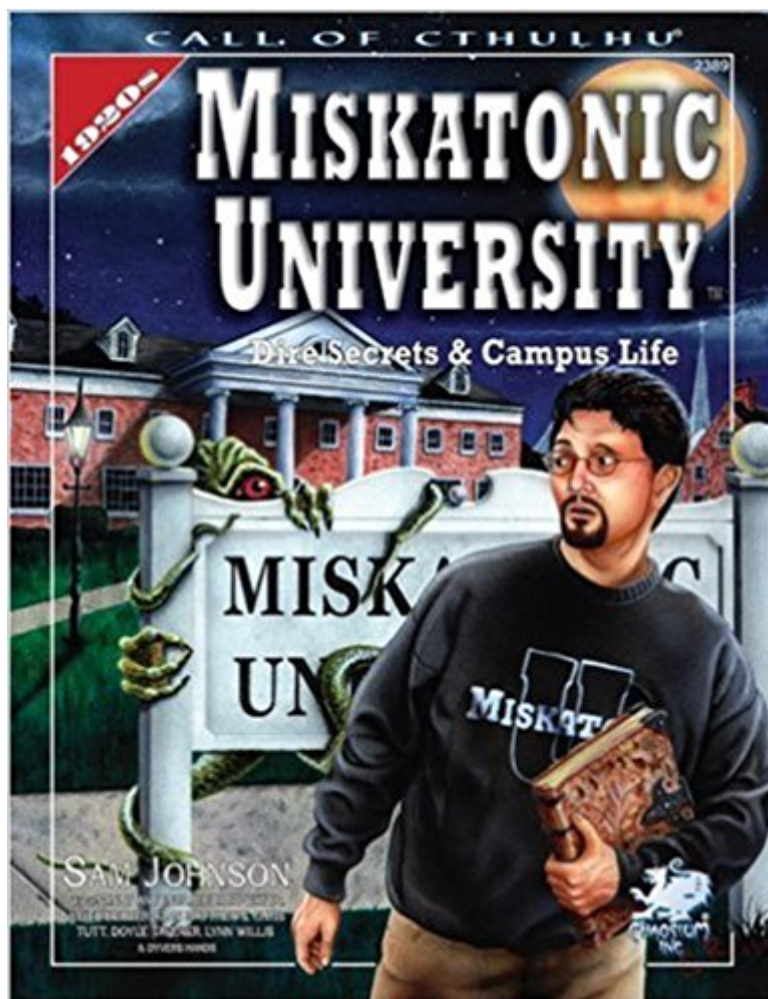


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# Miskatonic University: A Sourcebook (Call Of Cthulhu Horror Roleplaying)



## Synopsis

MISKATONIC UNIVERSITY is a small, seemingly typical New England college nestled in the bosom of conservative Arkham, Massachusetts. A poor cousin to such hallowed institutions as Harvard, Brown, and Princeton (the term Ivy League won't come into use until 1936), Miskatonic nonetheless offers coveted degrees in a wide variety of subjects and boasts high academic standards. Devotees of the Cthulhu Mythos and long time players of Call of Cthulhu know the name well, and greet it with a mixture of fondness and dread. A small, quiet institution of higher learning, Miskatonic serves as the home of many of H. P. Lovecraft's greatest protagonists, or as the staging ground for daring expeditions into the unknown. As a symbol of reason, learning, and science, the school represents all that is good, true, and pure in modern civilization the us to the insidious, alien them of the Cthulhu Mythos. Although Miskatonic is mentioned or figures prominently in most of the stories that form the backbone of the Call of Cthulhu game, the college itself remains as ill-defined as many of the beasties lurking in the pages of Lovecraft's fiction. While monsters that never shamble into view are often scarier than the ones we can see, Miskatonic University and the professors who walk its halls of ivy and alabaster are part of our normal waking world, and can therefore stand up to the light of day. Keepers running Call of Cthulhu games need to bring Miskatonic into sharp focus, whether their campaigns are set entirely on the sleepy campus or only visit it briefly. Who at Miskatonic can investigators count on to believe their outlandish tales? Just what secrets are and aren't kept in the world famous Orne Library? What might your investigators bump into while finding out? Miskatonic University offers some answers, scrutinizing familiar ground with a scientist's vision and a librarian's obsession with detail.

## Book Information

Paperback: 260 pages

Publisher: Chaosium (November 30, 2005)

Language: English

ISBN-10: 1568821409

ISBN-13: 978-1568821405

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars 7 customer reviews

Best Sellers Rank: #1,384,510 in Books (See Top 100 in Books) #58 in [Books > Science](#)

[Fiction & Fantasy > Gaming > Call of Cthulhu](#) #95795 in [Books > Teens](#)

## Customer Reviews

Clocking in at well over 200 pages, Miskatonic University is one of the "must have" supplements for Call of Cthulhu. Countless non-player characters, plot seeds, locations along with an extensive history of this (in)famous college make it useful for any classic-era CoC game. Naturally, it lends itself well to running a campaign based around a group of characters who are attending Miskatonic as students and gives a remarkable level of detail regarding life on campus. So whether your characters are heading to the famous Orne Library for research, taking a few classes to polish up their education, or joining professors and explorers on one of the famous Miskatonic University expeditions, this supplement has got something of use for your Call of Cthulhu campaign. You'd be downright mad not to pick it up.

If you're considering running a campaign heavily set in Arkham and/or at Miskatonic University, you should consider this guide. Very in depth lore and history of the university, maps, scenario ideas. It goes into great detail about how the university is structure, some NPCs, what mythos stories specifically mention M.U. for further reading. Don't let the guy on the cover fool you, this is for a 1920s setting. My campaign has ventured onto the campus of Miskatonic U and this book came in handy and really added some depth to my game.

Don't let the modern clothes on the dude on the cover fool you-- this is 1920s M.U. during its most fun period. Lots of great scenarios and maps to enhance your RPG experience.

If you wish to make a more scholarly character for CoC or just want to set a game around the University, with lots of details for the Investigators to enjoy and appreciate, this book is truly a must have!

The Miskatonic University sourcebook is a VERY useful item for anyone who plays Call of Cthulhu and wants an 'intellectual' character. I know that the information provided on Lovecraft's signature school provided a wealth of background for my CoC investigators. This book, combined with HP Lovecraft's Arkham (ASIN 1568821654), provides all the information you need to adventure in the shadow haunted city of Arkham.

I don't like typing

Miskatonic University...that renowned institution of higher learning made famous (or infamous) in the tales of the Cthulhu Mythos by H.P. Lovecraft and others, comes to life in this fantastic supplement for the Call of Cthulhu role-playing game from Chaosium. Within these pages you'll find everything you'll need to attend, work at, or investigate the hallowed and haunted halls of Miskatonic. This is without a doubt a long awaited supplement for this horror RPG. The designers of this supplement have brought Miskatonic to life and created a setting that will excite players for a long time. The first chapter begins with a lengthy history of the university and its founding in mysterious Arkham, MA, in 1690. Noted is the role that the town of Arkham played in the witchcraft hysteria of 1692 as some residents fled Salem to come to Arkham. Even one of Miskatonic's founders would be accused of witchcraft. Miskatonic's history and expansion is traced from its founding right up through the 20th century. A campus guide and detailed map notes the locations of all the buildings on campus including the dilapidated "Witch House" at 197 E. Pickman St. There is a lengthy section on Orne Library, one of the most important buildings, which provides maps of each floor, profiles of employees and frequent visitors as well as the noted collections housed there. These include some of the most famous tomes of dark lore in the world including The Book of Eibon, the Malleus Maleficarum (Hammer of the Witches), Nameless Cults, and, of course, the Necronomicon. Stats are provided for each book that detail sanity checks for reading them, weeks to study, and the spells/benefits gained once the book has been completed. Thinking of attending or working at Miskatonic? Then chapter two gets you started with details on campus life, where to live and dine, social life, student organizations, honor societies, academic clubs, and secret societies. For those looking to join the Miskatonic staff there are details on faculty tenures and salaries. Each school is briefly profiled along with the important staff members. Chapter three further fleshes out life in and around Miskatonic with detailed information on topics such as tuition, financial aid, student employment, grades and report cards, academic requirements, and more. New skills such as Cryptography and Zoology are included as well. There's even a section on creating a student investigator character. All this leads up to chapter four, the Miskatonic Secrets! There are mazes of sewers and tunnels under the school, many predating the school's founding. What lies within those tunnels is up to the players to find out. Tunnel maps and the various entrance and exit points are noted. Information on known occultists, secret cults such as the Esoteric Order of the Dragon and The Witch Cult, and various legends and mysteries are included and can make for great adventures. There are over a dozen adventure hooks in all in this chapter and the Keeper should have no trouble coming up with his or her own. Chapter five is a lengthy introductory scenario as players, either students or faculty characters, investigate the mysterious death of a student who was

found dead in the Orne Library. The adventure moves briskly and gives players a great feel for the Miskatonic atmosphere and its abundant secrets. Finally the appendices include over two dozen new spells, as well as additional skills and playing information. One of the things I loved about the book is the interior art. Interior art in a role-playing game supplement is often unimportant and thus sometimes done haphazardly, but note here. The artists did a magnificent job of capturing the look and feel of 1920's/30's New England. Further, and maybe it's just me, but the character in most of the portraits look a bit crazy if not outright sinister which only adds to the dark mood of the setting. While the information is abundant, the designers didn't make it all encompassing. There is still a lot of room for the Keeper to improvise and shape Miskatonic anyway they desire. Bottom line: this is a fantastic setting that truly captures the essence of Lovecraft's work. Highly recommended! Reviewed by Tim Janson

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