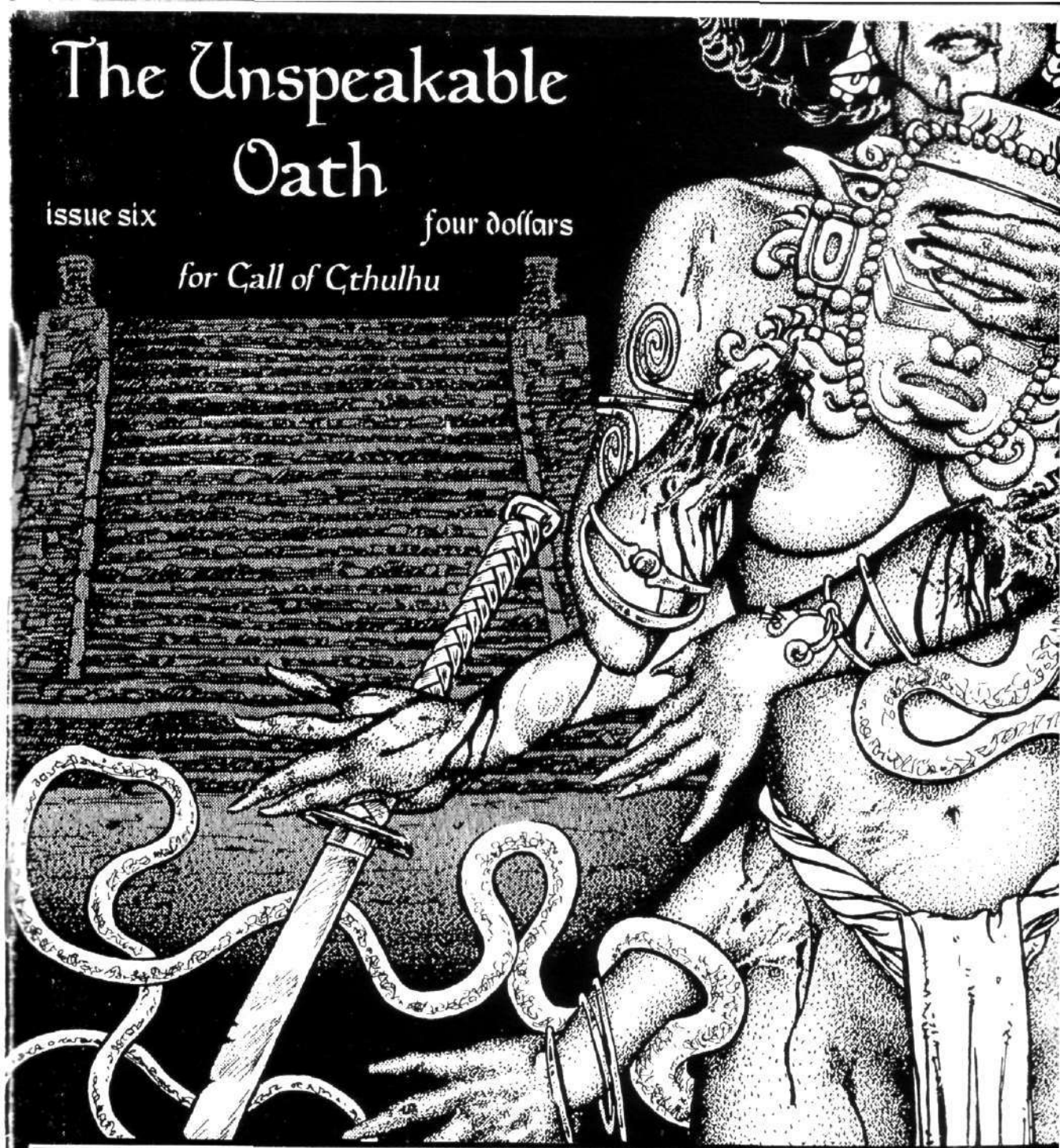


The Unspeakable Oath

issue six

four dollars

for *Call of Cthulhu*



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Call Of Cthulhu 5½



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ALL OF OUR REGULAR COLUMNS WILL RETURN NEXT ISSUE!

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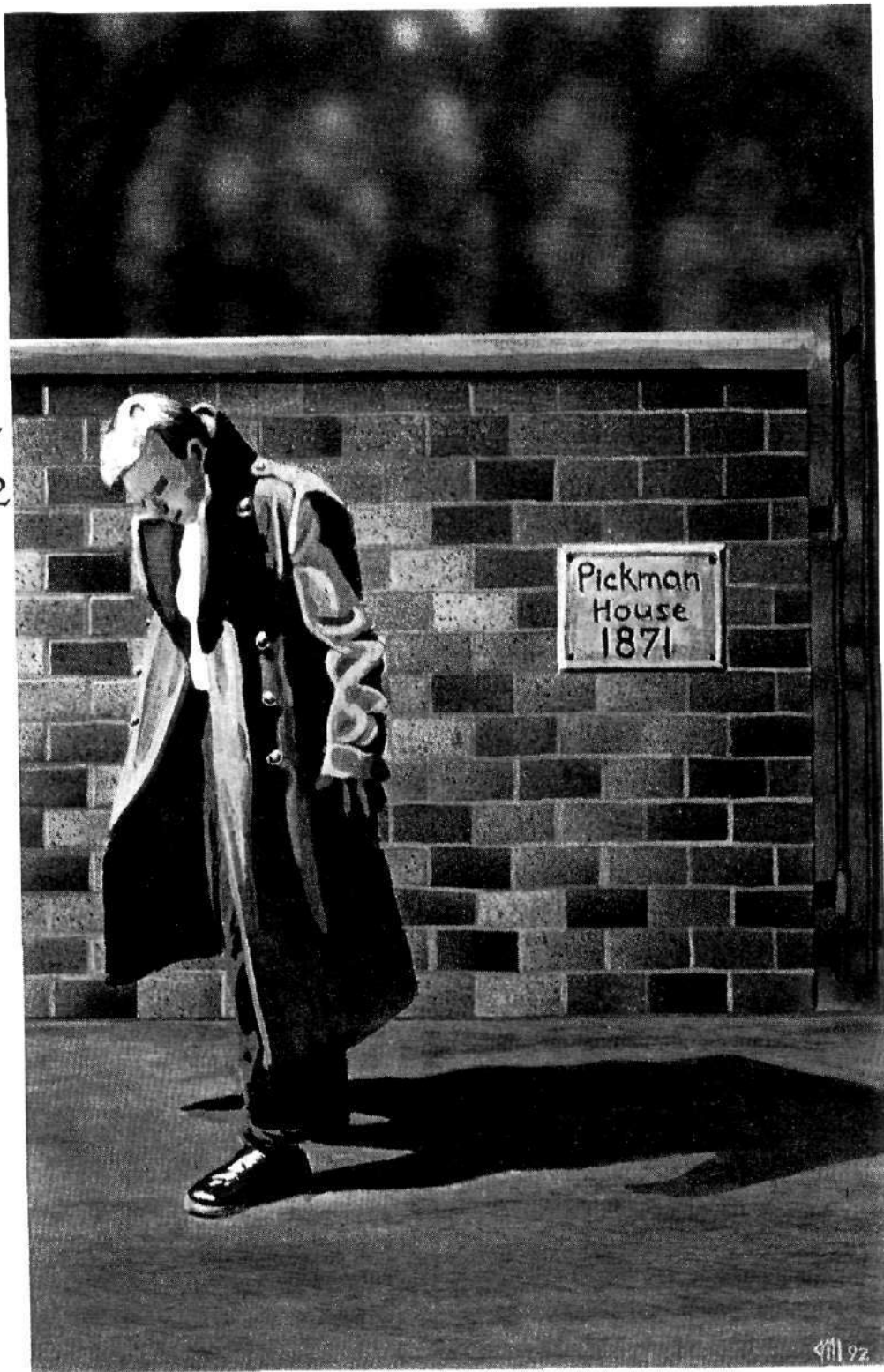
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JESPER MYRFORS

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Personality Notes: Unlike the Sam Spade, "private dick"-type detective, the consulting detective is smooth and cerebral: a Sherlock Holmes, Hercule Poirot, or Thin Man. Usually well compensated for their effort, the consulting detective takes delight in solving the crime, puzzle, or intriguing enigma and is endlessly curious. His high-class style allows him to move among the very best of society if a case requires, even though he may have nothing but contempt for them. His approach to Mythos creatures would be never-ending attempts to solve the mystery of their existence, methods, and motives (even if they do not have any).

Though it is conceivable that a consulting detective could be a female, the vast majority are male.

DOCKWORKER (LABORERS)

Requirements: An honest pay for a hard day's work, with the sort of common-man sense of justice and honor that is found in Frank Capra movies.

Skills: Contacts* (Labor/Union), Dodge, Fast Talk, Intimidate*, Jump, Mechanical Repair, Operate Heavy Machinery, Ropes*, Scrounging*

Bonuses: +2 to either STR or CON, or +1 point to both. +10 extra points in each of the following Combat Skills: Club, Fist/Punch, Grapple, Knife.

Penalties: -1 to INT, EDU cannot exceed 10

Personality Notes: This "salt of the Earth" type of character would join an investigative team because "no squiggles are going to take over the good ol' U.S. of A. if I can do anything about it." On the positive side, he never gives up and refuses to become nihilistic, no matter how many horrors he experiences. He is uncomfortable with "swells" and so may have problems with team members who are from high society or highly educated. He doesn't like defeatist talk, which he usually stops with a slug in the chops, feeling that will clarify the offending investigator's thoughts. He especially dislikes anarchists, revolutionaries or others who threaten his beloved country or people. However, this will not stop him from saving their hides if at all possible, because he hates "unnatural" things (monsters, magic, cultists, etc) more than anything else.

For all intents and purposes, all laborers as defined above are male.

DOCTOR

Requirements: Minimum EDU score of 23

Skills: Contacts* (Medical), Diagnose Disease†, Diagnose Poison*, First Aid*, Forensics*, Other Languages (German or Latin), Pharmacy, Physician*, Psychoanalysis, Psychology, Surgeon*, Treat Disease†, Treat Poison†, 2 Thought category skills of choice

Bonuses: +1 to INT, +2 to EDU

Personality Notes: As described in 5th Ed. CoC, page 23.

GANGSTER (CRIMINALS)

Requirements: Ended up on the wrong side of the law, but sees Cthulhu-style investigative teamwork as either a smart move for future criminal activities or a way out of crime.

Skills: Ambush*, Contacts* (Crime), Contacts* (Streets), Drive Auto, Fast Talk, Forgery*, Intimidate*, Listen, Locksmith, Pick-pocket†, Scrounging*, Set/Disarm Traps*

Bonuses: +25 extra points to be allocated throughout the following combat skills: Handgun, Knife, Rifle, Shotgun, Sub-machine gun or Throw.

Penalties: At the Keeper's discretion, or if the player wishes, the investigator is wanted by the law.

Personality Notes: The criminal or gangster usually joins an investigative team to take refuge from the law or other criminals (unless he has some personal vendetta against cultists, the mythos, etc). He may be a hit man, a burglar, an expert getaway driver, a safe cracker, or so on but he seldom tells the other members of the team. Instead he passes himself off as an adventurer, laborer, soldier of fortune, or even ex-law enforcement officer. Depending on the type of campaign the Keeper wishes to run the investigator may wish to reform, use the team to further his own criminal designs, or just lay low until the heat is off.

In the fictional setting of CoC, fictional attitudes toward gangsters and criminals should be maintained. Many people believed that criminals in the 20s and 30s had an unusual code of ethics and would not involve "citizens" in their criminal activities. People viewed gangsters more as outlaws, Robin Hoods who only stole from the industrial barons and the wealthy, leaving the little guy alone. Having been treated badly most of their life and coming from a rough childhood, the fictional criminals appreciate anyone treating them decently and keep that in mind "when the chips are down."

The criminal world is a macho, male society, though there are exceptions like gun molls and Ma Barker.

INVENTOR

Requirements: A love of gadgets and desire to constantly fiddle with things.

Skills: Bargain, Contacts* (Invention), Drive Auto, Electrical Systems*, Electrical Repair, Locksmith, Mechanical Systems*, Mechanical Repair, Operate Heavy Machinery, Physics, Set/Disarm Traps*, Spot Hidden

Bonuses: Begin with 1 invention or device which will assist the team in their activities. This invention must be detailed and worked out with the Keeper in advance. It may be used to

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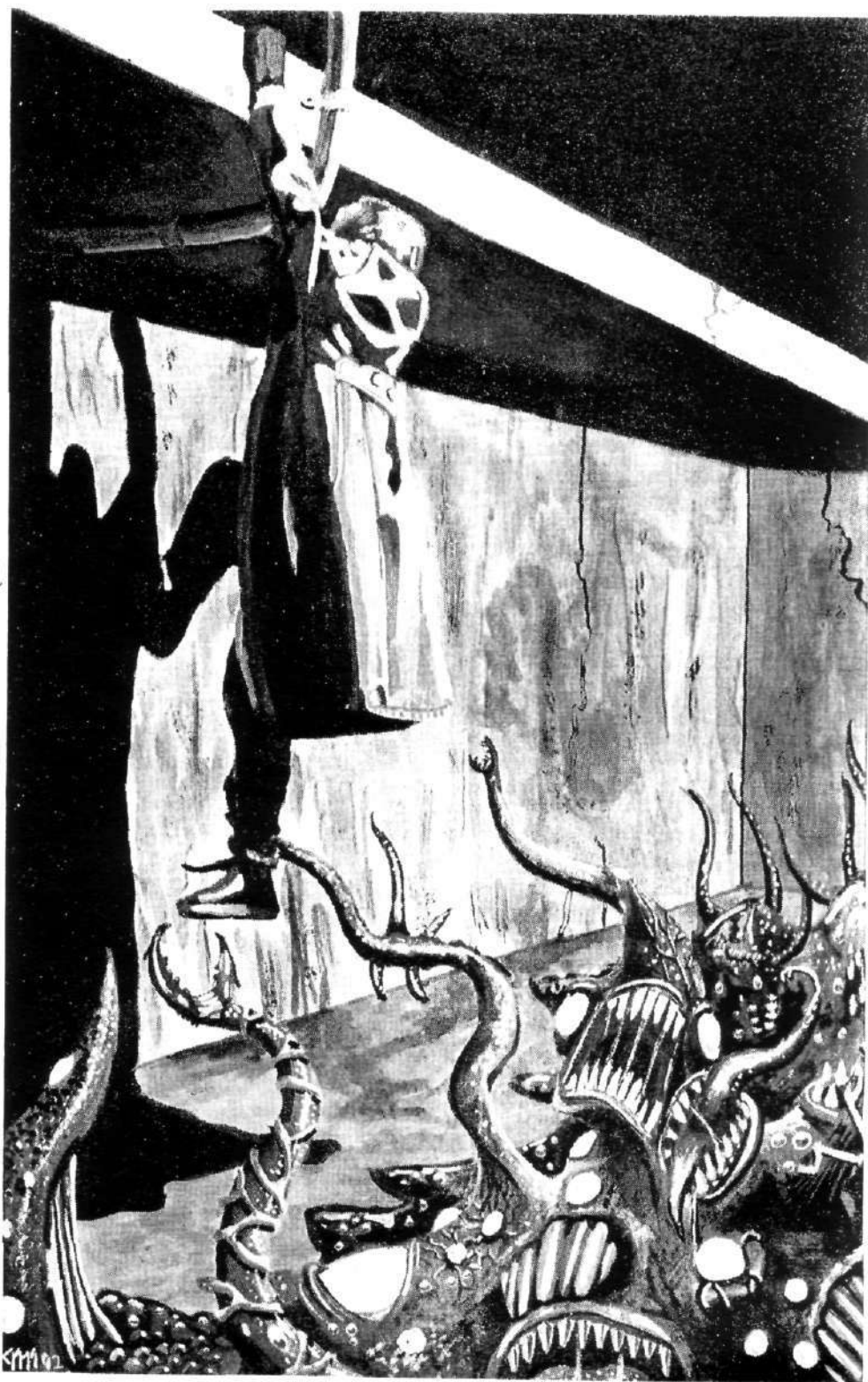
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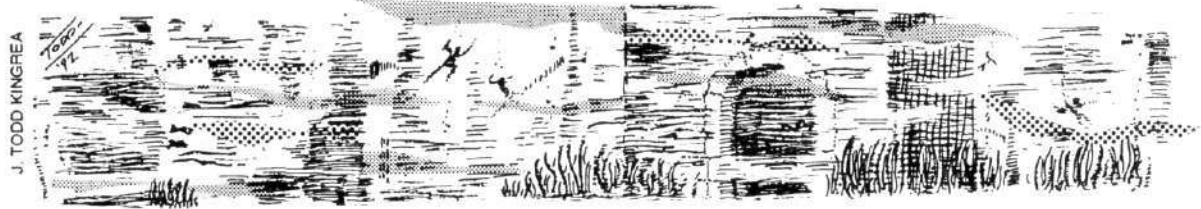
JESPER MYRFORS

MECHANICAL SYSTEMS: Knowledge of this skill is essential to recreate any mechanical device or to invent a new one. It is up to the Keeper to determine how long it takes to create an item and how much money it will cost in parts and material, depending on what the investigator wishes to make. The investigator, if using electricity in the device, also must have or work with someone who has Electrical Systems. This is also the skill percentage that is used to alter or improve a mechanical device. It could be used for repairing gears, some parts of cars, or making a winch.

PHYSICIAN: This skill cannot be taken unless the investigator has the following skills: First Aid at 50%, Diagnose Disease at 15%, Diagnose Poison at 15%, Treat Poison at 10%, Treat Disease at 10%. The Physician skill heals the same way First Aid does, but the dice used are 8-sided instead of 6-sided. Patients successfully treated with Physician also have a weekly heal rate of 2D4 hit points. For game mechanics, Physician skill takes 1D4+1 rounds of undisturbed activity to complete. It should always be rolled rather than First Aid, unless

may be advantageous for gaining brief information from waiters, witnesses, friends of victims, and so on. These quick flirtations are rolled using the normal, unadjusted skill chance. To try and establish a deeper, loving relationship for the purpose of influencing an NPC within the game, the investigator must first tell the Keeper how much money, time, attention, and any "special touches" he is putting into the effort. The Keeper then determines how long this will take for the skill to work. As is obvious, this use of Romance is usually a campaign-long skill, not normally used for just a scenario, and the investigator is not considered to truly be involved (unless the "victim" makes a successful Romance roll to counter-influence the investigator).

The skill roll should only be made at the end of the outlay of effort and money and should be adjusted in +10% increments to the investigator's base chance according to how much the investigator put into it. Once a successful roll has been made the target is in love with the investigator and will freely offer him or her time and a reasonable amount of money. If "unreasonable" demands are made (the family book of Cthulhu



the need is too urgent. If unsuccessful, the investigator may then revert to his First Aid skill and try that. The base chance of Physician is 20% if the skill is initial within an Occupation.

PLANT LORE: This is the general skill of the woodsman or herbalist, rather than the detailed knowledge of the botanist. An investigator with this skill knows the folklore and popular beliefs (right or wrong) concerning plants, typically those where the investigator grew up. Plant Lore tells you on what side of a tree moss grows, and whether you can eat a given root; Botany tells you why that root grows well here.

PUBLISHING/WRITING: An investigator with this skill knows all about writing and where to have his material published. He cannot be conned by an editor and underpaid or completely ignored. The investigator also knows how to type (and use word processing programs if playing Cthulhu Now). An investigator who has this skill and is published (he must take the time out of the campaign to write his articles or stories) is considered a professional.

ROMANCE: This influence skill is similar to Fast Talk and Persuade but it takes days, weeks, months, or even years for the romance to bloom (depending on the investigator's actions and who it is he is trying to romance). Quick flirtations

spells, more money, leaving a spouse, etc.) a Romance roll always must be made. Remember, love can be blind and bountiful, but a lover scorned or discovering that he or she has been tricked can be a truly frightening and relentless enemy.

ROPE: This simple skill indicates that the investigator has worked with rope a lot in his life and knows innumerable knot types. A roll should only be made if unusual stress is put on the rope, otherwise the investigator's knot will perform as expected. An investigator with the Rope skill also adds +10% to his Climb skill when using rope, is allowed his normal Throw skill with a rope lasso, and can safely repel great distances very quickly using a rope and gloves. A dangerously frayed or cut rope never goes unnoticed if handled by someone with this skill.

SCENT: Scent offers a couple of skills. It is used like Listen or Spot Hidden, but for clues and signals that are scent-oriented (a wisp of smoke or perfume when it should not be present is a good example). This skill also includes the ability to identify a known substance or familiar creature by its odor (even some people!). Animals such as dogs have the highest skill at this, but trained humans can be quite good. The Keeper may positively modify the Tracking skill if scent is involved.

The ability is reduced by half if the user is under the influence of alcohol, drugs, smokes tobacco, or is in close proximity to an overpowering odor, such as burning incense.

SCROUNGING: Occasionally an investigative team needs to obtain something quickly and with little hassle, be it a weapon, a vehicle, or an unusual item. This practice of foraging for needed items is called Scrounging and can almost be a profession in itself. Scrounging usually involves some type of barter, bribe, or felonious action (like "borrowing" a car in an emergency). Therefore the Keeper should only allow it in pressing situations and not allow the investigators to turn into gangsters (unless that was their occupation). The hero of the television show *MacGyver* and James Garner's character in the movie *The Great Escape* are good examples of proficient, yet different, types of Scroungers.

SET/DISARM TRAP: A successful roll is required to set or disarm a trap which functions as described by the setter. Certain other skills, such as Mechanical or Electrical Systems, may also be required to set or disarm a trap completely (at the Keeper's discretion). If a roll is missed while the trap is being set, the trap will look good but will not work. Therefore this roll must be secretly made by the Keeper. If the roll is missed while disarming a trap, the trap will spring unexpectedly and act upon the person trying to disarm it.

SURGEON: This skill cannot be taken unless the investigator has Physician at 60%. In most situations, First Aid and Physician must be used first to provide immediate help and then to diagnose the most pressing problem. Surgeon is an advanced Physician skill and has two additional aspects to it. First, it represents a physician's advanced ability to heal through surgery (actually taking the time to operate on someone). The healing and harming dice become 10-sided instead of eight-sided, but only one physician can attempt Surgery at a

time, though he may need others in attendance to assist. It also allows the investigator to repair major damage due to internal injuries. The Keeper may believe that so much damage was caused to the patient that, even though the amount of healing applied to him immediately stopped him from dying on the spot, he needs surgery as soon as possible to stop permanent internal injury. Surgeons can perform complex operations if the proper equipment, facility, and time is available. Also, some parasitic creatures bore inside their victims and can only be removed by a surgeon. The base chance for Surgeon if found within an Occupation is 20%.

SURVEILLANCE: This skill allows the investigator to follow a person, car, or creature in an urban setting successfully as long as he keeps them barely in sight without being noticed. It also is the investigator's percentage chance of using the electronic or optic surveillance gear available to him in his time era for unusual requirements.


ZEN: Zen is a catch-all term that covers whatever the Keeper might want to develop as unusual, unexplained, personally-developed skills. The use of the term here is for any "mystical" power using one's own mental or physical resources, no matter the actual culture in which it is learned. Some abilities which may be attributed to Zen are altering one's breathing to simulate death or a fever, remaining unbelievably still, surviving on only a few hours sleep for days at a time, holding one's breath for an unbelievably long time, attacking a target even though totally blind, or even The Shadow's ability to cloud men's minds so he could not be seen.

Since Zen takes a long time to cultivate and may upset game balance, after completing a successful skill check roll at the end of an adventure the Keeper rolls a D4 instead of a D10 for advancement. It is suggested that the Zen skill percentage never exceed 50% for investigators.

SKILL CATEGORIES

Categorizing skills is a wonderful concept in CoC5 and makes some things work easier. An investigator who hasn't slept in 36 hours, for instance, might suffer a 10% penalty to any Perception or Thought skill; one who has been running for his life for the last hour may take a penalty to Physical skills.

These categories are broad, and are here simply to allow the Keeper to determine appropriate effects in odd situations. An investigator fighting off a sleeping drug may suffer in one category, but not another. Don't immediately look this table up every time something happens to the investigator; instead, when the investigator attempts some skill in a situation where you think it might be difficult for some reason, check here to see if it would apply.

Skills in parentheses (Art, Entertain, and Zen) mean the category for that skill depends on what specialty is taken. Several skills appear in several categories. Most medical skills are listed in Thought, Perception, and Manipulation, for instance. A doctor needs to spot symptoms, decide what they represent, and may need to perform first aid. In all cases, feel free to move skills around in categories where they don't feel right to you; this table should serve as a basis for thought, not a dictatorial rule. 



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JESPER MYRFOFS

Sanity

KIM EASTLAND, GARRIE HALL, J. TODD KINGREA AND RICHARD WATTS

Possibly the weakest link in the game system is Sanity. A fantastic concept in its basic form, sanity loss is often carried past logic and balance by players and Keepers, resulting in far too many investigators going insane in the campaign. This is fine for Keepers and players who like to play a game where insanity is rampant and investigator creation is never-ending, but many game players don't like this. It's like constantly losing a game of solitaire because a card is missing from the deck—after a while you ask yourself, why bother? The best advice is to use common sense. Think of real life responses to this insanity. Here are some suggested adjustments, which, of course, have no affect on the really big sanity-shakers, like the Great Old Ones and their prime minions.

Sanity Loss. Sanity loss should be by type of creature encountered, not by numbers. If a team encounters a party of Deep Ones each investigator shouldn't roll for every Deep One there. A simple Sanity roll vs. the type of creature seen (per adventure) is sufficient. If the Keeper feels that the number of creatures encountered or the situation surrounding them is so horrific in itself, then he or she should assign a modifier to the Sanity roll (e.g., "+20 to your roll 'cuz there's a whole mess of them here"), not require multiple rolls.



J. TODD KINGHEA

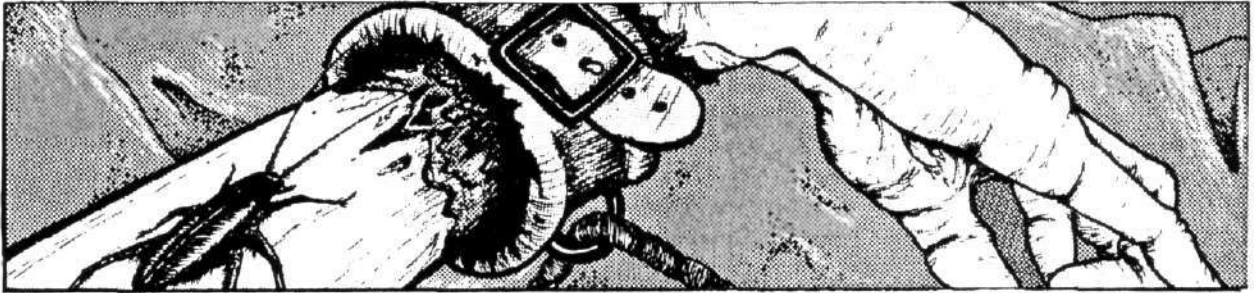
So, too, should consideration be given for investigators who have seen a certain creature or race numerous times. If a campaign is centered on seaside towns and a number of Deep Ones are constantly encountered, then after so many encounters the Sanity loss would simply be less (half normal) or maybe even not at all. Look what mankind has experienced in history: horrendous warfare, terrifying religious persecutions and Inquisitions, plagues that shake the very foundations of their everyday life and their beliefs in a merciful god. Most people eventually just treat horrific sights as everyday occurrences, storing it deep within their minds until they can deal with it, if ever.

Sanity Gain. Sanity gain rolls should be allowed for defeating all creatures or cultists who have caused Sanity loss. Why? Because one of the reasons Sanity is lost is because of the alien nature of the creatures and possibly their seeming invincibility. Investigators regain a foothold on their "reality" when sanity-destroying elements are defeated in some manner; it shows the investigator, no matter how naive, that something can be done, that he or she does have an effect, that not everything is hopeless when facing this terror. Those reassurances return Sanity. In particular, large SAN losses (like 10 to 20 points at a time) should be partially recoverable, because a loss of that size means the investigator is really disoriented and destroying the cause of this disorientation is vital to regaining their Sanity equilibrium.

When Insanity Strikes. Probably the best defense a human being has against the abominations of the Cthulhu Mythos is adrenaline and concentration. Unfortunately, these only are reasonably useful during combat or running from an encounter. If you want to give investigators a break when they go insane during a combat, allow their insanity to be something that will send them fleeing into the night and (hopefully!) safety. Alternately, delay the effects of sanity loss until after the combat. Adrenalin and the survival instinct is a fair reasoning for this, if you wish—as frightening as the situation might be, the will to survive may override the brain's panic until the immediate threat is removed.

Myxophobia—fear of slime...Pnigophobia—fear of smothering...Rhabdophobia—fear of magic...Siderophobia—fear of stars...Sciophobia—fear of shadows...Hierophobia—fear of priests...Vermiphobia... Helminthophobia—fear of worms

JEFF BARBER



dangerous epidemics, fear of dismissal, along with low pay and long hours, make the mental hospital a natural refuge for hobo wanderers, broken-down pugilists, ex-convicts, sex deviants, and actual criminals." Another labor pool the institutions drew heavily on was composed of ex-inmates, although whether they were cured is not easy to say.

To be sure, it was a horrible job; the pay was forty dollars a month plus room and board, and the attendants were required to work twelve hour days, six and a half days a week. They had to eat with the patients in the cafeteria, and were the employees who had the most contact with the patients, having to bathe and administer enemas to numerous syphilitic, tubercular and homicidal lunatics. Unsurprisingly, they took their frustrations out on innocent people incapable of defending themselves. One attendant, quoted in *Shame of the States*, testified in court: "When I came here, if anyone had told me I would be guilty of striking patients I would have called him crazy himself, but now I take delight in punching hell out of them." Many attendants withheld food, clothing or communication with patients' relatives or legal conservators as other forms of punishment. Sodomistic attendants preyed on the male inmates, and the others would sneak into the female wards, where they had their pick of lunatics. Many of the attendants were criminals, hiding from the law by never leaving the institution in which they worked and ate and slept. When they felt the heat was on they moved on to another institution under a different name. Alternatively, when the police arrived, gunfights might ensue in the barracks.

The favored weapons of the attendants were those that left no marks, which might have led to disciplinary action. Perhaps the most widely used of these was the wet towel. Wrapped and tightly twisted about a patient's neck, the towel applied an even pressure to the windpipe, suffocating the victim without bruising the skin. A cake of soap in a sock became an impromptu sap, leaving only a welt on the patient's head that can be explained away. Another useful tool in the attendants' arsenal was paraldehyde. This drug would be administered without a doctor's approval to keep violent patients quiet. Overdoses occurred frequently, with fatal consequences. For attendants less concerned about leaving marks, other makeshift weapons included beltbuckles, steel-tipped shoes, key rings on chains or leather restraint straps. A strait-jacketed patient who had earned the wrath of the attendants might be blindfolded and have his head repeatedly shoved into a pail of water for long periods of time. A more elaborate form of controlled drowning was "pillow-slipping," in which a pillow case was slipped over the inmate's head, and water was continuously poured over the mouth and nose, suffocating him. Incontinent patients as well as those who intentionally soiled themselves were in some cases placed in continual restraint, 24 hours a day. Such treatment generally led to a long steady decline into muscle atrophy and death. Such patients were often kept in cement-walled "dirty" wards. Not only were such wards uncarpeted and unfurnished, but the patients were not given clothes, as they would only soil them.

The nurses and doctors rounded out the cast of players in the asylum. Although generally more concerned with the welfare of the patients than were the brutish attendants, the nurses in particular were not credits to the medical profession. To be fair, they were just as overworked as the attendants, and prone to the same vengeful attitude towards the patients. Only one percent of nurses were working with mental patients, who occupied half the hospital beds in the US. Hence, although they appeared to be veritable angels of mercy when visitors came to the institutions, as soon as no one was looking, they might swear and spit in the faces of patients, or drag female patients about by their hair. The doctors, removed from the everyday care of the patients, can at best be described as apathetic. This apathy occasionally crossed the line into criminal negligence as this excerpt from Snake Pit Attendant shows:

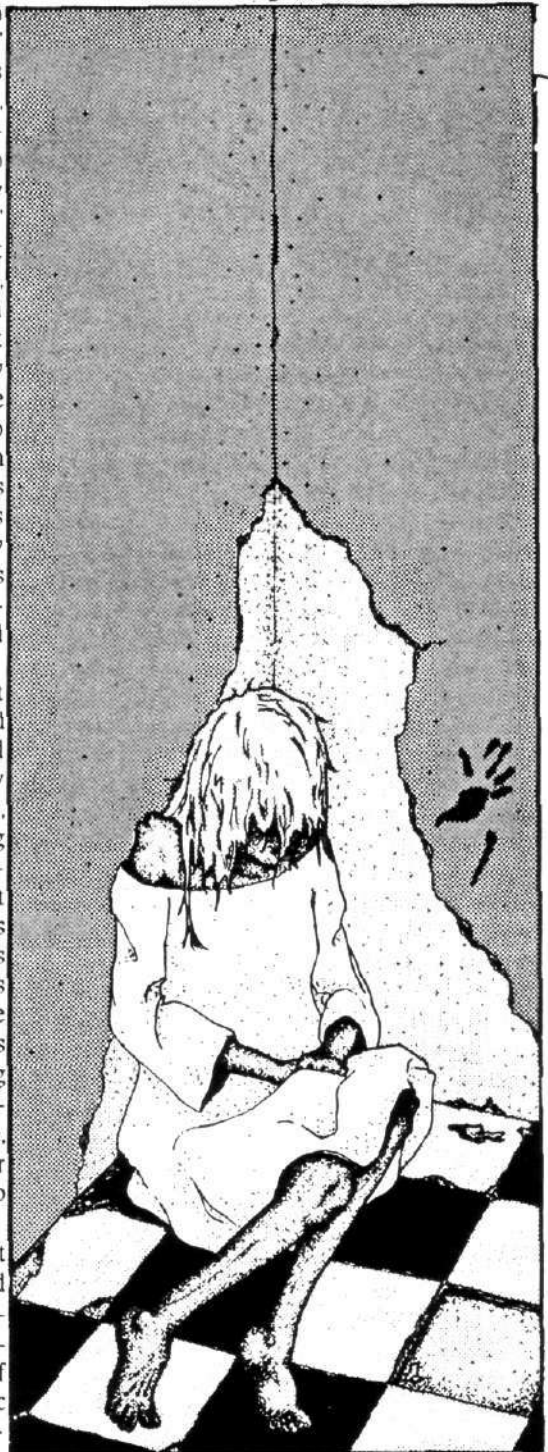
"Another case of medical neglect, equally inhuman, was the patient with the infected toe, which I pointed out to the doctor on several occasions. He delayed looking after it until the old man had been ill for a week. When the doctor examined him, he found the foot badly swollen and turning black. Live maggots had attacked the infected toe. The doctor cut and probed the infected spot without any opiate, while the old man whimpered in pain. When the doctor yanked the nail off revealing more

maggots, the patient screamed in agony and the doctor told him to 'Keep quiet or I'll beat the hell out of you.' A few days later the old man died."

Another, rather common medical tragedy occurred when patients were improperly placed in the syphilitic ward and contracted syphilis, justifying their placement there after the fact. Simple preventative measures were often ignored, leading to rashes of infection that would sweep through a whole ward. Tonsillectomies were routinely and unnecessarily performed as part of the treatment outlined by "focal infection theory," which is described more fully later. If the doctor hit an artery, the patient would have to pant to keep from choking on his own blood. In general, no one came to check on patients post-operatively. Other patients with severe abdominal hernias were not treated, and indeed were forced to put in their share of cleaning chores, while their intestines hung out in grossly distorted folds of skin like obscene udders. Feeble-minded inmates were not segregated on the basis of sex; consequently, nearly every female who could be pregnant, was. The offspring from such unions were often even further degenerated monstrosities that would never leave the hospital's bounds as long as they lived. A medical solution to this problem was sterilization, which had such a profound effect that it was tentatively applied in some states to the general lunatic population. Although it was finally discarded as infringing on the rights of the inmates, much improvement was noted in the dispositions of patients who had been warned that they risked being sterilized.

The treatment given at private hospitals was much different from that at the large institutions. A particular, very high-class institution charged its inmates one thousand dollars per month to stay there. Each patient had his own private attendant to see to his needs. Each received complimentary newspapers and cigarettes and daily engraved invitations to tea. Naturally, the clientele were not raving maniacs. They were mostly alcoholics, drug addicts or workaholics from rich families. One politician, when his scandalous behavior caught up with him, conveniently lost his mind and spent some time at this sort of place. Although the luxurious accommodations probably helped people to recover from whatever ailed them, and inmates were taken to movie palaces and art galleries, little psychiatric help was offered to them. The doctors running the place were interested in little more than the regularity of their patients' bowels and payments. Less expensive institutions were similar, only with fewer niceties, devolving into simple caretaking centers to keep families free from being embarrassed by their imbalanced relatives. At the low end of the private scale, the cost for incarceration was about twenty dollars a month. In other respects, the abuses rampant at the private institutions were similar to those in the state hospitals.

Another important aspect of life in the asylum was the treatment offered to the patients. In the '20s, psychoanalysis was not widely believed to have any curative effect on the insane. Many asylums had no psychiatrist, much less an analyst. Consequently, asylums focused more on physical cures than psychological ones. One of the earliest forms of this type of treatment was electrical stimulation. Prevalent in the 1880s, this somatic treatment consisted of gently stimulating the patients' nerves with bat-



JEFF BARBER

decade, only lurking on in out of the way sanatoria.


Sadly, (for malicious Keepers, anyway) it was not until the Thirties that various forms of "shock" therapies were developed. There was a theory, since discredited, that epileptics could not be schizophrenic. Therefore, several doctors concluded, epileptic seizures should be induced in mental patients to undo the insanity. The first methods involved the injection of chemicals such as insulin, camphor or metrazol to create seizures and coma. Then, in 1938, electroconvulsive shock treatment was first performed. Another entertaining procedure, the frontal lobotomy, was first performed in 1935 by Egas Moniz, who was also awarded the Nobel Prize. I refer the interested reader to Valenstein's book which covers the historical development of most of these treatments, and particularly the lobotomy, with great thoroughness... and pictures.

Now that the general background (and a few scenario-inspiring details, I hope) has been laid, I want to turn to the game aspects of all this. The standard rules concerning Institutionalization, like most CoC rules, are succinct and devoid of much detail. Although this makes for an easy to use and manipulate game system, I'd like to put some meat on these fleshless bones. In the rules, each institution is characterized by only one number, the Cure Rate. I feel that three numbers are necessary to properly describe each institution: the rate of death, the rate of cure and the rate of release. For each six months spent in an institution, the investigator first determines whether he or she survives; then whether a cure takes place; and finally, whether he or she is released. Note that many sane people were still stuck in institutions after they had been cured; on the other hand, patients who were not cured but were "improved" were released when the institution became crowded. If a release is indicated, the Keeper should roll 1D6 to see how many months of the full half-year term were spent in the institution. Schematically,

- I) Roll against the Survival Rate. If above the SR, then the patient is dead.
- II) Roll against the Cure Rate. If below the CR, then the patient is sane. If not, the patient loses 1D4 - 1 SAN. If a 96-00 is rolled, the patient loses 1D6 SAN. Additionally, if previously cured (but not released) the patient should either suffer a relapse or acquire a new form of insanity. The Keeper can decide whether an institutional disaster applies as per the rulebook, or some other atrocity as outlined in the previous paragraphs.
- III) Roll against the Release Rate. If below the RR, the patient is set free. If the patient is sane, the Release Rate is at +50%.

Players who fail the Survival Roll may want to know exactly what has killed their investigator. Why it should matter, I don't know, but players form these curiously strong attachments to their characters, so it's best to humor them. About 7.5% of the general asylum population died during the year, although this figure is somewhat skewed by senile patients who had a 25% death rate. The figure for investigators would be about 5%, and the census figures afford a breakdown of the causes. Almost certainly, murders were woefully underreported by the state hospitals; officially, they account for .08% of all institutional deaths. Many murdered patients succumbed to "other external violence," which sounds better than "murdered by attendant." Consequently, I have skewed the numbers to reflect the cause of death for a young investigator gone batty. The category "other" is composed of a wide variety of rare and horrible possible demises: typhoid, diphtheria, influenza, erysipelas, lethargic encephalitis, purulent infection, septicemia, institutionally caused diabetes or epilepsy, meningitis, locomotor ataxia, chorea, softening of the brain, ulcers, appendicitis, hernia, and my personal favorite which killed one person in 1923, nonepidemic cerebrospinal meningitis.

CAUSES OF DEATH	
Heart disease	13%
Tuberculosis	13%
Cerebral hemorrhage	10 %
Pneumonia	9%
Nephritis	7%
Diarrhea/enteritis	7%
Suicide	6%
Syphillis	5%
Homicide	5%
Pellagra	4%
Cancer	4%
Unknown	4%
General paralysis	3%
Other	10%

Finally, the following pages contain detailed information about the public institutions in the United States. Survival rates are given as Male/Female; "Size" denotes the number of inmates; "Exit" is the chance for release. Private institutions are more difficult to research, and only the total number of patients for all private hospitals in each state are given, as well as the number of recognized private asylums. Individual Survival, Cure and Release Rates must be decided by the Keeper. For a good basic rule, the Survival rate should be 86 + 2D6, the Cure Rate 5D20 - 25, the Release Rate 3D10 - 3. A few sample institutions might be as follows. A thousand dollar a month institution might have SR 97%, CR 10%, RR 5%. The 20 buck snake pit would have SR 88% CR 0%, RR 0%. And an excellent two hundred dollar a month institution run by an actual psychoanalyst might have the following statistics SR 91%, CR 63%, RR 15%. And now, before the tables of public institutions, let me leave you with one final thought from Albert Deutsch, author of *The Shame of the States*, who wrote as late as 1949 that "not a single state mental hospital in the United States meets, or ever has met, even the minimum standards set by the [American Psychiatric Association]" 

Name	Location	Open	Size	Survival	Cure	Exit	Notes
Peoria State Hospital Private (11)	Peoria	1902	2,600 400	95/96	28	9	
Indiana							
Central State Hospital	Indianapolis	1848	1,600	96/96	53	4	H
Evansville State Hospital	Evansville	1891	1,100	94/96	4	5	H
Indiana Hospital for Insane Criminals	Michigan City	1912	200	99/NA	14	1	I
Logansport State Hospital	Logansport	1888	1,400	95/98	25	5	
Madison State Hospital	North Madison	1910	1,500	95/96	36	4	
Richmond State Hospital Private (3)	Richmond	1890	1,200 100	95/97	28	4	H
Iowa							
Cherokee State Hospital	Cherokee	1902	1,600	95/97	17	6	
Clarinda State Hospital	Clarinda	1888	1,700	93/95	17	4	
Independence State Hospital	Independence	1873	1,600	95/94	20	4	
Insane Department, Men's Reformatory	Anamosa	(?)	100	98/NA	18	8	I
Mount Pleasant State Hospital Private (4)	Mount Pleasant	1861	1,600 500	95/97	23	5	
Kansas							
Larned State Hospital	Larned	(192?)	800	97/98	9	3	
Osawatomie State Hospital	Osawatomie	1863	1,600	95/97	25	4	
State Asylum for Dangerous Insane	Lansing	(192?)	100	98/NA	3	4	I
Topeka State Hospital Private (7)	Topeka	1879	1,900 100	94/96	21	4	
Kentucky							
Central State Hospital	Lakeland	1873	2,100	95/95	1	6	A
Eastern State Hospital	Lexington	1824	1,600	93/93	8	10	A
Western State Hospital Private (3)	Hopkinsville	?	1,900 100	94/95	0	8	E
Louisiana							
Louisiana Hospital for Insane	Pineville	1906	1,400	96/97	28	7	F
East Louisiana Hospital for Insane Private (1)	Jackson	1847	2,600 300	97/98	19	2	
Maine							
Augusta State Hospital	Augusta	1840	1,300	95/95	24	4	A
Bangor State Hospital Private (2)	Bangor	1901	800 100	93/96	35	8	
Maryland							
Crownsville State Hospital	Waterbury	1910	800	93/92	14	4	F
Eastern Shore State Hospital	Cambridge	1915	300	87/93	36	7	
Springfield State Hospital	Sykesville	1896	2,000	95/97	26	5	
Spring Grove State Hospital Private (9)	Catonsville	1797	1,000 1000	97/96	43	10	
Massachusetts							
Boston Psychopathic Hospital	Boston	(?)	300	97/92	8	86	J
Boston State Hospital	Boston	1839	2,400	91/94	55	7	

A overcrowded

E poor doctor/patient ratio

F poor nurse/patient ratio

H undercrowded

I Criminal institution

J Patients under short time observation only

Name	Location	Open	Size	Survival	Cure	Exit	Notes
Bridgewater State Hospital	State Farm	(192?)	900	98/NA	16	2	
Danvers State Hospital	Hathorne	1878	2,100	92/93	49	8	
Foxborough State Hospital	Foxborough	1914	1,000	93/96	53	5	B
Gardner State Colony	East Gardner	1902	1,200	97/98	43	3	
Grafton State Hospital	North Grafton	1877	1,600	98/98	34	1	
Medfield State Hospital	Harding	1896	1,900	96/97	33	2	
Northampton State Hospital	Northampton	1858	1,600	93/94	39	7	
State Infirmary	Tewksbury	(192?)	800	95/97	26	1	
Taunton State Hospital	Taunton	1854	1,700	93/93	49	8	
Westborough State Hospital	Westborough	1886	1,600	93/94	51	8	
Worcester State Hospital	Worcester	1833	2,600	94/95	59	7	C
Private (13)			500				
Michigan							
Ionia State Hospital	Ionia	1885	700	98/99	25	1	A
Kalamazoo State Hospital	Kalamazoo	1859	2,900	93/95	33	5	A
Newberry State Hospital	Newberry	1895	1,300	96/97	33	4	
Pontiac State Hospital	Pontiac	1878	1,900	95/96	29	5	A
State Psychopathic Hospital	Ann Arbor	(?)	100	93/91	31	92	J
Traverse City State Hospital	Traverse City	1885	2,300	94/95	33	3	
Private (4)			500				
Minnesota							
Anoka State Asylum	Anoka	1900	1,100	95/98	4	1	
Fergus Falls State Hospital	Fergus Falls	1890	1,900	96/97	33	6	K
Hastings State Asylum	Hastings	1900	1,000	97/NA	5	1	
Rochester State Hospital	Rochester	1878	1,700	93/95	24	7	
St. Peter State Hospital	St. Peter	1866	2,100	94/93	34	4	
Willmar State Asylum	Willmar	1917	900	98/98	0	1	E
Private (6)			100				
Mississippi							
East Mississippi Insane Hospital	Meridian	1885	800	95/97	18	19	
Mississippi State Insane Hospital	Fondren	1851	3,000	93/94	18	9	
Missouri							
State Hospital No.1	Fulton	1849	1,500	95/96	16	6	
State Hospital No.2	St. Joseph	1874	2,200	94/93	10	4	
State Hospital No.3	Nevada	1887	1,600	92/93	12	6	
State Hospital No.4	Farmington	1903	1,000	93/97	22	8	
Private (12)			700				
Montana							
State Hospital	Warm Springs	(192?)	1,500	94/95	12	8	
Nebraska							
Hastings State Hospital	Ingleside	1888	1,800	95/95	41	8	
Lincoln State Hospital	Lincoln	1870	1,200	93/95	32	8	C, H
Norfolk State Hospital	Norfolk	(192?)	1,000	95/97	27	2	H
Private (1)			100				

A overcrowded

B good doctor/patient ratio

C good nurse/patient ratio

E poor doctor/patient ratio

J Patients under short time observation only

K worst doctor/patient ratio; only one doctor on the entire staff



Call Of Cthulhu

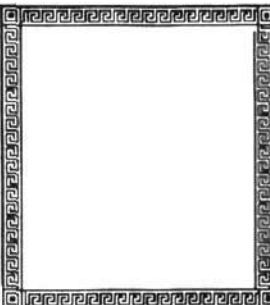
Name _____
 Occupation _____
 Residence _____
 Nationality _____ Age _____ Sex _____

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 Schools/Degrees _____
 Religion _____
 Adjusted Damage _____ Temp POW _____

Sanity Points

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	

(20% of current SAN: _____)



Magic Points

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Hit Points

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

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| <input type="checkbox"/> Ambush* (10) | <input type="checkbox"/> Forensics* (00) | <input type="checkbox"/> Physician* (00) |
| <input type="checkbox"/> Animal Lore* (00) | <input type="checkbox"/> Forgery* (05) | <input type="checkbox"/> Physics (00) |
| <input type="checkbox"/> Anthropology (00) | <input type="checkbox"/> Fortune Telling* (00) | <input type="checkbox"/> Pickpocket (00) |
| <input type="checkbox"/> Appraise* (05) | <input type="checkbox"/> Geology (00) | <input type="checkbox"/> Pilot* _____ (00) |
| <input type="checkbox"/> Archaeology (00) | <input type="checkbox"/> Hide (10) | <input type="checkbox"/> Plant Lore* (00) |
| <input type="checkbox"/> Architecture* (00) | <input type="checkbox"/> History (20) | <input type="checkbox"/> Psychoanalysis (00) |
| <input type="checkbox"/> Art (05) | <input type="checkbox"/> Hypnotize* (00) | <input type="checkbox"/> Psychology (05) |
| <input type="checkbox"/> Astrology* (02) | <input type="checkbox"/> Impersonation* (05) | <input type="checkbox"/> Publishing/Writing* (00) |
| <input type="checkbox"/> Astronomy (00) | <input type="checkbox"/> Intimidate* (POW + 2) | <input type="checkbox"/> Ride (05) |
| <input type="checkbox"/> Bargain (05) | <input type="checkbox"/> Jump (25) | <input type="checkbox"/> Romance* (10) |
| <input type="checkbox"/> Botany (00) | <input type="checkbox"/> Law (05) | <input type="checkbox"/> Rope* (05) |
| <input type="checkbox"/> Cartography* (00) | <input type="checkbox"/> Library Use (25) | <input type="checkbox"/> Scent* (05) |
| <input type="checkbox"/> Chemistry (00) | <input type="checkbox"/> Linguist (00) | <input type="checkbox"/> Scrounging* (05) |
| <input type="checkbox"/> Climb (40) | <input type="checkbox"/> Listen (25) | <input type="checkbox"/> Set/Disarm Traps* (10) |
| <input type="checkbox"/> Contacts* (_____) (00) | <input type="checkbox"/> Locksmith (05) | <input type="checkbox"/> Sneak (10) |
| <input type="checkbox"/> Contacts* (_____) (00) | <input type="checkbox"/> Look Sincere* (05) | <input type="checkbox"/> Spot Hidden (25) |
| <input type="checkbox"/> Credit Rating (15) | <input type="checkbox"/> Mechanical Systems* (00) | <input type="checkbox"/> Surgeon* (00) |
| <input type="checkbox"/> Cryptography/Codes* (01) | <input type="checkbox"/> Mechanical Repair (20) | <input type="checkbox"/> Surveillance (05) |
| <input type="checkbox"/> Cthulhu Mythos (00) | <input type="checkbox"/> Natural History (10) | <input type="checkbox"/> Swim (25) |
| <input type="checkbox"/> Diagnose Disease (05) | <input type="checkbox"/> Navigate (10) | <input type="checkbox"/> Throw (25) |
| <input type="checkbox"/> Diagnose Poison* (05) | <input type="checkbox"/> Occult (05) | <input type="checkbox"/> Track (10) |
| <input type="checkbox"/> Disguise* (10) | <input type="checkbox"/> Operate Heavy Machinery (00) | <input type="checkbox"/> Treat Disease (05) |
| <input type="checkbox"/> Dodge (DEX x2) | <input type="checkbox"/> Other Language (_____) (00) | <input type="checkbox"/> Treat Poison (05) |
| <input type="checkbox"/> Drive Automobile (20) | <input type="checkbox"/> Other Language (_____) (00) | <input type="checkbox"/> Zen* (_____) (00) |
| <input type="checkbox"/> Electrical Systems* (00) | <input type="checkbox"/> Other Language (_____) (00) | <input type="checkbox"/> Zoology (00) |
| <input type="checkbox"/> Electrical Repair (10) | <input type="checkbox"/> Own Language | <input type="checkbox"/> _____ () |
| <input type="checkbox"/> Entertain* (_____) (00) | <input type="checkbox"/> Persuade (15) | <input type="checkbox"/> _____ () |
| <input type="checkbox"/> Fast Talk (05) | <input type="checkbox"/> Pharmacy (00) | <input type="checkbox"/> _____ () |

WEAPON	ATTR%	IMPALE	DAMAGE	S/R	HIT PTS	JAMS	AMMO
<input type="checkbox"/>							
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- Weapon Skills
- Bow Attack (25)
 - Club (25)
 - Fencing (20)
 - Fist/Punch (50)
 - Grapple (25)
 - Handgun Attack (20)
 - Kick (25)
 - Knife (25)
 - Machinegun Attack (15)
 - Martial Arts* (00)
 - Rifle Attack (10)
 - Shotgun Attack (30)
 -

*New or Revised Skill

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For Call of Cthulhu SK, in The Unspeakable Oath issue 6

Name	Location	Open	Size	Survival	Cure	Exit	Notes
Nevada							
Hospital for Mental Diseases	Reno	1882	200	97/95	51	6	B, H
New Hampshire							
State Hospital	Concord	1842	1,800	93/95	52	6	
New Jersey							
New Jersey State Hospital	Greystone Park	1876	4,000	94/95	55	7	
New Jersey State Hospital Private (5)	Trenton	1846	2,700 200	93/93	55	10	B
New Mexico							
Insane Asylum	Las Vegas	1891	700	95/93	27	6	H
New York							
Binghamton State Hospital	Binghamton	1881	2,900	96/95	21	4	A
Brooklyn State Hospital	Brooklyn	1895	3,700	81/81	46	8	A
Buffalo State Hospital	Buffalo	1880	2,400	93/94	31	5	A
Central Islip State Hospital	Central Islip	1889	6,800	95/96	26	6	A
Dannemora State Hospital	Dannemora	1900	700	98/NA	39	3	B
Gowanda State Homeopathic Hospital	Helmuth	1898	1,400	96/97	40	7	
Harlem Valley State Hospital	Wingdale (192?)		1,400	97/98	33	2	A
Hudson River State Hospital	Poughkeepsie	1871	4,400	94/95	34	4	A
Kings Park State Hospital	Kings Park	1896	5,700	96/97	37	5	A
Manhattan State Hospital	Wards Island	1896	7,400	92/93	26	6	A
Matteawan State Hospital	Beacon	1859	1,100	97/98	39	3	B
Middletown State Homeopathic Hospital	Middletown	1874	3,100	96/97	32	3	
Rochester State Hospital	Rochester	1857	2,100	94/94	53	4	
St. Lawrence State Hospital	Ogdensburg	1890	2,500	95/96	35	3	
Utica State Hospital	Utica	1843	2,900	93/95	53	5	B
Willard State Hospital Private (30)	Willard	1869	2,700 1500	94/94	32	4	
North Carolina							
Raleigh State Hospital	Raleigh	1856	1,900	95/96	33	2	H
State Hospital	Goldsboro	1880	1,800	91/95	4	5	D, E, F, L
State Hospital	Morganton	1883	2,200	97/96	34	7	H
State Hospital for Dangerous Insane Private (3)	Raleigh	(?)	93/95 200	0	10	1	
North Dakota							
Hospital for Insane	Jamestown	1885	1,600	96/96	22	6	
Ohio							
Athens State Hospital	Athens	1874	1,400	95/96	0	7	
Cleveland State Hospital	Cleveland	1855	2,500	93/95	8	5	
Columbus State Hospital	Columbus	1838	2,600	93/95	18	7	
Dayton State Hospital	Dayton	1855	1,400	92/92	23	8	
Lima State Hospital	Lima	1915	1,000	98/98	12	1	
Longview State Hospital	Cincinnati	1861	2,300	92/95	17	4	

A overcrowded
 B good doctor/patient ratio
 D spends about \$30 a year on food per patient—
 one third the national average

E poor doctor/patient ratio
 F poor nurse/patient ratio
 H undercrowded
 L colored patients only

Name	Location	Open	Size	Survival	Cure	Exit	Notes
Massillon State Hospital	Massillon	1898	3,100	92/95	0	7	
Toledo State Hospital	Toledo	1888	2,300	93/95	8	9	F
Private (12)			400				
Oklahoma							
Central Oklahoma State Hospital	Norman	1895	1,900	91/94	26	9	
Eastern Oklahoma Hospital	Vinita	1913	1,600	95/96	12	9	F
Western Oklahoma Hospital	Supply	1908	900	96/95	23	7	
Private (1)			100				
Oregon							
Eastern Oregon State Hospital	Pendleton	1913	1,000	94/96	13	2	F
Oregon State Hospital	Salem	1883	2,200	93/93	13	10	
Private (2)			300				
Pennsylvania							
Homeopathic State Hospital	Allentown	1912	1,700	92/94	47	9	
State Hospital for the Insane	Danville	1872	1,900	95/95	45	6	
Dixmont Hospital	Dixmont	(192?)	1,100	95/95	31	4	
State Hospital for the Criminal Insane	Waymart	1907	700	97/NA	34	2	C, I, N
Harrisburg State Hospital	Harrisburg	1851	1,600	93/97	35	4	
State Hospital for the Insane	Norristown	1880	3,100	95/96	35	3	
Western State Hospital for the Insane	Torrance	1919	600	98/NA	36	10	
Warren State Hospital	Warren	1880	1,800	93/95	38	5	
State Asylum for Chronic Insane	Wernersville	1893	1,100	97/97	17	2	
Private (16)			800				
Rhode Island							
State Hospital for Mental Diseases	Howard	1870	2,300	92/95	38	9	
Private (1)			200				
South Carolina							
State Hospital	Columbia	1827	3,200	92/95	41	12	
Private (1)			100				
South Dakota							
Yankton State Hospital	Yankton	1879	1,400	95/97	13	6	F
Federal Asylum for Insane Indians	Canton	1902	100	95/94	17	3	B
Tennessee							
Central State Hospital	Nashville	1852	1,300	95/97	25	10	
Eastern State Hospital	Bearden	1886	1,300	95/92	32	13	
Western State Hospital	Bolivar	1889	1,000	97/97	22	12	
Private (4)			100				
Texas							
State Lunatic Asylum	Austin	1857	2,100	96/97	23	3	E
East Texas Hospital for the Insane	Rusk	1919	1,400	93/96	43	5	
Southwestern Insane Asylum	San Antonio	1891	2,300	95/97	16	5	E
North Texas Hospital for the Insane	Terrell	1885	2,100	96/97	17	5	E
Northwest Texas Insane Asylum	Wichita Falls	1922	1,300	91/93	51	8	C
Private (5)			200				

B good doctor/patient ratio
 C good nurse/patient ratio
 E poor doctor/patient ratio
 F poor nurse/patient ratio

I Criminal institution
 N renamed Farview State Hospital, retaining its criminal patients and adding regular patients to relieve overcrowding

E

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E

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111 92

JESPER MYRFORS

difficult to come by (financially, physically, and ethically).

An illustration of this point would be the Contact Y'golnag spell from one Keeper's campaign. Anyone wishing to cast this spell must have an onyx hatchet, a piece of human fat (fashioned into a rough likeness of Y'Golnag), a blood sacrifice of a sentient being, and a vial of pus from an infected wound.

Sounds terribly grisly and nasty—which is the way it should be. The ultimate barrier an investigator and player should face is the moral and ethical decision of whether or not to get the necessary components for a particular spell (and once gotten, should they attempt such a hideous deed?).

Remember, too, when creating your spell components to make them logical. If you were going to summon a Sand Dweller, you probably wouldn't need salt water as a component. Similarly, when casting Command Animal (Bird), a feather from the bird species to be commanded would be a good idea. Take your time and think through the spells used in your campaign. Components can be broken down into three broad categories.

Simple. Components under this heading would be things such as salt, dirt, common flowers, water, holly berries, or pine needles. Generally, anything which is easy to find, inexpensive (or free) and causes no moral or ethical questions.

Average. These components can be things like a powdered piece of quartz, an icicle shaped into a dagger, blood from a certain type of animal, a warm animal heart, or a freshly deceased body. Components in this category should be more difficult to find, cost more, or create some questions of right and wrong with the investigators.

Difficult. Examples of these components would include a rock from Aldeberan, a human sacrifice, eye fluid from some otherworldly creature, or a baby's scalp. These components should be extremely hard to find, and should be a serious ethical and moral barrier against investigators using spells requiring such components.

Besides such components, others such as verbal recitations and gestures should also be considered.

The point of having these is not simply to shock or dismay, but to add color to the game, to prevent investigators from casting malignant spells, and to make magic in the game sinister, frightening, and alien—something to be avoided at all costs.

DURATION

Casting times are the next thing to consider. Some spells list necessary times for casting, so check the description carefully. For those which do not list casting time, read over the spell and judge for yourself. Some spells can be cast in a few seconds, others take days to do correctly. Assign times based on die rolls if you wish or on personal statistics (such as 20-POW minutes).

It is also important to note in the spell description any specific places a spell may be cast. You can't just Call Shub-Niggurath anywhere you please. Particular spells have definite places in which they must be performed. Be sure to check on this. And if it doesn't say, you're free to use your brain and assign a place all your own.

USE

Using spells in CoC with the above considerations will make magic more of a mystery. It adds a lot to play: investigators following some suspicious people around collecting odd things may realize that they are assembling components for some dreadful spell.

But what about investigators casting spells? There aren't many they should cast. Likely candidates are those that aren't Mythos-related, such as Command Animal. Shamanistic and Cultural magic is something very different, but usually requires the caster to have the appropriate spiritual or cultural faith to use the spell.

To keep a rein on investigators who want to use magic, and to give magic itself more depth, the table at right shows how the spending of Magic Points on spells (or the loss of them to other forces) affects the investigator (or any NPC). This makes it possible for players to not know just how many MP's they're spending—instead they feel the power slipping away.

INVESTIGATOR MAGIC POINTS

<u>MP's left</u>	<u>Effect</u>
100-50%	No physical or mental effect; investigator can function at normal levels
49-33%	Investigator requires aid in walking; will be mentally/emotionally fatigued; may be physically sick
32-1%	Investigator has no physical strength; "weak as a kitten"; 24-36 hours of bed rest is required; may suffer severe mental/emotional harm (Keeper's option)
0%	Investigator falls completely unconscious for 1D6 hours; up to 96 hours of bed rest required; the Keeper should determine long-term repercussions.

NEW SPELLS

During the course of the game, there will be times when you'll want to create your own spells. Perhaps some of your players are familiar with the spells in the rulebook, and you want to give them a little surprise. No problem. Just remember this simple rule—make the spell sensible!

In other words, look at your creature and think about its habits, beliefs and motivations. A Ghast wouldn't have a Sphere of Light spell; neither would a Wave of Oblivion be used by Moonbeasts on the dark side of the moon. The more thought-you put your spells, the more horrifying they will be when cast upon the hapless investigators.

The following are two examples.

Control Tissue: Costs 12 magic points, 2D6+2 sanity; 60-INT minutes to cast. Components include a paste made from pulped slugs, water, two handfuls of dirt, and 1 ounce of mucus; a bone crucible; salt; a small piece of flesh; a small piece of muscle tissue; enough human veins tied together to make a necklace.

Control Tissue is a spell used primarily by the Fungi from Yuggoth (Mi-Go), although the Moonbeasts have been known to use something similar. The spell allows the caster to shape, mold and re-form tissue, like a potter working with clay. Obviously the Mi-Go use it for surgical purposes, but the Moonbeasts (and others) are known to use it for horrible tortures.

The necklace of veins is worn by the caster when the spell is begun. The paste is inside the crucible, and to this the caster adds the salt, flesh and muscle tissue, while reciting the correct phrases. The paste is then smeared onto the area to be made malleable. Using hands or utensils, that area may be shaped into whatever the caster can form.

Victims who are awake during this process suffer an automatic loss of 6 Sanity points, plus a loss of 1D4 Sanity for every 10 minutes of shaping after that. Victims are in fierce pain if not anesthetized; many die mad.

The spell takes almost three-quarters of an hour to cast, and the paste will last for 1 hour after creation, when it solidifies.

Create Parasite of Y'golnag: Costs 2 Magic Points per parasite, 1D10 Sanity; 20 minutes to cast. Components include a piece of human fat for every Parasite to be created; 1 pint of blood from a sentient being; a small leather pouch that contains lice, ticks, and leeches; an iron hammer, dipped in blood; a piece of human brain to feed each Parasite.

This is a powerful spell that creates a thick, quivering spider-like glob with eight legs. The body, like the body of the Great Old One they infest, is a bloated, nauseating thing, complete with a vicious mouth on its underside. They scuttle about like spiders and attack by leaping upon the victim and biting him. Having bitten, the Parasite wraps its legs tightly around whatever it has hold of and continues to gnaw and bite. Wounds inflicted by a Parasite can never be healed or closed (see Y'golnag, CoC5 p. 125). Spell casters use them as assassins and guards.

The caster squashes the lice, ticks and leeches in the pouch with the hammer. The blood is poured over the pieces of fat and the recitations are made. The caster then smears the goo from the pouch over each piece of fat, and the Parasites begin to form. Once formed, the caster must feed them a piece of brain while giving them an instruction. Parasites of Y'golnag can follow only one command at a time. After completing their task, they dissolve into a puddle of sticky, yellowish goo.

Parasite of Y'golnag

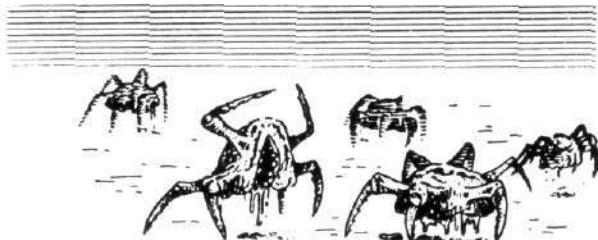
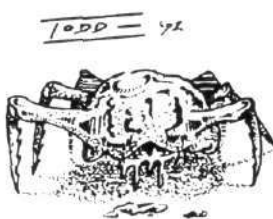
Characteristic	Average
STR 1D6	3-4
CON 1D6	3-4
SIZ 3	3
INT 2	2
POW 2	2
DEX 3D6	10-11
Hit Points	6
Move: 6	

Weapon	Atk%	Damage
Bite	45%	1D4+2, upon successful bite attack, Parasite wraps its legs around and clings, doing 1D4 points of damage per round until removed with a successful STRx2 or less roll on percentile.

Armor: None

Spells: None

SAN: It costs 1D6 SAN to see a Parasite if the SAN roll fails. A successful roll indicates no loss.



J. TODD KINGREX

INVESTIGATORS AND SPELLS

When a player expresses interest in having his or her investigator cast a certain spell, ask that person to create the ritual for the spell. If they know what the components are, have them write up the procedure for using the components, any recitations, gestures and other requirements they feel are appropriate.

Then review their description. If things don't seem to work, correct the problems with the players. If the ritual is acceptable and adds flavor to the game, then you've got a detailed description for future reference. If the investigators observe a cultist performing a strange ritual, they may well recognize it as a result!

STUDY TIME

In each issue of TUO (well, except this one) "Mysterious Manuscripts" presents new and intriguing Mythos tomes for your campaign. Each tome includes a figure representing how many hours are required to study that tome and enjoy (?) its effects.

The system provided in CoC5 is random and arbitrary; it is one place where the simplicity of the game is harmful. This system, while a little involved, should nevertheless at the least be fair to players and Keepers alike.

- First, determine when the book was written, or translated. For existing Mythos books, that number is given on pages 58-59 of CoC5.
- Take that figure, compare it to the present year of the campaign, and figure how old the book is.
- If the book was written on or after 1000AD, divide its age by 100.
If the book was written between 1AD and 1000AD, divide their age by 500, and then add 10 to the result.
If the book was written before 1AD (i.e. during the BC calendar) divide its age by 1000, and then add 15 to the result.
- The final number you get in the previous step is the Age Code.
- Add the age code of the book to the number of Mythos points it grants.
- Add this number to the maximum Sanity loss the book can cause.
- Multiply this number by the Spell Multiplier.
- The result is the number of hours the book takes to study.

In other words, the formula for determining the number of hours is: (Age Code of manuscript + Mythos Points + Maximum Sanity Loss) x Spell Multiplier.

For example, *De Vermis Mysteriis* was written in 1542. It grants 12 points of Cthulhu Mythos, has a maximum Sanity loss of 12 points, and a Spell Multiplier of x2. If our campaign is set in 1927, the book is 385 years old. Since it was written after 1000AD, the Age Code is $(385/100)=3.85$. According to our formula, we add the components together $(3.85 \text{ Age Code} + 12 \text{ Mythos Points} + 12 \text{ Sanity Points})=27.85$ which is multiplied by the Spell Multiplier of x2, resulting in 55.7 hours of study.

STUDYING TOMES

Accompanying this, some notes on the study of Mythos tomes are needed. Each day of play, the investigator decides how many hours of study he will spend on the book. He then attempts at Library Use roll and, if the book is not in his native language, an appropriate Other Language roll.

An investigator who fails either Library Use or Other Languages (if needed) gains nothing from the day's study. If the investigator is on the road, is not using a library, etc., no Library Use roll is needed.

If both of these rolls succeed, the hours spent are then multiplied by whichever of the following is appropriate:

at a large university or city library (such as New York, Chicago, British Museum, etc.)	x1
at a medium-sized university or city library (such as Seattle, Memphis, or Albany)	x.5
at a small university, town or private library	x.1
at no university, town, or library (on the road)	x.05

So if Arthur Hale plans to spend five hours studying *De Vermis Mysteriis* at New York University (x1), and succeeds at both his Library Use and his Other Languages (Latin) rolls, he then marks off five hours from the time remaining for study. If he then sails on a ten day cruise, studying on his own for five hours a day (total: 50 hours), he marks off $(50 \times .05)=2.5$ hours from the time remaining.

The Keeper should take the above multipliers as guidelines. Even though Miskatonic University at Arkham has a small library, those with access to the special collection could take the full x1 multiplier.

Five hours a day is about as long as an investigator can expect to spend doing useful work on studying a Mythos tome. Those who insist can add a POWx5 roll for one additional hour spent studying, a POWx4 if two additional hours are spent studying, a POWx3 roll if three additional hours are spent studying, etc. This roll is made with the Library Use and Other Language rolls, and if failed it likewise negates the day's work.

This system gives those investigators who spend time in the adventure studying rather than investigating more to do. On a given game day, when the more active investigators are plotting their raids and slick ruses, the studious ones can consider what academic resources are nearby, and arrange to travel there for the day. They know how long they need to stay there, and when they will return. The study multipliers provide incentive to get to a place with good resources, so as to make better use of one's time. Of course, the Keeper can take the opportunity to have the researcher tailed, assaulted, or whatever sounds good.

All of the preceding should help make the game system a little more rational, while giving the game itself more flavor. 



Mythos Mail Order



TUO5

(Spring, 1992) Eighty pages of the liveliest awfulness that you'll find at your favorite hobby shop. In this issue, a brigade of the *Oath's* British readers present a guide for CoC gaming in England. More than you ever wanted to know about the land of warm beer, ranging from ley lines to obscure and weird folklore to the sinister and disturbing Ottery Tar Barrels. And, two scenarios, "The Beast in the Abbey" by Kevin A. Ross and "The Lambton Worm" by Steve Hatherley take investigators to—where else?—England for confrontations of two very different types with two very different opponents. \$4

CREATURES & CULTISTS

(August, 1992) You laughed, you cried, it became a part of you. But why the heck did we have to fold the cards in half in the middle of TUO4? Why? To make you buy this version, of course. It's our famous, fast and funny card game with new cards, revised rules, and more fun than ever. Plus, the cards aren't folded in half! Doesn't Ford work this way? If you haven't seen it, C&C lets each player become a sinister cult bent on world domination. Your ranks of thugs and wizards go toe-to-toe with your opponents, all for the greater glory of whoever you worship. A "laff riot" and more besides. \$4

CTHULHU T-SHIRT

(August, 1992) It's cool! It's new! It fits you! *Oath* cover artist Blair Reynolds came up with this truly unique design. It depicts a horrific combat between a mob of bloated cultists and a few valiant investigators, set before an Aztec temple. Bullets smash through skulls, body parts fly into the air, and over it all hangs a sinister symbol of dark portent. Big, detailed drawing sure to offend folks and make some viewers ask "is that a rock group?" Printed on a 100% heavy white t-shirt, available in L and XL only. \$10

COURTING MADNESS

(August, 1992) Missing some stuff? Don't fret—grab this instead. *Courting Madness* reprints selected material from the first three issues of the *Oath*. Included are all the new monsters and gods, some Tales of Terror, and three scenarios including the infamous "Grace Under Pressure" which, of course, comes with the set of fold-out 11"x17" mapsheets and the cardstock cut-out figures. All of this and more is wrapped up behind a stunning Blair Reynolds cover, gruesome artwork that was censored from Chaosium's *The Stars Are Right!* \$6

KILLER CROSSHAIRS

(September, 1992) A hit location system usable with almost any game system, including Cthulhu! Includes a transparent crosshair you position over one of the target silhouettes provided, then roll the dice. Want to make a head shot? Sight the crosshairs on the old noggin and roll as usual—right away, you find out if you hit what you wanted and—if you didn't—exactly where you *did* hit. The perfect gamer gimmick! Fun to use, resolves "you can't shoot me there" arguments for good, and when you take it out people say "cool!" \$5

Figure up what you want, write it down (don't forget t-shirt size!) with your name and address and add postage: \$5 for US orders; 30% of total for overseas ground rate, 80% of total for overseas air rate. Send your order with a check or money order to Chaosium, Inc.: 950-A 56th St., Oakland, CA 94608. Or use your MasterCard or Visa and call: (510) 547-7681. We may have a very few remaining copies of TUO1 (\$3), TUO4 (\$4), **Stark Raving Mad!** (\$3.50), the original t-shirt (\$10) and the *Tales of Terror* short scenario compilation (\$5.50). Call or write to ask, but don't send payment unless you're sure.

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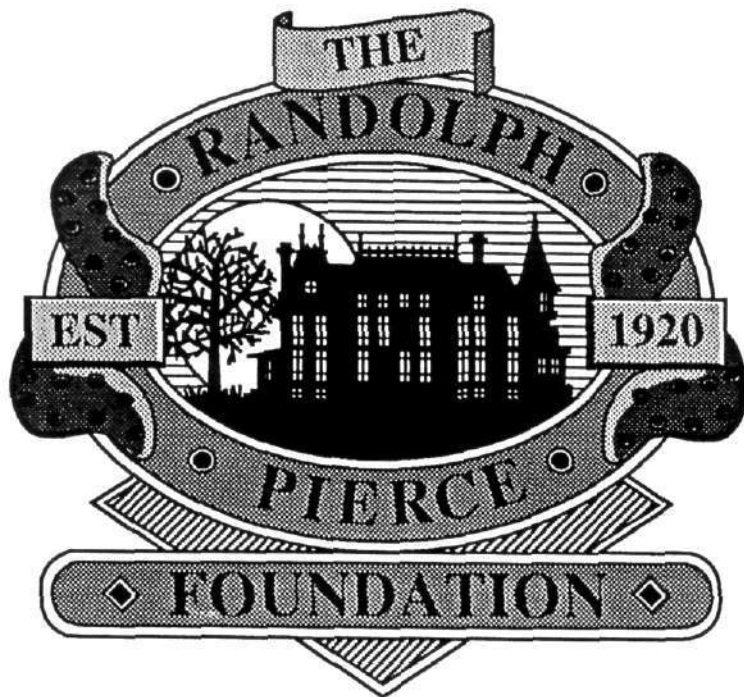
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THOMAS HART

Now that your players have gotten their new investigators ready with CoC5½, it's time to take them out for a spin in their first adventure. But when a novice investigative team sets off into the world of Lovecraft, where can they go for a little "veteran" advice? Who's on the side of the good guys in Mythos territory? There's Miskatonic, but even with an investigator who's a professor at M.U. or a strong contact for the group, the University's resources are limited to outsiders. So, for the most part, investigators are left on their own trying to build a home-base from which to start. Usually during this time the mortality rate is quite high. Another problem is that there is not really a "beginning" scenario for CoC that gives new investigators a chance to learn and grow—and worse yet, there is no structured organization within the realm of CoC to assist a team through a campaign. This is where The Randolph Pierce Foundation comes in.

The Randolph Pierce Foundation is an organization that can assist Keepers (new and experienced) and player characters in their pursuit of Cthulhoid menaces. It is an established group of veteran investigators with resources and contacts that a Keeper can easily utilize in game play. Not only will the Foundation help to get the investigators "up to speed" but it will also add continuity and structure—and without these two elements campaigns grow tiresome and repetitive.

Utilizing an organization like the Foundation in your investigations adds a sense of progression to game play. It assists in linking the different scenarios your team experiences and creates an ongoing campaign. This will provide your group with a sense of perspective, and after a period of time, will help define the resources that your team may use. Consequently this opens up new options in your investigative procedures.

The Foundation furnishes a place in which to perform and assist with research, healing, weapons, support, transportation, contacts and housing. Your investigators will live longer, experience more, and be able to expedite their actions when working on a case. Of course, incautious or reckless investigators will still meet an appropriate fate—but perhaps they won't drag their hapless associates down with them.

BACKGROUND

Origin. The Randolph Pierce Foundation came into being around 1917, but was not officially founded until 1920. Randolph Pierce, the organization's founder and namesake, headed up a team of mercenary forces working with the British in Egypt against the Ottomans in March of 1917. Over the course of the next few years, and the end of the great war, Randolph devoted most of his efforts to investigating the unusual for various people and organizations. This included retrieving artifacts, books and sometimes individuals. It is speculated that his contacts span from the White House and Parliament to merchant traders and the American underworld. His travels across the globe have put him in touch with many unique professionals and experts from a variety of fields.

By 1919 Randolph Pierce had amassed most of his wealth and assembled a close team of professional investigators. In early February of 1920 The Randolph Pierce Foundation, as it is now known, was officially formed in Arkham, Massachusetts. Arkham was chosen for the quiet cover it provides and its proximity to a number of valuable research institutions—such as

Miskatonic University.

The Foundation itself is an independent organization working for individuals and other organizations on a per-hire basis. One of the Foundation's primary clients is Miskatonic. The two institutions work hand-in-hand at times. Miskatonic trades its resources and information in return for books and relics recovered and mysteries solved.

The Foundation functions more efficiently than M.U. or government agencies because its individuals are neither purely academic nor constrained wholly by legal and bureaucratic walls (by their own choice, rather than by an authority's sanction). The members are problem solvers who deal with the supernatural and the unknown. As their charter states, "The Randolph Pierce Foundation is a research institute concentrating in the investigations of the occult and parapsychological happenings."

BENEFITS

What does an investigator get when he/she becomes a member or an associate?

- ⊕ A base of operations. A place to foster support for the team and help better organize and plan the path of investigations.
- ⊕ Direct access to Miskatonic and much of its facilities and faculty. The Foundation employs a full-time staff researcher at Miskatonic. Her name is Kayla Spires, and she works closely with the school's library and collections. A contact with Kayla will open up many doors at the University, as well as help with research. In addition to Kayla, several other Foundation members are very well known at M.U. and can assist with faculty matters.
- ⊕ Add 20% to Library Use when doing research in the library at Miskatonic. In addition to the help that Kayla will give a member or associate, you will now have better access to materials, files, special collections and staff.
- ⊕ Access to The Randolph Pierce library and collections, but be warned some of it is restricted for veteran members only. A considerable number of items in both the collections and library are on permanent loan from Miskatonic. It's rumored that Randolph has a separate personal library that only he, and a few founding members know about.
- ⊕ Housing when in Arkham and in other cities where members are located. The Foundation owns several buildings (a mansion and two houses) in Arkham; the houses serve as lodging for clients and associates while members usually reside in the mansion. In other cities, such as Chicago and Boston, the RPF has members working there. If a team needs a place to stay in those cities there is always a warm bed and a hot meal waiting (provided the number of investigators is not inordinately large, and please don't just drop in—phone first).
- ⊕ Contacts in other cities. As mentioned above, the RPF has members or agents working in other cities. Their professions range from gangsters and professors to shamans, doctors and detectives. These members can help create a network that will assist a team by laying the groundwork for an investigation—doing preliminary research, making hotel reservations, arranging transportation and anything else the keeper may need to help get the investigators rolling in the right direction. It's very important, when running a campaign, for the team to be able to link up a network of some sort—a way to set up a flow of information and resources. By utilizing the Foundation's contacts a team has better access to information. The menaces in CoC can very rarely be handled solitaire, and in the grand scale of a campaign, support is needed all along the way. These contacts are for the Keeper to create; a couple are presented later in this article, but by and large you should create them as needed. There are no more than a dozen who have worked with the Foundation in the past, but there are numerous other contacts Pierce has in a variety of areas who would be invaluable—as long as they aren't told too much.
- ⊕ Access to experience, knowledge, and guidance (when needed) from the Foundation's members. The members and associates encompass a variety of professions. For instance, the Foundation can provide a doctor that will patch up a bullet wound or unexplainable injuries with no questions asked. Other assistance could encompass most academic areas, such as consulting authorities in chemical analysis, archeology, or foreign languages. The Foundation maintains a sort of referral service, putting members in touch with specialists, whom the Foundation pays a retainer to when engaged for a job. Finally, the more senior members are, naturally, well-versed in both Occult and Mythos subjects, including arcane magics. At the same time, they are correspondingly aware of the dangers such knowledge can present, and always respond with caution and reserve. Provide the investigators with help from these sources when they really need it—not necessarily when they ask for it.
- ⊕ Resources. The Foundation is able to provide funding for expeditions, as well as to help organize and locate needed equipment and people. There are also a number of weapons and vehicles that the team may use when in the field.
- ⊕ Accelerating skill points. If an investigator wants to increase their skill points in a given area, they can do this by obtaining some one-on-one training with one of the RPF members, provided a member is willing to take on a student.



of their new location, continuing in their pursuit to eradicate the horrors that threaten humanity.

Gabriel Slade. Professor of Archaeology and Psychology, in his early thirties. Gabriel is Randolph's closest friend and acts as his liaison to Miskatonic and other groups. In addition he usually leads or advises expeditions in the field acting as Randolph's voice for the Foundation. Gabe is athletic, but by no means a brute. He is a proficient all-round investigator. At times he may be a bit too trusting for Randolph's taste but that's where their personalities differ. Gabe is a good fighter and a decent shot with most weapons. He is extremely resourceful in the field and has managed to survive seemingly impossible situations. During the expedition to retrieve the "Mandate of Ammut" he was severely wounded but still managed to survive. The experience left him with three prominent scars down his left cheek.

Gabe has written several textbooks pertaining to Archaeology and the Occult; he also lectures at different area universities when time permits. Gabe shares the knowledge of the *Medici Manuscript* and would never betray Randolph or the Foundation's trust.

Karl Holtz. He is a stout, good-natured German in his late forties who is a very prominent and extremely well-known occultist. He has written numerous famous books on the subject. Several of Karl's theories relating humanity's existence to occult forces have caused quite a stir in the academic community, but no one has questioned his validity as a scholar. In occult and academic circles he is well-respected; even mundane professors and those who do not believe in the occult or think that it's all simply rubbish still recognize Karl as a very intelligent and knowledgeable individual.

Karl met Randolph during one of the British Museums' expeditions in central Europe. Karl assisted Randolph in obtaining some finds for the Museum. Currently he acts as Randolph's, and the Foundation's, advisor and expert in matters of the occult. In addition Karl teaches classes part-time at Miskatonic. He too shares the knowledge of the *Medici Manuscript* and has helped Randolph adapt the book's information to meet the Foundation's needs.

While Karl and Randolph's father, Thadeus were both contemporaries the men never met. Karl holds Thadeus' work in the highest regard and regrets that they never had the chance to work together.

Dr. Logan Fox. He is a brilliant young Surgeon/Chemist who specializes on-call in the Arkham area. He spends a few weeks of every year working in Boston at the hospital there. Logan appears serious but he has a dry and unexpected sense of humor. He is half Algonquin and is very proud of his heritage.

Logan is a new addition to the Foundation. Prior to his joining the RPF, Dr. Fox did much of Randolph and his team's chemical analysis. Through his help and service he was invited to join the Foundation, which he did. Logan has yet to learn all the secrets of the RPF, but his enthusiasm and abilities as a surgeon and chemist are a useful addition to the team. He works well under pressure and has performed medical miracles for the organization both in the field and in the OR.

ASSOCIATE MEMBERS

Sam Club. The Foundation's Boston agent. Sam is a private investigator, a no-nonsense P.I. who hates to waste time or his breath. Ironically he is an avid baseball fan. He is a long-time friend of Randolph's from his days in Boston. Sam will offer assistance to any of the Foundation's people in their endeavors. He will even do preliminary investigations if given time and information. Sam is proficient with a wide variety of weapons, he has many street and police contacts and is duly suspicious of people and the world around him—the idle rich in particular. Sam thinks they're all up to something.

Vinnie Fusco. The black sheep of the Foundation. Vinnie is a mobster, but not overtly evil. He is close friends with Gabriel. The two men met while Gabe was lecturing in Chicago. Vinnie owns a restaurant which is a front for his speakeasy, "The Chatterbox." He also runs a shipping company and owns a section of the Chicago docks.

Vinnie is young, in his mid twenties and extremely intelligent, but not formally educated (Vinnie's actual age is thirty-six, but due to a healing agent used after one of the RPF's adventures his physical age dropped by ten years) He is not belligerent, unless pressed. He does not go looking for trouble, but will kill in a heartbeat if the situation warrants and he *always* kills whatever he shoots (Old Ones and Outer Gods being the exceptions). His trademark kill is a neat bullet-hole through the middle of the forehead. He is lethal with any firearm or hand weapon. Vinnie knows that some of the members of the Foundation are a little frightened of him, but he likes that. Vinnie works almost exclusively through Gabe, although a referral from Randolph will gain his assistance. He will help a team, but remember he may want a favor returned. Vinnie's outlook on life is, "Take it as you see it, stop what's in your way and don't dwell on the past." With this in mind, realize that Vinnie is a devout Catholic and values honor.

Other associate members should be created by the Keeper, although examples will appear in future issues of TUO.

CONSULTING MEMBERS

Deacon Moonfall. Native American Shaman. He is a member of the Sioux Nation and lives on a reservation near Minnekahta in the Badlands of South Dakota. Deacon is in his early thirties and was a pilot during the Great War. He has always fiercely defended the customs and beliefs of his people but he did not completely embrace the shamanistic ways until after he was shot down over France. There he was healed and tended to by an old blind woman who first showed him the powers of earth-based magic. He learned that all creatures possess the ability to tap into the hidden forces of nature.

Deacon is a large, physically powerful man with a very gentle disposition who approaches all situations with an open mind and calm temperament. He first met Randolph Pierce in 1919 when Pierce and Slade were researching earth-based spells related to the *Medici Manuscript*.

Deacon has from time to time joined in investigations with the Foundation, but he primarily stays in South Dakota. He is the Foundation's "Sanity Physician" in a sense. Many of the members have spent time on the reservation with Deacon to regain their sanity. Randolph himself spent quite a bit of time there shortly after the Foundation was officially founded.

Any investigator who spends time with Deacon will regain Sanity Points back at twice the normal rate. Also, the reservation is located in the Badlands, which is very strong in natural magic. This offers a considerable amount of protection from many myths and related spells, people and/or creatures. It is because of this protection that Sanity is restored at an accelerated rate.

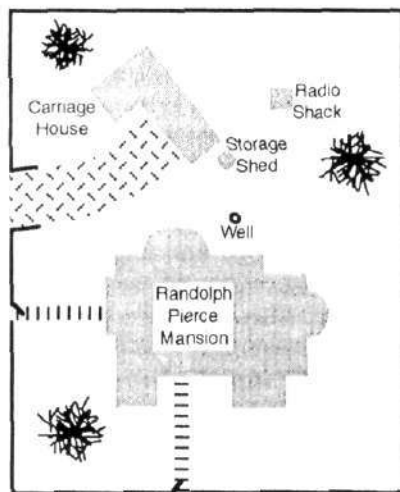
Kayla Spires. She is the Randolph Pierce Foundation's Staff Researcher and probably the single most important outside member of the organization. Kayla is a twenty-six year-old college graduate who works at Miskatonic as a researcher in the library and at the University. She is the Foundation's direct link to Miskatonic. Kayla is a polyglot and very knowledgeable in all areas of the occult and history. She is not a "field" investigator, although she has had some experience on a few investigations. Kayla is the voice on the phone that helps dig up important information that a party is unable to find or lacks the time and resources to locate. In addition to the research work she does for the Foundation, there are three other very important functions that Kayla performs for the RPF: she gives talks to other organizations about the Foundation in order to raise awareness; through these talks, she raises money; and she obtains donated artifacts, books and collections for the Foundation. Obviously, Kayla attends a lot of estate sales. In addition, she lives on campus at Miskatonic where she also has an office.

HEADQUARTERS

This is the "base of operations" for the Pierce Foundation. The Pierce mansion and grounds are located at the edge of Arkham, Southwest of the Hospital and University at 1321 Saltonstall Street. The Foundation consists of a Main building (the mansion) and several support buildings (carriage house, radio shack and two member/associate houses). In addition to these buildings the RPF also owns property in Maine and has acquired a second mansion in England, the Sarah Jane Highcliff Estate, that the Foundation works out of when abroad.

History of the Mansion. The main building is a three story stone mansion. It was built in 1840 by Arthur Durbin, a wealthy trader from Connecticut who opened up the first warehouses in Arkham along the Miskatonic River. The Durbin family prospered over the next fifty years, but as they began to deal more and more with the fisheries in Innsmouth strange things happened to the family. There were disappearances and cases of insanity that plagued each generation until 1915, when the Durbin reign ended. Lucas, last of the Durbin line, took his wife and daughter with him on a business trip to Innsmouth. The family never returned. It wasn't until two weeks later that Lucas was found locked inside one of his warehouses screaming incessantly at a crate of fresh canned goods. His wife Hazel and daughter Virginia were never found. Lucas was admitted to Arkham Sanitorium where where he is still under constant care.

An investigation into the Durbin tragedy was launched but nothing conclusive came out of it. To defer debts that the family had accumulated over recent years, the Durbin estate was acquired by the city of Arkham. In 1916 Miskatonic bought the estate from the city with plans of opening up a graduate campus for the University, but the continuation of the Great War saw a



drop in enrollment at M.U.; consequently, the Mansion and grounds lay dormant for nearly three years.

In 1919 Randolph Pierce purchased the Durbin estate from Miskatonic and began remodeling his headquarters for the Foundation. In February of 1920 renovation was completed and the Randolph Pierce Foundation officially opened.

The Grounds. Behind the mansion stands a two-story carriage house that serves as a four-car garage and servant/staff's quarters. On the grounds themselves is a small storage shed, an old well that is still functional and a larger shed that is used as a radio shack. The estate occupies approximately one and one-third acres, or three-fourths of the block on which it sits and is surrounded by a fence of stone and iron.

Directly across the street, to the South, is one of the member/associate residences, and one block to the East is the other. Both of these houses have two-car garages and contain three to four bedrooms. To the west of the mansion and residences is a thick marshy woods that anyone rarely ventures into...or out of.

The Mansion. This Victorian three-story building was chosen by Randolph not only because of its location but primarily because it is constructed of stone and not wood—wood burns too easily. Randolph and his associates have seen far too many fires down through the years to feel safe in anything other than stone.

RANDOLPH PIERCE FOUNDATION STAFF

The Foundation employs an expert and loyal staff that tends to the day-to-day functions of the mansion. They are as follows:

Receptionist/Secretary. She greets clients and members, helps schedule appointments, travel plans and handles much of the filing for the Foundation. She is an absolute knock-out who is friendly, to the point and professional. In many ways she is the nerve-center for all operations at the Foundation.

Mechanic/Chauffeur. He keeps all the Foundation's vehicles running, helps with driving, makes deliveries and pick-ups etc. He is also a general fix-it guy who can assist a team when needed. His ability to jury-rig just about anything has made him a useful addition to many an investigation.

Butler. For lack of a better term, that's what he is. He supervises the household staff and sees that all the usual chores are tended too. In addition he is very much up on current Randolph Pierce Foundation activities. He has a very strong knowledge of first aid and acts as the Foundation's gunsmith, keeping the weapons in working order and making repairs when needed.

Housekeeper/Cook. She works with the Butler in seeing that general household duties are handled, meals prepared, laundry done, etc. She does not live in the carriage house with the rest of the staff, instead she has her own room in the mansion just off the kitchen.

Almost any of these staff positions can easily be made into investigators. An inventive keeper should adapt and/or change these characters to fit their needs. Also, other staff positions can be added such as a gardener, maid or office clerk (probably a student from Miskatonic).



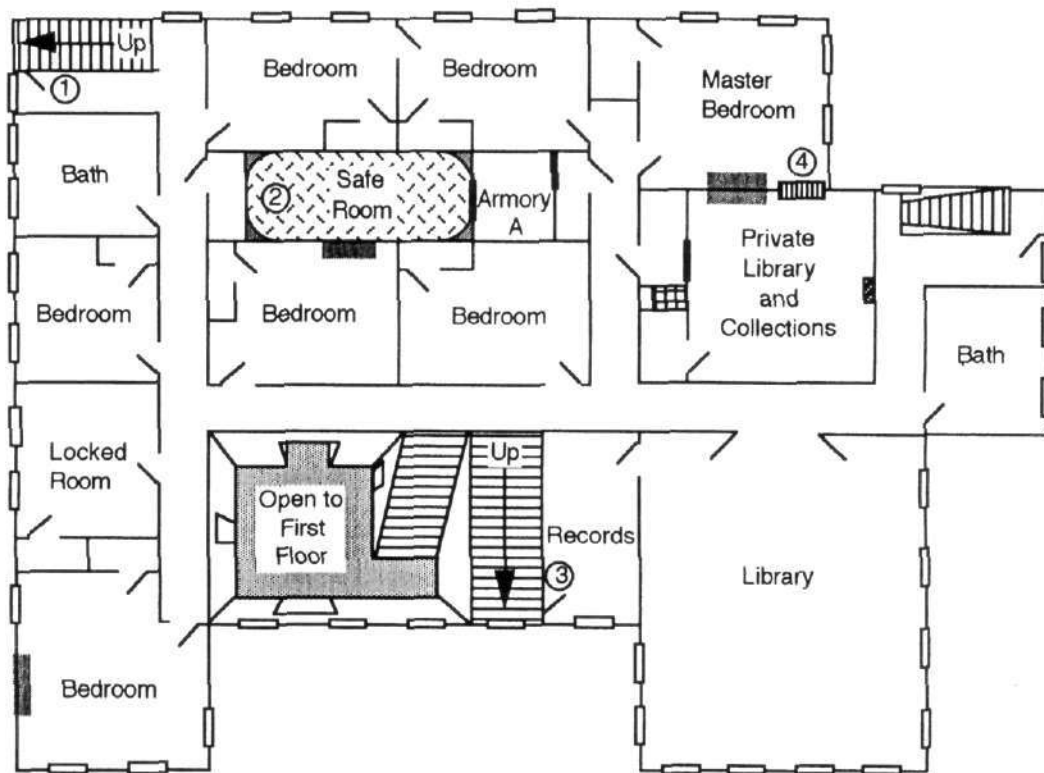
Randolph Pierce



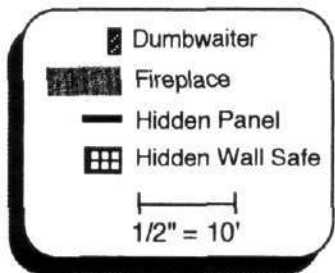
Gabriel Slade



Karl Holtz



The Randolph Pierce Foundation
Second Floor



- ① Door to first floor stairs
- ② Toilet and sink with privacy curtain
- ③ Closet
- ④ Pivoting bookcase



Vinnie Fusco

DENNIS DETWILER



The Randolph Pierce Foundation

THIRD FLOOR

Also known as "the Labyrinth" by some of the members due to its many intersecting hallways. This term galls Randolph since he designed most of the floor's layout himself to meet the Foundation's needs.

This floor is more secure than the first two in terms of access. Only two staircases lead up from the second floor, one off the main staircase and the second from the back stairs. At the top of both stairs are heavy doors that can be locked and barred, sealing it off from the rest of the mansion. Needless to say, this floor is primarily for members only.

Baths. Again, there are two on this floor. These are not quite as ornate or lavish as the ones on the first and second floors. One is a full bath and the other is a watercloset.

Spare Bedroom. This is the only actual bedroom on this floor. It is reserved for special members who may require extra privacy. Its close proximity to the medical room makes it an ideal location in which an attending physician might stay.

Medical Room (Infirmary). This is not exactly what we think of as a hospital room today, although it could be set up with three or four cots to make it so. Rather, this is an emergency doctor's office. Minor operations can be performed here as needed if emergency clandestine medical attention is required. Some chemicals and medicines are stored here under lock and key as well as basic medical supplies and instruments. This room is only used when getting to a hospital is impossible or inadvisable.

Storage and Archive Storage. These are two rooms that need little explaining. The first storage room contains miscellaneous items such as boxes of clothing, pieces of furniture, and various expedition-related gear. The archive storage room contains mostly files and information on a multitude of the Foundation's dealings.

Astrolab. This is a room that was designed for stargazing. There is a huge skylight that opens up and even a staircase in the southwest corner that leads up to the roof. On the roof is a widow's walk where celestial instruments can be mounted for night-time observations.

Included in the room are telescopes, sextants, star charts and volumes of books on astronomy. The function of the astrolab is to aid the Foundation and its members in the study of the heavens and their relation to different magics. Many of the spells in the mythos rely heavily on the alignment of specific celestial bodies; this room facilitates the need for that understanding and research.

Private Lounge. This is a rustic room furnished with fine leather

chairs and a stately fireplace. It's a nice retreat for members. Dr. Fox and Karl Holtz frequently come up here to play cards.

Armory B. This is the Foundation's second armory. Kept here are weapons that may not be considered illegal or as illegal as those in armory A. There are a number of shotguns, rifles and pistols as well as hunting knives. As in the other armory, the ammo for all the weapons is locked in a cabinet.

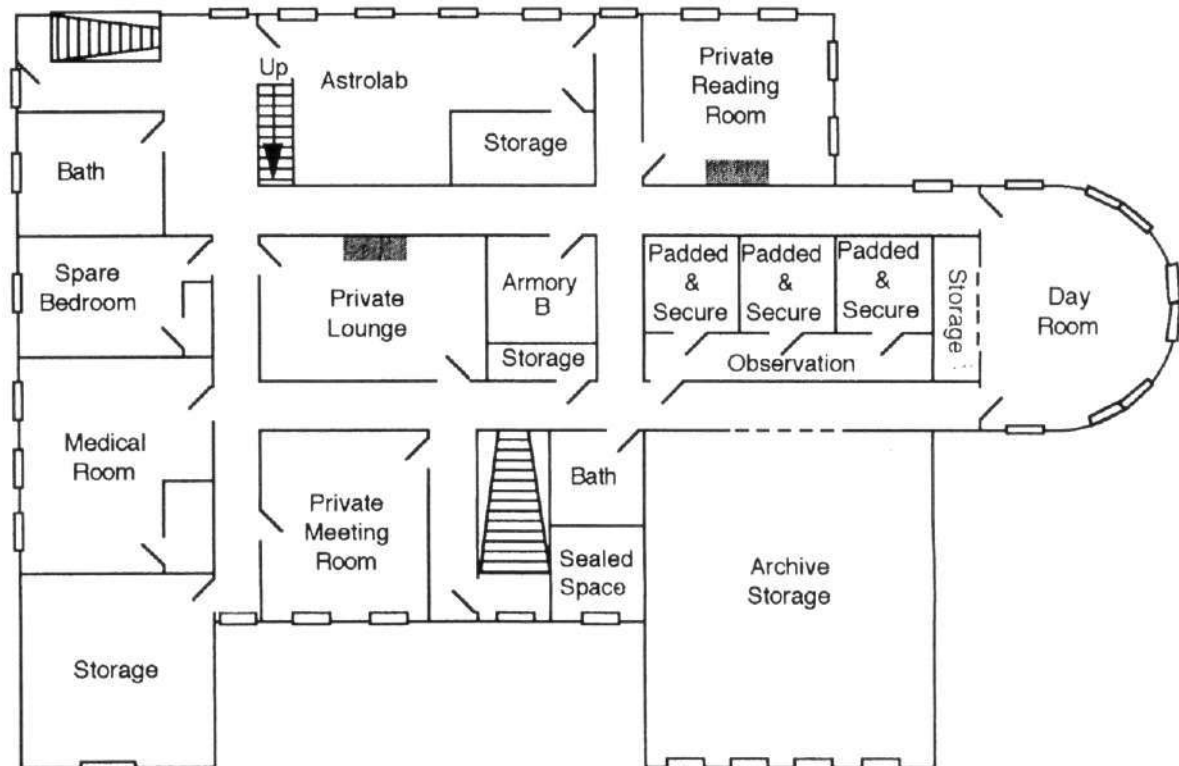
Private Meeting Room. This room is reserved for private conferences of the Foundation's members. It is used almost exclusively when matters are of the utmost importance. Many tactical meetings are held here.

Private Reading Room. Randolph sometimes retires to this room to get away from his studies and relax. If Randolph can't be found in his library or walking around the grounds, this is usually where he is. Also here is a large leather sofa that Randolph has a tendency to fall asleep on.

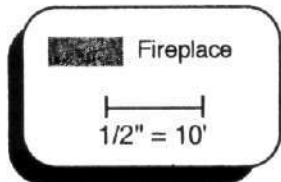
Padded & Secured Rooms. These need little explanation given the severity of sanity loss in CoC. These are three rooms that can be used to hold individuals that might harm themselves or others. Randolph as well as other members have spent time in these rooms. An observation area just outside the three cells allows for a physician, psychologist or shaman to watch and offer assistance. Another advantage to these rooms is that they are all fairly soundproof which keeps the occupants from disturbing anyone who may be trying to work elsewhere in the mansion.

Day Room. This is located in the top of the spired tower on the East side of the building. The room is large and open with a very high ceiling. Three tall French windows mark the perimeter of the circular room making it perfect for a summoning space. This is where members (when they know the proper spells) can summon Nightgaunts, Byakhee and the like. The two doors leading into the room are very heavy with sturdy locks, and inlaid into the threshold of each doorway is an Elder Sign. The French windows allow summoned entities entry into the room to receive instructions. Other than this, the room is nicely furnished with a beautiful oriental rug in the center that summoned Byakees constantly comment on.

Sealed Space. This is an area directly behind the watercloset and next to the archive storage. The space is completely walled in except for a small window in the South wall facing out. Curious investigators need to make a Spot Hidden at half in order to first notice that there is an unreachable room on the third floor. For more information, see "Secrets of the Foundation" on page 64.



The Randolph Pierce Foundation
Third Floor
"The Labyrinth"



Kayla Spires

Deacon Moonfall

DENNIS DETWILER

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JESPER MYRFORS

Their insanity comes from the worship of the Great Old One, Glaaki. The vampire has been faithful to him for many, many years. Miss Shelton has only recently begun to follow her master in the worship of this foul entity.

St. Jordan has chosen to travel by rail for reasons of comfort, privacy, speed and food. Travelling by auto or by bus (or even ship) would not provide all these things together. In addition, the train runs non-stop. This will create another problem for the investigators as they hurtle forward, unable to stop the train or get help. St. Jordan's coffin is secured in the baggage car, and there he rests each day until the sun sets.

INVESTIGATOR INFORMATION

The adventure begins when the investigators have boarded the train. The maps on page 180 of the 4th Edition CoC rules can be photocopied several times, and assembled to form a train with an engine, two passenger cars, a dining car, and a baggage car. Remember that the walkways on the train are very narrow—two people passing one another have to turn their bodies to the side to pass by, unless they are SIZ 7 or less.

Also, it was customary for gentlemen to move back to a more open space when a lady was approaching through a passageway. This was not only simple politeness, but helped to avoid embarrassing situations.

Assign the investigators sleeping compartments and let them decide what belongings they'll place in the baggage car, and which they'll keep with them. Role-play whatever encounters you can, to prevent this from beginning as just another train ride to be breezed over without thought.

The train leaves the station at 2:45PM, sharp!

PEOPLE ON THE TRAIN

Let the investigators do as they wish. Some may want to sit and read, play cards, converse with each other (or a neighbor), sleep, or what have you. The conductor will come around, punching tickets, and inform them that backgammon and chess sets are located in the front of the car (the parlour) as well as current issues of *Reader's Digest*, *National Geographic* and *Time*. This is, of course if they are traveling First Class. The conductor will also inform them of dinner, being served from 5:00-6:30 PM in the dining car.

At dinner the investigators will be given the opportunity to meet most of the NPCs who will be sharing in the ride. After dinner, they would do well to perhaps join in a friendly game of backgammon, or engage in conversation with some of the other travellers. This is where the Keeper's duty becomes tougher. You must be able to jump around from playing one NPC to another, to help fix them in the players' minds, without giving away the identity of the killer. The illustrations on the next page can be photocopied and handed out to aid in this purpose.

The major NPC's are below. Optional ones can be found on page 73. Stats for the major NPC's are at the end of the scenario.

Sir Christopher Alexander (Christopher St. Jordan II)

Christopher St. Jordan II is travelling under the name Sir Christopher Alexander. He is a very attractive, suave and sophisticated gentleman, with black hair, strong blue eyes and somewhat of a regal bearing about him.

At first he may seem cold or distant, but investigators talking with him will quickly discover he is a witty, intelligent and charming man. Some of his many areas of knowledge (and he has quite a few) include medicine, politics, philosophy, business, psychology, the fine arts and law. He speaks fluent French and Russian, in addition to near-perfect English. Investigators who succeed in a Linguist roll can place his almost undetectable accent as Eastern European. A critical success suggests Roumania.

Sir Christopher dresses very fashionably, befitting someone of a well-to-do station. If an investigator should ask about his knighthood, he will gladly tell them the story. Should this occur, you are free to improvise whatever wildly heroic tale you wish.

Meredith Denise Shelton

Shelton is an attractive young lady of 22. She is the ward of Sir Christopher, and has been for four months.

She is a brunette, approximately 5'8" with green eyes and a wonderful smile. Her clothing matches that of her guardian in respect to style and cost; her manners, likewise. If asked, she will say that her parents were recently killed in a carriage accident, and that with no other surviving relatives, she was taken in by Sir Christopher as his ward. Now they are going to New Orleans for a fresh start.

Investigators who talk with Meredith for more than fifteen minutes should be allowed a Psychology roll. If the roll is successful, it will become obvious that she isn't (nor, seemingly, was she ever) upset about the death of her parents. At times, she also seems to be listening intently at imagined voices, or perhaps something in her head.

Professor and Mrs. Martin Howard Leighman

Dr. Leighman is a professor of Anthropology, and is on his way to New Orleans to take up a post as Assistant Dean of Sociology/Anthropology at New Orleans University.

He is a short, robust man, 56 years old, with thinning white hair and stern blue eyes. He is always impeccably dressed in a spotless grey suit. Professor Leighman reads quite a bit, and enjoys a good cigar after dinner.

The professor's wife, Melissa, is 55, a bit plump and very good-natured. She is very proud of her husband and his accomplishments ("Why, do you know that he presented a paper last year at a convention that was held in London? It was quite well received by his colleagues, I do believe."). The Leighmans have two children, both grown (who are not travelling on the train) and a sheepdog named Bixby, travelling in the baggage car.

Dr. Troy Adamson, M.D.

Dr. Adamson is a quiet, rather shy gentleman of 36. He is on a short vacation from his practice and is going to New Orleans to visit an old medical school friend.

Although not poor, Dr. Adamson does not flaunt his wealth, preferring to dress in casual clothes of good make. His hair, beard and mustache are brown and his eyes are auburn. He is clean and well-groomed.

Dr. Adamson is dedicated to, and loves, his profession, but suffers sometimes from a lack of confidence. He occasionally believes himself to be unworthy of practicing medicine, since he just barely passed some parts of his schooling. Of course, most of this is just in his mind, as he is a fully-licensed physician—and a darn good one.

He is not married, and enjoys swimming, reading and cartography.

Father Thomas Delarove

Thomas Delarove is a Catholic priest who is on his way to New Orleans to attend a church conference being held there. He has information to present on the Catholic orphanages and schools in the Massachusetts area.

He is an average-sized man, thin, with wire-rimmed glasses and a blonde mustache. He is always neat and quiet, saying little and smiling a lot. A devout Catholic, he is very upright, honest and sincere.

Father Delarove can be found reading his bible, working on his presentation, or indulging in a much-loved game of Parcheesi. He has a fondness for cats, and cat-lovers among the investigators will find him quite warm and open with them.

BLOOD ON THE TRACKS

After dinner and some polite conversation, Sir Christopher Alexander will excuse himself to retire to his—actually Miss Shelton's—stateroom. Once there, he will cast Body Warping of Gorgoroth on himself, altering his appearance to that of Wilfred Cosly, the train conductor. He is now ready to hunt his nourishment.

Sometime before 9:30 PM, the vampire will attack a female passenger, ripping out her jugular vein and feeding on her blood. Shortly after this, he will be seen by another passenger leaving the site of the murder.

The vampire will, only moments after the alarm of "murder!" has been raised, run face-to-face (literally) into the conductor. The real Wilfred Cosly will be so shaken by meeting himself that he will freeze—only momentarily—but long enough for St. Jordan to strike.

As other passengers respond to the scene of the first killing, the person who raised the alarm will insist that he saw the conductor leaving the compartment covered in blood, just seconds before! But the real conductor has other problems now...

When Cosly saw himself and froze, St. Jordan grabbed him by the throat and threw him into the bathroom. Although cramped, the vampire quickly slit the wrists of the conductor, muffling his cries as he did so. He fed as quickly as he could on the conductor's blood, then opened the window and climbed out. Using his unnatural climbing skills, he shut the compartment window and proceeded to climb up on top of the coach. From there, he made his way back to the baggage car and back inside.

The investigators will hear the cries for assistance, and should be able to reach the murder site in only a few moments. The upset witness will be pointing down the passageway and will tell anyone within earshot "...it was the conductor, God be with me. I saw the conductor leaving that stateroom, dripping blood and...oh Lord, get some help! Get some help!"

If the investigators move quickly, they can head off down the passageway in the direction the witness noted. Remember that this passageway will be quickly filling up with gawking men and fainting ladies; make the investigators push and elbow their way through.

As they approach the bathroom, give each investigator a Spot Hidden roll. Those who are successful will see several splotches of blood just outside the bathroom door.



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THE NEXT DAY

If your players are quick and intelligent, it is entirely possible that the scenario may be over at this point. They could have ascertained the killer's identity and halted his reign of terror in their first night aboard the train. If so, the following information will not be necessary, and the Keeper should proceed to the "Rewards & Regrets" section.

However, if they are still trying to uncover the killer's identity, continue on at this point.

Sometime around 8:00 AM - 9:00 AM, the porter and Father Delarove will announce throughout the cars that a meeting will be held in the dining car at 9:30 AM. They will go from coach to coach, alerting everyone to this meeting, and urging attendance.

At 9:30, as the train roars through the countryside, the dining car will be crammed to capacity with passengers. Hushed mumblings and whispers fill the car, until the porter calls for attention. Both he and Father Delarove will try, in the most strategic way, to explain the events of the previous night. They will immediately quell any rumors which the Keeper may have allowed to circulate (such as "I heard the killer can walk through walls," or "The killer's supposed to have eaten his victims...eaten their flesh!"). Although they do not have much information to impart, they will assure the assemblage that "proper authorities are working on it at this very minute," and "they hope to have the fiend in custody before we reach New Orleans."

Father Delarove will make himself available to any who require his services. The porter (Clarence Marlin) will explain the necessity of moving about in groups of no less than two: not leaving children unattended, even for a moment; and letting someone know your whereabouts. "These precautions will make it much harder for the killer to strike again so that, God help us, we can avoid another tragic evening like last night."

Both men will also field questions from the concerned passengers. If the investigators are "officially" working on the case, one or two of them may be asked to be present at the meeting.

Any investigators not at the meeting will be presented with a golden opportunity. Since everyone is at the meeting, this would be a perfect time to search some of the staterooms for clues. It's not the most ethical approach, but...

If the investigators embark on this course of action, searching the staterooms will require a Locksmith roll to get in. At the Keeper's discretion, a Luck roll could be made, possibly at half or worse, to see if the occupant left the door unlocked. A fumbled roll could indicate the occupant is still inside, and did not go to the meeting. Once inside, Spot Hidden rolls can be used as appropriate in the search. No one's room will contain much of interest (depending on how you're using the NPCs, that is) except for Miss Shelton's.

If you decide to let St. Jordan sleep in the stateroom, rather than in his coffin, the investigators will awaken him when they enter. St. Jordan will be polite, but obviously disgruntled at the interruption. If he allows them a quick search, it will come up fruitless. The only unusual thing in here is the thick, dark drapes over the windows that shut out outside light.

If St. Jordan is resting in his coffin, then the stateroom will be empty. Searching will uncover:

- Miss Shelton's wickedly-sharp sickle, hidden in an overhead compartment. Traces of dried blood can be found on it, although none came from victims on the train unless she has killed someone recently.
- a small traveling valise under one of the seats, containing Professor Leighman's cigar case.
- hanging in the farthest corner of the closet is a dark suit with splatters of blood all over it. The stains are only noticable at first glance with a Spot Hidden roll at -25%. The blood, of course, came from St. Jordan's first two victims on the train.

Keepers who wish to be extra-devilous could place Miss Shelton somewhere within earshot when the investigators tell of their findings. She would, of course, report this to her master, and then go about getting rid of the aforementioned articles if still present. The investigators would then have no proof of their claims.

DINNER AND DEATH

Around 6:30 PM (at dusk, that is), Sir Christopher will have dinner with Miss Shelton. Investigators in the dining car at this time may be approached by him, and asked how the investigation is going. He will be polite and concerned, and certainly isn't the only one to ask the question. Investigators with a Psychology skill of 50% or greater can be allowed a roll on that skill. If successful, they will realize he isn't really interested in the murders, but what facts the investigators have, and how close they are to discovering the truth.

Make sure and have several people stop by to ask this; all are curious, of course, only Sir Christopher for different reasons.

After dinner, Sir Christopher and Miss Shelton will stop by the table where Father Delarove is dining. The investigators

will see them pause at the table for a moment, talking with the priest. Then the two leave the dining car.

Should the investigators question the priest about this incident, Delarove will reply that Sir Christopher was disturbed by the murders and wanted to consult and pray with the priest. They decided to meet at eight this evening.

Until that time, Sir Christopher and Miss Shelton can found in the parlour, enjoying a game or conversing with other passengers.

At the appointed time, Sir Christopher will excuse himself from the company in the parlour, and make his way to Father Delarove's stateroom. Miss Shelton will also leave, returning to her stateroom. Once there, she will proceed to break one of the windows in her compartment, screaming "It's outside! Help me!" and so forth as she does so. She will continue to scream until someone hears and tries to get in.

Using the commotion from Miss Shelton as a distraction, St. Jordan will attack the priest with hell-bent savagery. Father Delarove is a potential obstacle, and the vampire wants him out of the way. The attack will be brief; St. Jordan will grab the priest and slash at his face and neck. But Father Delarove grabs his crucifix and presses it against the vampire's head to force him back. Screaming in agony, St. Jordan flees the priest's stateroom and runs through the cars to the baggage compartment.

The injury to Father Delarove may be only slight facial cuts, or perhaps the vampire dealt him a terrible wound—it's up to the Keeper to decide. Regardless, he will stumble out into the passageway and try to find the investigators. The noise and excitement coming from Miss Shelton's room will still be evident: she will be crying, exclaiming that her assailant clung to the side of the car like a spider. "He was black, with orange eyes and great wings! Teeth like a serpent!" She says she began screaming, and when she hurled a valise through the window the creature disappeared up over the top of the car.

Father Delarove, slashed and bleeding, will lurch up the passageway shouting that the killer has just attacked him. The fear that was beginning to sprout under Miss Shelton's story will blossom into full-fledged pandemonium. The passengers panic and run for their staterooms, as best they can in the narrow hallways of the trembling train.

CONFRONTATION

The priest will direct the investigators in the direction his attacker fled. The Keeper may let him fall unconscious before he can utter the killer's name, or perhaps those are the last words on his lips. If he does not say the killer's name, Miss Shelton will follow the investigators, claiming extreme fright at being alone. Alternately, one investigator can stay behind with her to calm her down. In any case, she will wait for an opportune moment before striking with the sickle in her handbag.

If Father Delarove announces the name of the killer, Miss Shelton immediately grabs the sickle and leaps at the nearest investigator, slashing and growling. If well-timed, her attack can be a total surprise to the party.

When the investigators finally pick up St. Jordan's trail, it won't be hard to follow. A few passengers who got in his way have been tossed through windows, or had their necks snapped, or worse. Some may be bleeding, or unconscious. St. Jordan's trail of ruin leads to the baggage car.

Inside the car, the enraged vampire has been preparing for his pursuers. Particularly strong parties may find one of the Servants of Glaaki from the engine now in the car, waiting to ambush them at first chance. If Miss Shelton is along, she will strike when the Servant does.

St. Jordan will be hiding near the entrance, on top of a pile of luggage and boxes. He will leap onto the investigator who appears to be the strongest. Should Miss Shelton and/or the Servant engage the investigators, St. Jordan will strike, then withdraw, then strike again—his aim in such a circumstance will be to make what attacks he can at the least risk of injury.

Just how the investigators kill St. Jordan is up to you. Steak through the heart, cross to the chest, whatever you want to use in your campaign. Decide what will work and what won't work, then be ready. Destroying St. Jordan will be a terrible and costly fight.

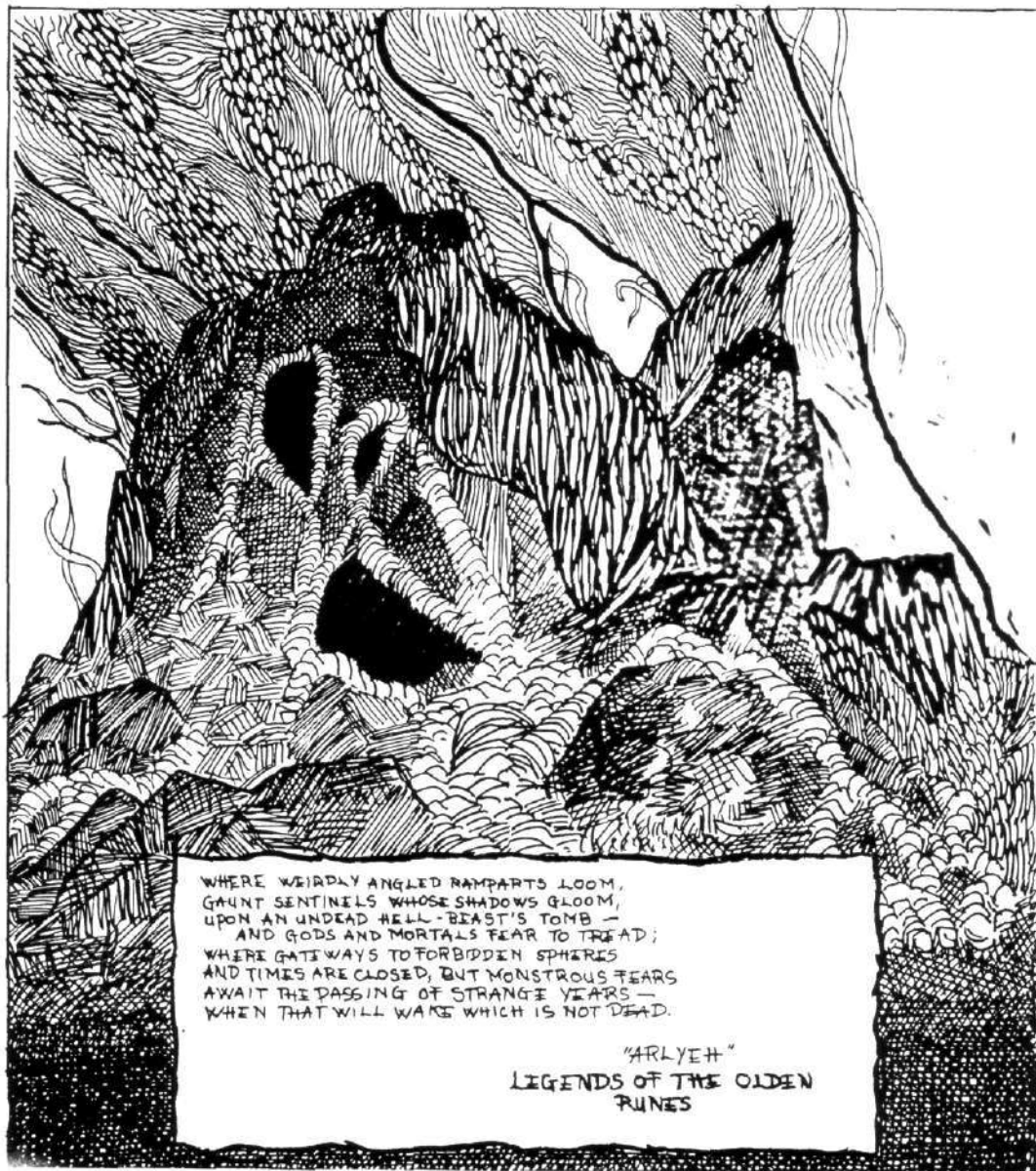
REWARDS & REGRETS

With the defeat of St. Jordan, the servants of Glaaki depart. The train, its firebox no longer being fed, will slow to a stop in short order. This, of course, could present dangers of its own. When's the next train?

Investigators who expose and kill Christopher St. Jordan will each gain 1D8+1 SAN back. If they capture Miss Shelton, they gain 1D4+1; if they kill her, they gain 1D3-1. If they defeated St. Jordan, Miss Shelton, and a summoned creature, they gain 1D12. Be sure to reward your players for good role-playing, too. Not only will they likely deserve it, but they'll be more likely to work toward such efforts in future games.

Message in a Bottle

GARY THOMAS



WHERE WEIRDLY ANGLED RAMPARTS LOOM,
GAUNT SENTINELS WHOSE SHADOWS GLOOM,
UPON AN UNDEAD HELL-BEAST'S TOMB —
AND GODS AND MORTALS FEAR TO TREAD;
WHERE GATEWAYS TO FORBIDDEN SPHERES
AND TIMES ARE CLOSED, BUT MONSTROUS FEARS
AWAIT THE PASSING OF STRANGE YEARS —
WHEN THAT WILL WAKE WHICH IS NOT DEAD.

"ARLYEH"
LEGENDS OF THE OLDEN
RUNES

CONTRIBUTORS

contributors to The Unspeakable Oath tend to be lonely, mad souls scribbling away in dark basements. If you have comments about their contributions, feel free to write to them and make their life a little brighter.

Jeff Barber (211 Stephens Hall; Columbia, MO 65201) complains hourly that he's always drawing artwork at impossible sizes such as six inches long by one inch tall, when instructed to draw something like the Empire State Building. Now that he's Pagan Publishing's art director we'll see what *he* can do about it.

Brian Bevel (Parkway Apartments #E20; 217 W. Broadway; Columbia, MO 65201) is moving in with Jeff Barber's girlfriend, giving Jeff one more thing to rant about. Don't ask about the details, you don't want to know. Of course, he's leaving us a little something in the basement for old time's sake—turn the page.

Dennis Detwiler (619 Derby Dr.; Oceanside, NY 11572) is ranting too, because he's going insane creating computer animations for Pagan Publishing's GenCon booth. Of course, he's also getting work from a couple of comic-book companies, so life isn't all bad. He says he did the Randolph Pierce character illos in two hours or so. Do you believe him? Or is it a cheap ploy for sympathy and more assignments? God knows.

Kim Eastland (1717 4th St.; Moline, IL 61265-3709) will also begin ranting when he sees how much the editor cut out of the massive amount of material he submitted for this issue. Don't editors suck?

Garrie Hall (39 Albert Promenade; Loughborough, Leics; England LE11 1RB) may wonder why his name is here when not a word of his appears within. Why? Because the editor lost his article, but remembered enough to reconstruct the heart of it at the last minute. No wonder everyone's ranting. Damn editors.

Thomas Hart (502 Avenue G #23; Redondo Beach, CA 90277-6055) gets the speed demon award for this issue, compiling the Randolph Pierce material and drawing the maps in record time. And he doesn't use steroids, placing him ahead on the moral turpitude avoidance scale. He gave them all to Mark Morrison.

J. Todd Kingrea (304 Rock Road; Radford, VA 24141) finally gets to see "Blood on the Tracks" in print after submitting it over a year ago. He's busy as a bunyip doing material for Chaosium's *Arkham Now*.

Jesper Myrfors (3933 88 SE; Mercer Island, WA 98040) did the great chapter paintings for this issue, shortly before becoming art director for Wizards of the Coast. I think I finally spelled his name right.

Blair Reynolds (211 Clarkson Drive Apt. 54; Fairbanks, AK 99709) just keeps on being Blair and we all know what a special thing that is. Check out the studly new t-shirt he did for us, if you dare.

Gary Thomas (#28-2131 Upland St.; Prince George, British Columbia; Canada U2L 2U8) has no idea he's in this issue. Surprise, Gary! Maybe this means he'll win the lottery or something too.

Michael Tice (652 Veteran #1; Los Angeles, CA 90024) is now the John Crowe of asylums. Rumor has it he's worked as an attendant at one of these places, but of course the charges were dropped so don't worry.

John Tynes (c/o Pagan Publishing) apologizes for this lame contributor's page but just couldn't come up with anything very funny. Fortunately, Richard Watts is here to stir things up and save the editor's bacon.

Richard Watts (30 Reid St.; Northcoat, Victoria 3070; Australia) lives the life of luxury down under. His smiling mohawked face can be seen on billboards across the outback. A member of Queer Nation, Australia's radical gay-rights movement, Richard writes us that he can't be trusted around drugs or attractive men.

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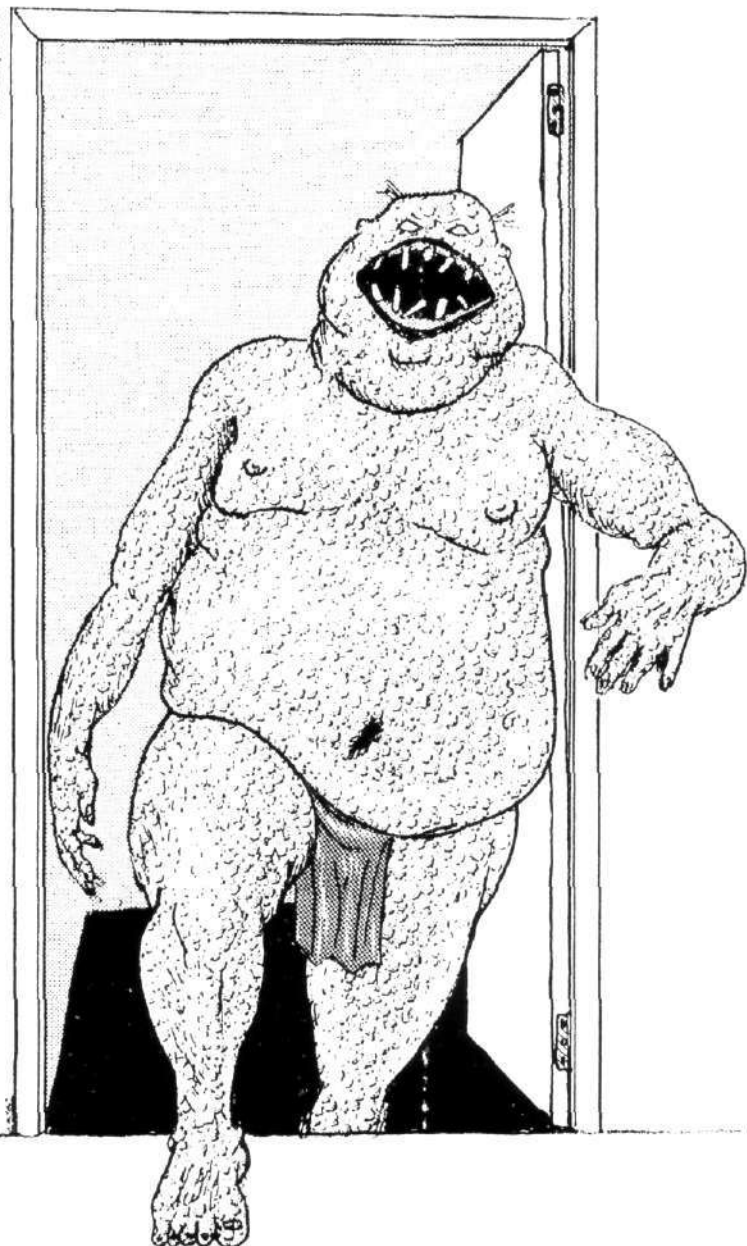
The Unspeakable Oath is always looking for submissions of any sort and length—scenarios, articles, fiction, artwork—if you can do it, we'd like to see it. Send a SASE for information.

If you're in cyberspace, you can reach us via Internet or Bitnet at C521832@mizzou1.missouri.edu

Fax Line
(314) 443-3892
write "Attention:
John Tynes, 442-4301"
on each page.

IN WHAT THEY CONCEALED.

BRIAN BEVEL



What's in your basement? Something dark and festering? Something that lumbers up the rickety steps into your bedroom while you sleep?

We know what's in ours—*Call of Cthulhu 5½*. And you'll find it inside.

What is it? We took Chaosium's CoC5 and munged it up—with new skills, new occupations, and new ways to handle magic and sanity in the game.

And to get your CoC5½ campaign rolling, we present the Randolph Peirce Foundation, a gallant bunch of intrepid investigators based in Arkham, who are looking for a few good members. With floor plans of their mansion, background and history of the Foundation, and a roster of allies you'll be up and spooing in no time.

Which is a good thing, because this issue's scenario "Blood on the Tracks" takes no prisoners.

It's *The Unspeakable Oath*, and it's definitely binding.

THESE FOLK WERE NOT BEAUTIFUL

TO USE LESS AND LESS TASTE

THEIR SINS...SO THAT THEY GAME