

CALL of CTHULHU TERROR PATHS

— A SANDY PETERSEN GAME —



RULEBOOK



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Dedication – To my father, whose decades-old, tattered paperback book of Lovecraft has led to a wealth of horrific fun all over the world.

SCENARIOS

- 1- Hound Dog (Rock Canyon Caverns Campaign)
- 2- Beyond the Wall of Time (Rock Canyon Caverns Campaign)
- 3- Expedition (Rock Canyon Caverns Campaign)
- 4- It Bestirs (Silver Twilight Lodge Campaign)
- 5- From the Pit to the Stars (Silver Twilight Lodge Campaign)
- 6- Collateral Damage (Silver Twilight Lodge)
- 7- Attack of the Ancients (Rock Canyon Caverns & Silver Twilight Lodge Campaign)

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*“You’ve seen things come out of the sea; you say?” he questioned.
“Now just tell me all you can remember, from the very beginning.”*

— WILLIAM HOPE HODGSON

INTRODUCTION

Horrors arise. Your Investigators are the people on the spot. If you can’t stop the Menace now, the city or even the world may be doomed. You are the only hope, if you can withstand the terrors and stress of the frights that await you.

Terror Paths is a tabletop cooperative experience for several players. All players take on the role of Investigators, who work together as a team. The game comes with two maps, each with wildly different scenarios. More *Terror Paths* maps and scenarios will be published frequently.

All the Investigators can Move and take actions simultaneously, while they try to puzzle out arcane mysteries, gain Insight, and find the tools they’ll need to stave off the Menace. As the adventure begins, you won’t know how to defeat your opposition or even what that opposition consists of!

After the Investigators take their turns, the Menace advances. Threat increases, Doom goes up, and terrible Events occur. Thus, the game has a time limit; if you delay too much, you are ruined. Draw back the veil and embark upon the Terror Path!

PLAYER COUNT

We recommend 1-5 players for *Terror Paths*. Theoretically, there is no maximum player count. If you want to play with more and don’t mind the slightly longer time taken, go for it. We have only provided a certain number of dice and standee bases, but perhaps you can provide your own. You can also solo *Terror Paths*, though in this case we strongly recommend you control at least two different Investigators.

▶ Hi, I’m Madeleine. I’m going to be your guide in the world of *Terror Paths*. Look for my helpful hints throughout these rules.



COMPONENTS

CORE GAME



Rulebook



Small Challenge dice x12
Large Test dice x5



Investigator sheets x10



Investigator standees x10
and bases x11

ITEM CARDS



Gear x30



Weapons x30



Spells x30



Hint Cards x5

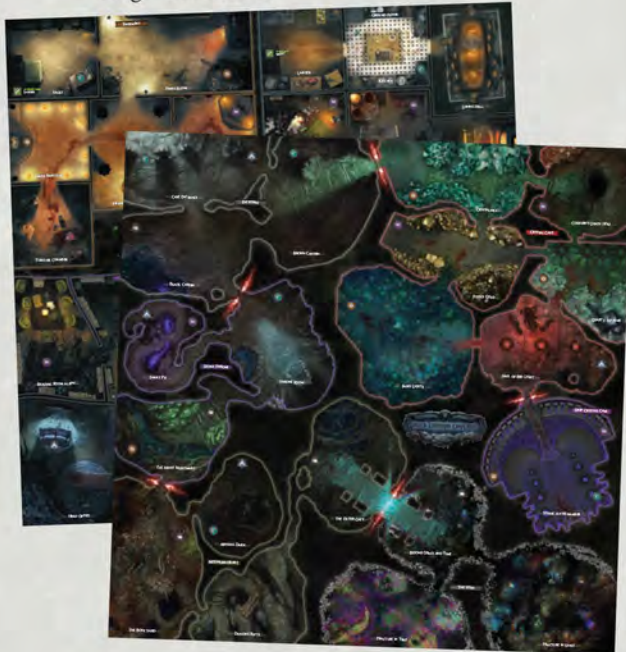
EVENT CARDS



Events x30



Disasters x10



1 Board (double-sided)



Doom & Threat Tracker

TOKENS



Player stat
counters x30



Monster
counters x20



Lead Investigator
token



Insight x32



Luck x42



Searched x30



Doom x1



Threat x1



White
token x6



Blue
token x6



Green
token x6



Purple
token x6



Black
token x6

SCENARIO 1: HOUND DOG



Setup

First Menace



MONSTERS:
troglodyte x5,
serpentfolk x4,
formless spawn x2,
hound of tindalos x1

Odd cards x9
Common cards x9
Crystal Caves cards x5
Rune tokens x5
Relic Crystal cards x5
Relics & Curses cards x8
Time Orb tokens x3

SCENARIO 2: BEYOND THE WALL OF TIME



Setup (one-sided)

Menace large card

Timegate cards
x4 (two-sided)



MONSTERS:
pterodactyl x4
zuniceratops x3
cyber lizard x3
technosaur x2
past yithian x4
future yithian x4

Common cards x5
Relic cards x10

SCENARIO 3: EXPEDITION



Setup (one-sided)

Menace (two-sided)



MONSTERS:
animalcule x5,
shambler x2,
star vampire x4,
crawling one x4,
crawling lord x1

Common cards x4
Relic x13

SCENARIO 4: IT BESTIRS



Setup (one-sided)

Menace Part 1 (two-sided)

MONSTERS:
cultist x8,
priest x2,
mutant x5,
abomination x2



Spawn cards
(9 two-sided cards)

Odd cards
x9

Common cards
x16

Relic cards
x5 (all keys)



Taint
tokens x12

SCENARIO 5: FROM THE PIT TO THE STARS



Setup (two-sided)



Menace (one-sided)



Mind Control cards x2



Setup (one-sided)



Menace (one-sided)



MONSTERS:
brainwashed x7,
cultist x3,
fungal drone x3,
fungal soldier x2,
one each of the 3
fungal brains



Fungal Brain Menace cards x3 (two-sided) x7



Unique cards



Common cards x17



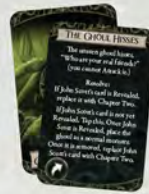
MONSTERS:
wamp 6,
ghoul 8,
bone golem 4,
gug 6



Menace cards x9



Odd cards (both sides) x6



Secret cards x8



Relic Black Stones cards x4



Relic Key cards x2



Victim cards x13



Lore cards x4



Common cards x14



Relic cards x10

SCENARIO 7: ATTACK OF THE ANCIENTS



Setup (two-sided)



Cavern Menace (two-sided)



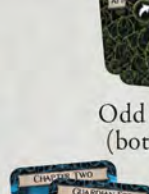
Lodge Menace (one-sided)



Cavern Menace cards x10 (two-sided)



MONSTERS:
unman x4,
reanimated x3,
ancient soldier x4,
technosaur x3,
atomic brain x2,
rothan x1



Crystal Cave cards x5



Cave Common cards x11



Victim cards x5



Relic cards x16 (four are Relic keys)



SUMMARY OF PLAY

"The game is afoot!" he cried. "Not a word. Into your clothes and come!" Ten minutes later we were both in a cab and rattling through the silent streets.

— ARTHUR CONAN DOYLE

Each turn, all the Investigators Move and perform actions together. After that comes the Menace turn, in which the game advances toward Doom and events happen.

VICTORY AND DEFEAT

When I speak of poor Norrys they accuse me of a hideous thing, but they must know that I did not do it. They must know it was the rats; the slithering, scurrying rats whose scampering will never let me sleep; the daemon rats that race behind the padding in this room and beckon me down to greater horrors than I have ever known; the rats they can never hear; the rats, the rats in the walls.

— H. P. LOVECRAFT, "THE RATS IN THE WALLS"

Each scenario has unique requirements for victory. These requirements are sometimes unknown to the player at the start but are gradually disclosed as the scenario progresses.

SETTING UP A GAME

"So you've been studying the Yig legend, eh?" he reflected sententiously. "I know that many of our Oklahoma ethnologists have tried to connect it with Quetzalcoatl, but I don't think any of them have traced the intermediate steps so well. You've done remarkable work for a man as young as you seem to be, and you certainly deserve all the data we can give."

— H. P. LOVECRAFT, "THE CURSE OF YIG"

THE MAP AND SCENARIO SETUP

► CHOOSE A SCENARIO

You can play the scenarios for Terror Paths in any order. However, if you'd like to play the game as a campaign, go through the scenarios listed below in the indicated order. A campaign would be thematic only; there are no elements that carry over between scenarios.

- 1- Hound Dog (Rock Canyon Caverns Campaign)
- 2- It Bestirs (Silver Twilight Lodge Campaign)
- 3- Beyond the Wall of Time (Rock Canyon Caverns Campaign)
- 4- From the Pit to the Stars (Silver Twilight Lodge Campaign)
- 5- Expedition (Rock Canyon Caverns Campaign)
- 6- Collateral Damage (Silver Twilight Lodge Campaign)
- 7- Attack of the Ancients (both Silver Twilight Lodge and Rock Canyon Caverns Campaign)

► MADELEINE'S TIP

This book uses female gender pronouns when referring to players and Investigators of indeterminate gender and male gender pronouns when referring to Enemies of indeterminate gender. This is not meant to be prohibitive or restrictive in any way.

A scenario can end in defeat in one of three ways:

- 1- If all the Investigators are dead at the same time.
- 2- If Doom is at 7 and is triggered to increase again.
- 3- If a scenario's defeat mechanism takes effect.

In *Terror Paths*, the Investigators have a pretty good shot at winning. The way Sandy sees it, in a lengthy game like *Terror Paths*, it's more fun to move to something new for the next game instead of replaying an old adventure. Still, the risk of defeat adds zest, and it's absolutely possible to lose.

► SETUP

- 1- Separate each type of card into its own deck (i.e., Weapons, Events, Common). Also separate decks of cards that are unique to the scenario.
- 2- Shuffle the three Common Item decks – Weapons, Gear, and Spells. Place these decks separately on the table.
- 3- Shuffle any decks that are unique to the scenario you are playing.
- 4- If your scenario has any Chapter Two cards or other cards that are not initially placed, set them to one side.
- 5- Shuffle the Event and Disaster decks, keeping them separate for now.
- 6- Place the Threat track with counters on the 0 slot for both Threat and Doom.

- 7- Place the map on the table, on the correct side for your chosen scenario.
- 8- Have someone read the scenario's background story, at the top of the sheet, as well as any special scenario rules. Some scenarios start with a problem or injury to the Investigators.

For example, in the Hound Dog scenario, the Investigators start out having already lost 2 SAN due to seeing Ossadogowah. Ouch.

- 9- Follow the setup instructions on the scenario sheet

These will have you preparing the game by setting up the Menace, adding cards to locations, shuffling decks, and setting components aside for the specific scenario. Each scenario will have its own specific setup instructions.

- 10- Place all cards facedown, except the Start card and any non-Secret cards adjacent to the Start (which start Flipped up).

For instance, in the Hound Dog scenario, the Start is on the Cave Entrance. Two locations are adjacent, both of which contain Common cards. Since they're not Secret, Flip them both faceup.









MADELEINE'S TIP

Don't peek at the cards and sheets, which are placed facedown! It makes the game less fun, and who wants that? On the other hand, it's likely that someone will catch a glimpse of one or more cards or sheets, if only by accident. You can chalk this up to that Investigator getting premonitions or cursed with Mythos knowledge. If the player gets a really good look at a card or Menace Item, then by mutual agreement you can punish her by taking away 1 starting Luck. After all, the more you know about Lovecraft's horrors brought to reality, the unluckier you must be, no?



- 11- Each player should perform the following steps to set up her character:

- A- Choose an Investigator, and place their sheet before you. You can choose an Investigator randomly or pick your favorite
- B- Place stat counters on your STR , INT , POW , SAN , and HP , on the left-most slot.
- C- Place 3 Luck  tokens on your sheet.
- D- Take 1 Test die. These are larger than the other dice.
- E- If you have enough dice, you can also take several of the smaller Challenge dice.
- F- Set your Investigator's standee in the scenario's Start location, which is marked by a card.
- G- Choose a Lead Investigator.
- H- Go right into Investigator Preparation.

Enemies and scenarios don't change with the number of Investigators. But Threat advances faster with more players, so time's a-wasting!

After all the players have chosen their Investigators, it's a good idea for everyone to inform the other players about both their Bonus and their Madness effects, so people know what to expect and can help remind each other during play.

12- After the game and scenario are set up, the players can go into Investigator Preparation. Then, each player can take one or more of the following steps.

- A- Discard 1 Luck to draw a random Item from the Weapon, Gear, or Spell decks. See page 23 for more about Items.
 - B- Shuffle a Disaster into the Event deck to start with 4 extra Luck .
 - C- Shuffle a Disaster into the Event deck to start with .
- ▶ No single player can use this to add more than 3 Disasters to the Event deck. Players cannot exceed their Inventory Limit for Items.

- ▶ Each player can choose one or all of these options, or even an option more than once. For instance, a player could shuffle 2 Disasters into the deck to start with and +4 Luck , then Discard 2 Luck to draw a Weapon and a Gear.

We usually stick to no more than 1-2 Disasters per player. Sometimes we get there by letting one player place Disasters while another has none or 1. The more experience you have, the more Disasters you can afford to place.



Setup Example: Hound Dog

YOUR INVESTIGATOR SHEET

- A- Investigator name** – In this case, Roberta.
- B- Investigator picture** – This helps to identify your standee. You can also store things here, such as Insight or Luck, if you don't want to put them in your Inventory.
- C- Bonus** – All Investigators have a useful unique knack. This is yours.
- D- Madness** – This kicks in if your investigators SAN  drops into the black, blood spattered area on this track, or beyond.
- E- Desperation** – The yellow space on your Sanity track is your Desperation space. When you spend this point of Sanity to Power Up, you roll two dice instead of one. (see page 15).
- F- Stat tokens** – Place one of these little cubes on each track. At game start, they're all at the leftmost slot.
- G- Strength track** – STR 
- H- Intelligence track** – INT 
- I- Power track** – POW 
- J- Sanity track** – SAN 
- K- Health track** – HP 
- L- Inventory** – Place Item cards, tokens, Keys, and so forth here. You are limited to four Items in your inventory.
- M- This circled number has no real game function** – it's just informational (that's designer code for "players requested it"). It shows how much Insight you need to spend to increase all your stats from 1 to their maximum. If you're playing Roberta, you would need to spend 17 Insight.



A ROBERTA LUGO

B

C **RESILIENT**
Recovery:
When you Recover,
also gain 1 Luck .

D **SOFT HEARTED**
Battle:
You cannot Power Up in a
fight that includes a Rank
1 or Rank 2 enemy.

E

F

G **STRENGTH**  1 2 3 4

H **INTELLIGENCE**  1 2

I **POWER**  1 2 3 4 5

J **SANITY**  6 5 4 3 2 1 0 

K **HEALTH**  6 5 4 3 2 1 0 

L

M 17

Example of an Investigator sheet



GAME SYSTEM

I have nobody but myself to blame for the whole affair. It was my own blundering that precipitated that unforeseen horror upon us both ...

— H. P. LOVECRAFT




Most obstacles in the game are Tests, Challenges, or Enemies (which are a sub-type of Challenge).


TEST

For a Test, roll just the single Test die. Each Test is tied to a numerical quantity, usually a stat such as INT  or STR . To perform a Test:




- 1- Determine the relevant stat.
- 2- Roll the Test die.
- 3- If the die roll is equal to or less than the stat, you succeed.
- 4- If the roll exceeds the stat, you fail.

If more than one Investigator is in the location, they can each try the Test separately, but they cannot cooperate or combine their dice in any way.

Example: Harvey wants to Search in his location. To do so, he needs to succeed at an INT  Test, so he rolls his Test die and compares it to his INT . Unfortunately, it's early in the game, so his INT  is still 1. Not unexpectedly, he rolls a 3, which is too high. He considers spending some Luck for a reroll but decides it's not worth it.

 You cannot Power Up a test; it's only ever a single die. Powering Up is explained on Page 13.

An Insight or Luck Test is checked against the Insight or Luck tokens the Investigator has at the time of the Test. Previously spent Insight or Luck does not matter. If you spend Luck to reroll a Luck Test, this does not lower your chance of success; instead, match your roll against your original chance.



Example: Cindy has 3 Luck  and must attempt a Luck Test. She rolls a 5, failing. She spends 1 Luck  and tries again, but she still must roll a 3 or less, even though her actual Luck  is now 2. She fails again, so she spends her last Luck to attempt this Luck Test one last time. Fortunately, she succeeds, but now she has no Luck left, ironically.

CHALLENGE



An example of a Challenge

Challenges have two parts:

- 1- First, the type, which is the stat (or other game value) the player uses to determine how many dice she rolls. The type is always printed to the left of the Challenge Targets.
- 2- Second, the Targets, of which there can be one or more. The Targets tell you what number(s) you need to roll to succeed. For example, in the image above, the type is INT , meaning the Investigators roll dice equal to their INT . To succeed, they'll need to hit two Targets, each with value 4.

The fundamental rules are:

- 1- You cannot split up a die between two or more Targets, but you can add two or more dice together.
- 2- Except for Instant Challenges, multiple Investigators can roll dice all together and pool their results.
- 3- You can choose to use an appropriate Item after you roll unless it expressly states that it must be used beforehand.



The Wall of Light Challenge requires Investigators to succeed at an INT test and Hit 2 Targets of 7, one of them being a Critical success.

► TYPES OF TARGETS

The game features two types of Targets: Normal and Critical. A Normal Challenge has a green interior, and a Critical Challenge has a red interior with a crosshair border.






Normal Targets – You must assign dice that equal or exceed the listed number. If the target is 6, any score of 6+ will do, for instance. You cannot split up a single die between two or more targets.



Critical Targets – You must exactly match the listed number. If the Critical Target is 6, only a natural 6, or two or more dice adding up to exactly 6, will do. Again, you cannot split up a single die.

► HOW TO COMPLETE A CHALLENGE

Each Investigator in the location decides if they wish to Power Up their dice. To do so, they spend SAN , up to their Power in quantity. They add 1d6 to their total dice per SAN  spent (Add 2d6 if they spend Desperation SAN , see page 15).







▶ MADELEINE'S TIP

You can Power Up even if the number of dice you would roll is 0. For instance, some scenarios have Challenges based on weird numbers like Insight, Luck, or even blue tokens. If you have no Insight tokens, for instance, and must try an Insight Challenge, you can still Power Up to Boost from your 0 basic dice.

Once the Investigators have decided how much to Power Up, they roll dice. After rolling, they decide if they want to use any Items.

▶ Since you don't decide whether to use Items (page 25) till after seeing your die roll, this makes Items extremely handy.

The Investigators then pool their results (except for an Instant Challenge) and try to hit the Challenge Targets.

***Example:** Sara and Vonda are together and want to take the Wall of Light Challenge (INT  7 C7). Each has just INT  1 (it's early in the game). Sara has POW  1, but Vonda has POW  2. Vonda also has a Sphere of Nath (Boost dice equal to your Power by 1 each). Sara doesn't spend any SAN  to Power Up her roll, but Vonda spends 2; so Sara rolls 1d6, and Vonda 3d6. Their results are 1, 3, 4 and 5. They add together the 3 + 4 to exactly hit the Critical 7. But what of the normal 7 target? They only have a 1+5 left over, seemingly not enough to meet the 7 target. But Vonda now uses her Sphere of Nath, which lets her Boost dice equal to her Power by 1 each. Since she has POW  2, she can add 1 each to the 1 and the 5. This results in a total of 8, meaning they defeat the Challenge. Yay!*

VARIABLE TARGETS

Many Targets are based on some variable number, such as Doom. If this number would be zero, then it cannot be Hit. However, if all other targets are Hit, the entire Challenge or Enemy is considered to have been defeated.

***Example:** The Investigators face a cultist. Doom is 0, and the cultist has a Critical Target equal to Doom, which is 0. It still counts as killing the cultist if they manage to Hit their other Targets.*

► INSTANT CHALLENGES

An Instant Challenge must be taken right at that moment, and only the Investigator who revealed it can work on the Challenge. If an Instant Challenge fails, it immediately vanishes with whatever results that produces.

Instant Challenges are also the only Challenges you can normally take during the Menace turn, usually due to an event.

► NORMAL CHALLENGES

Multiple Investigators can combine their dice to take on a Normal Challenge. However, if they fail the Challenge, any progress they make is lost and they must start again from scratch the next time they try.

▶ You need to meet most Challenges in a single turn or start all over again.

► PERSISTENT CHALLENGES

Persistent Challenges can be completed over time. Any Targets you Hit in a Persistent Challenge remain so after the Investigator turn ends. This means you can try again and again over multiple turns till you've finally Hit all the Targets. Keep track of Hits with monster counters.





Challenge example, first try

Challenge example: Eva is stuck in a trap, a STR Challenge consisting of three Targets of 4. Eva's STR is 3, so she rolls her dice and scores a 2, 4, and 6. The 4 & 6 are sufficient to meet two of the Targets, but one remains. She really wants to get out of the trap, so she uses a Spell to add 1d6 to her total. Note that though her highest roll was a 6, she can't add its excess points to her roll of 2.



Challenge example, in progress

Challenge example, in progress: Unfortunately, the Spell's added die roll was a crappy 1, and now it's gone. After adding this to her pre-existing 2, she still doesn't have enough.



Challenge example, final success

Challenge example final success: Eva decides to spend 1 Luck to reroll her result of 1 and gets a 5. She scowls at it. Why couldn't she have rolled a 5 the first time? In any case, she has now met all three Targets, and the Challenge is complete. If she'd failed, she would have had to start all over again next turn.

INSIGHT



Insight is used to level up an Investigator's STR, INT, or POW. To do so, spend Insight equal to the Investigator's **current** stat, then move the Stat Marker up by one point. You have now learned how to focus your physical, mental, or emotional faculties better in this fearful situation and are better off.

You can spend Insight at any time, including just before you need to use it.

Example: Harvey has 1 Insight. He just failed to kill an Enemy, which is now going to Attack him. Just before the Enemy rolls its Attack, he spends his Insight to increase his POW 1 to POW 2. This should cut the incoming damage in half.



If you added a Disaster to start with 1 Insight, don't use that Insight right away. Wait till the first Enemy or Challenge is encountered. Then consider how to use it. Add it to STR if you want to fight, to INT if you want to take on Challenges, or to POW for either/both purposes.

STATS AT MAXIMUM

Once all your stats are at their maximum level, you can spend Insight just as Luck to reroll dice (or to sacrifice if called upon to lose Luck). Keep your Insight separate from Luck, however. A few Challenges are based on your number of Insight tokens.

IMPORTANT: You cannot spend Insight to reroll dice until all stats are at maximum.



LUCK



Luck is used to reroll dice in your location. Discard a Luck token to reroll one die of your own, a friend's, or even an Enemy's in your location. If you don't like the new result, you can either live with it or spend another Luck to try again.

If and only if all your stats are at their maximum level, you can use Insight tokens as Luck. This includes if you are required to Discard a Luck for any reason.

Example: Harvey is fighting a ghoul. He fails to kill it, so the ghoul gets to Attack him. It rolls 2d6 for its Attack, divided by Harvey's POW ⚡. Unfortunately for Harvey, the ghoul rolls boxcars – double 6s – for a total of 12. Even more unfortunately, Harvey's POW ⚡ is only 2. Rather than take 6 damage (which would kill him), Harvey uses a Luck to reroll one of the ghoul's dice. The rerolled die comes up a 2, so the ghoul's total is 8, which means Harvey takes $8/2 = 4$ damage. He considers spending a second Luck on the ghoul's other 6 result but decides against it. 4 points is survivable, and he can probably finish off the ghoul next turn or run away.

HORRIFY

It was everywhere—a gelatin—a slime—yet it had shapes, a thousand shapes of horror beyond all memory. There were eyes—and a blemish. It was the pit—the maelstrom—the ultimate abomination. Carter, it was the unnamable!

– H. P. LOVECRAFT, "THE UNNAMABLE"

Horrrify symbolizes the mind-wrenching terror of the unnatural entities and events in the Cthulhu Mythos. Horrrify is particularly dangerous because it exclusively affects Sanity. A Horrrify occurs when you Battle certain Enemies or because of some Events, locations, and even Items.

All Horrrify effects are assigned a number. For example, a ghoul is Horrrify 1. All Horrrify effects affect every Investigator in the location.

To Resolve:

- Each Investigator makes an INT 🟢 test.
- If the INT test fails, that Investigator loses SAN 🟡 equal to the Horrrify.
- Repeat if the location has additional Horrrify effects until all have been resolved.

Example: The total Doom is 3 (uh-oh), and Beverly and Harvey move into a room containing a gug (Horrrify equals Doom) and a ghoul (Horrrify 1). Beverly tries two INT 🟢 tests vs. her INT of 4. She rolls a 5 vs. the gug, so she loses 3 SAN 🟡, then rolls a 2 vs. the ghoul and loses no more. Both Harvey's INT 🟢 Tests succeed, so he loses nothing.

TERROR

"I do not try, gentlemen, to account for that thing—that voice—nor can I venture to describe it in detail, since the first words took away my consciousness and created a mental blank which reaches to the time of my awakening in the hospital."

– H. P. LOVECRAFT, "THE STATEMENT OF RANDOLPH CARTER"

Some monsters or effects are so dreadful they cause SAN 🟡 loss automatically. Terror is worse than Horrrify because there is no INT 🟢 Test to avoid it. Terror is just a flat loss, and it typically occurs in addition to Horrrify.

Example: Total Doom is 3 (uh-oh), and Beverly and Harvey enter a location containing a Shoggoth (Horrrify 1, Terror 1). Beverly fails her Horrrify INT 🟢 Test so she loses 2 SAN 🟡 — 1 for the Horrrify and 1 more for the Terror. Harvey's INT 🟢 Test succeeds, so he only loses the 1 SAN 🟡 from the shoggoth's Terror.

DESPERATION

Your last point of SAN 🟡, usually in a yellow box, is your Desperation point.

When you spend the Desperation SAN 🟡 to Power Up, add 2 dice to your attempt instead of 1.

Remember, you only go insane or die if your stat goes BELOW zero.


BATTLE

Now the steady pat, pat, of the steps was close at hand ... I could hear the laboured breathing of the animal ... Suddenly the spell broke. My right hand, guided by my ever trustworthy sense of hearing, threw with full force the sharp-angled bit of limestone which it contained, toward that point in the darkness from which emanated the breathing and pattering and ... with a flood of joy I listened as the creature fell in what sounded like a complete collapse, and ... remained prone and unmoving. Almost overpowered by the great relief which rushed over me, I reeled back against the wall.

— H. P. LOVECRAFT, "THE BEAST IN THE CAVE"

A Battle is a type of Challenge with some unique features. Unlike a Normal Challenge, Battles can be Ongoing and may take several turns to complete. Each Battle features at least one Enemy who is damaged by Hitting its Targets.

Battles work a lot like Challenges. The Enemies have Targets you must Hit. You can Power Up, use Battle Items, and so forth. All Battles are like Persistent Challenges; damage inflicted on an Enemy carries over from turn to turn.

IMPORTANT: Unless otherwise stated, all Battles use STR  as a basis, which is why it's not printed on the card.

UNDERSTANDING ENEMIES



An enemy

A- The Enemy's Rank; higher-rank Enemies are scarier.

- B-** The Enemy's name, so you know what to call it.
- C-** The Enemy portrait, to give you an idea what you're up against.
- D-** The Enemy's special ability, Pre-battle, Horrify, Attack, and Post-battle effects, if any. The abomination has the special ability that it cannot be harmed at all unless a Sign of Koth has been made.
- E-** The Enemy's Targets. Treat like a Challenge. This Enemy has three Targets, both a flat 20.
- F-** Some Enemies give an Insight reward once killed. This one does.

BATTLE SEQUENCE

- 1- Pre-battle
- 2- Ambush Enemies Attack
- 3- Horrify
- 4- Investigators Attack
- 5- Surviving Enemies Attack
- 6- Post-battle or Post-death


► PRE-BATTLE

Some Enemies have an ability, often a die roll, performed before Battle. This is always described in the special power section. It's often affected by Doom or other game features. If a Pre-battle effect summons a new Enemy, that new Enemy does not also get its own Pre-battle effect, though it does participate in the rest of the Battle, including the Horrify. Thus, if a priest summons a new priest, that new priest doesn't also summon something new; a summoned mutant won't taint the Investigators; and so forth.

► AMBUSH ENEMIES ATTACK

An Enemy labeled as Ambush strikes first before anything else happens. This trait ends when the Location card is Discarded. In an Ongoing location, the Ambush continues for future turns.


For more information about Enemy Attacks, read on.

 An Ambush Enemy still gets to Attack in the Surviving Enemies Attack segment. This means it gets to SWAT at you twice!

► HORRIFY

Follow the normal Horrify rules.

► INVESTIGATOR ATTACKS

The Enemy's Health is treated as a Challenge. By default, STR  is the stat used in Battle, but a few Enemies use a

different stat (read the card to see). Enemies are like Persistent Challenges; you can take them down over the course of several turns. Their wounds remain after the Battle, and next time you fight, they are easier to defeat.

▶ MADELEINE'S TIP

Many particularly terrifying monsters take several turns to kill. Don't worry about it; just take your lumps and keep going. Though if you get hurt too much, you may have to retreat.

Enemies may have either Normal or Critical Targets. Many Enemies have Targets that are based on Doom or some modified value of Doom. If an Enemy's Target is calculated to be 0 or less than 0, don't worry about it. You do not need to achieve a score on that Target to kill that Enemy. In other words, you can't assign a Hit to a target of 0, but if all other Targets are Hit, the Enemy is killed.

Example: Vincent is fighting a cultist by himself. The cultist's defenses are 4, 4, and a Critical equal to Doom. Luckily, Doom is currently 0. Vincent cockily rolls his three Attack dice and scores a 4, a 2, and a 1. Argh. He has failed to kill the cultist. Post-battle, the cultist strikes with his Attack of Doom/POW ⚡, but since Doom is still 0, this inflicts no damage at least. Unfortunately, in the ensuing Menace turn, the Threat clicks over to 0 and Doom becomes 1. So now the cultist's remaining defenses are a 4 and a Critical 1 (the already Hit 4 stays Hit).

▶ SURVIVING ENEMIES ATTACK

Each surviving Enemy Attacks one of the Investigators present. If more than one Investigator is there, the players decide which Investigator is Attacked. The Lead Investigator decides if the players can't agree. One Investigator can take more than one or even all the Attacks if they so choose.

Most Enemies have an Attack which is listed as X/POW ⚡, which means that their Attack number, whatever it is, is divided by the target's POW ⚡. Always round up fractions.

Example: In the Dark Princess Chow Time scenario, Mordiggian is attacking Claudia. Mordiggian's attack is 1d6, not affected by POW ⚡, so the fact that Claudia has worked her POW ⚡ up to 5 does her no good. Mordiggian rolls a "3," and Claudia takes 3 damage.

Some enemies have a Horrify or an Attack based off of the current Doom. In the very early game, Doom is 0, so their Horrify or Attack is also 0. They are still mustering their courage to take you on, so this is a good time to kill them instead.

Example: A bone golem is attacking Claudia, who has worked her POW ⚡ up to 5. The Golem's Attack is 1d6/POW ⚡, and it rolls a 1. Claudia takes 1/5 of a point of damage, which rounds up to 1.

Don't get complacent. A few Enemies have Attacks that are just 1d6, with no mention of POW; in this case, the full 1d6 roll is subtracted from your HP ❤️. Don't misread a 1d6 as 1d6/POW. To help you pick these out, when there is no POW defense, the Attack is in bold.

▶ POST-BATTLE

Some Enemies have Post-battle abilities, which are only triggered if the Enemy survives the fight.

▶ POST-DEATH

An Enemy's Post-death ability is triggered when it dies.

What's the difference between Post-death and Post-battle? It's pretty simple. You trigger a Post-battle event if the Enemy survived that round of combat. You trigger a Post-death event if the Enemy died! For instance, look at the formless spawn (it shows up in the Hound Dog adventure). Post-battle it adds 1d6 to Threat. If you fail to kill the formless spawn in a single round (pretty common, really) you add 1d6 to Threat. But Post-death you gain 1 Insight, so if it didn't survive, that's your reward.



SEQUENCE OF PLAY

Then thought trickled back, and I knew that I had witnessed things more horrible than I had dreamed. Sitting down, I tried to conjecture as nearly as sanity would let me just what had happened, and how I might end the horror.

— H. P. LOVECRAFT, "THE SHUNNED HOUSE"


The players all take their turn at the same time. They can and sometimes should Move their figures in a sequence, but there is no turn order. In case of conflicts, the Lead Investigator makes all needed decisions; for instance, sometimes it matters who Moves before whom. In this case, she determines the order. If multiple players want a particular reward and can't agree on who gets it, she chooses the recipient. She even chooses which Investigator is Attacked by an Enemy if a choice exists. Her reign of power ends during the Menace turn.

Example: Two Investigators Move into a location that has an Insight token. Both want it. The Lead Investigator, who is not in that location, gets to decide who gets it.

MADELEINE'S TIP

Although the Lead Investigator's decisions are final, players should discuss matters at times. But when a final decision needs to be made, the Lead Investigator must step in.

PLAYER TURN

- 1- Investigators Move
- 2- Investigators take actions, location by location
 - A- Flip the Encounter, if facedown, and resolve spawns
 - B- Pick up Insight
 - C- Enemy Battle (If Enemy remains Post-battle, do not continue)
 - D- Encounters
 - E- Challenge
 - F- Pick up loose Item cards
 - G- Investigator actions
 - 1- Recovery (in a Retreat)
 - 2- Search (INT  Test)
 - 3- Spy (if possible)

MENACE TURN

- 1- Threat increases by 1 per Investigator. If Threat would ever crossover from 17 to 0, also increase Doom by 1.
- 2- Reveal all non-Secret locations adjacent to each Investigator's location.
- 3- Resolve any Ongoing effects for the Menace turn.
- 4- The next Investigator in order becomes the new Lead Investigator. She then draws 1 Event and Resolves it.
- 5- If the Event (or Ongoing effect) spawns an Enemy in an Investigator's location, Battle it.

NOTE: Enemies that started the Menace turn in an Investigator's location need not be Battled.

INVESTIGATORS MOVE

Each player Moves her Investigator's standee on the map by advancing it, one location at a time, into adjacent locations. If she enters a location

containing an Enemy or an Untapped Encounter card, she must stop Moving unless another Investigator is already present. She can otherwise Move as far as she wants and stop Moving at any time. Moving is optional; you are not required to Move.

When an Investigator Moves from one area to another, add 1 to Threat. This represents the extra caution, tension, and time taken.

IMPORTANT: Moving between locations in a single area costs nothing. Only a Move to a new area adds 1 Threat. In buildings, new areas are reached by stairwells or hallways. In other maps, the new areas might be at the end of a forest path, tunnel, etc.



Though you can't Move through an Enemy or Untapped encounter card, you can exit such a location. For instance, if an Enemy is in your location when your turn starts, you don't have to stick around and fight it. Investigators can Move in any order or all together.

The map makes it clear which locations are adjacent; rooms are connected by doorways, for instance. When two locations in different areas are adjacent, they are always connected by a stairwell, tunnel, or secret path.

In the Silver Twilight Lodge, the Vault and Paved Room are connected via the doorway. In addition, the Paved Room is adjacent to the Pillared Room by its other doorway. The Vault is also adjacent to the Larder on the Lodge's Ground floor via the Stairwell.

Though Investigators cannot freely Move through locations with Enemies or Untapped Encounters, since they do not have to Move in a strict order, they can use this to plan to their advantage.

IMPORTANT: Do not Flip Encounters faceup during the Move segment. Just leave them as is.

MAP LOCATIONS

- 1 Area – Straight Red Line
- 2 Location – Dotted White Line
- 3 Doorway
- 4 Wall
- 5 Room Name
- 6 Icons
- 7 Transition to a new area



Multiple area movement

Example: Eva is in the Attic Library (orange figure). She wants to Move to the Ground Floor Foyer, so she first takes the Stairwell in the Attic down to the Upper Floor, which adds 1 to Threat. Most of the Encounter cards have already been Resolved. She then walks through the Upstairs Hall to the Stairwell down to the Foyer, which adds another Threat. Her Move this turn advances Threat by 2. She doesn't have to stop in the Foyer, but if she enters the Lounge, her Move will end anyway because there is a card there.





Cooperative movement

Example of cooperative movement: The pink and yellow Investigators start in Crystalfall. The white Investigator is in the Fool's Gold along with an Enemy. The party is keen to get to the Hall of Red Light because the card has an unusual (yellow) back and might be cool. But there are Location cards and a monster in the way. Their solution is that first, Ms. Gold Moves to the Fairy Lights. He can skip past the Enemy in Fool's Gold because Mr. White is there, Fending it for him. Then Mr. Pink can skip past both Fool's Gold and the Fairy Lights because both are Fended by other Investigators. So he leapfrogs to the Fairy Lights location. Now, with both the intervening locations Fended by Investigators, Mr. Pink can Move straight to the Hall of Red Light. But wait, there's more. Mr. White hasn't Moved yet. He just stood in his location, Fending off the Enemy for his teammates. So now he Moves since he can exit an Enemy's location. He skips past Fairy Lights (still Fended by Ms. Gold) and arrives in the Hall of Red Light alongside Mr. Pink, ready for anything.

MAPS AND LOCATIONS

There had stood a great house in the centre of the gardens, where now was left only that fragment of ruin. This house had been empty for a great while; years before his—the ancient man's—birth. It was a place shunned by the people of the village, as it had been shunned by their fathers before them. There were many things said about it, and all were of evil. No one ever went near it, either by day or night. In the village it was a synonym of all that is unholy and dreadful.

—WILLIAM HOPE HODGSON

Each map is made up of multiple areas, each color-coded. Each area is further subdivided into locations.

A location has the following characteristics:

- It belongs to an area; all locations in an area are color-coded together.
- It has connections to other locations and other areas. If the map is of a building, the connections might be doors or stairs. If it is an outdoor map, they might be paths.
- It has a unique name.
- It may have one or more icons.

MAP ICONS



Items – This icon indicates that an Investigator can use the Search action to find the Item type signified. After a successful Search, place a Searched token on the icon to indicate that the room has now been Searched.



Stairs, Doors, Tunnels, and Paths – These lead to another location which may or may not be in the same area. All connectors like this are two-way.



Retreat – Marks a Retreat location, in which Investigators are allowed to take the Recovery action.





Other Icons – Maps may have other icons, used either in setup or during play. The setup or Encounters explain how these are used.

LOCATION CARDS

► LOCATION CARD BACK

- A- Scenario name**
- B- Card type.** Multiple cards can have the same type. For instance, in the Expedition scenario, there are two Fracture cards.
- C- Secret.** Indicates that this card is not Flipped faceup in the Menace turn if adjacent to an Investigator. If Secret does not appear on the card, then it is Flipped faceup.

► LOCATION CARD FRONT

- D- Card's name.**
- E- Card description.** This is a Challenge card. It does not say it is Instant or Persistent, which makes it a Normal Challenge. No Enemies are being placed by this card.
- F- Challenge Targets.** Also lists the type of Challenge (INT , in this case) and sometimes an Insight reward if you succeed ( here).

- G- Challenge Rewards.** Lists other occurrences if you succeed at the Challenge. Technically, the Insight gained upon completion is also a reward, but it's more convenient to list it with the Challenge itself.




ORDER OF PRIORITIES

We decided to explore the more decrepit upper parts first of all, hence climbed aloft in the maze for a distance of some 100 feet, to where the topmost tier of chambers yawned snowily and ruinously open to the polar sky.

— H. P. LOVECRAFT, "AT THE MOUNTAINS OF MADNESS"

After all Investigators have Moved, or chosen not to Move, the team goes location by location, resolving all possible actions inside each location before Moving to the next. These can be done in any order chosen by the Lead Investigator.

In each location, you must perform actions in the following order of priorities.

- A-** Flip over the Encounter card, if facedown, and Resolve spawns.
- B-** Pick up Insight
- C-** Battle Enemies (If the Enemy remains Post-Battle, do not proceed down the rest of the list of priorities.)
- D-** Encounters
- E-** Challenge
- F-** Pick up loose Item cards
- G-** Investigator actions
 - Recovery (in a Retreat)
 - Search (INT  Test)
 - Spy (if possible)
 - Trade

A. FLIP OVER THE ENCOUNTER AND RESOLVE SPAWNS

If the Encounter card is facedown, Flip it up. The initial spawns can consist of:

- **INSIGHT** – Many cards will tell you to place Insight. If so, place that Insight in the location. If the Insight is gained as a reward instead of a spawn, do not place it till its conditions are fulfilled.



- **ENEMIES** – Many cards say to place one or more Enemies. Do this if so instructed.
- **RELICS OR ITEMS** – If the card has a Relic or Item printed on it, place it. If the Item or Relic is gained as a reward instead of a spawn, do not place it till its conditions are fulfilled.

B. PICK UP INSIGHT

Investigators in the location can immediately pick up any Insight there, even if Enemies are present in the location. If only one Investigator is present, she gets it all. If more than one



Investigator is there in this step, the Lead Investigator determines who gets it, if they can't agree. If more than one Insight is available, it can be divided among two or more Investigators.

C. ENEMY BATTLE

If one or more Enemies are present, now Battle them. If, at the end of the Battle, any Enemies remain alive, *do not* continue taking actions. All Investigators in this location have finished their turns. The only exception is if they have an Item they can use to Move remaining Enemies out of the location, in which case they can continue.

D. ENCOUNTERS

If the location's card is Untapped or has an Ongoing effect, it now takes effect or the Investigators can interact with it.

E. CHALLENGE


If the card has a Challenge, the Investigators can attempt it.

F. PICK UP LOOSE ITEM CARDS

Item cards lying around in the area are waiting to be picked up. Any player in position to take a card can do so. When more than one player is in position to take an Item card, they can negotiate. Disputes are resolved by the Lead Investigator.

► TAP OR DISCARD THE ENCOUNTER CARD

If the Encounter card has the Ongoing or Resolve text, or has an unfinished Challenge, it stays in place.

If the card has been Resolved or any Challenge has been completed, look in the lower left-hand corner of the card. If it has the Tap  icon, then Tap it by tilting it to one side. It remains in the location (usually to mark the spot), but it can be bypassed without needing to be Fended.

If the card has been Resolved, but it does not have the tap icon, simply Discard it.

Usually, even an Ongoing card has some condition which can cause it to be Discarded or Tapped, as appropriate. Nothing lasts forever.



INVESTIGATOR ACTIONS





Investigators can now take their own actions. We'll discuss these one by one.

► RECOVERY

You can only recover at a location marked with the Retreat icon. To do so:



- 1- The Investigator states how many recovery dice she wishes to roll and advances the Threat Marker by 1 per die rolled.
- 2- She rolls the dice.
- 3- She uses the dice total as points to restore her SAN  and HP  on 1-for-1 basis. Any excess is lost.

Example: Harvey Walters has SAN  1 and HP  4. He decides it's time to take a break, so in the Investigator turn he Moves to a Retreat and Recovers. He is down by 7 points (his normal maximums are 6 each), so he decides to roll 2 dice. He advances Threat by 2, then rolls 2d6. Unluckily, he rolls a 2 and a 1, for a total of three. Ugh. He decides to spend a Luck to reroll the 1 and gets a 6. Now his total is 8, more than he needs to return to full SAN  & HP , but he feels it was worth it.

► SEARCH (INT TEST)

To Search, you must be in a location with an Item icon. You do not need to use the Search action to pick up an Item card that has been dropped or spawned in the location. Just take it if you want.





Searched Token



The Item Icons: Weapon, Gear, Spell

To do so:

- If the icon does not have a Searched token, attempt an INT  Test. If it has a Searched token, you can't Search here.
- If the INT  Test succeeds, draw a random Item from the matching deck, then place a Searched token on the icon (if one is not already present).

If you pick up an Item that exceeds your Inventory Limit, you must Drop an Item in the location. You can Drop the newly gained Item if you like. Each Investigator in a location can Search once per Item icon. Roll the dice one at a time, so you can keep track of which icons get Searched tokens.

Example: In the Forest of Resurrection, Lydia and Jee are in the Chapel, which has two Spell icons. Both Lydia and Jee have INT 2. Lydia decides to roll first, and rolls a 1 and a 4, so she places a Searched icon on one of the Spell icons and draws a Spell, placing it in her Inventory. Then Jee rolls. He gets a 1 first, so he gains a Spell of his own, placing a Searched token on the other icon. He ignores his second Search because both icons now have a Searched token.

► SPY (IF POSSIBLE)

Some Encounters, Items, and abilities permit the Spy action. Usually, you can only Spy into an adjacent location, but sometimes it's possible to Spy into any location.

To Spy, Flip a targeted Encounter card faceup. You cannot Spy on a Blocked card.

You can Spy on the Event deck instead of the map if you like. To do so, just peek at the top Event card. This can give you a heads-up as to what's coming. When you peek at the Event card, you'll also glimpse the back of the next card, and know whether it's a Disaster.

► TRADE

If two or more Investigators share a location, they can Trade Items freely.

ITEMS

The figure, which was finally passed slowly from man to man for close and careful study, was between seven and eight inches in height, and of exquisitely artistic workmanship. ... the subject and material, belonged to something horribly remote and distinct from mankind as we know it; something frightfully suggestive of old and unhallowed cycles of life in which our world and our conceptions have no part.

— H.P. LOVECRAFT, "THE CALL OF CTHULHU"

HOW TO USE ITEMS

Almost all Items are single use and restricted to a particular situation, which is listed on the card. You can choose to use the Item after you roll any dice connected with the roll, if the Item is applicable.

The Pistol illustrated here adds 1d6 to your Battle dice and can be activated after you roll your other dice. Once used, it is Discarded.

Items can have several effects. They might replace a die roll with a new one. They may add new dice. They may add interesting restrictions. The Tommy Gun, for instance, lets you roll 4 extra dice, but then you must Discard all of your dice that rolled a natural 6.

IMPORTANT: Unless an Item states otherwise, it only affects your own dice.

Some Items, particularly Gear, don't affect dice rolls but have other effects. The First Aid Kit simply heals up some HP ♥ and SAN ●, but no dice are rolled.

The Use effect is just for clarity in some cases (notably, when a card has more than one possible use). All cards are used when the player chooses to activate them.



ITEM TIMING

The owner of an Item can choose to use it at any time during a Challenge or Battle (or other situation). For example, she could roll her dice then use an Item after seeing what she rolled. Thus, Items add a lot of flexibility to decision-making.

A few Items require you to use them before or after a certain step in play.

Example: You must use Bonewitz's Authentic Thaumaturgy before rolling dice.

► You may be wondering why you'd want to use an Item that gives a minus. Well, these can be really useful when you're trying to score a Critical Hit.

BOOSTS AND MINUSES

Some Items give Boosts or Minuses. For instance the Spell Echo from Beyond adds the current Threat as a Boost. Boosts and Minuses are added to or subtracted from an already existing die roll, so they do not change your number of dice. They just change the total per die.

You can apply more than one Boost or Minus to a single die in any combination.

EXTRA DICE

Some Items give you more dice to apply to a Battle or Challenge. Sometimes, this is a new die that is rolled normally. Other times, the new die comes pre-set to a particular number.

Example: The Leather Sap gives you an extra die pre-set to 1.

ONGOING OR TAP ITEMS

As stated above, most Items get Discarded after a single use.

- **ONGOING:** An Item with this effect always triggers when its condition is met. Its use is not optional. For example, the yith relic, Link to the Future, always gives the Investigator 1 Luck 🎲 if she is in the location where a yithian is killed.



An example of an Ongoing Item

- **TAP:** The Investigator chooses whether to tap an Item. If she does, its effect becomes Ongoing. Usually there is some condition that would cause her to Discard the Item in this case.

The existence of an Ongoing or Tap effect does not prevent other uses of the Item. If the Item is used in another way, it is still Discarded normally, even if it has an Ongoing effect.

LORE

A few scenarios include Lore cards. Lore represents esoteric wisdom or knowledge. Lore cards do not count against inventory. Lore has the unique feature that once a single Investigator has a certain Lore, ALL Investigators can take advantage of it. Assume they phone each other and provide the information.

Example: In the Mother's Love scenario, Eva Boue gains the Unearthly Glyphs Lore. Later, Harvey Walters enters the Chapel and resolves the Encounter there. Even though Harvey does not have the Unearthly Glyphs Lore on his Investigator sheet, he can use that Lore to place the Chapel Chapter Two card.

For example, the Fire Extinguisher gives you an Ongoing Boost vs. fire vampires, but it can also be Discarded in a certain location for another result.

Some Items, while normally Discarded, may offer a means to retain them. For instance, the Athame lets you spend 1 SAN 🧠 to retain it when used.



Another Ongoing Item.

TYPES OF ITEMS

Weapons are generally used in Battle. Gear is for all sorts of effects. Spells also have lots of effects, but many are focused on Challenges. Relics are unique to a particular scenario and come in many varieties.

In general, Items are used once then Discarded. You cannot carry more Items than your Inventory allows, typically four.

DRAWBACKS

Some Items have drawbacks or flaws associated with their use. For instance, the Shotgun forces you to Discard all dice that roll a 1 in Battle. When an Item has such a flaw, you must always apply it if you use the Item. In addition, any flaw that affects dice affects all the dice you roll, not just any extra dice rolled by the Item.




Sample Lore card

ENCOUNTER CARDS

At game start, each map location will have a card placed facedown on it. The setup explains where these cards go. Some cards must be placed on a specific site, while others are in their own mini-decks, and should be shuffled and placed on their assigned locations.

- A-** The card's scenario. If your toddler or your cat jumps into your game box and the cards get mixed up, this helps you resort (Card back).
- B-** The card's placement. Cross-index this with the scenario setup to see where it is placed. Many cards (though not this one) are organized into mini-decks that are shuffled before placement. Mini-decks can be as small as just two cards (Card back).
- C-** Card class. In this case, it is a Chapter Two card, so it does not get placed at Game Start. It is not a Secret nor is it Blocked (Card back).
- D-** The card's unique name. In this case, it is a repetition of what is on the card front (Card face).
- E-** Reveal effects. What happens when this card is Revealed, whether by adjacency in the Menace turn or by entry. In this case, place **I** in the location (Card face).

- F-** Enter effects. When this card is Entered, one of the Investigators here gains the Nitro Relic. This only happens once (Card face).
- G-** The Tap  icon, which indicates that once the card has been Resolved, it is tapped to mark its location. Its effects do not recur, and the card can be skipped past when moving (Card face).



ENCOUNTER CARD CLASSES

The card's class is printed on the back, so it is visible from the game start.


- **START** – This is the location where the Investigators begin. It also marks where replacement Investigators enter the game. Usually, there is only a single start, for obvious reasons.
- **SECRET** – These cards are not Flipped faceup in the Menace turn due to an Investigator being adjacent. Hence, the only way to see what is in a Secret is to Spy or Enter it.
- **BLOCKED** – These locations cannot be Spied on or Moved into. Usually, there is some way to undo the Block, but you may have to look for it. When you place anything on the map (such as Enemies, certain Events, etc.) you may never place them in a Blocked location.
- **LOCKED** – Exactly like Blocked locations, except that if you have a Relic key, you can just Move into them, removing the Lock permanently. The key is Discarded when this happens.

- **CHAPTER TWO** (or three, etc.) – These Encounters are not placed initially. Instead, they replace certain cards during play. Set them aside during setup. You'll be told when to place them during play. When a Chapter card replaces another card, the former card is removed from the map, whether or not it is faceup or Tapped. Any effects that former card might have had are lost. If there are Enemies, Items, or placeable Events in the location, those remain.



CARD EFFECTS

If the card starts with text but no identifier, this is just added color or a helpful hint.

- **REVEAL** – Perform these when the card is first Flipped faceup, whether during the Menace turn or when an Investigator enters. Usually, Reveal effects place Insight, Items, or Enemies, but sometimes other effects occur.
- **ENTER** – These occur when an Investigator enters the location. They only happen once, after which the card is Discarded, unless there is some kind of Ongoing effect which maintains them (such as a Tap, Challenge, Resolve etc.)
- **AMBUSH** – The listed Enemies are placed the first time the location is entered (they're hidden till then). They then Attack from Ambush.
- **CHALLENGE** – The card has a Challenge. Leave it face-up until the Challenge is completed.
- **INSTANT CHALLENGE** – These must be completed immediately and only by a single Investigator. If more than one Investigator is in the location, each can attempt it separately, but they do not combine their efforts. Pass or fail, it is discarded after the attempt.
- **ONGOING** – Once the card is Flipped faceup, this effect begins. Usually, it recurs every Menace turn, so check all Ongoing cards at this time.
- **RESOLVE** – This card stays in place until this condition is fulfilled. You may have to eliminate all Enemies in the location or perform some voluntary task.
- **TAP** – When all the card's effects are finished, if the card has a Tap icon , Tap it and leave it in place to mark its position. It no longer needs to be Fended when Investigators Move.

EVENTS & DISASTERS

He cast his mind backward and thought of the fluorescent cube which had hypnotised him—of that, and all which had followed. He had known that his mind was going, yet had been unable to draw back. At the last moment there had been a shocking, panic fear—a subconscious fear beyond even that caused by the sensation of daemoniac flight.

— H. P. LOVECRAFT, "THE CHALLENGE FROM BEYOND"

Events happen each Menace turn and sometimes during play. Normally, the Events affect the Lead Investigator, but some can affect others. When an Event occurs, draw and read it.

Once an Event card is played, put it in a Discard pile. Event cards are one-use; once played, they are out of the game. Some Event cards may remain on the player's Investigator sheet for a time as a reminder, a curse, or a benefit. Others may be placed on the map to signify some difficulty.



Disasters can be added to the Event deck during Investigator Preparation. They are treated like any other Event, but unsurprisingly, they are always bad for the

Investigators. The Disaster card backs intentionally look different from a normal Event so that the players can dread their coming.

RUNNING OUT OF EVENTS

On the slim chance the Event deck runs out, on future Menace turns simply skip playing an Event.



INVESTIGATOR DEATH AND INSANITY

Arthur Munroe was dead. And on what remained of his chewed and gouged head there was no longer a face.

— H. P. LOVECRAFT, "THE LURKING FEAR"

When an Investigator is eliminated via Death or Permanent Insanity, add 1 to Doom. Start a replacement Investigator at the beginning of the next Investigator phase.

YOUR REPLACEMENT

Pick a new Investigator from those available, or draw one randomly. Place your standee on the Start location. Begin with all stats at 1, three Luck, and **Insight equal to the current Doom**. You do not get the usual Investigator Prep; i.e., you can't spend Luck for Items or add Disasters to the Event deck.

DEATH



When an Investigator's HP ♥ drop below zero, she dies. If HP ♥ are at exactly 0, the Investigator can still take actions, Move, and attempt Challenges. Think of her as being extremely shaky and woozy, such that any additional shock will kill her.

INSANITY



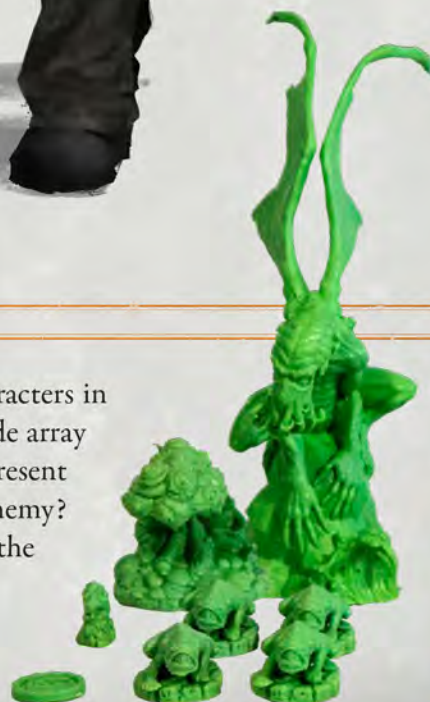
When an Investigator's SAN 🌀 drops below 0, she goes permanently insane and is replaced by a Rank 1 Enemy.

If SAN 🌀 is exactly 0, the Investigator can still take actions, Move, and attempt Challenges. Think of her as being insane but still with shreds of rationality, at least enough that the other Investigators can talk her into doing useful tasks.



USING FIGURES

We have provided sturdy and functional standees and cards to represent the characters in the game. However, Petersen Games, along with other companies, produces a wide array of critically acclaimed miniature figures. If you wish to use such figures to represent characters in the game, be our guest. But how do you represent Health loss to an enemy? In this case, we suggest stacking the damage markers on or overlapping the base of the figure in question.



FREQUENTLY ASKED QUESTIONS

I was engulfed by a piteous lethargic fear of some ineluctable doom which would be, I felt, the completed hate of the peering stars and of the black enormous waves that hoped to clasp my bones within them—the vengeance of all the indifferent, horrendous majesty of the night ocean.

—H. P. LOVECRAFT, "THE NIGHT OCEAN"

PHILOSOPHY

Q. Why do I start with my stats at 1? Why am I so weak?

A. Because you don't yet have the wisdom and Insight to be effective. You can't puzzle out the runes, you don't yet know the right place to stab a wamp for effect, and so forth. In other words, Insight lets you properly apply your already existing stat.

Q. Why are the Items mostly single use? Why can't I use my Pistol in a second battle, for instance?

A. Each Challenge or Battle represents an entire complex tactical interaction. You fired off all your ammunition. You left your Dagger snapped off in the cultist's back. Your Kevlar got shredded in the fight. The Ring of Eibon needs a full day to recharge, so it's useless for the rest of the adventure. And so forth.

Q. What happens when we have placed Search tokens on all the Item icons on a map or an area?

A. You've found them all! Hope it helped.

GENERAL GAME RULES

Q. During Preparation, I can add 1 Disaster to the Event deck to gain 4 Luck . Can I spend some of that new Luck on Items?

A. Certainly. You're losing in one area to gain in another.

Q. During Preparation, if I gain an Item by spending Luck, can I give it to another Investigator?

A. Yes, so long as they're in the same location, which they usually are.

Q. A few adventures have Encounters which have a Power Challenge, meaning you roll dice equal to your Power. Can I use my Power to Power Up this Challenge?

A. Yes indeed. If your Power were 2, for instance, you would roll 2 dice, plus you could spend up to 2 SAN to add more dice.

Q. What if I have a 0 in something required by a Challenge? For example, if I've spent all my Luck, Insight, or SAN, and that's the Challenge, what happens?

A. You roll 0 dice, plus you can use your Power to enhance those 0 dice with more.

Q. Rarely, there is an Insight Challenge. Does this include Insight I've already spent to upgrade my stats?

A. Nope. Spent Insight is gone. Insight Challenges only use actual Insight tokens on your Investigator sheet.

Q. What if you roll for Recovery and the result contains more points than you can spend?

A. Alas, those points are lost. But at least you're topped off.

Q. What is happening when an Investigator goes insane and is replaced by an Enemy?

A. In most scenarios, she turns into something like a cultist, indicating that her new lunacy caused her to join the forces of darkness. In cases where she turns into an actual monster ... perhaps she was a monster in disguise all along. Perhaps she didn't know. Or make up your own mini-story.

Q. Can I use the Pocket New Testament on another Investigator? How about The Red Sign?

A. No. You can only use Items on yourself, unless they specify otherwise. Of course, there is the Investigator action of Trade.

Q. What happens if I hit a variable target in an Ongoing Challenge or on an Enemy, and the number later changes?

A. Say you're fighting an Enemy, one of whose Targets is Critical = Doom (which is 2). You manage to take out the Critical 2. The next turn, Doom kicks over to 3. Despite the change, the Target stays Hit. The change in the rating does not retroactively affect prior Hits.

Q. When Enemies Attack, say 3 Enemies and 3 Investigators, does each Investigator have to receive one Enemy attack, or can one Investigator choose to take all 3 Attacks?

A. The Investigators can divvy up the Attacks as they please. If they disagree, the Lead Investigator makes the choice for them.

CHARACTERS

Q. How do the immediate Madness effects work, such as Chester Alan's Cursed by Precognition, Jee Ran's Psychically Sensitive, or Martha's Obsessive?

A. Immediate Madness takes effect the moment the Target's SAN drops to 4 or lower, but then as long as their SAN stays at 4 or less, there is no further effect. For instance, when Chester's SAN drops to 4, he loses 1 extra SAN and is now down to 3. But if he loses more SAN beyond that, nothing else happens. However, if he restores his SAN back to 5 or more, he will be subject to his Madness flaw again if he then is dropped back to 4 or fewer.

Q. Vincente Perez's Cowardly Madness effect means he can't Power Up against an Enemy Rank 3 or higher. What if he is fighting an Unranked Enemy?

A. Then it's not rank 3 or higher, and he can Power Up just fine. If this sounds odd, given his stated cowardice, you can assume he's fighting like a cornered rat.

Q. If Paul Kowalczyk is in a location with an Item icon that already has a Searched token on it, can he use his Craftsman Bonus to place a second token there?

A. No.

Q. Can Zelda spend her starting Luck during Preparation?

A. Sure.

Q. Zoran can back out of a location he just entered if he doesn't like it. Can he do this if he's moved by an outside force – like a card, an event, or an item?

A. No. Only if he moves there in the normal way.

ADVENTURES

Q. In the From the Pit to the Stars scenario, one Encounter turns an Investigator into an Enemy. You can cure her by Hitting her Critical Target, which is equal to her SAN. What happens if her SAN is 0?

A. She can't be cured because you can't hit a Target of 0.

RULE OMEGA – THE FINAL QUESTION

They sacrificed unto devils, not to God.

– DEUTERONOMY 32:17

We have sought diligently to cover all possible rules questions and to make the game as gripping and exciting as we possibly can, but we are mere mortals, and as such we are subject to error (unlike the extradi-dimensional horrors portrayed in the game).

If you come across a conflict or ambiguity regarding an ability, item, or rule, and you cannot find the answer in our FAQ (or our website's online FAQ), we recommend that the players in the game discuss the desired outcome. The owner of the game might get more say in the discussion (perhaps their vote counts double). Remember that it is emphatically not always better to choose a result that makes the game easier for the Investigators; in a co-operative game such as this, you gain a much greater personal satisfaction in defeating a tough Enemy than a pushover.

In the end, this is your game. If you feel compelled to add house rules, do so with our blessing.



GLOSSARY

Among the agonies of these after days is that chief of torments—inarticulateness. What I learned and saw in those hours of impious exploration can never be told—for want of symbols or suggestions in any language.

—H. P. LOVECRAFT, "HYPNOS"

- **1d6** – A single, cubical, 6-sided die. All dice in *Terror Paths* have 6 sides. See **Dice; Die** below for further explanation.
- **Ambush** – These Enemies are sneaky, so they Attack you first before the Battle starts. They still Attack again later in the Battle, so they get to strike you twice if they survive.
- **Area** – A group of locations, marked on the map with an outline and name. For instance, the Entryway area in the Rock Canyon Caverns consists of three separate locations. You can Move between locations in the same area without increasing Threat, but Moving from a location in one area to a location in another area does increase Threat.
- **Attack** – An Investigator's or Enemy's attempt to injure an opponent in Battle.
- **Battle** – A conflict between Investigators and Enemies.
- **Blocked** – A location Investigators cannot enter or Spy upon.
- **Boost** – A flat numerical addition to a Challenge or Battle die. For example, an Item giving a +6 Boost would be added to a single rolled die of your choice.
- **Challenge** – A task you must complete using dice to achieve a reward or avoid a loss. It consists of one or more Targets you must match your dice against. Two Challenge variants are the Instant Challenge and the Persistent Challenge.
- **Critical Challenge** – A Challenge Target that must be defeated by having a die or dice that exactly match the Target.
- **Curse** – A card, usually harmful, given to an Investigator and kept on her sheet. Curses do not count against inventory (unless the curse specifies otherwise).
- **Defender** – In Battle, the side which is currently getting Attacked.
- **Desperation SAN**  – The term for an Investigator's last point of SAN . When she Powers Up using that Desperation SAN , she adds 2d6 to her dice total instead of 1d6.
- **Dice; Die** – We use the shorthand of d6 to refer to a six-sided die, particularly when the word die might be misconstrued. When multiple dice are rolled, they are often referred to as 2d6, 3d6, etc. Thus, 2d6 would mean you roll 2 six-sided dice.
- **Discard** – A Discarded card is out of the game and can't be drawn again. We recommend Discard stacks for convenience in putting away the game. When you dump a card in a location, this is called Dropping the card and is not a Discard.
- **Doom** – The advance of annihilation, marked on the Doom track. The current Doom affects every single Enemy. If the Doom track is at 7, and another Doom needs to be added, the game ends instead with player defeat.
- **Drop** – Laying an Item card in your location
- **Enemy** – The bad guys. Sometimes Investigators fight them, sometimes they need only outmaneuver them. Many Enemies get stronger as Doom accrues. Some are monsters. Some are cultists or dupes.
- **Event** – A card representing a spooky incident. Usually, but not always, troublesome.
- **Fend** – The term used when an Investigator is in a location with an Enemy or Untapped Encounter. Because she is there, another Investigator can skip past that location without stopping.
- **Gear** – A protective Item. Unless stated otherwise, Gear is used only in Challenges, not Battle.
- **Health (HP )** – Your Investigator's physical well-being. When reduced below 0, she is killed. She can function at 0 Health. Think of her as being fragile, woozy, and delicate, but still able to Move about and speak.
- **Here** – The term used for any Enemies, Items, cards, Investigators, etc. in the same location as the Lead Investigator. Thus, if a card says, "Place a Relic here," it means in the current location.
- **Hero** – A synonym for Investigator. We often use the word Hero on cards because they have limited space for text. But in the rulebook, we'll stick to Investigator.
- **Hit** – A success scored against an Enemy or Challenge in Battle. You can use a Monster counter to keep track of these.

- **Horri-fy** – A mindblasting effect that strains the human brain. When a Horri-fy is generated, all Investigators in the location are affected.
- **Insight**  – Suddenly you understand better what is going on! You spend Insight tokens to increase your stats (STR , INT , POW ). If your stats are maxed out, you can spend them in the same way as Luck tokens.
- **Instant Challenge** – A Challenge which must be immediately faced by a single Investigator in the location. She must beat it that turn. Instant Challenges vanish after a single attempt.
- **Investigator** – A heroic character, also known as a Hero, controlled by a player. Investigators are mortal; they can be killed or driven insane.
- **Intelligence (INT )** – Measures your Investigator's mental keenness. Intelligence includes her creativity, her problem-solving skills, her education, and her ability to make leaps of logic and perform deductive or inductive reasoning. This represents her mind.
- **Item** – Any piece of equipment that is helpful to Investigators. Items are cards stored on the Investigator sheet. Items are subdivided into Weapons, Gear, Spells, and Relics.
- **Key** – Flip over the Key in a Locked location to allow you and others to Enter it. As with most Items, it is Discarded upon use. You can imagine that it was the only key that fit that lock.
- **Lead Investigator** – A position that rotates among the players. The Lead Investigator moderates any decision that could potentially affect more than one Investigator. Her rulings are final.
- **Locations** – The individual, named places in each area of the map. Moving between locations in a given area does not increase the Threat, but Moving from a location in one area to a location in another does increase Threat.
- **Location Cards (Secret, Blocked, Locked, Common, Start, etc.)** – Cards placed on the map. Each has the printed name of a scenario and usually some indication of where it is used.
- **Lock** – A card that cannot be Entered until an Investigator carrying a Key shows up. If a Locked card is Spied on, it must be Flipped back down after the Spy action.
- **Lore** – A card that indicates that the Investigators now understand some arcane fact. Lore does not take up Inventory.
- **Luck**  – A manifestation of fate. You can spend a Luck token to reroll a die that was just rolled in your location—your own die, an Enemy's, or even another Investigator's. You can spend another (or even more) to keep rerolling till you get a result you like.
- **Map** – Subdivided into areas and locations. Each area is color-coded and outlined. Each location within an area is demarked.
- **Menace** – The thing that terrorizes the Investigators and perhaps the world. In the game, it is usually symbolized by a group of special cards, a large sheet, or something similar. Each Menace is unique to a specific scenario.
- **Persistent Challenge** – A Challenge that retains Hits on its Targets from turn to turn, much a Enemies do. Thus, you needn't complete them in a single try.
- **Power (POW )** – Measures your Investigator's charisma, emotions, conscience, luck, and mental stability. It influences her resilience to harm, her power to dedicate herself unswervingly despite pain or danger, the ability to concentrate, and her focus. This represents her soul.
- **Power Up** – When an Investigator spends SAN  to increase their dice in a Challenge. She can spend up to her Power in Sanity, adding 1d6 to her total dice for each SAN  spent.
- **Rank** – Enemies are ranked from 1 to 6. In general, higher-rank Enemies are more fearsome. The Rank number is sometimes referenced by abilities or cards. Some Enemies have no rank.
- **Recovery** – When an Investigator uses a location with a Retreat icon to regain SAN  and HP .
- **Relic** – A scenario-specific Item. These are always kept with that scenario.
- **Sanity (SAN )** – Your Investigator's mental stability. When reduced below 0, she goes mad. At 0, she is still (barely) functional. Think of her as being insane but still able to hear her colleagues. They can talk or trick her into performing useful functions.
- **Search** – When an Investigator makes an INT test to Search for an Item in her current location that doesn't have a Searched token.
- **Secret** – A special location that is not revealed simply because an Investigator is adjacent during the Menace turn. Leave it facedown. It is only Revealed when Entered or Spied upon.
- **Strength (STR )** – Measures your Investigator's physical prowess. It describes not only her muscle power but her dexterity, agility, and any other aspect of her athletic development. This represents her body.

- **Setup Sheet** – This has a scenario's background information, card setup, and any special rules.
- **Spell** – An Item representing an Otherworldly incantation, half-understood, which an Investigator can use to derive some weird effect. As with other Items, it is Discarded once used unless its text specifically states otherwise. Unless stated otherwise, all Spell effects can be used for either Battles or Challenges.
- **Spy** – Some Encounters, Items, and abilities allow an Investigator to Flip an unblocked Encounter card face-up or to view the top card on the Event deck.
- **Stat or Statistic** – Strength (STR 🐾), Intelligence (INT 🧠), and Power (POW ⚡).
- **Success** – When you score a Hit on a Challenge or an Enemy.
- **Tap** 🔄 – Turning a card on its side. Tapped Items have Ongoing effects. Usually, you do not Untap them but simply Discard them to end the effect. Tapped Encounter cards indicate that the card's effect has been Resolved (at least for now) and are a reminder of the card's location.
- **Target** – A single slot in a Challenge or Enemy. You must hit all the Targets to win the Challenge or kill the Enemy.
- **Terror** – A flat SAN 🧠 loss inflicted by certain enemies or effects. There is no resisting this loss.
- **Test** – A 1d6 roll against a stat or other number to see if you succeed at a task. You cannot Power Up or otherwise Boost a Test, except with certain Items.
- **Threat** – A game track that increments over time. When it circles back to 0, Doom increases.
- **Trade** – The exchange of an Item between two Investigators in the same area.
- **Victim** – A card representing a hapless person Investigators may wish to rescue or exploit. They are kept on an Investigator's sheet or can be dropped off in a location. They are not Items and do not take up Inventory.
- **Weapon** – Item cards that enhance an Investigator's skills in Battle. Unless stated otherwise, they are not useful in a Normal Challenge.

*In that shrieking the inmost soul of human fear and agony
clawed hopelessly and insanely at the ebony gates of oblivion.
I awoke to red madness and the mockery of diabolism, as
farther and farther down inconceivable vistas that phobic
and crystalline anguish retreated and reverberated.*

– H. P. LOVECRAFT, "THE LURKING FEAR"



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