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Inc.'s trademarked horror role-playing game, and is used with their kind permission. The contents of TUO are not to be considered "official" for <u>Call of Cthulhu</u>, but instead represent suggestions and opinions by the writers for your personal use with the game. The character sheets on pages 40-41 and the NPC illos on page 70 may be photocopied for personal use. Watch for *The Game of the SubGenius* in 1993.

# John Trives

I had a dream a few nights ago. In it, I was one of a group of explorers. We were visiting some ancient ruins. I recall them as being something of a cross between Aztec and Hindu; there were broad promenades and courtyards, carved from stone, with hundreds of tiny pillars holding different levels of platforms up. Many of the lower areas were submerged, but only a foot or so. The water was clear, and afforded a crystalline view of further areas beneath.

There were black panthers roaming around the ruins, which we did our best to avoid. I remember a specific instance where I was trying to navigate across a submerged area, while two panthers stalked higher platforms nearby, tails swishing in the sun. I made it through okay, as the panthers seemed more interested in sleeping than hunting.

The area the ruins were located in had no trees: it soon seemed to be an island, because there was only water around, the view broken only by the motley assemblage of small boats we had brought.

We moved into what was surely the grand palace, massive columned walks and tremendous halls, all ancient and looking almost like coral, naturally occurring in such fine fashion. The entire palace was symmetrical, and we explored room by room.

We came to one room, finally, where the symmetry was broken. There, a ramp led down on one side, but this ramp was not repeated on the other. Instead, there was a featureless wall. Intrigued, we began to punch holes through the wall with picks, thinking perhaps the inhabitants had walled the area up at some point.

Sure enough, the wall gave way in crumbling sections shortly, when suddenly water spouted through the hole. The force of the water was tremendous, and it began to widen the hole on its own. Obviously, we had punctured a low area of the palace, and the sca was rushing in. We turned and fled as the sea smashed through the wall and began to fill the chamber.

In short order, the entire area began to tip and sink. We ran through the temple, the water behind us, and out onto the grand promenade. It was already submerged, and much of the area was lost beneath the waves. We ran, snapping pictures as best we could, for our boats. Most of us made it, though what happened to the Panthers I don't know.

Dreams are funny things, as the cliché goes, and this was no exception. It wasn't until hours later that I connected the dream with Lovecraft's island creation R'lyeh, which likewise sank in his story "The Call of Cthulhu." But it didn't seem quite right: I never doubted that the architects of the place were human.

In the dream. I remember, somewhat separately, that we came to a huge old church. There we brought in our gear, soaking wet. The church was also partially submerged: in fact, it seemed that we had flooded the world through our actions on the island, and it was all sinking, slowly. That's as far as the dream went.

It's easy to assign meaning and relevance to this: we, the humans, are the architects of our own destruction. Or something similar. I'm not going to try, however. In fact, I'm not going to say much else about this. It was an interesting dream, but nothing more. I can still picture the amazing palace as it appeared from the outside, and as long as I can carry that memory I'm satisfied.



As you'll shortly notice, most of the regular columns we feature — "Mysterious Manuscripts," "The Paranoia Files," etc.—are absent this time around. Why? There wasn't any room, surprise surprise. In fact, there's about thirty pages of material planned for this issue that didn't fit. So expect a lot of grab-bag stuff next time out.

Also, if all goes well, we'll have the first part of a <u>Cyberpunk/Call of Cthulhu</u> crossover scenario. The second part will appear in Prometheus Press' <u>Cyberpunk</u> digest *Interface*. If you're interested in seeing more Cyber-Cthulhu stuff, write us and let us know.

Finally, we have a new address but hopefully our phone number will stay the same. Check the inside back cover and you'll find it. Pagan Publishing is moving into a big house, with large bay windows and plenty of room. It won't change the Oath any, unless relaxed calm can be transmitted across a printing press. 3

# TUDE MA TUDE MA



Just finished devouring the first copies of TUO that I've ever run across (TUO4 & 5) and what can I say ... fantastic! In terms of quality and usefulness, TUO is very reminiscent of early volumes of TheDragon. before it and all of TSR went to the dogs. I've been an admirer of HPL and his works since I was but a wee laddie. When CoC first came out I was ecstatic. but didn't expect it to make much of a splash in the gaming world. Just too eclectic and arcane for most tastes: boy was I wrong. Enough of this dawdling, time for comments.

Ignore all criticisms concerning "list" articles such as the shotguns piece in TUO4. The first step in creating a realistic world is towering masses of information. The US, with respect to firearms has never been Communist China. Everyone did not have the same model of "People's Shotgun" inflicting identical damage, with which to battle assorted dangers.

The Blair Reynolds artwork, especially on pages 2 and 56-59 of TUO4, is worth the issue price alone.

A fairly obscure addition for your [TUO4] lists of "Period Occult Texts:" Magica Sexualis (1934) by Dr. Emile Laurent and Prof. Paul Nagour. 3000 copies issued by private subscription. New York: Falstaff Press. Translated from French, earler editions unspecified.

Anyone interested in using cannabalistic sexual sadists, such as Jack the Ripper in a Gaslight adventure should realize that the time period 1850-1900 produced a bumper crop of such characters in Europe and America. In fact from a standpoint of body count, Jack was a piker who could not hold a knife (so to speak) to the best of them. See Perverse Crimes in History (1963) by R.E.L. Masters and Eduard Lea (New York: Julian Press) for a beginner's guide to these sickening specimens of humanity.

"It's Bedlam in Here!" (TUO5) was a great introductory article on insanity and Victorian England. However, I don't think that it stressed how truly appalling conditions actually were, especially for women. A wide range of psychiatric problems in women were believed to be linked to their reproductive organs. If beatings with whips and rods were of no avail, more drastic cures such as electrocauterization of the external genitals and even surgical removal of both external and internal

genitalia were widely practiced. And whatever goes for England and the Continent in this regard, double or triple it for the US. I'd much rather meet up with a shoggoth than a sanitorium in the Gaslight time period. For more info, see:

Barker-Benfield, G.J. (1976). The Horrors of the Half-Known Life: Male Attitudes Toward Women and Sexuality in 19th Century America. New York: Harper & Row.

Masson, J.M. (1986). A Dark Science: Women. Sexuality & Psychiatry in the 19th Century, New York: Noonday Press

Scull, A. (1981). Madhouses, Mad-Doctors & Madmen The Social History of Psychiatry in the Victorian Era, Phladelphus University of Pennsylvania Press.

The bizarre modern notion that Victorian times were a lot nicer than in reality is a glaring flaw of the Gælight rulebook itself. While it does tell us in a bibliography that Lewis Carroll "had a rapport with children." we hear nothing of his extensive private collection of child pornography-most of the photos his own work. Yes, he had quite a fondness for Alice indeed.

The two adventures in TUO5 were especially excellent and I can't wait to run them. Even worse, will I lose my sanity before TUO6 comes out? lames Pontolillo

#### Fairfax, Virginia

I have a few words about TUO5, which has recently hit our shores. You were correct that the letters column will not be the quiet place of learned discussion and observation that it once was. And Steve Hatherley was also correct about the backlash concerning "the Mythos in Britain." Here comes part of it.

"Mysteries of Ancient Britain" referred to Alfred Watkins as Reverend, the first time I've seen him titled as such, as I believe he was a partner in a flour milling company. He began fieldwork on ley lines in 1921, and published a booklet "Early British Trackways" in 1922. This was a precursor to his 1925 work "The Old Straight Track." He later published "The Ley Hunter's Manual" (1927) and "Archaic Trackways Around Cambridge" (1932). Watkins could be encountered prior to 1925. then, involved in fieldwork, and who knows what he may not have published. Also, I hope that the date 6AD on p. 30 should

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have read 601AD.

"Leather on Willow" seemed to me to be lacking in direction and research. The bibliography proves this point, as it is indeed an eclectic selection to say the very least outside the standard guides. Of course, an article of this sort could easily run away and fill an entire issue. The authors missed in their review of Ordinance Survey maps-these also include maps of Roman Britain and Ancient Britain both at 1:625.000 scale. Others include Hadrian's Wall, Roman London, and Historic Castles of Scotland. All these maps are printed on top of maps of modern Britain so that you can relate one to the other.

Back to the letters page. Mark Morrison is entirely wrong about the use of people and events like Hitler and the loss of the Titanic in game play by combining fact and fiction. Horrific incidents of the past are just that, past. They have entered history, and as such are part of, but inaccessible to man. The Holocaust should not be forgotten, nor should the complacency of a disaster like the Titanic. If their use in a game helps to prolong and widen access to that memory, it should be used.

The all-encompassing paranoid -conspiracy theories common to "Message in a Bottle," "The Paranoia Files," the Kennedy assassination, etc. etc. are tacit recognition that all is not well with the world. A responsible Keeper could bring unsavoury elements of the past into his/her game to great effect. It is not restricted to the past either: modern games can bring in elements like the Khmer Rouge, South American death squads, Eastern Timor, Tiannamenn Square, the Gulf War and Bhopal to bring awareness of current issues to players who don't read the papers. It may sound grandiose and wish fulfilling, but it could be a small step in educating people.

#### AdamCrossingham Farnborough, Hampshire U.K.

Those articles on Great Britain by Hall, Hatherley and Theobalds were terrific, although I take one pretty major issue with them-the bit about the Mythos not fitting in Hey Kids, ever hear of Ramsey Campbell? How about a chap named Brian Lumley? These guys have done dozens of Mythos tales set in the British Isles. And as for there being no evidence to suggest the presence of Great Old Ones, well wrong again: Y'Golonac, Glaaki, Byatis and others have made appearances in British-based tales (Glaaki and Byatis reside in England). I think we should know our material better before making such erroneous statements, people.

#### Scott Aniolowski

Lockport, NY

Hmm. Do I understand correctly that Liam Routt doesn't like the Lovecraft Country series? The books are clearly labelled as being part of a series (and that ownership of the whole line is unnecessary for play). And neither Keith Herber nor

...

myself nor any of the other authors involved with these books are likely to pay a visit to folks who don't buy the whole series. If you don't like 'em-don't buy 'em Attacking Chaosium for this "mass-market mentality" is rather silly: of course they'd like to make a few bucks at this, but that ain't why the Lovecraft Country books are written. It's because they need to be done. They're a damned good idea.

I can remember several times in my early campaigns when the investigators set out for Miskatonic University, and every time I handled it differently-and not once to my total satisfaction. I'd be willing to bet anything on Earth that I'm not the only one who did this. So when Keith Herber did Arkham Unveiled and craftily filled in the blanks at MU. I for one was damned thankful.

And Liam's statement that "the reason that Lovecraft's stories had impact (for me) was that they happened in out-ofthe-way little innocent villages, linstead of] hotbeds of Cthulhuoid activity" is without a shred of truth. Did you read the same Lovecraft stories I read. Liam? 'Cuz the ones I read seemed to hint that a helluva lot of different things happened in Arkham, and more than a few in Kingsport and Dunwich as well. What we did with these places was set down all of Lovecraft's creations in games terms, and then created a few extensions of our own. But primarily what's there was either put down by Lovecraft, or implied by him.

"Generic and fixed horror towns?" "Massive cultist plots underlie all that happens?" Did you read the same Lovecraft Country books I did? Each town has its own flavor and emphasis: Arkahm, the "modern" university town: Dunwich, the degenerate backwoods village: Kingsport: the dream-laden seaport. The Arkham cult is barely glossed on in that book; Dunwich has several cults at work, though none particularly evil or powerful and Kingsport's cult is dead (and gone) fer Christ-sakes. And if you look at the scenarios published so far, you'll note that none of them feature these cults at work.

#### Kevin A. Ross

Boone, Iowa

(so, what do all of you think of Lovecraft Country?)

I'm writing because of John Tynes' Inegativel review of Cthulhu Now 2nd edition in TUO5. I was one of the contributors to that book, my adventure "The City in the Sea" being the first scenario. I agree entirely with the review, and especially about Cthulhu Now lacking a modern world-view. The original manuscript I sent to Chaosium was a 1920s scenario, which they asked me to up-date. If the others had the same happen to them (?) then the final product isn't surprising. The sociological point-of-view is of great importance to any historical game. Gary Thomas

Prince George, British Columbia

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# Call Of Cthulhu 51/2

# Introduction

# kini eastland and John Tynes

The <u>Call of Cthulhu</u> role-playing game excels in many areas: wonderfully clean game mechanics, a fine series of support products, a totally unique game setting, and, of course, devoted gamers. But in all truthfulness CoC, like the previous editions of the <u>Paranoia</u> and <u>Gamma World</u> RPGs, is not a great campaign game and has provided little more in the 5th edition to become such. In the game's purest form, investigators come and go like wisps of smoke against demigods and opponents so powerful that the investigators usually don't have a ghost of a chance. The horror of Lovecraft's imagination is everywhere, and the system is just not suited to withstand it for very long.

Now this is all well and good for those who like to play different scenarios with different investigators, who love to kill off PCs or watch them go insane, and/or who are Lovecraftian purists who love to re-enact specific tales. The game is perfect for those gamers. However, this is not the case for the average gamer who loves to develop their character over a lifetime of adventures, who sees the CoC setting as a wonderful genre for role-playing but feels that the Great Old Ones and some of their more powerful minions should be the ultimate encounter, not a weekly affair. For those people a little alteration of the rules is required to make it "campaignable."

That's where this issue of *The Unspeakable Oath* comes in, and our presentation of <u>Call of Cthulhu</u> 5<sup>1</sup>/<sub>2</sub>. CoC5<sup>1</sup>/<sub>2</sub> is, in essence, a toolbox for you to use. Pick and choose what you want, discard what you don't, and make up more on your own.

Some of this material will no doubt offend and dismay many players and Keepers: "blasphemy!" "heresy!" and similar cries may well ring through the countryside as they look over our changes to the game. What is perhaps offensive to some of you comes from the cherished belief that <u>Cthulhuis a tough game</u>. A game where you lose more often than you win. A game where investigators die like flies and the sadistic Keeper has the most fun.

If parts of this text trouble you, take heart. These are all suggestions. Some groups will like them: some won't. Take what you like, and don't worry about the rest. The game is still the game. It has not been spoiled, stamped, folded, or mutilated. Like the author who was asked how he feels about a movie adaptation "ruining" his book, "the book is still on the shelf and looks fine to me."

The purpose of CoC5<sup>1</sup>/<sub>2</sub> is simply to provide more options. As readers who have observed the seemingly never – ending stream of firearm articles can attest, I place a high value on the accessibility of information. Encouraging the marketplace of ideas is a constant objective of mine: this issue especially has achieved this (I believe). Even if you violently disagree with some of the suggestions made herein, I hope they got you to think. That's what it's all about.

# CONTENTS

CoC51/2 is divided into five sections.

Creation: Creating your investigator, with a few more options and ideas. Many new occupations also appear.

Skills: Lots of new skills, and new ways to use old ones.

Sanity: How to have more fun with sanity, and how to use it for effect.

Spells: Ways to use spells, new spells, and spells in campaigns.

Campaign: The Randolph Pierce Foundation – a complete organization for your new investigators to get involved with. Scenario: What else? An adventure to get things rolling.  $\mathfrak{A}$ 

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JESPER MYRFORS



# kiwi castland

Investigator creation was made clear and easy with CoC5: the flowchart on pages 16-17 is the main reason. For CoC5 $\frac{1}{2}$ , little has been changed.

When you create an investigator, roll him up as normal. Then check the section here called "Education" to see how much schooling you could potentially have.

Next, check "Occupations" and look it over to choose what profession your investigator earns a living by. Once you've chosen an occupation, write down the pertinent info and move on to "Income" to see how much money your investigator earns.

Then, read over "Hit Points" and consider which of these rules additions you want to use in your campaign.

# EDUCATION

The CoC5 rules state that an EDU level of 12 (average) should be an earned high school diploma and greater than 16 would be some graduate work. This is a bit fuzzy, but not overly so and it certainly works with <u>Cthulhu Now</u>. The problem with CoC campaigns set in the past is that the average person in the 20s may not have had a High School diploma (especially in the cities), and 1890s high school graduates would be even fewer.

So just what does your EDU score mean? The following table shows you. It lists roughly equivalent education experiences for a given EDU score.

Note that these are guidelines. If you want your EDU 18 investigator to have never been to high school, let alone college, find a reason why. Did his parents teach him? Does the EDU score represent "hard knocks" knowledge? If so, spend the skill points appropriate when it's time. If your EDU score isn't high enough, make your investigator older. Each year older he is, add an extra EDU point, up to 23. This may help for some occupation requirements, especially doctors.

# EDUCATION/DEGREE TABLE

EDU	Education	Result
6-7	Grade School Dropout	None
8		Grade School Diploma
9-11	High School	Grade School Diploma
12		High School Diploma
13-14	some College courses	High School Diploma, some college credits
		High School Diploma, Special College Diploma
	or Technical School	High School Diploma, Technical School Diploma
15	Complete College	
16	Complete College	Bachelor of Science or Arts (covers all)
17	Graduate work	
18	Graduate work	Masters of Arts or Sciences in chosen field.
19-21	Doctorate work	
		whether full or part time student, and thesis. Not a professor til PhD. is obtained.
20	Doctorate graduate	
21		
22		
23		Medical student now considered a Doctor of Medicine

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# OCCUPATIONS

Now that you know what your education level is, and have your stats rolled, it's time to pick an occupation. CoC5½ expands on the bare lists of skills that define occupations in CoC. Instead, look over the descriptions of occupations that are on the following pages and see what appeals to you. Each occupation listing includes the following components.

**Requirements:** either a game system statistical requirement that must be met for the new investigator to choose that profession or, if no statistics are needed, a sentence or two capturing the essence of the type of people who generally are in that occupation (though certainly not all of them).

Bonuses: benefits gained from having a past in that occupation. An investigator having a background of combined occupations would probably not have both bonuses, but a hybrid of the two.

**Penalties:** Alterations in some occupations to either keep them from being too powerful or to prevent weird anomolies (such as a youthful sidekick who is a master with a tommy gun).

**Personality Notes:** Similar to those notes found in CoC5 occupations, some are redefined but still use those explanatory comments. 5th Edition page numbers are supplied for ease of reference.

Abbreviations: Skills marked with an (†) indicate 4th Edition skills which do not appear in the 5th Edition. Skills marked with an asterisk (\*) indicate new or expanded skills described in the skills chapter of this issue.

# ADVENTURER

Requirements: A self-identity as a "rough and tumble" type of guy or gal. a roustabout who is paid to take chances and get results.

Skills: Cartography\*, Contacts\* (Unique), Romance\*, 2 skills of choice from each Skill Category

**Bonuses** +30 extra points in either an Exotic Melee Weapon (such as a bullwhip or boomerang, for example) or a specific type of Handgun or Rifle (such as a Luger 9mm automatic pistol or Webley.455revolver). A specialized firearm must be kept track of separately on a character sheet.

**PersonalityNotes:** The adventurer's life is full of danger and excitement, just as he wishes it. He takes his profession seriously and prides himself on a job well done. Unlike a soldier of fortune, an adventurer is not a hired gun, he will fight only to defend himself. He usually serves as a guide, scout, or advisor for an expedition designed to retrieve an item or gain information. Cocky and self-assured, his experience in life is quite unique and often invaluable to other investigators. Indiana Jones would fall into this occupation category.

# ANTIQUARIAN

Requirements: A love of the old and the artistic.

Skills: Appraise<sup>•</sup>, Art, Bargain, Cartography<sup>•</sup>, Climb, Contacts<sup>•</sup> (Antiquarian), Crafts<sup>•</sup> (Ancient), History, Library Use, Other Language, Photography, Scrounging<sup>•</sup>

**Bonuses:** +40 extra points which can be allotted within these skills: Architecture\*, Art (Painting), Art (Sculpture), Crafts\* (Glass), Crafts\* (Metalwork), Crafts\* (Pottery)

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

# ATHLETE

Requirements: Final DEX, STR, and CON attribute scores of at least 13 each.

Skills: Climb, Contacts<sup>\*</sup> (Sports), Dodge, First Aid<sup>\*</sup>, Hide, Jump, Ride, Sneak, Swim, Throw

**Bonuses:** +25 extra points to either Drive (race car driver), Fencing, Fist/Punch (Boxer), Grapple (Wrestler), Martial Arts or the like which would mark him as an expert in that sport. +2 points to either STR or DEX, or +1 point to both.

**Personality Notes:** Athletes were idolized in the early twentieth century as much as in the latter, they just were not always paid as well. So, many athletes became bodyguards or took other physical jobs which were suited to their prowess. An occupation as an investigative team's driver can be every bit as thrilling as zipping around "The Brickyard" when something monstrous is after you. Competition is what makes most athletes tick, whether against other sportsmen or non-human "competitors."

Both male and female athletes captivated the public's imagination, even back in the early decades of this century.

# CONSULTING DETECTIVE

Requirements: An elegence and sophistication which sets one apart from one's lesser cousins in criminology.

Skills: Contacts<sup>•</sup> (either International Law Enforcement or Legal), Contacts<sup>•</sup> (Social), Contacts<sup>•</sup> (Street, and 10% base in any city), Credit Rating, Cryptography/Codes<sup>•</sup>, Law, Locksmith, Look Sincere<sup>•</sup>, Other Languages (1D4 available to him), Romance<sup>•</sup>, Sneak

**Bonuses:** Personal Interest points are INT x 20 when the character is created (but no more than half can be used for Combat skills).

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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

PersonalityNotes: This "salt of the Earth" type of character would join an investigative team because "no squigglies are going to take over the good of US 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<sup>•</sup> (Medical), Diagnose Disease<sup>†</sup>, Diagnose Poison<sup>•</sup>, First Aid<sup>•</sup>, Forensics<sup>•</sup>, Other Languages (German or Latin), Pharmacy, Physician<sup>•</sup>, Psychoanalysis, Psychology, Surgeon<sup>•</sup>, Treat Disease<sup>†</sup>, Treat Poison<sup>†</sup>, 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, Pickpocket†, 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.

**Penaltics:** 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-lawenforcement 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<sup>•</sup> (Invention), Drive Auto, Electrical Systems<sup>•</sup>, Electrical Repair, Locksmith, Mechanical Systems<sup>•</sup>, Mechanical Repair, Operate Heavy Machinery, Physics, Set/ Disarm Traps<sup>•</sup>, 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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increase communication between party members, be a better or faster form of transportation, or some new detection device. He can fix a jammed weapon in half the normal time (1D3 turns) and will only destroy the gun on a D100 roll of 00.

Personality Notes: The inventor loves to tinker, improve, and create. He views investigative expeditions as "fieldwork" on his new device(s) and insists on going along, even though he may not be suited for physical action or intellectual mysteries. He can improve an automobile's performance, build a gyrocopter, repair items, and generally keep the team's devices in tip-top order.

Inventors are primarily men during the 1920s.

## JOURNALIST/AUTHOR

**Requirements:** A probing, inquisitive mind and a need to record threats to mankind for the public welfare.

Skills: Contacts<sup>•</sup> (Publishing/Writing), Disguise<sup>•</sup>, Fast Talk, Hide, Library Use, Listen, Persuade, Photography, Psychology, Publishing/Writing<sup>•</sup>, Sneak, Surveillance<sup>•</sup>

Bonuses: +1 to POW

Personality Notes: As separately described in 5th Ed. CoC, pages 23 and 24.

# LAWYER

Requirements: A minimum EDU of 19.

Skills: Accounting, Contacts\* (either Corporate or Government), Contacts\* (Legal), Credit Rating, Fast Talk, Law (new base of 20%), Library Use, Other Languages (Latin), Persuade, Psychology

Bonuses: +25 extra points in either Intimidate<sup>•</sup>, Contacts<sup>•</sup> (Crime), or Contacts<sup>•</sup> (Social).

**PersonalityNotes:** The Lawyer is a master of debate and is most useful to his team in a non-combat or occult situation. His abilities to persuade both officials (government, law enforcement, and judicial) and common folk alike to trust the team may save time, money, maybe even lives. When talk no longer works he is there with his writs and legal maneuverings to help his hapless teammates out of jail, fines, and other judicial troubles. Lawyers are also great researchers.

In the 1920s, nearly all lawyers are male.

# PARAPSYCHOLOGIST

Requirements: A willing suspension of disbelief.

Skills: Anthropology, Contacts\* (Occult or Parapsychology), History, Library Use, Occult (new base of 20%), Psychoanalysis, Psychology, 3 Thought category skills of choice, Zen\* (if Keeper allows).

Bonuses: +1 to beginning magic points, +10 to beginning Sanity.

Personality Notes: As described in 5th Ed. CoC, page 24.

# PARK RANGER (WOODSMAN)

Requirements: A love of nature and respect for wildlife. Skills: Botany<sup>†</sup>, Cartography<sup>\*</sup>, Diagnose Poison<sup>\*</sup>, First Aid<sup>\*</sup>, Geology, Listen, Natural History, Ride, Rope<sup>\*</sup>, Scent<sup>\*</sup>, Sneak, Swim, Track, Treat Poison<sup>†</sup>, Zoology<sup>†</sup>

Break, Swim, Track, Treat Poison†, Zoology†

Bonuses: Starting Skill Points are EDU x 30, not x 20 Penalties Starting Personal Interest points are INT x 5, not x 10, no beginning Contacts\* skills

**PersonalityNotes:** A park ranger is an example of a character with an unusual occupation being drawn into a campaign. Favoring out of the way, uncivilized places, cultists and some mythos creatures could easily pop up in a park ranger's reserve, drawing him into an investigative team's exploits. He is a perfect team addition for a campaign placed in the wild:rugged, wilderness-smart, and relentless.

Female rangers are common only in the last few decades.

# PRIVATE EYE

Requirements: An iron jaw, a battered trenchcoat, and an eye for the dames.

Skills: Contacts<sup>•</sup> (Law Enforcement), Contacts<sup>•</sup> (Street), Disguise<sup>•</sup>, Fast Talk, First Aid<sup>•</sup>, Hide, Impersonation<sup>•</sup>, Intimidate<sup>•</sup>, Law, Listen, Locksmith, Sneak, Spot Hidden, Surveillance<sup>•</sup>

Bonuses: +10 extra points each in Fist/Punch. Grapple, and Handgun.

Personality Notes: As described in 5th Ed. CoC, page 25.

# PROFESSOR

Requirements: Minimum EDU of 16.

Skills: Art, Contacts<sup>•</sup> (Academic), Library Use, Linguist<sup>†</sup>, Other Language, 6 Thought category skills of choice

Bonuses: Beginning Skill Points are EDU x 25.

Personality Notes: As described in 5th Ed. CoC, page 25.

# PSYCHIC MEDIUM

Requirements: Minimum POW of 13

Skills: Astronomy, Astrology\*, Contacts\* (Occult), Contacts\* (one of choice from past experiences), Fortune Telling\*, History, Hypnotize\*, Linguist, Occult, Persuade, Psychology

Bonuses: +2 to beginning POW

**Personality Notes** A parapsychologist approaches the unknown as a science, a shaman approaches it as a part of his religion or an unexplained force that threatens his religion and people, an occultist believes in magic or unexplainable but intelligent power and attributes the unknown to magical beings or sentient forces. In CoC, a psychic medium approaches

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the unknown with a combination of these disciplines. Basically he believes in a strong spirit world where the dead still maintain their identities and may interfere with the living.

Through some formulated process, and their own innate force of will (mixed with some undefined, unique power they have), a psychic medium may act to channel the communications of the dead, sometimes by conversation, other times by allowing himself to be possessed. Of course, many psychic mediums are charlatans seeking to bilk the gullible public by "talking" with their dear, departed loved ones. But even a charlatan can be surprised by a sudden manifestation of a spirit, which may be attempting to use him for its own purposes. A psychic medium may be intrigued by such unexplained activity and drawn into an investigative team's adventures.

The actual ability to communicate with the dead should be up to the Keeper, depending on his campaign. It is an ability which would definitely be useful and should cost Magic Points to use, but would not destroy the investigator's sanity after the first time it manifests itself.

Though some male psychic mediums exist, it is often a primarily female occupation.

# RELIGIOUS INVESTIGATOR

Requirements: A religious fervor and need to destroy evil. Skills: Anthropology, Contacts\* - Religious, Contacts\* - One of Choice (from friends helped), Credit Rating, First Aid\*, History- Religious, Intimidate\* or Persuade, Look Sincere\*. Occult- Religious References, Other Language - Latin, Greek, or Ancient Dead, Psychology, Psychoanalysis, Zen\*- or Western Equivalent (if Keeper allows)

Bonuses: +5 to beginning Sanity Points: doubles his POW for purposes of resisting an evil creature's influence, such as a Vampire's magic point drain and hypnotic gaze.

**Personality Notes:** This occupation is not like the clergyman or missionary listed in the 5th Ed. CoC. The religious investigator is a member of a special branch of his specific faith which exists to authenticate, record, and explore unusual occurences which may affect the very core of that religion's faith; be it the clergy, historical discoveries, or a phenomenon. Some Jesuits of the Roman Catholic Church are a good example of religious investigators. A religious investigator will have almost unshakable faith, but his function is not preaching, teaching, conversion, or administering the normal sacraments of his faith. He probes unsettling mysteries, checks out rumors or complaints of church impropriety, and sometimes is assigned to retrieve stolen or lost artifacts which his organization feels are of vast import or danger.

Seldom female, though it is conceivable that a superlative nun or female lay person would fit into this category.

## SHAMAN

Requirements: Minimum POW of 15

Skilk: Animal Lore\*, Astrology\*, Contacts\* – Native Peoples (if applicable), Contacts\* – Shamanistic, Crafts\*, First Aid\* (usually herbal), Fortune Telling\*, Hypnotize\*, Occult, Plant Lore\*, Scent\*, Zen\* (if Keeper allows)

**Bonuses:** +30 extra points to be allotted to non-firearm Combat skills. If fitting in the Keeper's campaign plans, the shaman should start with one known spell or unusual healing skill. Will only lose half the normal SAN loss during an encounter because of his overwhelming deep faith in nature and his deities.

Penalties: May not use firearms, grenades, or other modern methods of destruction.

**Personality Notes:** The shaman is usually a Native North American who has been taught (or has sensed) the impending, constant danger of the existence of the Mythos (even if it is just awareness of a singular, powerful cult). He has decided to take the fight away from his people's lands to wherever the threat exists. Normally the shaman is at peace with himself and, though not at home in cities or around modern devices, he is certainly no brute savage who is frightened by the modern world. He views his collegues, no matter what their motivations for being investigators, as vital tools to aid in his fight against his unnatural enemies.

Shamans are almost always male.

# SHOWMAN (ILLUSIONIST)

Requirements: A flashy style of stage showmanship.

Skills: Art. Contacts<sup>\*</sup> (Showbiz), Crafts<sup>\*</sup>, Disguise<sup>\*</sup>, 2 Entertain<sup>\*</sup> skill choices, Fast Talk, Hypnotize<sup>\*</sup>, Impersonation<sup>\*</sup>, Look Sincere<sup>\*</sup>, Persuade, Rope<sup>\*</sup>, 2 Manipulation category skills of choice, Create 1 new, associated skill for his career.

Bonuses: +1 to DEX and APP.

Personality Notes: A showman can be any investigator who has been an entertainer (or has been involved in the entertainment field, like a director or producer). One of the entertainers most suited to help an investigative team against cultists is the stage illusionist or escape artist. The skills listed above are for such entertainers. If given time to prepare, illusionists can create some of their own sanity-cracking performances.setting up special props to make people disappear, be sawed in half, or explode. Since few people actually know what some of the effects of Mythos contacts are it is not impossible for a prepared illusionist to pass himself off as an avatar of a demigod; a dangerous proposition but one which may force a cult leader to bring forth a hidden artifact the team is looking for.

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Escape artists are usually double-jointed in their arms or shoulders. Some have a secondary epidermal layer and can actually hide locksmith picks under their skin. Others, like Houdini, have an amazing degree of dexterity with their feet and can even pick locks with them (thus the new. associated skill listed above to cover such oddities). Escape artists may be perfect for an expedition where a team member has to allow himself to be "captured" to get inside a cultist camp and gain information, then escape. They're also quite good at springing friends from jail.

There are showman of both sexes, though the majority of stage magicians, illusionists, and escape artists are male.

# SOLDIER OF FORTUNE

Requirements: Military background and a taste for the dangerous.

Skills: Ambush<sup>•</sup>, Contacts<sup>•</sup> (Military), Conceal, Dodge, First Aid<sup>•</sup>, Hide, Listen, Mechanical Repair, Scrounging<sup>•</sup>, Sneak, Throw

Bonuses: +25 extra points in either Cryptography/Codes<sup>•</sup>, Pilot. or Navigate. +10 extra points to either Rifle (including bayonet attacks) or Sub-machine gun.

**PersonalityNotes:** The soldier of fortune is a veteran of action. He has served in the military and knows it is his calling, but a peacetime military bores him so he has pursued his calling in the private sector. Do not misunderstand, a soldier of fortune is not necessarily a violence freak who likes killing. But he realizes that physical conflicts can arise and he is best suited to handle them. Usually a quiet man by nature, almost unassuming, he is confident and will take command when the ooze hits the fan. His favorite methods of dealing with Mythos encounters is to unload massive firepower or. failing that, blow out the nearest wall and provide what cover fire he can for his fleeing teammates.

When dealing with the first half of the twentieth century all soldiers of fortune are males.

# WILDLIFE HUNTER/PHOTOGRAPHER

Requirements: A love of the bush, wildlife, and "roughing it." Has definitely travelled in either Africa, South America, the Near or Middle East, or possibly all over the world.

Skills: Ambush\*, Conceal, Contacts\* (Safari), Hide, Listen, Natural History, Plant Lore\*, Scent\*, Sneak, Spot Hidden, Track, Zoology

Bonuses: +20 extra points in either Photography. Rifle, or Set/Disarm Traps, Base 25% in either an African Language or a common colonial European Language (Dutch, French, German, Portugese, or Spanish).

hunter or a wildlife photographer. The 20s and 30s were decades where the American population really went crazy over foreign wildlife.

The wildlife photographer provided plenty of black and white photos or film footage of the vast herds of wild animals still roaming the "uncharted wildernesses" on Earth. But now he's looking for a new thrill, something never before covered by a photographer, a whole new area of "wildlife."

The wildlife hunter enjoys stalking his prey and either trapping or "bagging" it for sponsoring zoos and museums (this was considered wildlife conservation at the time). The hunter, like the photographer, is now looking for "bigger game" and is interested in finding unknown or unrecorded "monsters," as he laughingly calls them (until he encounters one).

The 20s and 30s were a time when the world was being made aware of wildlife through films, photo magazines, and new museum and zoological displays. Though in a minority, some of the famous wildlife hunters or photographers were male and female couples, or even single females.

# YOUTHFUL SIDEKICK

Requirements: Age should be between 15 and 17 (must reduce EDU to meet age requirement).

Skills: Climb, Conceal, Contacts\* (Street Youth), Dodge, Fast Talk, Hide, Jump, Listen, Pickpocket†, Sneak, Throw

Bonuses: +25 extra points in either Drive Auto, Electrical Repair, Locksmith, or Mechanical Repair.

Penalties: When the character is created no more than 40 points can be added to Combat skills.

Personality Notes: The youthful sidekick is the CoC embodiment of that type of character found in old movies: Mickey Rooney in *Boy's Town*, the Dead End Kids, or the crimefighting kids found in the old movie serials. Probably the best example in modern movies, though a bit young, is Indiana Jones' kid sidekick in *The Temple of Doom*. This can be a great secondary character for a player or primary character for a young player in an older game group. His antics may often lead to the team finding themselves in trouble, but he just as often helps them out through his youthful street contacts, his ability to infiltrate areas where people may be alert for adult investigators but not kids, and (at least once in a campaign) his ability to fit his young body into a ventilator shaft to either go get help or spy on cultists.

In keeping with the genre of those old movies it is suggested that the youthful sidekick be a male. If a female is desired, she would almost assuredly be of the "tomboy" type which could also pass as a young boy.

Personality Notes: This occupation can either be a wildlife

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# INCOME,

Now that you've chosen your occupation, check the Income table to see which category your investigator falls in. "Varies" indicates that there is an extremely wide variety of ranges for that particular occupation. The Keeper may either assign a range, based on his campaign and the investigator's skill statistics, or perhps pay "by the job" and therefore make life a little less certain.

"N/A" means that it is Not Applicable, that is, no one pays for that occupation though the society in which they live will probably support them. However, they have no defined skills to earn an income in twentieth century America (unless the Keeper decides otherwise). "Prop." is short for Property, explained on the next page.

Occupation	Annual Income	Prop.	Occupation	Annual Income	Prop
Adventurer	Varies		Missionary	1D4 x \$500	1
Antiquarian*	1D8 x \$1000, + \$2000	13\$	Musician	1D4 x \$1000	4 `
Artist	1D4 x \$1000	4	Parapsychologist*	1D6 x \$1000, + \$2000	10\$
Athlete	Varies		Park Ranger*	1D4 x \$1000	4
Author*	Varies		Police Detective	1D4 x \$1000, + \$2000	7\$
Clergyman	1D4 x \$1000, + \$1000	5\$	Police Patrolman	1D4 x \$1000, + \$1000	5\$
Consulting Detective*	1D8 x \$1000, + \$2000	13\$	Private Eye*	1D8 x \$1000	8\$
Dilettante	2D6 x \$1000	20\$	Professor*	1D8 x \$1000, + \$1000	11\$
Doctor*	1D10 x \$1000, + \$1000	14\$	Psychic Medium*	1D6 x \$1000, + \$1000	9\$
Dockworker (Laborer)*	1D4 x \$500	1	Religious Investigator*	2D3 x \$1000, + \$1000	10\$
Engineer	1D8 x \$1000, + \$2000	13\$	Revolutionary	1D4 x \$100	1/4
Farmer/Woodsman	1D4 x \$500	1	Shaman*	N/A	
Gangster (Criminal)*	2D4 x \$1000, + \$1000	12\$	Showman*	Varies	
Historian*	2D4 x \$1000	9\$	Soldier of Fortune*	1D6 x \$1000	6\$
Hobo	1D4 x \$100	1/4	Tribal Fisherman	N/A	
Inventor*	1D6 x \$1000	6\$	Tribal Warrior	N/A	
Journalist*	2D4 x \$1000	9\$	Wildlife Hunter*	2D3 x \$1000, + \$1000	10\$
Lawyer*	1D8 x \$1000, + \$3000	15\$	Wildlife Photographer*	1D6 x \$1000, + \$1000	9\$
Military Commander	1D6 x \$1000	6\$	Youthful Sidekick*	1D4 x \$100	1/4



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# PROPERTY & SAVINGS

All investigators have property in the amount of their Annual Income times their Property number One-tenth of that total is banked or otherwise hidden away as cash. If a dollar sign (\$) follows the property number, an additional one-tenth is in stocks, bonds, and personal notes—*unless* the campaign is in the years of the Great Depression, October 24th, 1929 until roughly 1939. If in the Great Depression, an investigator with a dollar sign (\$) following their property number has *lost* 1D4 x 10% of their total property and savings to the Crash (this is actually quite lenient). The rest of the property is as described in the Investigator Income block on page 16 of the 5th Edition CoC rules.

# RECOGNITION

The Recognition Table provides an option both for beginning and experienced investigators. It offers the chance to either increase or decrease the investigator's Annual Income. The player may roll on the table when first creating their investigator, if the Keeper wishes. By doing so, and considering the result, the player could determine if their investigator is especially well-paid in his field (suggesting success and hard work) or poorly -paid (suggesting laziness or an interest in something else). This is offered as an additional way to flesh out the investigator's life. If the player and the Keeper wish, they can simply choose an adjustment to fit the conception in the player's mind of their investigator.

# RECOGNITION TABLE

% Roll Result

	hift Annual Income by 4 categories.
02-05 S	Shift Annual Income by 3 categories.
	Shift Annual Income by 2 Categories.
	shift Annual Income by 1 Category.
	nnual Income category remains the same.

(Keeper decides if the shift is up or down; or when making a new investigator, roll a die. Odd, up; even, down)

Each game year, the players can roll on this table to see if they get a raise or take a salary cut—or remain the same. The Keeper determines before the roll is made if the adjustment is going to be positive or negative, based on how well the investigator has done in their job.

For instance. Doctor Savauge has a private medical practice, but has spent much of the last year fighting cultists overseas. The Keeper decides that any shift rolled will be negative, due to the patients the good doctor has no doubt lost while overseas.

If desired, an income shift could be replaced by something more interesting, such as a new job at a better institution, the publication of a book, or some other more personal success.

Income shifts that go off the table (either way) can be rationalized as the player and Keeper wish. If off the high end, perhaps the investigator has achieved stellar fame and money is no longer a concern. If off the low end, the investigator has probably been fired, seen his house burned down, and watched his dog crushed by a falling meteor.



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# HIT POINTS

An investigator generates his or her initial hit points as per the established rules. Keep in mind that the investigator has unusual determination or he'd be at home, cowering, like the rest of us. He knows the terrible fate of his or her friends, or even the world, if he fails. Therefore, the Keeper should respect the investigator as a survivor, not just a bug to be squashed.

The following rules suggestions are aimed at avoiding such squashing when it isn't deserved. It gives investigators a slightly better chance for survival, especially when they are reduced to zero hit points during combat. They still won't be able to fight. but with these options they might hang on long enough to be aided afterwards.

You may, of course, use some, all, or none of these in your game, depending on how you play. You may also feel free to give NPCs (good, bad or indifferent) the same opportunities, as you wish.

Recovering Hit Points. Investigators recover 10% of their CON per day (round down). For most investigators this means 1 point every 24 hours. This is not healing so fully that they feel on top of the world, but it makes them functional again. Keepers may negate this rule in some circumstances - such as when the wound is obviously beyond simple recovery - or at the least limit how much can be recovered without hospital care.

Unconscious, Investigators do not become unconscious until they reach 0 hit points or less (see below). They are hearty souls who venture into the unknown as best they can, and do not pass out as easily as the average citizenry (or HPL's average protaganists). The 2 HP unconscious rule in the game is still applicable for innocent NPCs, as the Keeper wishes.

Investigators who lose half their remaining hit points or more in a single round go unconscious if they fail a CONx5 roll.

Negative Hit Points & Death. An investigator has negative hit points equal to his or her or her Constitution. These negative hit points (-HP) represent an unconscious and worsening state. If an investigator receives normal damage (not massive damage like being stepped on by Cthulhu or having a tommy gun emptied into you) that reduces hit points beyond 0, the damage stops at -111P. Every round thereafter the investigator is dying at a rate of -1 HP per round (considered to take effect at the end of the round). When the damage reaches -CON hit points the investigator expires.

While the investigator is in the negative hit point zone, but before he or she expires, a successful First Aid skill roll (or other suitable medical skill roll) performed on the victim will prevent them from further hit point loss. If still at 0 or below, the investigator is unconscious, but stabilized. Any further healing performed while the investigator is stabilized effects them normally (including recovery as mentioned above) and can raise them out of this precarious condition.

The investigator will stay stabilized (at 0 HP or less) for a number of minutes equal to his or her CON, unless further damage is sustained (starting the procedure over again). At the end of this time he must make a CON x 5 roll. Success indicates the investigator is stabilized another number of minutes equal to his or her CON before a CON x 4 roll is required. Further success rolls mean the investigator will eventually have to make a CON x 1 roll as he or she stubbornly hangs on. Failure of any of these rolls indicates the investigator is beginning to slip away at a rate of -1HP per minute. They cannot be stabilized again unless better healing is performed, such as by a Physician or Surgery skill roll (see the Skills section) or if cared for at a proper medical facility. As mentioned above, when the investigator passes -CON HP, final death occurs.

It is possible for an investigator to be stabilized for quite some time this way, though without intravenous feeding the investigator would starve or dehydrate. This condition of stabilized negative hit points is extremely hazardous to the investigator as he is in a semi-comatose state and completely vulnerable. A Keeper may feel that an investigator who is recovering from an inordinately long unconscious period has some memory or function loss due to this comatose state. Consult the Investigator Skill Categories on page 33 of this issue. Roll a 1D10: 1 = All areas, 2-3 = Communication, 4-5 = Manipulation, 6 = Perception.7-8 = Physical, 9-10 = Thought. The player must make a successful skill use roll for each skill listed in the affected category or lose 1D8 points in that skill. 3



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Skills

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The great thing about the CoC skill system is that new skills can easily be introduced as the Keeper feels they are needed. The 5th Edition skills are the foundation upon which this article relies. Whereas it is true that CoC has no investigator classes, it is definitely a "skill-driven" system. This means that investigators progress by increasing their skills, not by going up set "levels" or by the combat mechanics automatically adjusting for experiece points achieved.

Certain skills may become an investigator's hallmark (such as an intimidating cop, a pickpocket criminal, a religious investigator who saves the team by his mastery of crowd persuasion, etc.), so the Keeper and the player most assuredly would not wish to leave these skills in the arena of "basic attribute rolls" ("Forgery, oh, yeah, uh make an INT and a DEX roll"). 5th Edition CoC is flexible enough that almost any skill can be specialized and added to an investigator's list under the blank spaces. Normally these should be included during the creation of the investigator.

Sources for new skills usually include other RPGs, past adventures or source books which featured new skills, and inspiration from campaign adventures where a new skill need keeps cropping up. The selection below includes some of the more suitable enes from <u>Stormbringer</u> and <u>RuneQuest</u>, since those game systems are almost identical with CoC. There are many more skills suitable for use found in other RPGs for the persistent Keeper who keeps researching.

The focus of this article is on the typical 1920s CoC game. Only skills pertaining to that genre are included.

AMBUSH: This is the skill of setting up a successful ambush. It differs from the Hide skill in that the ambush's sightlines must be kept open to the target while the person remains hidden, presenting an effective field of fire while trying to prevent your victim from having one. An Ambush skill can be modified (at the Keeper's option) by darkness, the lay of the land or street, and successful Hide and Sneak rolls (+10% to Ambush for each successful roll). A successful Ambush roll assures that anyone attempting a Spot Hidden roll to find the ambusher must do so at half their normal chance, and that even if the Spot Hidden roll is made the ambusher may attack with firearms and ranged weapons normally while anyone firing at the ambusher does so at half their normal attack chance for the first round.

ANIMAL LORE: an investigator with this skill possesses the knowledge of hunters and woodsmen. A successful roll concerning a given creature will allow a few points of interest about that creature: are they likely to be threatening, are they in heat this time of year, are they poisonous, what their tracks look like, etc. A successful Animal Lore roll when tracking an animal (excluding humans) grants a 10% bonus to the Tracking roll. +20% if a critical success is achieved. This skill does not cover creatures of mythology or fantasy such as unicorns, basilisks, or the like, nor does it extend into the minute details of the naturalist or zoologist. Use Animal Lore to know if a snake with a triangular head is poisonous: use Zoology to know where the poison sacs are located and how to remove them. APPRAISE: an investigator with this skill can estimate the value of objects such as gems, jewelry, objects d'art, and foreign currency, even old currency. In other words, anything really worth a lot of money not covered by other skills. The appraiser may also have limited knowledge of the item and its history, such as where a style of furniture originated and was common. Certain occupations may specify a specialized choice of this skill which allows the appraisal of magical or occult items, or simply mundane specialties such as comic books or baseball cards. A critical result with this specialized skill can even estimate the value of Mythositems to certain institutions, such as Miskatonic University.

**ARCHITECTURE:** an investigator with this skill has knowledge of architectural styles and possesses a keen eye for three-dimensional structures. He usually knows the average layout of, say, a Victorian house or a townhouse, and so he will understand the basic room layout when he enters. A successful roll can tell the investigator at a glance if a stair way, archway, floor, or ceiling is weak or treacherous. A successful roll and some time spent measuring will also tell an investigator who has been through the rooms of a house if the dimensions line up or if there is a secret corridor or room built in. An investigator with this skill also knows the best locations to place demolitions to destroy a building.

ASTROLOGY: This minor skill assumes and professes to know and interpret the effects of the heavenly bodies and constellations on human affairs. This does *not* mean that the

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skill can tell an investigator anything at all about the future of another person, by astrological signs (unless, of course, the Keeper wishes to use this in a scenario). It does mean that the investigator has a working knowledge of astrological principles, which can be invaluable when investigating an occurence where ceremonies, gates and possible unwanted visitations are dependent on arcane astrological alignments and conditions. If possessing this skill and Fortune Telling, the Fortune Telling skill chance is raised by +10% when using astrological charts to portend. Astronomy knows the facts: Astrology holds the popular lore of the stars and the most common or significant conjunctions.

**CARTOGRAPHY:** an investigator with this skill is a professional map maker who can jot quick and accurate notes and drawings down while exploring, and then transfer them into a legible and accurate map later on. Cartographers have a good sense of distance, direction, and topography of the area they are mapping. A player whose investigator has this skill should be allowed to map adventuring sites, underground lairs,

to cultivate or have on retainer.

Examples of some contact types include:

Academic – Know individuals in a certain educational institution or field of academic study.

Antiquarian—Know respected authorities who may be able to date, identify, or research ancient items, art, cultures, etc.

**Commercial**—Know powerful personages in big business. May even have access to corporate facilities, funds, etc. Of course, most corporations will expect something in return for any non–informational assistance.

**Crime**—Knows a certain criminal element, usually specific, e.g., fences, pickpockets, con men, and so on. May have grown up with these individuals or served time with them.

**Government**—Has access to government files of a specific nature, assistance from a certain branch of the government, or even protection from certain agencies.

Historian—Knows some authorities on history which may provide valuable information, adventure leads, or introductions to certain institutions with useful materials.



and so on by the Keeper. Occasionally the Keeper should peruse the map. If there are any glaring or important errors on the map the player must make a skill roll (perhaps in secret). Success will require the Keeper to show the player the error on the map. Investigators with this skill can also read maps quickly, especially detailed topographical or even military maps.

**CONTACTS (Specialty):** an investigator often has contacts in his profession or social circles which may prove to be an important asset in a campaign. The base chance of these contacts, which usually are established when the investigator is created, is EDU or INT or POW (whichever the Keeper feels is more suitable) x 2.

If, during a campaign, the Keeper feels an investigator has had exceptional experience in contacting certain individuals or professions outside of his normal professional domain, he may wish to grant the investigator a 10% base chance in that area. But an investigator should never have more than three or four contact areas at any one time during the game—it would just require too much time. Of course, for some NPCs, being a hub of a dozen or so contacts may be how they spend all their time and make their living; sort of an information gathering mer– chant. This type of NPC would be worth while for investigators InternationalLawEnforcement-Similar to Law Enforcement: knows members of another country's law enforcement agency, such as Scotland Yard, Canadian Mounted Police, etc.

**Invention**—Knows other inventors in this great age of new ideas and new devices. Has access to the machinery needed to make his inventions and knows where he can buy or construct the unusual parts he may need.

Labor/Union-Knows people in the fledgling labor organizations or union movements. Roll a 1D100 upon investigator creation for degree of importance of contacts: could be a lot of hard-working Joes the investigator has worked with that know what's happening on the docks, in the factory, or whatever all the way up to a union organizer (01 or 02) who has vast contacts of his own in his particular labor field.

**LawEnforcement**—Knows a certain law enforcement element (usually specific by city, county, or region) of a certain type, such as homicide, detective squad, traffic department, and so on. Exceptional rolls indicate federal contacts.

Legal-Knows many individuals in the legal profession and can usually pull strings for various types of legal aid.

Medical—Has contacts with a certain area of the medical profession, a few doctors, or a specific hospital, or may even

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have access to pharmaceuticals or a lab.

**Military**—Knows individuals in the military which may provide information or, in exceptional cases, aid in situations which may affect the military or the nation.

Occult-Knows a few (1D6+2) individuals in the occult field which can be called upon for information, items, or aid.

Parapsychology—Similar to the occult field, but deals with areas more pertinent to psychic powers and spiritual entity problems.

Publishing/Writing—May elect to either have contacts among writers or journalists (which means they may be able to use their contacts for information gathering or clarification); or in the publishing industry for either newspaper publishing (one newspaper connection only) or book publishing (one publishing house only). Book connections help make money producing cheap fiction, memoirs, exposés, etc. Newspaper connections allow the investigator access to the paper's research files (the "morgue").photographic library, newshounds, and so on as long as the investigator is also contributing to the publisher. underworld. To create street contacts in a new city takes much time and effort on the part of the investigators.

Street Youth—This is similar to Streets but is youthoriented. May be the Boy Scouts, street gangs, or other youthoriented organizations. Contacts with these organizations does not necessarily imply membership or complete trust.

Unique—A Unique Contact is quite unusual but may be beneficial for an investigator. Examples of Unique Contacts might include a Buddhist Monastary for a non-religious investigator where Sanity can be restored, a coven of Druids for a non-shaman investigator who have extensive Plant Lore, a vampire who is not evil but keeps in contact with others of his kind and provides information against them, and so forth.

**CRAFTS(Specialty):** This is a catch –all skill for any unusual craft not found in a skill category. Possibilities include blacksmithing, leatherworking, jewelry–making, carpentry, musical instrument crafting, bookbinding, pottery, glassblow– ing, etc. A different skill selection must be made for each craft desired.



Religious—Knows many members of his clergy across the country (maybe even the world) and is allowed access to his denomination's main library, files, and so on.

Safari-Knows various guides, booking agents, and dealers in the miscellaneous gear used in safaris.

Shamanistic—Knows 1D4 other shamans, where shamans would likely gather, and where to obtain the basic components shamans need.

Showbiz—Has many contacts in the showbiz field and can usually contact them for pertinent information on the area in which they are familiar. With a critical success he can gain information from any other performer in his field he encounters.

Social-Has important contacts in the upper crust circles of society. This may help immensely if the investigator needs invitations to soirés, interviews with nobility, or a patron.

Sports-Knows personages in a specific field of sports, usually very loyal and willing to help an old teammate or buddy.

Streets—This contact means the investigator has numerous friends and sources on the streets of a city of his choice which may be able to provide information on what is happening in town but is generally being kept quiet by the authorities or **CRYPROGRAPHY/CODES:** This skill is similar to Other Language, except that the language is that of spies and the military. A successful skill roll will break most normal codes, a critical roll breaks even multiple codes. The Keeper may assign negative modifiers for especially difficult codes.

**DIAGNOSE POISON:** This allows the user to tell from what poison a given victim (including himself) suffers. If the investigator has the Pharmacy and Botany skills (at least 25% in each), he can double his normal chances for success in Diagnose Poison. If the investigator has Pharmacy, Botany, and Diagnose Poison skills (at least 25% in each), he can double his normal chances for success with the Treat Poison skill, if he has it. Certain poisons are exotic and difficult to detect, the Keeper may assign them negative percentage values when these skills are being used (such as a -30% to Diagnose or Treat Poison for a rare South American poisonous frog)

**DISGUISE:** Knowledge of this skill allows an investigator to put on the appropriate costume, makeup, and prosthetics so he may pass as another individual or type of person. Certain percentage penalties may be assigned by the Keeper due to difficult disguises. A properly disguised investigator can sometimes gain vast information from unsuspecting sources (one of

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Sherlock Holmes' favorite tactics).

ELECTRICAL SYSTEMS: Knowledge of this skill is essential to recreate any electrical device, or wire electricity to a device or in a building. It is up to the Keeper to determine the time and cost involved, depending on what the investigator wishes to make or rewire. The investigator, if working on a mechanical device, also must have—or work with someone who has—Mechanical Systems. This skill could be used to repair damaged wiring, wire a lamp, or fix parts of a car.

**ENTERTAIN (Specialty):** This skill separates the performance arts into a skill all their own while retaining the Art skill for painting, sculpting, drawing, and more intellectual pursuits. An investigator with this skill can get up in front of an audience and entertain them: the higher the skill's percentage chance the better the entertainer, though a skill roll must be made each time a performance is given. A successful skill roll indicates an entertaining performance, a Critical Success indicates a great performance (worth more money or spreading the investigator's fame or really captivating the audience), and is a famous example.

**Dance**—This skill can be also be found as an Art skill If Entertain (Dance) is chosen rather than the accompanying Art (Dance) skill, the investigator dances only popular styles for the fun of it or to make money, but does not create new dance styles or do choreography and will never have a better skill rating than 60%.

**Juggle**—Requires a minimum DEX of 13. He can then toss around objects in the air easily. This skill (when begun at 25% or more) will also add 15% to the investigator's Throw skill and can be used in place of DEX to catch items if a roll is required.

Lifting—Similar to Pickpocket, somone using this skill successfully can actually strip someone of their tie, belt, shoulder holster, etc. before they know it if allowed to touch the target (such as measuring his body for alterations, helping him on with a coat, and so on).

**PlayInstrument**—This skill can be also be found as an Art skill. If this Entertain skill option is chosen rather than the accompanying Art (Play Instrument) skill, the investigator



a roll of 01 indicates an unbelievable performance or true genius. Like any other skill, this one cannot be performed again and again merely to increase the percentage chance, performances should be important in the context of the campaign. Examples of Entertainment forms include the following:

Apparatus—Designing, building, and performing the big magical tricks such as disappearing cabinets, sawing someone in two, sticking swords through someone in a trunk, and other major apparatus tricks. These tricks usually need extensive contraptions and an assistant who knows how the trick works.

**Balancer**—Requires a minimum DEX of 13. The investigator can use trapezes, walk wires and ropes, and climb precarious surfaces. The advantages to these are obvious in a campaign. Can be used in place of a generic DEX roll in appropriate situations. If a new investigator has 25% in Entertain (Balance), their Climb skill is increased by 10%

**Contortions**—The investigator can use this skill for getting out of straitjackets, slipping between bars, or to manipulate his body through difficult passages. Escape artists use this skill in conjunction with Locksmith and Entertain (Sleight-of-Hand). A contortionist could wiggle out of ropes, get out of burlap sacks while bound, and other impressive feats. Harry Houdini plays an instrument only for the fun of it or to make money, but does not compose and will never have a better rating than 60% Investigators with Entertain (Play Instrument) pull out the harmonica or the saxaphone when spirits are low; those with Art (Play Instrument) would rather perform in a symphony.

Sing—This skill can be also be found as an Art skill. If this Entertain skill option is chosen rather than the accompanying Art skill, the investigator can sing but only for the fun of it or to make money, he can never record or develop a unique style and will never have a better rating than 60% The investigator also is likely to know old standards and popular songs of the day.

Sleight-of-Hand-Requires a minimum DEX of 13. Doing coin tricks, making small objects disappear from right under a victim's nose, tearing up money or paper while actually retaining the original, tying trick knots or cutting rope when the actual rope is untouched, etc.

**Tumbler**—Allows investigator to tumble, do handstands, and generally throw himself around without sustaining injury. If a new investigator has this skill at 25% he uses his DEX x3 for his initial Dodge skill and increases his Jump skill by 15%

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FIRST AID: This skill is a redefinition. It differs in many ways.

- The immediate heal rate for a single injury or attack varies, depending on the skill roll result:

   A critical success heals back 2D6 hit points.
   A normal success heals back 1D6+1 hit points.
   A roll of 96-99 causes 1D6+1 hit points damage.
  - A roll of 00 causes 2D6 hit points damage.
- Once healed by First Aid further applications can provide further healing, as long as they do not exceed the damage sustained by the particular injury or attack and are applied by a different healer.
- Only one investigator can administer First Aid to a patient each round unless the investigator is a Doctor or Nurse and is therefore used to healing as a team. Up to three of these medical personnel may apply healing to a patient per round; in such a situation, each assistant who succeeds in their roll adds 10% to the final roll of the main one. A fumble subtracts 10%

HYPNOTIZE: This skill has appeared many times in the past. Use the version appearing in Chaosium's adventure book, Mansions of Madness, page 72.

**IMPERSONATION:** This skill enables an investigator to convincingly portray someone else, even to mimicing that person's voice. Other skills may be required: Anthropology for impersonating someone from another culture. Disguise for appearing as the person, Other Languages for accents, technical skills for speaking with some type of expertise as an authority. None of these unusual impersonations can be ad-libbed. This skill can also be used to detect a deceptive impersonation by others. An investigator who possesses both Psychology and Impersonation, may first attempt his Psychology roll on the person he wishes to impersonate. If successful, it improves his Impersonation chance by 10% for any short-term use.

**INTIMIDATE:** The base chance of this skill is POW divided by 2, unless it is an initial skill because of a chosen profession, in which case the base chance equals POW. Intimidate is the ability to convince a targeted victim that the inves-



**FORENSICS:** This skill cannot be taken by an investigator unless he has the Physician skill at 50% first. This skill enables the investigator to determine through evidence found at, on or in the body the time of death, cause of death, and other details when examining a corpse. See the excellent Forensics article in CoC5 for more information.

FORGERY: An investigator with this skill may be able to forge or detect forgeries of all types of legal documents, papers, and related items. Art forgery is a separate skill and the investigator must first possess the appropriate Art (Painting) skill at 75%

FORTUNE TELLING: The investigator knows at least two traditional types of Fortune Telling, such as reading tea leaves, casting rune stones, using a ouiji board, reading tarot cards, etc. This does not mean the investigator can actually foretell the future, but a successful roll indicates he can dupe others into thinking he may be legit. This skill may also be useful in divining the truth in some ancient tomes from the charlatan tricks used by ancient "mages." The investigator will also be wise to those who use similar methods, and can tell if they are giving a "true" (or traditional) reading or if they are giving different information for some hidden purpose. tigator can somehow harm him, and he therefore should cooperate. The implied harm could be either physical (hurt him), harm to his reputation (libel), or somehow emotional (guilt). Whereas Persuade takes a friendly approach, and Fast Talk is flim-flam. Intimidate uses concern and fear, and therefore is a little trickier for the investigator to use. It is hard to intimidate a powerful or innocent person, unless you know (or pretend to know) a dire secret of theirs or appear willing and capable of causing the target harm. Two intimidators acting on each other simultaneously continue until one fails while the other succeeds. Intimidate is much faster than Persuade, but can sometimes force an NPC into dire actions or dangerous reactions.

**LOOK SINCERE:** This simple skill is rather disarming. It is the ability to look like you completley believe in what you are doing or saying. It can be used as a modifier for a number of other skills: Bargain, Fast Talk, Intimidate, Persuade, acting, and so on. It does not modify the chance for these skills to work but it does negate any ill effects from a critically failed roll (a 96–00). In other words, it prevents people from immediately seeing through the blarney being spieled out. Look Sincere is rolled only once before an investigator approaches a target, no matter the other skill(s) used.

**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.

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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 <u>Cthulhu Now</u>). 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 scentoriented (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.

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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 aninvestigative 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 felonius 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.Surgeonscan 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, Percaption, 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. 3

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Combat	SKILL CATEGORIES All physical attack skills (whether hand-to-hand or using a weapon) Ambush*, Dodge, Throw (weapon), (Zen*)
Communication	(Art), Bargain, Contacts*, Credit Rating, (Entertain*), Fast Talk, Hypnotize*, Impersonation*, Intimi- date*, Linguist†, Look Sincere*, Other Language, Own Language, Persuade, Psychology, Ro- mance*, (Zen*)
Manipulation	(Art), Conceal, Crafts*, Diagnose Disease†, Diagnose Poison*, Disguise*, Drive, Electrical Systems*, Electrical Repair, (Entertain*), First Aid*, Forensics*, Forgery*, Locksmith, Mechanical Systems*, Mechanical Repair, Photography, Physician*, Pickpocket†, Pilot, Rope*, Scrounging*, Set/Disarm Traps*, Surgeon†, Treat Disease†
Perception	(Art), First Aid*, Forensics*, Listen, Physician*, Scent*, Spot Hidden, Surgeon†, Surveillance*, Track, Treat Disease†, Treat Poison†, (Zen*)
Physical	(Art), Climb, Dodge, (Entertain*), First Aid*, Forensics*, Hide, Jump, Operate Heavy Machine, Phy- sician*, Ride, Sneak, Surgeon†, Swim, Throw, (Zen*)
Thought	Accounting, Animal Lore*, Anthropology, Appraise*, Archeology, Architecture*, (Art), Astrology*, Astronomy, Botany†, Cryptography/Codes, Cthulhu Mythos, Forgery*, Fortune Telling*, Geology, History, Hypnotize*, Law, Library Use, Natural History, Navigate, Occult, Pharmacy, Physics, Plant Lore*, Psychoanalysis, Publishing/Writing, (Zen*), Zoology†
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# UPDATED CALL OF CTHULHU SKILLS WITH BASE CHANCES

Skill	Dana Ohanaa	0.31	
ACCOUNTING	Base Chance 10%	<u>Skill</u> NATURAL HISTORY	Base Chance
ACCOUNTING AMBUSH*			10%
	10%	NAVIGATE	10%
ANIMAL LORE* ANTHROPOLOGY	00%	OCCULT	05%
	00%	OPERATE HVY MACHINERY	00%
APPRAISE*	05%	OTHER LANGUAGE	00%
ARCHAEOLOGY	00%	OWN LANGUAGE	EDUx5
ARCHITECTURE*	00%	PERSUADE	15%
ART	05%	PHARMACY	00%
ASTROLOGY*	02%	PHOTOGRAPHY	10%
ASTRONOMY	00%	PHYSICS	00%
BARGAIN	05%	PHYSICIAN*	00%
BOTANY	00%	PICKPOCKET†	00%
CARTOGRAPHY*	00%	PILOT	00%
CHEMISTRY	00%	PLANT LORE*	00%
CLIMB	40%	PSYCHOANALYSIS	00%
CONCEAL	15%	PSYCHOLOGY	05%
CONTACTS*	00%	PUBLISHING/WRITING*	00%
CRAFTS*	05%	RIDE	05%
CREDIT RATING	15%	ROMANCE*	10%
CRYPTOGRAPHY/CODES*	01%	ROPE*	05%
CTHULHU MYTHOS	00%	SCENT*	05%
DIAGNOSE DISEASET	05%	SCROUNGING*	05%
DIAGNOSE POISON"	05%	SET/DISARM TRAPS*	10%
DISGUISE"	10%	HIDE ROMANCE* ROPE* SCENT* SCROUNGING* SET/DISARM TRAPS* SNEAK	10%
DODGE	DEXx2	SPOT HIDDEN	25%
DRIVE AUTOMOBILE	20%	SURGEON*	00%
ELECTRICAL SYSTEMS*	00%	SURVEILLANCE*	05%
ELECTRICAL REPAIR	10%	SWIM	25%
ENTERTAIN*	00%	THROW	25%
FASTTALK	05%	TRACK	10%
FIRST AID"	30%	TREAT DISEASET	05%
FORENSICS*	00%	TREAT POISONT	05%
FORGERY*	05%	ZEN	00%
FORTUNE TELLING*	00%	ZOOLOGYt	00%
GEOLOGY	00%	,	
HIDE	10%	SET/DISARM TRAPS* SNEAK SPOT HIDDEN SURGEON* SURVEILLANCE* SWIM THROW TRACK TREAT DISEASE† TREAT POISON† ZEN* ZOOLOGY† COMBAT SKILLS BOW CLUB FIST/PUNCH CBAPPLE	ì
HISTORY	20%	BOW	25%
HYPNOTIZE*	00%	CLUB	25%
IMPERSONATION*	05%	FIST/PUNCH	50%
INTIMIDATE*	POWx1/2	GRAPPLE	25%
JUMP	25%	HANDGUN	20%
LAW	05%	HEAD BUTT	10%
LIBRARY USE	25%	KICK	25%
LINGUIST+	00%	KNIFE	25%
LISTEN	25%		15%
LOCKSMITH	05%	MARTIAL ARTS	00%
LOOK SINCERE*	05%	RIFLE	25%
MECHANICAL SYSTEMS*	00%		
MECHANICAL STSTEMS	20%	SHOTGUN	30%
	2470	SUB-MACHINEGUN	15%

\* = Additional skills † = Retained 4th edition skill



JESPER MYRFORS



# 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.



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 every day 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 26 km Tube km Tu

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# COING INSANE

Insanities are handled rather haphazardly in the CoC system. CoC5½ provides a little more structure to make insanities more of an ongoing threat, and also makes them easier to bring out in play.

When an investigator loses 5 or more points of SAN in a single round, and makes their Idea roll, choose an appropriate phobia or insanity. Roll randomly if you must, but if at all possible, choose one instead. Then roll for duration.

Have the player write down the illness, and also write down how many points of SAN they lost in that round, the round they went insane. Have them double that figure, and write it down as well. That is the Power for that insanity or phobia.

The insanity or phobia kicks in. Let them deal with it as usual, until the duration ends. Then it fades away.

But not for long. The next time the investigator is in a situation that could trigger the illness (such as being in conditions appropriate to his phobia, or being in such distress that an insanity might recur), the investigator must make a resistance roll of his POW versus the POW of the appropriate phobia or insanity. If he fails to resist, it kicks in -roll duration as usual. If he succeeds, he fights it off, at least until he is shocked again (even if it's in the same situation).

For example, Nigel Nickerbocker is on a boat that is attacked by a shoggoth. He loses 12 Sanity points from the experience. making his Idea roll, and the Keeper assigns him Aquaphobia—fear of water. The phobia goes into effect for several rounds, at the end of which he recovers. Nigel writes down "Aquaphobia (12) 24" on his sheet.

Sometime later, while pursued by cultists. Nigel and his friends have to cross a river over a rickety old bridge. The situation could kick in Nigel's phobia. He has to succeed in a resistance roll between his POW of 13 and the phobia's POW of 24. He fails the roll, and will not cross the bridge, despite his friends' desperate pleas.



On subsequent occasions, whenever the investigator loses more than 5 points of sanity and makes his ldea roll, his phobia *automatically* kicks in again, and the POW of the phobia increases by however many points were just lost. However, the base number – the number in parenthesis – does not go up. It stays the same.

For example, Nigel later loses 6 points of sanity to a byakhee and makes his idea roll. His phobia kicks in, and the player adjusts the sheet to read "Aquaphobia (12) 30."

Alternately, if it seems appropriate, the Keeper can assign a new insanity or phobia when temporary insanity occurs again, rather than bringing back the current one. Note that the current one still exists, however. If you like, you can both add a new one and call for a resistance roll against the old one at the same time. If you're cruel.

Recovery. Whenever a sanity point is regained by an investigator with a phobia or insanity, the player subtracts a point from the POW of the illness. The POW of the illness never goes below the base number, however – the number in parentheses.

For example, Nigel goes into therapy and recovers 8 points of sanity. He changes the POW of his phobia so that it looks like this: "Aquaphobia (12) 22." Now he only has to resist against a POW of 22 to keep his cool.

Later, in another therapy session, Nigel recovers another 12 points of sanity. He again changes the POW of his phobia, but not all the way. He ends up with "Aquaphobia (12) 12" and it can go no lower than that. From now on, he will—on the average, with his POW of 13—not be bothered by bodies of water. But he will never be rid of the fear he aquired that day on the boat.

This system is pretty fair, and also makes it easier to bring mental illnesses into play. Most investigators go insane from small losses –6 or 8 points – which means that after therapy the POW of their illness will usually be well below their own POW. This means most of the time their illness won't kick in. Those investigators who have had more serious shocks – 10, 12, or more points – take longer to recover and will never be quite the same again. The system reflects this.

worms...Eisotrophobia-tear of mirrors...Homichlophobia-tear of fog...Parasitophobia-fear of parasites...Asthenophobia-fear of weakness...Hypnophobia-fear of sleep...Phasmophobia-fear of TUOG KM TUOG

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# CREATIVE INSANITY

With these rule suggestions in mind, the following present some creative ways to use insanity in the game. These methods help to instill horror and fear, and also to give the feeling for what it would be like to slowly lose one's mind. If used well, they will help restore some of the unique flavor CoC has lost over time from the Sanity rules being taken for granted. Some odd insanities that are also good role-playing possibilities include:

# SPLIT PERSONALITY

The investigator, in times of stress, stops being themself, and becomes someone else, someone new. This new identity usually functions in one of two ways. First, the identity might be a stronger one, one who can handle the situation and do the right thing, so as to protect the "real" identity from harm. Second, the identity might be a weaker one, one who simply can't handle and can't respond to the situation, and thereby avoids it through inaction or fright.

This second identity, whatever it is, believes itself to be a real person. It may or may not be aware of the "real" identity it is protecting, and may or may not know anything about what is going on, who the other investigators are, etc.

Examples of the first type of identity might include some sort of authority archetype applicable to the investigator's past: perhaps a headmaster or school principal. Examples of the second type might include a child (even an infant) or an adult who is skittish, easily frightened, and seeks comfort and protection.

A variant of this is a split personality "out of time," such as a 1920s investigator who believes it is 1890 or something similar. Not only is the present situation confusing, but the entire world around him as well.

# HYSTERIA

This includes Hysthat they are blind, Wendigo might be sus-The problem is psy-

on the condition even in that he is blind and deaf until

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terical Blindness, Hysterical Deafness, etc. In such cases, the investigator firmly believes deaf, or even paralyzed. An investigator who goes insane from hearing the howl of the ceptible to hysterical deafness, for instance.

chosomatic in origin, and is quite treatable. But while it is in effect, the investigator will insist life-threatening situations, such as standing in the way of an oncoming train and insisting it hits him.

# DELUSIONS

Even if the roll of the dice says that the investigator goes mad only for a few minutes, it does not say how severe that madness should be. Insanity which lasts only minutes is still insanity. Rather than simply passing out, it would be much more exciting to have in that passing moment of madness an instant of true insanity, a glimpse at the screaming gulf of abject lunacy that lies in wait for the investigator if they continue on their sanity-shattering course of action.

As an example, take Doctor Jeremy Constantine, never a calm gentleman at the best of times. Confronted by a ghoul in a St. Augustine cemetery, poor Jeremy snapped. A loss of 6 points of sanity sent him screaming; the last the others saw of Jeremy was his long-limbed gangly figure running awkwardly and desperately towards the gate. Jeremy himself "knew no more."

After an unknown period of time, Jeremy came to. He was lying in the grass beside the road. His feet hurt. Reaching down to touch them. Jeremy's fingertips came away bloody. He had run the soles from his shoes, and his skin from his feet. Raw and bloody, the flayed flesh of his feet was imbedded with small lumps of gravel and broken glass. According to Jeremy's watch it was hours after seeing that...thing...

ghosts...Entomophobia-fear of insects...Belonephobia-fear of needles...Ommetaphobia-fear of eyes...Ancraophobia-fear of wind...Pneumatophobia-fear of spirits...Haptophobia, Haphophobia-fear of 28 km Tube km

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At this point he hobbled to a nearby phone booth to call for help. No sooner did he lift the receiver than it began to cackle evilly, then blood, fresh steaming blood, began to fountain from the phone. Jeremy was soon drowning in blood, beating his fists against the glass doors of the telephone booth, which would not open. Just as the ever-rising surge of clotted crimson reached his lips the glass shattered, and Jeremy collapsed forward...only to find himself lying sprawled beside the road. He had tripped while running, and was lying on the grass. His feet hurt...

Although it seemed to take minutes, hours if you take into account the time Jeremy thought he had been running, the entire episode took only seconds of game time, lasting only as long as Jeremy's temporary insanity. Those few minutes added a great deal of tension, horror and drama to the game, making it more memorable for players and Keeper alike.

# HALLUCINATIONS

Hallucinations are in some ways similar to dreams, but they occur to the investigator when they are wide awake, are much more dangerous, and are more enjoyable for the Keeper. The horrific potential of such is vast, when one considers that hallucinations may be visual, audible, tactile and olfactory. A hallucination may last for hours, or be only a fleeting occurrance.

Once investigators have lost more than half their original Sanity, hallucinations should be brought into play, increasing in frequency and intensity as the investigator draws nearer to total madness. By the time an investigator's Sanity has reached 10 or so their hallucinations may well have reached a stage where they account for more than half an investigator's day to day experiences, and the unfortunate individual is no longer able to differentiate between reality and madness.

Simple hallucinations might be an odd flicker of color or shadow across a surface, or an unusual sound. Or waking in the middle of the night to hear a dog growling low in its throat and no dog visible in the shadows of your room. That's because



there's no dog there, but imagine how you'd feel if you didn't know that. Hallucinating investigators might see walls occasionally ripple, as if liquid, or walls where flickers of nauseous, impossible hues wash through their painted surfaces. Voices can be heard discussing the investigator when noone is there, or they might hear somewhere a telephone ringing insistant and shrill, when one is not. In latter stages investigators might be victim of attacks or creatures that noone else can see, hear or touch. Of course, as an investigator loses more Sanity over time their insanities will grow correspondingly worse.

Hallucinations can be matched neatly to investigatorial insanities. An investigator with a phobia of dead things when walking past a butcher's shop realizes that the pig carcasses which hang gutted in the window are still breathing. Entomophobiacs might experience a plague of insects with spiny legs and oily black carapaces which scuttle across their skin and under their clothes, which of course noone else can see. Paranoiacs may feel clothes constricting them, shirt collars digging into their throats, when they try on new garments in a department store. Sudden, abominable stenches that no one else seems to notice and inexplicable voices on late night telephone calls all add to an investigator's insanity, and the player's mood as well.

These hallucinations are all based on mundane possibilities: the endless delusions investigators might have once their thoughts have begun to give way under the onslaught of the Mythos would be worse: their bodies rotting away before their eyes and them unable to speak (has their jaw dropped away, or are their limbs merely rooted to where they sit?) or of things with tentacles crupting out of the wall and ripping off a person's head while they talk calmly away to the investigator, and no-one notices, not even them, because once the investigator blinks the hallucination is gone, and the person has their head back and the tentacle and the slime and the blood that was spattered all over them..are gone, as if they were never there.

Hallucinations should not be over-used in the game, and certainly on no more than one or two investigators at a time. Just slip a few flashes in every now and then, building in intensity and regularity as the investigator gets madder. One episode every few sessions is all that is needed, at least until the investigator is almost completely unhinged. Employed too often, such tricks

touch...Cynophobia-fear of dogs...Poinephobia-fear of punishment...Thanatophobia-fear of death...Topophobiafear of certain geographic places...Cheimatophobia, Cheimaphobia-fear of cold...Kakorraphiaphobia-fear of TUB6 KM TUB6 KM

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lose their special flavor, becoming mundane encounters rather than brief flashes of terrifying insanity. Keepers should also remember to take into account the effect an investigator's hallucinations have on those around them. Would fellow passengers on a train sit back and ignore an investigator's conversation with a non-existent person, or do nothing if an investigator began tearing at their clothes and face while shrieking about alien insects burrowing into their brain?

# **DEGENERATION & PARANOIA**

Accompanying the slow degeneration of an investigator's sanity is the equivalent decay of their state of mind. Sudden mood swings are not uncommon with mental illness, and Keepers should not shirk from inflicting such emotional upheavals on investigators. A Sanity loss might be accompanied by sudden depression instead of a phobia, which could just as easily switch to berserk rage. Investigators should try to make appropriate resistance rolls (see earlier) to get a grip on themselves, or else be at the mercy of their passions.

While much of the pleasure that could result from this depends upon the role-playing skills of the players. Keepers can encourage quality role-playing by coloring descriptions with emotional triggers. Draw upon your own feelings and memories in such cases. For depression, emphasize the leaden skies, the rain, the gray expressions on the faces of gray people. Likewise anger can be encouraged with aggressive or insulting NPCs to trigger an investigator's rage, or even simple misadventures. Give an investigator one of those days, when little, simple things go wrong. All the time. The toast comes out burnt. It begins to rain and the investigator has no umbrella. Running, they just miss a train or bus. They drop something heavy on their toes, and later that day someone steps on their sore foot. Telephone callers hang up just as the investigator picks up the phone. You know the sort. After a while the investigator should be a twitching, shouting maniac—which after all is entirely the point.

From here to paranoia is a short step, one taken cautiously, looking over your shoulder as you go. Paranoia seems transmittable by touch in CoC: once one investigator becomes paranoid, they all do, and soon they will all be booking into hotels under false names before scurrying out a side door to new hotels to book under different names yet again. Paranoia is a delight for Keepers; giving it to all investigators as their first insanity – without telling them –leads to a sort of baptism by fear. In many CoC games the investigators are targets anyway. Even in the Julis when someone is not, how are the investigators to know?

Innocent things can take on the most menacing implications with paranoia, and it is up to the Keeper to encourage this. The investigator fails a Listen roll? (which should be rolled behind a screen so the player can't see the result) Then let them mishear what someone says when eavesdropping so that they seem to be talking about the investigator. Footsteps which follow theirs at night—is it an echo or is someone really there? Feeling isolated and alone walking down empty streets, spotlit by streetlights as the investigator passes beneath one. Telephones ring in public phone booths and the call is for them as they happen to pass by, but once the investigator picks up the receiver the line is dead, or perhaps faintly, the sound of someone breathing at the other end of the phone, silently listening to everything the investigator says. The distinct impression that someone has come into the investigator's room, moved things but not put them back in quite the right place. A pale face staring from a passing bus window, surely the same blurred face that the investigator saw earlier that day peering out from a train, and yesterday, standing on the street across from their house? After a while, paranoia becomes part of everyday life.

Changes in behavior, such as drug addiction, insomnia, and short-temperedness are also possibilities. Investigators who cannot sleep may well turn to sleeping pills to bring them solace, and become unable to sleep without them. Those who dare not sleep, in <u>Cthulhu Now</u> at least, have easy access to amphetamines from the streets in the form of speed. How long before they become twitching, staring-eyed junkies, the sort of person no-one sits next to? The oldest excuse of alcoholics is that they drink to forget, and there must be many investigators who would long to forget some of the quivering alien horrors they have seen. Portraying the slow decline of an alcoholic, heroin addict or opium fiend, together with their drug-induced cravings and driven behavior would be a challenge for role-player and Keeper alike. 3

failure...Nephophobia, Pathophobia-fear of disease...Aulophobia-fear of flutes...Atelophobia-fear of imperfection...Ichthyophobia-fear of fish...Traumatophobia-fear of wounds or injury...Necrophobia-fear of corpses

# Lunatic Asylums in the Twenties

# MIRHAEL TRE

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A 1944 Grand Jury investigation of Cleveland State Hospital for the Insane resulted in the following verdict: "It would be a prison for the well. It is a hell for the sick." Twenty years earlier, it was worse.

There were 300,000 patients in lunatic asylums in the United States at the end of the 1920s. This accounts for over a quarter of a percent of the nation's population. Naturally, the proportion of CoC characters who spend periods of time under professional care is much higher. The brief paragraphs on institutionalization in the CoC rules simply do not do justice to the horrors of the state hospital system. I hope to provide Keepers with some concrete information on both public and private hospitals, concentrating heavily on the atrocities of such places. An adventure centered on the abuses suffered by an investigator at an asylum after a shattering experience makes an interesting interlude in a campaign, and this article should stimulate your febrile imaginations.

There are three main types of institution: state-run hospitals, hospitals run by local government, and private institutions. Some general remarks can be made on these different types of hospital. A brief summation is given by Dr. Grimes in his book *When Minds Go Wrong:* "city and county institutions are like state hospitals, but worse \_ [Veterans'] institutions are like state hospitals, but better \_ Private institutions are not like state hospitals." This last statement is most assuredly true. While the government-run hospitals had thousands of inmates and were generally concerned with keeping the public safe from lunatics, the private sanitoria had only a few patients and were generally concerned with making money. In 1923, the Bureau of the Census reported the existence of 165 state hospitals, as they are generally known in the Twenties, replacing the earlier, somewhat unsavory, term "lunatic asylum." These hospitals accounted for 86% of all lunatics. The 148 other public hospitals held 11% of them. The remaining 3%, 9000 people, were spread among 218 private hospitals.

The state hospitals, as has been remarked, handled thousands of patients. Manhattan State Hospital had nearly 7000 patients on its rolls in 1930. Individual care was impossible. The hospital was broken down into large wards overseen by a few attendants and one doctor, the ward supervisor. Few hospitals had psychiatrists in their employ, so the best they could offer was to keep the bodies healthy, while the minds often slipped further away due to neglect and abuse. The federally run Veterans' Hospitals, although also large and unwieldy, at least had the benefit of more money to provide better food and clothing for their inmates, but in most respects were much like the state hospitals.

Four types of people lived in these hospitals, and each type added its own dose of horror to the experience of the asylum. The first, and obvious class, was composed of the patients themselves. In their former lives, patients came from all walks of life, from lawyers to indigents. The insanity that sent them all to the same gloomy pit was their only similarity. Although detailed profiles of individual lunatics would be useful to Keepers intent on running an asylum adventure. I only want to discuss the general composition of the patients. I refer interested Keepers to *Behind the Door of Delusion*, by "Inmate Ward 8." This autobiographical account of one man's stay in an institution describes several peculiar characters, including the unforgettable "Concrete man," who claimed to be solid concrete from his neck to his waist and doomed to live for a thousand years. Another excellent source is *SnakePitAttendant*, edited by Jesse Dees; this book is perhaps the all-around best source for Keepers that



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I came across for describing everyday life in the asylum.

To start with the specifics, the patients in state hospitals in the Twenties had approximately the following distribution, broken down by type of illness. A full 45% suffered from some form of dementia præcox, or schizophrenia: this mysterious affliction was not well understood in the '20s, and no effective treatments were known. Patients can be generally described by the following symptoms: seclusive behavior, inappropriate emotions, development of fantastic ideas, impulsive and negative acts, feelings of being controlled by mystical, physical or technological influences. The disease is further subdivided into paranoid, catatonic, hebephrenic (silly) and simple dementia præcox.

16% suffered from Manic-Depressive disorders characterized by emotional instability ranging from euphoria to suicidal feelings. Five percent were "feebleminded with psychoses," i.e. morons with an attitude problem. Another five percent were old, infirm and senile. Paranoids accounted for another four percent, as did those paralyzed by cerebral syphilis. About ten percent suffered from no psychoses, but have been placed in an institutionalized setting because there's no better place for them. Examples of these are alcoholics, drug addicts, epileptics and easy-going morons. The rest suffered from various somatic brain disorders, insanity caused by physical trauma to the head, involution melancholia (similar to depressives), debilitating neuroses (such as morbid phobias or hysteria) or psychopathic personalities.

When first admitted to the hospital, the patient was immediately dehumanized. His clothes were taken to be cleaned, he was bathed and deloused by impersonal attendants and given a cheap state-supplied uniform for the interim. In general, he was not told any rules, but only punished less severely for transgressions until discovering the rules for himself. The hospital was divided into several wards, each of which carried its own stigma: the new patient would be sorted into one of them for the time being. The "dirty" ward was populated by incontinent patients. The syphilitic and violent wards were equally horrible, while the senile and "good" wards were probably the least offensive. Then the endless drudgery of sanatorium life began. Three times a day they were all herded into a huge cafeteria for their meals, which they must eat swiftly or go hungry. The attendants knew that if the lunatics were given more time, foodfights would inevitably break out. Those who refused to eat were fed through a nose tube or rectally. One can well imagine not wanting to eat, as the table fare was always poor, and sometimes actually harmful. One female inmate found "a piece of pig's hide with hair on it in the cabbage," and disease often spread through infected kitchen workers, who were often patients or ex-patients themselves.

Inmates were required to perform work in many institutions. Not just cleaning chores, but 8 hours a day at hard farm labor, snow shovelling, laundry work, in repair shops or even Pennsylvania coal yards, from which they received no benefits other than an extra ration of tobacco. Although giving tools to lunatics may seem a bad idea, and indeed other inmates and attendants were killed by shovel-wielding nuts, the asylums could sell the services and products to help defray costs. On the other hand, one man was actually cured of his insanity when hit over the head with a shovel-one of the more efficacious treatments performed in Bedlam. Escapes were another problem, but farmers in the vicinity had a standing reward of five dollars for every returned lunatic, so shotgun-and-pitchfork-wielding farmers would rove in bands seeking out any escapes.

Violence among the inmates was an everyday occurrence. As one might imagine, everything and anything the inmates got their hands on was converted into a weapon: brooms, dishes, eating utensils, broken glass, pens and water pitchers. These impromptu weapons were often used with great cunning and efficacy. One man was knocked out by a patient and tossed into the furnace. Since insane people are not responsible for their actions, he was simply confined for a time. On the other hand, since few people were watching out for injustices performed against lunatics, attendants who killed patients weren't punished criminally either, although in better institutions, they may have lost their job. To keep some check on the patients' behavior, cases that presented problems were sent into the violent ward, where violence would usually be beaten out of them by hardened inmates. Those who were not reformed in this way remained to reform newcomers themselves.

There were several other interesting rituals of the asylum. Weekly bathing was mandatory, and usually carried out in large tubs of water that were not changed between patients, even after patients with syphilis or other diseases. Another interesting activity that took place at many institutions was the co-ed dance. Once a month, the attendants and male and female patients would all assemble in the cafeteria and dance to the radio. Although such normal social activity sometimes had beneficial effects, in general the dances devolved into a pandemonium of lust and sexual assault (about equally divided between male attacking female and vice-versa). Many other atrocities were suffered by the inmates in asylums, but description of them more properly comes under the heading of the second class of people in the institutions: the attendants.

To give a rough idea of the character of the men who were attendants, I can do no better than to quote from Dr. Dees' introduction to Snake Pit Attendant: "the dismal institutional surroundings, intolerable smells, incessant din, the threat of attack,

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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 psychia – trist, much less an analyst. Consequently, asylums focused more on physi – cal 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 –



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teries or static electricity in an effort to rejuvenate or stimulate normal activity. The quantity of electricity used was, in general, small. A second such cure, which was introduced in the 1890s but lasted through the Twenties was hydrotherapy. This rather wide term encompasses many methods, usually used to calm down aggressive patients. One common form involved immobilizing a patient in a tub, and letting soothing warm water flush through the tub in a continuous stream. Other methods included all manner of douches, steam baths, cold showers and sprays. The efficacy of these methods is, at best, ambiguous. At worst, inattentive attendants would forget to check the water's temperature: several patients were badly scalded or killed in such accidents. Occasionally when hydrotherapy was used in conjunction with Fresh Air therapy, wet patients would contract pneumonia or pleurisy.

The turn of the century brought one useful treatment, at some cost. Syphilis in its later stages often causes general paralysis (paresis) and dementia. Wagner von Jauregg noticed that a few patients who contracted unrelated fevers were cured of their general paresis. Serendipity had aided science once again. Von Jauregg immediately began infecting patients with tuberculosis, typhus and erysipelas. The high temperatures these diseases induced killed the infection and sometimes the patient. The final treatment, which netted Wagner von Jauregg the 1927 Nobel Prize, involved infecting the patients with malaria. In the '20s, syphilis was still a major problem in the state hospitals, and malarial treatment was often given. Patients still occasionally died, and rare cases of the malaria spreading throughout a ward also occurred.

The 1920s brought several new modes of somatic treatment. Glands thought to be imbalancing the brain were surgically removed. The excisions covered the thyroid, adrenal and other endocrine glands. Later practitioners went on to remove the testicles or ovaries. Other patients were sent into a drug-induced unconsciousness for a week to a month. with daily awakenings for food and bowel movements. Prolonged narcosis, as it was called, was thought to aid in relaxing and resting the patient's mind. It generally resulted in opiate addiction. But the prize award for somatic therapy should be given to the "focal infection theory" of Dr. Cotton. He thought bacteria infecting particular parts of the body migrate to the brain where they cause insanity. The cure: remove the place where the bacteria comes from. Dr. Cotton was initially convinced that the infection lay in the teeth, which were then extracted. After studying his results, he decided to remove the tonsils. Then the stomach and the colon. In women, he followed up with the cervix, the ovaries, the fallopian tubes and the uterus. To be fair, Cotton thought the seminal vessels in men were only "occasionally" infected, but excised them nonetheless in some cases. If this didn't work, Cotton went back to the intestines, resecting the middle of the small intestine to the middle of the colon, removing the rest of the intestines if they looked infected. The death rate for this particular operation was 30% The tooth extraction and tonsillectomies were the only operations which became widely used in the hospitals. In the early '20s, aggressive patients stood a fair chance of having all their teeth removed. Luckily, this theory was more or less discredited by the middle of the

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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.

- 1) Roll against the Survival Rate. If above the SR, then the patient is dead.
- ID 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 r diphtheria, influenza, erysipelas, lethargic institutionally caused diabetes or epilepsy.m of the brain, ulcers, appendicitis, hernia, and in 1923, nonepidemic cerebrospinal meningl Finally, the following pages contain deta

"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. Finally, the following pages contain detailed information about the public institutions.	Homicide Pellagra Canœr Unknown General paralysis Other	5% 4% 4% 3% 10%
in the United States. Survival rates are given as Male/Female; "Size" denotes the number release. Private institutions are more difficult to research, and only the total number of pastate are given, as well as the number of recognized private asylums. Individual Survival, Coby the Keeper. For a good basic rule, the Survival rate should be 86 + 2D6, the Cure Ra - 3. A few sample institutions might be as follows. A thousand dollar a month institution	er of inmates: "Exit" is th atients for all private hosp are and Release Rates mu te 5D20 - 25, the Releas	pitals in each 1st be decided se Rate 3D10
5% The 20 buck snake pit would have SR 88%CR 0%, RR 0% And an excellent two h		

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 lAmerican Psychiatric Association1"  $\alpha$ 

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

📽 — The Unspeakable Oath — <sup>Name</sup>	Location	Open	Size	Survival	Cure	ummei <u>Exit</u>	Note
Alabama					<u>ouro</u>		
Bryce Hospital	Tuscaloosa	1861	3,000	95/97	26	15	
Searcy Hospital	Mount Vernon	1902	1,300	91/94	3	9	
Arizona				5250163841	100		
State Hospital	Phoenix	1879	900	93/96	25	9	
Arkansas							
State Hospital for Nervous Diseases	Little Rock	1882	3,600	91/95	0	10	G
California							
Agnews State Hospital	Agnew	1888	2,200	93/93	23	9	
Mendocino State Hospital	Mendocino	1893	1,600	96/95	22	8	
Napa State Hospital	Imola	1875	3,100	95/96	22	8	
Norwalk State Hospital	Norwalk	1916	1,900	87/93	46	10	B
Southern California State Hospital	Patton	1893	3,200	95/96	17	9	3071
Stockton State Hospital	Stockton	1851	3,400	93/95	9	5	
Private (25)			500		1	1	
Colorado							
State Hospital	Pueblo	1879	2,800	94/96	9	3	
Private (3)			200		MELTY	0.5761	
Connecticut			250225				
Connecticut State Hospital	Middletown	1868	3,000	96/97	42	6	
Norwich State Hospital	Norwich	1904	2,300	93/95	36	11	
Private (9)			600				
Delaware							
State Hospital	Farnhurst	1889	700	96/96	56	5	
District of Columbia	The cost of the st						
St. Elizabeths Hospital	Washington	1855	4,100	96/96	70	4	В, (
Florida							
State Hospital	Chattahoochee	1876	3,100	93/94	10	4	D
Georgia							
Georgia State Sanitarium	Milledgeville	1842	5,800	96/96	34	5	С,
Private (3)			100				
Idaho	Orations	1005	100	0.1405			
Northern Idaho Sanitarium	Orofino	1905	400	94/95	5	2	-
Southern Idaho Mental Hospital	Blackfoot	1886	400	93/94	0	2	F
Illinois Alton State Hospital	Alton	1014	1.400	05/07	40	F	
Alton State Hospital	Alton	1914	1,400	95/97	43	5	
Anna State Hospital	Anna	1869	1,900	94/94	30	8	
Chester State Hospital	Menard	1891	300	98/98	16	2	
Chicago State Hospital	Dunning	1912	3,500	90/94	43	10	
Dixon State Hospital	Dixon	?	200	94/94	7	4	
East Moline State Hospital	East Moline	1898	1,800	94/95	29	8	
Elgin State Hospital	Elgin	1872	3,200	95/96	26	13	E
Jacksonville State Hospital	Jacksonville	1847	3,100	95/96	28	7	
Kankakee State Hospital	Kankakee	1879	3,900	95/96	23	7	E
B good doctor/patient ratio							
C good nurse/patient ratio		E poor	doctor/patie	ent ratio			
D spends about \$30 a year on food p	er natient one		nurse/patie				
	er pallent-one						
third the national average		a norn	by overcrov	wded; 50% ov	ver capac	ny	

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<u>Name</u> Peoria State Hospital Private (11)	<u>Location</u> Peoria	<u>Open</u> 1902	<u>Size</u> 2,600 400	<u>Survival</u> 95/96	Cure 28	Exit 9	<u>Notes</u>	
Indiana		10.10				÷.		
Central State Hospital	Indianapolis	1848	1,600	96/96	53	4	н	
Evansville State Hospital	Evansville	1891	1,100	94/96	4	5	н	
Indiana Hospital for Insane Criminals	Michigan City	1912	200	99/NA	14	1	1	
Logansport State Hospital	Logansport	1888	1,400	95/98	25	5		
Madison State Hospital Richmond State Hospital	North Madison Richmond	1910	1,500	95/96	36	4	11	
Private (3)	Hichmond	1890	1,200 100	95/97	28	4	Н	
lowa		-	100				_	
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	E.	
Mount Pleasant State Hospital	Mount Pleasant	1861	1,600	95/97	23	5		
Private (4)			500		8777-1779).			
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	1	
Topeka State Hospital	Topeka	1879	1,900	94/96	21	4		
Private (7)			100					
Kentucky	Lakeland	1070	0.100	05 05		0	^	
Central State Hospital Eastern State Hospital	Lakeland	1873 1824	2,100	95/95	1	6	A	
Western State Hospital	Lexington Hopkinsville	?	1,600 1,900	93/93	8 0	10 8	A E	
Private (3)	порклычие	ſ	100	94/95	0	0	E	
Louisiana			100					
Louisiana Hospital for Insane	Pineville	1906	1,400	96/97	28	7	F	
East Louisiana Hospital for Insane	Jackson	1847	2,600	97/98	19	2		
Private (1)			300			_		
Maine								
Augusta State Hospital	Augusta	1840	1,300	95/95	24	4	A	
Bangor State Hospital	Bangor	1901	800	93/96	35	8		
Private (2)			100					
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	Catonsville	1797	1,000	97/96	43	10		
Private (9) Massachusetts			1000					
Boston Psychopathic Hospital	Boston	(?)	300	97/92	8	86	J	
Boston State Hospital	Boston	1839	2,400	91/94	55	7	0	
A overcrowded		H und	ercrowded					
E poor doctor/patient ratio			ninal institu	tion				
F poor nurse/patient ratio				short time of	oservation	n only		
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🏟 — The Unspeakable Oath —					S	ummei	1009	
Name Bridgewater State Hospital Danvers State Hospital Foxborough State Hospital Gardner State Colony Grafton State Hospital Medfield State Hospital Northampton State Hospital State Infirmary Taunton State Hospital Westborough State Hospital Worcester State Hospital Private (13)	Location State Farm Hathorne Foxborough East Gardner North Grafton Harding Northampton Tewksbury Taunton Westborough Worcester	Open (192?) 1878 1914 1902 1877 1896 1858 (192?) 1854 1886 1833	Size 900 2,100 1,000 1,200 1,600 1,900 1,600 800 1,700 1,600 2,600 500	Survival 98/NA 92/93 93/96 97/98 98/98 96/97 93/94 95/97 93/93 93/94 93/94 94/95	Cure 16 49 53 43 34 33 39 26 49 51 59	Exit 2 8 5 3 1 2 7 1 8 8 7	Notes B	
Michigan Ionia State Hospital Kalamazoo State Hospital Newberry State Hospital Pontiac State Hospital State Psychopathic Hospital Traverse City State Hospital Private (4)	Ionia Kalamazoo Newberry Pontiac Ann Arbor Traverse City	1885 1859 1895 1878 (?) 1885	700 2,900 1,300 1,900 100 2,300 500	98/99 93/95 96/97 95/96 93/91 94/95	25 33 33 29 31 33	1 5 4 5 92 3	A A J	
Minnesote Anoka State Asylum Fergus Falls State Hospital Hastings State Asylum Rochester State Hospital St. Peter State Hospital Willmar State Asylum Private (6)	Anoka Fergus Falls Hastings Rochester St. Peter Willmar	1900 1890 1900 1878 1866 1917	1,100 1,900 1,000 1,700 2,100 900 100	95/98 96/97 97/NA 93/95 94/93 98/98	4 33 5 24 34 0	1 6 1 7 4 1	ĸ	
Mississioni East Mississippi Insane Hospital Mississippi State Insane Hospital	Meridian Fondren	1885 1851	800 3,000	95/97 93/94	18 18	19 9		
Missouri State Hospital No.1 State Hospital No.2 State Hospital No.3 State Hospital No.4 Private (12)	Fulton St. Joseph Nevada Farmington	1849 1874 1887 1903	1,500 2,200 1,600 1,000 700	95/96 94/93 92/93 93/97	16 10 12 22	6 4 6 8		
State Hospital	Warmsprings	(192?)	1,500	94/95	12	8		
Nebraska Hastings State Hospital Lincoln State Hospital Norfolk State Hospital Private (1)	Ingleside Lincoln Norfolk	1888 1870 (192?)	1,800 1,200 1,000 100	95/95 93/95 95/97	41 32 27	8 8 2	С, Н Н	
A overcrowded B good doctor/patient ratio C good nurse/patient ratio E poor doctor/patient ratio		<ul> <li>J Patients under short time observation only</li> <li>K worst doctor/patient ratio; only one doctor on the entire staff</li> </ul>						

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STR         DEX         5/4           CON         APP         SIZ         SAN           StZ         SAN         Schools/Degrees         Religion           Adjusted Damage         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	EDU Temp PC Hit 1 2 3 8 9 10 15 16 17	Idea Luck Know	5/2         Occupa Resider National           1         2         3           11         12         13           21         22         23         3           41         42         43         4           51         52         53         5           61         62         63         6           71         72         73         78           81         82         83         8           91         92         93         5	tion	8 9 10 18 19 20 28 29 30 38 39 40 48 49 50 58 59 60 68 69 70 78 79 80 88 89 90 98 99	Age Onereneren De De De De De De De De De De De De De	_ Sex
Accounting (10)         Ambush* (10)         Anthropology (00)         Appraise* (05)         Archaeology (00)         Archaeology (00)         Architecture* (00)         Art (05)         Astronomy (00)         Bargain (05)         Botany (00)         Chemistry (00)         Chemistry (00)         Chatcts* (		<ul> <li>Natural Hist</li> <li>Navigate (10</li> <li>Occult (05)</li> <li>Operate Hea</li> <li>Other Langu</li> <li>Other Langu</li> </ul>	(00) (5) ing" (00) (00) (00) on" (05) (POW + 2) (25) (05) ret" (05) Systems" (00) Repair (20) ory (10) 0) ivy Machinery iage (	(00)	<ul> <li>Phys</li> <li>Phys</li> <li>Pick</li> <li>Pick</li> <li>Plan</li> <li>Psyc</li> <li>Psyc</li> <li>Publ</li> <li>Rore</li> <li>Rore</li> <li>Scer</li> <li>Scer</li> <li>Scer</li> <li>Scer</li> <li>Scer</li> <li>Strict</li> <li>Sury</li> <li>Sury</li> <li>Strict</li> <li>Trace</li> <li>Treat</li> <li>Zen'</li> <li>Zen'</li> <li>Sury</li> </ul>	t Lore* (00) thoanalysis (00) thology (05) ishing/Writing* (00) i (05) tance* (10) e* (05) unging* (05) Disarm Traps* (10) tk (10) Hidden (25) reiflance (05) m (25) tw (25)	(00)
WEAPON	ATTK*	IMPALE DAMAG	E S/R HIT I	PTS JAMS		Weapon Ski Bow Attack (25) Club (25) Fencing (20) Fist/Punch (50) Grapple (25) Handgun Attack (20) Kick (25) Knife (25) Machinegun Attack (10) Rifle Attack (10) Shotgun Attack (30)	الله الله الله الله الله

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History and Notes:			
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Spells and Magical or	Curious Goods:		
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Personal Effects.			
Personal Effects:			<u>Finances</u>
Personal Effects:		Cash On Hand	
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Personal Effects:		Cash On Hand Savings	
Personal Effects:		Cash On Hand Savings Checking	
Personal Effects:		Cash On Hand Savings Checking	
Personal Effects:		Cash On Hand Savings Checking Investments	
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Personal Effects:		Cash On Hand Savings Checking Investments Gold	
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Personal Effects:		Cash On Hand Savings Checking Investments Gold Silver Jewelry	
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Personal Effects:		Cash On Hand Savings Checking Investments Gold Silver Jewelry	
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Name	Location	Open	Size	Survival	Cure	Exit	Notes	
Vevada								
Hospital for Mental Diseases	Reno	1882	200	97/95	51	6	B, F	
New Hampshire								
State Hospital	Concord	1842	1,800	93/95	52	6		
New Jersey			2002-020					
New Jersey State Hospital	Greystone Park	1876	4,000	94/95	55	7		
New Jersey State Hospital	Trenton	1846	2,700	93/93	55	10	в	
Private (5)			200					
New Mexico								
nsane Asylum	Las Vegas	1891	700	95/93	27	6	н	
New York				55 - 56 - 500				
Binghamton State Hospital	Binghamton	1881	2,900	96/95	21	4	Α	
Brooklyn State Hospital	Brooklyn	1895	3,700	81/81	46	8	A	
Buffalo State Hospital	Buffalo	1880	2,400	93/94	31	5	Α	
Central Islip State Hospital	Central Islip	1889	6,800	95/96	26	6	A	
Dannemora State Hospital	Dannemora	1900	700	98/NA	39	3	В	
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	В	
Middletown State Homeopathic Hospita		1874	3,100	96/97	32	3	0	
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	В	
Willard State Hospital	Willard	1869	2,700	94/94	32	4	0	
Private (30)	T mara	1000	1500	01101	UL			
North Carolina			1000					
Raleigh State Hospital	Raleigh	1856	1,900	95/96	33	2	Н	
State Hospital	Goldsboro	1880	1,800	91/95	4		, E, F, I	
State Hospital	Morganton	1883	2,200	97/96	34	7	н	
State Hospital for Dangerous Insane	Raleigh	(?)	93/95	0	10	1	11	
Private (3)	naleigh	(:)	200	U	10			
North Dakota			200					
Hospital for Insane	Jamestown	1885	1,600	96/96	22	6		
Ohio	OBITICSIONIT	1005	1,000	30/30	LL	U		
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			2,300		17	4		
Longview State Hospital	Cincinnati	1861	2,300	92/95	17	-		
A overcrowded		E poo	r doctor/pat	tient ratio				
A overcrowded B good doctor/patient ratio			r doctor/pat					
A overcrowded B good doctor/patient ratio D spends about \$30 a year on food p	er patient-one	F poo	r doctor/pa r nurse/pat ercrowded					

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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	1000
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	1012	1.000	04/06	10	0	
		1913	1,000	94/96	13	2	F
Oregon State Hospital	Salem	1883	2,200	93/93	13	10	
Private (2)			300				
Pennsylvania	Allenterin	1010	1 700	00101	17	<u>_</u>	
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 State Hospital for the Criminal Insane	Dixmont	(192?)	1,100	95/95	31	4	C   N
Harrisburg State Hospital	Waymart	1907	700	97/NA	34	2	C, I, N
State Hospital for the Insane	Harrisburg Norristown	1851 1880	1,600	93/97 95/96	35 35	4	
Western State Hospital for the Insane	Torrance	1919	3,100 600	95/96 98/NA	36	3 10	
Warren State Hospital	Warren						
State Asylum for Chronic Insane		1880	1,800	93/95	38	5	
Private (16)	Wernersville	1893	1,100	97/97	17	2	
Rhode Island			800				
State Hospital for Mental Diseases	Howard	1870	2,300	92/95	38	9	
Private (1)	rioward	10/0	2,300	92195	30	9	
South Carolina			200				
State Hospital	Columbia	1827	3,200	92/95	41	12	
Private (1)	oordinard	IOLI	100	02100		1 4	
South Dakota			100				
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				00101	100		-
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	С
Private (5)			200				
		7 <u>200</u> 00		100000			
B good doctor/patient ratio			ninal institut	DAVES THE			
C good nurse/patient ratio				ew State Hos			
E poor doctor/patient ratio				s and adding	regular	oatients	to
F poor nurse/patient ratio		relie	ve overcro	wding			

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Name	Location	Open	Size	Survival	Cure	Exit	Notes	
Utah State Hospital Private (1)	Provo	1885	800 100	94/96	0	13	A, O	
Vermont State Hospital for the Insane Private (3)	Waterbury	1891	900 600	94/94	50	8	Н	
Virginia Central State Hospital Eastern State Hospital Southwestern State Hospital Western State Hospital Private (2)	Petersburg Williamsburg Marion Staunton	1869 1773 1887 1828	2,700 1,500 1,100 2,400 200	94/96 95/95 95/97 95/96	0 16 20 8	4 7 5 7	E	
Washington Eastern State Hospital Northern State Hospital Western State Hospital Private (2)	Medical Lake 1891 Sedro Woolley ? Fort Steilacoom 1871		1,500 1,500 1,900 100	95/96 93/95 94/96	0 3 21	4 5 3	E	
West Virginia x Huntington State Hospital Spencer State Hospital State Hospital for Colored Insane Weston State Hospital	Huntington Spencer Lakin Weston	1897 1893 (192?) 1866	400 900 300 2,200	93/97 90/90 90/91 93/95	21 0 0 0	75 1 1 2	B, C, J F A, E, L E	
Wisconsin       Wisconsin         Central State Hospital for Insane       Waupun         Northern Hospital for Insane       Winnebago         Wisconsin Memorial Hospital       Mendota         Wisconsin State Hospital for Insane       Mendota         Private (9)       Mendota		? 1873 (192?) 1860	200 1,100 300 1,100 500	98/NA 93/93 91/91 96/97	39 45 61 59	5 17 9 29	С С С, Р С	
Wyoming State Hospital	Evanston	?	500	94/97	18	3	Н	
<ul> <li>A overcrowded</li> <li>B good doctor/patient ratio</li> <li>C good nurse/patient ratio</li> <li>D spends about \$30 a year on food p third the national average</li> <li>E pager doctor/patient ratio</li> </ul>	per patient—one	H und J Pat L cold O Pro	ored patient bably the w	short time of	id instituti	on		

F poor doctor/patient ratio Ρ Serves the best food of all the nation's asylums

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JESPER MYRFORS

Spells

# J. YOUD KINGREA AND THOMAS STRATMAN

Magic in <u>Call of Cthulhu</u> is wonky. Plain and simple. There's no real consistent system: writers of scenarios and individual Keepers tend to make up whatever cool special effect they want in their scenario, assign some penalties and costs, and call it a spell. What we've ended up with is a confusing mass of spells, which in CoC5 goes on for pages and pages.

Which is great. Magic in CoC, because it is such a muck, lets Keepers do pretty much whatever they want to. In one campaign, a Keeper allowed a version of the Resurrection spell to circulate, one that was flawed – because of its flaw, the resurrected person would physically deteriorate and die without consuming quantities of fresh human blood every week. They were not much like the vampires of myth –no aversion to sunlight, no pointy teeth –but this flaw made the spell interesting and dangerous. These who underwent it tried to keep the effect a secret, allowing others to be resurrected the same way in the hopes of gaining partners to help secure blood.

It was a real mess, and added a lot to the campaign. It also didn't get mucked up in rules-the Keeper just made that stipulation, and off we went. No one objected to it being against the rules, because there were no rules for it to be against

The point is, CoC doesn't need any massive changes to the magic system unless you just live for that sort of thing. What it could use, however, is some clarification about what rule systems there are, and a little window dressing to keep magic too scary for investigators to mess around with any more than they have to.

## **GROUP-CASTING**

The spells of the Greater Grimoire (such as the Contact, Call, and Summon/Bind spells) allow more than one caster, letting multiple people pool their magic points to cast the spell. There's no reason why this can't be done with any spell. Here's a way to do it

In all group-casting, there is a leader, who is the only person that must know the spell. The leader can spend as many of his or her own magic points as desired. Other people, who do not know the spell, can each contribute 1 magic point apiece. The maximum number of people who can join in the casting is equal to the leader's POW.

Other people who do know the spell can add as many of their own magic points as they desire. If you wish, they can serve as additional leaders, and chain together massive amounts of people.

## AN EXAMPLE OF GROUP-CASTING

A Deep One high priest with a POW of 30 wants to sink the Titanic with a Shrivel spell. He leads 30 other Deep Ones who do not know the spell out near the great ship. By group-casting the spell, he can take 30 magic points from the group (1 apiece, since they don't know the spell) plus up to 29 of his (since he has to leave 1 to stay conscious) for a total possible of 59 points.

Sadly, that isn't enough. So he rounds up another priest with a POW of 23, and another 23 Deep Ones. Priest #2 can contribute 23 magic points (1 apiece for his group) plus up to 22 of his own, for a total of 45 magic points. Added to me high priest's 59, they inflict 104 magic points' worth of Shrivel on the Titanic, rupturing the massive craft's hull and sinking it to the bottom, after cleverly placing an iceberg nearby to divert suspicion (eat it, Mark!).

## COMPONENTS

Most spells in the rulebook have few components listed. For example, to Call Ithaqua the caster needs an enormous mound of snow and has to cast the spell in the far North: to summon a Nightgaunt, the spell must be cast at night (with the moon below the horizon) while holding a stone emblazoned with an Elder Sign. These are fine, but somewhat vague.

Once on top of the mound of snow, then what? What does the caster do? Likewise, what part does the engraven stone play in summoning a Nightgaunt? We'll return to this in a moment.

In addition to the components listed in the CoC5 rulebook, create your own components. For easy-to-cast spells, or for spells of low strength and power, select components that are fairly common and simple. For powerful spells, make the components

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## 🕰 — The Unspeakable Oath -

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

An illustration of this point would be the Contact Y'golanac 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'Golanac), 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 anyplace 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

MP's left	Effect
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.

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J. TODD KINGREA

#### Summer 1992

#### 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 thoughtout 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 I 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'Golanac: 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 spidets 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'golonac, 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'golonac can follow only one command at a time. After completing their task, they dissolve into a puddle of sticky, yellowish goo.

		golonac		
Charac	teristi	c Avera	7e	
STR	1D6	3-4	TODD - 124	
CON	1D6	3-4		
SIZ	3	3	ATT AT	
INT	2	2		
POW	2	2		29
DEX	3D6	10-11		247
Hit Po	ints	6		in
Move:	6			-
Weap	m	Attk%	Damage	
Bite		45%	1D4+2, upon successful bite attack. Parasite wraps its legs around and clings, doing 1D4	

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.

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## 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 Vermiis 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)=385. According to our formula, we add the components together (3.85 Age Code + 12 Mythos Points + 12 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 (50x.05)-25 hours from the time remaining.

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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 Llbrary 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. 9

thos Mail Urder (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 (August, 1992) You laughed, you cried, it became a part of you. But why the heck did we have to fold the CREATURES 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 & CULTISTS 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. (August, 1992) It's cool! It's new! It fits you! Oath cover artist Blair Reynolds came up with this truly unique CTHUI HU design. It depicts a horriffic 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 T-SHIRT 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 (August. 1992) Missing some stuff? Don't fret-grab this instead. Courting Madness reprints selected material COURTING 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-MADNESS 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! (September, 1992) A hit location system usable with almost any game system, including Cthulhu! Includes KILI FR 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 CROSSHAIRS 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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ESPER MYRFORS



# THOMAS HART

Now that your players have gotten their new investigators ready with CoC512, 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 experi-

enced) 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 valuble research institutions—such as

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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.
- Considerable number of items in both the 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 invaluble—as long as they aren't told too much.
- Output: 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.
- Content of the RPF members, provided a member is willing to take on a student.

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## CURRENT ORGANIZATION

The Randolph Pierce Foundation is comprised of three different groups: Active Members, mostly the founding members. Randolph Pierce is naturally included. They all live in Arkham at the Foundation and are the mainstay of its existence: Associate Members, associates who usually reside in other cities and work with a team or individual from the Foundation when they are in their neck of the woods; and Consulting Members, members who aid and assist the organization through contact from the outside. They lend their expertise and advice from time to time.

By utilizing these three different groups of members a keeper can create an information network that the investigators can use to assist in their efforts. So, who exactly is in this network? And how do they all relate?

## ACTIVE MEMBERS

Randolph Pierce. Founder and patriarch of the Foundation, a very distinguished and rugged man in his early fifties, a dapper dresser who is an expert swordsman and never without his silver-handled sword-cane. Randolph is steady-minded and very much a doer. He is extremely well-read and well-traveled. He is friendly and approachable but easily becomes lost in thought when focused on solving a problem—a quality that sometimes makes him appear serious and somewhat aloof. Randolph is the leader and tactician of the Foundation. He rarely goes on expeditions anymore, leaving this to his younger and more resilient associates. Instead, he concerns himself with study and strategy at thwarting the evils that hide in the shadows of humanity.

Randolph Sutter Pierce was born on June 15, 1869 in Hammonton, Pennsylvania to Debra and Thadeus Pierce. Randolph's early education came mostly from his father who was a school teacher and amateur occultist. Randolph's formal education, however, was completed at Yale. In 1891 Randolph graduated with a degree in History, and by this time his father was a well-known occultist. Randolph did not yet share his father's interest in the arcane and was more concerned with exploring the world and seeing. first-hand, places of major historical importance. To finance his trips abroad Randolph worked a multitude of jobs ranging from a ship's steward in South America to a farmhand in Australia. In 1895 Randolph secured a position with the Royal British Museum of Natural History as an assistant. The work was far from glamorous but it did allow him to travel. Eventually he was authorized to head up expeditions and handled a good portion of their "recent acquisitions" inventory. In 1904 he left the museum, continuing as a consultant, and returned to America to open up his own antique and relic business in Boston. In the fall of 1909 Randolph hired a student, Gabriel Slade, from Boston College to help with his business—they were to become life-long partners and friends. As his business grew Randolph began to finance his own expeditions to acquire new artifacts. His talent as a leader and his ability to get results did not go unnoticed. Several institutions hired Randolph and his group frequently to locate and retrieve historically significant artifacts for them. Many times this work was dangerous and required working with foreign governments and militaries.

The onset of the Great War in 1914 saw a huge upheaval in Europe and consequently a tremendous demand for Pierce and his organization. The turning point came in 1917 when Randolph and his people were hired by the British government to lead a group of mercenary forces in retrieving a series of ancient scrolls (the Mandate of Ammut) from an Ottoman palace in Egypt. The expedition was successful but not without a price, two of Randolph's men were killed and his friend Gabriel seriously wounded.

When Randolph returned to Boston he learned of his father's death. His mother Debra Pierce, who was in failing health, passed Thadeus' books and papers over to her son, most notably a copy of the legendary *Medii Manoscritto*. This acquisition changed Randolph's life forever. The book had been his father's life's work. It had been translated by Thadeus and contained immense occult knowledge and power. Randolph immediately set to studying and mastering several of the spells. His diligence and patience with the book was tempered by an awareness that the *Manoscritto* could ultimately corrupt him and those around him if not handled properly. He was careful to share this knowledge with only a few of his closest associates, Gabriel Slade in particular.

Realizing the potential the book presented, Randolph focused his attention on perfecting the "portal" spell. Use of this spell allowed him to obtain vital business and stock market information and quickly amass his fortune. These funds were ear – marked to finance his organization's continuing efforts. But, as Randolph and his group continued their investigations they became more and more involved with unexplained phenomena and the occult. Consequently "The Pierce Group," as it was then known, began working closely with Miskatonic University. In 1919, Randolph purchased the old Durbin estate from Miskatonic in Arkham and set up shop for his team. By 1920 "The Randolph Pierce Foundation" was officially founded and they began working out

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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 *MedicManoscritto* 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 *Medii Manoscritto* 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

SamClub. 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 appearin future issues of TUO.

## CONSULTING MEMBERS

DeacorMoonfall. 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. I le first met Randolph Pierce in 1919 when Pierce and Slade were researching earth-based spells related to the *Medici Manoscritto*.

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 mythos 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 Higheliff 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

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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).



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Randolph Pierce



Karl Holtz

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The Randolph Pierce

Foundation

#### FIRST FLOOR

This is wheremost of the Foundation's "business" is handled. There are several offices on this floor where members work when not in the field.

Points of Interest. Located in the kitchen is a dumbwaiter that leads upstairs to Randolph Pierce's Private library. There are three sets of staircases leading up to the second floor. 1) The main stairs in the reception area. 2) The stairs in the kitchen. 3) The back stairs, primarily used by the staff. Each one of these staircases has a door and steps under them leading down to the basement.

Baths. There are two baths or more exactly waterclosets on this floor. One is at the end of the main hall and the other is across from the dining room. Both are elegantly decorated. A third, full bath is attached to the cook's room but is primarily for her use only.

**Conservatory.** This is a lavishly furnished room with the centerpiece being an exceptionally rare Vohlsh harpsichord. Classic sculptures, paintings and drawings line the walls. The works are all original and collectively worth around \$20,000.

Offices. There are four business offices on the west side of the mansion. Randolph, Gabriel, Carl and other members work out of them from time to time.

**Ballroom.** No mansion should be without one. This large room is decorated with lush wood paneling and a very elaborate inlaid marble floor. Several crystal chandeliers hang gracefully from the ceiling. A beautiful Steinway grand piano sits off to one side and it, like the room, is used on those rare occasions when entertaining is done at the mansion.

Usually this space functions as a gym for those members interested in keeping fit (Karl's not one of them) or those recovering after an adventure. Along the West wall there is a rowing machine, wall pulleys, weighted clubs and a punching bag.

Game Room. This warm and relaxing room is often used as a waiting room for clients. There is an expensive billiard table, and an elaborate chess set that is always in perpetual play by the members. Above the fireplace hangs a plaque with the Foundation's crest on it.

Reception. This is a large room that is open to the second floor. The massive main staircase climbs along the East side of the room and the area is lit mostly by tall windows that stretch up the South walls.

This is where the Foundation's secretary works. Clients, guests and associates are greeted here and wait until met by a member unless they are invited to wait in the game room.

Parlor. Here is where informal conversations and meetings take place. Members retire after meals, swap stories and relax. There is a victrola and a well stocked (and hidden) liquor cabinet in here.

Dining Room. This is a very formal room that can accommodate quite a large group. Unless there is some special occasion

necessitating use of this space the members usually take their meals in the kitchen.

Member's Study. This is a place where new and old members work on projects. There are always the major daily city papers and current periodicals here.

Meeting Room. Self explanatory, there is a long table in here where members and clients meet to discuss plans for expeditions and investigations.

Pantry. Just off the kitchen. A large ice box that is stocked with fresh meats and dairy products fills the far end of the room. Dry goods and canned produce are stacked on shelves along both walls.

Kitchen. This is a very elaborate kitchen. Pans, pots, skillets, ladles etc. all hang across the ceiling. Two stoves and ovens wait to create epicurean masterpieces. The cook bakes fresh bread here every morning as well as the three daily meals. There is a small dining table here that many of the members and staff use. A dumbwaiter runs up in the West wall to the second floor. Meals are sent up to Randolph who rarely eats outside his private library.

Cook's Room and Bath. The Foundation's cook lives here. It is laid out like a small apartment. She can sometimes be heard listening to her victrola late at night.



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This is where the Foundation's active members live. Associate or consulting members are welcome to use any vacant bedroom as needed.

Baths. There are two full baths located on this floor at either end of the house. Both rooms are rather lavish and well furnished with all the comforts of the early 20th century.

Bedrooms. There are six bedrooms in addition to the master bedroom where Randolph resides. The rooms are decorated to suit the individual's taste and interest. In this respect they are more like small apartments.

With the exception of the master bedroom, it's up to the discretion of the keeper which bedrooms are vacant and which are occupied by Gabriel, Karl, Dr. Fox or any of the associate members.

Library. Obviously most of the material in here deals with the occult and the Mythos. There are books covering many of the sciences, as well as backgrounds and histories of different cultures. Many old tomes and scrolls are locked in cabinets as well as other collected pieces such as tapestries, ceremonial clothing, statues and paintings. One of the more notable items is a series of etchings collected by John Dee depicting ancient magic rituals (this always impresses first time investigators but holds little Mythos significance—or does it?). Some of the material in the library is on permanent loan from Miskatonic, but most are works acquired by Randolph through his endeavors. While this library is quite elaborate and very impressive there is nothing of supreme value or danger contained here. Associates and clients are allowed entrance to the library and its collections, but none of the materials may leave without Randolph or a member's express permission.

Records. This room is just off the library and contains files and histories pertaining to clients and activities of the Foundation. The room is usually locked. Any file of an unusually sensitive or dangerous nature is kept in the Foundation's vault located in the basement.

Private Library and Collections. This is a secure room just off the master bedroom. The existence of this library is not common knowledge to outsiders, as it is for Foundation members only. Access is gained through a locked sliding panel in the back of a hall closet. Randolph has a direct entrance from his bedroom through a secret pivoting bookcase. Here he spends a great deal of his time in study.

Located in the private library are the Foundation's hard-core Mythos books. Many of these tomes are one-of-a-kind and demand extensive and careful research. In addition there are a number of select items that Randolph and the members keep here. The legendary *Medici Manoscritto* is locked away in a hidden wall safe. Only three people know the combination: Randolph, Gabriel and Karl. Also, there is the dumbwaiter that leads up from the kitchen. Very often, Randolph works long hours in study and has his meals sent up. This dumbwaiter is not large enough for an adult to ride in.

Just what books are here? That's entirely up to the Keeper; look over the lists of tomes in CoC5 and decide what you'd like to have in your campaign. Better yet, don't worry about it—the investigators are unlikely to have access to such items (nor should they) for some time.

Locked Room. This room is located at the end of the main hall between two of the bedrooms. The door is always locked and the windows shuttered. Only active members have keys to this room. For more information, see "Secrets of the Foundation" on page 64.

Armory A. This is a hidden room across the hall from the master bedroom. Access is by way of a hidden panel in the back of yet another hall closet. This room holds many of the weapons that the Foundation has at its disposal. The reason for the secrecy of this armory is that quite a few of these weapons may be considered illegal by local law enforcement officials. It's up to the keeper to decide exactly what weapons are contained here but there are at least two Thompson SMG, half-a-dozen shotguns—pump and double barrel as well as sawed-off—several rifles, and ten or so pistols of varying calibers. Holsters, ammo-belts and other accessories are located here as well. Ammunition for all weapons is locked in a cabinet along one wall.

There is no dynamite in this room; for that matter there are no explosives kept anywhere in the mansion at all. The books and artifacts kept at the Foundation are far too valuable to be put at risk by the unstable nature of 1920's explosives. Dynamite and similar combustibles are stored under lock and key in the carriage house.

Safe Room. This is a secret secure room wedged between four of the bedrooms. Entrance to this room is by way of a locked hidden panel in the back of armory A. So, in order to get to the safe room one must first enter the armory and then unlock the hidden panel. The room has no doors (other than the panel) or windows. The walls are heavily warded and all the corners have been rounded to keep the hounds away. The space is fairly large (about 10' x 25') Included within is a sink and a toilet. There is ample storage here for food, blankets, oil lamps and basic medical needs. All that it requires is a few throw pillows and some plants and it becomes quite livable.

This room serves several purposes including hiding a member, client or associate from the authorities if needed. Providing a secure place for investigators to "weather" an attack from an outside force and providing magical protection to its occupants. However, magical protection is limited in that not all spells can be successfully warded off.





Also known as "the Labyrinth" by some of the members due to it's 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 that 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 store 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.



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This is mostly storage down here. Boxes and crates of material fill many of the rooms. Two huge furnace rooms occupy a good portion of the basement. Each room has a large coal bin to feed the furnaces. The main furnace room has three water heaters along the West wall, while the secondary furnace room has only two. Members rarely venture down here. The most frequently used areas are the rooms along the north side and the space under the kitchen.

**Tunnel Room.** This is the room in the Northwest corner. A heavy wooden door leads into an underground tunnel that Randolph had built connecting the mansion to the carriage house out back. The tunnel is approximately eight feet in diameter and sixty feet in length. It is used quite a bit in the winter months. The Foundation has plans to build a second tunnel to the South, connecting the mansion with the house across the street. By 1920 this tunnel has yet to be completed.

Vault Room. This room is sealed by a heavy door that only Randolph, Gabriel and Karl have keys to. Inside the room is a large walk-in vault that only those members have the combination to. The vault is used to hold the Foundation's valuable articles such as, papers, books, files, artifacts as well as highly dangerous magical items that need to be stored away from curious individuals.

Root Cellar. This is actually a root and wine cellar. Here is where the cook and Randolph keep a well-stocked and somewhat secret collection of vintage wines. If the room was to get a cursory inspection it would appear to be only a root cellar stocked with preserves and vegetables.

Laundry Room. There are several wash tubs and scrub boards as well as three wringer washers in here. Laundry is hung across the room on lines.

#### SECRETS OF THE FOUNDATION

All organizations must have their secrets, and the Foundation is no exception. These are things the Keeper should keep in mind, for possible scenario ideas somewhere down the road. The Foundation's secrets do not lie quietly, and will someday rattle up out of the closets to confront the members.

Lucas Durbin. The original owner of the mansion, as mentioned earlier. Lucas is a resident of Arkham Sanitorium, never having regained his sanity since the loss of his wife and child. Just what happened is a mystery, but Lucas' dealings with certain Innsmouth residents suggests a possibility. His wife, Hazel may well have carried the Innsmouth taint, and thus their daughter Virginia as well. It may be that this was part of some Innsmouth residents' ongoing efforts to marry outside of their clan, so as to have some among their number who can conduct business without fear in the outside world.

But if so, what went wrong? Why didn't Hazel return to claim her husband's business? Perhaps she suffered a crisis of conscience, and was slain or imprisoned in Innsmouth as a result. If this is the case, Virginia may return in a few years with a lawyer and see what she can do about reclaiming her home from the Foundation. Some of her friends may step in to provide a little "persuasion" as well.

The Sealed Room. When Randolph Pierce bought the mansion from the University, he remodeled and restructured the interior rooms. In doing so, Randolph left a space on the third floor completely sealed up, with the exception of a lone window providing light.

Why? Randolph himself doesn't know; in fact, neither he nor any other member is aware of the space. Randolph has experienced times of questionable sanity, occasionally requiring extended periods of time with Deacon Moonfallin South Dakota. During his feverish work on the house, turning it into the Foundation's home, Ranolph's mind slipped briefly. He brought *something* into this world, and left it in the sealed room. What is it? Will he remember? That's up to you.

The Locked Chamber. This second-floor room is always kept locked. It was once used for magical experiments, but one went awry. It left a pinhole-sized portal in one wall, a portal that the senior members could not close. If tampered with, the portal is capable of expanding and drawing the entire mansion in—if not more. The members of the Foundation aware of the portal have decided to let it be for now, rather than meddling with something potentially deadly. Where does the portal go? What might come through it? That's up to you.

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# SUPPORT BUILDINGS

**Carriage House.** This is a large two-story Victorian structure that was built at the same time as the mansion although it's primarily made of wood. On the ground floor there are four large stalls that are each big enough to hold an automobile or small truck.

The four vehicles owned by the RPF are two sedans, a truck and a roadster. The truck is used to haul supplies for expeditions and also for undercover work. The sides of the truck have hooks that allow for the changing of clap-boards with different professional names for clandestine work: Ace Plumbing, Meadow Dairies, Outer God Gardening and the like.

The adjoining space next to the garage has two rooms. One is a workroom that has various tools for working with metal and wood. This is used by the Foundation's mechanic and members to make repairs, upgrades or work on new projects. Next to this workroom is a small chemistry lab. Chemical analysis and experimentation is done here as well as film processing and printing for the Foundation. Small quantities of explosives are kept in an insulated box in the floor.

The second floor of the carriage house is where most of the Foundation's staff live. There are four bedrooms, a bath and small kitchen.

In the Carriage House there is one internal staircase leading up from the innermost parking stall into the kitchen. A second staircase runs up the outside of the building along the Northwest wall and enters at the end of the main hall.

Radio Shack. This is a 10'x 10' shack on the Northeast quarter of the estate. A tall broadcast tower extends up next to the structure. The radio shack acts as a communication center for the Foundation. This is where investigators can send and retrieve information when it's risky or impossible to use a telephone. This aids teams with quick correspondence when in the field and also allows members to monitor police calls.

Storage Shed. This is a small shed located South of the carriage house. It holds mostly gardening tools and other items used to keep the grounds tidy.

## OTHER PROPERTIES

Associate's Residences. These two houses, as mentioned before, are for use by associates when in Arkham. Some out -of-town clients have also stayed in these houses. Both homes have two-car garages and three to four bedrooms. The house directly South of the mansion has a greenhouse in its backyard. Several of the members enjoy working in it during their free time growing various plants and fungi.

**Maine House.** The Pierce Foundation, through one of its earlier endeavors, acquired an old house in Winterport Maine. While the property is owned by the Foundation the house is usually rented out to local residents.

Sarah Jane l lighcliff Estate. This is a very old, large estate in Stokenchurch, England, Northwest of London. It is used by the Foundation when traveling or investigating abroad. The mansion acts as the residence for several of Randolph's associates from the Royal British Museum of Natural History. In the past, these folks have assisted Randolph and his group on several expeditions in Great Britain and Europe.

The estate itself is much older than the Foundation and encompasses more land. The property is looked upon by Randolph as the Foundation's British office but it is not yet run as such.

## USING THE RANDOL PH PERCE FOUNDATION

The main purpose of The Randolph Pierce Foundation is to aid new investigators and players when starting CoC. It will provide an organized structure with which the team can conduct investigations. Instead of stumbling blindly into the mythos, you will now have a base from which to start. Little has been detailed: if you need stats for the NPC members, or wonder how much money the Foundation actually has, just make it up to suit yourself.

Employ Randolph Pierce and his members as advisers and guides to assist investigators when needed, and use the Foundation to connect the different scenarios your team experiences. It will not only add continuity but will also open a wider number of investigative options for your investigators. Experiment, change what you need to suit your needs and don't forget to roll for Sanity when you're done. 3

"Quite frankly, my sanity just isn't what it used to be..." -Randolph Pierce, 1921, shortly before his sabbatical to the Badlands of South Dakota.

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# Blood on the Tracks

J. VODD KINGREA

in which a villian is introduced, and the bonds of friendship forged

#### INTRODUCTION

"Blood on the Tracks" is a Call of Cthulhu adventure designed for any number of investigators, of any capacity and skill.

The scenario takes place anytime in the 1920s, aboard a passenger train running from Boston to New Orleans, Keepers may easily change this to fit the geography of their individual campaigns, however it is important that the investigators be in transit at least one, if not two nights. It can be run in Victorian England easily enough, by changing the location and the description of some NPCs.

This scenario is integrated with the background of the Randolph Pierce Foundation, presented elsewhere in this issue. If you wish to use the Foundation for your campaign, "Blood on the Tracks" provides a way to bring a disparate group of investigators together and unite them against a common foe-a foe who should, if it all possible, make an escape of some sort so as to return for future mayhem.

The burden of this adventure falls more upon the Keeper than in other scenarios. The Keeper must effectively role-play all the NPCs, so that the killer isn't discovered fifteen minutes into the train ride. Much of the horror of "Blood on the Tracks" comes from the fact that the killer could be anyone on the train even the person sitting across from you.

Keepers interested in the look and feel of an early twentieth century train are encouraged to watch the 1972 film "Horror Express," which stars Christopher Lee and Peter Cushing. It provides some excellent insights and inspirations that are tailor made for this scenario.

As a side note, for those with suspicious minds, this tale of a vampire's rampage on a train was written long before Chaosium's Orient Express.

#### KEEPER INFORMATION

If not being used to introduce the players to the Randolph Pierce Foundation, this scenario works well as a "transit" piece. Keepers may use it to fill up the gaps on a long, tedious train excursion as their investigators travel to or from an adventure. Their objective during the course of this adventure is to discover which of the passenger(s) is the killer, and try to stop him or her.

The players will have to be subtle in their investigations at first. If any of the investigators are private detectives or police officers, that will be a plus for the group as they have a better excuse for searching out clues, looking at the bodies, and so on. Without some law enforcement background or abilities, the players will be forced to be more creative in their investigations.

However, once the other travelers know that there is a killer on board with them (and that it could be any of them!), the investigators will have to help keep things calm, and work with the train personnel to apprehend the miscreant. Through all of this the Keeper should strive to maintain the claustrophobic feeling of the train, the weak lighting, the constant rumbling and bouncing of the cars, and the general feeling of suspicion. These things will go a long way toward establishing the correct atmosphere.

The killer, of course, will be acting just like everyone else on board. He is a shrewd, calculating, intelligent man who knows how to exploit every situation to its fullest.

Christopher St. Jordan II-traveling under the name of Sir Christopher Alexander-is a vampire. Together with his assistant they are leaving the East Coast and venturing westward in search of new "killing fields." St. Jordan will explain that he recently took in his young ward, Miss Meredith Denise Shelton, when the last of her family died. To give her a chance for a fresh start, they decided to go to New Orleans, where St. Jordan owns a shipping company.

St. Jordan and his ward are quite insane. However, it is the sort of subterranean, ruthless insanity that lets them keep up appearances of normal life. In fact, part of their pleasure is derived from the constant charade of rationality and wit they present to those around them.

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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)

Cristopher 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.

#### Mcredith 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.

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Sir Christopher Alexander





Dr. Troy Adamson, M.D.







Father Thomas Delarove



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Professor & Mrs. Leighman



Nigel Nickerbocker



Constance DeMillings

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#### 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, prefering 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 BATHROOM AND BEYOND

The bathroom door will have to be forced open, as St. Jordan locked it from the inside. The door has a STR of 15, and only one investigator may attempt to force it at one time. Once the door has been opened, call for Sanity checks from all investigators present. Missing the roll results in a 1D3 SAN loss.

Lying twisted and crumpled upon the bathroom floor is the conductor, both of his wrists slashed, with blood on the floor and walls. A bloody straight razor lies on the basin. The window is closed (but not locked, if checked). It would appear that the conductor did indeed kill the young woman in the stateroom, then fled here to commit suicide. At least this is what Christopher St. Jordan wants the passengers to believe...

Before the train porter can make his way through the crowd to the scene, give each investigator present a First Aid or Medicine roll. Those making the roll will realize that the amount of blood evident in the bathroom far less than what it should be for two slit wrists. It is comparitively little for such terrible wounds.

A second Medicine or an Idea roll also notes that the blood on the walls appears almost to be smeared on...or perhaps spat. At any rate it looks wrong, not in keeping with the spray that would result from the wounds.

If any player thinks to check, blood will be found on or around the window. If the window is opened, a Spot Hidden roll will show blood stains on the outside of the train car, though this will need a flashlight or daylight to be seen. The stains lead from the window's edge to the top of the car.

## AFTER THE CRIME

The porter (Clarence Marlin) will arrive and begin to take charge. Although somewhat out of his depth, he will handle the situation well. He will order all the passengers back to their staterooms and coaches, promising to explain fully when more is known. He will also ask if there are any police on board.

All of the passengers who were privy to the excitement will be very upset. They will mumble and gripe, but will eventually comply with the porter's request. If any of the investigators ask, tell them they see Sir Christopher and Miss Shelton amid the crowd. Both seem shocked and saddened by the events.

At this point, private investigator and member of the Randolph Pierce Foundation Sam Club will take charge. Barking out his credentials (and showing them to those who ask) he loudly calms the passengers down and begins to get things organized. He knows he needs help, and will quickly draw the investigators into the action. Together, they can begin making plans.

Among the initial suggestions likely to come are to telegraph for help and stop the train at the next station. Sorry.

St. Jordan has sabotaged the telegraph, and has two Servants of Glaaki manning the engine. Likewise, the emergency brake cables have been rendered inoperable. St. Jordan wants to keep the train running, so that he may reach his destination without outside interference. There he plans for himself and Miss Shelton to slip off the train in the resulting confusion and escape detection. He knows his traveling papers won't pass close inspection, and the empty coffin will only worsen things should authorities intervene. Besides, the smell of fear among the passengers is an intoxicatingly sweet aroma, and one he cherishes.

# ANOTHER DEATH, AND MEDICAL REVELATIONS

The investigators and Sam Club are free to begin their hunt for the killer. Talking with the passengers will reveal little, as none of them saw anything (except perhaps the fleeing conductor). After questioning several people, it will become apparent that if Mr. Cosly did indeed commit the murder and then killed himself, the case is fairly open-and-shut. However, if Cosly was himself murdered (to look like a suicide), then no one was seen leaving the bathroom. And of course, it's quite impossible to climb up the side of a train rushing along at 40 mph...isn't it?

By now the time should be somewhere between 10:00 and 11:00 PM. It is during this time that Christopher St. Jordan crosses paths with Professor Leighman. Their meeting is a polite one, until the good professor discovers (rather accidentally) that Sir Christopher does not cast a reflection in the polished lid of his cigar case. Unfortunately for the professor, Sir Christopher realizes from the look on Leighman's face what he has unwittingly stumbled upon. Approximately thirty minutes after their meeting, St. Jordan will attack and cruelly exterminate the poor professor, sneaking his lifeless body back to the baggage car and hiding it there. He will then clean himself up and return to Miss Shelton's stateroom.

Around midnight, Dr. Adamson will approach the investigators and tell them the results of his medical work: The victim was Miss Eleanor Brown, female, age 30–33, died from a broken neck and a loss of blood from a torn and severed

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jugular vein. There were deep fingernail marks on her arms. Her neck was also snapped, between the 2nd and 3rd cervical vertebra. The assailant probably entered the stateroom and grabbed the girl. A short struggle ensued, during which time her neck was snapped. The jugular vein was then torn out.

Wilfred Cosly had some slight contusions on his throat, as if he had been briefly choked or held tight. The slits on his wrists were directly along the arteries, almost surgical in the precision of their placement. However, the amount of blood present does not support the suicide theory. If Mr. Cosly had slit his own wrists, blood would have covered just about everything. As it stands, not enough blood was present, in the bathroom or remaining in the body.

In short, Adamson believes Cosly's wrists were slit by someone else, and his blood was taken away – "God knows how, or by whom."

# THE ABSENT-BODIED PROFESSOR

Around 2:00 AM, Mrs. Leighman will approach the group, obviously worried and inquiring about her husband. He left their compartment around 10:00 PM this evening to have a smoke and perhaps interest someone in a game of chess. He hasn't returned yet. She went through the cars looking for him, but everyone was asleep.

If the investigators wish to help search for the missing professor, it will be somewhat difficult: for as Mrs. Leighman pointed out, everyone is asleep. But investigators are known for their perserverance and should be allowed to conduct their search in an orderly - and quet - fashion. Nothing untoward is likely to happen until they search the baggage car see that section for details.

If the investigators are brave enough to wake other passengers for questioning give them a hard time. Some may be half-expecting to be murdered, and not take disturbances lightly. An alternative is to talk to the porter, now acting as conductor as well. Perhaps someone saw Mr. Leighman in the parlour talking with a distinguished-looking man right around ten o'clock or so. Maybe they even saw Leighman offer the man a cigar, and noticed how the man reacted rather violently towards it. They may even have seen the hate in the man's eyes as he glared at the professor before leaving.

Any of this information may be passed on to the players as the Keeper sees fit, to keep the pacing alive. This would also be a good time to instigate a few "red herrings" as well. ("Yeah, I saw th' gentleman. Sittin' with another gentleman he was, and this other fellow kept lookin' out the window at the moon in a queer way\_like he was hypnotized by it or something...") The Keeper may want to spread a few rumors, not to purposefully mislead the investigators, but to make it a little more difficult to separate fact from fiction.

Should the above information come about, they may inquire of Mrs. Leighman about her husband's cigar case. She will remark that it was quite normal, a polished gold color with the initials MHL engraved on top. It also had a mirror in the lid...

# ADDITIONAL NPCS

In addition to the major NPCs presented earlier, several minor NPCs are furnished below to help flesh out some of the other faces on board. These may also be victims of St. Jordan or Miss Shelton, if the Keeper so desires. They do not have to be used, but can provide some great role-playing opportunities.

#### Horace J. Brubeck, theatrical agent

A self-made man and "the best thing to happen to an entertainer since the works of Billy Shakespeare," Horace Jeremiah Brubeck is a brash, obnoxious windbag. He is an exceedingly fat little man who dresses in plaid pants, chequered jackets and gaudy, repellent ties. He smokes cigars that make a chimney smell like honeysuckle, and is forever and eternally bragging about the "big breaks" he has given to dancers, actors and entertainers. Always close by his side are two young ladies who have recently "accepted tutelage under one who knows the ropes of show business!"

#### **Constance DeMillings, actress**

Constance is a very attractive red-head, 20 years of age. She is quite striking, physically, but has about as many functioning brain cells as a flat tire. She is aspiring to be an actress (her only performance to date being a giftwrapped package in her 5th grade Christmas play, and a soldier's wife in a hometown historical drama for the 4th of July).

#### Annie Clarke, dancer

Another physically striking woman, Annie is 22 years old and blonde. She is an excellent dancer, but seems to possess even fewer active brain cells than her female associate, Constance. But of course, Brubeck looks after them, "out of my own graciousness—after all, there're a lot of men out there who would want to take advantage of two young, näive ladies such as these."

#### Nigel Nickerbocker, hobo

Nigel is a thin, wiry, dirty-looking fellow. He dresses in a shabby top hat and dinner jacket (complete with wited carnation or rose). A black patch covers his left eye, and he often carries a baseball bat with him. He speaks with a British accent and has a great fear of the occult (and possesses an Occult skill of 48%). When not being a bum, he sometimes works for the junk man in Arkham.

Keepers interested in using Nigel as a rail-hopping hobo could have him sneak on the train, then pilfer the baggage car for some choice pieces of clothing. This was done during a playtesting session, and was great fun when the owner of a fine suit recognized it on Nigel.

Nigel is actually a well-educated man who has chosen to see the world and rebel against his rich, British upbringing. He is quite talented at picking pockets (75%) and whacking things with his bat (88%).

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#### THE REST OF THE NIGHT

For the remainder of the night, St. Jordan will be in Miss Shelton's stateroom, until about 6:00 AM when he retires to his coffin

Some Keepers may wish to let him sleep in the stateroom, and not necessarily in the coffin. This was done during one of two separate playtesting sessions and helped to keep the investigators off-balance when they discovered he was sleeping in the stateroom: "Well, I guess he can't be a vampire...they sleep in coffins."

Keepers may vary the myths and legends pertaining to the vampire to suit their campaigns. Perhaps sunlight is only an annoyance to a vampire, but it doesn't kill them? They may not necessarily need to sleep on their native soil, or in a coffin. There are many variations that can be utilized by creative Keepers, to add a dangerous twist to the common vampire legends.

The investigators may do whatever they wish during the rest of the night. Further explorations will not yield any usable evidence or clues. The best thing they could do is try and get some much-needed rest.

## THE BAGGAGE CAR

If they wish to persist in their nocturnal search, the baggage car is an obvious place to go. It will be near the end of the train and will be lit only by a few low-burning oil lamps. These lamps sway and swing from their hooks, casting maniacal, twisting shadows over the piles of baggage.

Searching through this stuff will take at least an hour and a half. All of the luggage is tagged with the owner's name and destination, but there is no filing system to speak of. Rooting around in here is a hands-on experience and is very hard on the eyes. It's also very creepy (the possibilities for some good, old-fashioned fun and fright are endless in here).

Each investigator actively searching has a 25% chance every fifteen minutes of finding the following:

A large wooden crate, measuring approximately  $6\frac{1}{2}-7'$  long,  $2\frac{1}{2}-3'$  wide, and  $3\frac{1}{2}'$  deep. On one end is a tag listing it as belonging to "Alexander, Christopher." There are also several legal-looking papers attached to it.

The first of the papers is a death certificate, made out for Lady Victoria Alexander, wife of Sir Christopher Alexander. Her date of death was ap-

#### STOPPING THE TRAIN

As stated in the text, the engine of the train is now under the control of two Servants of Glaaki, who are keeping the train going while St. Jordan feeds. They'll abandon the train shortly before it reaches its destination.

Investigators, fool-hardy lot that they are, may well try to get to the engine and stop the train. In case they don't know, clambering around on the outside of a moving train is a dangerous proposition; the porter and others will certainly discourage them from making such an attempt. "If the engineer's dead, the train'll stop anyway when the tender runs out."

Of course, that doesn't happen, so an assault on the engine is a possibility. Make this as dramatic and risky as possible. A series of DEXX3 rolls are likely, not to mention Jump and Climb. Failure should grant a luck roll; fail that, and the investigator plunges off the train to their death. Success and they hang on to something; a Climb roll gets them back where they were.

Should someone make it to the engine (and they'll be moving one at a time) the Servants attack with shovels, pipes, and claws. Draw their stats from the rulebook; they'll try to knock attackers off the coal car before they reach the cab itself. One of the servants might even tackle an investigator as a last-ditch effort, hurling the investigator and the servant both off the train.

If the train is stopped, it will likely be in the middle of nowhere. Miss Shelton will suggest that someone should go for help (if no one else does). Come nightfall, she and St. Jordan will flee with what they can carry, perhaps after attacking those who have caused them so much trouble. This attack will be as quick and as bloody as they can manage.

proximately sixteen months prior to this point, and she is described as having died in a riding accident. The second paper is a form from the US. Customs Office, indicating when the body was brought into the country. The third and fourth papers testify the fact that the body was free from contagious disease, vermin and the like. The fifth paper is a government form granting permission to transport the body across state lines (Massachusetts to Louisiana). All of the papers and forms have been filled out and signed.

Any investigator with a Law skill of 45% or higher is entitled to a skill roll. A successful roll indicates that the papers are not legally correct in their wording, and that they have no real worth. These are clever forgeries, designed to appease the quick glances of porters and lawmen.

If any investigator checks, the lid on the crate is loose and can be removed with a small amount of effort. Inside the crate is a mahogany coffin, complete with brass handles and trimmings.

Should they wish to lean over the edge of the crate and open the coffin, it will be empty (if still before 6AM-if it's after 6 AM, watch out!). A careful Spot Hidden at -25% will reveal something stuffed into the velvet lining of the coffin. It is a book, with a strange mottled cover and yellowed pages.

Ask for a Know roll from the investigator holding the book. If the roll is successful, inform the player that the cover of

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the book seems to be bone—polished and pressed shards of bone (SAN check for the holder; 1–2 point loss if the roll is failed). All over both covers and the spine are bizarre etchings of half–glimpsed things swimming in a great lake. When touching the book, investigators will feel something not unlike tiny figures swimming under their fingers! This feeling will not require a SAN check, but should certainly be extremely unnerving. Obviously, holding the book in one's hands for a period of time would be more than a little disturbing.

The book is St. Jordan's personally-transcribed copy of selected material from the Revelations of Glaaki (see TUO3). His annotated selections from volumes 5 and 8 of the set are in English, add +8% to Cthulhu Mythos, have a x1 spell multiplier, cost 1D8 SAN, and contains the spells Summon/Bind Servant of Glaaki, Call Glaaki, Contact Ghoul and Cloud Memory.

The other item of interest that may be found in the baggage car is the body of Professor Leighman. It is inside a crate labeled "Dr. Leighman," proving that St. Jordan has a sense of humor.

For St. Jordan has hidden Leighman in a novel place: with his dog. Bixby. The vampire snapped the sheepdog's neck at the first opportunity to prevent the beast from barking, and subsequently snapped enough of Leighman's bones to fold his body into the crate with the dead animal. Opening this crate, from which an unpleasant smell emerges, the investigators are greeted with the terrible sight of man and dog, squashed together, broken bones protruding from torn skin, dark blood stains covering both. Leighman's face is contorted in a grimace of fear, the eyes bulging and glazed. Several deep claw marks have raked their paths across his eyes, cheeks, forehead and mouth. His head is tilted at a terrible angle, bearing witness to his snapped neck—these are the only of his many injuries actually inflicted when he was alive.

When the box is opened, ask for SAN checks from those investigators gathered around. The fright they get from the lamplight hitting the horrible scene will cause a loss of 1D3 points. For added fun, have the train lurch right as they open the box, allowing Leighman and Bixby to tumble out of the box as if, for a moment, they might be somehow alive and menacing. Play up the horrific elements of this scene—it shouldn't be difficult.



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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-devious 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

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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

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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.

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If they found St. Jordan's excerpts from *The Revelations of Glaaki*, they may of course keep it, or do whatever they want with it. St. Jordan's cult associates may well want it back, and revenge on those who killed him. In one playtesting session, in fact, the cult recovered St. Jordan's corpse and removed the stake, bringing him back to life. St. Jordan and the cult then pursued the investigators through several scenarios.

Through their work with Sam Club, the investigators have garnered an introduction to the Randolph Pierce Foundation. The next scenario they encounter will probably be by way of the Foundation, and can be used to introduce the investigators to the Foundation's Arkham headquarters and personnel. From there, it's a short step to becoming full members.

#### STATS

Sir Christopher Alexander (Christopher St. Jordan ID, vampire

STR	22	DEX	16	INT	16	CON	16
APP	14	POW	15	SIZ	14	EDU	18
Hit Pc	ints:	15					
Weap	on	Attk%	6	Dama	æ		
Fist/C	aw	50		1D4+	1D6		
Bite		50		1D4			
63 11	17	1731	10	30	0.011	1101	1 01

Spells: Summon/Bind Servant of Glaaki, Call Glaaki, Body Warping of Gorgorath, Cloud Memory, Deflect Harm, Summon/ Bind Dark Young of Shub-Niggurath, Summon/Bind Nightgaunt, Contact Ghoul

Notes: Christopher St. Jordan is an immensely evil and cunningly powerful vampire. He is almost 300 years old and has only recently come to the United States for fresh prospects. He is well-educated and knowledgeable in many areas. He is not stupid, nor crazed with blood lust (luckily). If played properly, he will strike terror into the investigators' hearts with his methodical and strategic schemes.

This vampire is a worshipper of the Great Old One, Glaaki, and carries excerpts from the Revelations of Glaaki in his coffin. Skills: Climb 55%, Dodge 42%, First Aid 67%, Other Languages (French) 83%, Other Languages (Russian) 88%, English 80%, Listen 48%, Oratory 40%, Persuade 63%, Psychology 51%, Spot Hidden 46%, Sneak 39%, Throw 53%

#### Miss Meredith Denise Shelton, charmed human servant

STR	17	DEX	13	INT	15	CON	13
APP	17	POW	13	SIZ	10	EDU	11
Hit Pc	ints:	12					
Weapon		Attk%		Damage			
Sickle				1D6+			
22 Auto		35		1D6			
					0.000000		

Spells: Contact Ghoul, Cloud Memory

Notes: Miss Shelton has been charmed by St. Jordan into being his servant and assistant. It is her duty to look after the vampire's coffin, and take care of his affairs which must be conducted in the daylight hours. She is quite mad, a victim of the vampire's powerful mesmerism and foul worship of Glaaki. When enraged (much like St. Jordan) she attacks relentlessly.

Skills: Dodge 30%, Jump 33%, Listen 29%, Oratory 18%, Persuade 30%, Sneak 24%, Spot Hidden 43%

#### Professor Martin Howard Leighman, doctor of Anthropology

STR	11	DEX	10	INT	16	CON	9
APP	11	POW	10	SIZ	10	EDU	17
l lit Pc	ints:	10					
Weapon		Attk%		Damage			
llandgun		30		as per weapon			

Notes: Professor Leighman knows a little something about the occult. Once he stumbles onto St. Jordan's secret, the vampire will not rest until he has silenced the professor. Keepers may wish to let the investigators find him just before he dies, a choked warning on his lips. Assume Melissa Leighman, the professor's wife, has the same hit points and similar attributes. Skills: Anthropology 85%, Archeology 22%, Botany 13%, Chemistry 28%, History 47%, Library Use 78%, Linguist 23%,

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Occult 22%, Oratory 67%, Zoology 8%

Dr. Tre	oy Ad	lamson,	med	lical do	ctor		
STR	14	DEX	10	INT	14	CON	12
APP	12	POW	9	SIZ	14	EDU	16
Hit Po	ints:	13					
Weap	an	Attk%	6	Dama	age		
Fist		50		1D3+			
Skille-	Carto	oranh	45	% Firs	t Aid	1 60%	Medi

Skills: Cartography 45%, First Aid 60%, Medicine 70%, Other Languages (Latin) 18%, Navigate 31%, Pharmacy 45%, Psychology 40%, Swim 54%

#### Father Thomas Delarove, catholic priest

STR	13	DEX	9	INT	12	CON	16
APP	13	POW	14	SIZ	12	EDU	15
Hit Po	ints:	14					
Weap	m	Attk%	5	Dama	age .		
Fist		50		1D3+	1D4		

Notes: Father Thomas is very devout in his beliefs. He may be useful to the investigators when confronting St. Jordan, unless he dies first. In addition to his bible, he carries a crucifix and a vial of holy water in his valise.

Skills: Language French 41%, Language Latin 39%. Oratory 62% Persuade 40%.

## NEW SPELLS

Summon/Bind Servant of Glaaki This spell allows the caster to summon a servant of Glaaki COC 5th edition, p. 105). It requires a piece or chip from a tombstone, one at least 50 years old. Other components might be devised by the Keeper; the spell must be cast at night. The servant of Glaaki will appear from the shadows within 2D10 minutes. All other aspects of the spell conform to the usual Summon/Bind routines.

Contact Glaaki: This spell is like the other Contact Deity spells in the COC rulebook. Servants of Glaaki casting this spell need lose no magic points or POW as Glaaki has a mental link with them. He will usually appear to them in a matter of minutes. Non-Servants are contacted via dreams sent by the god in a manner similar to the Contact spell for Cthulhu.

## PLAYTESTERS

session one: Brad "Nigel Nickerbocker" Wyatt, Steve Light, Elliot Kahn, Mary Grindstaff, and Michelle Spencer

session two: John "sing that Def Leppard" Maniha, Hal "cowskull-on-a-stick" Mangold, Vinny Tobia, Eric Michele, James Brunning

special thanks to John Maniha and Hal Mangold 3



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# 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 study 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.

Pagan Publishing c/o John Tynes 403 N. 8th St.	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.	Fax Line (314) 443-3892 write "Attention:
Columbia, MO 65201	If you're in cyberspace, you can reach us via	John Tynes, 442-4301"
(314) 442-4301	Internet or Bitnet at C521832@mizzou1.missouri.edu	on each page.



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.

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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 BEAUTIFU