

End of the Story

The changes you have made to the past take effect simultaneously after your last time travel. You hope you were able to prevent the tragic death you were trying to undo.

After using all of your Time Cards, add up the points of the Fate Cards you revealed. Then, look on the back of this card to reveal how well you have changed the threads of fate.

Less than 0 points: Oh no, you made things worse and the tragic death even more likely.

0 points: You were on the right track but sadly unable to prevent the tragic death.

1 point: You were close but fate was relentless.

2 points: Congratulations! You actually managed to prevent this tragic death!

3 points: You deciphered the story and prevented the tragic death with ease.

4 or more points: Incredible! You have not only mastered the threads of fate to prevent the person's tragic death, you made his life better as well.

Continue reading on the next card.

Do you want to know the original story?

Then continue reading on the next cards
- sides S4 to S7.

If you weren't able to prevent the tragic death and want to try again you must only resort the cards in ascending order as listed on card R2.

We recommend you don't start your next try right away. Instead, let some time pass to give fate (and your memory) a break.

What truly happened

The deceased's name was Randolph Carter and he grew up with his mother in Arkham, Massachusetts. His parents had another illegitimate child before he was born, but it died and was secretly buried in a remote cemetery. One year after the burial, the father found the grave empty and desecrated. Since that day, he never spoke with anyone again, not even his son Randolph. His father was admitted to an asylum and died there soon after Randolph turned five. Randolph was a physically weak child with many fears.

After school Randolph decided to attend university and choose to study in Arkham, so as to remain close to his mother.

During his studies, he met Harley Warren, an eccentric man his own age who had discovered the fascination of forbidden books and who wanted to use the knowledge they hold to gain supernatural powers. One of the books spoke of an **"ancient something buried deep in the earth"**, which supposedly could bestow tremendous power.

Continue reading on the next card.

Harley knew he would need help with his plan to find the „ancient something“. He made use of Randolph's latent fascination and weak will to turn him into an obedient accomplice.

Harley believed that a deceased body does not decompose if its soul remains inside. This was verified when they cut open an undecayed body that was centuries old. The body turned to dust as its immortal soul exited the body. Harley then suggested there might be a way to preserve one's soul in a magical receptacle and thereby gain immortality.

They were both captivated by this fascinating idea. Harley remembered reading a description of such a container in an ancient forbidden tome written by time travelling entities 50 million years ago. And furthermore, Harley believed this ancient object was located in a crypt under the ancient cemetery in the nearby swamp.

Continue reading on the back side.

This UNDO-Case is based on the short story *The Statement of Randolph Carter* by H. P. Lovecraft. Here is a short synopsis of a key moment in the plot.

Two men open an ancient crypt with stairs leading into the depths. Harley descends on his own with a portable telephone connected by wire to a second phone that allows Randolph to hear not only what his friend discovers underground, but also Harley's growing madness, evoked by the terrible things he sees there. Harley's words throw the waiting Randolph into sheer horror.

In our UNDO-Case, Randolph is then so overcome by his fears that his weak heart fails and he dies. Thus, he succumbs to the cemetery's horror just like his father. We leave it to your imagination why a police officer reports seeing Harley's body walking around Arkham the next day.

If you are curious which decisions were especially important, you can read about it on the next page.

We hope you enjoyed this jump into the past and that you'll soon travel again and change another UNDO-fate for the better.

Continue reading on the next card.

Especially important decisions were:

3A: If Randolph's fear of the underground had turned into a fear of books, he would have decided against studying. Therefore, he probably wouldn't have met Harley.

4A: While studying far away from Arkham, Randolph would not have come across Harley. Yet, studying in Alsace Lorraine would have subjected him to the turmoil of the First World War.

5C: A moldy book would most likely have dampened their curiosity.

7(B): Symbols in the red book that shift and change before his eyes would have made them indecipherable and therefore Harley would never have conceived of the idea to open the grave.

11B: Fleeing would have saved him from further horror and therefore spared his heart additional strain.

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