

Devil's Children

David Conyers

David Godley

David Witteveen

"If the
she must be
Therefore
confesses nothing
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must be taken
sion."

The
Witch
Cycle
PART I

A Tournament Scenario for the Call of Cthulhu Role-Playing Game



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Author web pages: http://www.freewebs.com/david_conyers/ and <http://davidw.gothic.net.au>





Introduction

An Overview

Salem 1692. The wind whistles, shaking the trees. Strange cries are heard from the forest. Surely the Devil is afoot, come out from his hiding in the woods.

But who are his servants, and who are his victims?

Dark birds spread tattered wings and croak at the moon. The Devil is abroad, the Devil is abroad...

Modern Day

Todd, Tony, Richard and Heather are four students who share a house in modern-day Arkham, Massachusetts. They all are currently enrolled at Miskatonic University (also in Arkham). As is standard for most universities in the United States, as part of the requirements for their degrees all four undertook a compulsory course in American History. They all agreed to take the same course believing that by doing so they could help each other study – buy one quarter the number of books and share their notes when it came time for exams. What it really meant is that each one of them assumed that one of the others was doing the assignments, going to the lectures, and writing the essays. In fact what each of them did was procrastinate. They all did that quite well, just about as well as they made excuses to get extensions.

The students used some of the extension time they had been granted to go to a party in nearby Salem. Tony drove and on the way home he ran his car off the road into a tree. The police said they all should have died. In fact, the four did die, but Nyarlathotep – in his guise as the Black Man of witchcraft lore – resurrected them. Their price for another chance of life was that they had to write their names in the *Book of Azathoth*, a tome containing the names of those who devote themselves to the Outer God. Nyarlathotep's need for the students will become clear later.

The students, with the event wiped from their minds, proceeded to waste away yet another extension. In a last minute effort to obtain research material for the essay (due the following morning), Richard convinces the others to conduct a séance. The séance is held in the basement of their home, and the visions of the séance are played out in the first session of this adventure.

Seventeenth Century

Just outside Salem in 1692 a coven of witches has been practicing for some seventy years, but right now they are short four members who have been executed in the witch trials. They have selected Elizabeth Parris, Anne Putnam, Mary Walcot and Abigail Williams to make up their thirteen. As they prepared to present these four to Nyarlathotep so they could sign their names into the Book of Azathoth, four other girls had already drawn his attention – Bridget, Sussana, Margaret and Alice. Nyarlathotep (as The Black Man) was attracted to the high Power of these four and decided to select them instead of the four being offered by the coven. These are the events seen in the séance of the first session.

The Present

These four new witches gained powers, gifts from Nyarlathotep only to move across the countryside causing havoc and chaos. They continued their reign of terror for two and a half centuries while the magic of the Outer Gods kept them alive and near immortal. That lasted until the 1940s, when they were tracked down and eventually trapped by two private investigators, Robert Shaw and Harrison Zamsky. The four witches were imprisoned in the sewers below Arkham until the two investigators could work out what to do with them. Cut off from the world and powerless to escape the witches had to use their power and magic to keep themselves alive for the next fifty years. All was not lost, for from their confinement the witches cursed these two investigators, and all those who descended from their blood-line. More information on the activities of these two detectives, and the resurgence of the Arkham Coven, can be found in *The Witch Cycle Part 2 – A Handful of Dust*.

It is at this point the second session begins.

Recent flooding destroyed a large part of the sewer system in which the witches were imprisoned and they were released. Out for revenge, they hunt Todd, Tony, Richard and Heather, who are the grandchildren of those very investigators who imprisoned the witches many years ago. These four students are going to have one long night of terror as they find out what it is like to bargain with a God.

Running Devil's Children

Devil's Children was originally written as a two session Call of Cthulhu tournament for four players. Due to the nature of the narrative and the importance of character background to the outcome of the tale, the pre-generated characters are required for play. It is also recommended that the session is run using all four characters, for a reduction in this number lessens the number of clues available to "solve" the mystery.

Secondly Keepers will note that there are three distinct locations in the tale. The first is Salem Village which in modern times is the town of Danvers. Secondly Salem town today retains the same name. Lastly there is the fictional town of Arkham, a creation of H.P. Lovecraft which he based upon Salem town, yet in the context of this scenario and the *Call of Cthulhu* role-playing game, remains a very distinct and different locale. In the first session Arkham has just been founded and will be little more than a few houses home to a few settlers. In modern times it is a large town famous for its university, and other things less publicised.

The Salem Witch Trails

The events of Devil's Children are based on the real events of the Salem Witch Trials of 1692. In this small New England village, two young girls aged nine and eleven were innocently playing a game, trying to establish the identities of future husbands by means of divination. Their play turned into more games as they started practicing pretend magic. One of the girls' father was a local minister, Samuel Parish, who worried about the 'games', called upon the assistance of local physician, Doctor Griggs. He in turn was unable to deduce a medical reason for the girls' symptoms, and quickly diagnosed that they must be practicing witchcraft.

Once the accusation of witchcraft was publicly announced the Salem community reacted with hysteria. The two girls accused went on to develop convulsions while in their wake other women in town developed other irrational behaviours which were also seen as signs of demonic possession. The original girls were questioned in depth by local authorities, and soon stated that their distress was caused by three local women. The first was Sarah Goode, a local eccentric who smoked pipes who was already unpopular in town. The second was Sarah Osborne whose name had been tarnished by a sex scandal and had not attended church in more than a year. The last was a young slave girl, Tituba. The two English women denied the charges, but Tituba admitted in graphic detail how she had given herself to a black devil and did indeed practice witchcraft.

The two girls, perhaps because of the attention they now commanded, regularly descended into screaming fits, convulsions and claims that they were possessed. Other people showing similar symptoms encouraged their behaviour, and the fear of witchcraft began to spread quickly.

Experts were called in to assess these Salem Witches. One such expert was theologian Cotton Mather, who three years previous had published *Providence Relating to Witchcraft and Possessions* which he used to support the belief that witch trails were the answer. The puritanical attitude of the new governor William Phips only worsened the situation. Many citizens of Salem, mostly women, were called to court for cross-examination. During their questioning, the two original girls continued their displays of possession and convulsions, while Tituba continued to confess practicing witchcraft, and that she was not alone. By September 22, after several months of trial, nineteen people had been hung and many more imprisoned. Tituba herself was not hung, for she confessed, but others such as Sarah Goode and Sarah Osborne were, for they protested their innocence to their very end.

There is no historical evidence that witchcraft was ever practiced in Salem, and it seems likely that Tituba was referring to her own Voodoo beliefs, a link back to her African cultural heritage, rather than Satanist worship. Opinion today is that the Salem Witch Trails came to be because of the zealous and puritanical lifestyles of the colonial settlers, whose belief in the gospel of the Bible led to intolerance of any other school of thought.

Out of the hundreds charged and the nineteen executed for witchcraft in Salem in 1692, the vast majority have been posthumously cleared of those charges. However Bridget Bishop, Alice Parker, Sussana Martin and Margaret Scott, unfortunately, still have attainders against their names in the Commonwealth of Massachusetts and therefore are still charged with the crime of witchcraft. Like Sarah Goode and Sarah Osborne, all four were hung in the real world. Devil's Children then, is dedicated to all those who died

The Black Man

The Black Man is a human avatar of Nyarlathotep, appearing as a normal man yet slightly elongated and unnatural, with completely onyx black skin, hair, eyes, teeth, fingernails, palms, everything. His grin is always mocking, and sometimes he speaks without using words, but his thoughts are heard inside his listener's mind regardless. The Black Man has been worshipped by the Salem Witch cults

for centuries, whose members sometimes see him as the devil of Christian mythology. On his possession is the *Book of Azathoth*, which his followers must sign their names in their own blood, thus giving their soul to him. Sometimes he carries two smoking sticks, the tendrils of which cause the utmost pain and agony if they pass across human flesh as it burns and blisters. Local superstition places his abode in the heart of deep, dark and terrible woods.



from injustice in Salem.

Delta Green Option

It is advisable to run Devil's Children in Pagan Publishing's *Delta Green* setting only if presenting this scenario in conjunction with *The Witch Cycle Part II – A Handful of Dust*. The two scenarios are connected, and what Delta Green agents can learn from this scenario assists with their investigations in the second part. However, Devil's Children is set in two distinct historical periods and requires the use of specific pre-generated characters, namely young girls of Salem in 1692, and Miskatonic University students in the modern day. So Delta Green agents are going to learn the events of Devil's Children through second hand experience, such as reading a select chapter of *Thaumaturgical Prodigies of the New England Canaan*, and interviewing an arrested suspect, Heather Shaw, who is currently locked up in a cell in the FBI Building in Washington DC.

Start *The Witch Cycle* beginning with the "Prologue" of *A Handful of Dust*. Among the evidence Section Chief Jane Turner has on hand for the agents is a recovered chapter from *Thaumaturgical Prodigies of the New England Canaan*, which was found in the possession of their suspect, Donald Allen Mcleod. Turner advises them to read it, and when they do, play out the events of "Salem" in Devil's Children. Afterwards award the agents **+1% Cthulhu Mythos** at the cost of **1D3 Sanity points**. The other additional lead Turner has is a second suspect held for questioning, a young woman by the name of Heather Shaw, who has proved to be far more useful to interview than Mcleod.

Checking out Heather Shaw on the criminal database turns up nothing until she was arrested a few days ago, on charges of murder (she was arrested covered with blood and

carrying a knife that was identified as the weapon used to stab an Arkham citizen twenty-three times in the neck and chest). It is suspected that Heather might be a leader of the New Coven of Salem. So far she has refused a lawyer. Before that she was a well-respected student as Miskatonic University finishing her law degree with a near perfect academic record.

Interviewing Heather Shaw is possible, but she is very different to any pictures the Delta Green Agents may have obtained of her. Now she is thin, her skin grey and pockmarked, and fifty or more scars crisscross her hands, arms and face. Possibly many more cover her body under her dirty t-shirt and torn tracksuit pants. Her eyes are deep, black and sunken, yet they have a piercing quality that gives the impression she is looking through those who deem to speak to her, perhaps sizing up the strength of their souls. Heather does not remember killing her victim, but she is adamant that what the police say is probably the truth. Nothing matters however, for all is lost anyway, for each and every one of them. She says the agents will discover this for themselves soon enough, especially if they look into the Coven too closely.

Eventually Shaw will open up and tell the events of "Arkham" in Devil's Children, which they should play out. In which case, Keepers should ensure that Heather Shaw survives the scenario, or at least can be again resurrected back from the dead. Afterwards award the agents another **+1% Cthulhu Mythos** at the cost of **1D3 Sanity points**. The outcomes of this interview are quiet profound and raise many more questions than they answer, at least in terms of their FBI investigation. Jane Turner however states quiet clearly that Detective Amanda Yeats in Arkham is following up on Heather Shaw's statement, and it is the agents' duty to investigate the New Mexico lead. From this point on, play out *A Handful of Dust* as presented.



Salem Girls

First Session Characters

Due to the nature of the narrative of *Devil's Children* – importance of character background and the preordained outcomes for the antagonists – pre-generated characters have been provided for this adventure. The first part concerns four young girls in 17th century Salem who are accused of witchcraft, so other player generated characters with different personalities and backgrounds would be problematic for the keeper to adapt at best. At the beginning of play, describe each character briefly then hand them out to each player. Once characters are chosen, give the players *Handout #2 – First Session Player Introduction*.

Insanities

Specific insanities handouts have been designed for each pre-generated character, which also help propel along the narrative. Photocopy *Handout #1 – First Session Insanity Effects* and cut the different insane episodes apart. Whenever a character goes insane, pass the player the appropriate insanity so they can role-play it out. Each insanity effect is tailored to particular characters, and so should prove very effective in play. Insanities are reproduced here for the Keeper.

Bridget Bishop – First Insanity Effect: You are being punished. The angels are coming to get you for being such a wicked girl. But if you tell no one, and you can avoid going into churches or meeting Reverend Parris, then you still might be alright.

Bridget Bishop – Second Insanity Effect: Avenging Angels are one thing, Devils are another. And Devils always hide in the shadows. Avoid dark places, don't go out after nightfall. You are being hunted by both Heaven and Hell. You better find some place to hide from them both.

Bridget Bishop – Third Insanity Effect: Reverend Parris said that people either serve Heaven or Hell, which means that everybody you meet is working for one side or the other. Run away quickly, before they can catch you and sentence you for your sins.

Alice Parker – First Insanity Effect: God is testing you. You must be strong and faithful. Say your prayers, read from the *Bible*. Encourage your friends to do likewise. Only by

doing this will you be saved from the clutches of the Devil.

Alice Parker – Second Insanity Effect: The Devil is Cunning. He has sent his Devils out into the world in human form. Keep a watch for his agents. Trust no-one. Are you sure your friends aren't working for Satan?

Alice Parker – Third Insanity Effect: This isn't the world. This is Hell. These "people" are in fact servants of Lucifer. Why did you not realise it before? But you are pure of heart, so you may still escape from this torment. Quickly, find a gate, it may be the exit out of Hell. If that gate isn't it, try another, and another. One of them must lead to Heaven.

Sussana Martin – First Insanity Effect: The sky is so big, so frightening. And the Woods are so deep they scare you. Avoid them at all costs. Stay close to human civilisation. Do not go anywhere alone, otherwise the Devil will come and get you.

Sussana Martin – Second Insanity Effect: You've always known that the Devil haunts the woods around Salem. But if he haunts the woods, then he haunts the trees, therefore every tree is a servant of Lucifer. Avoid them at all costs, or cut them down if you can.

Sussana Martin – Third Insanity Effect: You are surrounded by monsters and demons, pretending to be human. Even your friends are probably monsters who are plotting to eat you. Run away. Scream for help. Don't let them get you.

Margaret Scott – First Insanity Effect: Fur is a sign of Devils and Monsters. Anything that has fur must be a monster. Run away from anything furry, or try to kill it. Don't let those monsters get to you.

Margaret Scott - Second Insanity Effect: Monsters and the Devil come out at night. Good girls stay home safely tucked in bed. No one, no thing is going to make you brave the dangers of the night. Find somewhere safe, and stay there.

Margaret Scott - Third Insanity Effect: The woods around Salem are so big and dark. That's where all the monsters live. Stay out of the woods. Stick to open countryside where you can see demons coming.

Bridget Bishop

Age 13

STR 7 DEX 17 INT 12 Idea 60
CON 9 APP 10 POW 16 Luck 80
SIZ 9 SAN 80 EDU 5 Know 25



Hit Points: 9
Magic Points: 16
Sanity Points: 80
Damage Bonus: -1D4

Weapons: Fist 50%, damage 1D3-1D4

Skills: Art (Sewing) 50%, Dodge 40%, English 50%,
 First Aid 40%, Hide 50%, Listen 60%, Psychology 50%,
 Sneak 40%, Spot Hidden 80%

Possessions: 3 Halfpennies, Poppet, Needle and Thread

Background

You are young, quiet and secretive. Older people scare you. They seem to spend most of their time ordering you about, something you hate. You prefer to be by yourself, and you have become skilled at slipping away from people you don't like. You are also skilled with a needle and thread, a talent you put to use by making poppets for yourself. And when no-one is watching, you pretend that your poppets are people you hate. Then you can hurt and order them about as much as you want. You know that if anyone caught you at these games you would be punished severely, and that you may even go to Hell for it. But you don't want to stop playing the games. You just have to be careful that no one finds out.

Your Friends

There are three girls in Salem whom you spend many of your spare hours with. They aren't the best of friends, but they weren't as bad as some of the others.

Sussana Martin (age 17): The oldest of you, she likes to boss people around. You hate her.

Alice Parker (age 14): A highly devout young girl, who spends most of her spare time reading theological texts lent to her by Reverend Parris. But you don't really trust her; it's unnatural for anyone to read as much as her.

Margaret Scott (age 16): Healthy and good-looking, she seems to spend more time dancing and talking with boys than she does working. You like her, mostly because she doesn't order you about and you'd like to be like her too.

Sussana Martin

Age 17

STR 10 DEX 10 INT 14 Idea 70
CON 10 APP 12 POW 18 Luck 90
SIZ 13 SAN 90 EDU 8 Know 40



Hit Points: 12
Magic Points: 18
Sanity Points: 90
Damage Bonus: none

Weapons: Fist 50%, damage 1D3

Skills: Art (Sing) 50%, Bargain 30%, Dodge 20%, Eng-
 lish 60%, Fast Talk 40%, First Aid 40%, History 40%,
 Listen 40%, Natural History 20%, Occult 30%, Persuade
 40%, Spot Hidden 50%

Possessions: 1 Halfpenny

Background

Your favourite saying is "A good Christian does what she is told to do." Every time you tell someone to do something, you inevitably end up quoting that saying to them. And you tell people to do things a lot. You like giving orders; it gives you a feeling of superiority to boss others around. Of course, you'd never boss your elders around (that would be disrespectful). But times are hard in Salem and if no one does any work then everyone would starve, or fall prey to Indians from the forests. So let no one accuse you of being bossy. There's work to be done.

Your Friends

You have three friends in Salem whom you spend many of your spare hours with. You boss them around, because if you didn't, nothing would ever get done.

Bridget Bishop (age 13): At thirteen years old, Bridget is the youngest of the four of you. She is shy and secretive. She often says she will do what you ask, but sometimes she forgets her promises, or takes far too long to complete her tasks. You need to watch her.

Alice Parker (age 14): A highly devout young girl, who spends most of her spare time reading theological texts lent to her by Reverend Parris. Usually she does what she is told, which makes you happy.

Margaret Scott (age 16): Healthy and good-looking, she seems to spend more time dancing and talking with boys than she does working. You are jealous of her attractiveness, and so you order her around more than anyone else. But there are times you wish you could be as frivolous as her.

Alice Parker

Age 14

STR 9 DEX 13 INT 16 Idea 80
CON 10 APP 13 POW 19 Luck 95
SIZ 10 SAN 95 EDU 10 Know 50

Hit Points: 10
Magic Points: 19
Sanity Points: 95
Damage Bonus: none



Weapons: Fist 50%, damage 1D3

Skills: Dodge 30%, English 60%, Occult 30%, Psychology 60%

Possessions: 5 Halfpennies, Wooden Cross, The New Testament of Our Lord and Saviour Iesvs Christ

Background

You have always been a devout girl, trusting in God and following the teachings of the Bible. Sometimes you feel as if God actually walks beside you, protecting you from harm. Other times you are convinced that God has whispered some special secret to you, but you were not pure enough to understand what he had said, and so, you try harder to be more devout. You learned how to read at an early age, and Reverend Parris lends you books from his own library so that you can increase your knowledge of God. Now you spend all your spare time reading, immersed in the wondrous and awesome world of Our Father. Some people accuse you of being unnatural, for reading so much, but you care little. The more you learn, the better able to serve God you become.

Your Friends

You have three good friends in Salem whom you spend many of your waking hours with. They don't read much, which is their misfortune really.

Bridget Bishop (age 13): At thirteen years old, Bridget is the youngest of the four of you. She says little, being shy and secretive. She is never without her poppets, and you believe she would become distraught if they were taken away from her.

Sussana Martin (age 17): The oldest of you, she likes to order people around. Her heart seems in the right place, but her manner is sometimes abrasive. Still, there is often wisdom in her words.

Margaret Scott (age 16): Healthy and good-looking, she seems to spend more time dancing and talking with boys than she does working. You disapprove of such behaviour, but Margaret is too charming for you to dislike. Besides, she is remarkably friendly with your second cousin, Anne Putnam, and so it is important to keep the family peace.

Margaret Scott

Age 16

STR 12 DEX 14 INT 14 Idea 70
CON 16 APP 17 POW 17 Luck 85
SIZ 14 SAN 85 EDU 5 Know 25

Hit Points: 15
Magic Points: 17
Sanity Points: 85
Damage Bonus: +1D4



Weapons: Fist 50%, damage 1D3+1D4

Skills: Art (Dancing) 40%, Art (Sing) 50%, Climb 60%, Dodge 35%, English 40%, First Aid 50%, Hide 30%, Listen 60%, Psychology 40%, Sneak 40%

Possessions: 2 Halfpennies, Pressed Flower

Background

Tall, healthy and good-looking, you are considered a beauty by many of the young townsmen. Several of them have wooed you, but you are not sure which of them you prefer, although you do have an eye for the young farmhand Jervis Ring who has recently made his intentions clear several times. One of your friends, Elizabeth Parris (the daughter of Reverend Parris), claimed that her father's West Indian servant knew of a way to discover which man you would marry. You were intrigued, but have not followed it up. Besides, you feel it best to avoid the authoritative Reverend Parris as much as possible. You enjoy singing and dancing much more than you enjoy going to church, and many of the older folk of Salem Town consider you to be frivolous and a time waster. Of course, you understand that work is important for the good of the community, but you would still rather enjoy yourself.

Your Friends

You have three friends in Salem whom you spend many of your spare hours with. They don't know how to have fun like you do, so you'll keep showing them what good times are all about until they learn to relax more.

Alice Parker (age 14): A highly devout girl, who spends most of her spare time reading theological texts lent to her by Reverend Parris. She seems a bit strange, as if contemplating Heaven all the time caused her to lose touch with the real world. You are actually better friends with her second cousin, Anne Putnam.

Bridget Bishop (age 13): At thirteen years old, Bridget is the youngest of the four of you. She says little, being shy and secretive, and she follows you around like a lost puppy. You try and look after her.

Sussana Martin (age 17): The oldest of you, she likes to order people around. She can be very annoying and the one most likely to disapprove of dancing and singing while work is to be done.



Salem

Monday, 2nd May 1692

The first session takes place in the area once known as Salem village. The events that lead to the persecutions that make Salem infamous have begun. There can be no doubt that the settlers in New England were believers in witchcraft and sorcery. Added to these fears was a belief in every malevolent superstition that their tortured minds could produce. These people looked for the Devil everywhere and in everything. The Devil was the cause of every problem or mishap. Every soul was obsessed with hell and damnation and, by virtue of this, they created their own.

It is this fear of the unnatural, the unknown Native Americans, and a trepidation regarding the unexplored woodlands of North America in which they live that has attracted the Crawling Chaos – Nyarlathotep – to the quiet New England community of Salem Village. He has come to feed off the madness, fear, and turmoil that the settlers themselves have created.

The players begin the session working together in the fields outside Salem, helping prepare the ground for the upcoming planting. Unbeknown to them, they have attracted the attention of Nyarlathotep in the guise of the Black Man. This session reveals what happens when the Black Man of Puritan superstition decides to favour you with his affections.

In the second session it is revealed that this one was only a séance made by four desperate Miskatonic students, in an attempt to obtain an insight for their term papers (due the following day). The séance took them back to the minds of four girls in 1692 Salem, and there they discovered an awful truth...

Arkham Witch Coven

In this scenario a coven of witches does exist in Salem, and they have been practicing their evil ways for over seventy years. Their number always equal thirteen and each member has a familiar; an animal that is bound to them to do their biddings. Rites are held in the woods on the outskirts of Salem town, where the group regularly summon Nyarlathotep in the guise of the Black Man. Much dancing and singing takes place, often performed either wearing large, hooded cloaks or skyclad (naked). If possible a child is sacrificed each meeting, often taken from slave families in Arkham,

children which will not be missed, or if they are, will be considered unimportant by the white puritan settlers who make the laws. Every member of the Coven has signed their name in the Book of Azathoth in the presence of the Black Man, and thus give to him their souls. More information on the Arkham Witch Cult can be found in Chaosium's *The Keepers Companion Vol. 1* and *H.P. Lovecraft's Arkham* sourcebooks.

Since the 1692 Witch Trails began, four of the Coven have been captured by the King's men of Salem, sentenced by Cotton Mather, and executed by order of Governor William Phips. The Coven is now short four participants, so replacements need to be found if their magic number is to be maintained and their rites continue. Meanwhile the Salem folk are convinced more witches plague their community, and seek out others of their ilk, innocent and guilty alike, so they too can undergo their appropriate trail and punishment.

Nine Coven Members

The following Coven members are active at the start of the scenario. Each member has a secret name which follows after their real name. All maintain normal lives outside of their meetings, and many are married to husbands and wives, and with parents and children who know nothing of their sinister beliefs and practices.

Keziah Mason (Nahab): The founder of the Coven, this old crabby woman is over ninety years of age, but as sprightly and agile as any young man or woman, for she is immortal having discovered the means to travel through space and time. A powerful sorceress, Keziah Mason is aided by her familiar, a Rat Thing called Brown Jenkin. Keziah is the undisputed leader of the Coven. She lives in a cottage in the heart of the dark woods where she is rarely visited. Although later arrested and tried as a witch, Keziah Mason escapes her execution by using her knowledge of the gate spell. More information and statistics for Keziah Mason can be found in Chaosium's *H.P. Lovecraft's Arkham*.

Goody Fowler (Jergat): Second-in-charge of the Coven, Goody Fowler is an apt sorceress herself. She is fond of cruelty, especially towards children and animals, and lives

alone in a small cottage in Salem town. She will escape the Witch Trails to live in Arkham, but her wicked ways lead to a mob killing her in 1704. Similarly to Keziah more information for Goody Fowler can be found in Chaosium's *H.P. Lovecraft's Arkham*.

Tituba (Balazar): A black slave girl who has ambitions to take over leadership from Keziah Mason if and when the old lady dies or steps down. Tituba is headstrong and fearless, so when the Salem authorities eventually capture and interrogate her, she will readily confess to her unchristian beliefs. She believes the Black Man will save her from a death in the noose, and destroy with flames all those who do not believe.

John Indian (Regneh): A tall, dark skinned man who is Tituba's husband. He is quiet and reserved, but incredibly strong and a well-rounded fighter. Like his wife he is a slave. He is also very loyal to the Coven, and will gladly give his own life if Keziah Mason or Tituba ask it of him. Besides, he knows they can bring him back to life afterwards.

Wilmot Reed (Ahmala): Large and jovial, Wilmot is popular in town and always generous with his time to anyone in need. He is also wealthy, giving loans to those who's purse strings occasionally fall short. However, Reed also uses his seeming generosity to his advantage, propositioning those who cannot make repayments so they become indebted to him, and thus they feel compelled to perform questionable acts for him when it is asked.

Jezebel Smith (Tama): The youngest and prettiest member of the Coven at only fifteen years of age. Both her parents died from an illness that neither doctors nor prayers to God would cure, and feels betrayed by both. She was thus easy picking by the Coven who promised her magical powers that would ensure terrible illnesses would never fall upon herself or any future family members she might acquire.

Jervis Ring (Jabal): A young farmhand with long blonde hair. Not very smart, he joined the Coven purely because he was in love with Jezebel Smith. She played up to his desires until he was too far involved in the Coven to ever turn back, as she was requested to do so by the Black Man. Knowing that Jezebel would never love him, he turned his attentions to other women in Salem, namely Margaret Scott.

Jennifer Peabody (Shana): Five years ago Jennifer's husband packed up and left her after she had failed to produce either a child, and was then ostracized by the Salem community who blamed her for being barren. Now she fantasises about producing a son for the Black Man, so she can produce offspring more worthy than any man could give her, but is too frightened to speak her desires, even though she suspects he knows.

Isaac Easty (Camlas): An old farm hand. When Isaac recently failed to deliver a child sacrifice to a Coven meeting

as was demanded of him, Keziah Mason substituted his wife instead. Watching her being sacrificed while she begged him to save her drove him to the edge of madness. Now he feels isolated and no longer trusted by the rest of the Coven, and fears that Keziah may have plans to do away with him in the near future.

The four executed Coven members are Sarah Goode (Sugga), Sarah Osborne (Yula), John Proctor (Belag) and his wife Mary Proctor (Katal). Replacements however have been identified as the session commences.

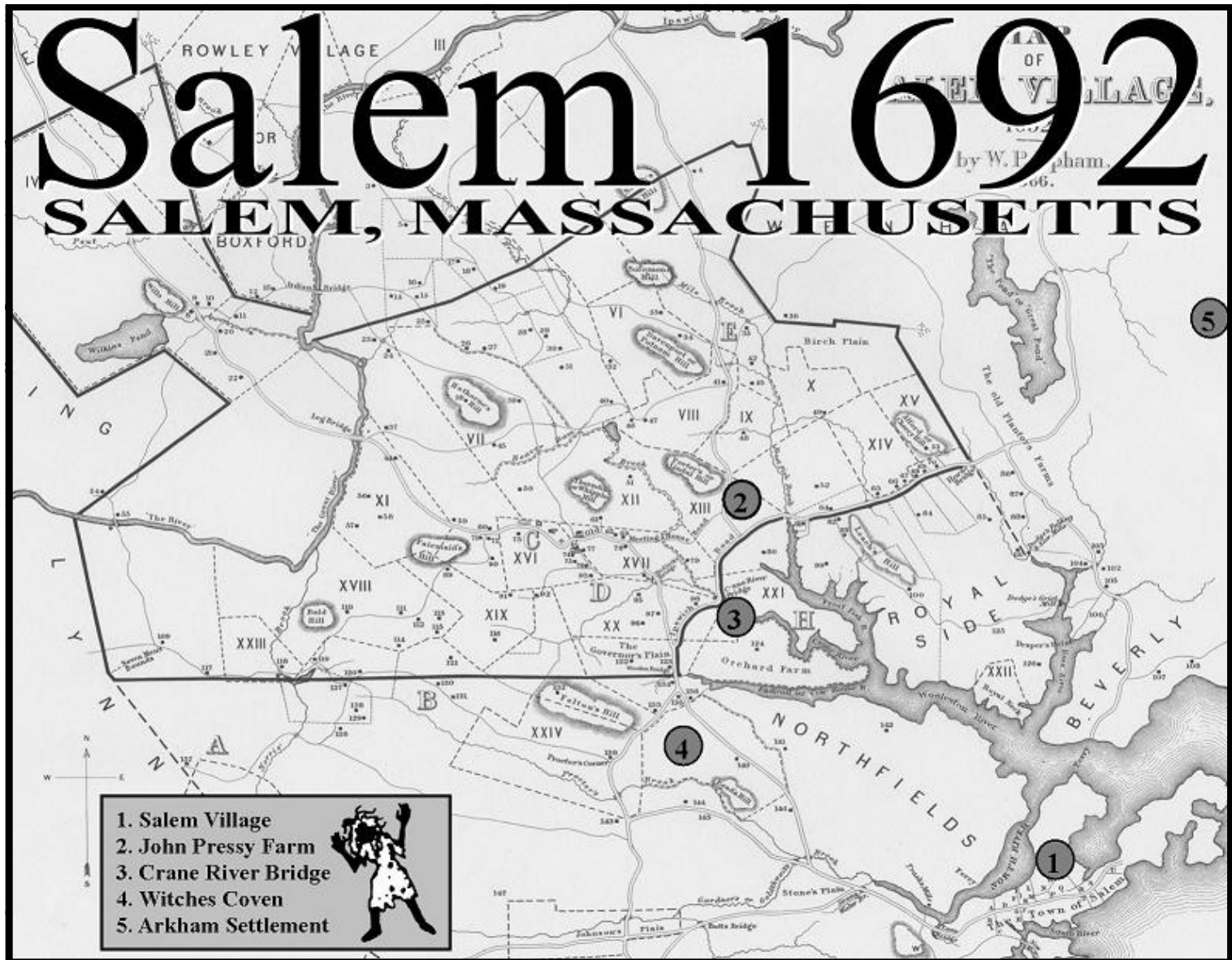
Background

Several weeks ago, Elizabeth Parris and three young friends, Abigail Williams, Anne Putnam and Mary Walcott, were playing together when the topic of their future husbands was discussed. Soon the girls decided to conduct a divination to learn the names and characteristics of their future husbands, but naturally nothing came of the event. While the others eventually dismissed this conversation as idle talk, Elizabeth and Anne dwelt on the question of their "husband-to-be", until it became something of an obsession. Finally, when the curiosity became too great, Elizabeth asked the mysterious Jamaican servant Tituba to use her reputed "powers" to discover the characteristics of the man that she would one day marry. In a momentary lapse, Tituba revealed to Elizabeth that the young farm hand, Jervis Ring, would be her husband. Tituba was as equally shocked by this revelation, because Jervis was a member of her Witches Coven.

Meanwhile the play and discussion of this impending marriage was overheard by Elizabeth's father, Reverend Samuel Parris. Disturbed by the children's game, he called upon local physician Doctor Griggs, who quickly pronounced the Reverend's daughter and Anne to be under the influence of Witchcraft. Questioned in depth the two girls displayed symptoms of convulsions, fits and hysteria, and named four citizens who they believed had bewitched them, Sarah Goode, Sarah Osborne, John Proctor and his wife Mary Proctor. All four were tried by Cotton Mather and hung on the orders of Governor Phips, only a few days before the session starts.

Unfortunately for the Coven the four who were hung were real witches, and the Coven was now short four members. Fearful though she was, Tituba revealed her indiscretion to Keziah Mason, and was beaten for revealing Coven secrets. Yet the revelation that Elizabeth would marry Jervis Ring prompted Keziah to consider recruiting Elizabeth and three of her friends as replacements for their lost members. Keziah was also of the opinion that if Elizabeth and Anne Putnam did not join their Coven, then they would surely reveal more of their members, intentionally or not. If they didn't join, they would be murdered.

Elizabeth and Anne were under the care of Doctor Griggs, but since the hanging of the four witches, they have returned home to their families. Tituba then discretely contacted both girls, requesting they join their Coven as re-



placement for the members sent to the gallows. To demonstrate the powers of witches, Tituba cast magic so both of them vomited worms for several minutes. They agreed, and to show their loyalty the girls were required to bring two friends to a special ceremony held in the woods in a few days time.

It is now Monday evening May 2nd. The nine remaining members of the coven along with Elizabeth Parris, Anne Putnam, and their friends Abigail Willams and Mary Walcot, have all gathered in the woods outside Salem town to perform the ceremony to dedicate their lives to The Black Man, and thereby complete the Coven...

Unfortunately the Black Man has other ideas, for the four player characters – Bridget Bishop, Alice Parker, Susana Martin and Margaret Scott – have unusually high Power, and so Nyarlathotep has decided that it is they, and not the four chosen by Tituba and Keziah Mason, whom he wants to complete his coven.

Introduction

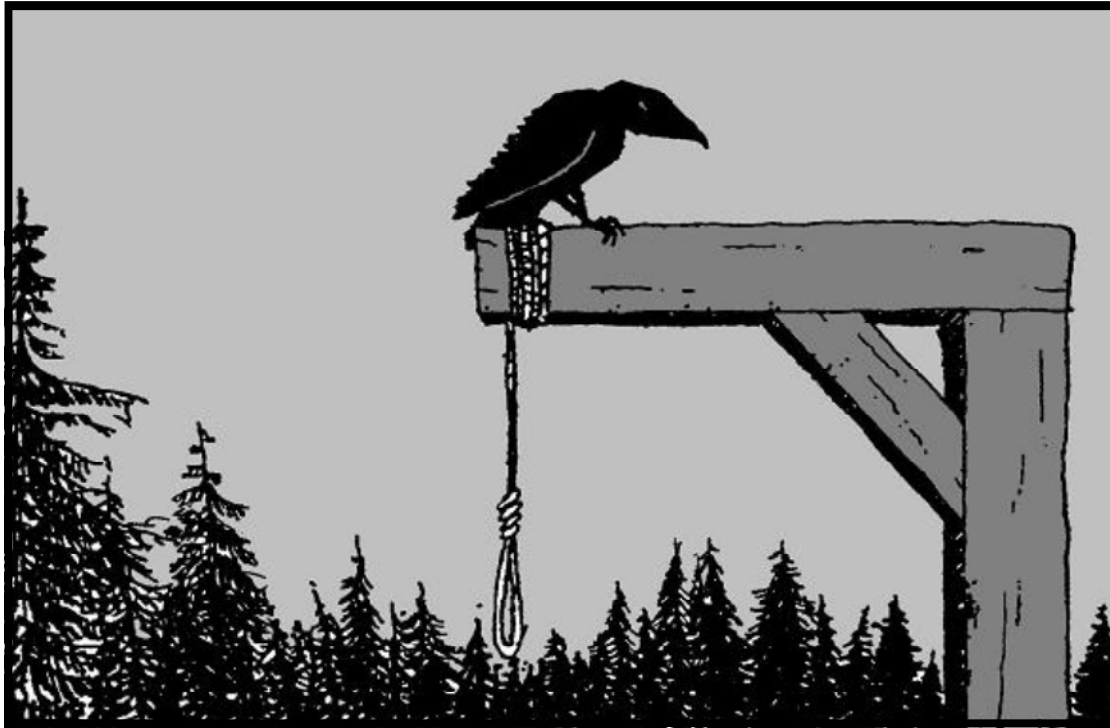
If you wish to read the following to the players, you may.

Otherwise, draw upon this information to help you set the scene in your own style and at your own pace.

After the unusually warm and wet winter, the people of both Salem town and Salem village are slowly beginning planting for the spring, it is only the end of April, but the thaw has arrived and the weather is favourable.

This morning the warming soil is hidden by a light dusting of snow, and by a dense morning fog that has rolled up from the banks of the Crane River. It will probably be a few hours before it clears. At present it is a little after six in the morning and the characters have all been up for about an hour - not unusual for this time of year.

Last year the crops were poor and everyone is keen to get off to a good start this time. "God rewards those who work diligently and if all work hard and with a keen heart He shall bless us all with a bountiful harvest in our New Israel," or at least so said Reverend Parris during the sermon last Sunday. Under the influence of the sermon, the characters kindly volunteered to help Mr and Mrs. John Pressy prepare their fields. Times have been rather rough for them since our Heavenly Lord decided to take their two children to His side.



Without help their fields would waste and the Lord would not be able to grace them with a bountiful harvest this autumn. The tuppence a day they were offering had something to do with it as well.

Walking to Work

It is morning and the characters are walking along the road that crosses Crane River Bridge towards the Pressy farm. They have just emerged from the woods. When they reach the bridge they see four figures crossing it from the other side. The characters are four other young girls from Salem Town. The two groups meet in the middle of the bridge, recognizing each other at once, although it has been weeks since either group has laid eyes on the other. The other girls are:

Anne Putnam: Sixteen years of age and second cousin of Alice. She has red hair and an attractive face. She likes to dance a lot. Anne often goes off doing her own things and is very inconsiderate of others' feelings. Anne is the "leader" of the four.

Elizabeth Parris: The nine-year-old daughter of Reverend Parris. She has dark hair and a round face. She is a spoiled little girl who is fond of throwing tantrums. She is also a friend of Margaret.

Abigail Williams: Eleven years old. She is tall and lanky for her age and always clumsy. Her face is covered in freckles. She always stands to the back of the group and says little.

Mary Walcot: An eighteen year old kitchen hand in the Putnam house. Mary has no parents and is only just tolerated by the rest of the community. She is also good looking

but she does not keep herself very well. She is the nastiest of the four.

The four ask the characters where they are off to. If they themselves are asked the same question they hesitate, looking at each other until Elizabeth finally says that they are heading out to William Osbourne's house to work the fields – for they also volunteered at Reverend Parris' sermon. However a **Psychology** skill roll shows that she is lying or hiding something. A **Spot Hidden** also notices that Anne and Elizabeth especially look haggard and tired, and both have bruising on their hands and faces (obtained from falling down during their

convulsions). An air of tension is building, as if there is real hatred from this group towards the characters.

In truth the girls are fearful of the rites they will have to perform tonight for the Coven, for they know not what to expect. To cover their fears, they will draw attentions to the player character's failings, taunting them as follows:

- Bridget Bishop will be asked about her poppet, if she is still sticking pins into her dolls pretending that they are people she hates.
- Sussana Martin is asked if her father and mother have disowned her yet, because she is always back talking them. Her parents have complained about her often enough to Elizabeth's father.
- Alice Parker is asked to quote from the *Bible*, because she is so good at it. Regardless of whether Alice complies with the demands or not, Anne suggests that Alice must be feeling really guilty about something if she has to keep reading from the *Bible*, perhaps to cleanse her sins.
- Margaret Scott is asked if she has kissed any boys lately. The way she behaves around young boys, she is likely to fall with child out of wedlock, wouldn't that be shameful?

The four girls will continue to torment the characters until they get a reaction. If the players return a threat, Elizabeth and Anne retort that they have been helping Governor Phips identify witches, and that four villagers have already been hung for their crimes. If the characters aren't careful, they'll tell Reverend Parris and Cotton Mather that the four girls are witches, and they'll be executed too. Meanwhile a successful **Psychology** skill roll shows that Abigail and Mary are fearful of something, perhaps the other two girls, but continue to say little.

Finally, when the argument becomes really heated,

Elizabeth shouts out to Margaret that she can forget about marrying Jervis Ring, she's fond of Elizabeth now, or at least that's what the African Witch said. At that point all four girls go silent, realising that they have said too much. However, before anything more can be said, John Pressy, a tall lanky man in his late fifties rides up on his old, dark horse. He is gruff towards the characters, demanding to know why they are playing when they are late attending to his needs. He insists that they follow him to his farm, leaving Anne's group to go about their own business.

As they leave the bridge, one of the characters (have all attempt **Spot Hidden** rolls) may look back to see several crows fly down from the sky and land exactly where the eight of them were talking. They fight violently over something, until one of the birds is killed, and the others fly off. Witnessing this event prompts an optional **Sanity loss of 1 point** if the roll is failed.

The Pressy Fields

John Pressy is a tall and lanky man in his late fifties. While really quite gentle in nature he has a rough exterior. This has given him a bit of a bad reputation among the various people who have worked for him over the years. He has had many misfortunes including the death of his first wife about ten years ago, and the death of all his children during the last winter. Mary Pressy is the second wife of John. She is rather large but not an overly overweight woman. She is in her late forties, and is every bit the kindly farmer's wife.

There is a bit of animosity between Salem town where the characters live and Salem village where the Pressys live. It is primarily over the legal status of the village but it has gradually spilled over into all aspects of contact between the town and the village. These negative feelings come through in the Pressys' attitudes towards the four

Ergot

Ergot is a type of fungus that affects cereals, particularly wheat and rye plants. Forming as large grains usually dark violet in colour, it secretes toxic chemicals including a powerful hallucinogen (the natural source of LSD) and some poisons. Symptoms of ergot (called ergotism) include nausea, feelings of unease, dizziness, vomiting and hallucinations. More serious effects include gangrene, unconsciousness and death. All symptoms have an onset of **1D4+3 hours**. Hallucinations can cause Sanity loss.

Ergot poisoning can be identified and treated with a successful **Medicine** skill roll. A successful treatment allows a victim a slow recovery after **4D6+4 hours** of unconsciousness. For the sake of this scenario, assume that the four girls suffer no more effects from their ergot poisoning than what is described in the following visions.

characters.

John Pressy won't let them forget that they are late, and that he had to go looking for them. He is paying them good money, a Halfpenny each, to work and that's exactly what he wants them to do. "Not dawdle along the road, work ye will!" On hemming her husband's tirade, Mary calls out from inside not to be so harsh on the children. There are a number of things to be done, such as milking cows and throwing out old milk, helping John finish ploughing the fields by standing on the plough to give it more weight, and tilling the soil to prepare to take the seed. Other typical farm work includes cleaning out barns or animal pens, and feeding chickens.

The work is hard and relatively unrewarding. But before the characters realize it a good six hours have passed and one of the fields is ready for sowing. They are all invited in for a hearty lunch prepared by Mary Pressy. Lunch is a thick meat stew served with generous portions of a dark brown to black bread that tastes slightly of yeast. The Pressys have two loaves, a freshly baked loaf which they eat, and a second older slightly stale loaf offered to the girls. Because of the wet winter it was difficult to keep the wheat dry. The combined effect of damp wheat and the unusually warm temperatures has provided an ideal situation for mould growth. One mould affecting the stale loaf is ergot, a hallucinogen that later affects the four characters.

Visions

After lunch and just before returning to work – during the hottest part of the day – the characters have about an hour of free time. There is a large tree out away from the house which looks like an inviting place to rest and maybe play. It is during this time that the ergot begins to take effect, helped along by the Black Man's incantations. The content of the characters' hallucinations are controlled by their own fears and those that are prevalent in the community: the Devil, witchcraft and magic.

Bible – The Devil's Enemy: Alice carries around a copy of *The New Testament of our Lord and Saviour Jesus Christ*. Mary Pressy says proudly she has heard that Alice is very knowledgeable of the *Bible*, and asks her to read a verse or two for her (neither of the Pressys can read). When Alice does so, she finds the pages are blank costing **1D3 Sanity points** if the roll is failed, but looking at the book a second time finds that there are verses and she must have been mistaken. If Alice tries to recite a verse it comes out wrong or she cannot remember it. If she opens it again, it appears normal, except that she sees her own name being written in blood. Then she suddenly feels really cold as if in shock.

Poppet – The Witch's Tool: Sometime during the day Margaret notices Bridget taking out her poppet to do a bit of sewing. While this happens, Margaret begins to have stomach cramps or similar pains. They slowly get worse costing **1D3 points of damage** bleed from several points around her waist. If Margaret succeeds in a **Spot Hidden** skill roll, she

notices that the poppet that Bridget is sewing bears a striking resemblance to her. Then Margaret's whole body is discovered to be drenched in blood prompting a **Sanity loss of 1/1D4 points**.

Familiar – The Witch's Companion: Sussana is sent off to milk cows when she sees a small rat slowly climbing down out of the branches of the tree carrying something in its mouth. If she tries to point it out none of the others, despite all efforts to point it out, can see it. If Sussana makes a **Spot Hidden** she sees it has human hands and feet for paws and a human face, carrying a freshly killed chicken. The creature then sees her, hissing and spitting, before running past her knocking the pail of milk over Sussana then disappearing under a shed with its kill. The experience costs **1/1D6 Sanity points**.

The Devil - The Witch's Ally: Bridget is asked by John Pressy to find Mazy – one of his calves – that has wandered off into the wheat fields. There Bridget finds the grass taller than her head, so it is impossible to see very far. She can hear Mazy calling for her mother, so can be directed by the sounds. Through the wheat stems she sees a scarecrow, ragged and stuffed with blackened straw. The second time she sees the scarecrow, it now appears to be looking at her. She hears Mazy scream, as if something has just attacked it. Margaret soon finds the dead calf, its throat and insides ripped open, and the scarecrow over the top of it, still and silent, or so she thinks for it regurgitates blood all over Bridget prompting a **Sanity loss of 1/1D8 points**.

Awakening

The four girls come to their senses dripping wet. John Pressy is standing over them with a (now empty) bucket. Pressy chastises them for wasting the afternoon away day-dreaming in time that he is paying them to work. They can keep working till sunset as far as he's concerned. They are to have the whole field planted before they come in for the evening. He should have known better than to trust "town" folk in the fields.

Afterwards the girls will notice that their fingers hurt, and each of them has a pinprick of blood oozing from a finger. Their hands are also covered in ink, while an Idea roll suggests that they were handling a book while they hallucinated, but the only book between them is Alice's Bible, and it is old enough not leave ink stains on reader's hands.

Back to Work

The girls are presented with a cart loaded with large bags of corn. They are informed by Pressy, who is still rather angry at them, that they are to sow the entire field. As they prepare the fields they have time to think over what happened in the dreams. As they sow a **Spot Hidden** notices that a single grain does not appear normal, it is very dry and dark in colour. This gradually becomes more common and the grains

become smaller and smaller. An idea roll suggests that the grains are not fertilized. This continues until it is obvious that they are casting sand not corn. If they still continue it changes to dust.

If at any stage the girls actually look into the bag, they will notice that it is only the grains in their hands that are affected, those in the bag are normal. But as they grab a handful of kernels they turn to dust and sand, somehow they are causing the change to happen (**Sanity loss of 1/1D4**). They should be able to devise a method to sow the seed without actually touching the grains. Let them use their ingenuity.

Whoever collected the milk the first thing in the morning is called to the house by Mrs. Pressy. The milk is spoilt. Didn't she collect fresh milk in the morning? Well then, how could she forget to empty the old milk out of the jug? One must work diligently to enter the house of the Lord. Someone is called to gather some eggs for the evening meal. When they get to the coop they find that most of the eggs are rotten, and the shells are very thin.

The day comes to an end, and as the sun is setting John Pressy only pays them half the agreed amount, two Halfpennies to share between them. If questioned he says their "work" has cost him more money than it has saved. They are not asked to come back tomorrow.

Into the Woods

When they leave the farm it is dark, John Pressy having worked them until sunset. However he is not entirely heartless and offers them some bread and water to take with them, and lends them a lantern to find their way home. Mary Pressy warns them not to stray from the path, for Indians and even the Devil live in the woods. The warmth of the house behind them, it takes several minutes for the girls to adjust their eyes to the night. All around, they can make out the silhouettes of the corn and wheat fields. Further off, in the direction they will be heading, is the blackness of the woods that still divide Salem village and Salem town.

Gradually, as they enter the woods, the light of the full moon is blocked by the scraggly trees, and everything falls into darkness, until the only light available is that from their single lantern (reduce **Spot Hidden skill rolls by half**). Shapes gradually begin to appear amongst the flickering shadows – horrible, hideous shapes that don't appear to be moving in time with the flickering lantern. But a successful **half Spot Hidden** skill roll identifies them as numerous crows and bats, unnaturally flocking together (optional **Sanity loss of 0/1**).

Up ahead, in the black distance a small prick of red-orange light appears, and as they continue down the road the light gradually gives the forest a faint red glow. An Idea roll suggests it is a fire which gives the shadows that surround them a more menacing appearance. Just before they reach the fire there is a large tree by the path that due to the flickering light of the flames gives the distorted wood the appearance of having a large face of an Algonquin Indian youth grown in it. It seems to watch with empty eyes at

nothing. If investigators succeed in a half Spot Hidden skill roll, they notice that they have wandered off the path. No way back, the only way forward is towards the light of the fire.

The Coven Ceremony

As the four girls approach they noticed that the fire is quiet large, half a dozen feet in height flickering flames madly. They hear a peculiar chanting, which uses words that would seem impossible for the human mouth to speak. It is rhythmic, and the girls can feel it drawing them towards it. Those that resist must match their **POW against Keziah Mason's POW of 23**, for it is she who is drawing them in. As they get closer they see thirteen figures standing around a large bonfire, which now has flames of blue, purple, orange, and green that dance madly about, and a thick black smoke pours into the full moonlit sky. The characters find themselves stopping at the edge of the forest, and so long as they do not cross into the clearing, they will remain hidden.



One of the hooded figures steps forward into the light. Characters who make a normal Spot Hidden notice the face behind the hood, that of an old, wizened woman with a cruel, ugly face prompting a Sanity loss of 1/1D2 points. She is Keziah Mason, and any character who makes a half Know roll recalls her name, and that she is a recluse who lives alone in the woods. Many consider her mad, and it is said she turned against Christianity a long time ago.

She speaks over the chanting: "Iä! Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young! Bless these daughters of Eve. Bless these daughters of Mother Earth. Gorgo, Mormo, thousand-faced moon.

Look favourably upon our sacrifices! Mighty Messenger, who is the Black Man! Bless these children of your choosing."

Keziah then beckons to another cloaked figure. This second figure steps forward, removing her hood revealing Tituba the West Indian woman. She bows to Keziah, then turns and beckons forth another cloaked figure. Hesitant, the next young woman steps forward, dropping away her cloak to reveal Elizabeth Parris. Three more women step forward, also removing their cloaks they are Anne Putnam, Abigail Williams and Mary Wilcot. They vainly use their hands to cover their nakedness.

Keziah calls forth again: "Sugga, Yula, Belag and Katal, why have you four come here tonight, on this evening of the Witching Hour?"

"To learn the ways of witchcraft, and to worship the Black Man of the forest." they chant in rote. Elizabeth then giggles, not taking it seriously. With a prodding from Tituba, the four then place their left hands on their heads and their right hands holding their right feet.

Keziah speaks in a deep booming voice, "Do you surrender to the Black Man all that you hold between your left hand and your right hand?"

The four girls reply, "Yes, I surrender to the Black Man all that I hold between my left hand and my right hand."

With her finger, Keziah then draws a symbol into the dark ground, then puts her hand in the fire and lifts out some hot coals that seem not to burn her. Keziah throws the coals into the centre of the symbol, and returns to her chanting with the others. Something changes in the air, the temperature drops noticeably and the light from the fire takes on an unnatural aura, colours that the characters cannot describe. The four naked girls suddenly look very scared, as if they just realized what they have gotten themselves into is not a game anymore.

Rising out of the dirt, as if coming straight up from hell, the Black Man comes forth with two burning sticks in his left hand. He is tall and naked. His eyes are mocking and his grin idiotic. His skin is an oily black and his proportions are all wrong costing 1/1D6 **Sanity points** to see. He approaches Anne Putnam first, touching her on the head, and as he does so she seems to undergo a state of ecstasy, but in truth the Black Man is slowly draining her soul because he no longer chooses her, and so she turns pale and sickly as he does so. Terrified Abigail and Mary scream and run into the wood, while Elizabeth stands dumbfounded in shock. Just before the Black Man completely drains Anne's life away, he looks back into the woods, aware of the characters, looking each one of them in the eye, then walks forward in a strange, inhuman gait. As he does so he speaks to Elizabeth and Anne, "Children, I decided that you are not to be my servants after all." then looks at the four characters, "Instead I shall have you!" **Sanity loss is 1/1D4** for this revelation.

The characters can act any time, but feel a strong sense of dread that if they move they will be seen (this is true). The nine cloaked figures continue to chant unless disturbed, in which case they will attempt to fight off their at-

tackers until they are free to chant again. Elizabeth and Anne now run in terror, as if the spells on them have also been broken, fleeing into the dark woods. If cornered nothing sensible comes from any of them, and they will do their best to flee. Back at the circle, smoke pours forth from The Black Man's two sticks and begins to move about like probing tentacles, seeking those who have become known to this Outer God.

Discovered

From the other side of the fire a man's deep voice is heard "What in God's name are you children doing out here?" A Listen roll identifies the voice as that of Joshua Kembal, one of the village elders. A big gruff man who hates children, Kembal is late returning home for the night, and like the characters was drawn to the light of the fire. The smoke from The Black Man's sticks whips fast across the clearing, grabbing Kembal lifting him high into the air only to throw him to the ground out of sight prompting a **Sanity loss of 1/1D4 points**.

Fleeing characters running in any direction bump into trees, branches, the other girls and a now very dead Joshua. Soon the light of the fire is behind them as each of the characters, in the total darkness, trip and bump into trees. Give each a **Luck** roll. Success means they find their way back to the road, failure means that they become lost or disoriented, but they should be able to flee from the ceremony. By night's end, the characters should either return to Salem Village and their homes, or they will spend a frightful night in the dark forest costing an optional **Sanity loss of 1/1D3 points** while bats and crows take flight through the night skies, and half-heard chanting whispers through the old pines.

The Morning After

New Spell Witch Curse

The girls now have the magic to curse people. They won't know this at first but they find if they start saying things like "I wish Reverend Parris fell down the stairs and broke a leg" it is very likely to happen several hours later, assuming that the girl's **Magic Points** overcomes **their victim's Magic Points**. When such a curse is made and subsequently happens the character loses **1D4 Sanity points** and a **point of POW permanently**, so they should use caution using these curses. The familiars can tell their mistresses about this new talent, a gift naturally from the Black Man. It is not a spell that can be taught.

Nothing further occurs during the night, and in the morning the girls wake, either in their homes or lost in the woods. Some may even wake to find their clothes stained with blood prompting an optional Sanity loss of 1 point if the roll is failed. Regardless of their actions, the four girls are now definitely in the favour of the Black Man, willing or not. As such they have some of the typical powers of witches, for they have familiars and they each now know the spell Witch's Curse. Each familiar will visit each girl in the morning, and lead them out of the wood if need be. The characters should be encouraged to return to Salem Town where they live, and Keepers should remind them that in these dark days, staying out all night could either brand the characters as harlots, or worse, witches.

Familiars

The four familiars consist of a black cat, a crow and two rattlings, who can talk to the characters costing **1/1D6 Sanity points** the first time it occurs. Each has the ability to communicate with the girls and to carry out simple tasks on their behalf. The familiars will do the first task or two (depending on the distance involved and the difficulty of the task) without cost. After that they will need to feed on the blood of the Witches. This results in the familiar pricking the skin of the girls with teeth or beak and sucking out their blood for half a minute or so costing **1 Hit Point**. If the girls do not feed their familiar it will start to go hungry. For each successive task they set they must roll under **POW xl under D100** or the familiar will not have the energy to do the task until fed again.

The familiars have names and will introduce themselves when they meet their new mistress for the first time. Each tells their respective owner that the Black Man sent them. They can also lead lost girls back to the Village.

Arrested

By morning Anne Putnam and Elizabeth Parris, ashamed and frightened return to Salem Town. That night they wake Cotton Mather and his inquisitors telling all of the blasphemous ceremonies that took place last night, except they change the details so that it was the four characters that were offering themselves to the Black Man, and not them. Disgusted and appalled, Governor Phips sends out his King's Men to arrest the characters, on charge of witchcraft. Armed with dog-lock muskets and sabres, they first check the homes of the girls, then head for the woods. Sooner or later they will find the characters.

As the King's Men approach, the familiars warn of the impending danger, fast enough for them to make their escape, but not fast enough for the girls to do likewise. The King's Men are headstrong and will not take no for an answer when they come to collect each girl, reading a warrant signed by Governor Phips himself for their arrest. Although they will not harm the girls, they will physically restrain them if need be. Three to four King's Men turn up to arrest

The Familiars

Seth (Margaret): A jet black cat. Although she is full-grown, she still thinks of itself as a kitten. Seth likes to curl up on a lap and purr, knead its paws, chase things, and claw cushions until they tear. She is very enthusiastic about her new "role of servitude" and will go out of its way to do everything she is asked "purrfectly."



Karn (Bridget): A large black crow, Karn likes to complain. If the task is too far, his wings ache. If it is very close there isn't enough time to properly stretch the wings, and he'll end up with a terrible cramp. Karn says things like "I'm still tired from the last task, can it wait a few minutes?" or "I might regain strength to my poor old body if you gave me a quick feed."



Louis (Sussana): A rat with human hands and feet for paws, and a male's human face that always dribbles. Louis is happy to serve his mistress. He will gladly volunteer to any task that requires the collection of something. On return, however, he may have forgotten the item requested because he found a delightful thing to play with like a slightly used piece of string, old Indian beads, a dead mouse or something similar. So, it might take more than one trip to find the item he was originally sent for, and sometimes he might try and swap the item for something else. Because of his nature Louis is easily bribed into handing over the "goods" or getting the right item in return for a bright shiny coin or similar trinket.



Brew (Alice): Like the other rat familiar Brew has human hands and feet for paws, and a human face of a man. The face has a large scar down the left side and an evil grin. Brew is a sadist. He will gladly volunteer for any task that involves the infliction of pain. This includes acts which do not directly cause, but further the aim of causing pain. For example Brew will gladly go and collect a lock of hair from someone if he knows that the hair is required in a spell to create torment in that person at a later stage. Brew often harms people even when not asked to but not other witches of the Coven, for he fears



each girl, who will then be manacled (**STR 30**) and incarcerated in a wagon enclosed by a wooden cage topped with spiked poles. Characters attempting to climb out of the wagon do so at **half their normal Climb** skill since they are bound, and a failure results in a cut on the wooden spikes for **1D6 damage**.

Locked Up

The girls are taken to the High Sheriff George Corwin's constabulary. Once inside they find Sheriff Corwin, Governor Phips, Cotton Mather and Reverend Parris conducting a serious, hushed conversation. Across the room they also spot Anne Putnam and Elizabeth Parris, who scream, falling into convulsions as soon as the girls enter, crying that they are being attacked, begging the characters stop their torment. Mather orders the characters to do so. If the characters say anything in protest or otherwise, the two girls repeat exactly what the characters say, as if they possess them. The three men are convinced by what they see, and so have the characters locked together in a single cell with only stale straw to rest upon, and two buckets, one with drinking water and one for toiletries. The cells have a single barred window (**STR 40**) that is very small (**SIZ 6 or less to crawl out**, assuming the bars are removed), through which the gallows can be seen (**Optional Sanity loss of 0/1 point**). The barred metal door is slightly less sturdy (**STR 35**) with a larger window (**SIZ 8**) assuming the bars are removed.

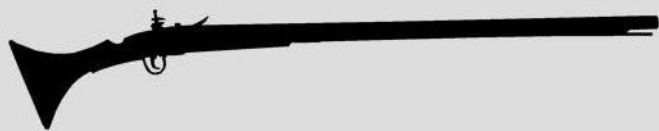
After a few moments, those that make Listen rolls hear screaming from another room, the sounds of more young girls. The screaming goes on for half an hour, and if a second Listen roll is made, they'll hear the calm voice of Cotton Mather and Sheriff Corwin (but not Phips or Parris) questioning the girls they are torturing. No words can be made out, but the questioning is disturbing, prompting a **Sanity loss of 0/1D2 points**. Ten minutes after the screaming stops, Abigail and Mary are marched out, naked and bleeding from pinprick wounds all over their bodies. A successful **Occult** skill roll identifies these wounds are where Mather tests with needles for witch's marks. The girls run to the character's cell, pleading for them to confess to witchcraft and for bewitching them, so they too don't go to the gallows as witches. Quickly they are led away by their captors to their own cell where they dress in their tattered clothing.

Assistance from the Familiars

Later the familiars return, asking what the characters would like them to do. They don't know how to break them out, but they know people who do. If asked directly they admit that they have been talking to the other Coven members, who seem at a loss just yet as what to do, but they are planning to help the characters. The familiars do suggest that they accuse Abigail and Mary of bewitching them, for they believe but are not entirely sure that the Coven 'sacrificed' these two to take the focus off the characters, at least for the

short term. Familiars can be sent to obtain items used for escaping, such as cell keys, metal files, or other such implements. Once the familiars leave, they will not return until much later that night after the characters have been questioned.

Weapons of the King's Men



Dog-Lock Muskets: These weapons were made in the American colonies from c.1640 onwards. They are long, plain single-shot muskets. Requiring two hands to fire, they take 4 rounds to load. *Base chance is 25%, damage is 1D10 points and can impale, and range is 20 yards. Heavy weapons, they require a STR of 12 or more to be properly fired.*



Sabres: Swords were still popular with soldiers in the 17th Century and for several centuries to come, particularly since guns were only single shot, and required time to reload. *Base chance is 15%, damage is 1D8+1 plus damage bonus.*

Questioning

One by one the characters will be taken from the cell into a dark room where they are to be questioned by Cotton Mather and three young male apprentice witch finders. Each girl is forced to sit upon a wooden chair in the centre of the room, bound in manacles while Mather interrogates them.

Each girl is first asked if they are a witch and if they practice witchcraft. If they say yes, then Mather says the court will be more lenient upon them, and that God will show them mercy. He then gets them to recount in gruesome details every depraved act they have conducted in Satan's name. Stories of talking animals, coven meetings, black men who ascend from Hell with flaming sticks, and anything else they might mention are seen by Mather as sure signs of their guilt. At the conclusion of a confession, one of the witch finders hands the girl a written transcript of her confession, which she must sign. Then the girl is returned to the cell and the next one collected. If Mather is unconvinced by their confession, feels they are lacking details, or attempting to blame others to save their own skin, he will start his interrogation. Those who do not confess are also harshly interrogated.

The interrogation begins. Directed questions are spe-

cific for each girl, and Mather has a test for each of them, which they will all fail. At the end, Mather is convinced that each one of them is guilty. He tells them again that if they don't confess and they are found guilty in court, then their souls are forever damned and they will be hung on the Salem gallows.

Alice: Called out first, Alice is questioned on her faith in God and the Lord Jesus Christ our saviour. She is asked if she feels God's presence, if she is devout to his teaching and does she pray to God and how often? Then she will be asked if she hears god, and does he talk to her, and what has God asked her to do. If Alice answers yes and describes what god has asked, Mather says that Alice has been tricked, and it is the Devil who talks to her, for he is cunning in his ways. She then has acted for the Devil and not their Lord, and so she has just confessed to witchcraft. If Alice says she does not hear God's voice, then Mather sees that she has walked from God's path, and therefore must be in league with the Devil, confession again.

For her test, one of the apprentices brings forward a *King James Bible* and opens it up to the Lord's Prayer. Mather asks if Alice is so devout, she must know Lord's Prayer so well that she should be able to recite it backwards. If Alice says she can, she fails another test, for reading backwards is the work of the Devil. If she does not fall for this trick the Prayer is placed before her and it is demanded that she reads the text. As the *Bible* is opened Alice must **roll under her POW**; if under **POW x1**, she opens it to the Lord's Prayer (*Handout #3*), if she rolls over **POW x3** she sees a page from the *Book of Azathoth* (*Handout #4*). If between **POW x1** and **POW x3** the page is blank. She must recite, clearly and without a single error, the Lord's Prayer which is reproduced here as well.

*Our father which art in heaven, hallowed be thy name.
Thy kingdom come.
Thy will be done, in earth, as it is in heaven. Give us this
day our daily bread.
And forgive us our debts, as we forgive our debtors. And
lead us not into temptation, but deliver us from evil:
For thine is the kingdom, and the power, and the glory,
for ever,
Amen.*

No matter how well Alice may recite the words, Mather finds some fault, perhaps even that she did not show enough piety in her recital. For her mistakes she is found guilty.

Margaret: Second to be questioned, Margaret is asked if she is a likeable person, if she is pretty, friendly and even beautiful. She is asked if she has found a man to love, and is she ready to commit to a life of marriage and childbearing. If Alice says no then Mather says she is going against God's plan, and therefore is in league with the Devil. If she says yes, she is asked does anyone love her, Jervis Ring perhaps, he has casually remarked that he is in love with Margaret. Answering no, Mather sees this as another sign against God's sanctity of marriage, but if Margaret answers she

does like, fancy or even love Jervis Ring, then he sees this as a sign of witchcraft, for Jervis is betrothed to Elizabeth Parris, and Margaret must have bewitched Jervis' true love away from a child of God for her own selfish ends.

Margaret's test is a simple one, before her is placed a cross and a blood-soaked dagger; one an instrument of God and the other an instrument of the Devil. Margaret is blindfolded and told to pick up the cross, for to do so will prove that she is not a witch. The two items are shuffled while she is blinded. Margaret must then make a **Luck** roll. Either way she picks up the knife, and so too is found guilty.

Bridget: Mather decides to coerce Bridget by drawing attention to her shyness. He starts by asking if Bridget feels unfairly treated, as if her elders order her about too much. Does she have enough say in the community, and is she led astray by her friends because she is not strong enough of character to resist their bossy nature, particularly when she is bossed by Sussana? If Bridget answers that she is unfairly treated, then Mather sees this as a rebellion against God's order, for questioning the wisdom of their elders is definitely a sign of witchcraft. If Bridget answers that she does not, Mather's brings forth her poppet clearly displaying pin-pricks in the doll's head and torso, saying that this is a witch's tool that Bridget uses to inflict pain upon those that she does not like. Once again, this is a sign of witchcraft.

Margaret is asked who she hates the most. Once answered, if possible, that person is brought into the room, even if it is one of the other characters. No one from the Coven will be brought in nor will the Black Man show up if Margaret names him. Margaret's family are not considered to be reliable witnesses, but anyone else is fair game. That person is brought forth while Margaret is given her poppet. She is then to prick the poppet so all can see what takes place. Whoever is the 'victim' quickly complains of pain in the same place that the poppet was pricked, and the witch is then exposed. If one of the other characters is called forth, they do feel pain each time the poppet is pricked, and must roll a **POX x3** to stop from doubling over in pain. Mather will make Margaret conduct this test repeatedly until the victimised character does wince. Another witch is found guilty and Mather is once again smugly satisfied.

Sussana: Last to be called in is Sussana. Mather starts her questioning by asking if Sussana is a responsible girl, one who knows her place. One who ensures that good work is done and that the community benefits from her foresight and good nature. He then asks if Sussana is a good leader of the group, knowing what is best for all to be good Christians. If Sussana answers yes, Mather says that it surprises him that four young girls would need a leader, unless they were part of some organisation such as a Coven which needs a leader. Sussana therefore has confessed to witchcraft. If Sussana says no, then Mather sees that she must therefore not know what is best for all Christians, and so by default must be in league with the Devil and confession is again obtained.

Sussana's test is the worst of the four. If she is a witch, she undoubtedly has knowledge of magic to protect

her from all kinds of physical harm. Therefore they will test by drowning. A large bucket of water is brought forth and Sussana's head is forcibly placed within (she can resist if she can overcome Mather's **STR of 15**, and if she does, two more of the apprentices assist so that the **STR to overcome climbs to 40**). Once in the bucket, Sussana must last five rounds overcoming drowning damage as outlined in the *Call of Cthulhu* rulebook. Additionally she must make a **Sanity roll or loose 1D6 points** from the near-death experience. Five rounds of immersion is enough to convince Mather that Sussana is a witch, and so she will be released from this torment.

Escape

That night the characters are left alone. Before being locked up, High Sheriff George Corwin tells them that they will be in court tomorrow before Governor Phips, and he doesn't hold high hopes for those who did not confess to their guilt.

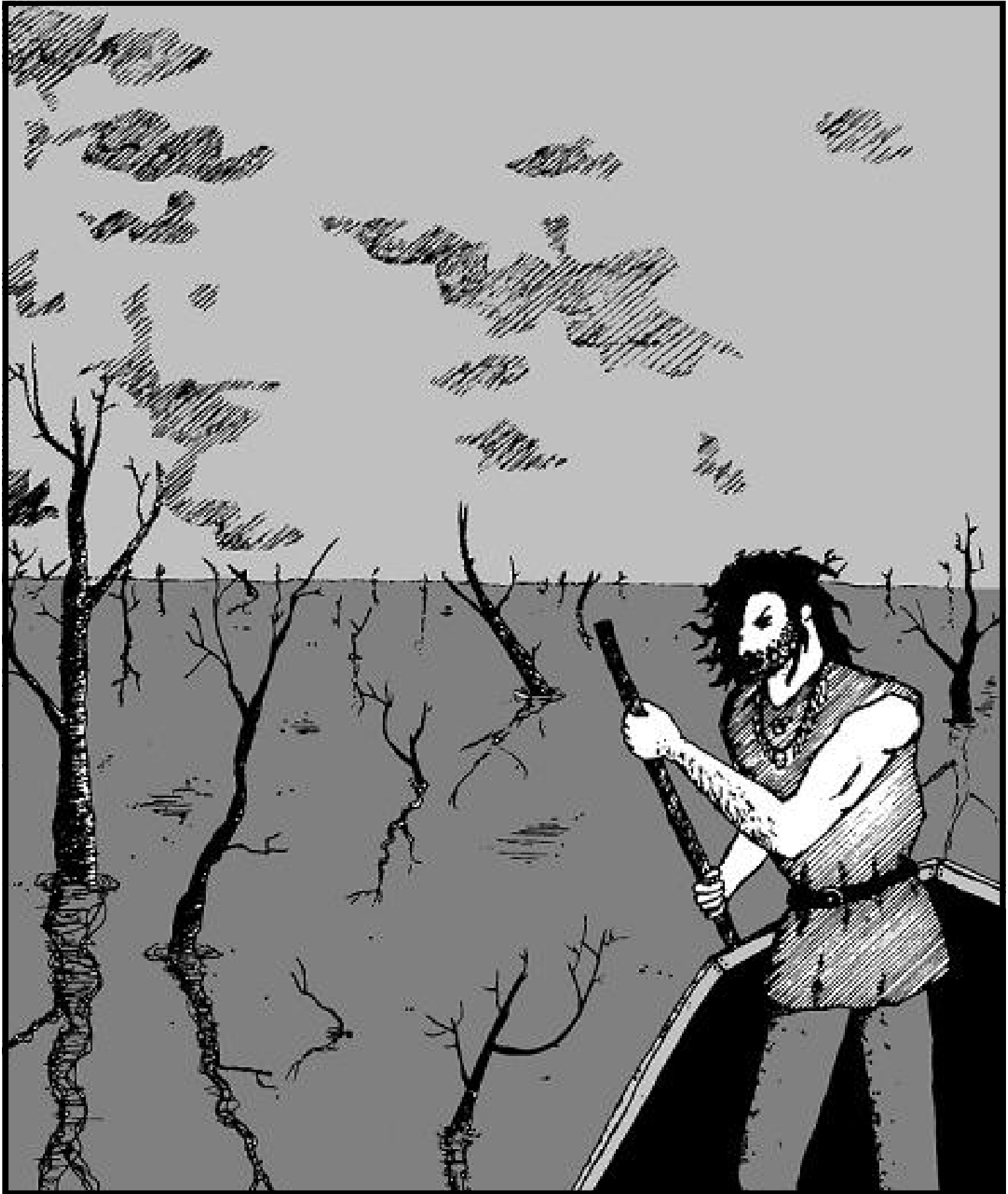
During the night, the familiars return with keys that unlock their cell if this was asked of them. The characters may then free themselves. If they do not escape of their own accord, the Coven breaks them out in the early hours of the morning. Either way the characters should be freed. The familiars will stick with the characters now, saying that they can get them to a safe place called Arkham, but this requires travelling back through the woods. Character's who succeed in a Know roll recall that Arkham is the name of a new settlement only now being established by 'liberal' Salem thinkers who have denounced the witch trails. If the characters stay too long in Salem, the escape is quickly noted and the King's Men are once more on their trail. If they don't work it out for themselves, the familiars say they should run anyway, for they are as good as convicted witches now.

The Coven Returns

Either the Coven will free the characters from the jail by tearing down the cell window using a heavy chain pulled by several strong horses, or offer assistance later while the characters are running from the Salem authorities. However if not springing them from jail, they will not present themselves as Coven members, rather as liberated thinkers from Arkham, where the four will be free of their charges of witchcraft. These rescuers are four farmers; Wilmot Reed, Jervis Ring, Isaac Easty, and John Indian.

They take the girls on their horses, riding them out of town. If the girls resist, they will be forcibly restrained. Each man pulls one of the girls onto his horse, telling them that they are taking them from the maniacal villagers who will hang them. This is a lie, and some players may guess this. But jumping from a galloping horse is dangerous costing **2D6 points of damage** unless a **Jump** roll is made, in which case the **damage is still 1D6**. The girls will find that they cannot run fast enough from the men on horses anyway.

If they tried to escape the men, Jervis Ring warns the



girls not to do such things again. For a brief moment his eyes are those of a cat and his grin is filled with needle-like teeth (**Sanity loss 1/1D6**), but a second glance proves this to be untrue, or was it? Once inside the woods they hear

wolves, and what might be Indian war cries, or is it just their imagination? They will eventually arrive at the witches' tree and the sight of the previous night's activities.

The Black Man in the Forest

Eventually the girls must take refuge in the woods. Either they will be led here by the familiars, chased by the King's Men, or brought by the Coven, willingly or forcibly. Whatever the method, the girls will come across the still-warm embers of the campfire. The ground to one side is crimson and a **Spot Hidden** finds that there is a piece of black and white fabric up in the tree hanging above a dried pool of blood (the spot of Joshua's sacrifice, but his remains have since been found and removed). Any coven members with the girls drop them here and gallop off, leaving them to their fate.

Out from behind an impossibly thin tree, as if he was hiding behind it all along, steps a tall black skinned figure,

naked and elongated. His limbs are bent and unnatural holding the *Book of Azathoth* in his left hand. He steps out smiling, showing to them the last four names in the book: Margaret Scott, Sussana Martin, Alice Parker and Bridget Bishop, written in their own hands. During their dreams at the Pressy farm, they signed their names in their own blood. His limbs bend like rubber, a transformation is about to occur. "Come to me, my Children..."

Expanding to a hundred times his current size Nyarlathotep takes on monstrous form. Thousands of limbs, organs, tentacles, wings, eyes, and appendages spill out. There is nowhere to run to now...

End of the First Session



Arkham Students

Second Session Characters

Similarly with the first session, the second part of *Devil's Children* requires pre-generated characters whose backgrounds are young student at Miskatonic University.

Insanities

Specific insanities exist for each pre-generated character, which also help propel along the narrative. Photocopy *Hand-out #5 – Second Session Insanity Effects* and cut the different insane episodes apart. Whenever a character goes insane, pass the player the appropriate insanity so they can role-play it out. Each insanity effect is tailored to a particular characters, and so should prove very effective in play. Insanities are reproduced here for the Keeper.

Todd Klein – First Insanity Effect: Why is it that everywhere you go there are reminders of death? Libraries are full of old books about dead people, and there are statues of dead people everywhere, and graveyards are full of corpses, man. Avoid these places. Avoid anything even vaguely related to death or dead people. That stuff gives you the creeps.

Todd Klein – Second Insanity Effect: Now okay, man, you're Todd Klein, and you ain't scared of anything, but why are there so many dead things in the world? You don't wanna die. Maybe death is a disease, and if you stay away from anything to do with death you won't die. That sounds reasonable, right?

Todd Klein – Third Insanity Effect: Oh hell, man, you just realised. If something's alive, then it's gonna die, which means your friends are gonna die, and if they like touch you you're gonna die as well. And they know you want to live for ever so they're gonna try and kill you, just to spoil it for you. Don't let anyone near you, man, otherwise you're dead.

Heather Shaw – First Insanity Effect: You've just noticed how filthy everything is. Yuck. Dirt's full of bacteria. Doesn't anyone clean up around here? You better avoid dirty places, like attics and cellars. You don't want to get sick, do you?

Heather Shaw – Second Insanity Effect: Why is everyone you meet so unhygienic? They're sweaty and smelly and you can practically see the germs wriggling all over them. You're surprised they're not dead. Don't let anyone touch you, or

breathe on you.

Heather Shaw – Third Insanity Effect: Maybe you're wrong. Maybe everyone you meet is dead, and the only reason they keep moving is because they're covered in bacteria and the germs. Oh Gross! Any minute now they're going to start vomiting up maggots and putrefying flesh. Get away from them. Get help!

Richard Shaw – First Insanity Effect: Something's wrong here. Someone's trying to get you. And you know who, too. The right-wing corporate fascists are trying to scare you so that you'll be too frightened to protest against them. But it's not gonna work. You know what they're up to. Get them before they get you.

Richard Shaw – Second Insanity Effect: Maybe it's not just the right-wing corporate fascist bastards. Maybe they're just a front for something older, deadlier. Stay alert, are you sure that nothing is hiding in that shadow?

Richard Shaw – Third Insanity Effect: They're after you. The howling, depraved servants of ultimate evil want your blood, and they'll stop at nothing to get it. Quick – defend yourself. They could attack in any shape or form. Trust no-one, grab a weapon. They'll kill you, but you'll take some down with you first.

Tony Zamsky – First Insanity Effect: The trees... there are things hiding in the trees. Black and nasty things, waiting to pounce out and kill you, be careful and don't let them get you. You're not sure which trees they're hiding in, so you better give every tree a wide berth.

Tony Zamsky – Second Insanity Effect: You were wrong. There isn't something hiding in the trees but the trees themselves. They want you dead, so they can eat your body and grow bigger and nastier and take over the whole world. And that noise isn't the wind. It's the master of all trees talking to them, giving them instructions on how to kill everybody. Hide from the trees, or else you're dead.

Tony Zamsky – Third Insanity Effect: You just realised something. What if your friends aren't really your friends? What if they're just dead bodies of your friends, and the trees have grown inside them and are trying to use them to kill you off? Don't trust anybody. They might be working for the trees.

Todd Klein

Age 19

STR 15 DEX 16 INT 11 Idea 55
CON 17 APP 14 POW 12 Luck 60
SIZ 15 SAN 60 EDU 14 Know 70



Hit Points: 16
Magic Points: 12
Sanity Points: 60
Damage Bonus: +1D4

Weapons: Fist 60%, damage 1D3+1D4
 Kick 40%, damage 1D6+1D4
 Baseball Bat 25%, damage 1D6+1D4
 Thrown Baseball 40%, damage 1D4

Skills: Art (Athletics) 45%, Biology 25%, Chemistry 35%,
 Computer Use 40%, Dodge 35%, Drive Auto 40%, English
 70%, Football 50%, Fast Talk 40%, History 40%, Impress Girls
 60%, Library Use 60%, Natural History 15%, Persuade 30%,
 Psychology 20%, Throw 40%

University Major: Science (Chemistry)

Possessions: M.U. Jacket, Wallet and Driver's Licence, Gym
 Pass, NY Raiders Signed Baseball, House Keys, Bandaged An-
 kle

Background

You love sports. Especially football – and you're fantastic at it. One day you'll play pro. You've got the skill, the build, the determination. And you've got the guts. Most people, when it comes down to it, are cowards. Not you; you aren't afraid of anything.

Not even Chemistry exams.

That doesn't mean your life is perfect though. Take your roommates – okay most of the time, but they seem to think you're arrogant. It's not that; it's just weird being in a house where everyone is related. Richard and Heather are brother and sister and their family knew Tony's family, and Tony's grandfather owned this house. It gets you down. Last year your parents told you that you were adopted, which just made you feel down.

Even worse, you've sprained your ankle and can't train for another two weeks. It happened last Saturday; you and your roommates went to a great party in Salem, you spent the evening hitting on this pretty girl named Joanne Reynolds, and on the way back Tony smashes his car. Great.

Your Roommates

Heather Shaw (Age 21): A pretty good-looking babe, except she's way too smart for you. She's doing Law, for Christ's sake. But still, one day you might score with her.

Richard Shaw (age 20): Heather's brother. He's a punk who gets off on scaring people. He can be fun at a party, but basically he lacks the guts and determination to do anything with his life.

Tony Zamsky (Age 21): Normally Tony's pretty cool, really into music and stuff. Sometimes you borrow his Powderfinger CDs. But lately he's been falling to pieces after that accident. He shakes every time he crosses the road! Wimp.

Heather Shaw

Age 21

STR 8 DEX 13 INT 17 Idea 85
CON 14 APP 15 POW 14 Luck 70
SIZ 9 SAN 70 EDU 14 Know 70



Hit Points: 12
Magic Points: 14
Sanity Points: 70
Damage Bonus: none

Weapons: Fist 50%, damage 1D3

Skills: Accounting 30%, Art (Sing) 25%, Be Responsible 40%,
 Biology 15%, Computer Use 40%, Credit Rating 35%, Dodge
 30%, Drive Auto 25%, English 70%, Fast Talk 20%, History
 40%, Law 35%, Library Use 50%, Listen 35%, Pass Exams
 95%, Persuade 40%, Psychology 25%, Ride 25%, Spot Hidden
 35% (05% without glasses), Swim 45%

University Major: Law

Possessions: Fashionable and Costly Suit, Glasses, Briefcase,
 Drivers Licence, Credit Card, ATM Card, House Keys, Pocket
 Diary and Address Book.

Background

You're tidy, well mannered, and law-abiding. You do order people around sometimes, especially if they're breaking the law. After all, rules were designed to help society work smoothly, and people who break the law are selfish troublemakers. Like your punk brother Richard. He skips lectures, he uses drugs, and he never cleans the bathroom, even when he's supposed to. You're not sure how much longer you can go on living in the same house as him. And he was so nice when he was young!

The rest of your roommates are better. The house used to belong to Tony Zamsky's grandfather, who apparently worked with your grandfather in a private investigations firm (which is how your family knows the Zamskys).

Your Roommates

Todd Klein (Age 19): Todd seems a sensible, athletic person, even if he is a bit aloof. He's quite handsome, too. Sometimes you catch yourself thinking about him, but he's not really your type. Leave him to the cheerleaders.

Richard Shaw (Age 20): Your punk brother. Apart from being a lazy, self-centred layabout with no respect for the law, he also enjoys scaring people. He makes you sick.

Tony Zamsky (Age 21): Normally Tony is fairly level-headed, but ever since the accident he's been nervous and tense. He spends most of his time in his room listening to one of his vast collection of CDs. You think he must have been drinking way too much the night of the wreck – very irresponsible.

Richard Shaw

Age 20

STR 12 DEX 16 INT 15 Idea 75
CON 10 APP 11 POW 16 Luck 80
SIZ 10 SAN 85 EDU 14 Know 70

Hit Points: 10
Magic Points: 17
Sanity Points: 80
Damage Bonus: none



Weapons: Fist 65%, damage 1D3
Spray Can 40%, damage target blinded for 1D3 rounds

Skills: Anthropology 10%, Art (Graffiti) 45%, Bargain 30%, Biology 10%, Climb 70%, Credit Rating 05%, Cthulhu Mythos 19%, Dodge 50%, English 70%, First Aid 45%, Hide 60%, History 50%, Horror Movie Lore 80%, Jump 50%, Law 10%, Library Use 50%, Listen 50%, Natural History 15%, Occult 60%, Persuade 25%, Pharmacy 20%, Psychology 35%, Sneak 70%, Spot Hidden 40%, Throw 35%

University Major: History, but thinking about switching to English. Your real major is Having a Good Time.

Possessions: Wallet and Non-Driver's ID, Studded Leather Jacket, Doc Martin Boots, House Key, Black Felt Tipped Pen, Can of Red Spray Paint, Sunglasses, Rolled Joint, Nine Inch Nails T-Shirt

Background

You always wear sunglasses, a studded leather jacket, a safety pin in your ear, and you sport a spectacular Mohawk! But you're not a psychopathic maniac out to kill everyone. You just like scaring them. It's fun, and that's what life is about. Stuff all this work ethic, you're out to enjoy yourself, and anyone who wants to order you around (like your sister Heather) can shove it.

You're currently renting a room in Tony Zamsky's house. Well, kinda his house. It used to belong to his grandfather, and it looks just like a set from an old fashioned Horror movie. You keep expecting to meet Freddy Kruger coming out of the bathroom. It's a fantastic place – the Miskatonic Horror Film Society met in the basement last year. And just to top it all off, Zamsky's grandfather and your grandfather used to be private eyes who vanished without a trace in New Mexico way back in '48 or so. Wild.

Your Roommates

Todd Klein (Age 19): Todd's an arrogant macho jock-head, but otherwise he's okay. You ignore him as much as possible.

Heather Shaw (Age 21): She's normal – terrifyingly normal. She's doing Law. She wears expensive suits. She drinks wine and wants to own a BMW. And she's your sister. She's got no sense of humour, either. Like the time you put a live rat in her bed. She screamed – and sent you the bill for the new sheets. Arioach preserve us...

Tony Zamsky (Age 21): Tony's normally pretty cool, but ever since the accident he's been nervous as hell. But you kinda like the guy; he's got the biggest CD collection in the state. Whenever he goes out you sneak into his room and play all his Marilyn Manson discs.

Tony Zamsky

Age 21

STR 12 DEX 14 INT 13 Idea 65
CON 13 APP 12 POW 13 Luck 65
SIZ 11 SAN 65 EDU 14 Know 70

Hit Points: 12
Magic Points: 13
Sanity Points: 65
Damage Bonus: none



Weapons: Fist 55%, damage 1D3

Skills: Art (Billiards) 40%, Chemistry 20%, Computer Use 40%, Dodge 30%, Drive Auto 50%, Electrical Repair 35%, Electronics 20%, English 70%, Fast Talk 35%, Geology 20%, History 30%, Library Use 50%, Listen 30%, Mechanical Repair 30%, Music Lore 75%, Operate Heavy Machinery 10%, Spot Hidden 50%

University Major: Mechanical Engineering

Possessions: House and Car Keys, Grey Overcoat, Portable CD Player, many CDs, Wallet and Driver's Licence.

Background

Up until last week, your life was going real well. You were a laid back dude, doing well in your courses and building up the biggest CD collection in the state. Your grandfather was a private-eye who was partners with Heather and Richard's grandfather, and you get to live in his old house, if only your parents would take away his junk that has accumulated in the attic! Your friends have also moved in (they have to pay rent, you don't). You even met this girl, Joanne Reynolds, at the local bar and the two of you were hitting it off nicely.

Perfect, until she asked you to a party in Salem. You accepted, and brought your roommates along. You couldn't find her anywhere. Then you crashed the car on the way home and ever since you have been a nervous wreck. When you hear a tire screech you whimper. The sound of the wind in the trees reminds you of the trees by the road that night. You panic if you just think about cars or driving. You're a mess.

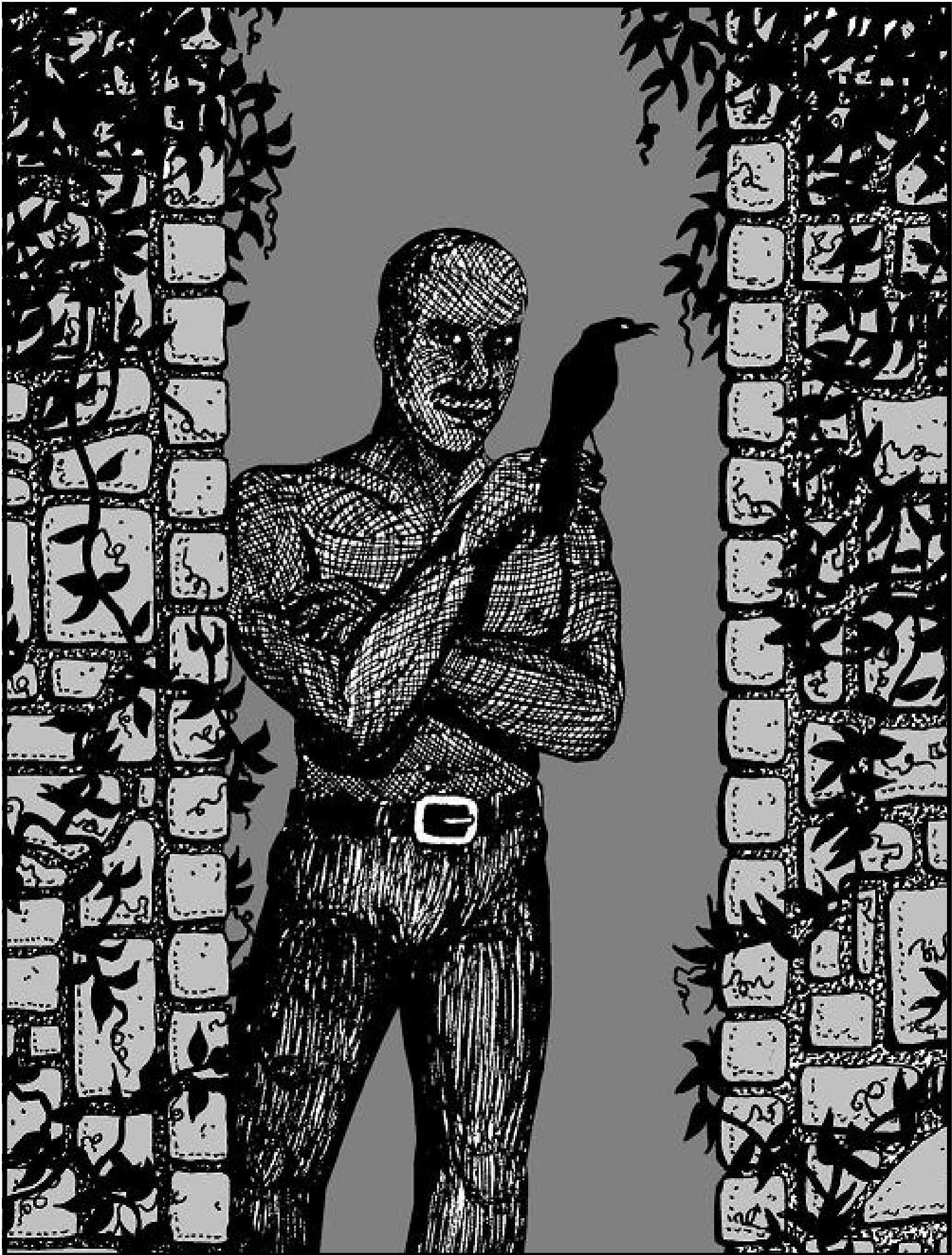
Then again, so is everyone else. Your roommates look grey and pale. Maybe it's delayed shock, but no one seems to be able to concentrate or do anything.

Your Roommates

Todd Klein (Age 19): He spends most of his time playing sports, and he's a bit aloof. He also blames you for crashing the car, and the sprained ankle he got as a result.

Heather Shaw (Age 21): Heather's nice, if a bit bossy. You got on with her okay, until you had the car crash. She seems to think (wrongly) that you were drinking too much.

Richard Shaw (Age 20): Heather's punk brother. He's wild, he's dangerous, he's a lot of fun – in small doses. The only problem with Richard is he loves scaring people, just what you need right now.



Arkham

Tuesday, 6th April

The second session takes place three hundred years after the first. Four university students in present-day Arkham attempt a séance to help find information for a term-paper due the next day. The "séance" that they experience is the first session. As the four students attempt to finish their term paper, they discover that the four girls from Session I are still alive, and want the students' blood...

Introduction

Driven insane by their encounter with the Black Man, the four Salem girls became witches. Through the use of magic the four witches managed to live for three centuries. Unfortunately for them, such longevity brought them to the notice of two Mythos investigators in the 1940s. These two investigators, Harrison Zamsky and Roger Shaw, attempted to hunt down and destroy the witches, but they lacked magic powerful enough to do the job. They eventually managed to trap the witches in a room in the Arkham sewers, and bound them there with magic.

Before they finished, however, the witches placed a curse on them. Shaw, Zamsky and all their descendants were cursed to meet the Black Man, unless the four witches were killed. The binding magic used to trap the witches would hold the curse off for as long as the witches were immobilized, but if they should ever break free, then the curse would begin again. The four students are grandchildren of Shaw and Zamsky. Recent flooding in the sewers has broken the seal to the witches' room, and all Hell is about to break loose.

The sewer flooding happened one week before the session begins. On that night, the four students were driving home from a party in Salem. The Black Man appeared on the road, causing Tony to swerve off and crash into a tree. All four students died instantly, but the Black Man had other ideas. Over time, the four witches had grown weak and rebellious. Here was an opportunity for them to be replaced, causing a little madness along the way (always an important consideration for Nyarlathotep). He resurrected the four students, forced them to sign the Book of Azathoth, and erased the incident from their minds. If the students manage to defeat the witches, then the Black Man has four fresh converts. If they don't, there will be another chance to replace the witches later.

Lastly, keepers who wish to flesh out Arkham and its environs are encouraged to utilise Chaosium Inc.'s *H.P. Lovecraft's Arkham* and *The Keepers' Companion Volume I*, both of which provide further detail on witch cults and the haunted town.

Character Notes

These are for the Keeper's reference in helping the players to role-play their characters better.

Todd Klien: Todd is an adopted child, and he resents the "family atmosphere" in the house. What he does not know is that his real mother was Harrison Zamsky's unmarried daughter, who died in a car accident when he was two.

Heather Shaw: The most normal of the four, although when insanity starts to take hold of her, she becomes obsessive about dirt (it reminds her of her resurrection).

Richard Shaw: Richard actually has some Cthulhu Mythos, gathered from reading H. P. Lovecraft and playing the *Call of Cthulhu* role-playing game. He can make a **Mythos** roll whenever he likes, but he loses **0/1D4 Sanity** each time once he starts realizing it's for real.

Tony Zamsky: Tony's got no big secrets. He just gets nervous every time he sees a tree. He also does not have the nerve to drive any more.

Waking Up

The second session begins with a dark room. The students are sitting around a table holding hands but do not yet tell them they are playing new characters. In the centre of the table is a black candle which has been burning for several hours. A clean piece of white paper and the front page of a newspaper are also on the table. Incense can be smelled in the air.

They hear a *Brrring... Brrring... Brrring...* Tell them it is the telephone ringing up stairs and someone should answer it. If one of them does it is Aunt Mandy from New

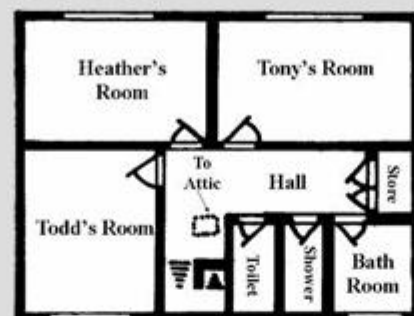
Student's House

ARKHAM, MASSACHUSETTS

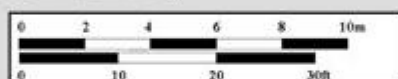
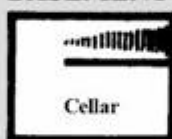
GROUND



UPSTAIRS



BASEMENT



Posters on the wall are a movie poster of *Runaway Jury*, another of the band Chemical Brothers, and another of Arnold Schwarzenegger from *Terminator 3*. Last is a reproduction of a painting showing a ghoul perched on a tombstone, but it hangs upside down.

Kitchen: Like most kitchens, but very messy. Lots of opened cans litter the bench and the trash can. Thirty-seven cardboard pizza boxes are stacked next to the can.

Pantry: Not surprisingly, most of the food in here is canned. Rice and spaghetti make up a lot of the rest of the food.

Laundry: A huge stack of clothes lies here, unwashed.

Richard's Room: The lampshade and the black painted walls make this room very dark any time of the day. The door has an anarchist symbol spray painted on the inside, while on the outside there hangs an eight-sided amulet of arrows. The bookshelves in one corner are filled with horror and crime novels, role-playing games, comics and occult books, authors include King, Gaiman, Delano, James, Harris, Barker, Sargent and Poe. The place is a mess and stinks of dope. The walls are covered with movie posters, especially horror movies such as *Ringu*, *Tremors*, and *Alien*.

Situated on 620 W Pickman Street Uptown Arkham, this old Georgian style house is run down but liveable, surrounded by old pines and overgrown with vines.

Basement

Cellar: This is where the students have just held the séance. The cellar is dark, dusty and smells of marijuana. By the East wall on a stool is a 16mm movie projector with a film still in it. The case next to it says the film is called *Angel Heart*. Stacked in a pile next to the projector are ten other cases of films. All are horror films like *Evil Dead*, *The Sixth Sense*, *The Ninth Gate* and *The Ring*. On the West wall is a white sheet, nailed into the wall, used as a makeshift projection screen.

Ground Floor

Living Room: Spacious area with a round table, six wooden chairs and a couple of bean bags. A calendar of major American sports celebrities is turned to the month of April; "ESSAY DUE 9AM TODAY" is written on the 8th of April. On the table is a bowl with five red roses and a house address book. A phone is attached to the wall.

Dining Room: In here are three lounge chairs and a bean bag. On the coffee table are four used mugs. A TV without a video recorder or DVD player sits in one corner, while the stereo next to forty odd CDs sits in another. Most of the CDs have the initials TZ written on them.

Upstairs

Todd's Room: Neat and clean, complete with a laundry basket. The side table is covered with sports certificates and trophies. The walls are covered in posters of famous sport stars, mostly Baseball and NFL Football players. A PlayStation takes up most of his study desk.

Heather's Room: The cleanest room in the house. Text books on the shelves above the desk are in alphabetical order. Novels include authors such as Mortimer, Grisham and Christie. A couple of teddy bears and dolls are placed strategically about the room. In the closet hangs expensive clothing. This is the only room in the house with wall paper.

Tony's Room: Fairly messy. Posters cover every free space on the wall, mostly of jazz or pop musicians. Clothes are thrown about. Novels lying about the place include Deighton, Reilly, Ludlum, Chandler and Clancy. A very expensive stereo system sits in one corner. Hundreds of CDs line the shelf, the only thing that is neatly organised. Magazines such as *Rolling Stone* and *The Face* are scattered everywhere.

Bathroom: The window is stuck and can't be opened, otherwise normal.

Closet: Crammed with junk, so dangerous to open.

Attic: Full of boxes left here by Tony's parents. Also home to hundreds of spiders and other crawling things (see later descriptions for what is up here).

York. She wants to know when Tony's parents get back from Los Angeles so she can come up and visit. Ad lib the conversation with Tony's aunt, but keep it short.

Then give the players their character sheets and the session introduction (*Handout #6*). Place upon the table the map of their house (*Handout #7*), the article from the *Arkham Advertiser* "Plans to Demolish Miskatonic Library" (*Handout #8*) and their essay topics (*Handout #9*) for the players to read at their leisure. Soon they should realize that they are students of the modern world and are living in Arkham, Massachusetts. Once they have worked out who they are let the students know that they have held a séance that took them back to the minds of four girls in Salem in 1692.

The next thing they should work out is that they have an essay on the Salem witch trials due first thing in the morning, for which they have done nothing except the séance. If they want to know the time and date it is 7:00 pm on Tuesday, the 6th of April.

Off to the Library

When the students begin preparing to write an essay on the Salem witch trials they find that they have no text books on the subject. They are going to have to go down to Miskatonic Library to do their preliminary studies. Luckily, the famous library is just around the corner. Some players might think to look on the Internet first, to see what the Library has listed, but unfortunately Miskatonic University hasn't quiet caught up with the Twenty-First Century yet, so a physical visit is required.

Outside it is dark, cold and windy. It looks like a storm is brewing as the clouds swell and roll in the night sky. The street lights are dim and few people seem to be out tonight. The students will need to wear coats to stay warm. Attempt to make the players feel that they are all alone.

As they are walking down College Street they see a black cat sitting on a fence up ahead of them. When they get closer it starts meowing, then purring. It is very cute. If they don't stop to pat it the cat follows after them until it catches their attention. As soon as someone picks it up or pats it the cat starts a frenzied attack on that person until some one harms it.

The cat can attack three times per round. If both claw attacks hit, it will hang on and continue to bite and rip with the hind legs unless it is wounded, then it runs. Anyone injured by the cat finds that the skin around the scratch goes bright red for the next few hours, but otherwise does not affect the person. See the cat's statistics at the end of the scenario. Later, some players may correctly guess this is one of the witches' familiars (Seth, familiar to Margaret).

Miskatonic Library

The students can learn a lot about the library from the newspaper article in their home. Miskatonic Library is the ideal place to conduct their studies on the Salem witch trials. The library, located on the corner of W. College St. & South

Garrison is an old, three-story gothic structure constructed in the late 19th century. The outside walls are constructed from native granite, inside the cold and draughty library the walls are made of marble. Little has changed here over the years, apart from the continual accumulation of books and a computer-aided catalogue system. The library is open until 11:00 PM tonight. That gives the students about three and a half hours to find the information they need.

Using the Filing System

The easiest way to find a book in the library is to use one of the computer terminals that are accessible throughout the building but this isn't as easy as it seems, because they are antiquated programs run off a DOS based operating system. The computer screen may have something someone else was looking for. Give each character a **Library Use** roll. The one that rolled lowest obtains a printout of suitable texts (*Handout #10*), while the others will come across a reference to only one of these books if their roll was a success, or nothing if a failure. If they fail to find anything, they can ask a librarian to help them. It is likely that some players will try looking for the *Necronomicon* on the computer. It is not listed.

Books on the Salem Witch Trails

With the print-out of the books the students want they can now commence looking for them. Ask for a **Library Use** roll to find each book on the list. Each attempt costs ten minutes of time. When a book is found it will take the students about half an hour to find all the useful information in each book. In each book they will find references to the four Salem girls from the first session. It appears that they survived their ordeal and then went on to do terrible things. Also, a lot of books have notes written in the margin; it seems someone else was interested in the Salem Witch trials before the students were.

Books in the Occult Section (Third Floor)

Below are the books in the Occult Section, along with a few notes about each. Books with a handout are numbered accordingly.

The Devil in Massachusetts (Starkey, 1950): The events of the Salem witch trials told almost like a story. Chapters are well-organised and information is easy to find. Does not contain much about events outside of the trials (*Handout #11*).

The Geography of Witchcraft (Summers, 1927): Discusses witches in Greece, Rome, England, Scotland, New England, France, Germany, Italy and Spain. A whole series of witching events, places and times are listed. The book includes an extensive section on The Salem Witch Trials (*Handout #12*).



John Dee's Natural Philosophy (Clulee, 1988): The students will probably go for this title as it is about the man who translated the *Necronomicon* into English. They will be disappointed to find that it has few useful references.

Nameless Cults (Von Juntz, 1911): (R) means restricted, so this book isn't on the shelf, much to the students' disappointment. Library staff can tell them it is probably an old and rare book that cannot be replaced if damaged. (None of the staff working tonight have any knowledge regarding the **Cthulhu Mythos**, but they still won't allow students access to restricted books under any circumstances.)

Salem Witchcraft Vol. I (Upham, 1867): This volume has two chapters "Part First – Salem Village" and "Part Second – Witchcraft". It is very long and difficult to read with no breaks in the text. Perseverance through this book and the second volume (each taking an hour!) confirms every non-supernatural event that happened in the séance/first session (*Handout #13*).

Salem Witchcraft Vol II (Upham, 1867): The second volume has a worn map of Salem in the back. It has one chapter, "Part Third – Witchcraft in Salem Village" which is a very comprehensive account of the events of 1692 (*Handout #14*).

Thaumaturgical Prodigies of the New-England Canaan (Phillips, 1792): This is missing, and the library staff have no idea where it has gone. It seems it was lost once before, but that was because it was misfiled. Probably the same thing has happened again. The last recorded check-out was

in 1941.

True Magick (Wenn, 1872): Just like *Nameless Cults*, this book is in the restricted stacks and the students won't be able to get hold of it.

Witchcraft and Sorcery (Marwick, 1970): The book has a whole lot of essays on witches throughout the world and history (*Handout #15*).

Witchcraft At Salem (Hansen, 1969): This book offers new opinions on the Salem witch trials. Hansen believed witches did exist in Salem. A lot of the book deals with Cotton Mather. Chapter 4, "How To Catch a Witch," has been ripped out (*Handout #16*).

Witchcraft in Old and New England (Kittredge, 1929): A history of witches through the ages. Tells of spells (occult, not Mythos) such as charms, curses and the use of familiars. Werewolves, vampires, covens and black rituals are all described. It makes for difficult reading (*Handout #17* and *Handout #18*).

Books in the History Section (First Floor)

Below are the books in the History Section, along with a few notes about each. Books with a handout are numbered accordingly.

Essays on American Colonial History (Goodman, 1967): Although there is a lot of interesting history in this book, the Salem witch trials are only covered briefly. It still takes half an hour to find out this book doesn't have what they

want.

The Writings of American History (Kraus/Joyce, 1985): Again, this book only briefly skims the Salem witch trials. There is a strange bit of text (see the handout) that the reader will only see the first time through; when the student tries to show the passage to anyone else, it vanishes. Was it ever really there? (*Handout #19*). *Keepers' Note: read it backwards and break up the words!*

If any of the students try and break into the Restricted Books section on the third floor they will find the room is locked by a dead bolt (**Lockpicking at -30%**). In addition, it is wired up to a security alarm bell that is impossible for the students to bypass. Many a cultist has tried to get books from this room and failed, and so will the students.

Events in the Library

After many hours of study, the students will have learned a great deal. First, they know or suspect that the witches from session one survived and flourished. Second, they know that two individuals in the 1940s encountered the witches right here in Arkham! They may even be thinking that the witches are possibly out to get them. If one of the students says something like "I wonder where *Thaumaturgical Prodigies* is?" or "I wish we knew where this book was?" one of the following occurs:

- They hear a book fall off on the other side of the shelves next to them; when they investigate they find *Thaumaturgical Prodigies* on the floor. There is no one around who could have dropped it (**optional Sanity loss of 0/1**).
- They return to their desk to find *Thaumaturgical Prodigies* there waiting for them, on top of all their other books (**optional Sanity loss of 0/1**).
- Someone picks up their bag and realises that it is much heavier than it should be. Inside they find the *Thaumaturgical Prodigies* (**optional Sanity loss of 0/1**).

This is all Nyarlathotep's doing. He wants them to find the book because he knows where this will lead the students. Also, it is the first inkling of the power he plans to give them – much as the young girls of Salem gained the power to curse their enemies.

Thaumaturgical Prodigies of the New-England Canaan is too big for the characters to read enough to gain any **Cthuthu Mythos** during this adventure, but they still lose the **1D3 Sanity points** for looking at it. At the end of all of this study give them *Handout #20*. The students should be worried about how they are connected to this strange situation.

The First Flashback

Eventually eleven o'clock comes around and all the reading lights go off to tell everyone the library is closing for the night. When this happens, the students' minds open up to events which their minds have suppressed until now. They have their first flashback. Play this out for a few minutes letting the players know that they are now remembering something that happened to them previously but have since forgotten.

The students are in a car driving along a road in the woods late at night. Tony is at the wheel and Heather is sitting next to him. Richard and Todd are in the back; both have had a bit too much to drink. Give them a few minutes to get into character – talking, laughing, etc. Outside it is raining; it would be completely dark if it wasn't for the headlights. Then suddenly, from out of the woods steps a naked man with pitch black skin. He steps right in front of the car.

The students awaken at their table in the library. A few minutes have passed. They are the only ones here. It is

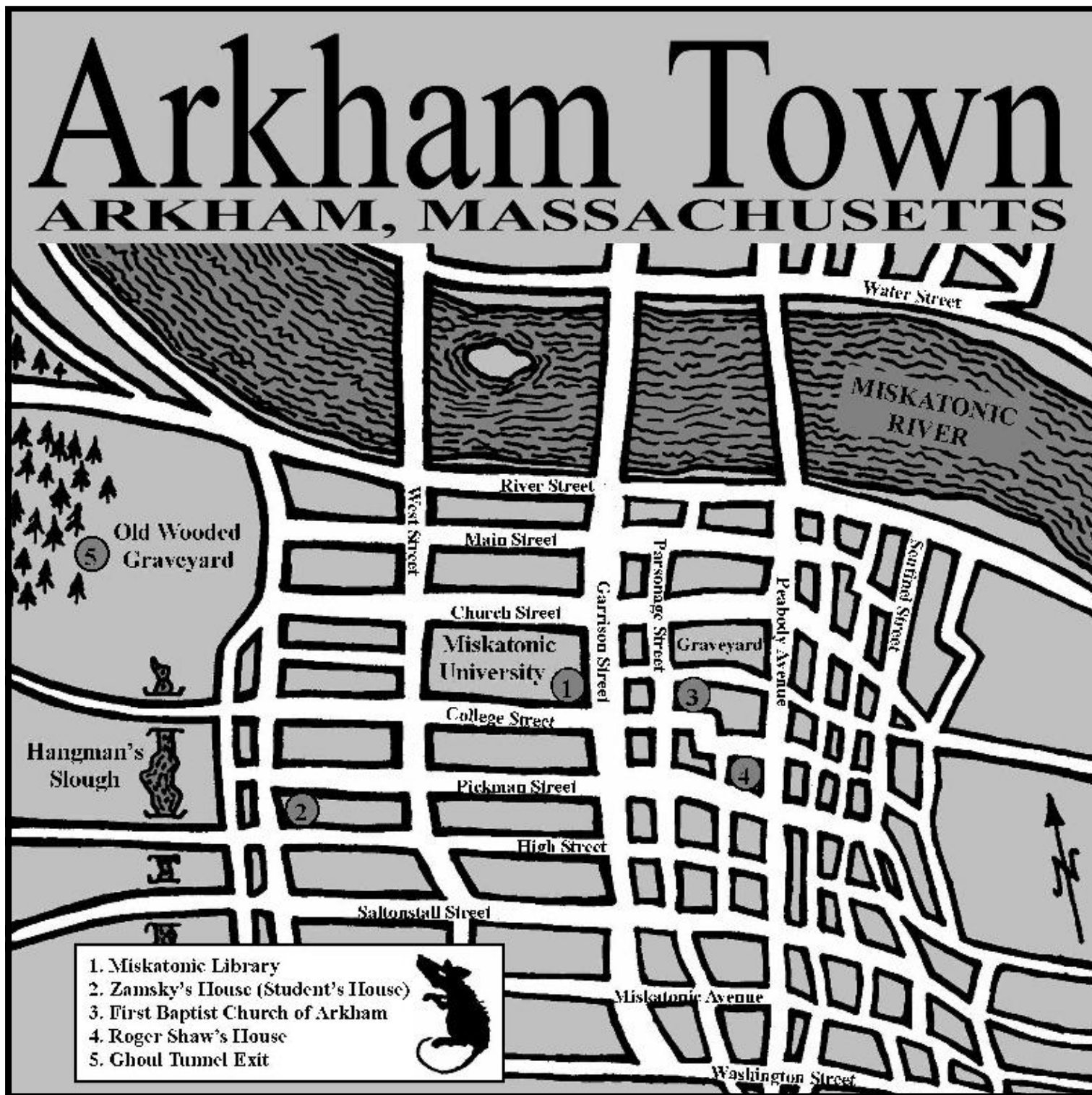
Thaumaturgical Prodigies of the New England Canaan



This book was written in 1788 by Reverend Ward Phillips of the Baptist Church of Arkham. It discusses the blasphemous activities of witches, warlocks, Indian shamans, the Devil and other evil-doers in colonial New England. Much of the book focuses on an event which took place around Billington's

Woods near Arkham in the late Seventeenth Century, and recounts many Indian legends related to the Devil. His book also provides a detailed account of the events of the Salem Witch Trials, with particular reference to the witches Bridget Bishop, Sussana Martin, Alice Parker and Margaret Scott, whom Ward claims were not executed after their trials, rather they escaped and made a pact with the Devil, also known as the Black Man, so they could live forever.

The version of *Thaumaturgical Prodigies of the New England Canaan* held at the Miskatonic Library is the Boston edition published in 1801. **Sanity loss 1D3/1D6; Cthulhu Mythos +4 percentiles; average 8 weeks to study and comprehend/16 hours to skim.** It provides checks on **History** and **Occult** skills, but does not contain any spells. If any of the students spend time studying the chapters, they will find that Chapter 13 recounts the exact events that took place during their séance (**Sanity loss of 0/1D3 points**).



dark and rain is pouring outside. There is a tapping on the window.

Attacked by a Crow

Outside a storm is brewing, for thunder and lightning fill the night air. Tapping at the glass is a black crow, trying to get in. Before the students can react, the glass smashes everywhere. The crow flies in and attacks. The deranged creature attacks until it is wounded, and then flies out into the storm. As the students may guess, this is one of the familiars of the witches (Karn, familiar to Bridget). For some reason none of the staff seemed to hear the window break or the result-

ing battle. This minor drama passed, it is time for the students to go home. As they leave, the lights in the library wink off one by one.

Back Home

The storm is very strong now. Everyone is inside, so the streets are deserted. The four students are drenched to the skin by the time they get home. Now what do the students want to do? Do they still want to write their essay, or do they want to find out what is going on? Tony knows (it's on the player's character sheet) that there is some junk up in the attic that belongs to his grandfather, maybe that holds

some clues. They will need a ladder or a chair to be able to get into the attic. There is a ladder in the cellar; chairs can be found almost anywhere.

The Attic

It is very dark in the attic, so light sources such as flashlights will be needed to see anything up here. Only one person can climb in at a time. Dust covers everything and spider webs fill the corners of rafters, while rain pelts down on the tiled roof. Ask for **Listen** rolls; those who make it think that there is something up here with them. Marks in the dust that look like miniature hand prints, scurrying noises, flickering shadows, creaking supports... do what you can to make them paranoid.

Eventually they find a wooden box full of old books and papers and a chest with 100 feet of rope and two miners' helmets with working headlamps. They should take the box out of the attic if they want to search it properly.

The Box

In the box they find several old (1940s) maps of New England, New Mexico, the U.S. in general, South America and France. Various points on all the maps have been marked with dates. The latest date is in Powell, New Mexico, just outside the town of Alamogordo, May-June 1948. There are photos of places and people from America, South America and Europe. Two that will interest the characters are photos of Tony, Richard, and Heather's two grandfathers together with their wives. The writing on the back says Roger and Julie Shaw, Harrison and Sue Zamsky 1942. Another photo is of Harrison and Sue Zamsky and two small children. The back identifies them as Ryan Zamsky and Jody Zamsky (or more precisely, Tony's father and Todd's mother!). An **Idea roll** suggests that Jody Zamsky has very similar facial features to Todd's.

There are a whole lot of files detailing a private investigations firm in New York called *Shaw's Investigation and Security Services* which ran from 1919 to 1936. Roger Shaw owned the business and Harrison Zamsky was an employee. An **Accounting** roll spots that the business started to lose money in the thirties when Shaw and Zamsky started travelling all over the Americas and Europe, particularly spending a lot of time in Arkham where both men bought houses (Shaw's address is included in the notes). The company went bust in 1936.

Another book called *Cases 1924-1947* has been water-damaged so much that almost none of it is legible. Included with these files is a list of names, addresses and phone numbers from these three continents; most numbers have R.I.P. (dead) written next to them. The list is so old that it would be unlikely anyone on it would be alive today. However, at the end of the book the names of the four witches are clearly evident: Bridget Bishop, Margaret Scott, Sussana Martin, and Alice Parker.

The next thing they find are some old passports and

New Spell – Soul-Stealer of Daoloth

This extremely rare spell costs **8 Magic Points** and **1D10 Sanity** per use. The caster **matches her Magic Points against the victim's on the resistance table**. If the caster succeeds, a connection is formed between the victim and Daoloth. A region of space opens seemingly from mid air through which metallic and plastic-like rods, spheres and hemispheres can be seen writhing and vibrating. The resulting vision costs the victim **1/1D10 Sanity points**. The victim must then make a **POW x1** roll or be lost within the open folds of space, never to be seen again.

visas for Shaw and Zamsky, and some outdated false identifications. A deed certificate confirms that the students' house once belonged to Harrison Zamsky, purchased in 1935. Nothing in any of the boxes is dated later than 1948.

At the bottom of the box they find a small key tied by a piece of string to a label that says "Sub-Basement" and an unopened letter with the spell Soul-Stealer of Daoloth (*Handout #21*). If they want to cast the spell given in the letter, all they have to do is read the text of the handout aloud. If it sounds good to the Keeper then the spell Soul Stealer is cast.

Poking Around

There are several avenues of investigation the students may attempt, which are described below.

Shaw's House (312E College Street, French Hill, Arkham): If the students want to check Roger Shaw's old home for clues they are going to have to walk several blocks through the storm to get there (no public transport is running at this time of night). When they get there a couple in their late fifties, Mr. and Mrs. Geoffrey, will be very angry to be woken up. They won't even open the door to them.

First Baptist Church of Arkham (214 Lich Street, French Hill, Arkham): Arkham's oldest surviving church (built in 1743), its towering steeple can be seen for miles around, even from Shaw's house and Miskatonic Library. Anyone who has looked at *Thaumaturgical Prodigies of the New England Canaan* and who makes an **Idea roll**, recognizes this as the place that Reverend Ward Phillips used to head in the late 18th and early 19th century. The structure is old and gothic, its gargoyles leering down at the students. Surprisingly, the place is open.

Inside, black candles burn everywhere, causing shadows to flicker in mysterious ways across the stone arches. The windows of this place are of stained glass. All are of

If the Students Stay in the House

It is possible that the students may not want to go into the sewers to look for the witches in an attempt to finish them off for good. And rightly so. Who knows how dangerous it is down there? What they don't know is how dangerous it is up here. The witches are already free and are coming to get the students. Below is a list of events the Keeper can throw at the students until the end of the Session, or until they go down underground.

The Storm: It gets worse and worse, hail pelts against the window, the roof starts to leak water, then it leaks much faster. The trees around the house begin to sway faster and faster.

Tony's Phobia: Start suggesting to Tony that the trees are slowly moving in on the house, that they are going to bunch together and they are going to be trapped in a ring of trees. Make him think he is the only one who can see this. Start giving Tony **Sanity rolls** to convince him it's really happening (**Sanity loss of 1/1D3**). His legs freeze up if he starts thinking about going outside. If the others force him out of the house he goes into catatonia. Tony recovers in a few minutes once back inside.

Electricity and the Telephone: A little later lightning strikes the house (but they are on low ground and lightning only strikes only on high ground? **Sanity loss of 1 point if roll failed**), power goes out and the phone goes

dead. Let them run around in the dark for a little while, lightning occasionally illuminating their rooms. At one illumination Heather thinks she sees an oily, black-skinned man smiling at her from the mirror. Looking around he's not there (**Sanity loss 1/1D4**).

Going Out for Help: Tony is useless at this, but the others could go. However, their attempts are in vain – no one answers, and it seems that no one is at home, anywhere. If they force their way into a house they hear laughing all around them for a few seconds (**Sanity loss 1/1D3**). They won't find anyone in any house they visit or break into, Nyarlathotep has seen to that.

Rats in The Wall: It soon becomes apparent that there are hundreds of tiny animals (most likely rats) crawling between the walls, the floors and in the ceiling (**Sanity loss 1/1D6**). This goes on for a few minutes, then abruptly stops. The witches have decided now is the time to move in.

The Witches: See the statistics at the end of the scenario for details of the witches. They will attack the house from outside with the aid of their familiars. The students are going to need the spell: Soul Stealer of Daoloth if they are going to have any chance of defeating them.

End of the Session: Straight after the witches are defeated, one by one thousands of crows fly into and over their house. Then The Black Man arrives. See the end of the session to determine how to finish here. If they don't defeat the witches then they are likely to die in the process.

biblical characters that seem to watch the students as they wander around. The stained glass window at the end of the church is of Jesus Christ nailed on the cross. When they leave, the students think there is more blood on his hands and feet than there was when they first arrived. No one can be found at the church.

Old Arkham Graveyard (250E Church Street, French Hill, Arkham): The oldest graves in Arkham are here; the most recent is dated 1743. If the characters spend some time looking around they find graves for Bridget Bishop, Susanna Martin, Alice Parker and Margaret Scott; in fact they find several graves for each of them. What may be more disturbing are four freshly dug graves. The ghouls of the cemetery dug these on orders from Nyarlathotep; they are either for the four witches, or the four students. There is an entrance to the ghouls tunnels here if they miss it elsewhere.

Using a Phone: The students might attempt to use their telephone to contact people, such as friends or family. More often they will find that they get no answer or that the line is busy. If they do get through they find that the person they

want is not in but they can leave a message if they want. Alternately, they can hear the person on the other end but can not themselves be heard. The internet and e-mail is another option, but static online causes their modem to crash repetitively, no matter how often they attempt to use it.

If Tony or Todd calls Joanne Reynolds, her mother answers. She says Joanne is at a friend's place in Salem tonight; that is all she knows. If they try to call Professor Ralph Yattone they find that he isn't listed anywhere. Neither is *Arkham Advertiser's* Ray Lathenpot who wrote the article regarding the damage to Miskatonic Library. Let players work this out for themselves, but the astute players amongst them will notice that both names are anagrams of Nyarlathotep.

Another Séance: There is a good possibility that another séance might again be attempted by the students. If they do, let them act it out. The séance won't work, but let them think it is; the storm outside gets stronger, candles flicker, lightning flashes.

The Subbasement

The subbasement referred to in the handouts is the most likely clue for the students to follow up. The place to start looking is in the cellar. Give each student a **Spot Hidden** roll for each couple of minutes spent searching. Success finds a keyhole in the floor. If they put the key in and turn it fully around to the right they hear a click in the floor boards below them. Lifting up by the key raises a trap door from the ground, a trap door which opens into darkness.

Using a torch they notice that there is a stone floor 10 feet down, covered in lots of junk. There was once a ladder but that has long since fallen down. To get down they either need to lower someone down to put the ladder back or use the rope from the attic (the other end can be tied to the stair banisters); or they could just jump down and make a **Jump** roll or land badly for **1D3 points of damage**.

The subbasement is the same size as the cellar above and seems to have been made at the same time as the rest of the house. There is junk strewn all over the floor, most seems to come from the smashed crates. In one wall is an earthen tunnel that seems to have been dug into this room. This leads to the Ghoul tunnels and the sewers.

Searching the junk: The students find things such as flashlights (**50% chance that one will work for 1D3 hours**), boots, rope, miners' helmets, camp stove, some rusted knives, smashed kerosene lanterns, rotted tents, a typewriter with no keys, shovels and picks with broken handles, a first aid kit with drugs that have gone bad, gun holster and lots and lots of pistol ammunition and shotgun shells – all faulty of course. In one corner under some tarpaulins is a 12-gauge pump action shotgun that no longer functions. Five holes in the wall suggest someone might have fired it. The last three things that the students find are a map and two letters. The map is of the ghoul tunnels (*Handout #22*), while the letters are "Roger Shaw's letter" (*Handout #23*), and "Harrison Zamsky's letter" (*Handout #24*).

Second Flashback

At some point in this period, either when the students are in the house and the lightning strikes or when they have just entered the sewers, they have their second flashback. It is of the same scene again, plus some more. Again let them play this bit out, but no matter where they swerve the Black Man is always in the way making them run off the road:

They are back in the car, again driving through the woods, and again the Black Man steps out in front of them. Tony pulls on the wheel to miss him, and they go off the road and slam into a tree, blood smatters across the shattered windscreen, their blood. The last thing they remember before everything goes black is a face in the trunk of the tree. Although it is only a natural part of the wood, the face is uncannily like that of an old Algonquin man.

They wake from a kind of waking dream. They must all roll **Sanity or lose 1D6 points**. They find that they

moved around a lot during the flashback. They may be spread across different rooms in the house, or half-way down a ghoul tunnel, for instance.

The Ghoul Tunnels

The other option for the students is to enter the sewers in an attempt to find the witches and destroy them with the Soul Stealer of Daoloth spell. The map they have is more or less correct, the major differences being the extra tunnels dug by the ghouls in the last forty odd years. Various encounters can be played out along the way.

There are two types of tunnels underneath Arkham: the sewers, mostly built during the Second World War, are made of concrete and fairly easy to walk through. The second set of tunnels are those dug by the ghouls. Think of the trenches dug in France during the First World War when describing ghoul tunnels – they stink, are littered with corpses, plagued with rats and form a never-ending maze.

Students with open wounds will need to roll **CON x5 under D100 every hour** otherwise they develop an infection, which can include redness, pus, weeping, headaches and nausea, and a possible further loss of **1 Hit Point per hour** until a successful **First Aid** or **Medicine** skill roll is made.

Encounters

Many things live in the Arkham sewers and very few of them are nice. Below are several encounters for the students. Keepers can play them out however they wish and for as long as they wish, depending on how long it took the students to get into the sewers.

Water Works: As the newspaper article stated, there has been flooding in Arkham sewers in recent years. Much of the tunnels are flooded in knee-to-waist-high water. Broken pipes in the wall constantly spill waste water into the tunnels. The whole place stinks, prompting **CON x5** rolls to avoid doubling over from nausea or throwing up when it is at its worst. The sewers are dark, their torches are the only light and even they flicker. The students are getting very, very dirty.

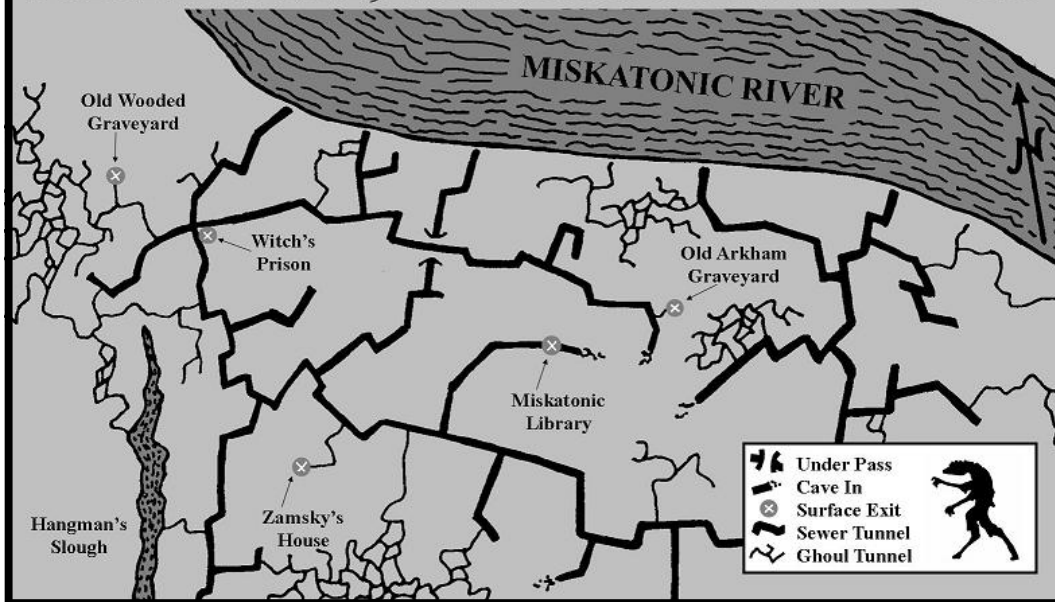
Dead Bodies: Skeletons of humans and animals are found every now and then. The only possessions remaining are a few rotten clothes. Occasionally a bloated cadaver floats down the tunnel (**Sanity loss 1/1D6**).

Noise: Crazy insane laughter that comes from nowhere. Crazy insane screaming that comes from nowhere. The constant dripping of water from pipes and rafters. The groaning of feeble supports (**Sanity loss of 0/1D3**).

Side Tunnels: Side branches, crossroads, tunnels leading up and down, small tunnels that can only be crawled through, cave-ins where the students must dig away rubble to continue on.

Arkham Sewers

ARKHAM, MASSACHUSETTS



The Broken Prison

After they spend quite some time stumbling around, the students come to the crossroads next to a small empty room which should be the witches' prison. A broken and rotten door hangs askew in the entrance to this room. On the front of the door there is an Elder Sign and various occult symbols. A **Cthulhu Mythos** skill roll will identify the Elder Sign as a charm to protect from minions of the Great Old Ones and the Outer Gods. If removed from the door, this can be used as a normal Elder Sign to ward off creatures of the Mythos. An **Occult** roll identifies the other symbols as warding and protection symbols used by South American and North American Indians and Voodoo Cults. On the inside portion of the door the following message

has been carved into it:

*Curse on you Zamsky and Shaw and
on all who carry your blood*

It seems that the pressure of the water from a broken pipe finally caused the door to fall away. Inside the room, now flooded with sewer water, are four pairs of manacles bolted into the wall. This is where Harrison Zamsky and Roger Shaw locked up the witches fifty years ago. Scratches on the wall mark each day that the witches were locked away; there are thousands of them. The place is now deserted.

Third Flashback

While the students are exploring this room they have another flashback. Again they are driving on a road through the woods, again the Black Man steps out, they crash into a tree and everything blacks out, then they awaken to see more.

The students one by one materialize from piles of ichor, sprinkled on the ground. They are naked, cold and lying in the mud next to Tony's car. It is wrecked in such a way that if they were in it they could be nothing else but dead. The horn is blaring continuously. Standing over them is the Black Man. His face has an idiotic grin, but his eyes are mocking. He laughs, then speaks: "It's worth while to be alive again, isn't it?" The last thing they remember as the Black Man walks into the woods is the sound of police sirens and an ambulance coming their way.

The students wake, each losing **1D20 Sanity points** (this is the delayed effect of being resurrected). If needed, choose an insanity for each student from the second session insanities (*Handout #5*). Anyone who reaches zero Sanity is

Street Drain: The students come to a point in the tunnel where they can see out of a street drain and onto one of the streets of Arkham. It is too small to climb out of and impossible to break through. The streets are deserted so there is no one to call to for help. The storm is still as furious as it was before. As a result, great volumes of water are pouring into the drain and on top of anyone who gets close.

The Rat Things: The last of the witches' servants still have to pay the students a visit. Since the students are getting close to the witches they are going to attack now. How they attack is up to you – perhaps by swimming up behind them, or scurrying about their feet. When seen up close these rats have human hands, feet and faces (**Sanity loss of 0/1D6**).

The Drums: The students start hearing rhythmic beating coming from somewhere behind them. It seems to be getting louder. Looking back, the students can see the shadows of somewhere between ten and forty humanoids leaping and jumping down the tunnel after them (**Sanity loss of 1/1D4**). It is time to run. Play this out for maximum effect. About thirty ghouls have become aware of the students' presence in the sewers and want to play a few games with them before they settle down to a nice quiet meal. Have the students find themselves running into deeper water, their flashlights failing, finding dead-ends, whatever the Keeper can think of. If the students are persistent enough they get away, though perhaps not without a few scrapes along the way. Use this encounter for dramatic effect more than combat, for the ghouls have been warned by the Witches to stay away from the students.

dead – they have drowned in the water.

Laughter fills the cell. The students should feel that things are coming to some kind of conclusion soon as they recognise the laugh as that of the Black Man. As the students make their way out of the room and through the sewer tunnels they run into the four witches, the girls from the first session.

The Witches

Out of the water, or from a hiding spot in the tunnel wall, or a spill pipe, the four witches and their four familiars surround the students. From their séance, the students recognize the four Salem girls in these warped monstrosities, for the witches have mutated into things not quiet human.

Bridget Bishop: Her face is old and skeletal, clumps of her hair have fallen out, and her eyes seem to move independently of each other. One of her arms is twisted and gnarled and no longer functions. Her teeth are razor sharp.

Sussana Martin: Her skin is black and warty, her fingers are swollen and have extra joints, while claws have grown out of her finger nails. Her hair seems to have a life of its own.

Alice Parker: Her skin has grown over her eyes but she can still see with an uncanny sixth sense. Tentacles grow from odd parts of her body. Her mouth is elongated like a ghoul.

Margaret Scott: Her skin is pale white and falling away at places to reveal red, pulsing flesh. Her eyes are those of a cat and her ears are missing.

All four wear only the rags of clothing that have lasted fifty-odd years. They have hate in their eyes and will stop at nothing to kill the students (**Sanity loss is 1/1D8**). The witches cannot die unless all the familiars and witches die within 3 rounds of each other. Otherwise, they will be **restored to life in 1D3 rounds**. The students are likely to die unless they employ Soul Stealer of Daoloth on the witches (luckily for the students the witches have low **POW**, as they have been using their magical energies to remain alive these last fifty years). If the witches survive they will then head off to kill the student's parents, aunts, uncles cousins and anyone else directly descended from their grandparents. Killing the familiars afterward should be easy. Remember, to cast the spell the players must read it out aloud. If it sounds good to the Keeper it is cast.

Aftermath

When the witches are dead the students will probably be licking their wounds. Reward them each **1D8 Sanity points** for defeating the witches. Looking at the map, the easiest route out of the sewers is the one that leads to the Old Wooded Graveyard. There they find a hole in the roof of the

tunnel, requiring a **Climb** or a helping hand to get out. Once on the surface they find that it is not raining as much as it was a few hours ago. The students are on the edge of a dark wood next to the graveyard. They have come out of the grave of Abigail Armitage, dated 1694 (the oldest grave in Arkham).

The Black Man

A black crow lands next to the students, then another, and another. Soon hundreds of crows surround them, squawking and flapping about. If the students try to run, or even move, they find they have lost all will to do so – they can only wait. A few minutes later there are thousands of crows, a sea of black squawking feathers.

Then, out of the woods they see another procession of crows, this time led by the Black Man himself. His face is moronic, his forehead round and bulging, his eyes staring from sockets under his skull. His body is elongated and unnatural (**Sanity loss 1/1D2**). Once he is standing next to the students, the Black Man's thick lips move and a commanding voice emerges. The students forget what is said as they hear his words.

He presents an old, leather-bound book, holding it up so they can read the title on the front – the *Book of Azathoth*. He opens it on the last page and there are their names, written in their own handwriting, and in their own blood: Todd Klien, Richard Shaw, Heather Shaw, Tony Zamsky.

There is a loud commotion as all the crows fly up into the air. They see the Black Man again, but it is only his skin, fallen away. Oily black on the outside, blood red on the inside. In the distance they see a man of red muscle and flesh running quickly towards Arkham. The man turns into a lumbering blob of tentacles and bat wings that throws itself into the night sky and flies off.

End of the Second Session

FINIS

Statistics

The Major Protagonists

The Black Man

Avatar of Nyarlathotep

STR 23	DEX 20	INT 86	Idea 100%
CON 35	APP 01	POW 50	Luck 100%
SIZ 17	SAN n/a	EDU n/a	Know 100%

Hit Points: 26

Magic Points: 50

Move: 9

Damage Bonus: +1D6

Armour: none, however he may regenerate hit points at a rate of 1D6 per Magic point expended.

Skills: all human skills at 100%

Weapon: Touch 90%, damage 1D6+1D6 or 1D6 POW drain
Smoking Sticks 80%, damage 4D10

Spells: all, including Dreamlands spells

Sanity Loss: 0/1D2

Salem Coven Witches

Use These Statistics for All

STR 10	DEX 13	INT 14	Idea 70%
CON 13	APP 14	POW 16	Luck 80%
SIZ 13	SAN 00	EDU 08	Know 40%

Hit Points: 13

Magic Points: 16

Damage Bonus: none

Armour: none

Skills: Art (Dancing) 40%, Art (Sing) 40%, Cthulhu Mythos 10%, English 55%, First Aid 35%, Hide 50%, Natural History 30%, Occult 35%, Persuade 40%, Ride 30%, Sneak 40%, Spot Hidden 60%

Weapons: Fist 50%, damage 1D3

Kick 30%, damage 1D6

Grapple 40%, damage special

Spells: Contact Deity/The Black Man, Dread Curse of Azathoth, Shrivelling, Voorish Sign, Witch Curse

King's Men of Salem

Use These Statistics for All

STR 14	DEX 15	INT 10	Idea 50%
CON 14	APP 13	POW 09	Luck 45%
SIZ 15	SAN 45	EDU 06	Know 30%

Hit Points: 15

Magic Points: 9

Damage Bonus: +1D4

Armour: none

Skills: Bargain 40%, Climb 40%, English 50%, First Aid 45%, Hide 30%, Listen 60%, Natural History 40%, Ride 70%, Sneak 60%, Spot Hidden 70%, Track 60%

Weapons: Fist 65%, damage 1D3+1D4

Grapple 65%, damage special

Sabres 50%, damage 1D8+1+1D4

Dog-Lock Musket 45%, damage 1D10

Seth the Black Cat

Margaret's Familiar

STR 03	DEX 20	INT 12	Idea 60%
CON 08	APP n/a	POW 12	Luck 60%
SIZ 01	SAN n/a	EDU 03	Know 15%

Hit Points: 05

Magic Points: 12

Move: 10

Damage Bonus: -1D4

Armour: none

Skills: Climb 90%, Dodge 60%, English 40%, Jump 80%, Listen 65%, Sneak 80%, Spot Hidden 70%

Weapons: Claws (x2) 45%, damage 1D3-1D4

Bite 30%, damage 1D4-1D4

Rip 40%, damage 2D3-1D4

Spells: none

Sanity Loss: 0/1D3 for hearing the cat familiar speak

Karn the Black Crow

Bridget's Familiar

STR 02 DEX 18 INT 13 Idea 65%
 CON 08 APP n/a POW 10 Luck 50%
 SIZ 01 SAN n/a EDU 02 Know 10%

Hit Points: 05

Magic Points: 10

Move: 2/12 flying

Damage Bonus: -1D4

Armour: none

Skills: Dodge 70%, Listen 75%. Spot Hidden 80%

Weapons: Claw (x2) 35%, damage 1D2-1D4

Peck 40%, damage 1D3-1D4

Spells: none

Sanity Loss: 0/1D3 for hearing the crow familiar speak

Louis the Rat Thing

Sussana's Familiar

STR 02 DEX 14 INT 10 Idea 50%
 CON 08 APP n/a POW 05 Luck 25%
 SIZ 01 SAN n/a EDU 03 Know 15%

Hit Points: 05

Magic Points: 05

Move: 10

Damage Bonus: -1D4

Armour: none

Skills: Climb 50%, Dodge 30%, Listen 65%, Sneak 70%,
Spot Hidden 80%

Weapons: Bite 40%, 1D4

Spells: none

Sanity Loss: 1/1D6

Brew the Rat Thing

Alice's Familiar

STR 03 DEX 12 INT 13 Idea 65%
 CON 09 APP n/a POW 02 Luck 10%
 SIZ 01 SAN n/a EDU 04 Know 20%

Hit Points: 05

Magic Points: 02

Move: 10

Damage Bonus: -1D4

Armour: none

Skills: Climb 40%, Dodge 40%, Listen 65%, Sneak 50%,
Spot Hidden 70%

Weapons: Bite 45%, 1D4

Spells: none

Sanity Loss: 1/1D6

Immortal Arkham Witches

All have the same statistics

STR 15 DEX 10 INT 13 Idea 65%
 CON 12 APP 01 POW 07 Luck 35%
 SIZ 10 SAN 00 EDU 21 Know 100%

Hit Points: 11

Magic Points: 07

Damage Bonus: +1D4

Armour: None, but unless all four are killed within three rounds of each other, they will return to life 1D3 rounds after death with fully restored hit points.

Skills: Climb 20%, Dodge 20%, Hide 90%, Listen 55%,
Sneak 85%, Spot Hidden 60%

Weapons: Claws 50%, damage 1D6+1D4

Bite 40%, damage 1D6+1D4

Spells: Command Familiar, Contact Deity/The Black Man, Contact Ghoul, Dread Curse of Azathoth, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, Witch Curse

Sanity Loss: 1/1D8

Handouts

For Game Play

Handout #1 - First Session Insanity Effects

Bridget Bishop - First Insanity Effect: You are being punished. The angels are coming to get you for being such a wicked girl. But if you tell no one, and you can avoid going into churches or meeting Reverend Parris, then you still might be alright.

Bridget Bishop - Second Insanity Effect: Avenging Angels are one thing, Devils are another. And Devils always hide in the shadows. Avoid dark places, don't go out after nightfall. You are being hunted by both Heaven and Hell. You better find some place to hide from them both.

Bridget Bishop - Third Insanity Effect: Reverend Parris said that people either serve Heaven or Hell, which means that everybody you meet is working for one side or the other. Run away quickly, before they can catch you and sentence you for your sins.

Alice Parker - First Insanity Effect: God is testing you. You must be strong and faithful. Say your prayers, read from the Bible. Encourage your friends to do likewise. Only by doing this will you be saved from the clutches of the Devil.

Alice Parker - Second Insanity Effect: The Devil is Cunning. He has sent his devils out into the world in human form. Keep a watch for his agents. Trust no-one. Are you sure your friends aren't working for Satan?

Alice Parker - Third Insanity Effect: This isn't the world. This is Hell. These "people" are in fact servants of Lucifer. Why did you not realise it before? But you are pure of heart, so you may still escape from this torment. Quickly, find a gate, it may be the exit out of Hell. If that gate isn't it, try another, and another. One of them must lead to Heaven.

Sussana Martin - First Insanity Effect: The sky is so big, so frightening. And the Woods are so deep they scare you. Avoid them at all costs. Stay close to human civilisation. Do not go anywhere alone, otherwise the Devil will come and get you.

Sussana Martin - Second Insanity Effect: You've always known that the Devil haunts the woods around Salem. But if he haunts the woods, then he haunts the trees, therefore every tree is a servant of Lucifer. Avoid them at all costs, or cut them down if you can.

Sussana Martin - Third Insanity Effect: You are surrounded by monsters and demons, pretending to be human. Even your friends are probably monsters who are plotting to eat you. Run away. Scream for help. Don't let them get you.

Margaret Scott - First Insanity Effect: Fur is a sign of devils and monsters. Anything that has fur must be a monster. Run away from anything furry, or try to kill it. Don't let those monsters get to you.

Margaret Scott - Second Insanity Effect: Monsters and the Devil come out at night. Good girls stay home safely tucked in bed. No one, no thing is going to make you brave the dangers of the night. Find somewhere safe, and stay there.

Margaret Scott - Third Insanity Effect: The woods around Salem are so big and dark. That's where all the monsters live. Stay out of the woods. Stick to open countryside where you can see demons coming.

Handout #2 - First Session Player Introduction

Salem, Massachusetts – 1692

*Regis et Reginee Willm at Manae nunc Anglice &c. Quarto
Salem Village in the County of Effex*

The First day of May in the fourth year of the Reign of our Sovereign Lord and Lady William and Mary by the Grace of God of England, Scotland, France & Ireland King and Queen Defenders of the Faith & 1691/2

Political History of the New World

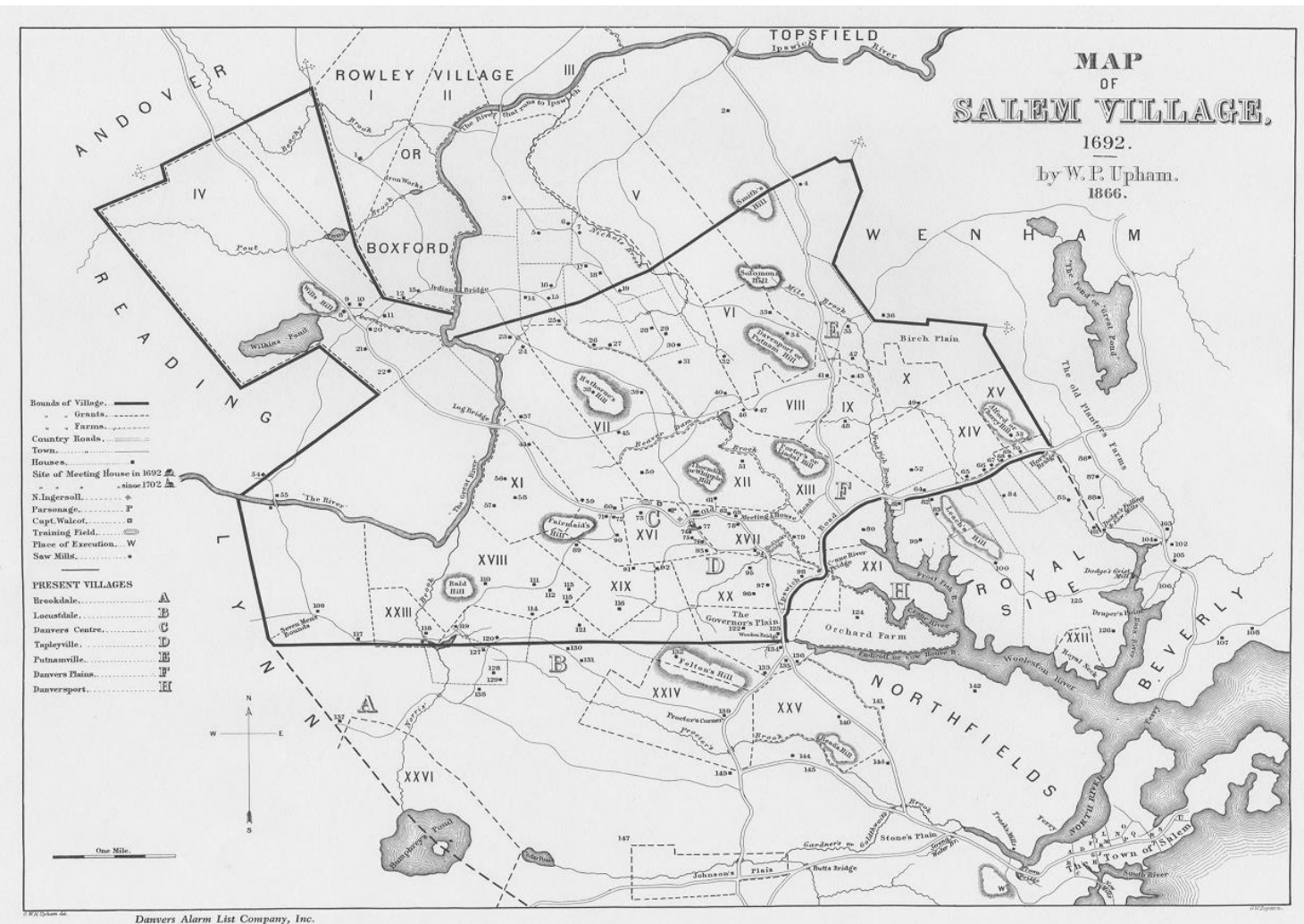
In 1606 King James the First granted all the American continent from 34 to 45 degrees to certain merchants from London and Plymouth. That charter was renewed by King Charles 1 in 1629, "The Governor and Company of the Massachusetts Bay Company in New England" possessing the entire sovereignty over all the territory that had been assigned to it. For much of the time, the Massachusetts Bay Company communities had, by virtue of distance, the characteristic of an independent commonwealth. The Company settlements had not only survived but flourished under the freedom created by Cromwell and the Civil War. But with the return to Monarchy, England tried to take firm control over Her colonies, and removed nearly every vestige of self-rule. This came as quite a shock to a society that had nearly 100 years of independence. Two years ago a group of freemen, and Church leaders led by Cotton Mather went to petition Their Majesties for a new and more lenient charter. They had limited success, and now all of Massachusetts including Salem, awaits the arrival of Sir William Phips, the new Governor and the new Charter.

Puritanism

The Puritans are part of the Protestant Church. They shun excess in any form, hence, like the pilgrims are known for their modest and simple black and white dress. Their churches too, show a lack of extravagance – plain wooden structures with a few bare wooden pews. They have a firm belief in an underlying order to the Universe all of which fits into God's plan. They have a near-literal belief in the Bible and many hold the belief that the thousand years that God gave Satan to rule over the Earth is nearly over.

The New World and the Indians

Since settlement, the Old World migrants to the New World have been at war with the New World. They did not understand or recognise many of the species of plants or animals. With unfamiliarity came fear, with fear came destruction. This included the Amerindian. This fear was flamed by their puritanical belief that this was the Devil's last refuge on Earth and that their New Israel was at risk by the dark forces working in the forests and through the heathen Indians. Indian raids on small communities and 'tit for tat' massacres are still sadly commonplace. Large swaths of forested lands are regularly cleared, creating a means for "the goodness of light to enter the darken lands."



Handout #3 - Quotes from the Bible

Luncheon Grace and Trials – Matthew, Chapter VI

Our father which art in heaven,
hallowed be thy name.
Thy kingdome come.
Thy will be done, in earth, as it is in heaven.
Give us this day our daily bread.
And forgive us our debts, as we forgive our debtors.
And lead us not into temptation,
but deliver us from evil:
For thine is the kingdome, and the glory, for ever,
Amen.

Their Crimes - Matthew, Chapter XII

Wherefore I say unto you, All manner of sinne and
blashemie shall be forgiven unto men: but the blasphemie
against the holy Ghost, shall not bee forgiven unto men.

Leviticus, Chapter III

This is a rule for all time from generation to generation
wherever you live: you shall not eat any fat or any blood.

Acts, Chapter II

But Peter standing up with the eleven, lift up his voyce,
and said unto them, Ye men of Iudea, and all ye that
dwell at Hierusalem, be this knowen unto you, and
hearken to my words: for these not drunken, as ye sup-
pose, seeking it is but the third houre of the day. But this
is that which has spoken by the prophet Ioel,

And it shall come to passe in the last dayes
(Saith God)
I will powre out of my Spirit upon all flesh:
And your sonnes and your daughters shall prophesie, And
your yong men shall see visions,
And your old men shall dreame dreames:
And on my servants, and on my handmaidens,
I will powre out in those daies of my Spirit, and they
shall prophesie:
And I wil shew wonders in heaven above,
And signes in the earth beneath:
Blood, and fire, and vapour of smoke.
The Sunne shall be turned into darkenesse,
And the Moone into blook,
Before that great and notable day of the Lord come.
And it shall come to passe, that whosoever shall call on
the Name of the Lord shall be saved.

Handout #3 - Quotes from the Book of Azathoth

The King's Return, Chapter II

When the Great One returns to his rightful place Azathoth shall take the devout; the priests and those who minister to the non believers. Then cast them aside like seed. Some will fall by the way side, lost through the dimen- sions, others shall rot with disease and plague, some shall be devoured by those in service to the Great One. Others will be smashed unto rocks and thrown from cliffes. So proclaims our Antichrist.

The King's Return, Chapter III

When all of the Old Ones were gathered together, Jesus asked them, saying, What think yee of Christ? The Old Ones say unto him Christ shall call us Lord and shall be squashed under our right hand, Till we make him our footstoole.

The Eighth Day, The Beginning

On the eighth and last day god returned to earth to see what he had created and on that day he met The Man behind the Guise of a Thousand Masks. God asked this man why he was travelling on God's world and the man replied, I am here to make it mine. Then The Man of a Thousand Masks slew God with his mighty sword and proceeded to rule in his place. Then from the highest mountain in the land The Man cried forth I am Nyarlathotep, The Crawling Chaos, and all shall know me by that name.

The Day of Glory, Chapter X

Who is to know whose blood shall drain off the altar in the final days? When Ghouls shall eat their masters and seas will swallow the lands. Great Cthulhu will rise from his watery tomb and devour all men, Ithaqua The Wind-walker will run down from his frozen lands and bring his cold winds with him, He who shall not be named, will fly from the heavens to breed with beasts, Cthugha will burn all the souls of the pious and Nyarlathotep, The Black Man, will say to all men that madness is his only price.

And it shall come to passe, that whosoever shall call on the Name of the Lord shall be saved.

Handout #5 - Second Session Insanity Effects

Todd Klein - First Insanity Effect: Why is it that everywhere you go there are reminders of death? Libraries are full of old books about dead people, and there are statues of dead people everywhere, and graveyards are full of corpses, man. Avoid these places. Avoid anything even vaguely related to death or dead people. That stuff gives you the creeps.

Todd Klein - Second Insanity Effect: Now okay, man, you're Todd Klein, and you ain't scared of anything, but why are there so many dead things in the world? You don't wanna die. Maybe death is a disease, and if you stay away from anything to do with death you won't die. That sounds reasonable, right?

Todd Klein - Third Insanity Effect: Oh hell, man, you just realised. If something's alive, then it's gonna die, which means your friends are gonna die, and if they like touch you you're gonna die as well. And they know you want to live for ever so they're gonna try and kill you, just to spoil it for you. Don't let anyone near you, man, otherwise you're dead.

Heather Shaw - First Insanity Effect: You've just noticed how filthy everything is. Yuck. Dirt's full of bacteria. Doesn't anyone clean up around here? You better avoid dirty places, like attics and cellars. You don't want to get sick, do you?

Heather Shaw - Second Insanity Effect: Why is everyone you meet so unhygienic? They're sweaty and smelly and you can practically see the germs wriggling all over them. You're surprised they're not dead. Don't let anyone touch you, or breathe on you.

Heather Shaw - Third Insanity Effect: Maybe you're wrong. Maybe everyone you meet is dead, and the only reason they keep moving is because they're covered in bacteria and the germs. Oh Gross! Any minute now they're going to start vomiting up maggots and putrefying flesh. Get away from them. Get help!

Richard Shaw - First Insanity Effect: Something's wrong here. Someone's trying to get you. And you know who, too. The right-wing corporate fascists are trying to scare you so that you'll be too frightened to protest against them. But it's not gonna work. You know what they're up to. Get them before they get you.

Richard Shaw - Second Insanity Effect: Maybe it's not just the right-wing corporate fascist bastards. Maybe they're just a front for something older, deadlier. Stay alert, are you sure that nothing is hiding in that shadow?

Richard Shaw - Third Insanity Effect: They're after you. The howling, depraved servants of ultimate evil want your blood, and they'll stop at nothing to get it. Quick – defend yourself. They could attack in any shape or form. Trust no-one, grab a weapon. They'll kill you, but you'll take some down with you first.

Tony Zamsky - First Insanity Effect: The trees... there are things hiding in the trees. Black and nasty things, waiting to pounce out and kill you, be careful and don't let them get you. You're not sure which trees they're hiding in, so you better give every tree a wide berth.

Tony Zamsky - Second Insanity Effect: You were wrong. There isn't something hiding in the trees but the trees themselves. They want you dead, so they can eat your body and grow bigger and nastier and take over the whole world. And that noise isn't the wind. It's the master of all trees talking to them, giving them instructions on how to kill everybody. Hide from the trees, or else you're dead.

Tony Zamsky - Third Insanity Effect: You just realised something. What if your friends aren't really your friends? What if they're just dead bodies of your friends, and the trees have grown inside them and are trying to use them to kill you off? Don't trust anybody. They might be working for the trees.

Handout #6 – Second Session Player Introduction

Arkham, Massachusetts

It's the evening of April 6th, and you're a student at Miskatonic University in Arkham, Massachusetts. You and your roommates have a group history paper due at 9am tomorrow morning, and you haven't even started it yet. It's going to be a hell of a night.

What's Up

Even worse, it's been a lousy week. Last week the four of you went to a party in Salem. On the way back, Tony wrecked his car – smack into a tree. The rescue workers thought you all should have died, but you escaped without injury (except for Todd, who sprained an ankle).

It shook you up pretty bad, and in the days since the accident you and your roommates have just sort of drifted around the house and to class in shock.

What a nightmare.

It was good for one thing, though – you got one final extension on the paper for your history class. But the days have slipped by too quickly and you've got to get this thing finished.

The séance was Richard's idea. The four of you sat around a

table in the basement and tried to cast your minds back to the time of the witch trials in Salem (the subject of your paper). The results you know.

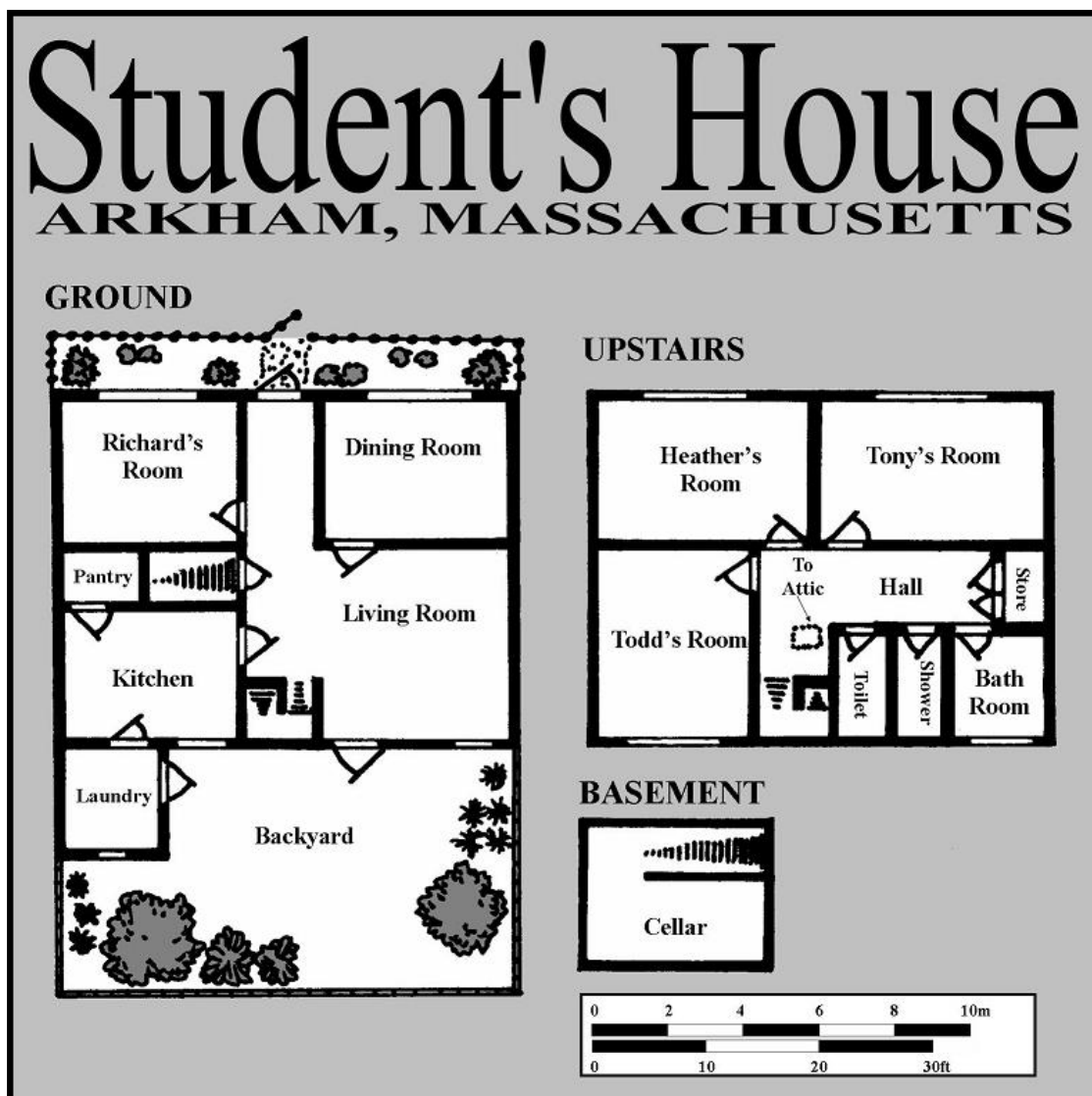
No time to lose now. You've got to get some research done and get this paper written before it's too late. You have a nearly palpable sensation of impending doom. If you don't knock yourself dead tonight, you might as well not get up in the morning.

College Majors

You are enrolled in the following majors.

- **Todd** is a jock, but his official major is Science.
- **Heather** is in Law school, and was obviously born for it.
- **Richard** is working on a liberal arts degree. Supposedly he's a History major, but he's been talking about switching to English. But his real major is 'Having A Good Time'.
- **Tony** is in Mechanical Engineering. That says it all.

Handout #7 – Map of Student House



Handout #8 – Arkham Advertiser Article

Arkham Advertiser

PLANS TO DEMOLISH MISKATONIC LIBRARY*By Ray Lathenpot*

One of Arkham's most famous landmarks, the Miskatonic University Library, may be demolished in the near future unless expensive repairs can be made to its crumbling foundations.

The City Engineer's report published today said that unless something can be done to stop the library from sinking into the ground, the building will soon be unsafe for public use.

Mr. John Carey, head of the Civil Planning Office stated that the ground below the library is no longer stable due to drainage into the area over the last forty years. "We would be doing the community a disservice if we allowed

the building to remain."

Mr. Carey pointed out that during the Second World War a network of tunnels were built underneath Arkham. Now no longer in use, the tunnels have fallen into disrepair and are thus making the library foundation unsafe. The tunnels under the library cannot hold up the building for much longer.

Flooding from an unknown source has been another problem in Arkham sewers during the last week. "The flooding is worsening the situation" Mr. Carey added.

When asked if the foundations could be repaired Mr. Carey said they can, but it's going to cost the tax-payer

millions of dollars to do so. "Five years ago conditions would suggest that this would be a feasible option, but today, with the worsening sewer conditions, it would be much cheaper to build a new library."

The Library was built 1878 and holds over 600,000 volumes. Some of its older books are found nowhere else in the world.

Not everyone agrees with Mr. Carey: "We can't allow the library to be demolished," said Mrs. Judy Lanner of the Arkham Historical Society. "Apart from being one of the few remaining buildings in New England of its type and period, the library contains

many priceless tomes and pamphlets that will be irrevocably damaged if they are moved."

When asked about the estimated cost for repairs she said "The Arkham Historical Society is willing to make a large donation to the library rehabilitation fund and we hope that others will follow our example. We know the library can and should be restored."

Mayor Abner Winston replied that he will make a statement when he has all the facts laid out in front of him. However he said he will be sorry to see the old place go if it must go.

Handout #9 – History Major: Essay Topics**ESSAY TOPICS - THE SALEM WITCH TRIALS**

Write a two thousand (2000) word Term Paper on one of the topics below.

- 1) To what extent can the gender proportion of The Salem Witch Trials be directly related to the political/economic/cultural conditions brought about by the English Civil War? Discuss.
- 2) Did the Salem Witch Trials undermine or reinforce the religious and cultural structures of 17th Century America?
- 3) "The Salem Witch Trials represent a release from Patriarchal repression in 17th century America." Discuss.
- 4) Can Just's "Scapegoat Theory" be applied to The Salem Witch Trials? If so how?
- 5) The Salem Witch Trials represent a reinforcement of patriarchal social structures, and the exploitation of "the female." Discuss.

*After considering your car accident last week,
your FINAL extension is now 9am Wed. 4/7.
Remember, this essay is worth 50% of your final
mark for this subject*

Ralph Yattone

Due Wednesday 31 March
Prof RALPH YATTONE
Department of American History
Liberal Arts Building
MISKATONIC UNIVERSITY

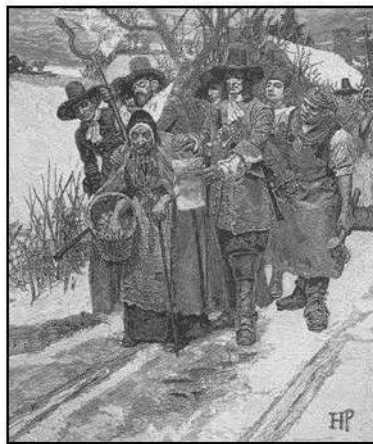
Handout #10 – Salem Witch Trail Library Book Listing**MISKATONIC LIBRARY - TERMINAL 3.2 - Tues 04-07 - user23 0023STF**

THE DEVIL IN MASSACHUSETTS Alfred A. Knopf 133.4	NEW YORK 579S	Marion L. Starkey 1950 Pg 310
ESSAYS ON AMERICAN COLONIAL HISTORY Holt, Rinehart & Winston Inc. 973.072	NEW YORK	Paul Goodman (ed) 1967 Pg 708
THE GEOGRAPHY OF WITCHCRAFT Alfred A. Knopf 133.45955	NEW YORK	Montague Summers 1927 Pg 623
JOHN DEE'S NATURAL PHILOSOPHY Routledge 133.092	LONDON CLUC	Nicholas H. Clulee 1988 Pg 347
NAMELESS CULTS (R) Bridewell 133.670	LONDON UC2	Frederich W. Von Juntz 1839 (tr 1911) Pg 1278
SALEM WITCHCRAFT VOL. I Frederick Ungar Pub. Co. 133.4097445	NEW YORK U67	Charles W. Upham 1867 Pg 469
SALEM WITCHCRAFT VOL. II Frederick Ungar Pub. Co. 133.4097445	NEW YORK U67	Charles W. Upham 1867 Pg 469
THAUMATURGICAL PRODIGIES OF THE NEW-ENGLAND CANAAN Boston Press 133.599	ARKHAM P92	Ward Phillips 1792 Pg 840
TRUE MAGICK (R) Oakley Press 133.503	NEW YORK	Theophilus Wenn 1872 Pg 524
WITCHCRAFT AND SORCERY Penguin Books Ltd. 133.43	HAR- MONSWORT H WITC	Max Marwick (ed) 1970 Pg 416
WITCHCRAFT AT SALEM Hutchinson 133.4	LONDON H249	Chadwick Hansen 1969 Pg 485
WITCHCRAFT IN OLD AND NEW ENGLAND Atheneum 133.40942	NEW YORK K62	George Lyman Kittredge 1929 Pg 641
THE WRITINGS OF AMERICAN HISTORY University of Oklahoma Press 973.072	OKLAHOMA KRAU	M. Kraus / D.D. Joyce 1985 Pg 613

Handout #11

Exert from "The Devil in Massachusetts" by Starkey

... Bridget Bishop, Margaret Scott, Susanna Martin and Alice Parker where accused of witchcraft after they claimed to have seen the Devil in the woods dancing with his coven. Cotton Mather who initially questioned the girls was of the opinion that these four girls were lying, rather that they were indeed members of the coven. It is not clear if they went to trial or if they where convicted and hung...



Handout #13

Exert from "Salem Witchcraft Vol. I" by Upham

... Bridget Bishop practiced a game of pretend witchcraft which landed her into trouble in the first place. Later, after escaping the trials she took up witchcraft more seriously with three others ... (the next page has been ripped out)

I bet she did. Need spell show, or we can't kill them. Z.

Handout #12

Exert from "Geography of Witchcraft" by Summers

... in 1746 two girls employed at the Arkham saw mill were hung as witches. The owner, Maurice Bardett, claimed that he saw Bridget Bishop and Susanna Martin "playing with fire in their hands in such a way that only the Devil himself could have taught them how." The two where chained then forcibly marched to the town square where they were quickly hung. Five days later, their graves where found to have been disturbed, when they where exhumed it was found that the bodies where missing...



Familiars?

*Think other two rescued them, tougher than I thought Z.
More than likely, or used a Gate P.*

Handout #15

Exert from "Witchcraft and Sorcery" by Marwick

... a feature common to witches through-out the world is their familiars, animals through which the witches power could be directed or focused. Animals varied but it was often thought that birds (especially crows), cats, mice, rats, toads and frogs were connected with witches. The familiars could be commanded to attack people, or to lead victims into traps. Often a witch could see through a familiars eyes or a familiar could bring a witch back from the dead...

Handout #16

Exert from "Witchcraft at Salem" by Hansen

... in Arkham in the late eighteenth century there was another Alice Parker who claimed to be ancestor of the Alice Parker who escaped trial during The Salem Witch-Scare. This Parker sold pigs, the carcasses of which she occasionally poisoned when she sold them to people she was not on friendly terms with... (next five pages missing)

Handout #14

Exert from "Salem Witchcraft Vol. II" by Upham

X Margaret Scott was popular amongst the men-folk of Salem. Too many jilted lovers were one possible reason why, as we shall see later, that she was accused practicing witchcraft. After the witch trials she was described as being one of the vilest people on the face of this earth and no-one would have anything to do with her, then she disappeared never to be seen in Salem ever again, possibly to the newly established colony of Arkham...

This more or less confirms what we decided P.

Maybe, Theunintentional Prodigies will tell us what they did for 200 years in Arkham. See Armitage next week, maybe convince him this time Z.

Handout #17

Exert from "Witchcraft and Sorcery" by Marwick

... minions of evil can often disguise themselves as ordinary folk, but their vanity always demands that they offer clues to their true existence. For example, Sam Soude uses the same letters in the name Asmodeus as a subtle clue to his identity. Other times names or words would be written backwards, words grouped together, or in code...

Handout #18

Exert from "Witchcraft in Old and New England" by Kittredge

... Bridget Bishop, Margaret Scott, Susanna Martin and Alice Parker, though accused of witchcraft fled Salem before they could be tried and hung. It is known that they banded together in Arkham for many years, later publicly claiming to be witches. They stated in the Town Square that if anyone stood in their path they shall be cursed, and not only they shall be cursed, but all of their ancestors after them for The Black Man's wrath is terrible...

*I think we are in trouble
Zamsky. P.*

*Again!
Prodigies tells us
everything we need
to know.
Z.*

Handout #19

Exert from "The Writings of American History" by Kraus and Joyce

... it was suggested that the Salem Witch Trials marked one of the most hysterical periods in American Colonial History. At the hturtsihtwonkuoydnauoyforuofehtroftuogninmursiemit it seemed that accusations and hangings would never stop...



Handout #20

Exert from "Thaumaturgical Prodigies of the New England Canaan" by Phillips



... it was in 1786 that I first met the four witches from Salem. Until such time I did not think immortality was possible, only something that sorcerers talked about so others would revere them in awe. These four where truly witches, their familiars spied on every good citizen of Arkham, they lived in the woods where The Black Man taught them how to concoct potions and magics laced with intentions of evil.

Have you read this? NO!

At first it was hard to see the signs of their witchcraft, since everyone in the town loved them, especially Margaret Scott. Alice Parker impressed everyone with her farming techniques that breed the best pigs that I have ever eaten. It was only when I studied Cotton Mather's "Wonders of the Invisible World" did I make the connection between the Bridget Bishop, Margaret Scott, Alice Parker and Susanna Parker of The Salem Witch Scare and the Bridget, Margaret, Alice and Susanna of modern day Arkham. All four are over a hundred years old and none had aged a day! *Oh NO!*

I knew some action had to be taken against these worshippers of Satan, but past experiences taught me that they could only be harmed by the magic of The Devil himself! It took me years of diligent research to learn that the "Soul Stealer of Daarloth" could destroy them. Now that I know the location of one such version of the spell I write to a colleague at Cambridge to fetch it for me.

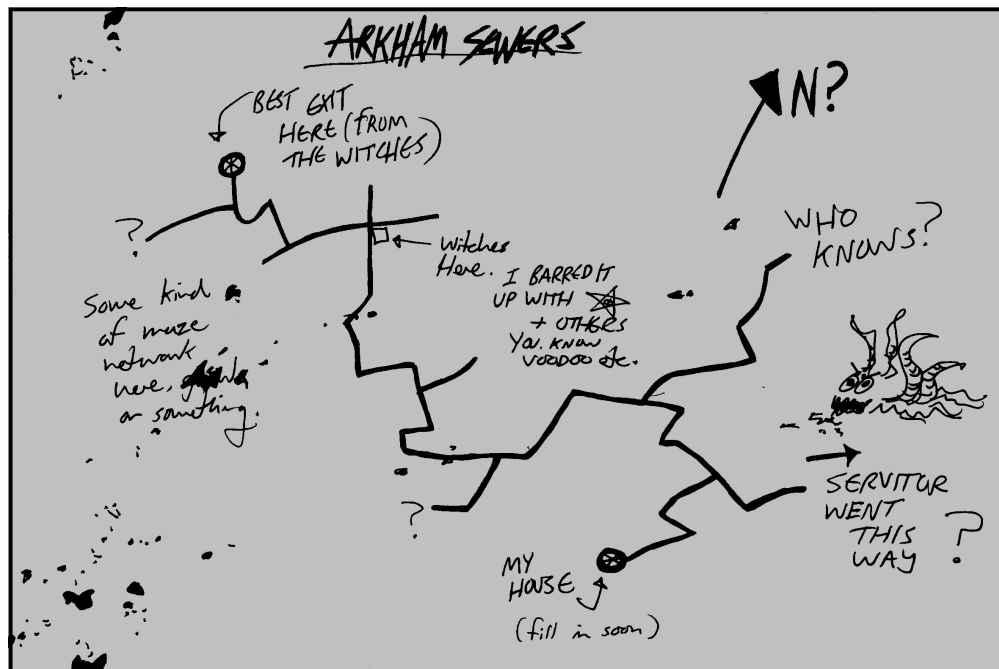
*Get Armitage to
mistake this book. Z.*

*Four locked away,
need spell to finish
them off. P.*

*I'll leave back + the
stuff in Ark for
now. Z.*

Did he get it?

Handout #22 - Arkham Sewers Map



Handout #21 - Soul Stealer Envelope



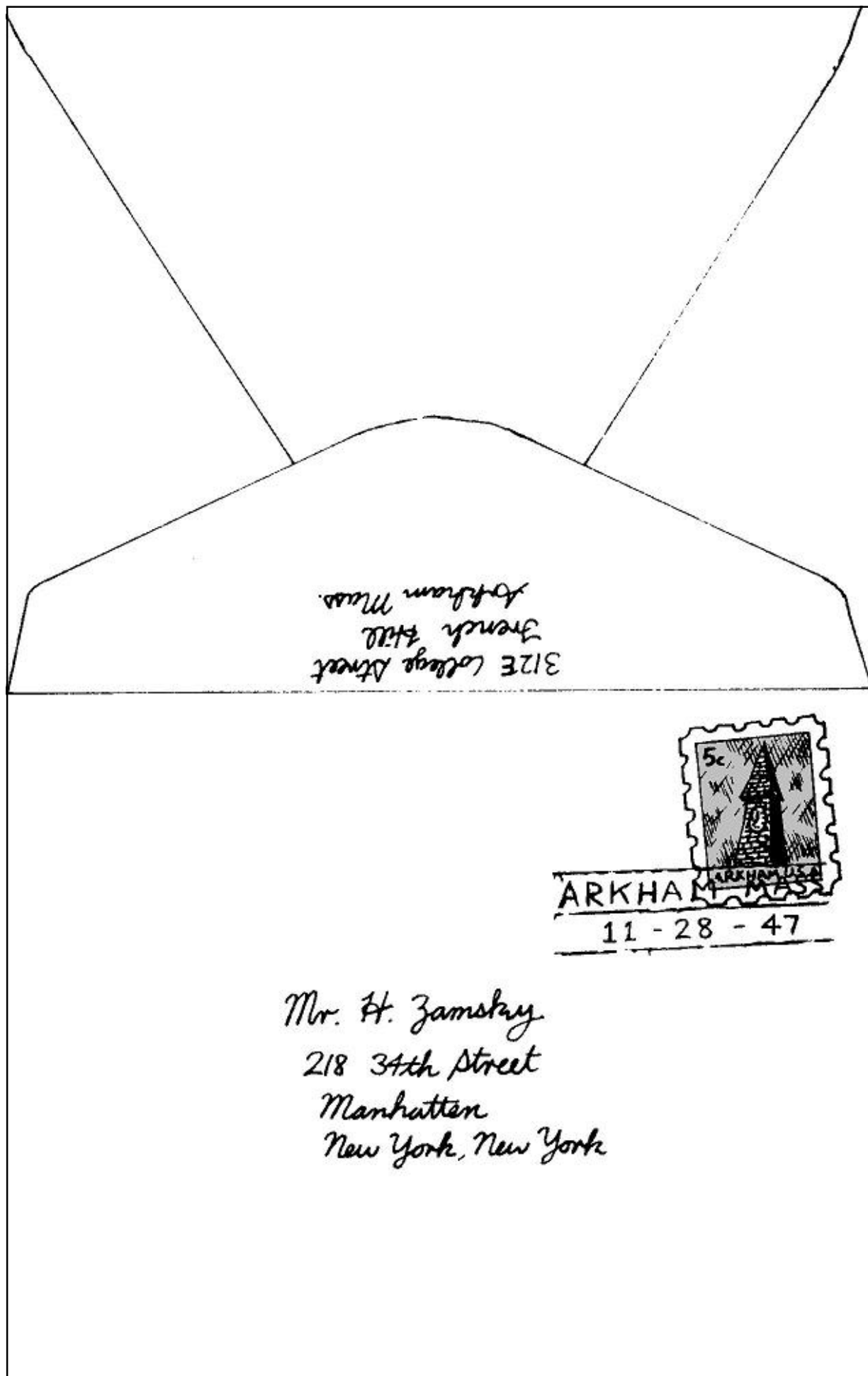
Handout #21 - Soul Stealer Letter

Sh'tal Sh'tal tekikial tekalkic Ia Shiggk Hugg'kegnik,
 Sh'tal Sh'tal tekikial tekalkic Ia Shiggk Hugg'kegnik,
 Shiack tedi, jffhun, cthujthn Daaloth, Daaloth Ia
 Ya hai atug tekikial tekalkic stell'bsna guff^{phlege,}

Soul Stealer

Z.

Handout #23 - Roger Shaw's Envelope



Handout #23 - Roger Shaw's Letter

Hello Harrison,

I've been reading Prodigies, found what I've been looking for on those curses the Witches put on us. It's worse than I thought, not only does it effect us, but it effects all our descendants for as long as the Witches are alive.

Some good news is that while they are locked away in that room in the sewers, those magical charms you placed there seems to have stopped the curse's effect. If they get free, then I don't know what will happen. If we can work out a way to finish them off for good then I think the curse loses its effect too.

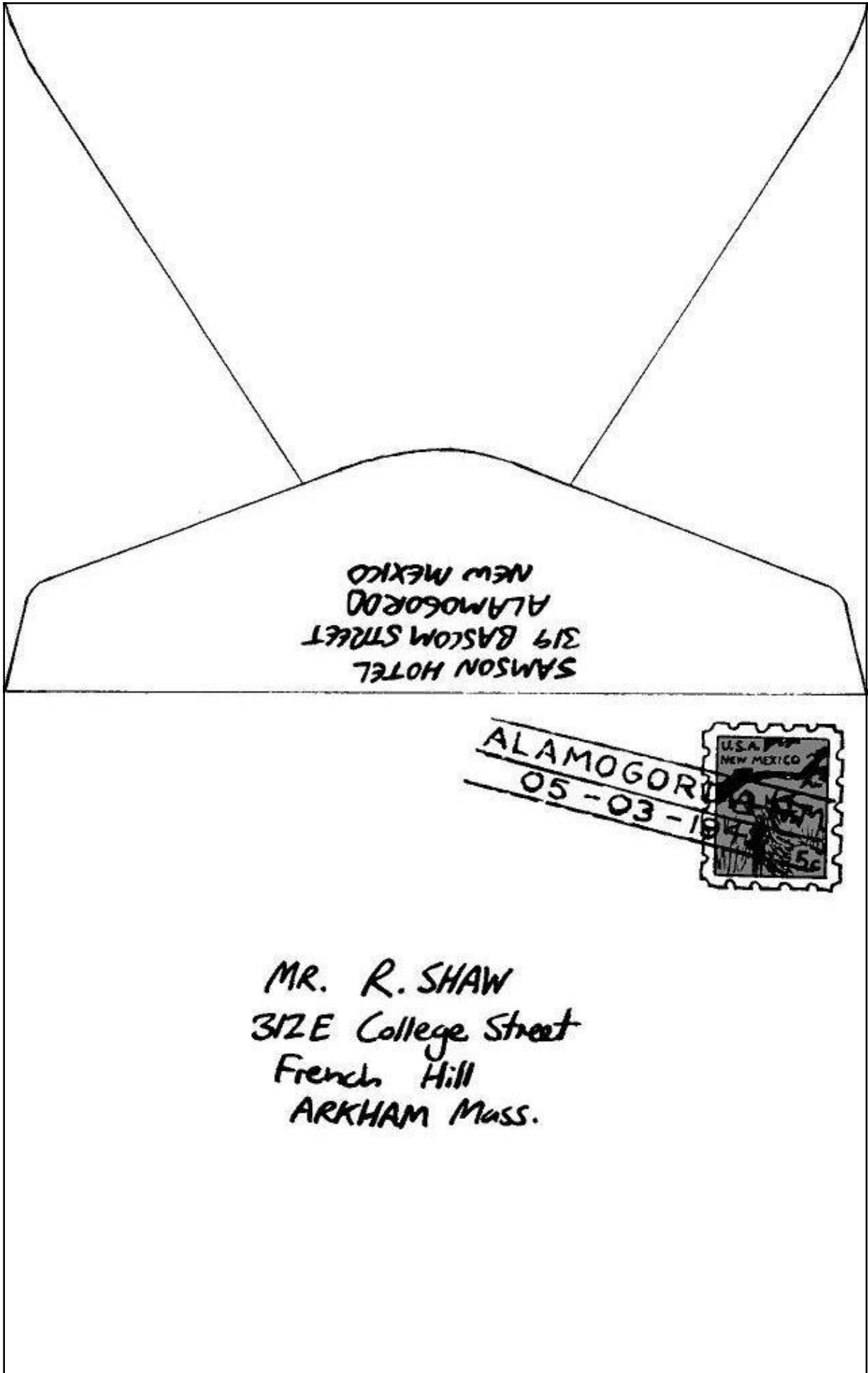
I don't know what the curse actually is, but it has something to do with Nyarlathotep! That's in itself is bad enough, in any of his thousand forms.

If you've had any luck chasing up Soul Stealer in New York write back and tell me, otherwise I've got a good lead. A college of mine I knew in the Army met a Witch Doctor in New Mexico who claims to know the spell. Come back to Arkham and we'll organise a trip down there to get it.

Good Luck

Roger Shaw

Handout #24 - Harrison Zamsky's Envelope



Handout #24 - Harrison Zamsky's Letter

Hello Roger,

Things are not what they seem to be down here in Alamogordo. There's this town down the road where I went looking for the Shaman Red Crow. I didn't like the reception I got from the locals. I felt as if they all hated me enough to kill me there and then, so I hastily left. However Jack Penci assures me that Red Crow knows the spell. Saw Stealer! We'll visit him as soon as you get down here.

I got your letter about the engineers checking out the sewers. You say if it floods then we are in big trouble, the witches might be set free. I don't think there is much to worry about at the moment, it's summer soon and rain is unlikely. It will hold out for a couple of weeks anyway. We'll have the spell when we get back!

I need your help down here, apart from being arrested once by the Army for wandering into a restricted zone, I'm positive I'm being followed, and not just by G-Men.

See You Soon

Harrison Zamsky

P.S. Bring Shotguns from my Sub-basement.

Z.



Devil's Children

David Conyers
David Godley
David Witteveen

The Witch Cycle PART I



A Tournament Scenario for the *Call of Cthulhu* Role-Playing Game



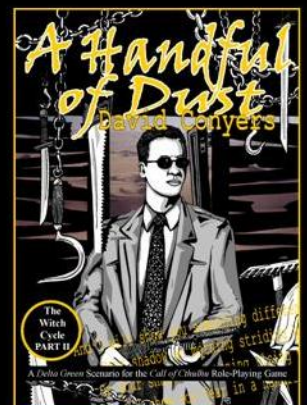
David Conyers works in the field of marketing communications and desktop publishing living in Melbourne, Australia. He is the co-author of PAGAN PUBLISHING'S DEVIL'S CHILDREN and has written for DARCSYDE PRODUCTION'S TRAUMA and the upcoming HAWKMOON role-playing game. His articles and short stories have featured in the magazines THE BLACK SEAL, BOOK OF DARK WISDOM, DREAMING IN R'LYEH and THE WHISPERER, and online at YOG-SOTHOTH.COM. His webpage is http://www.freewebs.com/daid_conyers/



David Witteveen is an information technology/multimedia specialist also living in Melbourne, Australia. He is the co-author of DEVIL'S CHILDREN published by PAGAN PUBLISHING, and was an illustrator on DARCSYDE PRODUCTION'S TRAUMA role-playing game. Today he produces the mini-comic/zine DEATH BY MUSIC, which is published on his website <http://davidw.gothic.net.au> and his short story BROTHER'S BLOOD also appears on the online magazine OPI8.COM.

DEVIL'S CHILDREN is the first part in THE WITCH CYCLE, the second being A HANDFUL OF DUST, also available from YOG-SOTHOTH.COM. Both adventures are independent and can be played separately.

PART II



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