

# *Cthulhu: Dread Sleeper in R'Lyeh*

## **Introduction**

Something is amiss in the town of Arkham. An aura of depression hovers over the town, as if brought in by the front of steel gray clouds that have been drenching the town in a light but steady rain for the last two weeks. Sad, unpleasant stories filled with personal tragedies seem to dominate the newspapers, and you sleep fitfully every night.

Still, you were unprepared for the sense of dread you felt when the telegram came through. Your good friend, Henry Waxford, has suffered a breakdown, and his wife has summoned you, in hopes that seeing an old friend will help revive the man.

You met Henry a long time ago at a tiny studio that was showing some of his work. His meticulous still lifes, with their great splashes of vibrant color showing cornucopias of food, flowers, and grain, had moved you, and you struck up a conversation with him. His manner was as vibrant and cheerful as his paintings, and his good nature made you fast friends for several years before family and other interests caused you to drift away from him. Thinking back on his pragmatic, thoughtful nature, you wonder what could have caused him to have a breakdown.

As you reread the telegram, guilt wracks you, for it has been a long time since you walked through the once-beautiful French Hill district to his modest home - you should have visited earlier. Immediately, you sent back a message saying that you would be happy to help. You only hope that you can.

## **Monsters**

Cultists, Maniacs, Witches, Warlocks, High Priests, Byakhee, NightGaunts, Cthonians

## **Special Rules**

Cultists are *endless*. Unlock Vignette [A].

# ***Location Index***

## ***Administration Building***

*Read paragraph 80.*

## ***Arkham Asylum***

*Read paragraph 192.*

## ***Bank of Arkham***

*Read paragraph 106.*

## ***Black Cave***

*Read paragraph 57.*

## ***Curiositie Shoppe***

*Read paragraph 181.*

## ***Downtown Streets***

*Read paragraph 19.*

## ***Easttown Streets***

*Read paragraph 71.*

## ***French Hill Streets***

*Read paragraph 73.*

## ***General Store***

*Read paragraph 1.*

## ***Graveyard***

*Read paragraph 5.*

## ***Hibb's Roadhouse***

*Read paragraph 202.*

## ***Historical Society***

*Read paragraph 94.*

## ***Independence Square***

*Read paragraph 122.*

## ***Library***

*Read paragraph 110.*

## ***Ma's Boarding House***

*Read paragraph 134.*

## ***Merchant District Streets***

*Read paragraph 30.*

## ***Miskatonic University Campus***

*Read paragraph 107.*

## ***Newspaper***

*Read paragraph 149.*

## ***Northside Streets***

*Read paragraph 158.*

## ***Police Station***

*Read paragraph 114.*

## ***River Docks***

*Read paragraph 180.*

## ***Rivertown Streets***

*Read paragraph 203.*

## ***Saint Mary's Hospital***

*Read paragraph 169.*

## ***Science Building***

*Read paragraph 42.*

## ***Silver Twilight Lodge***

*Read paragraph 15.*

## ***South Church***

*Read paragraph 132.*

## ***Southside Streets***

*Read paragraph 48.*

## ***The Unnameable***

*Read paragraph 55.*

## ***The Witch House***

*Read paragraph 25.*

## ***Train Station***

*Read paragraph 142.*

## ***Unvisited Isle***

*Read paragraph 6.*

## ***Uptown Streets***

*Read paragraph 198.*

## ***Velma's Diner***

*Read paragraph 85.*

## ***Woods***

*Read paragraph 121.*

## ***Ye Olde Magic Shoppe***

*Read paragraph 12.*

## ***Endgame***

*If you have completed your investigation, read 103. Otherwise, read 154.*

# Vignette Index

**[A1]** First event goes to 170. Otherwise read paragraph 109.

**[A2]** Read paragraph 140.

**[B1]** First event goes to 156. Otherwise, read paragraph 23.

**[B2]** Read paragraph 83.

**[B3]** Read paragraph 172.

**[C1]** First event goes to 199. Otherwise, read paragraph 102.

**[C2]** Read paragraph 50.

**[D1]** Read paragraph 43.

**[D2]** Read paragraph 141.

**[E1]** First event goes to 173. Otherwise, read paragraph 160.

**[E2]** Read paragraph 29.

**[E3]** Read paragraph 18.

**[E4]** Read paragraph 176.

**[E5]** Read paragraph 89.

**[F1]** First event goes to 32. Otherwise, read paragraph 72.

**[G1]** First event goes to 39. Otherwise, read paragraph 54.

**[G2]** First event goes to 146. Otherwise, read paragraph 24.

**[G3]** Read paragraph 86.

**[G4]** First event goes to 147. Otherwise, read paragraph 45.

**[H1]** Read paragraph 33.

**[H2]** First event goes to 143. Otherwise, read paragraph 195.

**[H3]** First event goes to 14. Otherwise, read paragraph 2.

**[I1]** First event goes to 200. Otherwise, read paragraph 51.

**[I2]** Read paragraph 52.

**[I3]** Read paragraph 164.

**[I4]** Read paragraph 37.

**[J1]** First event goes to 130. Otherwise, read paragraph 191.

**[J2]** First event goes to 128. Otherwise, read paragraph 101.

**[J3]** First event goes to 116. Otherwise, read paragraph 167.

**[K1]** Read paragraph 118.

**[K2]** Read paragraph 22.

**[K3]** Read paragraph 197.

**[K4]** Read paragraph 60.

**[L1]** First event goes to 28. Otherwise, if there is an unlock token here, read paragraph 13, and if not, read paragraph 152.

**[L2]** First event goes to 155. Otherwise, read paragraph 178.

**[L3]** First event goes to 204. Otherwise, go to 56.

**[L4]** First event goes to 96. Otherwise, read paragraph 157.

# Case Paragraphs

**1** If vignette [D] is unlocked, read paragraph 124. Otherwise, nothing happens.



**2** You search the office of Carl Sanford and discover his journal.

If you would like to read it, select which investigator is going to read the book, and read paragraph 70. Otherwise, each team member may return to Arkham or stay here.



**3** The nightmarish fight is over. The ghouls' claws tattered your clothes and scraped your flesh, and you are bruised in many places from where they hit you with bones and rocks. But the creatures lie dead at your feet, and you stand, disgusted, in the room that was their den.

Your first instinct is to leave, but you notice that a pile of rubbish in the corner has something that may be of use.

Each investigator here may draw three cards, in any combination from the common item deck, the unique item deck, the spell deck, or, if the *Curse of the Black Pharaoh* expansion is in play, the exhibit items deck, and then discard two, keeping the one of their choice. Then, each player rolls a die and takes that many dollars to represent the value of other trinkets found.

As you loot the room, you hear more hissing coming from the tunnels beyond - there are more of them!

This vignette is complete. All investigators here return to Arkham.



**4** You talk your way in to the graveyard to see the desecrations firsthand. Move to [L1].



**5** If you have reached the "grave desecrations" part of the timeline, read 4. Otherwise, nothing happens.



**6** If [E] is unlocked, you may pay \$1 to rent a skiff out to the Unvisited Isle - move to [E1]. Otherwise, nothing happens.



**7** The nightmarish creature descends back into the brackish depths from which it came, and you frantically row to the isle before it can resurface. All team members move to [E2].



**8** Make a Speed-1 check. If you succeed, move to the streets.

If you fail, they catch up to you and surround you. You can attempt to explain that you didn't kill the man's brother (read paragraph 113), or fight (read paragraph 120).



**9** Carefully, you creep through the wet grass towards the circle of stone, trying to stay in the darkness of the shadows cast by the monolithic stones. Luckily, the din they are making and their intent focus on the ritual makes them unlikely to notice you.

Make an assisted Sneak+0 check to plant the dynamite without the cultists seeing

you. If you succeed, read 196.  
Otherwise, read 137.



**10** Make a Luck-2 check. For each success in the roll, add a sanity token to this location. If you fail, remove a sanity token.

After adding or removing any tokens, read 27.



**11** You visit the notorious "Black Cave" on the outskirts of town, looking for the cannibalistic psychopaths that have been terrorizing Arkham. Make a Luck-1 check. If you succeed, read paragraph 47. Otherwise, you find nothing, and nothing happens.



**12** Nothing happens.



**13** You stare down at the dark hole leading into the earth, wondering whether it's a good idea to go explore the tunnel beyond.

"I shore as heck ain't goin' down dere," says the groundskeeper. "If ya want ta go down dere, yer on yer own, friend."

Investigators who wish to may wriggle into the tunnel and move to [L2].  
Otherwise, they may return to Arkham.



**14** The third floor is shrouded in a darkness that the modern electric lights set in the walls cannot seem to dispel. You feel a heaviness in the air as you walk across the barren room at the top of the landing to the single door on the far wall.

Emblazoned on the door is a strange sign, a five-pointed star with an eye in it, and the door frame around it is inlaid with silver to appear like the door is ablaze with a bluish fire. Faint chanting may be heard from beyond.

Suddenly, a voice behind you calls out, "What are you doing up here?"

Spinning around, you see Carl Sanford, dressed in a dark blue robe with silver trim, looking furious. Immediately, the chanting in the next room stops, and before you know it, you are being assaulted by several cult members wielding deadly black magic!

Fight a High Priest, a Warlock, and a Witch. You cannot evade from this combat. If you do not defeat them, this Vignette has Failed; all investigators in this Vignette return to Arkham.

If you defeat them, you have struck a blow.



**15** If vignette [J] is unlocked, you may move to [J1].

Otherwise, if vignette [H] is unlocked and you have a Silver Twilight Lodge membership, you may move to [H1].

If you don't move to either Vignette, you notice a sign saying that the Silver Twilight Lodge is looking for people of quality to join. If you do not currently have a Silver Twilight Lodge membership, you may exchange a gate trophy or 5 toughness tokens for one after paying a \$3 entrance fee.



**16** While flipping through the "Society" pages, you see an advertisement for a fundraiser for the local firefighters. Suddenly, you remember where you saw him!

At the fundraiser dinner, he was

recognized as a generous donor, and during his short speech, he shared some rather interesting and humorous details about the genealogy of local celebrities.



**17** He shakes his head. "It is something terrible that you face. I do not envy you for the challenges that lie ahead." After a moment of sizing you up, his hard-edged look turns soft. "Bah," he mutters to himself, as he stands up and reaches into a cabinet behind him. "Here. It's not much, but perhaps it will make the difference." Draw a unique item. Read 97.



**18** The dark forest gives way to a frightening sight. In a clearing ringed by gnarled, twisted trees are a ring of ancient stones jutting up out of the ground, their hulking forms covered in moss. They encircle a small hillock upon which dances the frenzied naked forms of seven insane cultists, screaming, drumming, and piping around a huge bonfire. "Ia, Ia, Cthulhu fthagn!" they chant, beseeching the stars to grant them some dark favor.

Overseeing the ceremony is a high priest wearing a half-mask that looks like a squid or an octopus, and his presence fills you with dread. Worse, his educated, articulate speech, his mannerisms, and his frame are horribly familiar, but you just can't place where you've seen him before. Unlock Vignette [G].

Perhaps Waxman isn't insane after all. To your horror, you see a darkness, like a mist, seeping out of the ground around the stones, as if an ancient evil were smoldering under the ley lines here. Whatever these cultists are calling up, it cannot be good - you need to put an end to it. But how?

If you have an Elder Sign (or equivalent item that allows the sealing of gates), and would like to use it, read 35.

If you have a stick of dynamite and wish to use it, read 9.

If you wish to disrupt the ceremony by attacking the cultists, read 193.

Otherwise, you can lurk here in the woods and watch the ceremony unfold. Read 144.



**19** Nothing happens.



**20** "Ah, there is a ship available," says the Harbormaster. "But it's small, and leaving very soon. I hope you're not looking to move much cargo."

You grimly think that the only cargo on the return trip - if there is one - may be the bodies of you or your fellow investigators.

Roll a die and add seven. This is the number of dollars it requires to charter the ship. If you pay it, read paragraph 40. If not, all investigators may either stay here or return to Arkham.



**21** The ghouls beat you senseless with bones and their fists. As you slip towards unconsciousness, their hyena-like laughter rings in your ears. As you are dragged back towards the den, you realize what your ultimate fate is to be.

All investigators here are *devoured*.



**22** As you make your way through the cyclopean city, you notice a strange rippling in a large reservoir filled with brackish water. It seems to respond to

your footsteps that echo off of the enormous stones. Every team member must make a Sneak-1 check.

If any team member fails his or her roll, read paragraph 34. Otherwise, read paragraph 84.



**23** There appears to be some commotion coming from the building ahead. As you walk towards the building, a man in a black robe leaps out of the bushes at you, swinging a curved knife!

Lose 1 Stamina, then fight a cultist.

If you evade, return to Arkham. Otherwise, move to [B2].



**24** Each investigator here may decide whether to return to the main hall (return to [G1]) or continue searching the storage room for clues about Dr. Fane.

To search the storage area, place a toughness token here and roll a die. If you roll equal to or less than the number of toughness tokens here, you don't find anything. Otherwise, read 93.



**25** If there are any toughness tokens on the Police Station, read paragraph 111. Otherwise, nothing happens.



**26** You try to find out where the *Emma* is docked from the Harbormaster. If you can make an assisted Luck-1 check or bribe the Harbormaster \$2, you find out which pier the *Emma* is docked at. Place a clue token here and move to [I2].

Otherwise, each investigator here may stay here next turn or return to Arkham.



**27** If there are five or more sanity tokens here, read 123. If there are no sanity tokens here, read 61.

Otherwise, Henry still seems too traumatized to talk about what's going on inside his mind. Stay here until next turn.



**28** You visit the graveyard and ask the groundskeeper to take you to the scene of the desecration. As he walks you out there, he gives you the story.

"See, I been havin' these desecrations for months now, but the po-lice, well, dey always been tellin' me it's dogs or dumb kids. I jest stopped callin' em, and tried to catch da bums meself.

"But dis one wuz diff'rent. When I found da grave all tore up, dey was a lot of black candles, a knife, an' blood. And they was a book, too, writ in some strange language I don' understand. But tha pictures innit - it's witchcraft, I tell ya, an' I burned it. Tha po-lice were mad at me fer dat, but I ain't sorry. That black book wuz de work of de devil.

"Ah, here it is," he says, pointing down at a disturbed grave. You look down at the desecrated grave. A few of the black candles lie scattered about, and indeed, there is blood. The grass over the grave appears to have been clawed upward, and jutting up out of the dirt are shattered slats of wood from the coffin below.

You look around for any clues which may shed light on this strange situation. Make an assisted Lore-2 check. If you succeed, read paragraph 145. Otherwise, read paragraph 138.



**29** You pull your skiff up onto the muddy shore of the island, and push off through

the nettles and briars in the direction of the drumming and piping. The woods are dense and confusing, and the faint moonlight that filters through the tight canopy above only serves to make the shadows more menacing.

Make an assisted Lore-2 check. If you succeed, read 126. Otherwise, read 53.



**30** Nothing happens.



**31** You chose your path poorly. Draw two monsters and fight them. You may evade during this combat.

When done, each investigator may retrace his or her steps and go back up the stairs to [J1] or stay here and continue to explore the caverns.



**32** The name Carl Sanford is unknown to you, so you decide to go to the Library to do some research on the name. Perhaps you can get a lead on the man and discover what he is up to.

Place six clue tokens on this location to represent the amount of research you must do to find out information about Mr. Sanford.



**33** Your credit rating and standing in society make it a simple matter to get a membership at the lodge. Many prominent businessmen hobnob in the lounge, talking, laughing, and swirling their drinks in hand. Despite prohibition, the bar is fully stocked, a testament to the lodge's influence among the local law enforcement; indeed, there are a few judges in the room tonight.

You had prepared yourself for the worst,

but this group of jovial fellows could hardly be the murderous cultists that went after Dr. Armitage. They bemoan mundane things, and are concerned with sports and liesure more than anything occult in nature.

Even the initiation ceremony was bland. A simple oath of secrecy, a secret handshake, and a ritual donning of simple black robes made for a dull evening.

However, there was one curious thing. A carpeted stair that led up to the second floor had a guard standing at its base. Perhaps there are secrets upstairs? Every investigator here may attempt a Sneak-2 check to make their way upstairs without being noticed. Every investigator who fails is caught trying to sneak upstairs and is "handled" - lose 2 Stamina and return to Arkham. Any investigators who succeed proceed to [H2].



**34** Splash! A gigantic, twisting mass of gelatinous flesh blasts up out of the water and attacks!

Fight a shoggoth. If you defeat the Shoggoth, you find a Unique Item lying in the vault where it was lairing.

After the fight, all team members move to [K3].



**35** Carefully, you creep through the wet grass towards the circle of stone, trying to stay in the darkness of the shadows cast by the monolithic stones. Luckily, the din they are making and their intent focus on the ritual makes them unlikely to notice you.

Make an assisted Sneak+0 check to apply your elder sign without the cultists seeing you. If you succeed, read 171. Otherwise, read 58.



**36** Dr. Armitage sits down heavily in a chair, breathing hard, and motions you to do the same. "I suppose I owe you an explanation."

"Recent events have brought to my attention the fact that cult activity has skyrocketed here in Arkham over the last month or so. It is my belief that they are not only willing to kill to keep their activities a secret, as tonight's attack proves, but also that their plan will have dire consequences for all of us should they succeed.

"I do not as yet know what they plan, but suffice it to say that I have... experience... in these matters. The hints and whispers I have heard have much in common with the evil witch-cults of dark age Europe, the depraved rites of certain degenerate tribes in the far northern wastes, and various Cthulhu death cults from the South Pacific which were once thought to be extinct, but recently have shown signs of returning.

"Unfortunately, my notoriety in those circles is such that I cannot openly investigate this matter. My face is known, and, as you have seen, I am a marked man. Tonight, I intend to get in my motorcar and leave Arkham, for I am of no use to the world dead. I must ask you, then, to continue my investigation in my absence."

He kneels down and turns over the corpse of the cultist at your feet. The hood flops to the ground, revealing a handsome, chiselled face with a square jaw and close-cropped black hair. He looks familiar, but you can't place him.

Dr. Armitage searches the body, but finds nothing but the curved knife used in the attack. "No identity. Hm. It looks like this is your only lead," he says, handing you the knife. "Perhaps you can discover something about it. I'd check with local antique dealers - perhaps they can shed some light on this curious artifact."

This Vignette is complete. Unlock [D], and all investigators in this Vignette return to Arkham. Return the Ally card for Dr. Armitage to the box, and search the common items deck and take the first knife. Place an Elder Sign token on the card to indicate that this is the knife from the investigation.



**37** You find a door that leads down into the guts of the trawler.

The interior of the ship is even more filthy and rusted than the exterior. The lurching shadows in doorways and disturbing sounds coming from the cabins on each side of the claustrophobic halls are something out of a nightmare. Each investigator must make a Will+0 check or lose a sanity.

Make an assisted Luck-1 check. If you succeed, read paragraph 161. Otherwise, read paragraph 119.



**38** As you desperately fight the cultists, their leader continues chanting. There are just too many of them.

With a final shout, the leader falls to his knees, and grins madly at the doors which creak open slowly. All combat stops as a god emerges into your midst. It is the last thing you ever see.

All investigators in R'Lyeh are *devoured*. If there are any investigators left in Arkham, read paragraph 154.



**39** It took you a moment to place him, but the frame, the peppered goatee, and the commanding voice: the High Priest was none other than Dr. Amius Fane, chairman of the Historical Society. You know him from the Variety section of the paper, fundraisers, dedications, and other civic occasions.

And you almost had him, too. In the scuffles amidst the darkened forests of the Unvisited Isle, you nearly had him once, but he slipped away into the forest.

Only a fool would accuse such a personage of being a cultist. His reputation is unimpeachable, and he has many rich and powerful friends at his disposal. So you've decided to come here at night and have a look around.

Slipping in through an open window, you creep into the main hall of the building. All team members must make a Sneak-1 check. If everyone succeeds, read paragraph 95. Otherwise, read paragraph 131.



**40** You charter the ship. Unlock vignette [K], and place an unlock token on the Docks, indicating that you have a ship ready to set sail. All investigators may either stay here or return to Arkham.



**41** Looking through the financial records, you discover that Dr. Fane has chartered a ship, the *Emma*, which will be leaving soon on an expedition to... the middle of the ocean? How odd. Unlock Vignette [I].

This Vignette is Complete, and any investigator in this Vignette may return to Arkham. Otherwise, move back into the main hall ([G1]).



**42** Nothing happens.



**43** The shopkeeper eyes you suspiciously when describe the knife to him. "I'd like to see this specimen before saying anything about it." If a team member has

the knife from the investigation and wishes to show it to him, read paragraph 162. Otherwise, read paragraph 91.



**44** The cultists see you!

Multiply the number of investigators here by two and fight that many cultists.

If you defeat them, move to [B3].



**45** You search the office for clues to Dr. Fane's machinations.

Place a toughness token here. If there are three or fewer toughness tokens here, roll a die. On a 5 or 6, gain a clue.

When done searching, you may either return to the main hall ([G1]) or remain here to continue searching next turn.



**46** You have exhausted the library's information on Carl Sanford.

Carl Sanford appears in the local papers a few times as a philanthropist for some local charities, and it is mentioned that he is a member of the "Hermetic Order," a fraternal society in town that meets at a stately lodge in the French Hill area. Unlock Vignette [H].

Curiously, you also discover a reference to the name Carl Sanford in a book of local history. Presumably, a similarly-named ancestor of Carl's was accused of witchcraft and burned to death in the streets of Arkham back in 1832. Curious. Unfortunately, there are no genealogical records to establish whether the two are related.

This Vignette is complete. All investigators return to Arkham.



**47** If there are four toughness tokens on the police station and vignette [L] is complete, read 139. If there are four toughness tokens on the police station, and vignette [L] is not complete, read 194. Otherwise, read 129.



**48** Nothing happens.



**49** "What are you doing here?" asks a gruff voice from behind you.

Spinning around, you see several tough-looking fellows glaring at you. The one who spoke, a large bald man with a scar under his left eye, is carrying a baseball bat.

"I knew you guys would be back. That was my brother you killed. Now we're going to make you sorry. You don't mess with the Sheldon gang."

Things aren't looking so good for you right now. You can fight (read paragraph 120), run away (read paragraph 8), or try explaining to the leader that you didn't kill his brother (read paragraph 113).



**50** Looking at Henry's gaunt face and haunted eyes, you wonder whether you can get him to open up and tell you what has happened to him. Any team member who thinks it's hopeless and wishes to leave may return to Arkham now.

Otherwise, you wonder about the best approach to proceed with your interview. If you wish to use compassion, read 10. If you wish to use logic, read 59. If you wish to use "snap out of it, man!" intimidation, read 79.



**51** You walk into the Harbormaster's office.

If there are no clue tokens here, read paragraph 26. If there is one clue token here, read paragraph 163. If there are two clue tokens here, read paragraph 165.



**52** Looking about the rusty hull of the *Emma* trawler, a sense of dread washes over you. It looks ancient and unkempt, and the men working the ship seem to be subhuman, with their awkward limps and grotesque gaits. You cannot bear to think what will happen should this ship make its intended destination.

Each team member must make a Sneak-1 check. If anyone fails their roll, read paragraph 185. Otherwise, read paragraph 151.



**53** You get lost in these nightmarish woods. Move to [E5].



**54** While there are many doors off of the main hallway, there are three doors which seem like plausible places to find some clues about the dark dealings of Amius Fane.

Each team member may select which door to go through:

Investigators who choose to go through the front door return to Arkham. Those who go through the door marked "Storage" move to [G2]. Those who go through the door marked "Hall of Records" move to [G3]. And those who go through the door marked "Administrative Offices" move to [G4].



- 55** If there are any toughness tokens on the Police Station, read paragraph 100. Otherwise, nothing happens.



- 56** If there are any toughness tokens here, add one token and read paragraph 201. Otherwise, read paragraph 148.



- 57** If there are any toughness tokens on the police station, read paragraph 11. Otherwise, nothing happens.



- 58** The cultists see you before you can reach the circle of stones. The alarm goes up! Time to run.

Read paragraph 98.



- 59** Make a Lore-2 check. For each success in the roll, add a sanity token to this location. If you fail, remove a sanity token.

After adding or removing any tokens, read 27.



- 60** As you gain the crest, a terrible sight awaits you. All around you gathers black storm clouds, and the sky crackles with lightning, lighting up the circle of robed cultists chanting around what appears to be a great, circular door.

Before you can do anything, there is a massive shifting from somewhere within

the huge structure you are standing on. The vibration nearly knocks you off your feet, and you shudder to think what sort of creature could move a mountain of stone.

Then it happens. A psychic wave of dread washes over you, and you reel back from the crush of nausea that throws you to your knees. The cultists, too, swoon to the ground, and as you struggle to regain your feet, you instinctively know that something mind-blastingly horrifying is stirring in its slumber beneath that stone portal. There can be no doubt: it is a god, dread Cthulhu, and it means to burst forth and consume humanity.

Slowly, you return to your senses, and watch in shock as the cultists resume their chanting. After feeling the alien malignance of Cthulhu, you cannot comprehend why a human would willfully try to open that apocalyptic portal, but there is no possible alternative. Every one of them must be killed, right now, before their chanting succeeds in ending the world as you know it.

The investigation is complete. Proceed to the Endgame.



- 61** Your questioning has brought forth repressed nightmares and profound realizations about “the sea-thing that dreams”, and Henry slips into catatonia after a desperate, screaming fit. Each investigator loses a sanity from watching a friend slide into madness. No special ability or card may reduce this loss to zero.

Dr. Rowlins pulls you aside, and says, "I'm afraid there's not much I can do for your friend. This case is beyond my expertise. However, I have a colleague in Boston who has experience with cases like this. If you like, I could wire him and ask him to come examine your friend, but I feel I must tell you that his services do not come cheaply. Due to our professional relationship, I may be able to convince him to do it for free, but

there are no guarantees."

"If you decide to have him come down, wire me, and I will have him take the train down from Boston and meet you at the train station."

This Vignette has failed. All investigators in this Vignette return to Arkham.



**62** You somehow manage to make it to the shore before the thing in the water can attack. All team members move to [E2].



**63** They raise the alarm! Eight more cultists come to join in the fray.

Add eight cultists to the battle and fight again. If you evade them, read paragraph 115. If you defeat them, read paragraph 117.



**64** Remove one toughness token for each success you applied to the cultists. The toughness tokens represent the number of cultists.

If you applied four or more successes to the circle of stones, read paragraph 168. Otherwise, read paragraph 179.



**65** You follow the sound of the whimpering, and find a young man curled up at the darkened end of one of the tunnels. His cultist robes are in tatters, and he clutches the burned-out stub of a black candle.

As you approach, he starts whining, scabbling back into the wall behind him, terrified.

Clearly, this cultist got more than he

bargained for down here. *It is all that he deserves*, you think, when you consider what terrors these cultists want to bring down on the world.

But then, what separates you from them is compassion for humanity. "Ssh. Don't worry," you whisper, "I'm not going to hurt you. Come on, let's get out of here."

You lead the cultist back to the exit, and he is practically sobbing when he sees the fading sunlight over the graveyard. The groundskeeper throws a blanket over him and takes him back to the office, where he gives him some hot coffee.

He tells of the ritual they were performing to raise an old warlock known to have great power, for the purpose of quickening the return of Great Cthulhu. (At this, the groundskeeper slips away to call the Asylum.)

"But something went wrong," he whispers. "Our summons awakened something bad from under the graves, and they came up for us! I fought mine off with a knife, but the others...they were not so lucky."

Slowly, you pump him for information about the cult and its activities. He is a mere initiate, unfortunately, and knows little, but it is enough to chill your bones. Sobbing, he shows a great remorse for what he has done, and expresses what appears to be genuine remorse for what he has been attempting to do. "I wanted power," he chokes, "but it's all just death, isn't it?"

When the men from the Asylum come, he goes with them without a struggle.

All investigators here gain a Sanity for the small glimmer of hope that comes from the realization that not all cultists are as dedicated to the destruction of mankind as you had feared. Return to Arkham.



**66** As the screaming cultists grab their

weapons, you snap the fuse short on the dynamite, light it, and throw it towards the circle of stones.

The investigator who made the sneak check makes a combat check with the dynamite. Decide how many of your successes, if any, are applied to the cultists, and how many are applied towards damaging the circle of stones.

When you have decided how many successes to apply to each, read 64.



**67** The investigator who made the speed check rushes quickly into the room. That investigator must now make a Combat-1 check to grapple the cultist and pull him off of Dr. Armitage. No weapons may be used in this check, out of fear of harming Dr. Armitage.

If the roll succeeds, read paragraph 36.

Otherwise, the investigator takes 1 Stamina damage from a swift knife thrust. Read 82.



**68** You manage to convince them that you aren't a cultist, and they lower their weapons, and start to seem downright friendly. "Normally, we don't bother with this sort of stuff," says the man, "but they got in our business, and it ain't right what they did."

If you have an expansion that uses it, gain a Sheldon Gang Membership card.

You may also now treat the Woods as the General Store, even if the Terror Track has closed it. The Sheldon Gang will "procure" items that you need for you...for an appropriate price, of course.

You may use this functionality now, or move to the streets.



**69** You meet your chartered ship on the docks; it is ready to set sail. If you wish to board, place your investigator's token on the [K] vignette's status box.

At the end of any Arkham Investigations phase, you may set sail for the destination of the *Emma*. Move all investigators on the [K] vignette's status box to [K1], and remove the unlock token from the Docks to indicate that the ship has sailed.

Investigators who wish to may move off of the ship to the docks at the cost of one movement point during their movement phase.



**70** The investigator reading this book must make a Will check or lose 2 Sanity. Even if the investigator makes the roll, he or she loses 1 Sanity.

Inside the journal, Carl Sanford describes his plans to resurrect Great Cthulhu. Already, according to his journal, he and his fellow cult members have performed the magic to thrust the sunken city of R'Lyeh, the ancient ruin where Great Cthulhu slumbers, to the surface of the ocean. Using his eldritch magic, he has opened a gate to R'Lyeh in the caverns below the Lodge - a gate of "silver twilight" - where he intends to go when the stars are right to awaken the sleeping god.

Each investigator here gains 2 clue tokens. This Vignette is complete. All investigators in this Vignette return to Arkham. Unlock vignette [J].



**71** Nothing happens.



**72** Make an assisted Lore-1 check. For each success on the check, remove one clue token from this location. If there are still

clue tokens left here, each investigator may choose to return to Arkham or stay here until next turn.

If all the clue tokens have been removed, read paragraph 46.



**73** If Vignette [A] is unlocked, move to [A1]. Otherwise, nothing happens.



**74** You ask at the Administration Building where Professor Armitage's office is located. The secretary gives you directions to the building on the Miskatonic University campus (Miskatonic University Streets).



**75** The investigator who made the luck roll manages to slip into the tight quarters of the helm for a quick look around. He or she must attempt a Lore-1 check.

If the roll fails, he or she finds nothing of interest before footsteps force a quick retreat to the shadows. All investigators here may either return to the deck of the trawler ([I2]) or stay here until next turn.

If the roll succeeds, read paragraph 174.



**76** You have the presence of mind to ask to see his studio before you leave. Perhaps there are clues to his madness to be found there. Move to [A2].



**77** Try as you might, you aren't fast enough to make it to the shore before a mass of tentacles bursts out of the water and attacks! Draw a Formless Spawn and fight it. If you defeat it, read 7. If you

manage to flee, you row quickly away from the Isle - all team members return to Arkham.



**78** You crack open the crate and a flood of silvery light fills the room. A horrible moaning noise rises out of the artifact encased within, and you are startled to see the ghostly shape of two terrifying figures float out and attack!

Fight two ghosts. You may not flee from this battle. If you fail to defeat them, remove the event token before moving to the Hospital or Asylum.

If you defeat them, read paragraph 81.



**79** Make a Will-2 check. For each success in the roll, add a sanity token to this location. If you fail, remove a sanity token.

After adding or removing any tokens, read 27.



**80** If vignette [B] is unlocked, read paragraph 74. Otherwise, nothing happens.



**81** You defeat the guardians of the artifact inside, and they evaporate into the darkness. Timidly, you approach the crate and look inside.

Lying in a bed of straw is a long tube about a foot and a half long and six inches in diameter. Each end is capped with a gold plug carved with writing in an alphabet you don't recognize.

You get a very bad feeling about this artifact. You may take it with you and open it at any time. If you ever open it,

read paragraph 159.

When you are done examining the artifact, each team member may now either return to the main hall (move to [G1]) or remain here.



**82** You watch in horror as the cultist's knife plunges into Dr. Armitage's stomach. Blood pours over the tiles, and Dr. Armitage's mouth grows slack as he crumples to the ground. In a flash, the cultist leaps out the open window and vanishes into the night.

All team members lose 1 Sanity. No special ability or card may reduce this loss to zero.

This Vignette has failed. Remove the Dr. Armitage ally from the ally deck. All investigators in this Vignette return to Arkham.



**83** The cultists are looking for something, trying all the doors, and whispering in hushed tones.

Each team member must make a Sneak-1 check. If everyone makes it, you sneak past the cultists to [B3]. Otherwise, read paragraph 44.



**84** Whatever is in that reservoir is content to let you pass. Move to [K3].



**85** Nothing happens.



**86** This spartan room has file cabinets along each of the walls, and although it is

organized in broad categories, the individual records leave a lot to be desired. It's difficult to do research here. Make an assisted Lore-1 check.

If you score 3 or more successes, read 133. If you score at least one success, read 41. Otherwise, read 127.



**87** As the last Sheldon Gang member falls, you breathe a sigh of relief. You had better get out of here, though, before anyone sees you. The last thing you need is the Sheldon Gang hunting you down. But first, you grab an item that looks like it will come in handy. Draw a common item and move to the streets.



**88** As the last of the cultists falls dead, the dark, twisting wisps that were issuing from the ground slowly fade away, and the night is restored to its peaceful quiet.

As you look at the bodies of the cultists, you find some items of use. Draw two common items and a unique item to distribute among the team members. Unfortunately, you realize that the high priest is nowhere to be found. He must have escaped in the confusion.

Regardless, you have stopped this horrible ceremony. This Vignette is complete. Every team member gains a sanity, and all investigators in this Vignette return to Arkham.



**89** These benighted woods seem to close in on you ominously. All team members must make a Will-1 check or lose a sanity from the phantasmic aura of this demon-haunted forest.

You must decide whether to push onward or retreat. Any team member who wishes to turn back may do so and return to Arkham. Otherwise, make an assisted Lore-1 check. If you succeed,

read 126. Otherwise, stay at [E5].



**90** As the last of the cultists falls at your feet, the rumbling beneath your feet begins to subside, and the storm clouds begin to dissipate.

Within moments, the city of R'Lyeh is bathed in sunlight, the sea-slime glistening in the sun. Then, with a lurch and a quake, the city begins sinking again.

Hustling down the cyclopean stairs, you reach the sea level and jump into the boat (either your own or one that some of the cultists arrived in), and head out to sea to escape the churning waves as the city sinks back into the ocean.

The world will never truly know what service you performed for it on this day, nor will you forget how close humanity came to its end, but the sky is bright now, and it is time to head home to friends and family, to reacquire yourself with the reason you struggled against this great evil at great personal cost. The voyage home is long, but the reward will be worth it.



**91** He is unwilling to tell you anything about the knife. He requests that you either buy something or leave his shop. All team members return to Arkham and may immediately have an encounter or go shopping.



**92** You find the correct path by luck. Any investigators here may retrace their steps to the stairs up, moving to [J1], or they may go down the rickety ladder to the lower caverns by descending to [J3].



**93** You find something interesting in the storage area. Add a toughness token here, and roll a die.

If you roll a one through four, take a clue token. If you roll a five, you find a common item. If you roll a six, you find a unique item.



**94** If Vignette [G] is unlocked, move to [G1]. Otherwise, nothing happens.



**95** It's a good thing you were being cautious, because just as you started to enter the main hall of the Historical Society, two men in long black robes come walking into the hall from another door. Slipping into the shadows, you watch as they walk down the hall and leave the building. As they pass by, you notice long, silver knives hanging at their hips.

Read paragraph 54.



**96** You follow the non-bloodstained path further below the graveyard. Its twisting tunnels, choked with gnarled roots, are sporadically broken by mounds of dirt which lead up into the broken, empty caskets of the interred inhabitants of Arkham.

After reaching several dead ends, you are about to turn back to leave when you hear a whimpering noise from one of the side tunnels.

If you wish to investigate it, read paragraph 65. Otherwise, go back to [L2].



**97** The shopkeeper can tell you little else of use about the blade.

If [F] is locked, unlock it. If [E] is locked, unlock it. This Vignette is complete - all Investigators in this Vignette return to Arkham.



**98** The cultists are enraged at your actions, and grab some weapons. You flee into the forest, hoping the thick wooded forest will allow you to lose them.

This Vignette is complete. All team members move to [E4]. All other investigators in this Vignette hear the onrushing rage of the cultists, and may either join you at [E4] or return to Arkham.



**99** You hesitate just a moment too long. Read 82.



**100** Talking over the cannibal murder case with the police, they mentioned that they had gotten a report of screaming coming from a certain house in the Merchant District streets. When two patrolmen went there, they found nothing, but remarked that the place had an unhealthy aura to it that made them unwilling to stay for long.

Thinking such a story warrants another look, you go to the house and take a look around. Make a Luck-1 check. If you succeed, read 47. Otherwise, you find nothing there (although you also note the evil aura of the place), and nothing happens.



**101** The twisting, barren passages yield no clue as to what direction to proceed, so you must trust to Luck.

Make an assisted Luck-2 check. If you

fail, read paragraph 31. Otherwise, read paragraph 92.



**102** Dr. Rowlins looks up at you as you stand in the doorway to his office. He smiles wanly at you. "Mr. Waxford has seen no improvement. I hope you can help him." He stands up and escorts you to Henry's cell. Move to [C2].



**103** You must kill all the cultists before they can complete their ritual to free Cthulhu from his prison of slumber.

Only investigators in R'Lyeh may participate in this fight. There are three times as many cultists as there are players. Fight them. You cannot evade this combat.

If you win, read 90. Otherwise, read 38.



**104** A small detail comes out during your questioning that strikes you as curious. Take a clue token and return to Arkham.



**105** You manage to remain quiet as Dr. Fane surveys the darkened offices. After a few moments, he shrugs his shoulders and walks over to a mahogany cabinet. Producing a key, takes something out of a cabinet, and leaves with the girl.

Team members may now either return to the main hall [G1] or remain here to look around next round.



106 Nothing happens.



107 If Vignette [B] is unlocked, move to [B1]. Otherwise, nothing happens.



108 The cannibalistic attacks have had two vagrants as their targets, so you decide to look for clues to the killers at Independence Square. Speaking to some of the transients, you learn that several homeless men, considered fixtures at the square, have gone missing as of late.

You decide to poke around the dark corners of the square. Make a Luck-1 check. If you succeed, read paragraph 47. Otherwise, you find nothing, and nothing happens.



109 You return to speak with Jeanine Waxford. Perhaps she has had a chance to calm down and give you more insight into Henry Waxford's breakdown.

Make an assisted Luck-1 check. If you succeed, read 104. If you fail, read 186.



110 If vignette [F] is unlocked, move to [F1]. Otherwise, nothing happens.



111 You hear rumors of two families who have gone missing from the French Hill streets over the last few days, so you decide to have a look around the area.

As you walk by one particular house, you stop, and feel as if something inside is staring at you. A man down the street sitting on his porch notes your interest and waves you over to tell you about

how that house once housed a coven of witches that were said to practice the blackest of the black arts. He advises you to leave the place alone, and goes back into his house.

Looking again at the brooding facade, you consider taking the man's advice, but then, doing nothing is not going to stop the murders. You walk up the path to "The Witch House."

Make a Luck-1 check. If you succeed, read paragraph 47. Otherwise, you don't find anything in the house, and you breathe a sigh of relief as you leave.



112 He nods. "You are probably unaware of this, but showing this artifact out in the open puts us all in danger. Come, let's retire to the back room, where we can speak privately." Move to [D2].



113 You try to explain that you aren't the cultists that killed the man's brother, and that, indeed, you are looking for clues as to how to stop them.

Make a Will-1 check to convince them of your sincerity. If you tried to run before explaining, you will need two successes; otherwise, you only need one. If you succeed, read 68. If you fail, read 120.



114 If Vignette [G] is unlocked, read 125. Otherwise, nothing happens.



115 As you rush down the stairs, you are met at the front door by Carl Sanford. His eyes glow with a pallid yellow light, and he speaks a syllable that knocks you to the ground. You then feel invisible...things...crawling over you like

a swarm of insects.

The next thing you know, you awaken in Arkham Asylum. All team members lose their Silver Twilight Lodge memberships, move to Arkham Asylum, and are reduced to 1 Sanity and 1 Health.



**116** The path leads sharply down a set of stairs and opens onto a strange sight.

A large cavern, the size of a banquet hall, stretches out before you, its bottom half submerged in water. In the middle of the cavern stands an island, and floating in the air above the island is the shimmering form of a gate, its shifting form throwing a chaotic silver light on the walls of the cave.

Some cultists standing on the island see you, and race to the attack! "You are too late, fools!" they cry as they slosh through the water towards you. "They are already in R'Lyeh, awakening our master! Witness now the dying of hope! Ia! Ia! Cthulhu fthagn!"

Roll a die and add one. Fight this many cultists. You may not evade this combat.

If you fail this combat, read 205. If you defeat the cultists, read 177.



**117** There is certainly something dark happening here.

You may take the strange item they were discussing; draw a unique item.



**118** What manner of massive earthquake must have heaved up these cyclopean blocks of stone above the surface of the angry waters? Vast, trapezoidal shapes jut up out of the ocean, forming what appear to be buildings, stairs, and spires of an utterly alien architecture. If,

indeed, these giant stones are stairs as they appear, they must have been crafted for creatures much, much larger than you.

As you look up at the storm brewing over this nightmare landscape, you sense a great evil surveying you from somewhere deep within the giant stone crypt-city of R'Lyeh. Is Cthulhu nearly free?

All team members lose 1 Sanity, and move to [K2].



**119** As you skulk through the rusted halls of the ship, something discovers you!

Draw monsters from the monster cup until you have one for every team member. Discard and draw replacements for any monsters that have a toughness of 2 or higher. Then fight these monsters.

When you're done, you may either return to the deck ([I2]), or continue searching the bowels of the ship by staying here.



**120** There seems to be little point in protesting your innocence. You prepare to defend yourself.

Fight the Sheldon Gang members. There are six. They all have the statistics of a maniac, except for one which has an extra toughness.

If you manage to evade at any point in the combat, move to the streets.

If you win, read paragraph 87.



**121** If there is an unlock token here, read paragraph 189. Otherwise, nothing happens.



**122** If there are any toughness tokens on the Police Station, read paragraph 108. Otherwise, nothing happens.



**123** You have coaxed the horrible story out of him. He tells of nightmarish visions depicting a forbidden ritual on the Unvisited Isle, of bloody sacrifices on altars of stone, and of Great Cthulhu, the ancient sleeper beneath the waves, stirring from his centuries of slumber, eager to consume the world.

Terrible as his visions are, he seems to feel better having finally told you of it. Return the sanity tokens to the bank, gain a gate token, and every team member heals one sanity. This Vignette is complete. Unlock [E] and return to Arkham.



**124** You ask the general store clerk about special knives, and he gives you a blank stare. "I'm afraid we don't deal in anything but wholesale. If you're looking for specialty items, I'd recommend visiting the Curiosity Shoppe on the Northside."

Nothing happens.



**125** Thinking that you might find the identity of the high priest by looking at the mug shots in the Police Station, you peruse stacks of criminal faces, but to no avail.



**126** You find your way through these spirit-haunted woods to the sinister Circle of Stones. All team members move to [E3].



**127** Research proceeds at a snail's pace. Although you find out some interesting facts about the history of Arkham, none of it seems very useful.

Each investigator here may decide to either remain here or move back into the main hall (move to [G1]).



**128** The spiral staircase is roughly-hewn out of the rock, and it descends into a cold darkness below the Lodge. After several minutes of descent, the staircase opens onto a wide, low room. Emanating from the room are several passages leading off into darkness. Shining your light down each passage, you wonder which way to proceed.

As you shine your light down the last passage, your light falls upon something that moves and shifts in the darkness. As it emerges into the light, you stare in horror at the nightmarish hybrid-creature that scuttles along the ceiling towards you!

Draw monsters from the monster cup until you have two different ones. You are fighting a single hybrid creature whose statistics are the sum of the statistics of the two creatures. You may not evade in this battle.

If you defeat this terrible creature, read 175.



**129** Fight a ghoul. For every toughness token at this location, its toughness is increased by one.

If you defeat the ghoul, remove a toughness token from the police station and place it at this location. Then draw a common item from the pile of carcasses it has collected. If there are no more toughness tokens on the police station, remove all the toughness tokens from the unstable locations where the ghouls were fought, and all investigators take an extra two toughness tokens as a reward.



**130** Try as you might, you find no entrance to a cavern anywhere around the Lodge's grounds. The entrance, you surmise, is in the cellar of the Lodge.

Walking around the perimeter of the house, you find a set of old cellar doors, padlocked and hidden behind the thick brush on one side of the house. Breaking the lock on the cellar door made quite a noise, but the sound of laughter and boisterous conversation from within the Lodge does not cease, so you quickly scurry down the forgotten cellar stairs.

As your eyes adjust to the darkness, you see a dark figure walking towards you. Too late, you hear the murmurings of a dread spell!

Fight a Warlock. For the first round only, his combat rating is -4, and he does 4 damage if the combat check does not succeed. You cannot evade this battle.

If you defeat him, read paragraph 191.



**131** One of you bumps into an antique chair sitting too near a doorway, and it makes a brief, but loud, scrape sound against the tile floor. Suddenly, two men in long black robes come running out of a room down the hall. They pull out curved, silver knives and attack! Clearly, something sinister is going on here.

Fight two cultists.

If you flee the battle, return to Arkham. Otherwise, read paragraph 54.



**132** Nothing happens.



**133** You find some damning anomalies in the finances of the Historical Society. A quick phone call tomorrow will land the Historical Society's finances in the audit room, drying up one of the cult's primary funding sources.

You have struck a blow!

Read paragraph 41.



**134** Nothing happens.



**135** You call Dr. Rowlins and ask him to wire his Alienist colleague in Boston. The next day, you meet Dr. Singh at the train station. If you spend a gate token or 5 toughness tokens to impress him with the seriousness of this case, he will waive his fee. Otherwise, his fee is \$7. If you cannot pay, take a bank loan card to get \$10 from which to pay him.

Once you have arranged payment or he has agreed to waive his fee, you drop Dr. Singh off at the Asylum. Move there immediately. He goes in to see Henry, and comes out a few hours later.

"An interesting case," Dr. Singh. "I gave him an injection which seems to have brought him out of his catatonia. I think you can take it from here, Dr. Rowlins." Dr. Rowlins asks what was in this miracle injection, and Dr. Singh shakes his head.

"This is no ordinary case, Dr. Rowlins. Many people suffer fatigues and breaks of the mind which cause them to lapse into catatonia. But it is my belief that in extremely rare circumstances, catatonia is a condition that is caused from external forces. In these cases, an extract made from certain rare herbs harvested from the remote highlands of Tibet can weaken that external force's influence on

the mind, perhaps even long enough to allow your patient to recover."

With that, he tips his hat, and walks out of the Asylum to catch a cab.

Unlock Vignette [C], and place a sanity token at [C2].



**136** You find a hidden passage behind a fake wine rack that opens out into the room on hinges. Not far beyond the threshold, you see a set of stone steps leading down.

Each team member may decide whether to proceed down the steps (move to [J2]) or return to Arkham.



**137** The cultists see you, and raise the alarm. You can either turn around and make a run for it (read paragraph 98), or try to light the dynamite and throw it into the circle of stones from here (read paragraph 66).



**138** You peruse the black candles and the blood, but you find nothing conclusive. Clearly, someone was conducting a ceremony here of some sort, but there is little more to be learned here.

All team members return to Arkham.



**139** As you explore this creepy place, the horribly familiar scent of death and carrion assaults your nose. Suddenly, it dawns on you what has happened.

Your invasion of the tunnels under the graveyard has forced the remaining ghouls out into the city!

All investigators lose 1 Sanity at the realization of your hand in the grisly

events unfolding here. No card or special ability may reduce this loss.

Read paragraph 194.



**140** You are shocked to see the dark, disturbing paintings that fill Henry Waxford's studio. These are certainly not the sunny still-lives he traditionally paints, and you begin to worry about Henry's sanity. Each team member must make a Will+1 check or lose a Sanity.

Working slowly, you glance at each painting. They all have similar characteristics - malignant yellow eyes glaring up out of a black undersea vortex that swirls through a sunken city of massive stone blocks. Looking at the dates of these paintings, and those of his normal paintings which you found shoved in a corner, it's clear that this new style manifested itself practically overnight.

You study the paintings carefully, memorizing the impressionistic details as best you can, in hopes that they may shed some light on Henry's madness. Make an assisted Lore+1 check, and take a Clue token for each success you roll.

Shaken, you take your leave from Jeanine Waxford. Return to Arkham.



**141** "Now, I am risking great danger by telling you this, so I expect your discretion in this matter," says the shopkeeper as he pulls the door closed on the back room.

He looks at you pointedly, saying, "In fact, if Dr. Armitage hadn't bailed me out of more than one tough spot, I wouldn't be talking to you at all, do you understand? He wired me, asking me to assist you, but one can't be too careful, even with good friends, when it comes to issues such as these." He sits down behind the desk. "Now, let me see this blade."

Turning the blade over in his hands, he tells you, "This is a ritual knife for a witch cult that thrived in this area about 100 years ago. The cult worshipped a sea-god by the name of Cthulhu, and used these knives to dedicate murders to their insane deity. It's likely this very knife has been used to make human sacrifices at the circle of stones on that island outside of town."

"As to this knife's more recent history, however, I cannot say much other than the fact that I obtained two such blades for a man in town by the name of Carl Sanford, a local businessman who claimed he was writing a book on Witch-Cults of the 1800's. To be frank, I am now not so certain that this was his interest in the blades, if you get my meaning."

Make an assisted Luck-1 check. If made, read 17, else read 97.



**142** If Vignette [C] has failed, read 135. Otherwise, nothing happens.



**143** As you ascend the stairs, you come upon a long hallway. Whispering at the top of the stairs are two cultists, who immediately draw their curved blades and attack!

Fight two cultists for one round of combat. If you defeat them, read paragraph 117. If you evade them, read paragraph 115. If you fail to defeat or evade them in the first round, read paragraph 63.



**144** You watch in horror from the dark forest as the ceremony continues. With unbelievable stamina, the cultists continue their dread ritual, and the wisps of darkness seem to take on shapes that evoke things out of your darkest nightmares.

All team members lose 1 sanity. No special ability or item may reduce this loss to zero. Stay here at [E3] until next turn.



**145** "Hey, whut ya doin'?" exclaims the groundskeeper when you start pawing at the grave dirt with your hands.

Within moments, you have pulled enough of the sod away, and the groundskeeper hisses in alarm.

"Where did tha body go?" he whispers.

Indeed, now that you can see into the broken coffin, it is clear that if there was once a corpse here, it is now gone.

"Well, 'e didn't jest get up and walk away," says the groundskeeper. "So where did 'e go?"

*Indeed*, you think, as you continue pulling up the sod. Soon, something more disturbing comes to light. The bottom of the coffin is shattered, too, and a gaping hole leads down, as if something had burrowed into the grave from below.

Place an unlock token on this location, and read paragraph 13.



**146** The room is filled with dusty old boxes, but one of them seems to be glowing with a faint blue light. Cautiously, you walk up to it. It's a heavy oak crate, and strange symbols have been etched into the sides of it. If you want to leave it alone, you back out of the room and nothing happens - return to [G1] and do not place an event token here.

If you want to open it, read paragraph 78.



**147** The administrative offices are well-appointed with fine art on the walls and expensive leather chairs behind hardwood desks. As you are poking around, you hear two people talking - a man and a woman - and their voices are getting louder. You scramble to find a hiding place as the door to the offices opens.

In walks Dr. Fane, with an attractive flapper girl on his arm. She's giggling happily, but as they enter the office, he silences her and listens carefully.

Each team member may attempt a Sneak-1 check. If everyone attempts the check and everyone succeeds, read paragraph 105. Otherwise, read paragraph 188.



**148** You enter the carrion-strewn den of the ghouls and find nothing.

All investigators here return to Arkham.



**149** If Vignette [G] is unlocked, read 187. Otherwise, nothing happens.



**150** You have defeated Dr. Amius Fane. Each investigator involved in the battle may take two extra toughness tokens.

Inside Dr. Fane's pocket, you find a key which opens a locked mahogany cabinet nearby. Inside, you find a unique item.

Investigators here may now either return to the main hall [G1] or stay here to continue looking around.



**151** You skulk around the trawler, trying to decide where to go.

Each team member may move to the helm [I3], the engine room [I4], or leave the ship and return to the Harbormaster's Office [I2] or return to Arkham.



**152** You return to the scene of the grave desecration with the groundskeeper.

"I don't know why yer so interested in this thing, but it's still here for ya ta look at."

You look around for any clues which may shed light on this strange situation. Make an assisted Lore-2 check. If you succeed, read paragraph 145. Otherwise, read paragraph 138.



**153** You begin to piece together what happened. Some cultists were here conducting a ritual, probably connected in some way to the occultist who was buried here. But *something* beat them to the corpse from below, and disturbed their ritual, dragging one of them down here.

The question is: *what* would be digging around for corpses underneath a graveyard?

Proceed to paragraph 178.



**154** From somewhere across the sea came the gathering darkness. Hurricanes buffeted the coasts, and floods surged up the river valleys. Communications failed as entire communities vanished beneath the waters.

Merciful it was for those who perished early, however, for when the towering black form pulled itself out of the waters at the shore, all who saw it fell immediately into madness. Neighbor happily slaughtered neighbor to curry favor with the new walking god, but all who rushed adoringly to the thing at the

center of the storm fell dead at its feet. Those few who had the presence of mind to flee discovered that the walking god could call others down, of many forms, which plodded across the surface of the planet, killing, their heads - if they could be called that - lost from view in the dark clouds above.

Within days, man's ascendant position on Earth was toppled, and they were like ants before their new rulers. Back to the chaos from whence they came humanity slipped, and was lost.



**155** "Here," says the groundskeeper. "If ye insist on goin' down dere, take this."

If no investigators here have the lantern, search the common items deck for a lantern and take it. If there is not one available in the common item deck, the groundskeeper gives you a candle instead, which will light your way in the tunnels but have no other effect.

You wriggle into the grave, and then through the hole beyond, and slide down into a cramped, twisting tunnel that smells of rot and death. As your eyes adjust to the dim light, you notice something on the ground.

Leaning over to pick it up, you see it's a small mask. It covers the upper half of the face, but the lower half is a set of fabric strips, making the mask resemble a squid or an octopus. It is stained with blood, and a blood trail leads off into the darkness from here.

Make a Lore-1 check. If you make it, read paragraph 153. Otherwise, read paragraph 178.



**156** As you approach the darkened building from afar, you see several hooded figures steal out of the shadows and rush through the front doors. The glint of silver off of the curved knives they carry fills you with dread as you survey the

windows of the building - the only light burning is that of Dr. Armitage's office!

Any team member who wishes may return to Arkham at this point, but loses a Sanity for knowingly turning your back on a friend in need. (No special ability or card may reduce this loss to zero.)

Otherwise, move to [B2].



**157** You explore the twisting passages, but find nothing of interest that direction. It appears that it is just a network of passages leading beneath the graves in the graveyard, all leading back to where you entered.

Return to Arkham.



**158** Nothing happens.



**159** You unscrew the lid of the artifact, and a faint, foul-smelling odor hisses out. Looking inside, you see several pages of vellum written in Latin, describing the last days of a Roman soldier who had a harrowing experience at a temple he found in the wilderness when separated from his legion. Draw 2 spells.



**160** As you approach the Isle in your skiff, you begin to faintly hear the sound of frantic drums and pipings.

Slowly, you guide your skiff across the brackish waters of the Miskatonic in the gathering gloom of dusk. With only sixty yards to go, you suddenly feel something brush against your oar.

Make an assisted Speed-1 check. If you make it, read 62. If you miss it, read 77.



**161** You find an engine room! This is a perfect opportunity to sabotage the ship.

Make an assisted Fight-2 check to damage the ship's engines. Alternately, you may discard some dynamite to succeed at this check automatically.

If you fail, you aren't able to damage the engines in time before some of the ship's dire inhabitants come walking by, forcing you to hustle away and get lost in the confusing dark hallways again.

If you succeed, you have successfully sabotaged the *Emma*'s engines and strike a blow.

Regardless of the result, each team member may return to the deck (I2) or stay here.



**162** The shopkeeper's eyes light up upon seeing the curious blade. "Hm. This is an interesting piece, indeed..." He then fixes you with a meaningful stare, and asks, "May I ask where you obtained it?"

If you wish to tell him the truth about how you came across the knife, read 112. If you instead wish to bluff, read 183. If you flatly refuse to tell him where you got the knife, read 91.



**163** You have already discovered the location of the *Emma*. Move to [I2].



**164** You find a shadowy place to watch the helm from. Make an assisted Luck-1 check to wait for an opportunity to enter the helm and look around.

If the roll fails, you don't have an

opportunity to enter. Each investigator must either stay here until next turn or return to the deck of the trawler ([I2]).

If the roll succeeds, read paragraph 75.



**165** Now that you have the coordinates, you may attempt to charter a ship.

The Harbormaster checks the log books to see if there are any ships that you might be able to charter that are going the same place as the *Emma*. Make an assisted Luck-1 check. If you succeed, read paragraph 20.

Otherwise, there is no ship currently available. All investigators here may either remain here or return to Arkham.



**166** You haltingly perform the uncomfortable gestures depicted on the stone. As you complete the last one, your fingers begin tingling, and a stabbing pain lances your forehead. You collapse to the ground, screaming, as tendrils of black seep in from the extremes of your vision. You pass out.

When you awaken, you know a new spell. Draw a spell.

Frightened by your experience, and feeling lucky to be alive, you hustle out of the area. Remove the unlock token from this location.



**167** The silver gate to R'Lyeh stands before you, shimmering, showing a strange, abstract landscape as if through a veil of mist. A cold, wet wind blows out of the gate, leaving beads of dew on your face and hands, and a palpable sense of evil washes down off of its chaotic form.

Each investigator may return to Arkham, stay here, or enter the gate by moving to [K1] (even if vignette [K] is not

unlocked yet).



**168** KABOOM! Stone and dirt fly through the air as the dynamite explodes at the base of one of the tallest stones. The cultists look on in dismay as the stone slowly begins to topple, and then to fall, taking several other stones with it.

A loud whistling noise pierces the air as the wisps of darkness are violently sucked back into the earth.

You have struck a blow, but the cultists are now psychotically enraged. Fight a number of cultists equal to the number of toughness tokens left on this location. Each cultist has a toughness of two due to their maniacal rage. You cannot flee this battle.

If you defeat the cultists, this Vignette is complete. Among their remains you find two common items and a unique item, which you may distribute among the team members. All team members gain a sanity, and all investigators in this Vignette return to Arkham.



**169** Nothing happens.



**170** You stop by Jeanine Waxford's house in the once-elegant French Hill area. You apparently caught her crying, for her eyes are red and puffy when she comes to the door. You do not know her well, having met her only a few times, but she hugs you tightly when she invites you inside.

She serves you tea with quaking hands, and tells you the sad news. Henry has been taken away to Arkham Asylum. His night terrors had gotten so bad, she was afraid he would hurt their daughter, and although she feels she had no choice but to call the police, she feels wracked with guilt.

"I can't go see him, I just can't," she sniffs. "Please, will you go see him? I never could get out of him what was wrong. Something about the dreams he was having was tearing him apart inside, but whenever I asked him about it, his eyes would fill with such...horror. He said he couldn't tell me what it was, didn't want to pollute me with what he saw."

"Please," she says, "maybe you can find out why my husband is going mad."

Unlock [C], and then make an assisted Lore-1 check. If you succeed, read 76. Otherwise, return to Arkham.



**171** You apply the elder sign to the base of one of the stones. Like mud, the elder sign sinks into the surface of the rock and disappears. Immediately, there is a loud whistling noise from under your feet, as the twisting coils of darkness that were issuing from the ground are sucked back into the ground. You make a dash for the safety of the forest as the cultists glance around in confusion.

Then one sees you before you reach the edge of the clearing, and alerts the others. Time to run.

You have struck a blow. Discard your Elder Sign, and read 98.



**172** You arrive just in time to see Dr. Armitage locked in a life-or-death struggle with a cultist. Make an assisted Speed-1 check. If the roll fails, read 99. If it is successful, read 67.



**173** Place eight toughness tokens on [E3], and read paragraph 160.



**174** You have found the navigational charts of the *Emma*! Place a clue token on the Harbormaster's office to indicate this.

All team members return to the deck of the trawler - move to [I2].



**175** You find the small study from which the thing broke loose. The broken cage rife with offal and excrement bear grim testament to the half-life the creature must have lived.

Nearby is the ominous tome that Carl Sanford was using to guide his experimentation. While you would never consider using the hybridization spell, some of the other parts of the book look promising.

Roll three dice. For each success, take a spell. For each failure, take a clue.



**176** Cultists are chasing you through the brush as you run back to your skiff. Every team member must make a Speed-1 check. For every failed roll, you must fight two cultists. If all investigators here succeed, return to Arkham.



**177** The cultists fall beneath your blows, and you manage to disrupt their ritual. They failed to close the gate, leaving you a glimmer of hope of stopping whatever terrible plot they are are trying to accomplish. Read paragraph 167.



**178** The tunnel curves off in two directions. One has a recent blood trail leading down it, and the other one doesn't. Otherwise, they're indistinguishable - twisting, crudely-hewn tunnels that you will have to crouch to follow.

Investigators here may travel down either tunnel. Investigators who follow the blood trail move to [L3]. Investigators who go the other direction move to [L4]. Investigators who wish to may also climb out and return to Arkham.



**179** KABOOM! Stone and dirt fly through the air as the dynamite explodes inside the circle of stones. A faint wailing noise is heard, and the twisting wisps of darkness seem to scatter and jostle as if in pain. But then they re-form, and an angry piping noise sounds out loudly across the clearing.

The cultists turn back towards you, grinning. The circle of stones is intact. Read paragraph 193.



**180** If there is an unlock token here, read paragraph 69. If Vignette [I] is unlocked, move to [I1]. Otherwise, nothing happens.



**181** If vignette [D] is unlocked, move to [D1]. Otherwise, nothing happens.



**182** "You do not fool me," he hisses. "You took this knife from the hands of a member of the Cult of Cthulhu, did you not? Do you understand what peril you are putting me in by bringing this knife here? You had better make this worth my while."

If you discard \$5, items worth \$7 or more, or the knife, you manage to placate him, and he grudgingly motions you into the back room to talk. Move to [D2].

Otherwise, read paragraph 91.



**183** Make an assisted Will-1 check to convince him of your sincerity without revealing the source. If you succeed, read 112. Otherwise, he sees through your obvious lies and scowls. Read 182.



**184** You find the scene of the crime, and start looking around.

You notice some strange markings on the ground, which appear to be a trail leading deeper into the woods. You follow them and arrive at a secluded clearing overgrown with scrub oak.

As you explore the clearing, you come to the realization that several large mounds of dirt are actually carved stones covered with moss and grass. Brushing away the growth, you find that the stones are carved with strange runes. Recent footprints attest to the fact that this spot was recently visited.

On one of the slabs of stone is a pictograph which depicts a series of hand gestures which seem exceedingly strange.

If you wish to try the hand gestures, read paragraph 166. Otherwise, there's nothing else to do here, and you leave the ill-fated spot. Remove the unlock token from this location.



**185** Some cultists discover you sneaking about their ship!

For each investigator that failed their roll, two cultists attack. Anyone who flees this combat returns to Arkham.

If you defeat the cultists, read paragraph 151.



**186** You catch a terrible detail in her recollections which, given context, seems ominously disturbing. Lose 1 Sanity and return to Arkham.



**187** Remembering his snobbish, educated voice, you go to the newspaper to look through the archives for clues to the identity of the High Priest.

Make an assisted Lore-1 check. If you succeed, read 16. Otherwise, you give up in frustration.



**188** Dr. Fane's eyes narrow, and he draws a figure in the air. The tip of his finger traces blue streaks that hover and fade in mid-air, and within moments, you find yourselves surrounded by a nimbus of blue light!

With a hiss, he draws a gun and barks a command to the girl. Immediately, the true nature of these two become apparent. Fight a High Priest and a Witch. Investigators may not evade in this combat.

If you defeat them both, read paragraph 150.



**189** The fact that people are being murdered in the Woods in ritualized fashion concerns you, especially if they're willing to raise the ire of the Sheldon Gang to do so, so you go to the location where the Sheldon Gang member was murdered to see if you can find any clues.

You just hope you don't run into any Sheldon Gang members while you're here.

Make a Luck-1 check. If you succeed, read paragraph 184. Otherwise, read paragraph 49.



**190** You look around, but find no entrance to the caverns. Perhaps they're not here... All team members may decide whether to stay here or return to Arkham.



**191** The cellar is a cluttered series of rooms and hallways, containing storage of mundane items, a wine cellar, and a pantry. But you see no obvious entry to the caverns mentioned in Carl Sanford's journal.

Make an assisted Luck-2 check. If you fail, read paragraph 190. Otherwise, read paragraph 136.



**192** If Vignette [C] is unlocked, move to [C1]. Otherwise, nothing happens.



**193** The fight is on! The cultists swing their knives at you as you desperately try to fight them off.

There is one cultist here for each toughness token. Fight them all. If all investigators flee, move to [E4].

Otherwise, if you defeat them, read paragraph 88.



**194** Suddenly, out of the darkness, a ferocious creature leaps out at you! With taut, leathery skin and wickedly sharp talons, it claws at you, knocking you to the ground. You barely push away from the thing in time to avoid the fangs that snapped at your face. As you scabble backwards away from it, your frantically groping hands knock over a pile of gnawed bones that clatter across the floor.

You have found what you were looking for. Flesh-eating ghouls are what have been terrorizing the city, but it appears that they have found you, too! Read paragraph 129.



**195** The second floor of the Lodge has a notably different style. Gone are the plush leather chairs, rich appointments, and fashionable furniture. The single long hall displays a spartan aesthetic, and the gothic wooden doors off of the main hall open onto disturbingly austere ceremony rooms hung with dark blue tapestries.

Strangely, however, there does not appear to be a way up to the third floor, and you start looking behind the tapestries. What you see behind them shocks you - morbid paintings of the fall of man to a nightmare creature so immense it blots out the sun. Worse, the paintings seem to absorb the light, and when you turn away from them, out of the corner of your eye, they seem to be slowly moving. Each investigator here must make a Will-1 check or lose 1 Sanity.

Eventually, you find the tapestry that hides the narrow, dark stair that rises up to the third floor. Each investigator may now either return to Arkham or continue upstairs to [H3].



**196** You manage to place the dynamite in a hollow at the base of one of the stones, but as you're slipping away from the burning dynamite, a cultist sees you! As they snatch up their knives, you break into a run as the fuse burns close...

The investigator who made the sneak check makes a combat check with the dynamite. Decide how many of your successes, if any, are applied to the cultists, and how many are applied towards damaging the circle of stones.

When you have decided how many

successes to apply to each, read 64.



**197** The massive, wide stairs rise up to a huge, spired structure that gives the impression of a temple. Gigantic buttresses draped with seaweed lift thick archways up to a wide platform at its apex.

Navigating the stairs is hard work, as each step is as tall as you are, and the sea-slime and light rain makes going dangerous. Each team member must make a Fight-1 check or slip and fall onto the hard stones, taking 1 Stamina damage.

But more worrisome is the sound of many human voices chanting ominously and playing drums and pipes. The sound is coming from above you.

Each team member may either remain here on these dangerous steps until next turn, or may continue to the apex of the structure by moving to [K4].



**198** Nothing happens.



**199** When you enter the Asylum, you are greeted by Dr. Rowlins, a worn down older man who tells you about Henry's case as he escorts you towards his cell.

"Mr. Waxford appears to suffer from an intense paranoid delusion. He believes that some sort of terrible intelligence is guiding him in his dreams. According to his wife, this delusion came on suddenly, so we suspect he must be suffering from some recent emotional trauma.

Unfortunately, we have so far been unable to persuade him to talk about it. Perhaps you, an old friend, may succeed where others have not." As you walk, he discusses the case a bit more with you. Make an assisted Lore- 1 check to gain a clue token.

Dr. Rowlins opens the cell door. Waxford is curled up in a fetal position against the far wall, in a straight jacket. The room is padded with a stained, dingy white fabric, and lit by a single, bare bulb that hangs from the ceiling. "Good luck," Dr. Rowlins says as you enter.

Place two sanity tokens on [C2], and move there.



**200** A chilly mist has fallen over the shadowy docks tonight. As you walk down the deserted pier towards the Harbormaster's office, you think carefully about what your plan in.

Your goal here is twofold. First, you must find the *Emma*, sneak on board, and find out exactly where it is going. If you can find a way to sabotage their trip while doing so, so much the better; you don't know why they are going to wherever they are going, but you are convinced now that it cannot be good.

Second, once you know where the *Emma* is headed, you must charter a ship to take you to that location, too, and put a stop to whatever vile thing is planned. It would be foolish to assume that there are not other cult members converging on the same spot.

Read paragraph 51.



**201** The trail leads through a twisting maze of root-crowded tunnels, and opens onto a grisly scene. The tunnel opens into a wide area littered with bones and the dessicated pieces of corpses. In the center of the room are the remains of the freshly-slain cultist. Hunched over the bloody mess are a group of creatures, feasting.

These loping, misshapen creatures are not altogether animal. Perhaps they descended somehow from humans, or worse, were once humans themselves.

But when they look up at you and hiss, it is clear they are hostile. To your utter shock, they *speak*. "Ssss! Kill it! It cannot escape the warrens!" They then lunge to the attack!

All investigators here must make two Will-1 checks. For each check failed, lose 1 sanity.

For each token here, fight one ghoul. You cannot evade this fight. For each ghoul you kill, remove a toughness token from this location.

If you kill them all, read paragraph 3. If you fail to kill them, read paragraph 21.



**202** Nothing happens.



**203** Nothing happens.



**204** Place six toughness tokens here, and proceed to paragraph 201.



**205** As you desperately fight the cultists on the shore, the cultists complete their ritual, and the gate closes with a brief rush of air and a pop. The joyous laughter of the cultists ring in your ears as you slink away, defeated.

This vignette has failed. All investigators in this vignette return to Arkham.



## *TimeLine: Cthulhu*

Day	Adv	Event
1	4-6	<p><b>Financial Irregularities Lead to Arrests - <i>Headline</i></b>  An overheard conversation between two suspicious-looking men at Velma's Diner led to the arrest of a banker who has apparently been embezzling funds for over a year. When handcuffed, he went mad, shouting strange syllables and warning that "Great Cthulhu is coming." Unfortunately, the whereabouts of the money is unknown. Clues appear at Velma's Diner, the Bank, and the Police Station.</p>
2	4-6	<p><b>Local professor to speak about Pacific Rim death cults at colloquium - <i>Headline</i></b>  You are awakened at night by a summons from Dr. Armitage, a distant family friend for whom you have great respect, despite the dark tales that surrounded the man due to his involvement in the so-called "Dunwich incident". He has requested that you meet him at his office on the Miskatonic campus because he believes he will need the services of someone who can make effective, unobtrusive inquiries on his behalf. Unlock [B].</p>
3	4-6	<p><b>Asylum Inmate Kills Orderly and Escapes! - <i>Rumor</i></b>  Place a Maniac on the Downtown Streets, and raise the terror track. Every Mythos Phase, he moves on white, and he has a toughness of 3. Before making a combat check against him, an investigator must make a Lore-1 check to pick up his trail; failure means the maniac has eluded that investigator, and that investigator is removed from the combat. If the Maniac is defeated before he reaches the Southside Streets, each investigator gets \$2 as a reward, and the Terror Track drops by one as the city breathes a sigh of relief. If the Maniac makes it to the Southside Streets, he strangles two nuns. Close South Church and add one to the terror track.</p>
4	4-6	<p><b>One policeman brutally murdered, another missing, in incident at Graveyard - <i>Headline</i></b>  Two policemen responded to a call about prowlers in the city graveyard last night. One was found brutally murdered, having crawled out of the graveyard, covered with scratches, bites, and bruises. The other policeman is missing. Clues appear at the Rivertown streets, the General Store, and the Graveyard. Raise the Terror Track.</p>
5	4-6	<p><b>Fishy Stench Nauseates Arkham - <i>Environment</i></b>  In the middle of the night, the stench of rotting fish sweeps over the town, and hangs thick in the air, making eyes water and breath short. While the stench persists, all Will checks are made at -1. Clues appear at the Docks and the Rivertown streets.</p>
6	4-6	<p><b>Grave Desecration of Rumored "Boston Warlock" has Police Baffled - <i>Headline</i></b>  The grave of Hiram Machen was found desecrated this morning in what appears to be a ritualized manner, due to the presence of candles and other strange artifacts found at the scene. Curiously, Machen was rumored to have been the infamous "Boston Warlock," accused of witchcraft in a case involving the deaths of five people. He moved to Arkham from Boston in 1818 in order to live out his years in obscurity. Police are unsure whether this event is tied to the brutal murder and the disappearance of two policemen reported earlier. Unlock [L]. Clues appear at the Graveyard, the Library, and the Police Station.</p>
7	4-6	<p><b>Prominent Anthropologist Found Murdered - <i>Headline</i></b>  Dr. Grayson, a well-known cultural anthropologist best known for his work studying the "Ktulu Cult" of the Athapaskans, was found murdered in a gruesome manner in his office at Miskatonic University. Clues appear at the Administration Building, the Library, and the Police Station. Add one to the Terror Track.</p>
8	4-6	<p><b>Grisly Cannibalistic Murders Shock City - <i>Rumor</i></b>  You have been asked by local law enforcement to help them track down the mysterious killers that are spreading terror across Arkham. Behind closed doors, they tell you that the people killed exhibit the same wounds and markings that the policeman found dead in the graveyard did. But beyond that, they have no leads. You have other ideas. If indeed, these are supernatural killers, they will seek out the unstable locations in Arkham, but it is unlikely that the police will understand such arguments, so it is up to you to stop these killers.</p> <p>Place four toughness tokens on the police station. Every Mythos phase, roll a die for each token. If you roll at least one six, another grisly, cannibalistic murder is found, and the Terror Level increases. If the Terror Level reaches 10, and every time it is called to be raised hereafter, all players lose 1 Sanity, and no special ability or card may reduce this loss.</p>
9	4-6	<p><b>Sheldon Gang Member Murdered - <i>Headline</i></b>  A member of the notorious Sheldon Gang was found murdered in the Woods south of town in a manner that suggest a ritualized killing. Place an unlock token on the woods location, and a clue appears at the Woods, the Uptown streets, and Ye Olde Magic Shoppe.</p>

Day	Adv	Event
10	4-6	<p><b>Doctors Puzzled by Insomnia Epidemic</b> - <i>Environment</i></p> <p>People are having difficulty sleeping at night, and those that manage to fall asleep have terrible nightmares. Doctors are at a loss to explain it, and local clergy are in high demand. While this phenomenon is in effect, investigators may not regain Sanity except through psychoanalysis at Arkham Asylum or by an ability listed on an investigator card. Clues appear at the Hospital and the Asylum. Raise the Terror Level.</p>
11	4-6	<p><b>Disturbing Paintings Cause Controversy</b> - <i>Environment</i></p> <p>Mr. Pickman, a local artist, had a show opening at the M.U. Library last night. Reviews of his brooding, nightmarish vistas were mixed; some saw brilliance and dark genius in his paintings, while others saw merely depravity. While the show is open, the paintings may be purchased during the Upkeep phase at the Library for \$2 each. Each painting gives an investigator a clue, but the investigator must make a Will+1 check or lose a sanity.</p>
12	4-6	<p><b>Scientists Puzzled at Seismic Activity</b> - <i>Headline</i></p> <p>A Geology student noticed some strange, oddly regular seismic readings and triangulated the tremors to determine that they originated somewhere out in the ocean. Two clues appear at the Science Building.</p>
13	4-6	<p><b>Strange Tides Overflow Docks</b> - <i>Headline</i></p> <p>A larger-than-normal wave of water crashes into the coastline, and sends a surge up the Miskatonic river to overflow the docks. Clues appear at the Merchant District Streets and the Rivertown Streets.</p>
14	4-6	<p><b>Fish Dying From Unknown Causes</b> - <i>Headline</i></p> <p>Hundreds of dead fish wash up onto the shores of the river. Scientists and doctors are unable to determine the cause of death. Clues appear at the Library, the Science Building, and the Hospital.</p>
15	4-6	<p><b>Torrential Rains Buffet Arkham</b> - <i>Environment</i></p> <p>Unseasonal rains pour from thick, black clouds that have gathered over the ocean, as if something giant and ancient were stirring somewhere out in the ocean. While the storm remains, Speed checks in Arkham are made at -1 and Sneak checks in Arkham are made at +1.</p>
16	5-6	<p><b>Thunderstorm at Sea</b> - <i>Environment (Weather)</i></p> <p>A massive storm at sea sends waves crashing against the coastline, and even heavier rainfall to drench Arkham. Streets are flooded, and street locations take an extra movement point to move through. An omnipotent sense of dread blankets everything, and Will checks are made at -1.</p> <p>This is the final timeline. If the timeline advances again, move directly to the endgame.</p>