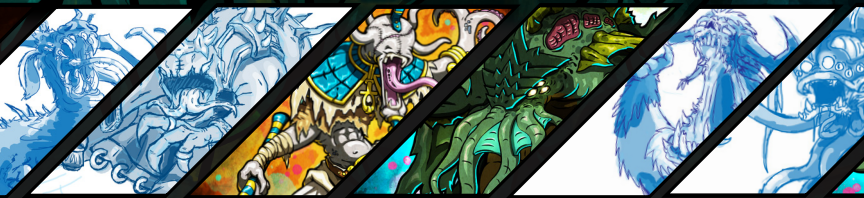


I Am The Fourth Wall



In my slumber I grow restless. No longer shall I be the spectator.



3. The Wall's Grimoire

Playtest beta 5.02

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Narrative

The bleak, yet interesting narrative piece that explores the madness of the Lovecraftian Mythos cannon yet still appeals to those who think that Cthulhu is the most powerful being in existance. Spoilers. Sorry.

Wall Cards

The Wall is an ancient being of indescribable horror. It is omnipresent, watching all in a dreamlike state from just behind the veil of the material plane. But now it grows restless, its intentions for us and our world beyond our comprehension.

Name

Unique Action
Cost



Aura Ability

Unique Action

Horror Cards

Horror is the term used to describe the madness that is flooding the streets. The occult. The fiends. The strange happenings that leave the mind battered and bruised like a well tenderised fish.

They rattle and clamour, silently sceraming. They deafen the eyes and blind the soul as the everpresence lingers. Watching. Feasting on the writhing lunacy - all the while blind-siding meddlesome Investigators from their main goal.



Gatekeeper
blah blah blah



Cultist
numerous and ignorant. Most believe that they will be rewarded with supernatural knowledge and strength.



Ghoul
while feasting, they release an odour that draws more of their kind and drives them into a hungered frenzy.



Cult Leader
humans who recruit the ignorant and compel them to perform sinister rituals. They become more resilient the more Gates that are opened.

Setup

Sort the Decks and Tokens

Separate and shuffle the **Horror** and **Wall** decks. Take out **The Wall Reference** card, **The Scourge** card and the two **Turn Tracker** cards.

Also take out the **Doom Tokens** and the **Enhancement Tokens**.

Determine the Roles

The player who has been seated at the table the longest is **The Wall** (or may nominate a player to be **The Wall**), all other players will be the **Investigators**. Give each player a **Reference** card (**The Wall** has their own **Reference** card).

Building The Wall

There are two, double sided **Turn Tracker** cards. Find the relevant card and side for the number of **Investigators** you are playing against and place it on the table relevant side up. You will not need the other **Turn Tracker** card this game.

Deal yourself a **Wall** card face down. This card represents you and your abilities. Place it on the **Turn Tracker** with only the **Slumber** rank visible. You may look at the face of the **Wall** card, but must not reveal it to the **Investigators**. (That would ruin the surprise...)

Arrange three of the unused **Wall** cards face down to create the Pentagram formation (it will be incomplete at this stage). These three cards represent **Open Gates**. Any other **Wall** cards are placed to the side. You may need them later in the game.

*Note: you will only use the rules on the **Wall** card that represents you. All other **Wall** cards will only be used to represent **Gates**.*

The Wall then draws five **Horrors** to be their starting hand. These are kept secret from the **Investigators**. There is no limit to the number of cards **The Wall** can hold at a time during the game.

Changing the Difficulty

While it is recommended that players have three **Open Gates** for their first few games, you may feel the need to escalate the difficulty for the **Investigators**. You can easily do this by increasing the number of **Open Gates** at the start of the game. Four **Open Gates** will create quite a challenge for the **Investigators**, while five will really push them to their limits.



The Scourge Token



Open Gates

Enhancement Tokens



Doom Tokens



Horrors
(hand of cards)



The Wall
Reference card



Action Pool

Wall card and
Turn Tracker



Winning the Game

The **Investigators** win the game if all the **Gates** are closed.

The **Wall** wins if either:

- there are five **Open Gates** after 'An Eye Opens' on the **Turn Tracker**
- or the **Turn Tracker** reaches 'The Ancient One Awakens'

Gameplay

Overview

You are the Wall. An eldritch monstrosity of immeasurable age and incomprehensible goal. All that occurs is your doing. All that suffer do so because of you. Investigators... mortal fools that have seen too much, will try to stop you. Open gates to your realm, flood the streets with horrors and bring about your ultimate ambition.

Your arsenal is the horrors lured from the shadowed corners of reality. Your dreams influencing them to unleash themselves upon the unsuspecting mortals and their idyllic world. You will use doom, a measure of your omnipotence, to release these monsters, use their special abilities and employ your own immeasurable powers. You will act between each investigators turn, awaiting an eye opening, at which time your power shall magnify and true terror shall be felt.

Your ultimate goal is to open 5 gates, or keep as many open as you can until you are powerful enough to tear through. Driving investigators insane and sacrificing foolish followers. It is time to slumber no longer.

Turn Order

The Wall takes a turn before each **Investigator's** turn.

Investigators take turns in a clockwise order starting with the **Investigator** to the left of **The Wall**.

For example the turns would be as follows: The Wall, Investigator 1, The Wall, Investigator 2, The Wall, Investigator 3, etc.

The Turn Tracker

When the player to the right of **The Wall** finishes their turn (ie all **Investigators** have had a turn), progress the **Turn Tracker** one rank by pushing the **Wall** card up (decreasing the number on the **Turn Tracker** by one).

There are several different events on the **Turn Tracker** which prompt certain stages of the game.



Slumber

I stir - feeling restless. But there is an atrophe of the mind. I cannot yet wake.

During this phase of the game many of **The Wall's** more powerful abilities lay dormant as you gather your strength.

An Eye Opens

I feel my strength returning. I can see through more than just these dreamscapes. My dominion over the mundane has returned.

When **'An Eye Opens'** on the **Turn Tracker**, the **Wall** card is turned face up, revealing the identity of the card to the **Investigators**. **The Wall** may now use the **Unique Action** and **Aura Ability** stated on the card.

The Crescendo

I pull my strength from the gates that bridges the dimensions. It beckons me.

'The Crescendo' is the final rounds of the game where the stakes are at their highest. All **Horrors On the Streets** are no longer **Drained** and **The Wall** may not take a **Brood** turn during **The Crescendo**.

The Ancient One Awakens

No longer shall I be the spectator.

When **'The Ancient One Awakens'** on the **Turn Tracker**, the game ends and **The Wall** wins. It is assumed that all the **Investigators** meet a mind-bendingly gruesome end in the ensuing chaos.

Ending the Game

The game ends when one of three conditions are met:

All the Gates are Closed - Investigator Victory

The Investigators seal off the Ancient One from our world and the Horrors that roam the streets vanish away like midnight smoke (for now).

Five Open Gates after 'An Eye Opens' - The Wall Victory

Horrors flood the streets and the Ancient One breaks through the Gates, plunging the world into madness.

'The Ancient One Awakens' - The Wall Victory

The Ancient One wakes from its slumber and tears its way through the veil between dimensions. Reality splutters and flails, as the earth is consumed and replaced by demented alien lanscapes.

The Wall Turn

On each of your turns you may choose to take either a **Wrath** or a **Brood** turn. **The Wall** may never **Brood** on two consecutive turns, on their first turn, or during **The Crescendo** on the **Turn Tracker**.

The Aura Ability

After '**An Eye Opens**' on the **Turn Tracker** and the **Wall** card has been revealed, the **Aura Ability** on your **Wall** card is always active and may even take effect during an **Investigator's** turn. Some **Aura Abilities** can make certain **Horrors On the Streets** more difficult to **Defeat**. You can use the **Enhancement Tokens** to help keep track of this.

Wrath

Aggression and violence. Summon the monstrosities from your hand, use their powers and use your own nightmarish gifts. Drive investigators insane by emptying their hands and use their madness to open gates. Slumber no longer.

Doom

Add one **Doom Token** to your **Action Pool** (just next to your **Wall** card). If this is your first turn of the game, add an additional **Doom Token**.

Take Actions

You may spend **Doom Tokens** from your **Action Pool** to complete any Actions or combination of Actions described below:



Delve (1 Doom)

Reach into the minds of deranged humans and rogue atrocities in preparation for command.

Draw a card from the **Horror** deck and put it into your hand. There is no limit to the number of cards you may have in your hand.



Manifest a Horror (cost stated on the card)

Release nightmares upon the mortals idyllic world.

Place a **Horror** from your hand onto the table in front of you. The **Horror** is now considered to be **On the Streets**. Each **Horror** has their **Manifest Cost** listed in the top left corner of the card.



Destroy a Marble (1 Doom)

Do away with an investigators silly play thing

Discard a **Marble** that is **Anchored to the Streets** or **Attached** to a **Horror**.



Unique Action *(cost stated on the card)*

Employ your own nightmarish gifts to further your goal.

You may only use this Action after **An Eye Opens** on the **Turn Tracker** (as this is when the identity of **The Wall** is revealed). The **Unique Action** and its **Cost** are described on the card. A **Unique Action** may only be used once per turn.



Trigger a Horror *(cost stated on the card)*

Use the gifts of your horrors to aid your conquest.

Choose a **Horror On the Streets** that is not currently **Drained** and use its **Trigger Action**. The **Trigger Cost** of this Action is listed on the card.

After a **Horror** is **Triggered** it becomes **Drained**. Turn the card sideways to represent this. **Horrors** remain **Drained** until **The Wall** takes a **Brood** turn.

End of the Turn

Any remaining **Doom Tokens** in your **Action Pool** is lost.

Brood

Contemplate and prepare. Reinvigorate the horrific monstrosities under your dominion. Enhance one of these creatures, unleashing a scourge, an apex threat to deter meddling investigators from closing the gates between the dimensions.

Doom

Add a **Doom Token** to your **Action Pool**.

Undrain Horrors

All **Horrors On the Streets** are no longer **Drained**. Turn them the right way up.

Unleash the Scourge

Place **The Scourge Token** on a **Horror On the Streets**. This becomes **The Scourge**. **Investigators** may not **Close Gates** while **The Scourge** is **On the Streets**.

If **The Scourge** is **Defeated** or otherwise no longer **On the Streets**, then **The Scourge** card is set aside and the **Investigators** may again **Close Gates**.

End of the Turn

When you take a **Brood** turn, you may keep any unspent **Doom Tokens** in your **Action Pool**.

Additional Rules

Going Insane

At the end of any Action (**The Wall** or **Investigator**), if an **Investigator** has no cards in hand then they are driven **Insane**. **Investigators** can even drive themselves **Insane** by playing their last **Marble** - although this is ill-advised.

If an **Investigator** goes **Insane** turn the **Investigator** card face down to represent its insanity. While an **Investigator** is **Insane** they cannot be the **Target** or **Elected Investigator** and will otherwise not interact with the game until their next turn.

If an Investigator is driven **Insane** during their turn, then their turn immediately ends.

When an **Investigator** goes **Insane**, you must **Open a Gate** (see below).

If you are **Insane** at the start of your turn you must take a new **Investigator** card at random from the **Investigator** deck and draw **Marbles** equal to their **Sanity**. Shuffle the **Insane Investigator** card into the **Investigator** deck. You may then take your turn as normal.

Opening a Gate

There are multiple ways to **Open a Gate**. This is usually done by driving **Investigators Insane** or by **Sacrificing Cultists**.

To **Open a Gate**, take an unused **Wall** card and place it face down, lining up the pentagram formation on the back of the cards with any existing **Open Gates**.

If there are already five **Open Gates** and you have not yet reached **An Eye Opens** on the **Turn Tracker**, then you may instead place a **Doom Token** in the **Action Pool** to use on your next turn.

If the fifth **Gate** opens after **An Eye Opens** (or there are already five **Open Gates** when **An Eye Opens**), then you have achieved victory. The game ends and the world is plunged into perpetual madness.

Out of Cards

If the **Horror** or **Mable** deck ever runs out, shuffle their respective discard piles and make a new deck.

Defeating a Horror

Each *Clue*, *Force* and *Science Symbol* on a **Marble Attached** to a **Horror** negates a **Symbol** of that type from the **Defeat Cost** of the **Horror**. If a **Horror** has all of its **Symbols** negated, then it has been **Defeated**. Any additional **Symbols** do nothing.

When a **Horror** is defeated, follow its **Deathrattle** Instructions (if any), then discard the **Horror** and all **Marbles Attached** to it.

If the **Horror** was **The Scourge**, then set aside **The Scourge Token** (it does not automatically get attached to something else).



Defeat / Cost

Deathrattle



Card Instructions

Instructions refer to any block of text on a card that describes how it is used within the game. This can be anything from an **Investigator Unique Action** to the **Deathrattle** of a **Horror**.

Unless otherwise noted, whoever played the card decides how any options on the card are resolved although they must always be resolved in the order listed on the card. You must always complete a set of Instructions, you may not choose to complete only part of the Instruction.

If an **Investigator** cannot complete an **Instruction**, **The Wall** may place a **Doom Token** in the **Action Pool** to use on their next turn. If **The Wall** cannot complete an Instruction then an **Elected Investigator** may **Regroup**.

Pro Tip - Interpreting lots of Instructions

Make sure you resolve each sentence of an instruction before moving on to the next. This means that each sentence can affect a different Investigator or a different card. For instance, the Trigger Action on the Restless Spirit Horror card can Target a different Investigator with each sentence. You may still choose to have it Target the same Investigator twice.



Common Terms

Drain - turn the **Horror** on its side. Its **Trigger Action** cannot be used while it is **Drained**. A **Horror** that has **Drain** on its **Manifest Cost** is **Drained** as soon as it is placed **On the Streets**.

Defeat(ed) - a **Horror** is **Defeated** when all of its **Symbols** have been negated. When a **Horror** is **Defeated** use its **Deathrattle** Ability then discard it.

Elected - the **Investigators** collectively choose who or what will be affected.

Find - Search the discard pile, then the deck for a card with the described name. If the deck was searched, shuffle it. If the card cannot be found then the Action spent trying to find the card is lost.

Lose a Marble - the **Investigator** chooses a **Marble** to discard from their hand. This can be ignored by a *Holy Symbol*.

Lose a Random Marble - randomly take a **Marble** from the **Investigator's** hand and discard it. This can be ignored by a *Holy Symbol*.

Lose a Marble Chosen by The Wall - look at the **Investigator's** hand and chooses which **Marble** to discard. This can be ignored by a *Holy Symbol*.

Manifest - place a **Horror** from your hand **On the Streets**.

On the Streets - The area of the playing surface where **Horrors** and **Anchor to the Streets** cards are played. All cards in this area are considered to be **On the Streets**.

Return a Horror to the Wall - choose a **Horror On the Streets** and discard all **Marbles Attached** to it. The **Horror** is put back into **The Wall's** hand.

Sacrifice - discard a **Horror** that is **On the Streets**. All **Attached Marbles** are discarded. This does not allow the **Horror's** **Deathrattle** Ability to be used.

Symbols - **Symbols** are pictures that determine the properties of **Marbles** and **Horror**. There are three different types of **Symbols**: *Clue*, *Force* and *Science*.

Clue
Symbol



Force
Symbol

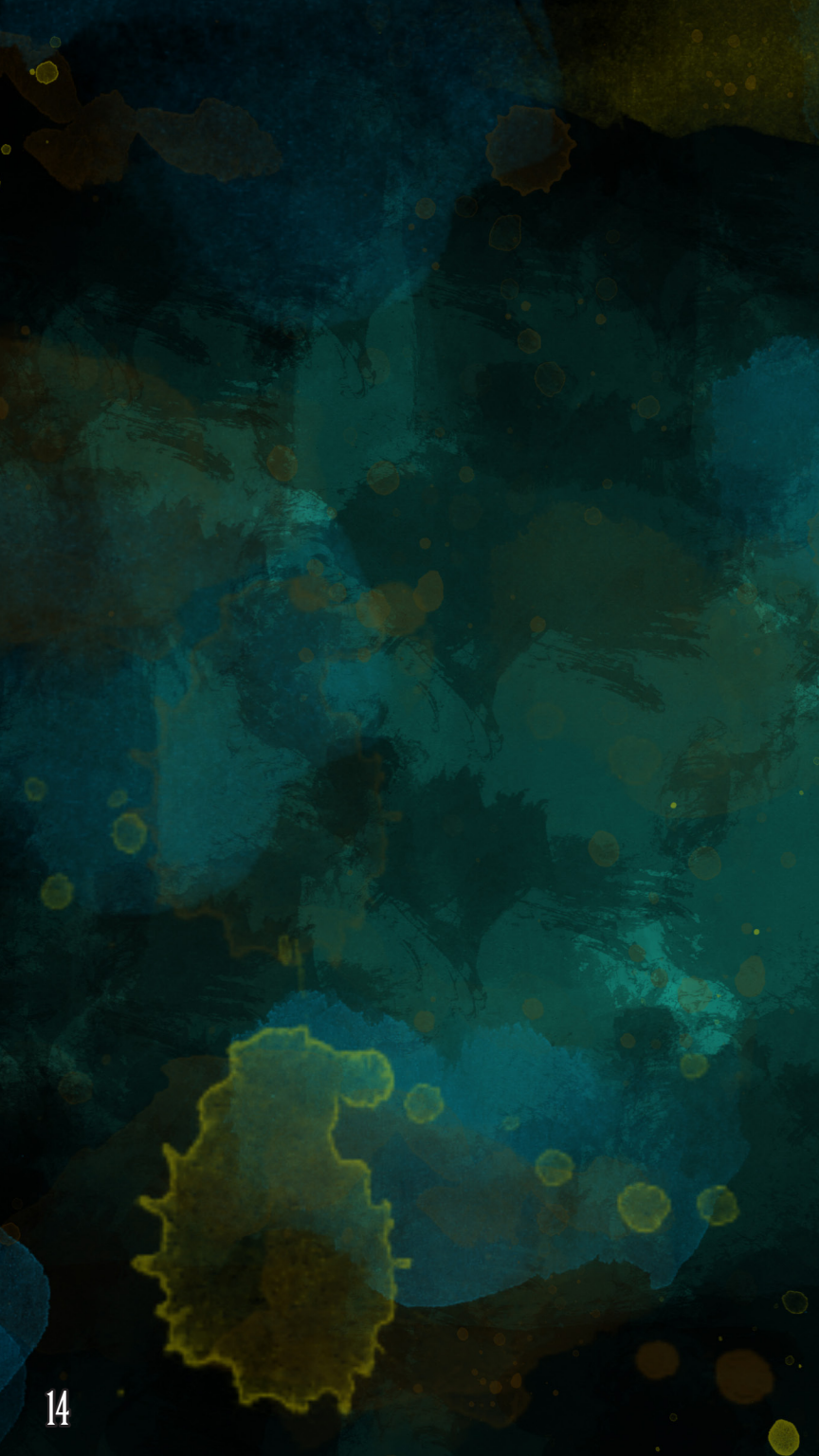


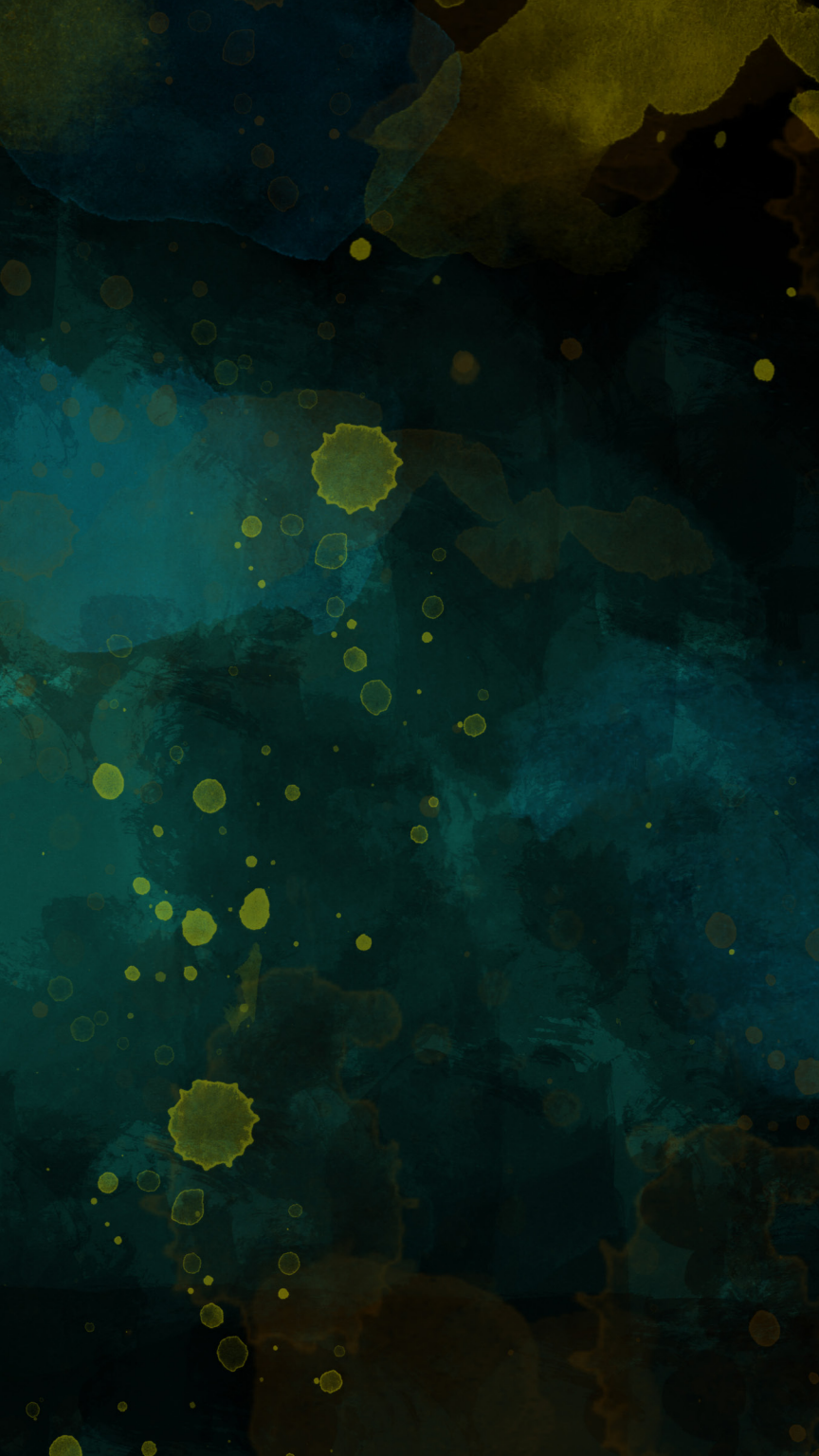
Science
Symbol



Target - **The Wall** chooses who or what will be affected.

x Gates - the **Defeat Cost** of the **Horror** is multiplied by the number of **Open Gates**.





Setup

Separate and shuffle the Horror and Wall decks.

Building the Wall - Deal a random Wall card to The Wall player. Place the Wall card face down on the relevant Turn Tracker. Create three Open Gates with the unused Wall cards. The Wall draws five Horrors.

Game Play

The Wall takes a turn before each Investigator. The Investigator to the left of The Wall will go first. When the Investigator to the right of The Wall has completed their turn, move the Turn Tracker up one rank.

The Wall Turn

The Wall may Wrath or Brood. They may never Brood twice in a row, on their first turn or during 'The Crescendo'.

Wrath

Doom - Add a Doom token to the Action Pool. Add an extra Doom token on first turn.

Take Actions - Spend Doom Tokens to complete Actions

① **Delve** - draw a Horror

? **Manifest a Horror** - play a Horror On the Streets

? **Trigger a Horror** - use a Horror's Trigger Action

① **Destroy a Marble** - discard a Marble On the Streets

? **Unique Action*** - details printed on the Wall card

** you may only use a Unique Action once per turn.*

Brood

Doom - Add 1 Doom token to the Action Pool.

Undrain Horrors - All Horrors On the Streets are no longer Drained.

Unleash the Scourge - a Horror On the Streets becomes The Scourge.

Investigator Turn

Investigator makes Actions worth up to two Action Points.

When an Investigator Exploits the Rift, place an additional Doom Token in your Action Pool.

Ending the Game

All the Gates are Closed - Investigator Victory

Five Gates are Open after 'An Eye Opens' - The Wall Victory

'The Ancient One Awakens' - The Wall Victory