enlightenment. Not so much a spell as a regimen of diet, fasting, meditation, and exercises, Awaken the Inner Light requires the caster to spend at least two hours a day in meditation inside a magic circle. The circle requires one magic point to activate. The practice of daily rituals and meditation must be strictly observed for an entire month — the slightest deviation breaks the spell. At the end of one lunar month, the caster attempts a **POW** roll that cannot be modified by the use of pre-enchanted circles or magical tools.

If the POW roll succeeds, the caster's characteristic Power increases by one. This POW increase causes increases in magic points, Luck rolls, and usually in maximum Sanity points. If the roll fails, or if the ritual is in any way interrupted, the caster's POW remains unchanged. He or she must wait a full lunar month before attempting it again.

BENEVOLENT INFLUENCE: *Hermetic Ritual.* This arduous spell exacts many requirements from the caster: a regimen of meditation and breathing exercises along with a strictly prescribed diet must be followed for three solar months before the spell can be attempted. When ready, the caster must fast for three days, then work the ritual on a Sunday. The ritual involves an hour of chanting and shouting, the sacrifice of ten magic points, and a successful **POW x3** roll by the player. If the roll succeeds, the spell magnifies the Inner Will of the caster, making him or her better able to influence and manipulate people. For one solar month, the caster's APP rises by two, and the caster receives the effect of 30 percentile bonuses to Bargain, Fast Talk, and Persuade. As long as the diet and meditations continue, the spell can be re-cast each month.

BIND CHILD OF THE SPHINX: *Egyptian.* Similar to other binding spells, this Egyptian chant allows the caster to impose his or her will on a Child of the Sphinx (see the *Creature Companion* or *Malleus Monstrorum* for its details). The caster spends 3 magic points, loses 1D6 Sanity points, and then must match POW vs. the Child's POW on the Resistance Table. If the caster actually created the Child of the Sphinx, rather than simply encountering it, the effect of his or her POW is as if it was 5 points higher than it actually is. (A roll of 96-00 always fails.) If the caster wins, the Child follows every command to the best of its ability, including commands destructive of the Child. This control lasts for that number of months equal to the caster's POW. Subsequent control may be renewed or continued through additional castings. If it wins the POW contest, the Child immediately attacks the caster.

This spell can usurp control of a Child of the Sphinx already bound to a different caster: in this case, the caster must match his or her POW against the POW of the Child's original master. If the caster wins, control of the Child switches to the new binder. The attempt to steal control of a Child of the Sphinx is immediately known by its master, regardless of proximity or success.

BREW PAUT: *Egyptian.* A cornerstone of Egyptian magic, Paut is an inky liquid suffused with magical essence. Silver, pure water, and a host of rare unguents, herbs, and spices compose the list of ingredients. To brew Paut, the caster must prepare a bowl or receptacle, then ritually mix the ingredients for one hour under the light of both the sun and the moon. Lengthy chants are involved, and the caster must spend five magic points to finish the spell. Once finished, the mixture is left covered until the next full moon, when the Paut is congealed and ready to use. Note that the required ingredients are rare and expensive, costing $15 or more per ounce of Paut brewed. Once brewed, Paut keeps indefinitely in any kind of sealed container.

Paut is often mixed with ink or used in Egyptian rituals. Its primary benefit, however, is as a magical restorative: anyone drinking Paut regains one spent magic point per ounce of Paut consumed. Though it tastes vile, it is quite invigorating. Paut cannot boost a drinker's magic points past their normal maximum, and has no effect on a drinker whose magic points are at maximum.

CALL / DISMISS CYAEGHA: Rouses Cyaegha from his long slumber, costing all participants a variable number of magic points as per the Call / Dismiss Deity spells in *Call of Cthulhu* 5.5 and later. The primary caster loses 1D10 Sanity points. Cyaegha also requires a sacrifice: the deity manifests inside the genes and consciousness of the sacrificial victim, who transforms into Cyaegha itself. If no sacrifice is present, the deity manifests inside the caster. Whoever the sacrifice, he or she is utterly destroyed by Cyaegha, who may lash out at everyone present if not properly appeased.

This spell will not function as long as Cyaegha remains imprisoned. Cyaegha will appear only if called atop the hill of Dunkelhugel near the village of Freihausgarten, in central Germany, and then only for a single night. If cast elsewhere, the magic points are spent but the spell fails. If the network of Vaeyen statuettes on Dunkelhugel is broken, the spell will function normally, and Cyaegha can manifest as long as it wishes. None of these conditions, or the location of Cyaegha's prison, are described in the body of the ritual.

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CALL / DISMISS GOL-GOROTH: Requires a consecrated stone monolith at least one thousand years old. Most of the megalithic sites in Europe readily qualify, as does the infamous Black Stone of Hungary. The ritual calls for bonfires, and hours of frenzied dancing. At least one human sacrifice's blood must anoint the stone. All participants spend a variable number of magic points; the caster contributes 1D10 Sanity points. The deity manifests on top of the stone monolith. For Gol-Goroth's statistics, see the *Creature Companion* or *Malleus Monstrorum*.

CALL / DISMISS OSSADOGOWAH: This can only be cast when the demon star Algol is above the horizon and visible. The caster loses 1D10 points of Sanity. Other participants can spend as many magic points as they like. The chance of success is 1 percentile per magic point spent. If the spell is cast at a stone tower (such as the tower required for the Call Yog-Sothoth spell), the spell's chance for success increases by 25 percentiles. Similarly, casting the spell near a marsh or pond causes the frogs to join in the chant and increases the spell's chance for success by 10 percentiles.

CONSUME THE BA: *Egyptian*. The pinnacle of Egyptian black magic, this lengthy ritual allows the caster to steal the Ba (mind and intellect) of the target, gaining some of his or her skills and memories. No INT or EDU can be gained by means of this spell. The target corpse must have been dead for less than a day, and its internal organs (particularly the liver) must be intact. The caster paints magical inscriptions on the body using ink infused with Paut (see the Brew Paut spell in this appendix), burns incense over the body, and chants for several hours, spending a variable number of magic points. At the stroke of midnight, the caster removes the corpse's liver with an enchanted knife and consumes it. In doing this, the Ba of the victim is completely destroyed: none of the deceased's identity or personality endures inside the caster, and the deceased's spirit is denied any kind of afterlife. Once this is achieved, the caster may begin to manipulate the elements of the target's Ba.

- ❏ For each magic point now spent, the caster accumulates an additional 5 percentile chance for success against a D100 roll. With a successful roll, the caster gains all of the victim's memories and languages, but loses 1D3/1D10 Sanity points in untangling the foreign memories. If the D100 roll fails, the spell fails and the magic points are lost.
- ❏ If the spell succeeded, the caster also gains at no cost 15 percentiles in each skill which the target possessed at a level of 30% or more.
- ❏ For each additional 5 magic points spent, the caster completely absorbs one of the victim's skills, gaining all the points available in that skill.

CONTACT CHILD OF SPHINX: *Egyptian*. This spell attracts a Child of the Sphinx if within 20 miles of the caster. To cast the spell, the caster must make a small clay figurine (requiring a successful **Art** or **Craft** roll) in the shape of any animal-headed man. The figurine can be reused for future castings. To cast the spell, the caster burns a mixture of herbs underneath the figurine, bathing it in the smoke and intoning a chant. The caster spends 3 magic points and loses 1D3 sanity points. Once cast, any Children of the Sphinx within 20 miles will make their way to the caster. Any Child of the Sphinx bound to someone other than the caster (see the Bind Child of the Sphinx spell) is invariably hostile to the caster.

CONTACT YUGG: Costing its caster 4 magic points, this spell must be cast within sight of the Pacific Ocean (beaches or boats at sea work best). If successful, the answering yugg never completely ventures onto dry land. A contacted yugg will immediately demand "the Red Offering", at least one human sacrifice. If denied, the yugg will attack the caster. For more information on yuggs, see the *Creature Companion* or *Malleus Monstrorum*.

CONTACT LLOIGOR: To take effect, this spell must be cast within a thousand miles of a lloigor nest. Likely nest sites include Haiti, Iraq, Wales, Rhode Island, Western Massachusetts, the Grand Canyon, Northern France, and any Mediterranean megalithic site; a successful **Cthulhu Mythos** roll provides the most likely choice. Necessary components for the spell are thirteen iron amulets. Most of the spell text is devoted to describing the forging of these tokens. The amulets must be made to exacting specifications, specially tempered, and then struck by lightning to properly magnetize them. Once the amulets have been made or acquired, the caster must arrange them in a particular pattern, and intone a complex chant, sacrificing 4 magic points and 1D3 points of Sanity. The arrangement of amulets creates a distinctive magnetic field, drawing the attention of any nearby lloigor. No additional roll for success is needed: if there are lloigor within a thousand miles, one will come to the casting site within the hour.

CONTACT DEITY / ABHOTH: Known in witchcraft as "the Aklo of the Sabaoth", this spell draws the attentions of Abhoth. The Outer God is identified in several medieval heretical texts as the Gnostic Demiurge, the corrupt "anti-God" of the Old Testament who created the material world (hence the appellation *sabaoth*,

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Hebrew for "Lord of Hosts"). The spell may be cast only on clear nights when the moon is in its first phase. It requires the caster to sacrifice POW 1 and 1D6 Sanity points. Completing an incantation, the caster must attempt a **Luck** roll. If successful, he or she falls into a deep slumber and visits the Source of Uncleanness in a dream. If the caster is near a terrestrial manifestation of Abhoth (the caverns under Dunwich, for instance, or Mount Voormithadreth in Hyperborea, now buried under ice in Greenland), then Abhoth speaks directly to the caster through one of its malformed spawn. The spawn immediately buds off of the Outer God and crawls to the caster; Wilbur Whateley termed such spawn as "They of the Hill". In any case, the caster must then match his or her magic points against Abhoth's fifty magic points on the Resistance Table to communicate with the god.

Success and failure are equally disastrous. If the caster succeeds, Abhoth converses telepathically with him or her. A caster contacted in person is possessed by Abhoth, who then walks the hapless body down into its caverns and devours it. If the caster fails, Abhoth consumes the dreaming caster's consciousness, leaving the sleeper in a permanent coma from which he or she never wakes.

CONTACT DEITY / KOTH: This contact spell attracts the attention of the Lord of Koth, a mysterious entity who dwells in the Dreamlands. To contact Koth, the caster sacrifices 1 POW and 1D6 Sanity points, and burns an elaborate offering of incense and arcane diagrams. For the spell to activate, the caster's player must roll half or less of the character's **Luck** roll. If the spell works, Malik Tous, an infamous wizard claimed by some to be an avatar of Koth in human form, will visit the caster on the night of the next full moon. If the caster sufficiently impresses Tous, the wizard will tell the caster how to journey to the fabled city of Koth, where his Cowled Lord will offer the caster long life, wealth, and wisdom in return for the caster's soul. For more information about Koth, see the *Encyclopedia Cthulhiana.*

CONTACT DEITY / OTHUYEG: An exceedingly rare spell used to attract the attention of Othuyeg, an obscure Great Old One said to be imprisoned beneath the earth in the Seven Cities of Gold, under the lost realm of Cakatomia. The spell describes Othuyeg as a benevolent spirit guide, "the keeper of all ancient wisdom", and gives little hint as to the entity's true motives. To enact the ritual, the caster must ingest a mixture of several rare herbs, and then offer a blood sacrifice and give 1 POW. The ensuing visions cost the caster 1D8 Sanity points. Afterward, the caster's player must attempt a halved **Luck** roll or less. If the roll succeeds, Othuyeg will contact the caster in dreams, granting him or her terrifying visions of Cakatomia, Othuyeg, and the fabulous golden cities. The telepathic contact lasts a full lunar month (28 days), and each night the nightmares cost the caster 0/1D2 SAN. If the caster loses sanity points this way equal in amount to his or her POW, the caster becomes obsessed with releasing Othuyeg from his prison, stopping at nothing to free the Doom Walker. Othuyeg bears a striking resemblance to Cyaegha, and keepers should use the latter deity's statistics should they become necessary. Othuyeg's release, needless to say, would have dire consequences for the world. For more information on Othuyeg, see the *Encyclopedia Cthulhiana.*

CONTACT DEITY / SEBEK: *Egyptian.* Cast this spell near a river, at warm latitudes where crocodiles or alligators live. The caster writes an invocation in Egyptian hieroglyphics on a page of papyrus, then seals it inside a casket filled with lotus blossoms. The caster conducts a blood sacrifice, then sacrifices 1 POW and 1D4 Sanity points. Finally, the caster intones a chant, which will be answered by a crocodile or alligator emerging from the river. The caster feeds the casket to the reptile, which then returns to the river. Within the next week, Sebek (as described in the *Creature Companion* or *Malleus Monstrorum*) will visit the caster in a dream.

CONTACT DEITY / SET: *Egyptian.* Cast this spell at night in a desert. After burning incense and ingesting several rare alkaloid herbs (including Black Lotus), the caster intones a lengthy chant praising Set. At the chant's conclusion, the caster must either yield 1 point of POW, or sacrifice a human being of at least POW 11. The ritual costs 1D6 Sanity points to cast. Several hours later, a black cobra will appear on the scene, through which Set will speak to the caster. Although great secrets might be learned from the dark god, Set has no patience for dabblers or the unfaithful — if the keeper perceives that the caster displeases, the cobra will strike the caster unerringly for 1D2 damage and a venom POT 20.

CONTACT DEITY / ZHAR: An ancient ritual of the Tcho-Tchos, this spell allows contact with the Twin Obscenity, and is a cornerstone of Tcho-Tcho culture. The spell allows for two forms of contact, as described below.

The *dhzou Tul dop*, or "lesser revelation of the form", involves an hour-long ceremony of tantric dancing and human sacrifices. During the ritual, each participant must spend two magic points, and each sacrifice adds the magic points of that victim to the total pool of points — their sum becomes the percentile chance that the spell will work. If successful, Zhar projects its *Tulku* (spirit form) to the assembly, a spectral vision of the god, who is then venerated in orgiastic rites. Sanity losses for viewing Zhar's Tulku are the same as for meeting it in person.

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The *Ta'ang Zhaat mung'aa*, or "ritual of true communion with Zhar", is reserved for Tcho-Tcho priests. Most of this ritual is actually a recipe for *K'lao Up Phong*, a sacred confection of black lotus and other hallucinogenic herbs, and human blood, brain tissue, and spinal fluid round out the list of ingredients. During the cooking of the *K'lao Up Phong*, the caster sacrifices 1 POW and 10 magic points, then eats the dish, costing the caster 1D6 Sanity points. The following night, the caster enters prolonged mental contact with Zhar. The spell succeeds automatically for Tcho-Tchos, but normal humans need a D100 result equal or less to a halved **Luck** roll.

CONTACT DEITY / ZOTH-OMMOG: Requires a statuette of the god to function; the infamous Ponape figurine is an example. The caster must either carve one using the Art or Craft skill, or acquire one already carved. Once carved, the statuette is enchanted with a sacrifice of 1 POW; once enchanted, the statuette will work indefinitely. To contact Zoth-Ommog, the caster must make a blood sacrifice, spend five magic points, and the player must succeed at a halved **Luck** Roll. If the spell is cast, the spirit of Zoth-Ommog will inhabit the statue, animating it and telepathically communicating with the caster. Once this spell has been cast, the statuette exudes a subtle air of menace. Characters who see it or who spend significant amounts of time near it need sanity checks by their players for 0/1D3 SAN.

CREATE CHILD OF THE SPHINX: *Egyptian.* This ancient ritual allows the caster to create a Child of the Sphinx (see the *Creature Companion* or *Malleus Monstrorum* for their details), a golem-like hybrid of human and animal resembling the animal-headed gods of ancient Egypt. The ritual is long and involved, requiring a host of magical components and a large workroom or lab. First, the caster must acquire the animal head to be used. Only animals that appear in the Egyptian pantheon should be used: dogs, jackals, falcons, crocodiles, bulls, snakes, lions, hippopotami, and elephants are the most common. Once the head has been acquired, the creation ritual may begin on the night of the new moon. First the caster places the head into a consecrated vat filled with two gallons of Paut (see Brew Paut). The consecration ritual for the vat costs one magic point. Once the head is in the vat, the caster intones a lengthy chant over the vat, spending that number of magic points equal to the SIZ of the original animal. Once the chant is finished, the caster seals the vat and lights a fire under it. For the next lunar month, the caster leaves the mixture to bubble and percolate. The caster must change the Paut halfway through the process.

On the night of the next new moon, the caster removes the head from the vat. By this time, the head has grown or contracted until it is proportional to the human body. Once the head has been prepared, the caster must attend to the body. The body donor, who must be alive, is given a powerful mixture of Paut and rare herbs to drink. Once the draught is drained, the donor falls into a deep enchanted slumber. The caster then intones a lengthy chant over the body, and paints inscriptions on the skin with Paut ink. The caster spends 10 magic points, then sacrifices 1 POW to hold the body's life in suspension. Once the chant is finished, the caster decapitates the body and sews on the animal head using gold thread. This portion of the ritual also requires a successful **Medicine** roll. Once the new head is attached, the caster sacrifices a second point of POW to awaken the head and give it dominion over the new body. The result is a Child of the Sphinx. The ritual requires significant amounts of time and money (at least $500 worth of rare components, not counting the cost of the Paut). The process costs the caster and any helpers 1D6 Sanity each, in addition to any Sanity loss incurred in seeing the Child reborn.

THE DHO FORMULA: An ancient magical formula, this spell grants the caster visions of distant locales if the proper mantras are known. Miskatonic's version includes the mantras for the Inner City of the Magnetic Poles (0/1D4 Sanity cost) and the Ultimate Gulf beyond space and time (1D3/1D8 Sanity cost). To cast the spell, the caster must recite the Dho formula and then repeat the desired mantra. Reciting the formula costs 5 magic points, 1D4 Sanity points, and the ritual requires a D100 roll of **POW x3** or less. If successful, the caster is granted a ten-minute vision, which can be extended by one minute for each additional magic point spent. Note that additional Sanity losses also may be accrued for the locale and any entities seen. This spell can potentially look into other dimensions (like the Dreamlands) or into the past or future of this dimension. Visions of the extreme past will not attract the attention of the Hounds of Tindalos.

The spell has a second component, the *Hna formula*, which supposedly grants the caster the power to magically travel to any place seen through the Dho formula. The Hna formula does not function, however, and cannot function properly until the return of the Great Old Ones.

ENJOIN PNAKOTIC PENTAGRAM: Actually a complex hypergeometric operation, this is a powerful warding spell often used in conjunction with the Liao Drug. The caster must draw the complicated sign on a floor, recite an incantation, and sacrifice POW 2. Once the sign is properly enchanted, those standing inside the pentagram are slightly out of sync with spacetime, and consequently the minds inside cannot be scented by Hounds of Tindalos, leaving them invisible to the creatures. Similarly, the temporal mind transfer of the Great

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Race will not function inside the pentagram — anyone within it is rendered immune to an unwanted transfer, and a Great Race consciousness will be unable to leave a possessed body. Finally, the symbol also serves as a ward against the risen dead — zombies, incorporeal ghosts, and any raised from their essential salts by the Resurrection spell cannot cross the symbol. In ancient times, the pentagram was often carved across the thresholds of wizards' tombs.

ENGENDER PROSPERITY: *Hermetic Ritual.* A more modern variant of the plethora of treasure-finding spells devised during the Middle Ages, this ritual is designed to bring wealth to the caster. The spell can be cast only on a Saturday, once per season. It requires an intricate magic circle and ritual implements (a dagger, wand, chalice, and candle). The spell takes three hours to cast, during which time the caster spends as many magic points as wished, or a minimum of one. The caster needs a D100 roll of **POW x3** or less to succeed. If successful, the caster will receive money over the next month, of a final value equal to the number of magic points spent times $100. The money never comes all at once, and always appears as the result of coincidences or happy accidents: mis-counted change, unexpected windfalls, unlooked-for repayment of debts, gifts, or even bills found dropped on the sidewalk.

ENCHANT MAGIC STAVES: *Egyptian.* An ancient enchantment said to have been devised by Nephren Ka himself, this magical procedure creates a pair of magical staves, one tipped with the traditional Egyptian crook, and the other with an inverted ankh. The caster must personally carve and fashion the staves (requiring successful Art or Craft rolls), and then perform a month-long ritual to enchant them. The ritual requires at least $500 worth of rare components, including great amounts of Paut (see Brew Paut), and a sacrifice of 5 POW. Once enchanted, the staves confer 1D20 extra magic points to the bearer of the staves if held crossed in front of the bearer's body. Spells cast by the bearer expend these additional magic points first. Additionally, the crossed scepters will absorb 1D10 points of damage inflicted by any spell (Shrivelling, Grasp of Cthulhu, Fist of Yog-Sothoth, etc.) cast at the bearer. The capacities of these staves will recharge 24 hours after use.

ENJOIN THE SIGN OF KOTH: An ancient magical symbol of mysterious origin, the Sign of Koth may be related to the infamous Yellow Sign. The ritual to form and empower the Sign of Koth requires the expenditure of at least 1 POW, 6 magic points, and the sacrifice of a human of POW 12 or more. The Sign can be inscribed on any surface using paint or ink, or by physically carving it onto a desired surface. Witnessing the ritual costs 1/1D6 SAN, while actually casting the activating spell costs 1D3/1D10 SAN, ignoring any sanity cost for murdering the sacrifice. The Sign's POW equals that of the sacrifice plus as much more POW as the caster may choose to sacrifice. Once empowered, the Sign cannot be defaced: if painted over, the foul symbol will bleed through within a day, and all other attempts to mar it will prove fruitless. The Sign can only be harmed by magical means, and then only if the would-be destroyer can overcome the Sign's POW on the Resistance Table.

Once enchanted, the Sign has several powers. Anyone who stares at the Sign and meditates can see visions of various mythos locales (the Plateau of Leng, the Mysterious Inner City of the Magnetic Poles, and the Dread Tower of Koth in the Dreamlands are a few examples). The visions last a minute per magic point spent, and will cost the viewer anywhere from 0/1 to 1/1D6 Sanity points, depending on the locale. Creatures or entities seen via the Sign cost additional Sanity points. The viewer gains one point of Cthulhu Mythos for every five minutes spent viewing the darkest corners of the universe, and a successful **Cthulhu Mythos** roll will allow the viewer to control the locale viewed. Portions of the *Necronomicon* hint that the Sign may also be used to physically travel to these fabulous places if the viewer knows the proper mantras, but no details are given.

Additionally, the Sign of Koth acts as a powerful ward against "creatures of nightmare" and the undead. Zombies and resurrected entities are held at bay by the Sign, which is often found in ancient mausolea or necromancy labs. Any creature native to the Dreamlands must overcome the POW of the Sign on the resistance table to cross the Sign or pass through a warded doorway, while undead (including the resurrected) cannot pass it at all.

PERCEIVE TEXT: An ancient magical technique employed by Hindu sages, this spell allows the caster to read books or other texts in pitch darkness, or if blind. Once cast, the words or symbols magically appear in the caster's field of mind, perfectly legible. The caster must touch the text to magically see it, and must know the language the text is written in to be able to understand it — this spell imparts no language ability. Simple hand motions can turn pages or unroll scrolls, preventing potential damage to fragile texts. The spell costs 1 magic point per six hours or fraction thereof of reading, and must be cast each time the caster switches to a different book. The spell costs 1 sanity point to learn, but no sanity points to cast or use.

SECOND SIGHT: An innate ability of witches, mystics, and psychic sensitives, this spell cannot be taught: anyone with a POW of 16 or higher has a 5% chance to possess this ability. To use Second Sight, the caster spends 1

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magic point plus 1 magic point for every five minutes spent viewing, and the caster's player must roll D100 at **POW x3** or less. If successful, the auras of living creatures are revealed to the viewer. Auras vary in color and brightness according to the POW of the living thing and its emotional state. With a successful **Idea** roll, an experienced viewer can estimate the POW level of a being by viewing its aura. When reading the emotions and motivations of another, the viewer also gains a bonus to Psychology rolls equal to his or her POW. Some magic spells or enchanted items also have visible auras. A sensitive might also use it to detect an intruder in pitch darkness. A thin sheet of lead or an inch of concrete are enough to block the ability.

THE SACRED MOLTING OF THE SERPENT: Originally taught to the ancient serpent people by the god Yig himself, this ritual was long after also handed down to human cults of the snake god across the world. The spell lessens the age of its practitioner, offering its caster potential immortality. The caster must acquire a "pure soul" (an individual with no Cthulhu Mythos skill) less than 10 years of age to serve as the sacrifice. The caster then ritually offers the sacrificial victim in an hour-long ceremony that costs 10 magic points. Finally, the caster slits the victim's throat with an enchanted dagger, then drains the victim of all blood. The caster drinks the blood of the sacrifice. The entire ritual costs 1D8 Sanity points. The caster's skin gradually begins to split and peel — the caster loses 1 point of APP per day following the ritual. After three days, the caster can finally peel away his or her old skin completely. This grisly process takes three hours and costs 1/1D6 SAN to view. Underneath, the caster is significantly younger. For every point of POW possessed by the sacrifice, the caster deducts two years from his or her age — thus a sacrifice with POW 12 would remove 24 years from the caster.

SEVER THE AFFABLE BONDS: *Hermetic Ritual.* A powerful curse meant to disrupt the life and livelihood of the target. This spell may only be cast when Mars and Saturn are in favorable alignments. A successful **Astronomy** or **Occult** roll reveals the night the keeper prefers — perhaps 100 minus the caster's Luck in days from the determination. The caster requires a magical circle, implements, any item owned by the target (it will be consumed in the casting), and at least one assistant. The caster must total at least 50 POW in him- or herself, any helpers, and in enchanted objects. Participants in the spell also must spend at least 50 magic points, but can divide the magic point contribution as desired. When the ritual is done, the caster's player attempts to roll **POW x3** or less on D100. If the roll succeeds, the target's friends, lovers, and relatives become testy and unforgiving. The target has sudden fallings-out with old friends, finds acquaintances contrary and argumentative, and grows estranged from spouse or lover. Job or profession will be impacted, as bosses and friends suddenly find them disagreeable. The curse lasts one lunar month, or until magically dispelled.

STILL SUSPICION: *Hermetic Ritual.* This spell must be cast under the light of a full moon, at midnight. The caster must spend one week in ritual purification, and pass the day before the casting in fast and meditation. The caster draws a magical circle, spends several minutes chanting, and expends 10 magic points. Finally the caster's player must attempt a D100 roll of **POW x3** or less. A success will magically dampen the caster's presence to other people in the world around them for a period of one month. This is not invisibility, but something more subtle: people are less likely to notice the caster, or to be suspicious or curious about him or her in any way. Strange habits or activities will be dismissed and quickly forgotten. Even those with cause (policeman or tax assessors, for instance) must successfully match POW vs. POW on the Resistance Table to be able to investigate the caster. Magi have always used this ritual to blend in and avoid unwanted attention.

SUMMON / BIND SPAWN OF OTHUYEG: Must be cast within ten miles of the buried Cities of Gold in ancient Cakatomia (under the Flint Hills of Kansas). The would-be caster will have to experiment to find a location that works. The spell calls one of Othuyeg's noxious spawn to the caster. The caster spends a variable number of magic points, and loses 1D3 Sanity points in the process. The spell's chance for success is 10 percentiles per magic point spent. If successful, one of Othuyeg's spawn burrows out of the ground. If an attempt to bind it is not immediately made, an attack on the caster follows. Use the Ny'gahn Grii statistics from the *Creature Companion* or *Malleus Monstrorum.* To bind the creature, successfully match POWs on the Resistance Table.

QUICKEN THE VOICE OF THE DEEP: This spell magically hastens a deep one hybrid's transformation, shortening the decades-long process to weeks, days, or even hours. The spell must be cast at night, on or within sight of the ocean. The hybrid to be transformed should be present, or the caster must have a magical connection with the target — hair, blood, a personal possession, even a photograph is enough. The caster of the spell sacrifices 1D8 Sanity points, and spends as many magic points as desired. The caster can also call on any number of assistants, but who can lend only 2 magic points each. If the ritual spends a total of 20 magic points, the target will transform in a single year. If 40 points are spent, the transformation will take 2D6 months, and if 80 points are spent, the transformation will be finished in 1D100 hours. Such a rapid transformation will take its toll:

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excessive Sanity point losses are to be expected, and this very rapid transition might prove fatal.

APPENDIX 2: Mythos Tomes in Game Play

Seven Optional Rules and an Observation

Individual Research Times

Each tome in this book has a research time listed in weeks. That is the average time needed to study and comprehend an occult or mythos work. The researcher is assumed to spend twenty to thirty hours a week reading, translating, and interpreting the book. Sanity loss and increase in the Cthulhu Mythos skill occur only upon completion of study. The time required to research a tome by any particular individual could be modified by several or many factors. These factors should be written down and then added altogether. That sum is the Research Modifier (R.M.).

(1) Researcher's INT: Add 1 for each point above 14.

(2) Researcher's EDU: Add 1 for each point above 14.

(3) Language Skill: Is the tome's language known by the researcher? Above 20 percentiles, take all points held by the researcher in that language, and divide them by ten. Round down any fraction. If the researcher's skill in the tome's language is less than 20 percentiles, subtract the difference. If the researcher has no points at all in that language, he or she must use a translator — use the translator's language skill rating and Research Modifier. The researcher can work solely by means of dictionaries, and this incurs a –100 percentile penalty.

(4) Cthulhu Mythos or Occult: Divide the researcher's Cthulhu Mythos by 5 or divide the researcher's Occult by 20, whichever skill is higher. Round down any fraction.

(5) Library Rating: On a scale of 1-20, rate the library in which the research is being done. Good libraries contain not only primary volumes but also lots of helpful materials, research aids, and knowledgeable staff. Most keep extended hours. Miskatonic's Orne Library has a rating of 20. The Library of Congress, Harvard's Widener, the Bibliothéque Nationale, and the British Museum are likewise 20's. Small town public libraries have much lower ratings, usually in the 5 to 11 range. A home library of a few hundred books or so would be a 1.

The total of the numbers generated in steps (1) to (5) above is the individual's Research Modifier (R.M.) for that particular tome in that particular library. Subtract the R.M. from 100. The result is the percentage of the average research time that the individual needs to finish the book. This assumes 20 to 30 hours of work per week, as before. If the researcher spends fewer hours studying the book, then his or her total research time is lengthened.

EXAMPLE: Professor Henry Armitage (INT 18, EDU 24, Cthulhu Mythos 18, Occult 25, German 70) is trying to read and absorb *Unaussprechlichen Kulten* while in the Orne Library. He studies the tome with the following modifiers:

INT	04
EDU	10
German	05
Cthulhu Mythos	03
M. U. Library	20
Total	42 R.M.

100 minus 42 = 58%

It normally takes 52 weeks to study the book, but Armitage will do it 58% of that time, or 30 weeks.

ANOTHER EXAMPLE: M. U. student Franklin Wolfe (INT 17, EDU 12, Occult 5, Cthulhu Mythos 0, German 0) tries to read von Junzt's work without a translator.

INT	03
EDU	00
German	-100
Occult	00
M. U. Library	20
Total	-77 R.M.

100 minus -77 = 177

Normally it takes 52 weeks to study the book, but Wolfe will do it in 177% of the listed time, or 92 weeks.

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Feverish Study (from the Keeper's Companion)

With this rule, double the speed with which a character can read or skim a book or other text. Also double the character's length of study per day. Each day of feverish study lasts for sixteen uninterrupted hours. The character is able to accomplish four times normal work, but the strain is great, and no interruption can be tolerated. On the second day and each day thereafter, roll D100 — with a result equal to **POW x3** or less, the character shows the will power to continue the frenzied pace.

If the POW roll is missed, study is uninterrupted, but begin a daily **Sanity** check instead; hereafter the character loses 1/1D3 SAN daily. Once the character has lost five Sanity points this way, he or she becomes more and more obsessive about the text. Each day thereafter, also roll D100 — unless the result is equal to **CON x3** or less, the character also loses 1D3-1 hit points due to the physical rigors of study.

Though 1D3 hit points are still regenerated at the end of each week, the strain of Feverish Study is quickly apparent. The character's face thins, the eyes darken and intensify, and slight tremors and hesitations can be seen. He or she finds it impossible to converse or relax — studying the book is everything. The decline can be rapid, and one can go mad or die because of an obsession. Let us hope that faithful friends intervene before it is too late. Once the character is physically restrained from Feverish Study, sleep comes and recovery follows.

EXAMPLE: Franklin Wolfe (INT 17, EDU 12, POW 13, CON 11, Sanity 65, Occult 5, Cthulhu Mythos 0, English 60%) decides to read the *G'Harne Fragments* as quickly as he can. The book has an average research time of 12 weeks. Wolfe's personal research time (using the Research Modifier system above) rounds to 9 weeks. More eager than he is smart, however, Wolfe launches into a program of frenzied study. By working 16 hours a day, he can in theory finish the book in just over 2 weeks. For him to continue on this regimen, his player needs to roll D100 equal to or less than his **POW x3** each day.

Wolfe's player rolls a 63 the first day, failing the POW roll. Wolfe can continue, but now the daily rolls are Sanity checks. Over the course of the first week, poor Wolfe's player rolls 39, 87, 04, 36, 34, 92, and 68. Wolfe loses a total of ten Sanity points (1+2+1+1+1+2+2) and becomes obsessed with finishing the book. After the fourth day (the point at which Wolfe had lost 5 Sanity points) the hapless student's player also had to begin daily CON rolls — 38, 68, and 27, respectively, taking 1 point of damage from the two failures. Wolfe regenerates the lost point at the end of the week, but he's missing one-sixth of his starting Sanity and his work is only half done!

Skimming Mythos Tomes

A researcher can chose to skim a mythos tome, gaining a general idea of its contents as well as the spells it contains. Skimming a printed manuscript takes one hour per hundred pages, or roughly 1/10th the average research time in hours. Skimming a handwritten manuscript is much more difficult, and takes the average weeks of research time, but in hours. Skim times are unaffected by the Research Modifier described above. The researcher must have a skill of at least 20% in the tome's language to attempt to skim it.

A researcher can skim a tome for up to five hours at a time without difficulty. Working longer requires a D100 roll of **INT x4** or less for the sixth hour, INT x3 for the seventh, etc. When this roll fails, all benefit from that day's research is lost. When the researcher finishes skimming the book, he or she loses that number of Sanity points equal to the book's first Sanity loss rating. The researcher has learned what topics are dealt with in the book, and has discovered all the titles (not necessarily all the effects) of the book's spells, if any. Skimming confers no bonus to the researcher's Cthulhu Mythos score.

EXAMPLE: Franklin Wolfe, daunted by his studies of von Junzt, decides instead to skim the *Necronomicon*. Keeping to the English versions, it will take him just five hours to skim Dee's printed translation. The handwritten *Ye Booke of Ye Arab* is far more ponderous, requiring twenty-four hours of effort to skim.

Mythos Tomes as Reference Works

A researcher seeking a specific fact about the Cthulhu mythos (the name of one of Nyarlathotep's forms, the home star of the lloigor, weaknesses of nightgaunts, etc.) may use a mythos tome as a reference. The keeper must decide, based on the work's described content, if the data sought can be found within the tome — the researcher will not know unless he has skimmed or read the book. The *Necronomicon* is the one exception: it always contains the information sought.

The researcher spends 1D4 hours poring through the tome. To learn the fact even from the *Necronomicon*, the player still must make a D100 roll less than or equal to the work's **Cthulhu Mythos** bonus **x5**.

EXAMPLE: Wolfe, intrigued by a strange symbol on a dagger, tries to find a reference to it in *Ye Booke of Eibon*. The symbol happens to be the Sign of Koth, which is

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indeed described in Eibon's tome. After two hours of research, Franklin's player must roll a 55 (+11 Cthulhu Mythos x5) or less on D100 for the character to find the information. The researcher also might look in Dee's *Necronomicon*, where he or she would have a 75% chance of success.

Learning Spells

A researcher may attempt to learn any spell contained in a mythos tome. Learning a spell takes 2D6 weeks of study and research. Apply the Research Modifier (R.M.) detailed above, to lengthen or shorten the process. To successfully master the magic, the required time must pass. Then the researcher's player must roll D100 equal to or less than the character's **INT** multiplied by the spell multiplier of the book, as determined by the keeper. (This factor is x1, x2, x3, x4, or x5 depending on the book, the edition, and its intactness.)

The spell multiplier only applies to books that have been completely read and researched — attempting to learn a spell from a skimmed work is generally impossible. It is hypothetically possible to learn a spell from an unread book — to do this, keepers should subtract 2 from the spell multiplier of the book, counting any number less than one as a spell multiplier of one-half. Devious keepers might wait to require the roll until the would-be wizard first casts the spell — casters must wait until the chips are down to see if they've gotten it right.

- Prior to *Call of Cthulhu* edition 5.5, a spell multiplier had to be ascribed to each mythos tome. This was multiplied times the reader's INT to generate the percentage chance that the reader learned a spell after reading some book of magic. Now the investigator reads the book, and spends 2D6 weeks studying the spell. The player then rolls investigator INT x3 to try to learn the spell. A failure costs more study time, 2D6 weeks or as the keeper indicates.
  If a scenario requires it, the keeper may cause a spell to be learned much more quickly. Keep in mind that Dr. Armitage and company learned both Dismiss Yog-Sothoth and Powder of Ibn Ghazi in six short days when they needed to. Keepers may also allow investigators to cast spells that they have not had the time to learn. The caster must have the book handy or have a copy of the incantation, and the player must roll D100 equal to or less than **INT** for the spell to succeed. If the caster's player rolls above investigator INT times the listed spell multiplier of the book, the spell simply fails. If he rolls under the spell multiplier but above his INT, something magical will happen, but not what the caster intended. Keepers should feel free to be as devious as they like in determining the results — spell casting should always be hazardous.

- For keepers using edition 5.5 or later, the caster must have the instructions for the spell, and the player must roll D100 equal to or less than **INT** for the spell to succeed. If the caster's player rolls above investigator INT x3, the spell simply fails. If he rolls equal to or less than INT but above INT x1, something magical will happen, but not what the caster intended.

EXAMPLE: Franklin Wolfe decides to learn to construct an Elder Sign using the formulas he skimmed over in Dee's *Necronomicon*. His R.M. for the tome is 36. Wolfe rolls a 7, and will learn the spell in 4.4 weeks (7 weeks x.64). Once the time has elapsed, Franklin's player must roll Franklin's INT x2 to successfully learn the spell. Had Wolfe fully studied the tome, he would be able to use the book's full spell multiplier of x4.

Later that week, Wolfe finds himself facing a servitor of the Outer Gods. As his fellow investigators run for cover, Wolfe remembers a spell in Dee's *Necronomicon* that can summon / bind these creatures. Wolfe decides to try to cast the spell, even though he hasn't had time to fully learn it — desperate times call for desperate measures. Franklin has a slim 17% chance of success (his INT x1). The spell, it should be noted, has a 72% chance of malfunctioning (Wolfe's INT x4, the book's spell multiplier). Wolfe shouts the words, makes the gestures, and rolls — a 28. The servitor is not bound, and Wolfe is well within the range of malfunction. Bad news indeed. So, what happens? The effects are up to the keeper: Wolfe could accidentally bind himself to the servitor, becoming a slave of the beast's telepathic will. He could just as easily accidentally summon a second servitor, call down a bolt of lightning on himself or one of his companions, cause a massive explosion, turn himself into stone, or catapult himself straight to the throne of Azathoth.

Quaint and Curious Volumes: Progressive Sanity Loss

The secrets held within mythos tomes are not in and of themselves destructive, and most readers will dismiss the arcane ramblings and hideous stories as fiction, or the ravings of the insane. The damage to the reader's psyche comes from realizing that the contents of a mythos tome might be true, and that, by extension, the investigator's world view is inherently wrong. The more

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the reader knows about mythology or ancient history, the greater the danger. While the *Call of Cthulhu* rules provide a simple, efficient system for handling Sanity loss from mythos tomes, some keepers and players may desire a more realistic approach. In that case, refer to the following rules.

Each mythos tome retains the Sanity cost listed for it in the *Call of Cthulhu* rules. When an investigator finishes reading the tome, the keeper should secretly roll the amount lost and keep a note of it. Experts in obscure lore will realize that many of the details are too convincing to be ignored, and will suffer a milder shock immediately. More sheltered readers, on the other hand, might read the tome without any loss of Sanity at all.

Each Cthulhu mythos tome has a *Base Sanity Cost* equal to its Cthulhu Mythos gain divided by ten, rounded to the nearest whole number. Thus, the most potent tomes are so vile and so internally consistent that they will shock their reader regardless of their experiences, but most will not. The base sanity cost is suffered immediately, and should be subtracted from the total Sanity loss for the book. There is no Sanity check to guard against this loss — it is unavoidable.

EXAMPLE: After much research, Dr. Anthony Howell reads the German edition of von Junzt's *Unaussprechlichen Kulten.* The book has a listed Sanity loss of 2D8. The keeper rolls and gets a result of 12. Dr. Howell suffers an immediate loss of two Sanity points (the tome's 15 percentile Cthulhu mythos gain divided by 10 gives 1.5, rounded to 2). The keeper notes that Dr. Howell has 10 points left to lose. Incidentally, Dr. Howell would not immediately lose any Sanity points from reading *Thaumaturgical Prodigies in the New England Canaan* — Mythos gain of +4 divided by 10 equals .4, rounded to zero.

At this point, the keeper should write down the tome's residual Sanity loss. One additional Sanity point is lost immediately once any of the following conditions are met.

- ❏ The investigator's Cthulhu Mythos score is raised above the + Cthulhu Mythos score for the tome, or is higher to start with. The correlations in disparate works and experiences quickly lead the researcher to frightful conclusions.
- ❏ The investigator makes a successful **Know** roll. At the keeper's option, if this roll is failed additional rolls can be made whenever the investigator's EDU score increases.
- ❏ The investigator's player makes a successful roll against a skill granted as another benefit for that tome. If those rules are not being used, the keeper should choose an appropriate skill, usually History, Anthropology, or Archaeology, depending on the text (the *Ponape Scripture* would use Anthropology, while the *Zanthu Tablets* would use Archaeology. The *Necronomicon* could use either). Attempt the skill roll immediately upon completion of the tome. Again, cruel keepers might require another roll each time the investigator's pertinent score rises above the next multiple of 10; a boost from 48 to 51 would prompt a check, but an increase from 51 to 57 would not.
- ❏ The investigator encounters second-hand evidence that the horrors described in the book actually exist. Photographs, footprints, slime, or fluid samples, and second-hand accounts from a credible source all apply. Just what constitutes a credible source depends on the investigator's judgement, while Persuade rolls can be used to determine whether or not the account is convincing.

EXAMPLE: Returning to Dr. Howell, the keeper notes the residual 10 point Sanity loss for *Unaussprechlichen Kulten.* Howell gains 15 points of Cthulhu Mythos, but had none to begin with, and so takes no loss from the first condition. Upon finishing von Junzt, the keeper calls for immediate Knowledge and Anthropology rolls. Howell's EDU is 16 and he has an Anthropology skill of 35%. Howell's player rolls a 65, making the Knowledge roll easily. He fails the Anthropology roll with a 50. By making the Know roll, Howell realizes that some of the hideous cults von Junzt describes are plausible, and loses 1 additional point from the Know roll for a total of 3).

If Howell's Cthulhu Mythos score ever rises above 15, he will lose another point. Also, Howell might make another Anthropology skill roll when his Anthropology skill rises above 40 (then at 50, 60, etc.) or lose another 2 Sanity points. If Dr. Howell had had a beginning Cthulhu Mythos score of 10 and an Anthropology skill of 70, he would have lost a total of 5 points upon finishing the book (2 immediately, 1 for having his Cthulhu Mythos skill raised above 15 to 25, 1 for the Know roll, and 1 for what would be a successful Anthropology roll. He might go temporarily insane. If, at a later time, Dr. Howell encounters evidence of the existence of ghouls (plaster casts of footprints, police reports of grave robberies and tunnels, or the horrified tale of his friend Dr. Rollings, who visited Pickman's cellar) he will lose another Sanity point.

One Final Condition

Whenever the investigator is directly confronted with something discussed or depicted in the tome, he or she loses any remaining Sanity loss, all at once. There is no

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Sanity check to guard against this loss, and the loss is added to any Sanity lost for whatever horror proved the book right. Under these conditions, the Sanity loss from an encountered creature or situation can be devastating. To determine if a particular experience will prompt this final lump sum loss, refer to the listed content of the tome (spell lists can be helpful). Virtually any paranormal experience might validate the horrors of the *Necronomicon*, and pooled losses for multiple books covering the same topics are cumulative.

EXAMPLE: Dr. Howell has so far lost three of the 12 Sanity points cost by his study of *Unaussprechlichen Kulten*. Months later, Howell encounters a band of ghouls in the sewers of Boston. He loses 4 points for seeing the ghouls, but also remembers everything von Junzt wrote about the ghoul cults under Paris. Seeing the ghouls, he realizes that everything else von Junzt wrote is true! He loses all 9 points that remain from the tome, changing the Sanity loss for the ghouls from 4 to 13! What would have been a routine Sanity loss could now easily plunge Dr. Howell into temporary or indefinite insanity. For a darker twist of fate, imagine that Dr. Howell had also read the *Cultes des Goules*, and had 6 points of Sanity loss remaining from it. Those 6 points would also be lost from seeing the ghouls, raising the total loss to 19!

There are some caveats to this final condition. If the reader has already seen things that will prove the book is true (if Dr. Howell, above, had seen ghouls years before reading von Junzt, for example), the reader is subject to the full SAN loss immediately, as soon as the book is finished. The keeper is always the final judge of what an appropriate trigger is, and should be as fair as possible.

Toxic Texts

Some mythos texts fall outside of the above system. These books are so strange and insidious that their contents do strain the researcher's sanity simply from reading them. The repellent *King in Yellow* is one of these, a book so strange that whoever reads it dies or is stricken with madness. Sanity Loss for these books is handled normally — the full loss happens as soon as the text is finished. At the keeper's discretion, other tomes might fall into this category: the *Revelations of Glaaki*, the *Revelations of Hali*, the *Black Tome of Alsophocus*, and Wilbur Whateley's *Journal* are a few likely candidates.

In many *Call of Cthulhu* campaigns, investigators often treat mythos tomes like the literary equivalent of toxic waste — to be touched only if absolutely necessary and best secured in some fortified vault and then forgotten. Unfortunately, scenarios often require that the investigators read a tome to be able to overcome the opposing menace, and investigators who actually know a thing or two about the Cthulhu mythos are much more likely to survive an investigation. Using these rules, mythos tomes can be read with a minimum of worry, but are much more dangerous in the long run. Research oriented investigators will have a high Cthulhu Mythos skill and hold useful stocks of information, but also are walking time bombs: the first extreme shock could be their last. As in Lovecraft's tales, the more an investigator knows, the more dangerous that knowledge can be.

Why Change the Sanity Rules for Tomes?

It's best to answer this question with a question, one that pops up pretty rapidly in most *Call of Cthulhu* games: "How can just reading a book drive my character crazy?"

The notion of losing one's mind from seeing hideous creatures or gruesome events is perfectly logical, and the Sanity rules in *Call of Cthulhu* cover these contingencies perfectly well. When it comes to mythos tomes, however, Sanity loss loses some of its realism. How can any book be terrifying enough to break the reader's mind, especially if the reader is inclined to dismiss its content as mythological mumbo jumbo?

Also, consider that nowhere in the body of Lovecraft's work does anyone actually go mad from simply reading a book. The unfortunate graduate student Danforth had "dared to go completely through that worm-riddled copy of the *Necronomicon*," yet did not go mad until his final backward glimpse over the Mountains of Madness. Wilmarth was also intimately familiar with the book, but did not lose control until he learned the identity of The Whisperer in Darkness. Armitage was shocked and affected by reading Wilbur Whateley's coded journal, but only after he had witnessed Whateley's death and true form. In other words, the blasphemous secrets inside a mythos tome do not necessarily drive their readers insane: readers of mythos tomes are driven insane when they encounter evidence in the real world that proves the blasphemous secrets are real. As Daniel Harms puts it in his essay "The Necronomicon in Literature":

"Lovecraft never stated that the *Necronomicon* drove its readers mad. Rather, when the characters in his stories experienced uncanny events, the *Necronomicon* allowed them to place their experiences within a terrifying system of belief, and in doing so hastened their descent into insanity."

Finally, there are some ideas and texts that simply warp the mental processes of whoever are exposed to them, like the play the *King in Yellow*. These exceptions still use the old sanity rules as described above.

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APPENDIX 3:

Useful Portable Items Found on the M. U. Campus

Each entry lists (1) the item, (32) the campus location, (3) whom to ask for permission during the day, and (4) whom to ask for permission during the night.

- **Acids**: any chemistry lab; professor in charge; pester the busy grad student.
- **Animal Traps**: buildings and ground (B&G) or biology dept.; staff in charge; wake up the sleepy staff in charge.
- **Large Batteries**: engineering dept., University garage or Science Annex storage; clerk or staff in charge; break in or use stolen key.
- **Blowtorch**: B&G or engineering dept.; staff in charge; just take one.
- **Camera or Darkroom Equipment**: chemistry dept., *Crier* office, or archaeology dept.; undergrad working there; any grad student with a key.
- **Deep-sea Diving Suit with Helmet and Air Pump**; biology dept. or Woods Hole facility; a professor; a grad student.
- **Drilling Rig**: geology dept. has a small one; any senior professor; find out from a Geology grad student where under the Field House the rig is stashed.
- **Fencing Foils, Rapiers, and Single-shot Marksman Handguns and Rifles**: Field House; any coach; bribe any varsity player who might have a key (replace the ammunition and clean the guns, or you'll be in deep trouble!)
- **Kerosene or Gasoline**: chem labs will have a little, B&B will have a lot; B&G staff or any chemistry dept. instructor; any chemistry dept. grad student can get a little, but B&G must be broken into.
- **Basic Medical Equipment and Supplies**: St. Mary's hospital and especially the emergency room; student orderlies day or night (don't wake up the intern).
- **Piano**: music dept. and most dorms; just say you're taking it in for repairs; janitor or dorm monitor (be quiet carrying it down the stairs!).
- **Searchlight**: the University Players, at the Players' Hall; see the company director; break in or use key. (NB: the searchlight has no wheels or generator.)

APPENDIX 4:

Pre-human Languages, and How to Read Them

Several books in the Restricted Collection are written in languages that predate recorded human history, dating back to vanished kingdoms of the Hyborian Age or to alien cultures older than the existence of humanity. Academically oriented investigators can devote their careers to deciphering or debunking these ancient tongues, but in the game the ability to translate a pre-human inscription might prove critical to the resolution of a scenario. A successful **Cthulhu Mythos** roll allows a reader to identify a mythos script and thereby guess at its origins. But a researcher cannot read or translate one of these obscure languages unless he or she has skill in the appropriate language.

Of the languages below, learning to read one gives no capacity to speak the language. In some cases, such as for Elder Thing Cipher or Yithian, speaking the language is physically impossible.

Aklo

Infamous in occult circles, witches and warlocks have used Aklo script to encode the contents of their workbooks and grimoires since the Roman Empire. The sinuous script resembles certain obscure, heavily-shaded Arabic alphabets from Mesopotamia, and can be very difficult to interpret due to the subtle twists and curves of the intertwining letters. Most medieval manuscripts written in Aklo use the alphabet as a simple replacement cipher, but the true Aklo language dates back to the pre-human empires of the serpent people in Valusia.

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To learn true Aklo, Remigius' *Daemonolatreia* contains a section on Aklo codes. Studying the work grants an Aklo skill of 20+1D10. Von Junzt's *Unaussprechlichen Kulten* also acts as an Aklo primer. Renowned New Orleans occultist and psychic Etienne Laurent de Marigny is the foremost authority on Aklo in the United States, and might provide instruction or help investigators with a translation.

Elder Thing Cipher

A series of complex, radiating dot clusters, the language of the elder things has never been adopted by any human culture, and only the most erudite human wizards or scholars can learn it. The language is composed of dot based signs, each with a conceptual meaning ("war", shoggoth", "city", etc.). The glyphs are intensely complex, with up to several dozen dots arranged in a radiating pattern. The entire language contains millions of distinct glyphs, adding to the difficulty of any translation. For more information about the elder thing language, see *Beyond the Mountains of Madness.*

To learn the Cipher, compare Wendy-Smith's translation notes from the *G'Harne Fragments* with the key in the *Windrop Monograph.* That will grant a skill in Elder Thing Cipher of 20+1D10%. Professor Laban Shrewsbury (missing since 1915) and Sussex clergyman Reverend Brooks Winters-Hall have both published translations of other elder thing documents, and might provide aid or instruction to researchers. To break new ground, however, the scholar must journey beyond the Mountains of Madness and do his or her own research in the City of the Elder Things, in the light of the events of 1930-31.

Hyperborean Tsath-Yo

An ancient language of complex hieroglyphs, the written language of Hyperborea did not influence ancient human cultures. Tsath-Yo is named for Tsathoggua, who according to legend taught the script to the ancient Hyperboreans. They kept the language even after they had renounced Tsathoggua's worship. Surviving examples of Tsath-Yo writings or inscriptions are exceedingly rare. Most examples are found on scrolls made from the hide of extinct prehistoric creatures. The Dunwich Valley abounds with surviving Tsath-Yo inscriptions.

To learn Tsath-Yo, Von Junzt's *Unaussprechlichen Kulten* contains extensive notes on Tsath-Yo, and careful study of the book grants a Tsath-Yo skill of 20+1D10%. Another book in the Orne Library, the *Kranorian Annals*, also contains notes about Tsath-Yo, as well as alleged translations of Hyperborean scrolls. Gaston Casterwell, the book's author, lives in Boston. Casterwell learned the language by studying Von Junzt's tome, and will eagerly teach the language to anyone who takes seriously his ridiculed theories.

R'lyeh Glyphs

R'lyehian consists of thousands of complex branching and swirling glyphs which resemble coral or undersea flora. It is the written language of Cthulhu and his star spawn. Used extensively in R'lyeh, as its name implies, R'lyehian was also taught to the deep ones, who use a form of it to this day. Several Polynesian and Micronesian cultures seem to imitate the glyphs in their art--the mysterious *rongo rongo* boards of Easter Island are the best known examples. The infamous Tcho-Tchos of south central Asia also have used R'lyehian at times in their history.

To learn R'lyehian, Von Junzt offers extensive translation notes in his *Unaussprechlichen Kulten*, which can grant a researcher a R'lyehian skill of 20+1D10%. Miskatonic professor Laban Shrewsbury also seems to have independently translated the language before his disappearance in 1915. A so-called "R'lyehian Key" copied from Shrewsbury's translation of the *Celaeno Fragments* was part of the estate of the late Amos Tuttle, and is now in the possession of the Orne Library. Documents or researchers at the Sanbourne Institute for Pacific Studies might also be of help. Renowned occultist Dr. Anton Zarnak is also an expert on R'lyehian. Finally, German theosophist Guido von List, founder of the pro-German occult Armanen Order, is said by some to have translated his *Unter Zee Kulten* from tablets in R'lyehian. Some researchers may find distasteful List's association with the *Germanenorden* of the German occult underground, which will later foster the rise of Aryanism, German nationalism, and Nazism.

Yithian

A baffling language of curvilinear hieroglyphs, the written language of the Great Race bears a striking resemblance to certain archaic varieties of Sanskrit. Inscriptions or manuscripts written in Yithian are rare in the extreme, with almost none ever found outside the ancient city of the Great Race in the depths of the Australian desert. The complexity of the Yithian language, coupled with the dizzying variety of subjects and concepts encountered by the Great Race in their temporal studies, makes Yithian one of the most difficult of all the pre-human languages. The Yithian corpus consists of literally tens of millions of distinct glyphs, many so similar that human eyes cannot distinguish among them.

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In learning Yithian, the lack of primary Yithian sources makes this language particularly difficult to master. The mysterious human cult devoted to helping Yithian temporal researchers makes frequent use of ancient Yithian texts, and its members often have extensive knowledge of the script, although they would sooner die than teach the sacred language to the uninitiated. Some Yithian abductees hold nascent memories of the language, which they might recall through hypnosis or other means. These memories are limited and tend to be faulty: skill ratings of abductees rarely exceed 10%. So far, Dr. Wingate Peaslee has demonstrated no aptitude for Yithian. The only book known published on the language is *Fabulous Intelligences*, a seventeenth century work by a Suffolk libertine and Yithian abductee. Alas, the Orne Library has no copy, nor has Dr. Armitage heard of it. The British Museum and the Wharby Institute in Yorkshire are said to possess copies.

Fabulous Intelligences — *in English, written by James Woodville, sixteenth century, undated. Sanity loss 1/1D4; Cthulhu Mythos +3 percentiles; skill check in Occult; average 16 weeks to study and comprehend; studying the book for an additional six weeks enables the scholar to read Yithian at half his or her INT.* No spells.

Other Archaic Languages

A host of other Hyborian and pre-human languages were used in the shadowy depths of Earth's distant past. The Orne Library does not possess examples of text or inscription in these tongues, but the Vault (in the Exhibit Museum) might have one or two. Investigators could always find them in the course of a scenario.

Atlantean Senzar

A language of angular, geometric shapes which exhibits a strong similarity in appearance to both Minoan Linear A and Mesopotamian cuneiform, Senzar served as the basis for the written languages of many other early human cultures, including Lemuria and Lomar. Reliable translations are rare. Few scholars admit to be Senzar experts. According to Madame Blavatsky, in the *Secret Doctrine*, the Senzar language was brought to Earth by the Lords of Venus. Senzar is the original language of the *Book of Dzyan*, written in lost Atlantis. Although most of the academic world dismisses Blavatsky's brand of Theosophy, with its spirit guides and higher planes, mythos investigators might have reason to take Blavatsky seriously.

Mi-Go Nomial Script

The mi-go rarely employ books. Their hive mentality has little need for information storage. The rare documents (the word "book" hardly applies) produced by the mi-go consist of cylinders composed of faceted, rotating bands. Each facet contains a bizarre glyph, and the book is read by rotating the bands according to complex mathematical formulae and algorithms. Each symbol in the sequence determines the next, and more than one formula can be applied to a particular mi-go document. The symbols on a single cylinder, therefore, could compose the history of an outpost, a treatise on dimensional mathematics, and a litany to Shub-Niggurath, depending on the formula used to manipulate the rings. Mi-go script has yet to be translated by humans. Such an undertaking would require a master cryptographer and mathematician in addition to someone with good knowledge of the mi-go symbol vocabulary.

Muvian Hieratic Nacaal

The language of ancient Mu inspired the mysterious hieroglyphic languages of Mesoamerica, which reached their greatest development among the Olmec and Maya. Elaborate pictorial elements serve as prefixes, suffixes, and other modifiers. It's common to fuse together elements from different glyphs to conflate a glyph's meaning. The most famous surviving Muvian texts are the mysterious *Zanthu Tablets*, supposedly translated by famous explorer (and Miskatonic alumnus) Harold Hadley Copeland. The Sanbourne Institute for Pacific Studies is rumored to possess Copeland's translation notes in its archives.

Colonel James Churchward, theosophist, explorer, and scholar of ancient Mu, is reputed by some to be a world authority on Nacaal, but most scholars dismiss him as an argumentative crackpot. Churchward published his *Nacaal Key*, a glossary of hieratic Nacaal, in 1927. Although most investigators have no way of knowing it, Churchward's translations are completely off base. His Nacaal Key does impart some basic knowledge of Mu, but is useless for learning Nacaal.

Nacaal Key — *in English, written by Col. James Churchward, 1927. Sanity Loss 1/1D2; Cthulhu Mythos +1 percentile; skill check in Occult; average 2 weeks to study and comprehend.* No spells.

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APPENDIX 5:
Published Scenarios Adaptable for M.U. Play

The following scenarios, published in other volumes of the Lovecraft Country series, are easily adapted to fit the needs of a campaign centering on Miskatonic U. Keepers are advised to make variety their goal — too many scenarios about deep ones or too many similar adventure leads can sour the mix. As needed, preferred editions are specified.

H.P. Lovecraft's Arkham

"The Hills Rise Wild" — The hunt for a fallen meteor leads to a madman and an ancient evil in the hills north of Dunwich. This scenario ties in well to student life, and would make a fine field trip for students or professors. Investigators with close ties to Armitage may have qualms about heading out into Dunwich.

"The Condemned" — Possibly the finest short scenario ever published for *Call of Cthulhu*, the investigative portion of the scenario fits faculty investigators perfectly. Student investigators may find the scenario too difficult.

H.P. Lovecraft's Dunwich

"Return to Dunwich" — The Whateley clan strikes back. Investigators who are associated with Armitage will find this a perfect fit within an ongoing campaign. It would make an ideal summer project.

H.P. Lovecraft's Kingsport

"Dreams and Fancies" — A poet's suicide leads investigators to a book full of dreams and nightmares. An excellent addition to a library-oriented campaign. Perhaps the hapless Baxter was a former roommate of a student investigator, or the favorite student of a faculty member.

"Dead in the Water" — An ancient wreck resurfaces, and threatens all of Kingsport. For experienced investigators only. Armitage might direct the investigators into this scenario, fearing a new Dunwich Horror by sea.

Escape from Innsmouth (second edition)

If following Lovecraft's chronology, the raid that destroyed this fishy town has already happened. If (as "Escape" suggests) the keeper is willing to adjust the raid date up to the winter of 1929 or 1930, then use can be made of its scenarios as well.

"The Crawford Inheritance" — An investigator inherits an old house, and the group finds themselves caught in Innsmouth's shadow. Adjusting the player characters' backgrounds to fit the scenario will require work by the keeper, but the reward should prove worth the effort.

"Escape from Innsmouth" — The investigators answer a call for help and learn the town's dark secret. The scenario's links to Professor Armitage and Asenath Waite make it a prime candidate for inclusion into a campaign.

"The Innsmouth Raid" — Following on the heels of "Escape", this scenario is probably a bit much to add to an ongoing campaign.

Several of the Sinister Seeds in this volume fit smoothly into the flow of a campus campaign, particularly "Bring Me the Innsmouth *Courier* . . .".

Tales of the Miskatonic Valley

"Freak Show" — An odd find in a circus freak show leads to intrigue and murder. For students or faculty, a prime candidate for inclusion, but be wary of how Lovecraft's time line affects the participation of the Innsmouth antagonists (see above).

"Regiment of Dread" — Shame and obsession brings the investigators into a battle of the Civil War. An ideal scenario for students. Investigating the adventure hook as the aftermath of a potential fraternity prank is a particularly effective lead-in.

"The Watcher in the Valley" — An archaeological dig uncovers more than its participants bargained for. Student involvement in the scenario's archaeological excavation is a perfect premise.

"Fade to Gray" — A string of murders leads to Kingsport. The potential investigation of a sinister member of the M.U. faculty makes this scenario a prime addition. For more information about the scenario's antagonist, see "Mythos at Miskatonic".

"Trail of Yig" — Another ancient evil stirs in Dunwich. The lead-in is general enough to easily allow student or professorial participation.

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Adventures in Arkham Country

"Bless the Beasts and the Children" — Corrupt businessmen, orphans, and deep ones make a deadly mix. The involvement of forces from Innsmouth and the economic situations described in this scenario would limit its inclusion to 1929 or earlier.

"The Dark Wood" — An archaeological dig near Dunwich ends in death and an intrusion from beyond. Another archaeological scenario, which Dr. Morgan might direct the investigators into once he receives the Hillbredges' cry for help.

Dead Reckonings

"Dust to Dust" — Grave robberies lead to a tale of obsession and horror. An ideal scenario for faculty or students.

"Behold the Mother" — Shub-Niggurath begets her spawn upon an unsuspecting Arkham. The hook requires that the investigators live off-campus, so this scenario is better suited to faculty members and older students. Professor Armitage will likely be roused into action by rumors of grim tidings in Dunwich, and serves as an ideal tie in.

From the 5th Edition Keeper's Kit

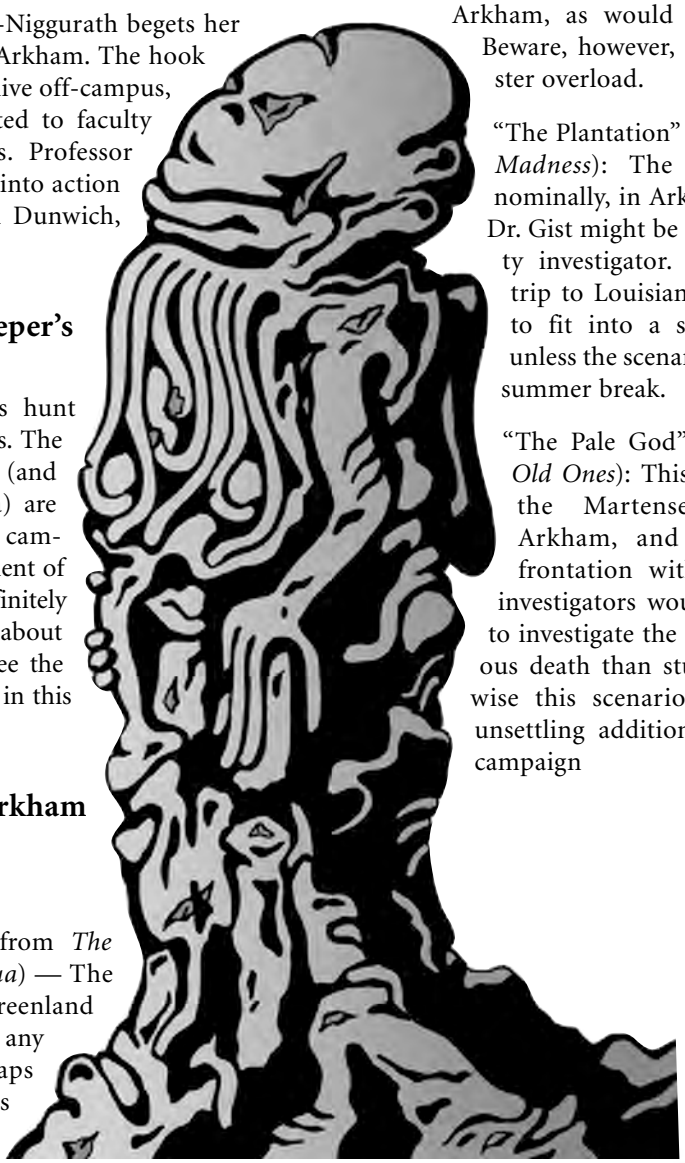
The Little People — Mobsters hunt leprechauns in Arkham's sewers. The plot and theme of the scenario (and its links to the Arkham mafia) are inappropriate for a campus campaign, but the scenario's treatment of the Arkham sewer system is definitely worth a look. For information about the Little People themselves, see the "Guide to the Tunnels" section in this book.

Other Scenarios Set in Arkham or Involving Miskatonic University

"The Trail of Tsathoggua" (from *The Compact Trail of Tsathoggua*) — The Miskatonic expedition to Greenland makes an ideal addition to any Miskatonic campaign, perhaps during summer vacation. Its sequel adventure, "The Curse of Tsathoggua", is also appropriate, although the chronological gap between adventures will ensure that student investigators have graduated.

"The Pits of Bendal-Dolum" (from *Cthulhu Classics*) — Armitage is given as this scenario's direct hook, and the inclusion of a Miskatonic archaeologist named Morgan certainly raises some interesting possibilities. Morgan's secret motives and likely fate make a substitution of Francis Morgan for Jeremy unsuitable. In *A Resection of Time*, this scenario was the inspiration for Dr. Francis Morgan's ill-fated expedition to British Honduras in 1936 (well after the events described in this book), which proved the death of the last of the Dunwich three.

"Gate from the Past" (from *Cthulhu Casebook*) — Odd lights lead to a confrontation with elder things and shoggoths. Any professor worth his salt would be eager to investigate the strange events west of Arkham, as would curious students. Beware, however, of potential monster overload.



"The Plantation" (from *Mansions of Madness*): The scenario begins, nominally, in Arkham, and perhaps Dr. Gist might be a friend of a faculty investigator. The lengthy field trip to Louisiana may be difficult to fit into a student's schedule, unless the scenario takes place over summer break.

"The Pale God" (from *The Great Old Ones*): This scenario is set in the Martensen Manse near Arkham, and features a confrontation with Eihort. Faculty investigators would be more likely to investigate the scenario's mysterious death than students, but otherwise this scenario would make an unsettling addition to a Miskatonic campaign

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MISKATONIC UNIVERSITY

LL&A Degree Plan Worksheet for Bachelor's Degree



Graduation requires 32 semester hours per year, 128 semester hours or more total for a Bachelor's.
Students must maintain a C average or better to graduate.

The "Core Four" required courses
4 semester hours = English Composition (ENG 104)
4 semester hours = Survey of Mathematics (MATH 112)
4 semester hours = U.S. History (HIS 144)
4 semester hours = Art History, Musical Ensemble, Lessons (ART 109/MUS)

CLASS NUMBER - Course Title	Instructor - Semester

Modern or Classical Language (ML / CL)
16 semester hours = two full years of one language: FRN, GER, CL-GRK, ITAL, CL-LAT, SPAN

CLASS NUMBER - Course Title	Instructor - Semester

Mathematics and Sciences
Coursework must be 100 or 200 classes, in at least two different departments.
12 semester hours = choose from BIO, CHEM, MATH, PHYS + one uncredited lab hour per semester week.

CLASS NUMBER - Course Title	Instructor - Semester

Literature
4 semester hours = required class, British Classics ENG 244

CLASS NUMBER - Course Title	Instructor - Semester

4 semester hours = elective literature class (American Classics ENG 246 recommended)

CLASS NUMBER - Course Title	Instructor - Semester

Physical Education (PE)
8 semester hours = choose either fitness program or team sport

CLASS NUMBER - Course Title	Instructor - Semester

Major Area of Study
40 semester hours = ten courses in the major area, five must be upper division.

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LL&A Degree Plan Worksheet for Bachelor's Degree

CLASS NUMBER - Course Title	Instructor - Semester
_____	_____
_____	_____
_____	_____
_____	_____
_____	
_____	_____
_____	_____
_____	_____

Minor Area of Study

16 semester hours = four courses in the minor, two must be upper division. Minor selection outside of College of LL&A requires departmental approval)

CLASS NUMBER - Course Title	Instructor - Semester
_____	_____
_____	_____
_____	_____
_____	_____

Electives

16 semester hours = No more than two electives per semester, two must be upper division.

CLASS NUMBER - Course Title	Instructor - Semester
_____	_____
_____	_____
_____	_____
_____	_____

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MISKATONIC UNIVERSITY

College of Sciences Degree Plan Worksheet for Bachelor's Degree

Graduation requires 32 semester hours per year, 128 semester hours or more total for a Bachelor's. Students must maintain a C average or better to graduate.



"Core Four" required courses
4 semester hours = English Composition (ENG 104)
4 semester hours = Survey of Mathematics (MATH 112)
4 semester hours = U.S. History (HIS 144))
4 semester hours = Art History, Musical Ensemble, Lessons, (ART 109/MUS)

Modern Language (ML)
16 semester hours = two full years either of French (FRN) or German (GER)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

required class, Mathematics (MATH)
8 semester hours = one year, Modern Calculus MATH 228, MATH 229

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

Physics (PHYS)
8 semester hours = two PHYS courses, one upper division

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

required class, Philosophy (PHIL)
4 semester hours = Intro Natural Philosophy and Scientific Thought PHIL 129

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

required class, Chemistry (CHEM)
4 semester hours = Intro to Laboratory Procedures CHEM 113

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

required class, English (ENG)
4 semester hours = Tech Composition and Notation ENG 121

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

Physical Education (PE)
8 semester hours = choose either fitness program or a team sport

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

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College of Sciences Degree Plan Worksheet for Bachelor's Degree

_____ _____

Liberal Arts (LL&A)
12 semester hours = three LL&A classes in at least two departments

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____

Major Discipline
28 semester hours = seven classes in major discipline, three upper division

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Minor Discipline
16 semester hours = four classes; may be split between two complementary disciplines

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

Electives
16 semester hours = no more than two electives per semester, two must be upper division

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

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MISKATONIC UNIVERSITY

College of Medicine Degree Plan Worksheet for Undergraduate Degree

Graduation requires 32 semester hours per year, 128 semester hours or more total for a Bachelor's. Students must maintain a C average or better to graduate.



The "Core Four" required courses
4 semester hours = English Composition (ENG 104)
4 semester hours = Survey of Mathematics (MATH 112)
4 semester hours = U.S. History (HIS 144)
4 semester hours = Art History, Musical Ensemble, Lessons (ART 109/MUS)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

required Classical and Modern Languages
8 semester hours = Rhetorical Latin (LAT 110), (LAT 111)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

8 semester hours = first year German or French (GER) (FRN)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

required Mathematics
4 semester hours = Medical Applications of Higher Mathematics (MATH 225)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

required Chemistry
8 semester hours = Organic Chemistry (CHEM 264, CHEM 265) ___

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

required Biology
16 semester hours = four classes in Biology, two in upper division

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

required Chemistry
4 semester hours = Intro to Laboratory Procedures (CHEM 113)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

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College of Medicine Degree Plan Worksheet for Undergraduate Degree

Physical Education (PE)
4 semester hours = choose required team sport

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

Life Sciences
8 semester hours = two elective classes in Botany or in Zoology)

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

_____ _____

required Medical Curriculum
8 semester hours = Human Anatomy (MED 330, MED 331)

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

_____ _____

8 semester hours = Medical Diagnosis (MED 426, MED 427)

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

_____ _____

16 semester hours = four MED 300-400 classes in a concentrated area

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

_____ _____

_____ _____

_____ _____

4 semester hours = Hospital Internship (MED 490)

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

Electives
8 semester hours = no more than two per semester

CLASS NUMBER - Course Title | **Instructor - Semester**

_____ _____

_____ _____

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MISKATONIC UNIVERSITY

College of Law and Business Degree Plan Worksheet

This is for a Bachelor's in Law degree. For a Business or Economics degree, use the LL&A degree plan, but exchange the major. Graduation requires 32 semester hours per year, 128 semester hours or more total for a Bachelor's. Students must maintain a C average or better to graduate.



The "Core Four" required courses
4 semester hours = English Composition (ENG 104)
4 semester hours = Survey of Mathematics (MATH 112)
4 semester hours = U.S. History (HIS 144)
4 semester hours = Art History, Musical Ensemble, Lessons (ART 109/MUS)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

Modern or Classical Language (ML / CL)
16 semester hours = four classes including 8 hours of Latin: FRN, GER, CL-GRK, ITAL, CL-LAT, SPAN

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

Philosophy
8 semester hours = required Basic Ethics PHIL 219 + elective

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

History
8 semester hours = any two electives in HIS upper division

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

English
4 semester hours = Advanced Comp. ENG 216

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

4 semester hours = Argument & Debate ENG 355

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

Physical Education
4 semester hours = choose team sport

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

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College of Law and Business Degree Plan Worksheet

Mathematics and Sciences
Coursework must be in at least two different departments.
12 semester hours = choose among BIO, CHEM, MATH, PHYS + one uncredited lab hour per semester week

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____

Legal Curriculum

4 semester hours = Review of English Common Law (LAW 322)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

4 semester hours = Decisions in American Constitutional Law (LAW 328)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____

8 semester hours = Theory of Contracts (LAW 320, LAW 321

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

8 semester hours = Introduction to Criminal Case Law (LAW 316, LAW 317)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

8 semester hours = Torts (LAW 312, LAW 313)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

8 semester hours = Survey of Property and Chattels (LAW 318, LAW 319)

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____

Minor Area of Study
16 semester hours = four courses in the minor, two must be upper division. Minor selection outside of College of LL&A requires departmental approval.

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

Electives
16 semester hours = No more than two electives per semester, and two must be upper division.

CLASS NUMBER - Course Title **Instructor - Semester**

_____ _____
_____ _____
_____ _____
_____ _____

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VNIVERSITAS MISKATONICIENSIS

OMNIBVS HAS LITTERAS LECTVRIS SALVTEM DICIT

Ex ignorantia ad saplentiam; **e luce ad tenebras.**

Cum academiis antiquus mos sit scientiis literrisve humanioribus excultos titulo iusto condecorare nos igitur auctoritate Curatorum nobis comissa

---

ob studia a Professoribus approbata ad gradum

BACCALAVREAE ARTIVM *in* METAPHYSICA MEDIEVALI

admisimus eique omnia iura honores privilegia ad hunc gradum pertinentia libenter concessimus

Cuius rei testominio nomina nostra die mensis Maii XXVII • Anno Salutis MCMLXXXVII et Vniversitatis conditae CCXCVII • Arkhami subscripsimus

Sigilli Custos

PRAESES

DECANVS

VNIVERSITAS MISKATONICIENSIS

OMNIBVS HAS LITTERAS LECTVRIS SALVTEM DICIT

Cum academiis antiquus mos sit scientiis literrisve humanioribus excultos titulo iusto condecorare nos igitur auctoritate Curatorum nobis comissa

---

ob studia a Professoribus approbata ad gradum

MAGISTRI METAPHYSICAE MEDIEVALAE

admisimus eique omnia iura honores privilegia ad hunc gradum pertinentia libenter concessimus
Cuius rei testominio nomina nostra die mensis Maii XXVII • Anno Salutis MCMLXXXVII et Vniversitatis conditae CCXCVII • Arkhami subscripsimus

Ex ignorantia ad saplentiam;

e luce ad tenebras.

Sigilli Custos

PRAESES

DECANVS

VNIVERSITAS MISKATONICIENSIS

OMNIBVS HAS LITTERAS LECTVRIS SALVTEM DICIT

Cum academiis antiquus mos sit scientiis literrisve humanioribus excultos titulo iusto condecorare nos igitur auctoritate Curatorum nobis comissa

---

ob studia a Professoribus approbata ad gradum

PHILOSOPHAE METAPHYSICAE MEDIEVALAE

admisimus eique omnia iura honores privilegia ad hunc gradum pertinentia libenter concessimus

Ex ignorantia ad saplentiam;

Cuius rei testominio nomina nostra die mensis Maii XXVII • Anno Salutis MCMLXXXVII et Vniversitatis conditae CCXCVII • Arkhami subscripsimus

e luce ad tenebras.

Sigilli Custos

PRAESES

DECANVS

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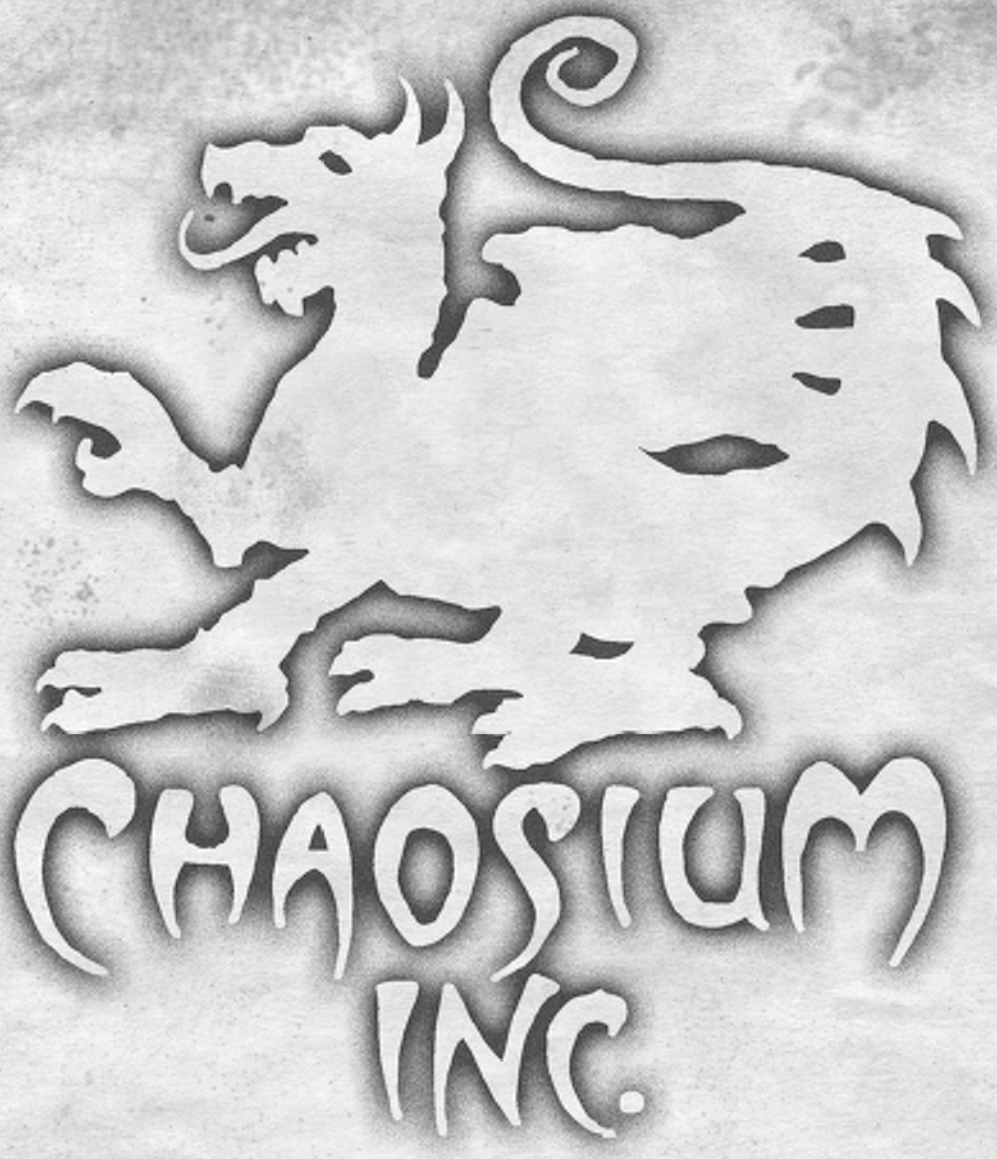
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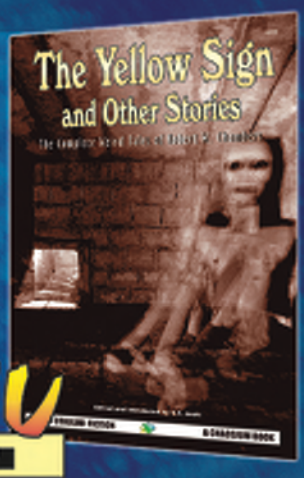
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