

The Arkham Gazette

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7th Edition Conversion notes prepared by **DAN KRAMER**
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The spell Stop Heart was created by **KEITH HERBER** (and revised by **MIKE MASON**).
This version of the spell is drawn from Chaosium's forthcoming *Grand Grimoire of Cthulhu Mythos Spells* and used with permission.



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Cathulhu is Sixtystone Press' role-playing game of feline investigators, fighting the Mythos tooth and claw.

Why yes, I am using Cristoforo, an expanded version of the Columbus font developed by Thomas Phinney.

www.thomasphinney.com

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The Arkham Gazette is a publication of Sentinel Hill Press and welcomes submissions. The focus of the Gazette is Lovecraft Country and submissions should have a strong connection to that fictive region and the real-world history and locations that informs it. It is recommended that writers be familiar with Lovecraft Country as it has been established in works like Arkham Unveiled. While consistency is the hobgoblin of small minds, we like those little 1 HD monsters; submissions that expand and improve Lovecraft Country rather than rewriting or reinventing it are more likely to be published. For more information see:

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The Witches' Garden

Scholars have suggested that some part of the powers and activities typically ascribed to witches arise not from the supernatural but from the pharmacological. Mediaeval sources sometimes described witches creating a so-called flying ointment using a combination of herbs, including hemlock, wolfsbane, and belladonna mixed with animal fat and applied to the skin or mucous membrane. Absorbing the various toxic alkaloids contained in these plants can produce a host of hallucinatory side effects, including the sensation of flight. For Lovecraft Country, *Atropa Belladonna* (commonly called deadly nightshade in New England) is representative of these plants and provides a useful example. It is a commonly occurring bush that bears small, shiny black fruit. The entirety of the plant is toxic due to the presence of several potent alkaloids. While some animals can eat the fruit safely, even a few berries can

prove fatal for a human. It was a common poison in earlier centuries. In game terms, belladonna inflicts 4d10 points of damage. An initial Extreme CON roll reduces the damage by half. Exposure to a typical dose (intending to kill) results, initially, in unusual sweating and dilated pupils. This is followed by a period of distorted sense of perception with rapid pulse, depressed respiration, abdominal pain, nausea, vomiting, diarrhea, and potentially frightening delusional visions, numbness, and potentially paralysis. Sanity cost for belladonna poisoning is 0/1d4 points. The effects of belladonna last 4d12 hours minus the victim's CON/5; for each hour of duration the victim loses 5 points of CON per point of damage, at which point they will remain comatose until the end of the effect's duration. A failed Constitution roll results in the death of the poisoned once the CON reaches 5, usually due paralysis of the diaphragm.

New Spells

Animal Form

This spell allows the witch to manifest their conscience in the form of an incorporeal animal (typically a cat or bird) and use that 'creature' to observe a remote location. The creature moves like a mundane version of the selected creature, but the animal form can move through walls, reach high places, etc., without difficulty or necessitated skill rolls. The witch can 'speak' in their 'animal' form but cannot move objects. The witch can see and hear as per the type of animal used, or as per their human abilities, whichever is superior. Should the 'animal' be struck by an attack, the spell is broken and the 'animal' vanishes. The casting witch is then unable to act for 2d3+1 rounds while their minds regrow used to their human bodies. Otherwise the witch can voluntarily end the spell and will recover after 1d3-1 rounds. (Certain witches may be able appear in multiple forms during the use of this spell, including their human form.) During the durations of the spell the physical form of the witch appears to be sleeping and cannot be awoken without effort (a *Luck* roll can awaken the witch, one attempt per round) or causing at least 1 hit point of damage to the witch. The spell costs 1d4 points of Sanity and 3 magic points (plus 1 additional point per 15 minutes of use). Knowingly encountering a witch in animal forms costs from 0 to 1/1d4+1 points of Sanity, depending on how supernaturally the animal behaved – a weird cat seeming to follow you might not cost any Sanity, but if the cat seemed to walk through walls, told you a prophecy of your death, and vanished suddenly when struck with a poker would cost at least 0/1d3 Sanity points.

Create Spirit Trap

Spirit traps (or 'devil traps') are knots of sticks, bones or antlers, tied together with thread, grasses, and sinews then shaped into forms resembling humans or animals. They operate as anchors for the witch's power, and serve as projections of her will and consciousness into the environment. Typically, large groups of these will be created and left in and around the witch's territory. Witch Traps grant their creator the following powers:

- The witch will be alert whenever a living person passes within 10 feet of one.

- The witch, with concentration, can determine the location of any particular trap they have created, allowing for them to track a person assuming they might hide one upon their person.
- They serve as a ward against trespassers, supernatural or mundane. Enchanted creatures cannot pass by one (though they can destroy them) and normal people will make all *Track* and *Navigate* skill rolls at Hard difficulty should they pass near them, should the witch wish it. Mythos entities can ignore such minor sorcery unless the Keeper rules otherwise.
- Finally, they can serve as the focus on a spell like *Witch Eye*, allowing the witch to see through them and even cast spells. Creating a *Spirit Trap* cost 15 minutes and 1 magic point. Each witches' *Spirit Trap* is distinctive to them and can be used to identify them should their creator be known. They themselves are mundane and can be moved or destroyed normally.

Enchant Poppet

The witch crafts a small doll, typically of rags but other materials (such as corn husks) are possible. The doll typically requires some piece of the intended victim – hair, nail trimmings, blood, or urine usually – as well as about 1 hour of preparation. Once created, the poppet serves as a magical stand-in for the victim, allowing the witch to cast any sort of spell upon the target, even when the target is quite distant, allowing the witch to molest their victim. The target's normal chance to resist a spell (as appropriate) still applies. Even without casting new spells, the poppet possesses a sympathetic magical effect, so anything the witch does to the poppet tends to happen, after a sort, to the target. If the witch soaks the poppet in water, the target might slip and fall into a pond; if the witch keeps the poppet near a fire, the target might feel feverish, etc. Injuring the poppet will cause pain, but not lasting wounds in the target. Enchanting a poppet costs 1d3 magic points and 1d4 points of Sanity. Alternatively, certain powerful witches (typically POW 80+) can duplicate the effects of this spell without crafting a doll or even needing some portion of the intended victim. A stand-in for the victim is still required but can any object that can be held in the hand – a stone, an animal bone, a button. This version of *Enchant Poppet* costs 1d4+1 magic points and 1d6+1 points of Sanity.

New Spells

Birth Familiar

There are two variants of this spell—when the subject is a willing and aware participant and when the human subject of the spell is its victim. Though their effects differ in certain ways, the ultimate results of both versions are the same.

■ **Willing:** The witch casts this spell upon themselves, typically ingesting a fetal version of the animal of which they wish to produce a ‘thing’ version and spending 5 POW. The blood of a human infant is often required as well. The spell is typically cast on the new moon; upon the next new moon the ‘thing’ has grown large enough for birth and, after a second ritual quickens it to full life, the witch must then cut it from their own flesh—1d4 points of damage; Sanity cost of 1d8+1 to do to oneself, 1/1d6 to witness. The new-born ‘thing’ must then be fed the flesh and blood of its “mother”; within 24 hours it should suckle upon its master, be that the creator or some other witch who casts Suckle Familiar, otherwise the thing will quickly grow independent.

■ **Unwilling:** A piece of flesh or blood is taken from the future victim and mixed with the blood of a sacrificed creature of the type desired in a specially prepared vessel. The witch then spends 5 POW, and the victim then matches their POW versus the casting witch; failure indicates that a rat- (or other-) begins developing within them. A second ritual is required to quicken the horror into life, typically after a one-

month gestational period. The afflicted will suffer from increasingly nightmarish visions during this time; they grow in intensity from 0/1 Sanity point a night, and in the final days 1d2/1d6+1 points. A physician (or someone else making a Medicine roll) will be able to detect the mass growing within the victim—even an X-ray will notice the weird mass of teeth and bones—and may, if discovered early enough, might be able to remove it, though this will be a difficult procedure at best. Once the horror is quickened, it will burrow out of the afflicted, typically devouring the heart in the process, before gnawing its way out of the body. Death, without immediate medical aid (and a treating physician aware of the cause of the victim’s pain and thrashing), is certain.

Suckle Familiar

This enchantment allows the witch to suckle a familiar, including a rat-thing. The witch must sacrifice 5 POW and 1d4 SAN and stab the desired location with a needle made of human bone. A distorted nipple or teat forms within 24 hours from the wound. The nature of the growth varies depending on the nature of entity, if any, worshiped by the witch—Shub- Niggurath’s followers grow tumorous teats while the Black Man’s adherents possess a painless patch of dead skin the familiar simply bites and draws blood, for example. Rat-things and their ilk are bound to the witch they suckle upon as described previously. Mundane animals may become familiars through the process of suckling, gaining some or all of the powers listed in the descriptions of rat-things below as well as increasing their INT to 2d6 x5.

STATISTICS

RAT THINGS,

homuncular vermin

STR: 1d3 x5

CON: 2d6 x5

SIZ: 5

INT: 3d6 x5

POW: 2d6 x5

DEX: 4d6+4 x5

Average Damage Bonus: -2

Average Build: -2

Average Magic Points: 7

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: Rat-things attack by climbing the legs or clothes of human opponents, or dropping down from ceilings. Once an attack succeeds, the rat-thing clings and keeps on biting.

Fighting 35% (17/7), damage 1d4 + damage bonus + chance of disease

Dodge 45% (22/9)

Armor: None, but attacks to hit a running rat-thing are made with one penalty die.

SKILLS: Climb 50%, Dodge 45%, Stealth 95%, Listen 50%.

SPELLS: those of INT 70 or more know 1d3 spells of the keeper's choice those who knew spells in life retain that knowledge as rat-things.

SANITY LOSS: 0/1d6 Sanity points to see a rat-thing; if the rat-thing was known to the observer in life, however, it costs 1/1d8 Sanity points to see it.

■ **Cat-thing:** A mangy cat of unusually large size, the cat-thing would have a similar DEX as a rat-thing but an even higher Climb skill (80%) and an additional Claw attack (40%; damage 1d2 +db). Considering the commonality of cats in most urban locations, they would likely be less noticed than a rat-thing.

■ **Hound-thing:** Witches who might "rejoice at the baying of dogs" might take this horror on as a companion, though they look more like a hyena than a true dog. Larger than typical rat-thing (SIZ is 1d6+1x5), the dog thing is a mangy, ragged looking hound, with a flat (for a dog), muzzle-less face, oddly placed ears, and a shock of long fur atop their heads. The front paws are deformed, though their hands are somewhat less developed than other types of "things". They can run as fast as a dog of similar size and, for short periods, walk on their hind feet. Like mundane dogs they can track by scent (Track 70%) They might potentially be mistaken for small ghouls under certain conditions.

■ **Worm-thing:** A truly horrific thing, they are little more than soft and toothless egg-like heads on at the end of a segmented worm body. Pair of tiny, nearly vestigial arms or mandibles fold up along the front portion of the awful thing as they burrow through loose soil. Perhaps due to their lack of a skull, they tend to be less intelligent than typical 'things'—INT 2d6+2x5. They move only at a crawl and have a grisly affinity for decaying human flesh.

■ **Spider-thing:** A truly gruesome 'thing', the spider thing is a scuttling nightmare, part arachnid, part deformed shriveled human infant, with a tiny set of arms replacing the front legs. The spider-thing would tend to lurk in shadows (Stealth 95%) and would gain a poisonous bite with a damage of 2d10. (Cf. M.R. James' "The Ash Tree".)

For certain 'things', such as the worm- or spider- variants, considering increasing their Sanity cost to see to as high as 1d2/1d8+1.

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The Dried Cat

Dried Cats: A Hard *Occult* roll recalls that animal remains, including cats, were placed in a new home as a way to protect the inhabitants from vermin and even witchcraft. Likewise, a successful *Library Use* roll finds anecdotal evidence for this practice but uncovers no formal academic discussion. This information can also be given by folklorists or academics interested in 17th century occultism.

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The effect of the ward is left to the Keeper, ranging from an inert corpse to a minor magical protection—a Luck increase of +10%—to something more substantial like preventing summonings within the house or shielding the house's inhabitants from magic unless the caster overcomes the ward's POW of 40.

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Two “Fairy” Spells:

Glamour: This enchantment affects the senses, disguising the look, smell, taste, and texture of the ensorcelled material. It costs 1 magic point for every 25 SIZ points glamoured, per hour that the spell lasts, as well as 2 Sanity points. The caster sets the initial duration and can extend it at will by spending further magic points. The glamour augments whatever is already there, making it more beautiful and alluring, working in large part on the expectations of the viewer. The glamour can make rotten or disgusting food appetizing and delicious, though the illusion will not protect the eater from illness or parasites. There is a hallucinatory or dream-like quality to the illusion; it shimmers and wavers fitfully and blurrily. Bright light increases this effect, and the glamour fades immediately in sunlight. A victim who wishes to see through the illusion may do so with a POW roll. However, drugged or intoxicated victims may only do so with an Extreme POW roll.

Fairy Dust: The mushrooms the witch-cult use as sacrament and as a drug originally came from the Fungus Forest in the Dreamlands' Underworld and as such is supernaturally potent. This substance can either be ingested or injected. In small doses, it causes euphoria, sleepiness, and hallucinations. In larger doses, it is a soporific. And in highest concentrations it is a 1d10 poison that takes effect in 3 rounds. Victims do not lose hit points. Instead, they fall into a coma-like slumber lasting up to two decades. The victim's life processes slow down considerably. The body ages but does not need food or water. There is a great chance that the victim will be mistaken for dead. *First Aid*, *Medicine*, or even *Spot Hidden* rolls determine otherwise. The victim can wake up simply by being shaken or loudly spoken to. Any efforts allow the victim a Hard POW roll each day to wake up.

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Changelings show their ghoulish taint in a variety of ways, which are accentuated as they grow older or delve into obscene practices. Their lower jaws may become pronounced, their teeth long. Noses may grow wide and flat, ears may become longer and slightly pointed. Alterations to the eyes range from the almost imperceptible to the dramatic, changing shape and even color. They may be hairier than their human relatives, and they may walk with a strange, hunched gait – both toes and fingers, and the nails thereof, may be longer than seems quite normal. Their APP characteristics degrade over time.

CHANGELINGS, carriers of the Ghoul Gene

CHAR.	AVG.	ROLLS
STR	62	(3d6+2 x5)
CON	65	(2d6+6 x5)
SIZ	65	(2d6+6 x5)
INT	65	(2d6+6 x5)
POW	65	(2d6+6 x5)
DEX	50	(3d6 x5)
APP	45	(2d8 x5)
HP:	13	

Average Damage Bonus: 1d4

Average Build: 1

Average Magic Points: 13

Move: 8

ATTACKS

Attacks per round: 1

Fighting attacks: Changelings raised by humans usually attack in the same ways any of their family and neighbors might. Those with an APP of 25 or less and long, strong teeth and fingernails can use them to fight; this may occur instinctively by changelings unaware of their ancestry. Unlike ghouls, changelings with this advantage can attack with only one claw or bite in a single combat round.

Bite and hold (mnvr): If a changeling bites a victim, then it can hang on instead of making other attacks and worry the victim with its teeth, continuing to do 1d3 Bite damage automatically. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

Fighting 30% (15/7), damage 1d4 + damage bonus

Bite and hold (mnvr) damage 1d3 per round

Dodge 40% (20/8)

Armor: None

SPELLS: A changeling member of the witch-cult or who otherwise practices magic may know a handful of spells such as Alter Weather, Auger, Blight/Bless Crop, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Clutch of Nyogtha, Consume Likeness, Contact Ghoul, Dream Vision, Evil Eye, Lame/Heal Animal, Mesmerize, Nightmare, Summon/Bind Byakhee, Summon/Bind Dark Young, Summon/Bind Nightgaunt, as well as any others the keeper desires. See page 29 for other spell options.

SKILLS: Changelings have skills typical of their backgrounds.

SANITY LOSS: The Sanity loss for seeing a changeling varies, depending on how horrible the creature is. Those who appear human cause no Sanity loss. Sanity losses are 0/1d3 for more human-like changelings up to 0/1d6 for those who more closely resemble their subterranean progenitors.

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Anyone examining the mound making an *Astronomy* roll will realize that the mound itself is aligned with constellation Taurus's position in the sky on the Winter solstice and that trees atop it mimic the configuration of the Hyades star cluster. The whole site is sacred to Hastur (as per the spell Free Hastur); sensitive visitors (typically those with a POW of 70 or higher or who have encountered Hastur or its related beings previously) find the spot uncomfortable and feel like they are being watched.

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The Witches' Hollow Mound

Though its precise origins are unclear, it is likely that the strange tree-covered mound located in Witches' Hollow was built by the Anakoke people, a tribe recalled only by a few archaeologists and historians. Once ranging up and down the length of the Miskatonic Valley, they had a dark reputation, frequently engaging in warfare against their neighbors. At some point before 1300 AD they were driven from much of their territories by other tribes, including the Pennacooks, Nashuas, Wamesits, and Misqats. Eventually even their stronghold on the Miskatonic was burned and the tribe scattered. What little is known about them comes from the stories of the tribes who united to exterminate them and from a few scattered archaeological surveys; investigators will need make a Hard *Anthropology/Archaeology* roll or an Extreme *History* roll to know of this scant record.

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THE HYADEAN HORROR,

possessing monstrosity from the stars

The Hyadean (hi-AD-ee-an) Horror is a monstrous entity sometimes summoned by worshipers of Hastur. The thing has some nebulous connection to that terrible god; some authors claim it is an offspring of Hastur while others suggest it is a miniscule antonymous fragment of the god's power, freely given to worshippers.

CHAR.	AVG.	ROLLS
STR	117	(5d6+6 ×5)
CON	70	(4d6 ×5)
SIZ	87	(5d4+5 ×5)
DEX	70	(4d6 ×5)
INT	70	(3d6+3 ×5)
POW	70	(4d6 ×5)
HP:	15	

Average Damage Bonus: +1d6

Average Build: 2

Average Magic Points: 14

Move: 10 flying

ATTACKS

Attacks per round: 2

Fighting attacks: When corporeal, it may attack with its sucker-covered tentacles, to batter or crush opponents at short range; the creature also drains blood and other fluids through its tentacles and can crush opponents it strikes with multiple tentacles. There are no physical attacks while immaterial.

Fighting: Tentacle 65% (32/13), 1d6+db plus -1d3x5 CON

Crush (mnvr): If grasping with 2 or more tentacles, victim makes a STR roll vs the SIZ of the Horror to break free. While being crushed, apply drowning rules + 1d6 damage per tentacle, per round, in addition to -1d3x5 CON drain per tentacle

Dodge 35% (17/7)

Armor: Immune to mundane weapons while immaterial. It has 6 points of slimy rubbery hide while manifesting on the material plain. The Horror regenerates 3 HP per round.

SKILLS: Listen 50% (25/12), Spot Hidden 50% (25/12)

SPELLS: Brew Space Mead, Contact Hastur, Free Hastur, Summon/Bind Byakhee, Unspeakable Promise; several spell-like automatic powers as well (see below)

SANITY LOSS: 1/1d4 if presence is sensed. 1d4/2d6+1 if seen.

The creature is generally immaterial, though it can manifest if it wishes. When in solid form, it appears as a floating mass of vapors, roiling with shimmering opalescent tentacle-like wisps that phase in and out of solid form continuously. There is no evident face or any other sensory organs, but if examined the tentacles appear to possess something akin to an octopi's suckers.

Once attached, a single tentacle can only be removed with a STR vs. ½ the Horror's strength, or severing the tentacle; which requires at least 2 points of damage over its 6 points of slimy hide. The Horror may make 1 tentacle attack per round for every 20 points of SIZ it has.

The Horror has the following psychic powers:

Telepathy- Unwilling victims may resist the thing in a roll of their POW versus the Horror's. Anyone first touched by the thing's mind will feel its presence (and the resultant Sanity loss), as above, with a sensation of being watched by some malign presence. The Horror may reach out to any mind at a distance of about a mile; those already touched by the Horror's mind, may be contacted up to a range of 10 miles in order to receive commands.

Host Possession- The Horror typically selects one human as its primary host. This unfortunate is entirely controlled by the Horror, their original personality is almost entirely tamped down for the duration of the possession. To possess a primary host, the creature matches its POW versus the victim's and entirely dominates their victim in their own POW days. Once home to the Horror, their victim undergoes a vile physical transformation, becoming swollen and bloated.

Telepathic Control- A milder form of possession as above, but in this case the victim, having previously lost out in a POW roll may be possessed by the Horror for 10+POW/5 minutes (less if desired). Thereafter they are subject to telepathic contact and temporary possession at will by the Horror.

When the Horror possess a human their stats are as per an Unspeakable Possessor (MM 103-4), save for a 2d6x5 point increase in SIZ. Those possessed by the thing usually become extremely, sometimes even superhumanly, fat, with greasy stringy hair and pallid or jaundiced skin usually soaked in perspiration.

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All the descendants of Ann Whitlock are biologically female, and are cursed with the following characteristics:

- A very high POW (16+1d3x5)
- Exceptional regenerative ability; they heal 1 HP per day without medical treatment. They will also regenerate from all non-fatal injuries, eventually, though scarring and disfigurement are possible depending on the injury. They also resist illnesses and poison as if their CON was 30 points higher.
- Magical sensitivity- An instinctual awareness of the POW of other individuals. They will become aware of anyone with a POW of 75 or higher, regardless of concealment or skill such as *Stealth*, though the identity of the individual will not be known. They will also be instinctually aware if they meet another Whitlock descendant, though they will only sense some sort of connection rather than gain any specific knowledge of their distant ancestor.
- A supernatural attractiveness to men regardless of APP; certain weak-willed men (typically with a POW less than 45) may become hopelessly fixated upon them. Interpersonal skills used on men, such as *Persuade* or *Charm*, gain a Bonus Die.
- Women have an inverse reaction, feeling an inexplicable dislike of her descendants. All interpersonal skills suffer a Penalty Die.

- Dark and disturbing dreams, as they are haunted by nighttime visions of Ann Whitlock and her Master. These dreams typically manifest around puberty and continue for the rest of their life; for some they are a nuisance, for other they are debilitating. Those so afflicted tend to end up embracing their witch heritage, turning to drugs or alcohol to quiet the dreams, turning to religion, or going mad. For all their terrible imagery and intimations of a monstrous world, the dreams have a practical purpose: they convey the knowledge of how to renew the Pact and reveal places where the Master's power is strongest.
- The daughters of the Whitlock line have innate access to a repertoire of spells, foremost among these is Contact the Master (see page 78); other spells include—Alter Weather, Birth Familiar (see page 45), Bless/Blight Crops, Cloud Mind, Dominate, Heal/Lame Animal, Implant Fear, Send Dreams, Stop Heart (see page XX of this document), Suckle Familiar (see page 45), and Witch Eye (see page 31).

Other powers are possible, depending on the POW and personality of the Curse-bearer. If an investigator bears the Curse (see page 108) but have pre-existing statistics that don't quite match those above, then they can manifest spontaneously, perhaps one per session of the scenario, or after coming into contact with the Bowl, the Shroud, or another bearer of the Curse.

New spell- Contact the Master

This variant of the spell Contact (Deity) was learned (and possibly created) by Ann Whitlock and is instinctually known to her descendants. It is used to imbue the caster with the power of the Master, allowing the caster to learn new spells, gain supernatural insight, and, when cast at the turning of the season, increase the POW of the caster. In advance of the spell, the caster needs to specially consecrate a vessel in the name of the Master. Any sort of bowl or cup can be used, so long as it is used to catch the blood of a human sacrifice after the caster inscribes in their own blood a prayer to the Master in the vessel. Afterwards, the symbols, written in Tsath-yo, can be faintly detected within it. Crafting such a vessel requires 5 points of POW. When the Pact is cast, the vessel is filled with a mixture of wine, crushed belladonna berries, and a few drops of the caster's blood. The caster and anyone joining in the spell drink from the vessel and enter a trance-like state. The remaining potion is given to the selected sacrifice who is then after disemboweled in the name of the Master. The vessel is then used to catch the blood of the victim. Anyone present who has drunk the potion can then be marked by the blood of the sacrifice, allowing them to make the Pact themselves (see below). Anyone who has taken the Pact or is marked with the victim's blood will have a vision of the Master. This costs $\frac{1}{2}$ of the Sanity that would result normally from seeing the entity. During this encounter, spells or information may be granted and, if cast at the turning of the Season, each person who has taken the Pact may gain 5 points to any statistic desired. Those who have not yet taken the Pact may also do so; this costs 5 points of POW. The Keeper adjudicates any statistic increases;

those that exceed human norm should likely result in some related abnormality and come at a price—an STR of 95 might cause weird, unnaturally pulsating muscles beneath flaky, almost reptilian skin—as well as allude to the identity of the Master (see page 77). Those who take the Pact but are not part of the Whitlock line will also now bear some sort of mark of the Master, an insensate patch of skin similar to a blew spot (see “Marked by the Devil” on page 50). For those who are present without having taken the Pact witness the exchange with the Master in a dreamlike state, hazy and disjointed moments of clarity divided widely by terrifying hallucinations and weird voices from the darkness. Anyone witnessing the Pact spell but not drinking the potion loses $1d3/1d6+1$ points of Sanity for the sacrifice; a weird thickening of the air just afterwards requires a Spot Hidden roll to catch a glimpse of strange shapes or unknown stars on the periphery of vision, this costs 0/1 point of Sanity. This lasts for but a moment for anyone not drinking the potion, typically but $1d3$ combat rounds, although the preliminaries of the spell take at least 10 minutes. Participating in this ritual costs $1d4+1/2d6+2$ points of Sanity. Performing the necessary human sacrifice requires a failed Sanity roll to do so and thus requires the higher cost. (The Sanity cost may be lowered or raised depending on the circumstances of the sacrifice – a helpless infant or child should cost more while a dying or voluntary sacrifice might cost less. If the victim is known the cost should also be increased or lowered depending on the nature of the relationship). The spell also costs $1d4+1$ Magic Points, per person. Those joining in the spell suffer no lingering effects from the potion.

Immediate Aftermath

Investigators who visit Robbins Hill within the first 24 hours after the crime will find it patrolled by a pair of Arkham Police officers; more should they arrive that morning. Unless the investigators have some official justification for being there, they must make a Law, Persuade, Charm, or Fast Talk roll to be permitted to examine the area. Under no circumstances will they be allowed to take away any substantial piece of evidence.

The area contains the following clues:

- The 'sacrifice' stone: The stone upon which Overton was murdered is an irregular slate slab, still dark with his blood, and weighting over a ton. Even after his body is removed by the medical examiner, bits of tissue can be found lodged in crevices in the irregular stone.
- The whole area stinks of blood, sulfur, and (more faintly) of ozone. There is an obvious mark left in the blood where the bowl sat. There are also four candles. Beneath each can be found crudely scratched symbols—an *Occult* roll will recognize them as the symbols for Virgo, Sagittarius, Gemini, and Pisces. (These correspond to the astrological signs during each of Moore's murders.) The police have not noticed the symbols beneath the candles. Examining the candles will also note, with an *Intelligence (INT)* roll, that there is wax from multiple candles here, some of which is definitely many months old. The candles themselves are mundane.
- Overton himself was bound to two heavy branches wedged into rocks at either end of the slab. His body was aligned north-south, with his head pointing south. The worn hempen rope is of a common type with soil embedded in the fiber. The knots were secure and well-tied.
- Forensic examination can match the blood to Overton. Anyone inspecting the blood that makes a *Spot Hidden* roll will find dried flecks of blood in crevices in the stone. A *Medicine* roll will verify it as human, though how long it has been there cannot be determined precisely.

- A *Spot Hidden* roll will also find a bloody striped feather trampled in the mud. A *Natural World* or *Biology* roll suggests it came from an owl or similar bird, although it is unusually large and its markings are unlike any native species.
- Footprints: There are numerous footprints around the slab, and to and from the site. A *Track* roll can sort out several groups of footprints—Moore and Willard, Endicott, and the police. Endicott's tracks match the story he provides. The tracks of the police suggest a rather cursory examination of the site. Moore and Willard's path to and from the site can be followed, leading off to the nearby Wallace farm. Drag marks indicate that Overton was carried to the murder site, sometimes carried by the pair, sometimes pulled by one of the pair. In their flight, the pair split but rejoined before reaching the farm. The general *SIZ* of each of the pair can be determined (+/- 5 points on either side) and, based on the shoes, there was a man and a woman.

A bit of viscera: Anyone examining the general area that makes a *Spot Hidden* roll will notice a few drops of blood on the ground several yards from the slab. Above on a high branch, perhaps 20 feet up, something glistens. A *Climb* roll allows an investigator to reach the spot, where they find a short section of human intestine draped over the branch. The piece, about two feet in length, has been cleanly cut on one end and roughly torn on the other. Along the branch, which is too thin for anyone greater than size 4 to sit upon without breaking, are a few weird markings in blood, not quite a claw, not quite a hand. The roughly torn end almost looks to have been bitten through. Finding this costs -0/1 points of Sanity.

Later Visits

Should the investigators visit, or revisit, the site after about 24 hours, certain clues will be harder to spot. Track rolls will only succeed at Hard. The truck tracks at the Wallace farm will be obscured by several visits by the Essex County sheriff (who are keeping any eye on the property under the incorrect assumption the killers might return to the site), and the bit of intestine will be carried off by wild animals. After two days Rev. Armbruster of the Arkham Congregational church (A817) and several congregants including Endicott come to the site to pray. Afterwards, Endicott washes off the slab, knocking off the candles, and making the dried blood harder to find (*Hard Spot Hidden*).

The Bowl

A silver bowl of antique make, it was used to collect Overton's blood as well as some of his organs while he was being disemboweled. The human remains were given over to the medical examiner's office but the bowl, still blood-caked, is held as evidence at the Arkham Police Station (A228). There it sits, wrapped in a handkerchief, on a shelf.

The bowl is 15" across, 5" deep, with a rimmed bottom and a pair of engraved handles. The basin is divided into eight panels, two panels bearing an identical coat of arms. The handles are stylized human figures made up of leaves. There is a small marking stamped into the bottom of the bowl—a diamond surrounding the letters I and N. Should the gore be removed, a *Spot Hidden* roll will notice a circle of curious symbols faintly etched (perhaps with acid) into the bottom of the bowl. An *Extreme Occult* roll or a *Cthulhu Mythos* roll will identify the characters as Tsath-yo. Should someone be able to translate the language of the Hyperboreans, they will recognize them as a prayer to Whitlock's Master.

Detective Stuckey, who is in charge of this murder investigation, will contact Elliot Waite (A423), the goldsmith, and George Tillinghast (A418), the antiques dealer, asking them their professional assessment. One or both men might contact investigators with a particular expertise in Colonial history or silversmithing, as the bowl is outside of their usual line of interest. From either man, Stuckey learns that the bowl is an antique and rather valuable but he has not conducted the necessary leg work to discover the bowl's origins.

A *Library Use* roll at an appropriate library can determine—via the maker's mark on the bowl's bottom—that the bowl was made by James Noyes, a Newport silversmith who worked between 1677 and 1709. Alternatively, *Library Use* or *Appraise* roll can identify the coat of arms on the bowl as belonging to the Abbott family, a prominent family in Arkham and Bolton from the colonial era. Should an expert on colonial-era silver be consulted (the nearest ones are in Boston) they can—in two or three days—determine the specific provenance of the bowl, prepared as part of the set made for the wedding of Samuel Abbott and Elizabeth Birch in 1684. If shown the coat of arms, Mr. Peabody of the Arkham Historical Society will immediately identify it as belonging to the Abbotts.

The bowl is not inherently enchanted but a vessel of this sort is required for Moore's ritual magic; see "New Spell: Contact the Master" on page 78 for more information.

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Grave Visions

Anyone touching the burial shroud of Ann Whitlock is at risk of psychic attacks from the witch's disembodied spirit, typically in the form of horrific nightmares. These visions usually take the form of sleep paralysis, sometimes called a 'night hag' attack. Victims awaken in their beds, unable to move, but aware that a shroud-wrapped figure is standing over them. After a moment of unspeakable dread, the thing is suddenly pressing down atop their chest or strangling them with its dripping, leathery hands. Whitlock's face remains hidden, but her tannin stained corpse is unmistakable beneath the shroud. After a long, terrifying moment, the victim awakens in their bed, sweat soaked and gasping for air. The Sanity cost of this attack is -0/1d2 points.

Once Myrtle recovers the shroud, she may use its power against anyone from whom she possesses a token—hair, blood, or toenails, or an item frequently in contact with victim, such as a ring. She uses Phillips or Willard to acquire such items; assume such a mission will be successful unless the investigators keep their rooms under a constant guard. Allow investigators a *Spot Hidden* roll to notice some evidence of the theft.

Myrtle's may use the shroud to attack her enemies; the Keeper should carefully consider the risk it poses to investigators. Typically, Moore will attempt to cast *Implant Fear* to intimidate, or *Stop Heart* to eliminate opponents. Either spell manifests roughly like the 'night hag' dream above, though the corpse of Ann Whitlock might utter a short warning or message on behalf of Myrtle. Also, in the case of the later spell, Whitlock will pull back the shroud from her face, revealing her water-browned skull, taunted flesh, and black, eyeless sockets (-1/1d3 points of Sanity). Sanity costs of these spells are as per the rulebook.

If the Keeper desires, the malign influence of the shroud can be blocked via folk magic: the afflicted investigator may prepare a witch bottle (see page 55) which will shield them from the influence of the spell so long as they sleep in a house so protected.

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The Old Brickyard (A512)

The Dunham Brickyard, closed since 1912, is the site of occasional mixers hosted by some of the school's more adventurous students, paying off the Finns, the Irish gang that nominally controls the place. Its isolation and lack of nosy neighbors allows for drinking and dancing without having to resort to a trip to Fenner's Roadhouse or Boston. There are unfortunately few traces of the party that remain here to be found. While the gate is padlocked, there are several substantial gaps in the fencing that allow anyone under SIZ 80 easy entrance to the yard. An *Intelligence (INT)* roll suggest the party was held in the larger of two office buildings, as half-burned trash remains in a nearby kiln. Should investigators have a good description of Willard's truck (see below), they may discover fresh tire tracks from it in the cinder-covered alley adjacent to the brickyard on River Street. Sometimes one or two younger Finns might be found here; while they did not attend the party, they might know a bit of what happened from one of the older boys. Should investigators fail to find leads elsewhere, Hiram the Junkman (A511) resides across the street and might have seen Overton's abduction and provide a description of Willard and his truck.

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The Bolton Police—Detective Daniel Murphy

Berglowe's murder remains an open case for the Bolton Police Department and anyone inquiring about it will be directed to Det. Murphy, a round but nimble Irishman with an oversized waxed mustache. He will be willing to share information on the case with anyone making a *Law*, *Credit Rating*, or *Persuade* roll, or who is professionally connected to a local police department or detective agency.

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The Second Murder: Joe Collins

Joe Collins, age 45, was a laborer in Arkham who worked a number of odd jobs, but none of them for any length of time. On the night he disappeared, Collins had been to Bolton to attend one of the town's frequent illegal boxing matches. There he had won a goodly sum of money and then left the bout looking to celebrate. He found his way to Cal's and to Maurice Willard. Eight days later his remains were fished out of the waters off Kingsport Head by the crew of the oyster boat *Nancy Malone*. Collins' residence was a tenement at 457 South Powder Mills Street, though anything of value or interest is long gone. His last employer was Taran Hall (A906). Asking after him there requires a *Persuade* roll (or law enforcement connections) to turn up a coworker who accompanied him to Bolton: Victor Prentiss can tell investigators that a group of men from Taran Hall went to see a boxing match there and Collins won a substantial pot. Most of the other men had wanted to return to Arkham, but Collins remained behind looking for some 'companionship'. Prentiss says that a cabbie suggested Cal's Grille. When he failed to turn up to work, some of his coworkers contacted the Arkham Police and filed a missing persons report.

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Finding Ben Patey

Locating Ben Patey's remains will be extremely difficult unless the investigators are looking into the activities of Maurice Willard. For the past several years Myrtle's disciple has taken up residence in the carriage house of the Humbolt House at 402 Derby Street. Willard attempts to come and go from the house under the cover of darkness and still tends to the grounds carefully. Observers will note he pauses frequently by pair of rose bushes between which he buried Patey's body. An *Easy Psychology* roll notices that his behavior while examining this area was suspicious and had nothing to do with tending plants. Otherwise, the Humbolt House is the only place on his work schedule that is currently unoccupied, a fact that an *Intelligence (INT)* roll will point out should such a list be somehow generated by investigators.

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Ann Whitlock's Grave

The site where Ann Whitlock was (until recently) buried is within what is now known as the Capwell Bog, just north of Bolton Road, four miles from downtown Arkham. Capwell Bog is a 'kettle bog,' formed by melting glaciers at the end of the last ice age. Once a depression created by a titanic mass of ice, the resulting pond filled with decaying plant matter, creating a water-logged area of mosses and low plants, bordered by scrub pines and ash trees. The whole place is $\frac{3}{4}$ of a mile wide and just over a mile long, the home of buzzing and croaking things. The general location of the burial site, but not the specific spot, can be determined from a brief passage in *Thuamaturgical Prodigies in the New-English Canaan*; see handout 6. Uncovering the spot requires a successful *Navigate* roll, followed by a successful *Luck* or *Listen* roll made every person-hour searching. (The successful *Listen* roll notices an eerie silence pervading a particular spot.) The precise burial place is a shallow, now-collapsing hole in the peaty ground, perhaps three feet deep and six feet long and clearly made by a shovel. In the hole is a badly corroded iron bar still wedged into the boggy soil; an *Occult* roll notes that people accused of using black magic were sometimes buried face down, a spike driven through their corpse into the ground. A *Spot Hidden* roll or more digging locates a partially buried, incomplete corpse, mostly bones, of a deformed dog, with too-long rear legs and forelegs ending in oddly hand-like paws. The skull cannot be located. This creature is underneath the layer where Whitlock was buried. (This was Hop-Little, Whitlock's canine familiar.) A necropsy of the fragments compounds its strangeness; the creature has the structure of a dog but several bones have lengthened to almost copy human skeletal anatomy, especially the paw which is grotesquely elongated and had an opposable dewclaw. Anyone examining the remains with a *Biology* skill above 30% (or who has some similar professional skill) will lose 0/1d2 points of Sanity, knowing that this freak of nature should not be.

Visitors to the site who make a *POW* roll have a sensation of being watched—an indistinct human figure is spotted near the tree line, but it disappears before investigators reach its spot. All that can be found there is a robin, its neck broken, the body still warm. Visiting the site may open investigators to future visions of Ann Whitlock, as with her shroud. (Phillips is loath to approach the area for some reason. Should he be following the investigators, he will not follow them into the bog, content to rifle through their cars and cause mischief.)

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'PHILLIPS', THE FAMILIAR (BIRD-THING)

STR 50 CON 65 SIZ 05 INT 45 POW 55

DEX: 100 HP: 7 DB: - Build: - MP: 11

Move: 2 walking / 3 climbing / 10 gliding

ATTACKS

Attacks per round: 1

Fighting attacks: Phillips uses his hand-like claws and his beak for primary attacks. With an Extreme success, his beak has bypassed any armor and make a vicious throat peck, causing 1d10 damage.

Fighting 30% (15/7), damage 1d3, Throat Peck 15% (7/3), damage 1d10

Dodge 60% (30/15)

Armor: None

SKILLS: Climb 100%, Mechanical Repair 50%, Stealth 95%

SANITY COST: Seeing Phillips costs 1d3-1/1d6+1 points of Sanity.

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Meeting with Lillian

...

Medical professionals, those affiliated with the police or a private investigator, relatives, etc. all should be able to gain entry without difficulty; otherwise a *Charm*, *Fast Talk*, or *Persuade* roll will suffice, but the first two skills might result in an interview cut short due to follow-up questions from the staff.

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Cornelia's Curse

...

Besides the nightmares that are the common inheritance of everyone in Whitlock's line, Cornelia can, through the laying on of hands, influence the development of fetuses, either making them healthy and ensuring a good birth, or inducing miscarriages to end a pregnancy. Influencing a pregnancy either way takes 1 MP for every 2 months the pregnancy has lasted. She can also instinctively tell whether a female (human or otherwise) she encounters is pregnant, and whether it is in distress.

In a similar vein, the Whitlock Curse gives her the power to calm animals. She calls upon this power unconsciously, believing merely she has a knack with animals. By expending 1 MP, Cornelia may calm to the point of sedation an otherwise agitated animal close to her. By touching the animal and spending another 1 MP a round for every 10 SIZ of the animal, she can slow their heart rate to unconsciousness or cardiac arrest. (So, a SIZ 50 animal takes an additional 5 MP over 5 rounds to put to sleep or kill.) The calming effect extends even to insects; Cornelia cannot ever recall a bee sting or mosquito bite.

Unbeknownst to her, Cornelia will also be defended by animals if she knows she is in danger; any creature in her immediate vicinity will harass (or even attack, if large enough) people who distress her or which she perceives as an imminent threat. A swarm of flies might distract someone holding a gun on her, a dog might bite its owner if sicced upon her, or a cat hiss and rake at someone moving to assault her.

Breaking In

The front and back doors are double-bolted at night, but the windows are not secured by special means. The bric-a-brac throughout the house makes any *Stealth* roll Hard in addition the modifiers from darkness.

...

One of the rooms upstairs is set up as a nursery, but the door is stuck (STR 30, and the noise wakes anyone on the floor).

Irving shrieks, hurls furniture at them, and calls the police if it seems safe for him to do so. There is an antique shotgun above a mantle upstairs, and if they make noises downstairs there is a 20% chance Irving finds and loads it correctly before confronting the intruder—but a roll of 85+ means the gun explodes in Irving's face when fired, killing him (-1/1d4 Sanity).

Irving's Reactions

Investigators who try to rescue Amelia from Irving provoke legal action and condemnation in professional circles. Irving is not well-liked enough for his complaints to have a major effect (1d10-point reduction in *Credit Rating* for 1d10 months for those involved), but he will bring an alienation of affection suit against those involved. Irving also tries to have Amelia declared mentally unfit to legally compel her back into his care, which might backfire if Cornelia is in the picture. Dr. Hartwell will testify that he had previously advised Irving against his more extreme 'treatments'.

The Shroud

The shroud that Ann Whitlock was wrapped in after her death has become imbued with certain supernatural powers available to anyone of the Whitlock line.

- Anyone whose blood comes into the contact with the shroud may be possessed by the spirit of Ann Whitlock (see below); these effects last 20-(the victim's POW/5) rounds.
- Similarly, anyone who is a descendant of Whitlock who handles the shroud may be possessed by the long-dead witch, possibly permanently; test the POW of the Victim with that of Ann Whitlock (100). Failure means they are possessed until 1d4 hours have passed. Each time they suffer a loss, their effective POW against future possessions decreases by 1d4x5 points. Once the effective POW reaches 0, their mind is lost and their body is now Ann Whitlock's alone.

Ann Whitlock's spirit is a semi-mindless thing, recalling little beyond malice and a hateful devotion to the Master. Those possessed will immediately attack anyone who poses a threat to the Whitlock line; it will only parlay with those who have taken the Pact, otherwise she will promise that the vengeance of the Queen of Night is at hand and the Arkham will drown in blood and tears.

Should Ann permanently find a body, her INT will recover at the rate of 5 point per day until she is fully functional in her new body and a new old witch is loosed on Arkham.

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MYRTLE MOORE, New Witch of an Old Line

STR: 55 **CON:** 75 **SIZ:** 50 **INT:** 80 **POW:** 90
DEX: 65 **APP:** 85 **EDU:** 45 **SAN:** 0 **HP:** 13
Damage Bonus: 0 **Build:** 0 **Move:** 9

Fighting (Brawl) 41% (20/8) damage 1d3
Dodge 52% (26/10)

SKILLS: Brew Poisons 73%, Cthulhu Mythos 28%, Fast Talk 38%,
Library Use 32%, Persuade 29%

SPELLS: Alter Weather, Birth Familiar (page 45), Cloud Memory,
Contact the Master (page 78), Dominate, Dread Curse
of Azathoth, Send Dreams, Stop Heart, Suckle Familiar
(page 45), Witch Eye (page 31), plus whatever spells the
Keeper feels are necessary

ITEMS: Dagger- 1d4 damage

MAURICE WILLARD, SELFLESS HENCHMAN

STR: 75 **CON:** 65 **SIZ:** 55 **INT:** 45 **POW:** 35
DEX: 60 **APP:** 50 **EDU:** 40 **SAN:** 0 **HP:** 12
Damage Bonus: +1d4 **Build:** 1 **Move:** 9

Fighting (Brawl) 35% (17/7) damage 1d3 + 1d4
Dodge 44% (22/8)

SKILLS : Craft: Gardening 89%, Drive Auto 58%, Locksmith 45%,
Mechanical Repair 61%, Operate Heavy Machinery 31%,
Stealth 71%

ITEMS: Knife- 1d4 +1d4 damage

LILLIAN MOORE, Lunatic

STR: 45 **CON:** 45 **SIZ:** 45 **INT:** 85 **POW:** 95
DEX: 80 **APP:** 65* **EDU:** 50 **SAN:** 0 **HP:** 9
Damage Bonus: 0 **Build:** 0 **Move:** 9

*85 when not in a stupor in a Sanitarium.

Fighting attacks: Her only personal attack would be to rake
her nails across a face with surprising quickness for
someone who hardly moves. An Extreme would indicate
possible permanent eye damage or scarring.
Fighting (Brawl) 41% (20/10) damage 1d2-1 points of
damage
Dodge 10% (5/2)

SKILLS: Appear catatonic 98%, Smile Unpleasantly 99%;
Other skills possible once fully restored.

SPELLS: Contact the Master (but see note on page 76 about
other potential spells if restored)

AMELIA PURCELL, Troubled Wife

STR: 60 **CON:** 70 **SIZ:** 55 **INT:** 65 **POW:** 85
DEX: 50 **APP:** 70 **EDU:** 65 **SAN:** 30 **HP:** 13
Damage Bonus: 0 **Build:** 0 **Move:** 8

Fighting (Brawl) 25% (12/5) damage 1d3
Dodge 25% (12/5)

SKILLS: Art (Piano) 23%, Fret 100%

IRVING PURCELL, Heartless Husband

STR: 60 **CON:** 75 **SIZ:** 60 **INT:** 55 **POW:** 80
DEX: 45 **APP:** 70 **EDU:** 75 **SAN:** 49 **HP:** 14
Damage Bonus: 0 **Build:** 0 **Move:** 8

Fighting attacks: Shotgun 37% 2d6 (but see page 107)
Fighting (Brawl) 25% (12/5) damage 1d3
Dodge 25% (12/5)

SKILLS: Accounting 56%, Officiousness 75%,
Petty Cruelty 90%

CORNELIA LOWE, Tragic Midwife

STR: 65 **CON:** 80 **SIZ:** 55 **INT:** 75 **POW:** 90
DEX: 55 **APP:** 65 **EDU:** 65 **SAN:** 41 **HP:** 14
Damage Bonus: 0 **Build:** 0 **Move:** 8

Fighting (Brawl) 25% (12/5) damage 1d3
Dodge 25% (12/5)

SKILLS: First Aid 58%, Medicine 29%,
Midwifery 97%, Ride Bicycle: 63%

SPELLS: None but Cornelia does unknowingly possess several
spell-like powers, including the ability to calm animals,
and a limited power to command them. She also
knowingly possesses the power to either quicken or to
terminate a pregnancy if in physical contact with the
mother — see page 102 for further details.

ANN WHITLOCK, Spirit of the Founder of the Line

(All physical statistics are as per the possessed individual.)
INT: 75 **POW:** 100

SKILLS: Cthulhu Mythos 41%

SPELLS: As per the Whitlock line members plus any the
Keeper desires.

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STOP HEART

COST: 14 magic points; 2d6 Sanity points

CASTING TIME: 1 round

Causes the target of this spell to suffer a massive heart attack. While the spell takes but a single round to cast, the caster must have spent at least one day preparing the spell (during the week before the spell is cast). The preparation involves an intense ritual where the caster purges their mind and body. Once purged, the spell may be cast anytime in the following seven days. For the spell to take effect the caster must succeed in an opposed POW roll with the target, who must be in the caster's line of sight. If successful, the target loses 4d6 hit points and, if still alive, is incapacitated for 2d10 rounds.