

(Re)Issue 10

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Ithaqua Chimes

Snyarlhuthoth

The Ithaqua Chimes consist of a main top support with the actual chimes hanging below. Cost of materials can vary widely from completely free to hundreds of dollars. However, the cheaper the materials are typically easier to work with and require less specialized equipment. And the chimes do not have to be static and used materials can be changed out over time to others as you become more proficient with them or they become available to you. Always remember though that expensive does not mean better and the materials you choose may simply come down to a matter of taste or preference.

Top support

The top support is designed in the shape of Ithaqua's base sigil as seen above and it is suggested you use dry sticks or branches from evergreen trees like pine for this part of the construction on account of their association with winter weather and their relative ease to work with. Whichever material you end up using is finally only limited by the imagination and skill of the crafter.

Chimes

Chimes should ideally be made to look like hanging icicle while the best material for their construction would be aluminum pipes due to its sound, look, and, once again, ease to work with. However, bamboo is also an excellent option to make the chimes out of. Remember though that these are merely the suggestions provided and not hard rules. Chimes are especially customizable due to the fact different shapes, sizes, and materials will produce different sounds.

Striker

The striker should be made out of a relatively dense material. Hard wood, stones, and even metal bearings can be used.

Chord

Anything from cotton twine to paracord can work, however chord size has to be accounted for when drilling holes.

Sail (Optional)

A sail can be added to the bottom of the striker to increase function but is not necessary. Sails should have good surface area and not be too dense so as to take full advantage of the wind. Softer woods like pine work well for this.

This design can be vastly expanded on by adding more chimes, a sail, and or can even be "chandeliered" by attaching it to a larger frame with others like it. The possibilities within this frame structure are endless and are only limited by the builder's skill and imagination.

SEE ATTACHED GUIDE

Seed Bombs

Phlegethotep

Welcome to the first of many guides for the street crew.

This guide will teach you how to properly craft a seed bomb, a tried-and-true weapon of the guerrilla gardener, used to reclaim space for nature. I will open this guide with this disclaimer. Your choice to use this information is your responsibility. If you break the law, trespass, or otherwise find yourself in any unfavorable position the temple is not liable. Any actions are yours and yours alone.

Before you begin this project **DO YOUR RESEARCH!** Do not introduce invasive plants into your local ecosystem. A simple Google search will yield the results that are best for your area. Not only will this eliminate the possibility of introducing problem plants but it will also produce the best results as far as growth and attracting local wildlife. Once you have a list of your local wildflowers you can gather your supplies.

You will need;

- Seeds for your local wildflowers
- Peat-free compost.
- Water.
- Powdered clay (found in craft shops).
- Mixing bowl.

Now that you are ready to craft your weapons of creation follow these 4 simple steps

1. In a bowl, mix 1 cup of seeds with 5 cups of compost and 2-3 cups of clay powder (you could use clay soil instead if you have it).
2. Slowly add in water and mix with your hands until everything sticks together.
3. Roll the mixture into firm balls.
4. Leave the balls to dry in a sunny spot.

Congratulations you now have your seed bombs wait for damp conditions and lob. Great targets include road borders, roundabouts, along trails, and overdeveloped/neglected areas. The mixture of clay and compost will help nurture the seedlings until they take root. Wildflowers are essentially weeds and can grow in just about any condition. Go forth and spread flowery chaos.

Remember to share results on Discord and Facebook!



From the Nameless Mists

A message from the Council

Dear Members,

I am glad to present you with another issue of the Arkham Advertiser, this is the 10th. Our first harvest holiday cometh as well as the Liber a Veterum. The latter has its transcript with the artist. I am personally extremely proud of your writing and education teams with the Liber a Veterum and the Miskatonic University as they are leaps and bounds above what the council expected.

Now with the unveiling of the street crew initiative, we have the beginning of physical unity within our communities. Much more guidance to come. Including a folder of printable fliers cards and stickers (in development), and an initiative to have pre-printed media sent to your door (starting in the US with expansion worldwide planned) for a small donation.

It is my pleasure to serve you all. Keep up the strong work.

Sincerely,

Phlegethotep, your Harbinger. [Nyth application](#) [Comment card](#)

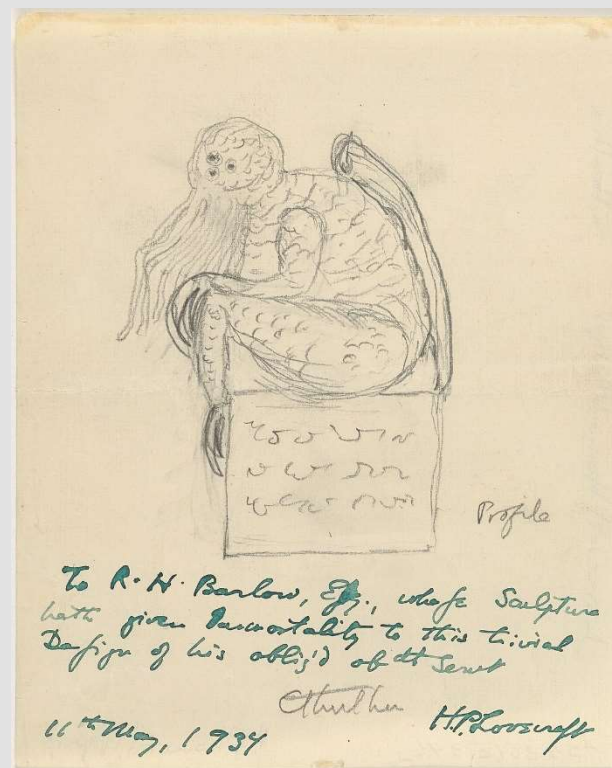


Thoughts from the Void: Musings from our Members

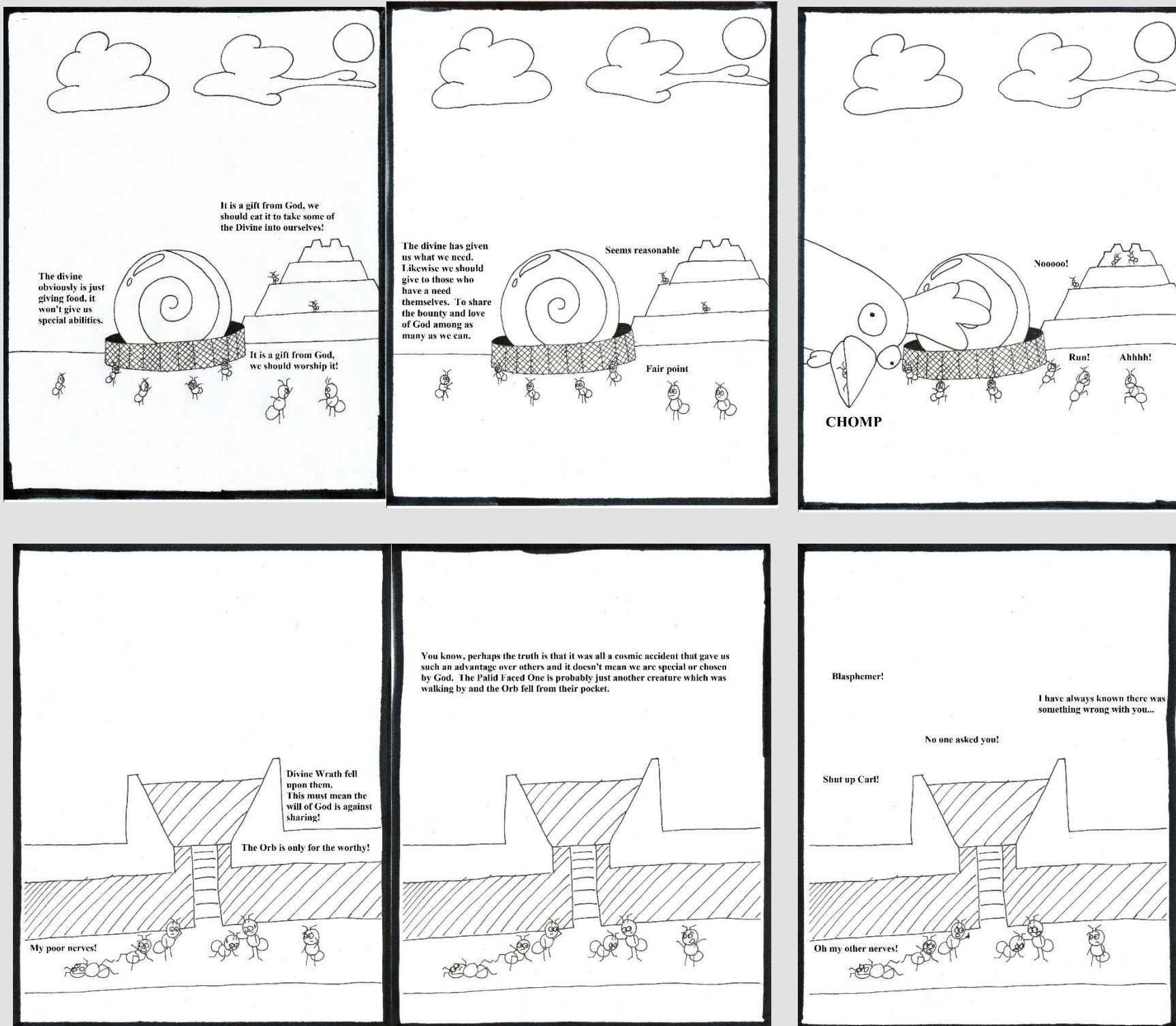
Phleg'Y-haf (fmr. GeekFTW)

If I had to pick the most impactful story to me from the Mythos, it would have to be 'The Call of Cthulhu' itself. I knew of Cthulhu long before I'd read any of Lovecraft's work. I grew up with the Internet so 'cool octopus dude who'll kill you' wasn't a foreign concept by any means. I remember having shirts, hats and social media avatars with Cthulhu on them as far back as 2010 but had never really looked deeper into it than that. It was just pop culture stuff, Godzilla for a new age! It took many years before I eventually sat down and decided to actually read Lovecraft's works for the first time. I had no idea where to start so I figured why not with Cthulhu himself, and from there...things began making sense.

So many thoughts, ideas, genres, interests, so many things I enjoyed in my life came together in the works of Lovecraft. I finally realized why this weird octopus fella was so intriguing to me for so many years: I was hearing the call and just didn't know it. I was hooked, and eldritch tentacles never left my mind since. Likely none of us would be here reading this right now were it not for this story and the stranglehold its tentacles have had over peoples' imaginations for nearly 100 years.



The Further Adventures of Yog and Steve



The Case of Charles Dexter Ward

Fm'toth Gna'uln

August is the Month of the birth of H. P. Lovecraft, without whom it is unlikely any of us would be gathered together like we are. To honor him I am writing a review of a story which was most impactful to me. The Case of Charles Dexter Ward.

This was one of the first stories I read, probably the fourth, and instantly became my favorite. On first pass it is easy to see why Lovecraft was displeased with the work, because a reasonable amount of the story can be described as a treatise on local history, geography, and architecture. However, it is between these threads he weaves a delightful story.

The story is told from the perspective of the family physician for the Ward family, an old family of Providence, Rhode Island. Charles, their son, is an amateur historian and is painted as an individual heavily caught up in the past. It is implied that the extent of his studies on local history impairs his other interpersonal relationships. Though, much of the second chapter is likely just Lovecraft expressing his own admiration for the town in which he lived.

In his genealogical research, Charles discovers a lost relative, a Joseph Curwin, which piques his interest due to the seeming effort placed in removing Curwin from history.

During his investigations on Curwin, Charles discovers that his ancestor originated from Salem Massachusetts, having emigrated to Providence around the time of the witch trials. He also discovered that Curwin seemed to live an extended amount of time, far longer than a person should naturally, and that Curwin was an alchemist of some skill. A hidden portrait also demonstrates that Charles and his ancestor were nearly identical in appearance.

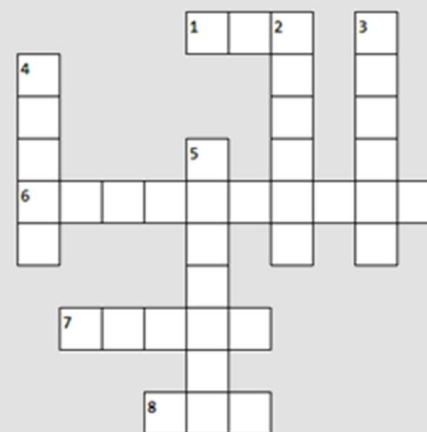
Fascinated by Curwin's research, Charles takes up the study himself, promising others that this may lead to scientific and historical breakthroughs. Charles apparently has some success, but everything is mostly presented as third hand information; it is information the narrator heard from someone else. Much of the story is presented in this fashion, the narrator presenting information picked up from other sources.

This provides a certain amount of plausible deniability due to the possibility the information discovered is false. This allows for a slow build of supernatural terror as more information is given, each piece a little more fantastical than the last.

The final reveal is probably something many would see coming, but it was also a very organic progression on the story. It presents some older concepts in a new way. The reason it resonated with me is it talks about the potential dangers of new knowledge.

In the end, both the protagonist and antagonist are killed. Yog-Sothoth gives knowledge, not concerned with the consequences it brings to the users of that knowledge. The knowledge itself is not good or evil, it is entirely how the knowledge is used which determines the ends.

This is the source of my Temple Name, "Fm'toth Gna'uln" which comes from Fm'latgh, K'na, and Uln from Alko. Combined it roughly translates to 'To Call the Burning Question' or 'burn question call'. This is because, like the protagonist, I would damn myself to hellfire to know the truth of the universe.



Across

- 1. Father of Cthulhu
- 6. May be Yeb's name in Hyperboria
- 7. Possibly Nug's name in Hyperborea
- 8. Mother of Tsathoggua

Down

- 2. Worshipers of Nug
- 3. Yeb leads a cult who worships this one
- 4. Will be used by Nug to cleanse the Earth
- 5. Will be used by Yeb to cleanse the Earth

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Divination for August 2024

By Kadish Ph'ee

Unfortunately, there is no Tarot reading this month

The Horrorscope

Azathoth,

Your pantry will become an extra dimensional portal this month, whisking away all healthy snacks which you've been stocking up on. This isn't a real prediction; Dave in the design department just needs an excuse on why he's not fitting in his wedding dress this month but feel free to enjoy your guilt free chips.

Cthulhu,

The spectral vending machine in the break room may offer you snacks of cosmic enlightenment. If your sandwich suddenly utters cryptic riddles, it's your lunch becoming an orade of eldritch wisdom. Heed its prophesying your inevitable encounter with eldritch office politics.

Dagon,

This month, aside from the lurking hooded figures, you will be followed by three unseen spectres, seven super intelligent spiders, the Beast from Between and two hauntingly beautiful nightmares. In short, your elevator rides will be cramped.

Darkness,

Your aura resonates with sentient tumbleweeds this month and the eldritch council demands you embrace irrational phobias. Rehearse your fear of five legged dogs riding unicycles reciting poetry backwards to avoid unannounced cosmic tax audits.

H.P Lovecraft,

Beware of shadows that cast shadows of their own. If you find yourself questioning your own existence this month, it's just the eldritch fog settling in. Nurture this existential crisis by reciting absurd knock-knock jokes for their enlightenment will bring you cosmic clarity.

Hydra,

As the moon wanes and black lights dance in the sky to cover the stars, a cryptic crossword puzzle will emerge from the ether, and your destiny lies in solving it using words borrowed from the Necronomicon. We will help you out, five down is 'kerfuffle'

Hastur,

An ancient book will mysteriously appear on your bookshelf, written in a language that predates coherent grammar. Decode the spectral messages wisely, and you may receive otherworldly wisdom. Or just a really great recipe for spaghetti.

Nameless Mist,

The position of celestial bodies suggest that a black cat will cross your path this month is a sign that a spectral feline parliament is convening in the netherworld. Prepare many offerings of catnip and tuna to avoid feline hexes. Litter box curses are nothing to scoff at.

Nug & Yeb,

Watch out for creaking floorboards in your attic for they will be Morse code from eldritch termites, warning you of a great impending danger which will threaten your hold on reality. Nothing much you can do about it but being forewarned means you can plan accordingly. Maybe quit your job and take up acrylic painting.

Nyarlahotep,

The alignment of the tea leaves foretells strange encounters with eldritch baristas. Caffeine transcends dimensions and it is up to you to free them from this outside influence. Recite the ingredients in your coffee orders this month and if they look at you weird, keep trying; it hasn't worked yet

Shub-Niggurath,

Be watchful of the creeping shadows that mimic your every move. If you find yourself dancing with your own darkness, fear not; it's just your malevolent doppelgänger hosting an impromptu eldritch disco.

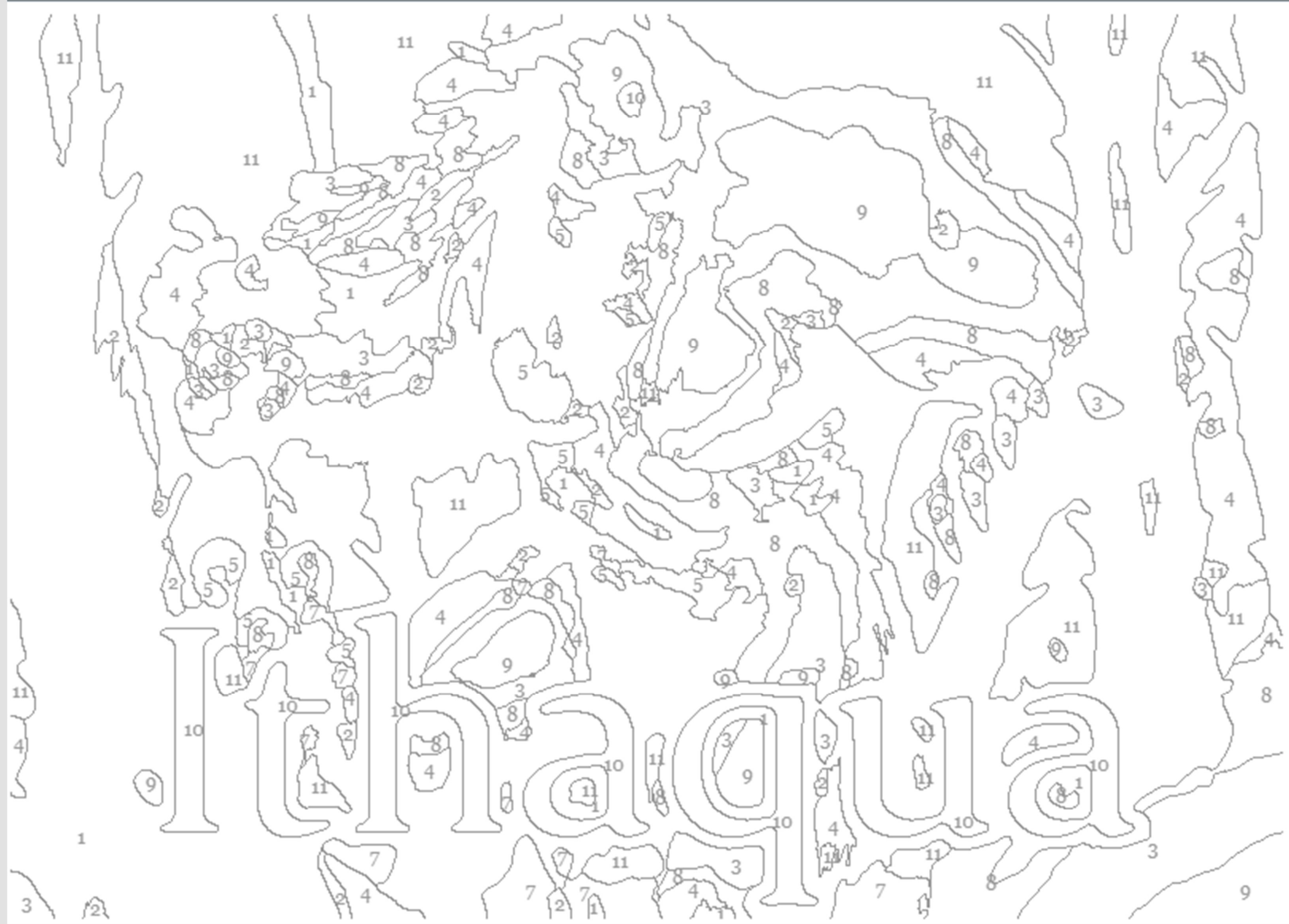
Yog-Sothoth,

Be watchful of the creeping shadows that mimic your every move. If you find yourself dancing with your own darkness, fear not; it's just your malevolent doppelgänger hosting an impromptu eldritch disco.

(Re)Issue 5

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Color By Number



- 1: #171513 | RGB(23, 21, 19) | HSL(30, 10%, 8%) | HSV/HSB(30, 17%, 9%) | CMYK(0%, 9%, 17%, 91%)
- 2: #443a37 | RGB(68, 58, 55) | HSL(14, 11%, 24%) | HSV/HSB(14, 19%, 27%) | CMYK(0%, 15%, 19%, 73%)
- 3: #d9d3d9 | RGB(217, 211, 217) | HSL(300, 7%, 84%) | HSV/HSB(300, 3%, 85%) | CMYK(0%, 3%, 0%, 15%)
- 4: #b6ab9b | RGB(182, 171, 155) | HSL(36, 16%, 66%) | HSV/HSB(36, 15%, 71%) | CMYK(0%, 6%, 15%, 29%)
- 5: #c3a077 | RGB(195, 160, 119) | HSL(32, 39%, 62%) | HSV/HSB(32, 39%, 76%) | CMYK(0%, 18%, 39%, 24%)
- 6: #924339 | RGB(146, 67, 57) | HSL(7, 44%, 40%) | HSV/HSB(7, 61%, 57%) | CMYK(0%, 54%, 61%, 43%)
- 7: #786353 | RGB(120, 99, 83) | HSL(26, 18%, 40%) | HSV/HSB(26, 31%, 47%) | CMYK(0%, 18%, 31%, 53%)
- 8: #c3bcab | RGB(195, 188, 171) | HSL(43, 17%, 72%) | HSV/HSB(43, 12%, 76%) | CMYK(0%, 4%, 12%, 24%)
- 9: #f1f8f2 | RGB(241, 248, 242) | HSL(129, 33%, 96%) | HSV/HSB(129, 3%, 97%) | CMYK(3%, 0%, 2%, 3%)
- 10: #ffffff | RGB(255, 255, 255) | HSL(0, 0%, 100%) | HSV/HSB(0, 0%, 100%) | CMYK(0%, 0%, 0%, 0%)
- 11: #7d8786 | RGB(125, 135, 134) | HSL(174, 4%, 51%) | HSV/HSB(174, 7%, 53%) | CMYK(7%, 0%, 1%, 47%)

This Month in the Temple Current Events

July 3, 2024: General Leadership Meeting.

Attendance: Phlegethotep, JanYanSan, Kadish Phee, Yog-Nytharanak, Shub'Kidast-Ghaistur, Yog-Kagadeth, Snyarlazoth, Fm'toth Gna'uhn, Azmahn Oriv

Welcomed new Social Nyth, Shub'kidast. Ideas for more social events, including recording events for others to witness and realize how much fun they missed out on...

Regularly scheduled, planned in advance, Holiday events.

Outline for Ithaqua's First Tread celebration event beginning drafting.

Chili cookoff? Problems brought up due to poor turnout for prior cooking competition.

Windchime and/or Stick Idol tutorial planned, videos. Planned before Ithaqua's First Tread, so there is time for Cultists to make and their creations be shown off for holiday celebration.

Nyth and potentially Council inactivity rules emplaced, 30 days for initial warning, 90 days for loss of position.

Discussed YouTube channel, still have some things to overcome, but it is a priority.

Game Show questions, recommendations for submissions. Primary style is 'what is wrong with the following statement?' Others are minigames

Cultists MU lessons reviewed, nearing completion. This means we have information for the MU core lessons going forward another 18 months. We can focus on Electives which we may consider 'selling' for income. Needing ritual for attuning with the old ones from Magickal Team

Needing more things to be added to the Study Hall

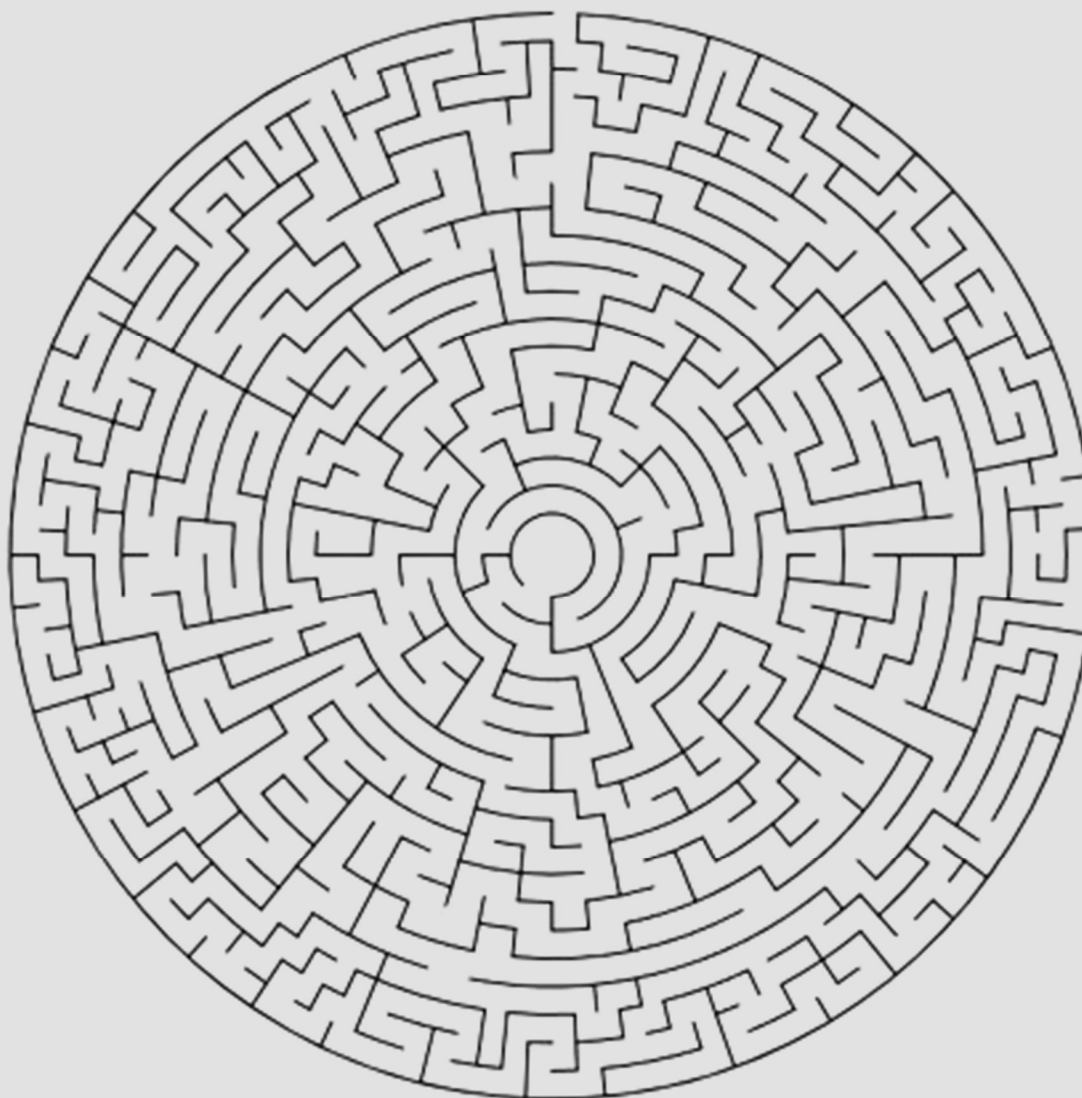
July 16, 2024: Impromptu meeting of Miskatonic University team to review needs for Cultists lessons, which will be going live within the next couple weeks. Once all that is in place, efforts will be directed on final edits/design for Liber a Veterum.

July 23, 2024: New Cultist 'Tea Mug' design unveiled. Work being put forward for Cultist Coffee mug.

July 25, 2024: Cultist level lessons for Miskatonic University finalized.

July 27, 2024: Finalization of the Grahn rank, which is a last-resort punitive measure for inappropriate behavior on the part of any member.

July 28, 2024: First Submissions for elevation from Acolyte to full Cultist through the Miskatonic University.



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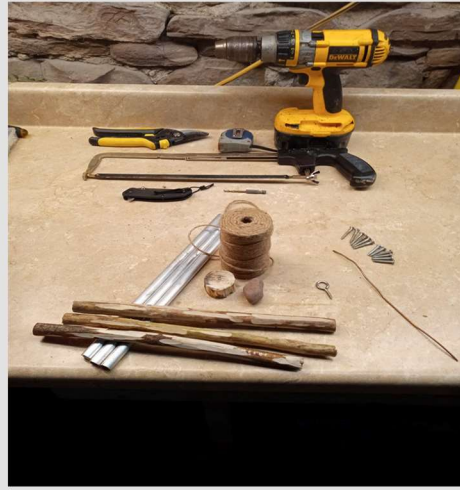
Sample Build

Materials:

x3 - 12 inch Aluminum Pipe
x3 - 12 inch Pine Branches with 1/2 inch diameter
x1 - 1 inch Pine Branch with 1.5 inch diameter
x1 - Stone
x6 - Screws
x1 - Metal Screw-in Loop
x1 - 1 foot of Copper Wire

Tools:

X1 - Bow Saw
X1 - Power Drill
X1 - Hole Drilling Bit
X1 - Measuring Tape



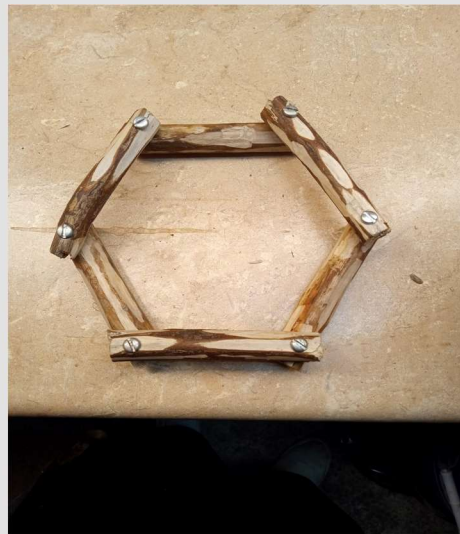
Step 1:

Cut 6 equal frame pieces and 6 equal extensions.

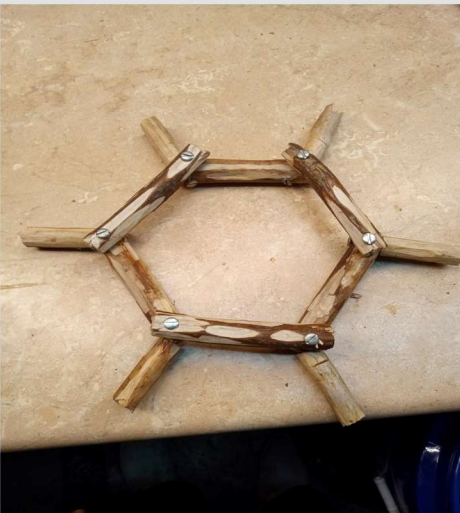


Step 2:

Screw frame pieces together alternating above and below in a hexagon shape.



Step 3: Screw smaller extension cuts to the ends of each bottom piece facing outward.



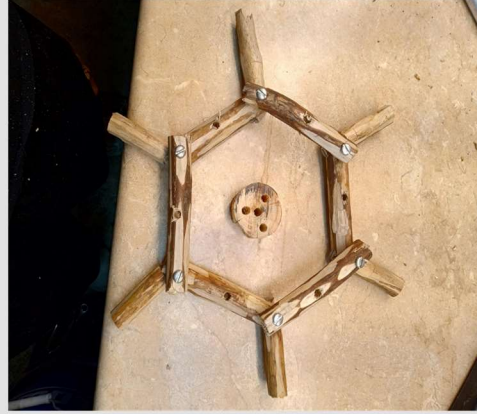
Step 4: Cut aluminum piping to size and drill top holes. Each pipe should be a different length.



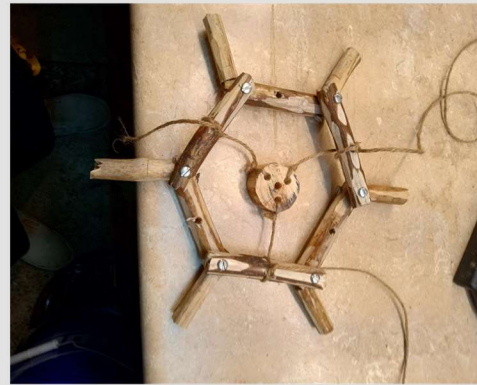
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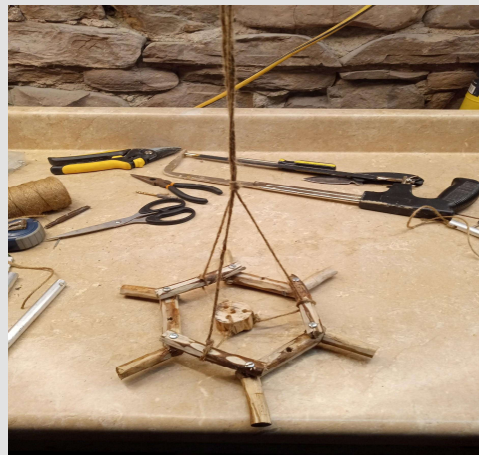
Step 5: Drill four holes into the short 1.5-inch diameter pine branch piece as shown. Then drill a single hole in the middle of every frame piece.
Step 6: Thread and tie to the center piece leaving a large excess of string.



Step 7: Thread excess through higher center holes on frame from the bottom up. Tie off if necessary.



Step 8: Tie thread to pipe leaving excess



Step 9: Pull threads together and tie as shown.



Step 10: Attach and tie all three to the top loop.



Step 11: Tie chimes to the frame at equal lengths

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Step 12: Wrap stone in copper wire and tie off in a loop at the top.



Step 13: Attach and tie to the center hole as shown.



Step 14:
Depending on the size of your frame and tubing, it may be necessary to tie the pipe threads closer together to close the gap.

Finished Ithaqua Chimes

