Your Soul Is Sweet Succor

to the agent

of the eternal causeways of night.

The arc of ultimate madness stretches far,
but it bends towards ultimate evil.

For this reason alone
must you doubt all that is,
and forsake all that was.

And know you
in your secret places
that just as we are all children of the atom,
we are also children of the devil.
"If the witch confesses nothing she must be dismissed according to the law; therefore every care must be taken to ensure confession."

Inquisitor Sprenger

Devil's Children

by David Conyers, David Godley & David Witteveen

Pagan Publishing Presents Devil's Children by David Conyers, David Godley & David Witteveen

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INTRODUCTION

'Tis now the very witching time of night
When churchyards yawn and hell itself breathes out
Contagion to this world: now could I drink hot blood,
And do such bitter business as the day
Would quake to look on.


The story that unfolds within these pages is one of evil, madness, and destiny. The events of the story are preordained. There is only one ending, and while the paths of different groups may vary they will all meet the same fate.

Why take this approach? First and foremost, the story is strong, and well worth playing through. Devil's Children was originally prepared as a two-session convention game, and so comes with pre-made characters whose history and personality are an integral part of the story. For your group, this book will serve as a departure from regular fare, a chilling and challenging detour.

Secondly, it has become easier over the years to take Call of Cthulhu™ less seriously. The arrival of cyberpunk fiction, the growing popularity of horror novels and films, the development of other dark role-playing games — all have occurred in the decade since Chaosium first released the game. To some, it seems pulpy, dated, and clichéd.

But CoC is what you make of it. Of all the games that have come along since CoC, only Vampire and Werewolf have really challenged the player as a thinking, feeling individual the way Lovecraft's fiction — and Call of Cthulhu — have always done.

CoC's greatest strength has always been and always will be the cosmic nihilism and dark imagination of H.P. Lovecraft. Like Goethe, he pioneered an entirely new literature of the diabolic. HPL's works show us our human failings, and the failings of those around us, within a world of unblinking malevolence.

The literature of the diabolic thrives in Call of Cthulhu. Not shabby spook-house monsters, but the nightmares of a species suddenly aware of its mortality.

Ladies and gentlemen, Devil's Children.

By John Tynes
The story described, and methods of dramatic presentation presented for the Keeper.

In Salem they feared the forest, for it was the home of the Devil, and the abode of Witches.

Arkham is the home of forgotten secrets and secrets of the past, all yet to be rediscovered.

The Keeper's familiars, assistants and performers in legerdemain, clustered here.
Salem 1692. The wind rises, 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?

Odd, Tony, Richard and Heather are four students who share a house in modern-day Arkham, Massachusetts. They all are currently enrolled at Miskatonic University in Arkham. As is standard for most universities in the United States, as part of the requirements for their degrees all four were required to undertake a 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 Danvers. 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 lore) resurrected them in exchange for these students writing their names in The Book of Azathoth, a book containing the names of those who devote themselves to the Outer Gods. Nyarlathotep’s need for the students will become clear later in the text.

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

Outside of Salem in 1692 there is a coven of witches, short four members. They have selected Elizabeth Parris, Anne Putman, 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 walked by — Bridget, Susanna, 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 seance of the first session.

These four new witches gained in power from Nyarlathotep and moved across the countryside causing havoc. They continued their reign of terror for two and a half centuries as the magics of the Outer Gods kept them alive. 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 trapped and imprisoned in the sewers below Arkham. Cut off from the world they had to slowly use their power and magic to keep themselves alive for the next fifty years.

From their confinement the witches cursed these two investigators, and all those who descended from their blood-line.

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 Richard, Todd, Tony 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.

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

By David Conyers, David Godley & David Witteveen

Devil’s Children
The Stage but echoes back the public voice.  
The drama's laws the drama's patrons give,  
For we that live to please, must please to live.

— Samuel Johnson, “Prologue spoken at the Opening of the Theatre in Drury Lane,” 1747

Presenting Devil's Children to your players is not a simple task. The events of the game leave little to chance; inspired play will not affect the course of the story, but will increase everyone's enjoyment of it. Given this, it is important to bring as much mood and atmosphere off the page and into the game as possible.

Each session of the game presents different challenges. Both do share common themes, however, and setting the scene for both should not be too difficult.

Consider your environment. Are you in a brightly-lit room, players sprawled across a number of couches and easy chairs, someone operating a vacuum-cleaner downstairs?

Bzzt. Try again.

First, play at night. Turn the lights off, and use candles or an oil lamp for illumination. Have a flashlight or two handy to find dropped dice or to read character sheets with. Dress in dark clothing, black if possible, so you won't be as visible and so that your presence as a friend of the players will be de-emphasized. Try to remain cool and collected at all times, and avoid cracking jokes. Silence at times when others are laughing is good for making your players feel awkward and nervous.

Second, bring the players together. Use a table that is a little too small (remove an expansion board if the table has one) or play on the floor. The players should, in effect, be huddled together in a little clutch within a big dark room. They can look at each other and feel some safety, but looking around the room should make them nervous — beyond the confines of the game, all is silent and dark.

Third, use sound and music. This book was written as a convention tournament, and so each session should fit neatly within a four-hour time period. Prepare music or sound effects sufficient to cover those four hours. Good ideas for this include tapes of rain, howling winds, or thunderstorms. Many such tapes are sold as relaxing mood-music; others appear on sound-effects CDs and the like. An excellent idea for sound is to buy an endless-loop tape (usual lengths are 30 seconds or so, but TDK markets one 12 minutes long available in audio stores) on which you can put background sound. Howling wind is neutral enough that it won't interfere with the settings of the adventure.

For the first session, keep in mind that the events of the game are actually being witnessed in a seance. The players will not know this; they will simply think they are young girls in 1692 Salem. The players may well feel that they are being railroaded, and they are; after the fact, when the second session reveals that this was a seance, they will understand that their fate in the first session was preordained and therefore not unfair. This is vital, because their fate is also pre-determined in the second session. Making the point that the first session was something that happened in the past, and therefore could not have been changed, will make the players less suspicious that their fates are certain in the second session as well.

Much of the first session occurs in broad daylight. Avoid using background sound until the night scenes. The second session, on the other hand, occurs entirely at night and constant background sound is appropriate.

If you wish to assemble mood music for your game, pick the selections carefully. Songs with lyrics should be avoided. Issue 8/9 of The Unspeakable Oath magazine contains good suggestions for using music in your games.

Finally, in one playtest the players wrapped towels around their faces like shawls for the first session. Such costuming is optional, but doesn't hurt a bit.
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.

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.

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First Session Character — Bridget Bishop

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Background
Your favorite 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.

Bridget Bishop (age 13): At thirteen years old, Bridget is the youngest of the four of you. She is shy and secretive.

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.

First Session Character — Sussana Martin
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 Parrs 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.

Bridget Bishop (age 13): At thirteen years old, Bridget is the youngest of the four of you. She says little, being shy and secretive.

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.

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.
Background
Tall, healthy and good-looking, you are considered a beauty by many of the young townsfolk. Several of them have wooed you, but you are not sure which of them you prefer. 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 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.

**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 more friendly 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.

First Session Character — Margaret Scott

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The first session takes place in the area once known as Salem village, today known as Danvers. The date is Monday, May 1st, 1692. The events that lead to the persecutions of Salem are infamous for are about to begin. There can be no doubt that the settlers in New England were believers in witchcraft and other Magicks. 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. Satan was the cause of every problem or misstep. 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 native american and their trepidation about the environment 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 people themselves have created.

The players begin the session working together in the fields outside Salem, helping prepare the ground for the upcoming planting. Unbeknownst to them, they have attracted the attention of Asmodas With Two Sticks, The Crawling Chaos, The Black Man, He With 1000 Forms, Nyarlathotep himself. This session reveals what happens when the Black Man of Puritan superstition decides to favor you with his affections.

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

**BACKGROUND**

Several weeks ago while lying idly around, Elizabeth Parris and three friends (all young girls of Salem) were casually discussing their future. Eventually the chat worked its way around to the subject of marriage, and the desired characteristics of their future husbands. While the others eventually dismissed this conversation as idle talk, Elizabeth dwelt on the question of her “husband-to-be” over the next day or so, until it became something of an obsession. Finally, when the curiosity became too great, she asked the mysterious Jamaican servant Tihube to use her reputed “powers” to discover the characteristics of the man that she would one day marry. Tihube refused, afraid of the consequences of using her witchcraft amongst people who did not know the potential outcome. She believed, as did the other members of her coven, that it was best to keep their activities quiet from little girls who were prone to tell the wrong people — people who would not understand about their ways.

Since then, the situation changed. Due to a minor indiscretion four of the coven where discovered and killed in a lynching by the disgruntled Salem folk. This has left the coven four short, and therefore they have their power diminished — a true coven has thirteen members, a magic number. Quick action was needed. Tihube decided to convince Elizabeth Parris to join the coven.

Tihube told Elizabeth that while she could not divine for Elizabeth’s future husband herself, Elizabeth could. The only catch was she must convince her three friends to join also. With little convincing on the part of Elizabeth, they too agreed.

It is now the evening of Monday, May 1st, and the nine remaining members of the coven (along with Elizabeth Parris, Abigail Williams, Anne Putnam and Mary Walcott) 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 for the four player characters — Bridget Bishop, Alice Parker, Sussana Martin and Margaret Scott — The Man With Two Sticks has other ideas. Attracted to these four girls by their unusually high Power, The Crawling Chaos will decide that it is they, and not the four chosen by Tihube, whom he wants to complete His coven.

*Devil's Children*
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 favorable.

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 Ipswich 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 a bit to do with it as well.

WALKING TO WORK

It is morning and the characters are walking along the road that crosses Ipswich River towards the Pressy farm. They have just come out of the woods.

Insanities

On page 42 there is an Insanities handout. Photocopy this 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.
When they get to the bridge they see four figures crossing it from the other side. The characters will recognise them as four other young girls from Salem Town. The two groups meet in the middle of the bridge, recognising each other at once. The other girls are:

**Elizabeth Parris:** The nine-year-old daughter of Reverend Parris. She has dark hair and a round face. She is a spoilt little girl who never looks happy. She is also a friend of Margaret.

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

**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.

**Mary Walcott:** 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. They themselves are heading out to William Osbourne's house to work the fields — they also volunteered at Reverend Parris' sermon. Possible topics of conversation include:

**Work:** "Oh no! Mr Pressy is terrible, works you to the bone and pays you a pittance." Anne worked there last year and couldn't stand it. Nobody likes working there.

**Dancing:** Anne invites them all to join them for a bit of fun after the evening meal. They are going to get together for a bit of a dance by the river.

**Sewing:** Bridget is asked by Anne how her Poppet (rag doll) is coming along. "I wish I could sew as well as you could, but I have not been graced with the skill to do it."

**The Killings:** Apparently elderly women of the village were murdered by an angry mob a month ago. Abigail knows they were hung, burnt, crushed and drowned. None of them know why, but they shouldn't tell anybody — it's a secret.

**Husbands:** Elizabeth eventually brings the conversation around to Margaret and all her boyfriends. She says that tonight herself and her friends are going to have Tilube, the West Indian kitchen hand of Reverend Parris, make a prediction on who they shall all marry.

Throughout the conversation give the players the feeling that this is an "us and them" situation, neither side trying to be too friendly to the other. The only two who should get on really well despite the friction are Anne and Margaret.

Eventually both groups must move on to their appropriate destinations.

As they leave the bridge, one of the characters (have all attempt Spot Hidden rolls) may look back to see a crow fly down from the sky and land exactly where the eight of them were talking. It picks something up in its mouth and flies off into the woods. It is impossible to see what it took.

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**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 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. This comes across in the Pressys' attitudes to the four characters.

John Pressy is at the door waiting for them as they arrive. They are late and he won't let them forget it. He is, after all, paying them good money to work and that's exactly what he wants them to do. "Not dawdle along the road, work ye will!" On hearing her husband's tirade, Mary calls out from inside not to be so harsh on them.

There are a number of things to be done:

- Milking cows and throwing out the old milk.
- Helping John finish ploughing the fields by standing on the plough to give it more weight.
- Tilling the soil to prepare to take the seed.
- Other typical farm work such as 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.

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 mold growth. One mold affecting the bread is Ergot, a hallucinogenic that later affects the four characters.

**Visions**

After lunch and before returning to work (during the hottest part of the day) the girls 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.

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. At some stage she will probably take it out to read a verse or two. When she first does, the pages are blank (SAN 0/1D3), but looking at the book a second time finds that there are verses and she must have mistaken the book. If Alice tries to recite a verse it comes out wrong or she cannot remember it. If she opens it again, it appears normal.

**Poppet — The Witch’s Tool**

Bridget is likely to take out her poppet to do a little bit of sewing. At the same time, Alice begins to have stomach cramps or similar pains. They slowly get worse. Eventually she begins to bleed lightly from several points. At about this stage Alice will notice on a Spot Hidden that the poppet that Bridget is sewing bears a striking resemblance to her and seems to move and gesture just as she does (SAN 1/1D3).

If Bridget doesn’t take out her poppet, she sticks her hands into her pocket with the poppet and pricks her finger on the needle.

**Familiar — The Witch’s Companion**

After lunch, as they are lying in the shade of the large tree, Sussana sees a small rat slowly climbing down out of the branches of the tree. None of the others, despite all efforts, can see it. If Sussana makes a Spot Hidden she sees it has human hands and feet for paws and a human face. (SAN 1/1D6). Eventually it crawls towards her (it will become her familiar later) and will do its best to nestle near her neck.

If she lets it in, the rat proceeds to bite her and then scuttles off. It has left a large red teat-like mark on Sussana’s neck. The rat runs up into the tree.

**The Devil — The Witch’s Ally**

There is a slight rustling of the breeze. Listen rolls detect the slight sound of laughter. A sulphurous odor is also noted.

In the branches of the tree above appears The Goat Man of Puritan superstition, complete with the classical goat’s head, hooves, horns and wings, his shadow stretching across the ground and moving with a life of its own. The characters are sitting right in the middle of that shadow. He is silently watching the four characters, and they will realize that he has been there all along (SAN loss 1/1D8).

**Death — The Witch’s Fate**

Off in the distance the sounds of howling and barking of a number of dogs are heard, the noise gradually getting louder and closer. From across the fields, the four girls can see a large group of people coming towards them. A Spot Hidden detects that many of them are carrying muskets.

If the characters run, the mob will take chase and release the dogs. Despite all attempts the mob will eventually catch them and drag them to the Ipswich River that runs through Pressy’s farm.

**The Trial**

The mob holds an impromptu trial, condemning each of the girls in turn. The players will no doubt believe that the charges are false. They’re right.

**Sussana**

Someone complains that Sussana is sending her familiar out to cause them torment. Sussana is tied to a stake, and all clear the ground around her awaiting the arrival of her familiar, which must come and feed off of her at some stage. The other trials happen while she is left tied to the stake.

**Alice**

In the midst of much heckling, jeering and commentary, one of the group brings forward a King James Bible and opens it up to an apparently random page placing it before Alice. If she makes an Idea roll she remembers the last time she opened a bible the page was blank. It is demanded by the villagers 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; if she rolls over POW x3 she sees a page from The Book of Azathoth (see handout, page 42). If between POW x1 and POW x3 the page is blank. She must recite, clearly and without a single error, through the heckling and jeering from the crowd, the Lord’s Prayer which is given in the handout on page 43 and 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, the villagers find some fault. For her mistakes she is found guilty of her “crime” and she is quickly hanged from the nearest tree.

**Margaret**

One of Margaret’s ex-boyfriends, Absalom Whateley, calls...
out that she bewitched him into falling in love with him. They tie her toes and hands into crosses and a rope around her middle and then throw her in the river to see if water — the media used for blessings and baptisms — accepts her or rejects her. Initially she sinks to the bottom taking drowning damage as in the CoC rules. Then a bubble of air surrounds her and she slowly begins to rise through the body of water, finally floating in the air just above the surface. She is condemned and held under water to force its goodness into her and she drowns.

**Bridget**

Joseph Whipple, a local farmer, complains that Bridget has been tormenting him, making him feel ill and unable to work. He believes that she is practicing magic on him. They find her poppet and accuse her of using it in her magic. The villagers then proceed to take the poppet and set it alight. Bridget starts to feel really hot, as the poppet begins to smoulder. She sees her skin start to boil and blister and steam comes out of her mouth, ears and eyes. Finally the doll bursts into flame, as does Bridget.

**Sussana Again**

When Sussana is the only one left “alive” they leave her tied to the stake and she is left alone for what seems to be days. Eventually a rat with human feet, hands and face crawls out of the grass towards her. It is captured by villagers who come out from their hiding places in the woods. They place the rat in a sack and then slowly crush it with a large stone weight. As weights are slowly applied to the rat, Sussana finds it increasingly difficult to breathe. Sussana takes 1D6 points of Damage each round until she dies.

**After the Trial**

Each of the girls must now attempt a SAN roll. Alice loses 1/1D3, Margaret loses 1/1D6 (she also saw Alice die) Bridget loses 1D2/1D10 (for seeing Alice & Margaret die and for burning to death) and Sussana loses 1D3/1D10 (she saw them all die).

A few sombre moments to reflect on what has happened, then...

**Awakening**

The four girls come to their senses dripping wet. John Pressy is standing over them with a (now empty) bucket.

*Margar* eat is brought back to her senses after Mr. Pressy has thrown most of the bucket of water over her to wake her from her dream.

*Bridget* feels rather hot because she is no longer in the shade of the tree and is a bit sunburnt.

*Sussana* has rolled over onto her dress, thereby blocking her mouth with fabric and wakes gasping for breath.

*Alice* has a bruise on her throat. A small branch has fallen out of the tree, and part of that branch has landed across Alice’s face and throat, bruising it.

Pressy chastises them for wasting the afternoon away daydreaming 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.

**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 the corn a Spot Hidden notices that a single grain does not appear normal, it is very dry and dark in color. 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 effected, 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 (SAN loss of 1D2/1D6). 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 spilt. 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 Journey Home**

When they leave the farm it is dark, John Pressy having worked them until sunset. However he is not entirely heartless and offers them an evening meal and lends them a lantern to use to find their way home. When they leave the warmth of the house, it takes several minutes for the girls to adjust their eyes to the night. Around them, 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.

As they pass the fields their vision is filled with flickering red and green lights that seem to bounce through the fields. No matter where they look, the lights seem to follow.
This is only the result of the hour or so spent by the fire, and the impression made on their retinas. But they won’t realize this.

Eventually the images fade after hopefully making the girls suitably nervous. Their stroll through the fields is only interrupted by the dark ominous presence of the woods, which the group is slowly approaching.

**Into the Woods**

Gradually, as they enter the woods, the light of the full moon is blocked by the scraggly trees, and everything gets darker and darker, until the only light available is that from their single lantern.

Shapes gradually begin to appear amongst the flickering shadows — horrible, hideous shapes that don’t appear to be moving in time with the lantern. The activity of the witches further ahead in the woods has caught the attention of the spectres, beasts & spirits that haunt the folklore of the region’s Algonquin tribes.

The characters can all make out the faint sounds of the rhythmic beating of the Tom-Toms and the echoes of the wigmaw that have taken place in these woods over the years and the cries of those who have died in the various war-party massacres of the last fifty. The echoes of times past slowly fade, but the shadows still follow.

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 and the shape of the distorted wood gives the appearance of having a large face of an Algonquin youth grown in it. It seems to watch with empty eyes at nothing.

**The Coven**

As the four girls approach the fire they hear a strange chanting. The chanting is of words impossible for the human mouth to speak. It is rhythmic, the girls can feel it drawing them towards it.

As they get closer they see thirteen figures standing around a large bonfire. Flames of blue, purple, orange and green dance madly about, and a thick black smoke pours from it. Of the figures, nine are dressed in full-length black hooded cloaks while the other four are naked girls with their left hands on their heads and their right hands holding their right feet. To the horror of the characters they realise it is Elizabeth Parris, Abigail Williams, Anne Putnam and Mary Walcott. Elizabeth giggles, not taking it seriously.

One of the cloaked figures steps forward and removes her hood. It is Tihube, the West Indian woman. She speaks in a deep booming voice that is not her own:

“Do you surrender to Nyarlathotep all that you hold between your left hand and your right hand?”

The four girls reply “Yes, I surrender to Nyarlathotep all that I hold between my left hand and my right hand.”

With her finger, Tihube then draws a symbol into the dark ground. She then puts her hand in the fire and lifts out some hot coals that seem not to burn her. Tihube throws the coals into the centre of the symbol. She puts her hood back on her head and returns to her chanting with the others.

The four naked girls suddenly look very scared, as if they just realized what they have gotten themselves into. They realize now it is not a joke.

Then 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. The Black Man is tall and naked, his eyes are mocking and his grin idiotic. His skin is an oily black and his proportions are all wrong (SAN loss of 1/1D10). If the characters at any time try to run they must resist the Black Man’s POW of 100 on the resistance table, otherwise they find they cannot leave of their own accord.

The four naked girls scream and run. The characters can act now. They find that the nine cloaked figures continue to chant and cannot be stopped. Touching them finds that they are warm and spongy, almost liquid (SAN loss 1/1D4) and are immune to all forms of harm.

Elizabeth and her friends run in terror. They scream things as they flee into the dark woods, but nothing sensible comes from any of them.

The Black Man, unperturbed, walks forward in a strange, inhuman gait. He calls to the fleeing girls, “Children, I have decided that you are not to be mine after all.” He looks at the four characters. “Instead I shall have you!” SAN loss is 1/1D4.

Smoke pours forth from The Black Man’s two sticks and begins to move about like probing tentacles.

**Discovered**

From the other side of the fire a deep man’s voice is heard “What in God’s name are you children doing out here?” A Listen roll identifies the voice as that of Joshua Kembl, one of the village elders. A big gruff man who hates children, Kembl is on his way home for the night.

The smoke from The Black Man’s sticks whips around, grabs Kembl and lifts him high into the air only to throw him to the ground out of sight (SAN loss 1/1D4). At this point the characters suddenly feel that they can flee if they want. Running in any direction they bump into trees, branches, the other girls and Joshua. Soon the light of the fire is behind them as each of the girls, in the total darkness, trip and bump into trees and the hooded people who move as if the girls did not exist.
Soon the pandemonium fades and the screams and shouts gradually transform into the early morning crow of the cocks.

**THE MORNING AFTER**

One by one the girls wake, finding themselves in their own beds. Initially they'll see the events of the night as another nightmare, but gradually the reality of the nights events will hit them. One of the girls opens a clenched hand to find a broken wooden cross — an idea roll spots it as the one owned by Joshua Kembal (SAN 1/1D3). Another wakes with a knife with the initials J.K. carved into the handle (SAN 1/1D4). Another wakes in her undershirt, but the front is covered with still-damp blood (SAN 1/1D6). The last wakes fully dressed with the front of her dress splattered with dry blood. In the pocket where all the blood originated from are Kembal's eyes, plucked from their sockets (SAN 1/1D8).

At the home of one of the girls (your choice) they can hear Mrs. Kembal arrive, asking if anyone has seen Joshua. She says he did not return home last night.

**WE WITCHES FOUR**

The four girls, willing or not, have come into Lucifer's favor. As such they have some of the typical powers of witches — they have familiars and they can practice magic.

**The Familiars**

The four familiars (a black cat, a crow and two rat-things) will gradually find the girls. Each has the ability to communicate with the girls and to carry out some tasks on behalf of them. 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 pinching the skin of the girls with teeth or beak and sucking out their blood for half a minute or so. 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 x1 or the familiar will not have the energy to do the task until fed again.

The girls lose 1/1D6 SAN when their familiars first speak to them.

The familiars have names and will introduce themselves when they meet their new mistress for the first time:

**Lea (Margaret):** A jet black cat. Although it is full-grown, it still thinks of itself as a kitten. Lea likes to curl up on a lap and purr, knead its paws, chase things, etc. It is very enthusiastic about its new "role of servitude" and will go out of its way to do everything it is asked "perfectly."

**Bea (Bridget):** A large black crow. Bea likes to complain. If the task is too far, her wings ache. If it is very close there isn't enough time to properly stretch the wings, and she'll end up with a terrible cramp. Bea 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 human face. 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. 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 for a bright shiny coin.

**Day (Alice):** Like the other rat familiar Day has human hands and feet for paws, and a human face. The face has a large scar down the left side. Day 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 Day will gladly go and collect a lock of hair from someone if he knows that the hair is required to torment someone at a later stage. Day often harms people even when not asked to.

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**State for the Familiars**

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<th>Name</th>
<th>Category</th>
<th>Characteristics</th>
<th>Abilities</th>
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<tbody>
<tr>
<td>Lea (black cat)</td>
<td>Familiar</td>
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<tr>
<td>Louis (rat thing)</td>
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<td>Day (rat thing)</td>
<td>Familiar</td>
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<td>SAN Loss: 0/1D6</td>
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*Devil's Children* 21
Black Magic
The girls can now also 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. When such a curse is made and subsequently happens the character loses 1D4 SAN and a point of POW permanently, so they should use caution with these curses. The familiars can tell their mistresses about this new talent of theirs.

Repercussions
It’s now about six in the morning and time to decide what to do. Should the girls try and get together? But from then what? Will they try and find Elizabeth Parris, who can vouch for the fact that they did not murder Joshua Kembal, or tell them if they did? Will they run, and if so where?
Or will they confess, and if so to whom?

Reverend Samuel Parris
If any mention whatsoever is made of any of the events or consequences of the activities of last night to Reverend Parris, he will believe it to be a jest in very poor taste and throw them out of the house.
That is, of course, assuming they do not show him any tangible evidence of what happened during the night. If they do, he will get someone to contact Boston to organize their transfer to the gaol to await prosecution for charges including murder, practising magic, witchcraft and so on. The Reverend will not offer them any assistance.

Elizabeth Parris
Elizabeth is at the Parris’ home. Reverend Parris will only say that she is unwell as she came down ill last night. He will initially refuse permission for the girls to see her on the grounds that she needs rest. If they persist and make a Persuade roll or convince him otherwise of the value of their visit to her well-being, they will be allowed to speak to her briefly.
Unfortunately, she is no help in her present state. “All I wanted to do was find out who my husband would be. All I wanted....” and so on. She is babbling and seems unable to understand what anyone says to her. She is fully aware of the initial events of the evening, but has difficulty communicating them. She does not know what happened after John Kembal arrived.
If the characters come to see Elizabeth a second time, her position will have changed. She will cower in a corner as if being tormented by the girls, believing that Satan is acting through them to punish her. She is completely irrational now. Her behaviour is enough to convince Reverend Parris that the girls are using magics.

The Other Girls
Mary Walcot, Abigail William and Anne Putnam are not home. They are, in fact, running around town telling stories about the characters and how they saw them dancing with the Devil and signing his book in their own blood. These girls, after their encounter last night, are indefinitely insane. This is not going to make things easier for the characters.
When Mary, Abigail and Anne meet the characters that day, it will be in the streets in front of everyone. They will suddenly yell, at the top of their voices “These are the ones who are Lucifer’s bedfellows, be careful or they will possess us all!” Every time one of the characters says something the three scream as if in pain, as if the four girls’ words are the source of their misery. They only stop if the characters stop talking. Needless to say, all who are watching view this as an act of witchcraft.

Contacting Coven Members
The girls only know of one coven member, and that is Tihube. She should be at Reverend Parris’ house working but this is not the case. The only lead they have is Tihube’s house on the edge of town.

Tihube’s House
The house is shoddy and needs repairing, but in the minds of seventeenth-century colonials blacks such as Tihube are not doing too badly. As they approach, they see a tall, dark-skinned man with an axe chopping wood. It is John Indian, Tihube’s husband. He is a member of the coven but will not admit it to the girls just yet.
If the girls ask for Tihube, he says she is sick and cannot see them. And if they want help they should go back to the woods and sign the Book. If they ask what book, he says they will know soon enough.
John Indian has nothing more to say and there is no way he will let them into his house. If they break in, they find that Tihube is not inside.

After the Girls
Reverend Parris will find out of Joshua’s untimely death at about ten o’clock in the morning from the search party lead by John Proctor, a farmer from Salem Village. Parris will seek out the four girls on the basis of the other girls’ testimony and that of several bandwagon-jumping villagers, with the aid of the townsfolk.

Running
If they decide to run, have a bit of fun with them. They will be chased by a combination of:

• The official searchers who have a warrant for their arrest and transfer to Boston to await trial. Captured characters will be locked in High Sheriff George Corwin’s back room for a few days before they are taken away in a coach.
• A group of men, women and children who are out for nothing less than revenge for the murder of Joshua Kembal, and who will quite happily hang them on the spot — they should pursue, but have little chance of catching the characters.

• The nine remaining members of the coven are trying to save the girls and return them to their master. They have been told by Baalzebul that these four girls are chosen as the new coven members. However, the coven members are biding their time and will act when they deem the moment right. Use the coven members to get the characters out of any tight scrapes.

**Taken to the Church**

Witchcraft, murder and malefici come are all state capital offenses and therefore they will be handed over to the law. Unfortunately in Salem there is no "law" as such and so the characters will have to be transported to Boston to await the arrival of the magistrate Sir William Phips, because until he arrives with the new charter there can be no legal action. Samuel Parris will, of course, try and give them comfort — bless them, pray over them, read scripture or get them to read scripture.

If they touch any blessed or sacred object they will be blinded while they remain touching these things (SAN 1/1D3). If a similar object is held against their skin it will burn, causing severe blistering (1 HP damage) where the object touched them (SAN 0/1D3).

If any of the girls try and read scripture using skills such as Read English, they will either be meaningless symbols if the roll fails or sacrilegious texts if the roll succeeds (SAN 1/1D4). Use the Book of Azathoth handout on page 42 for the latter case. Simply being on hallowed ground will make the girls feel ill and short of breath as they lose 1 magic point per five minutes there. They will be locked up to await transport to Boston.

**Rescued by the Coven**

It is unlikely that the girls will return to the woods of their own accord, but that is where they are destined to be at the end of the session (and the end of the seance). The best method is to get them there when they are rescued by the coven.

Four farmers — Wilmot Reed, a large jovial man; Jervis Ring, an adventurous young farm hand with long blonde hair; Isaac Easty, an old man with more stamina than most would give him credit for; and John Indian — are the Coven members looking for them. They will ride up on horses to save the girls from death or capture when all seems lost.

Each man pulls one of the girls onto his horse, telling them that they will take them to the next town where they will be safe from the maniacal villagers.

This is a lie, and some players may guess this. But jumping from a galloping horse is dangerous — 2D6 damage unless a jump roll is made, then 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 (SAN 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 Man in the Forest**

Eventually, the girls must take refuge in the woods. Either they will be chased there by people after their blood for the murder of Joshua Kembal, or their coach to Boston will be ambushed by coven members wanting to take them to the Black Man, or their familiars will indicate that the girls have business to attend in the woods.

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 above the 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 a tree, as if he was hiding behind it all along, steps a tall figure in a white cloak and wearing a golden crown. The area is bathed in pure white light. And they can all just make out the edge of a very large book. An Idea roll identifies this as The Angel on the right-hand side of God — the time of the Revelation of Saint John the Divine must have finally arrived!

Then the cloak falls away to reveal a naked man of the darkest, oiliest skin. His limbs are elongated and unnatural. He holds The Book of Azathoth in his left hand. He steps out smiling, showing to them the last four names in the book: MARGARET SCOTT, SUSANNA MARTIN, ALICE PARKER, BRIDGET BISHOP. His limbs bend like rubber, a transformation is about to occur. "Come to me, my Children..."

Expanding to a hundred times his own size Nyarlathotep takes on monstrous form. Thousands of limbs, organs, tentacles, wings, eyes, and appendages spill out of the cloak to surround the four girls in a cavern of alien flesh. There is nowhere to run to now...

**END OF SESSION ONE**
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. Heather and Richard are sister and brother, and their family knew Tony's family, and Tony's grandfather owned this house. It gets you down. Last year your parents told you you were adopted.

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 Danvers, 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: 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: 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: Normally Tony's pretty cool, really into music and stuff. Sometimes you borrow his Van Halen CD's. But lately he's been falling to pieces after that accident. He shakes every time he crosses the road! Wimp.

SECOND SESSION CHARACTER — TODD KLEIN

This page may be photocopied for personal use only.
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, 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: 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: Your punk brother. Apart from being a lazy, self-centered layabout with no respect for the law, he also enjoys scaring people. He makes you sick.

Tony Zamsky: 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 CD's. You think he must have been drinking way too much the night of the wreck — very irresponsible.
Richard Shaw

STR 12 DEX 16 INT 15
CON 10 APP 11 POW 17
SIZ 10 SAN 85 EDU 14 Know 70

**HIT POINTS**

Damage Bonus _ _ Age 20

**MAGIC POINTS**

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**SANITY POINTS**

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**SKILLS**

- Fast Talk (05)
- Electrical Repair (10)
- Electronics (00)
- First Aid (30)
- Geology (00)
- Hide (20)
- History (20)
- Jump (25)
- Law (05)
- Library Use (25)
- Listen (25)
- Mechanical Repair (20)
- Natural History (10)

- Occult (05)
- Operate Hv. Mach. (00)
- Own Language (EDU x5)
- English
- Persuade (15)
- Pharmacy (00)
- Psychology (05)
- Ride (05)
- Sneak (10)
- Spot Hidden (25)
- Swim (25)
- Throw (25)
- Zoology (00)

**Background**

You always wear sunglasses, a studded leather jacket, and a safety pin in your ear. 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 Hammer film. You keep expecting to meet Vincent Price 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:** Todd's an arrogant macho jock-head, but otherwise he's okay. You ignore him as much as possible.
- **Heather Shaw:** 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 humor, either. Like the time you put a live rat in her bed. She screamed — and sent you the bill for the new sheets. Arioch preserve us...
- **Tony Zamsky:** 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 Sex Pistols discs.
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. Your friends have already 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 Danvers. You accepted, and brought your roommates along. You couldn't find her anywhere. Then you crashed the car on the way home.

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: 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: 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: 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.
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 Danvers (which was once 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 (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.

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 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 Call of Cthulhu. He can make a Mythos roll whenever he likes, but he loses -1D4 SAN 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. In the center 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 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. Put the handouts “Plans to Demolish Miskatonic Library” from page 46 and “Essay Topics” from page 45 on the table for the players to read at their leisure. Soon they should realize that they are students of the 1990s and are living in Arkham, Massachusetts. Once they have worked out who they are let the students know that they have held a seance 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 seance. If they want to know the time and date it’s 7:03 pm on Tuesday, the 7th of April 1992. Once the players have familiarized themselves with their new characters give them the house map from page 44 (also reproduced here).

**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.

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. Try and 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

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**Insanities**

On page 44 there is an Insanities handout. Photocopy this 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.
The Students' House
(620 W Pickman Street Uptown Arkham)
BASEMENT

Cellar: This is where the students have just held the
seance. 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 *Return of the Living Dead, Evil Dead* and *The
Devil Rides Out*. 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 calender of major
American sports celebrities is turned to April 1992; "ESSAY
DUE 9AM TODAY" is written on the 8th of April.

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 sits in one corner, the stereo next to forty odd
CDs sits in another. Most of the CDs have the initials T.Z. written
on them. Posters on the wall are of the film *Presumed Innocent*,
a poster of Jimmy Hendrix, and another poster of Arnold
Schwarzenegger from *Terminator* 2. A reproduction of a painting
showing a ghoul perched on a tombstone hangs upside down.

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

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

Library: 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. The book
shelves 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 and Poe. The
place is a mess and stinks of dope. The walls are covered with
movie posters, especially Hammer Horror movies.

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.

Heather's Room: The cleanest room in the house. Text
books in 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 Bagley,
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.

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

Closet: Full of junk.

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).

cat starts a frenzied attack on that person until some one
harm's 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
effect the person. See the cat's stats on page 36.

Later, some players may correctly guess this is one of
the witches' familiars.

MISKATONIC LIBRARY

(Miskatonic University, S. Garrison St Campus, Arkham)
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 is an old, three-story gothic structure constructed
late last century. The outside walls are made from
native granite, inside the cold and draughty library the walls
are made of marble. Little has changed here over the years,
except for 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
library but this isn't as easy as it seems.
The computer screen may have something someone
else was looking for. The easiest way to get out of this is to
press ESCAPE a couple of times until the following message
appears:

--> ENTER METHOD BY WHICH YOU
WOULD LIKE TO SEARCH FOR
A BOOK:
SEARCH AUTHOR F1
SEARCH SUBJECT F2
SEARCH TITLE F3

The students are most likely to try SEARCH SUBJECT. Unless
they specifically press the F3 button the computer
will print the above message again, otherwise it will ask
them to:

--> ENTER KEYWORDS

When they enter the first word, the computer will print
the following until END is entered:

```
-> AND/OR/NOT/END
->
```

This means the computer wants them to enter some more keywords (AND or OR), not include some keywords (NOT) or end entering keywords (END).

Keywords that will get the students the information they want are WITCHES, SORCERY, MAGIC, HISTORY, AMERICA, OCCULT, DEVIL and any others that seem appropriate to the Keeper. The computer does not accept place or people names. They will need to enter three keywords, one of which is WITCHES for them to get the help they need, otherwise they get the following message:

```
-> THERE ARE 999 DIFFERENT REFERENCES UNDER THE KEYWORDS YOU HAVE ENTERED, DO YOU WISH TO TRY AGAIN (Y/N)?
```

Which takes them back to the beginning of the process. If they still cannot work it out, they can ask a librarian to help them.

When the students finally get this right give them the computer print-out from page 46 which shows the relevant books in the library.

It is likely that some players will try looking for the Necronomicon on the computer. It is not listed.

**Books on the Salem Witch-Trials**

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 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 (3rd Floor)**

Below are the books in the Occult Section, along with a few notes about each. Books marked with a (*) have handouts to go with them (see “Salem Witch Trials Book Excerpts” on page 47).

*The Devil In Massachusetts* (*) (Starkey): 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.

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

*John Dee’s Natural Philosophy* (Glulee): 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): (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 know anything about the Cthulhu Mythos, but they still won’t let the students access restricted books.)

*Salem Witchcraft Vol I* (*) (Upshall): 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 seance/session.

*Salem Witchcraft Vol II* (*) (Upshall): 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 what happened in 1692.

*Thaumaturgical Prodigies of The New-England Canaan* (*) (Phillips): 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 misplaced. Probably the same thing has happened again. The last recorded check-out was in 1941.

*True Magick* (Wenn): 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): The book has a whole lot of essays on witches throughout the world and history.

*Witchcraft At Salem* (*) (Hansen): 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.

*Witchcraft in Old and New England* (*) (Kittredge): 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.

**Books in The History Section (1st Floor)**

Below are the books in the History Section, along with a few notes about each. Books marked with a (*) have handouts to go with them (see “Salem Witch Trials Book Excerpts” on
page 47).

*Essays on American Colonial History* (Goodman): 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): Again, this book only briefly skims the Salem witch trials. There is a strange bit written backwards (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?

If any of the students try and break into the Restricted book 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.

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**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 SAN loss of 0/1).
They return to their desk to find *Thaumaturgical Prodigies* there waiting for them, on top of all the other books (optional SAN 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 SAN 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 Cthulhu Mythos during this adventure, but they still lose the 1D6 SAN for looking at it. At the end of all of this study, the students should be worried about how they are connected to this strange situation.

**The First Flashback**

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 had been deliberately cut off to them previously. 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. 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 dark and rain is pouring outside. There is a tapping on the window.

**Attacked by a Crow**

Outside a storm is brewing, 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, then it flies out into the storm. As the students may guess, this is one of the familiars of the witches. Its stats are on page 36.

For some reason none of the staff seemed to hear the window break or the resulting 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 father, 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, 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, spider webs fill the corners of rafters, 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 thirty meters 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 Alamogorda, New Mexico — 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 em...
ployee. 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. 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. However, at the end of the book the names of the four witches are clearly evident: BRIDGET BISHOP, MARGARET SCOTT, SUSANNA MARTIN, ALICE PARKER.

Under 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.

The next thing they find are some old passports and visas for Shaw and Zamsky, and some outdated false identifications. A deed certificate confirms that the students' house once belonged to Harrison Zamsky. 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. This letter appears on page 49.

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 it is cast. See the description at right.

**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. Geofery, 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 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 keening 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 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 their was when they came in. 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 is four freshly dug graves. The ghouls of the cemetery dig these on orders from Nyarlathotep; they are either for the four witches, or the four students. There is an entrance to the ghoul tunnels here if they miss it elsewhere.

**Using a Phone:** If the students try phoning people such as family or friends, then more often than not they get no answer, or the phone 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.

If Tony or Todd try to call Joanne Reynolds, her mother answers. She says Joanne is at a friends place in Danvers tonight; that is all she knows.

If they try to call Professor E. Ralph Yatton they find that
he isn’t listed anywhere.

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

## The Sub-Basement

The sub-basement 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 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 three meters 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 or use 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—make a Jump roll or land badly for 1D3 points of damage.

The sub-basement 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 seem 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 type-writer 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 two letters and a map. The letters are “R. Shaw’s letter” from page 50, “H.Zamsky’s letter” from page 51, and the map of the ghouls tunnels from page 48.

## 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. 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 SAN or lose 1D6 points. They find that they moved

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**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 there 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 SAN rolls to convince him it’s really happening (SAN 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? SAN loss -1), 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 a cild-blacked skinny man smiling at her from the mirror. Looking around he’s not there (SAN loss 1/1D4).

**Going Out for Help:** Tony is useless at this, but the others could. 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 (SAN loss -1D3). They won’t find anyone in any house they visit.

**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. (SAN 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 later section for statistics on the witches.

They will attack the house from outside with the aid of their familiars. The students are going to need “Soul Stealer of Dooloth” 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 the session here. If they don’t defeat the witches then they are likely to die in the process.
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 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.

**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, it's dark and 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 (SAN loss 1/ID6).

**Noises**: 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 (SAN loss of 0/ID3).

**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.

**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 (SAN loss of 0/ID6). Stats for both appear on page 36.

**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 coming down the tunnel after them (SAN 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 with a few scrapes along the way. Use this encounter for dramatic effect more than combat.

**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 is an Elder Sign and various occult symbols.

A Chthulu 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 attached to 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 it 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 SAN (this is the delayed effect of being resurrected). If needed, choose an insanity for each student from the second session insanities on page 44. Anyone who reaches 0 SAN is 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 seance, 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, claws have grown out of her finger nails. Her hair seems to have a life of its own.

**Alice Parker:** 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

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**The Witches**

All have the same statistics:

- **STR** 15
- **CON** 12
- **SIZ** 10
- **INT** 13
- **POW** 7
- **DEX** 10
- **HP** 14
- **Move** 9

**Weapons:** Claws 50%, 1D6+1D4; Bite 40%, 1D6+1D4

**Armor:** None, but unless they and their familiars are killed within three rounds of each other, they will return to life 1D3 rounds after death.

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

**SAN Loss:** 1/1D8
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 (SAN 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). 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 SAN for defeating the witches.

Looking at the map, the easiest route out of the sewers is the one that leads to the Old Wooden 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 (SAN loss 1/1D10). 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 KLEIN, 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 SESSION TWO**

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### Out of the hundreds charged and the dozens executed

*for witchcraft in Salem around the time of 1692,*

the vast majority have been posthumously cleared of those charges.

Bridget, Alice, Sussana and Margaret, unfortunately,

*still have attainders against their names in the Commonwealth of Massachusetts.*

and therefore are *still charged with the crime of witchcraft.*

*All four were hung in the real world.*

This book was written to commemorate the 300th anniversary of the Salem Witch Trials (1692-1992).

It is dedicated to all those who died from injustice in Salem.

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*Devil's Children*
**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.

**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.

**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.

**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.

**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 dimensions, 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 cliffs. 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 footstool.

**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 preceded 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 who’s 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 Windwalker will run down from his frozen lands and bring the cold winds with him. Hastur the Unspeakable will fly from the heavens to breed with beasts. Cthugha will burn all the souls of the pox and Nyarlathotep. The Black Man, will say to all men that madness is his only price.
Session One Player Introduction

Regis et Regine Wilm et Mariane nunc Anglice &c. Quarto
Salem Village in the County of Essex

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 &c 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 I 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 Phipps, 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 overall 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
unfamiliarily came fear, with fear came destruction. This included the
Amerindian.

This fear was blamed 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 "fit for
taf" 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."

Quotes from the Bible

Luncheon Grace & Trials — Matthew, Chapter VI

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 glory, for ever.
Amen.

Their Crimes — Matthew, Chapter XII

Wherefore I say unto you, All manner of sinne and blasphemie
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 Iuda, and all ye that dwell at Hierusalem,
be this known unto you, and hearken to my words: for these not
drunken, as ye suppose, seeking it is but the third houre of the
day. But this is that which has been spoken by the prophet Joel,

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 dreams:
And on my servants, and on my handmaidens,
I will powre out in those daies of my Spirit,
and they shall prophesie;
And I will shew wonders in heaven above,
And signs in the earth beneath:
Blood, and fire, and vapour of smoke.
The Sunne shall be turned into darkenesse,
And the Moone into bloke,
Before that great and notable day of the Lord come.
And it shall come to passe,
that whossoever shall call on the Name of the Lord shall be
saved.

Devil's Children  This page may be photocopied for personal use only. 43
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 is 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, doesn't it?

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 breath 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 rotting 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 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 — Second 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 Samsky — 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, 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 Samsky — Second Insanity Effect
You were wrong. There isn't anything 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 Samsky — 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.

PLANS TO DEMOLISH MISKATONIC LIBRARY

by Alex D'Arby

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 "It 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 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.
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 British Civil War. Discuss.

2) Did The Salem Witch Trials undermine or reinforce the religious and cultural structures of Seventeenth 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. 4/8/92.
Remember, this essay is worth 50% of your final mark for this subject.  

Ralph Tatton

Due Monday 3/31/92
Prof E. RALPH YATTON
Department of American History
Liberal Arts Building
MISKATONIC UNIVERSITY
Session Two: Player Introduction

It’s the evening of April 7th, 1992, 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 Danvers (which used to be 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 Tony, 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 gotta get this thing finished.

The scene 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 gotta 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

As mentioned, all four of you are students. 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.

Possessions

Beyond the random debris that accumulates in the course of a college career, you usually have the following items on your person at any given time. Note that only Tony has a car, and it’s on the scrap heap.

- Todd: MU jacket, wallet & driver’s license, gym pass, a signed baseball, house keys, and a bandage around his ankle.
- Heather: A fashionable and costly suit, glasses, briefcase with driver’s license & an ATM card, and house keys.
- Richard: A wallet with a non-driver’s ID, a studded leather jacket, Doc Marten boots, house keys, a black felt-tip pen, a red spray-paint can, sunglasses, and a rolled joint.
- Tony: House and car keys, a grey overcoat, a portable CD player, a couple of CD’s, and a wallet & driver’s license.

Final Advice

“When the going gets weird, the weird turn pro.” — H.S. Thompson
The Devil in Massachusetts (Starkey)
...Bridget Bishop, Margaret Scott, Susanna Martin and Alice Parker where accused of being witches after they claimed to have seen the Devil in the woods coating with his coven. The villages thought they were lying and were part of the coven but now wanted their souls cleansed. It is not clear if they went to trial, or if they were convicted and hung...

The Geography of Witchcraft (Summers)
...in 1746 two girls who worked at The Arkham saw mill were hung as witches. The owner, a one Maurice Bartlett claimed 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 were chained and dragged to the town square were they were hung. Five days later, their graves were found to have been disturbed, when they were exhumed it was found that the bodies where missing... (familiars?)

I thought, they were hung tougher than I thought...

Salem Witchcraft Vol. 1 (Upham)
...Bridget Bishop practiced a type of pretend witchcraft that got her into trouble in the first place. Later, after escaping the trials she took up witchcraft more seriously with three others... (next page has been ripped out)

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

Salem Witchcraft Vol. II (Upham)
...Margaret Scott was popular amongst the men folk of Salem. Too many jilted lovers could be one of the reasons why, as we shall see later, that she was accused of being a witch. After the witch trials she was described as being one of the evilst 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...

Witchcraft and Sorcery (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.

Witchcraft in Old and New England (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 even claiming to be witches. They said "I hate if anyone stood in our path they shall be cursed, and not only they shall be cursed, but all of their ancestors after them for The Black Mans wrath is terrible...

Thaumaturgical Prodigies of the New England Canaan (Phillips)
...it was in 1786 that I first met the four witches from Salem. Until such time I did not think it immortality was possible, only something that sorcerers talked about so others would look at 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.

It was hard to see the signs that they where witches at first, 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 over twenty.

Did he get Soul Stealer?
I know something had to be done to stop these worshipers of Satan, but past experiences taught me that they could only be harmed by the magic of The Devil himself! It took me years to learn that the Soul Stealer of Daoloth 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...

Did he get Soul Stealer? Get after D. nov. 2.
Devil's Children

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Soul Stealer

Z.
Hello Harrison,

I've been reading Prosperity, found what I've been looking for on those cursed witches' potions. It's worse than I thought; not only does it affect us, but it affects 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 chains 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 is in itself is bad enough in any of his thousand forms.

If you've had any luck chasing up dualists 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 there 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
Hello Roger,

Things are not what they seem to be down here in Alamogordia. There's this town down the road where I went looking for the Shrewn Red Cow. 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 Pencis assures me that Red Cow knows the Spell of the Soul 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 Zemski

P.S. Bring Shotguns from my Sub-basement.
a note to those who would find fault with this book on religious grounds

It is difficult to be a living, breathing member of Western civilization and not be at least somewhat aware of the tenets of the Wiccan and Christian faiths. This book will quite possibly be noisome and offensive to individuals who practice either of these faiths. Recognizing this, we hope to explain briefly why we have, nevertheless, published this work.

To Wiccans: we are well aware of your faith, and the continual challenge you face in dispelling the stereotype of being classical witches, of practicing black magic, or of worshipping the devil — all of which is small-minded nonsense. This book, however, features classical witches, who practice black magic, and who worship the devil. While we may be guilty of propagating this stereotype, we have to counter that it is a part of our common cultural and literary heritage and is worth exploring as a fallacious representation of an age-old belief. This book portrays innocent individuals who fall under the spell of a dark power, who in turn directs these individuals into paths of evil entirely unlike those of Wicca. Lame claim though it may be, we count among our friends and contributors members of the Wiccan faith and we are aware of your beliefs and your struggle and hope you will not take offense at our dramatic examination of past prejudices and fallacies.

To Christians: this book has players of the game taking the roles of characters who have made a bargain with the devil. On the surface, some may misconstrue this to be encouragement for the players themselves to do the same; nothing could be further from the truth. The hobby of role-playing is, at its heart, a device by which creative and intelligent individuals can explore the varied realms of fiction and experience creative works as an interactive participant. But when the game is over, you pack up and go home and leave the fictional world behind. By no means are we advocating that any positive elements may be found in the real-life adoration of the diabolic.

Finally, to those in turn who may be offended by our taking of this space to address the above concerns (out of fear for political correctness, out of cowardice, or what have you), we can only say that it is our sincere wish to illuminate and to entertain, and that if the above explanations aid us in achieving these twin goals then it has been a valuable and worthwhile use of our time and thought.

— John Tynes, editor-in-chief, Pagan Publishing

About the Authors

David Conyers is cool, enthusiastic and usually wears blundstone boots and a black leather jacket. Although currently finishing an engineering degree at Melbourne University, his real goal in life is to take a television documentary crew around Africa.

David Godley neither wears trendy workboots, black leather nor has he ever studies at Melbourne Uni. Instead he vassillates between the wilds of North-Central Thailand where he drills holes in the ground and dim dark basement’s of Monash Uni where he is found with dark mysterious tomes of arcane knowledge.

David Witteveen is even taller and also wears blundstone boots and a black leather jacket [But he bought his first]. He wants to be a computer programmer but is currently stuck being a student a Melbourne University. In the meantime he draws cybergals and dances to thrash music.

About the Artists

Dennis Detwiller is an illustrator of substantial talent and versatility. He was working towards a graduate degree at the School of Visual Arts in New York when he moved to Columbia to join Pagan Publishing as a staff artist. Dennis’ creative abilities can be amply seen in the artwork he is producing for our Walker in the Wastes campaign, as well as numerous issues of The Unspeakable Oath.

Anson Maddocks draws and paints with considerable vision and dexterity. His work can be found in numerous products from Wizards of the Coast and other companies. This is his first work for Pagan Publishing, but is unlikely to be his last.

Jesper Myrfor is Vice-President of Production for Wizards of the Coast, Inc., a gaming company of impressive imagination and quality of which his work is a prime example. He has an uncanny ability to make up instant songs, which are generally off-color and funny as hell.

About the Producers

Brian Appleton is a Pagan Publishing staff member who proofreads nearly everything that leaves our doors and takes exception to quite a lot of it until we get it all right. If he had only caught ‘explosives’ in The Resurrected • Volume One; our lives would be much better.

Jeff Barber has been illustrating material for Pagan Publishing since our first release. In July of 1992 he became our first Art Director and has almost single-handedly been responsible for our overall visual renaissance. He’s a nit-picker of the first rank, happily for us.

John Tynes is the founder and editor-in-chief of Pagan Publishing. He has recently finished his Bachelor of Journalism degree at the University of Missouri-Columbia. He invented the concept of “Tynes-Time” and works tirelessly to propogate it by example.
"Tis now the very witching time of night
When churchyards yawn and hell itself breathes out
Contagion to this world: now could I drink hot blood,
And do such bitter business as the day
Would quake to look on."

-William Shakespeare, Hamlet, act 3, scene 2

DEVIL'S CHILDREN is a Call of Cthulhu™ adventure for up to four players and a Keeper. Two intertwined scenarios span three hundred years of history, from 1692 Salem to 1992 Arkham, as they relate a bloody tale of evil and destiny. Special pre-generated characters are provided, as are numerous handouts to enhance game-play. RECOMMENDED FOR MATURE READERS.