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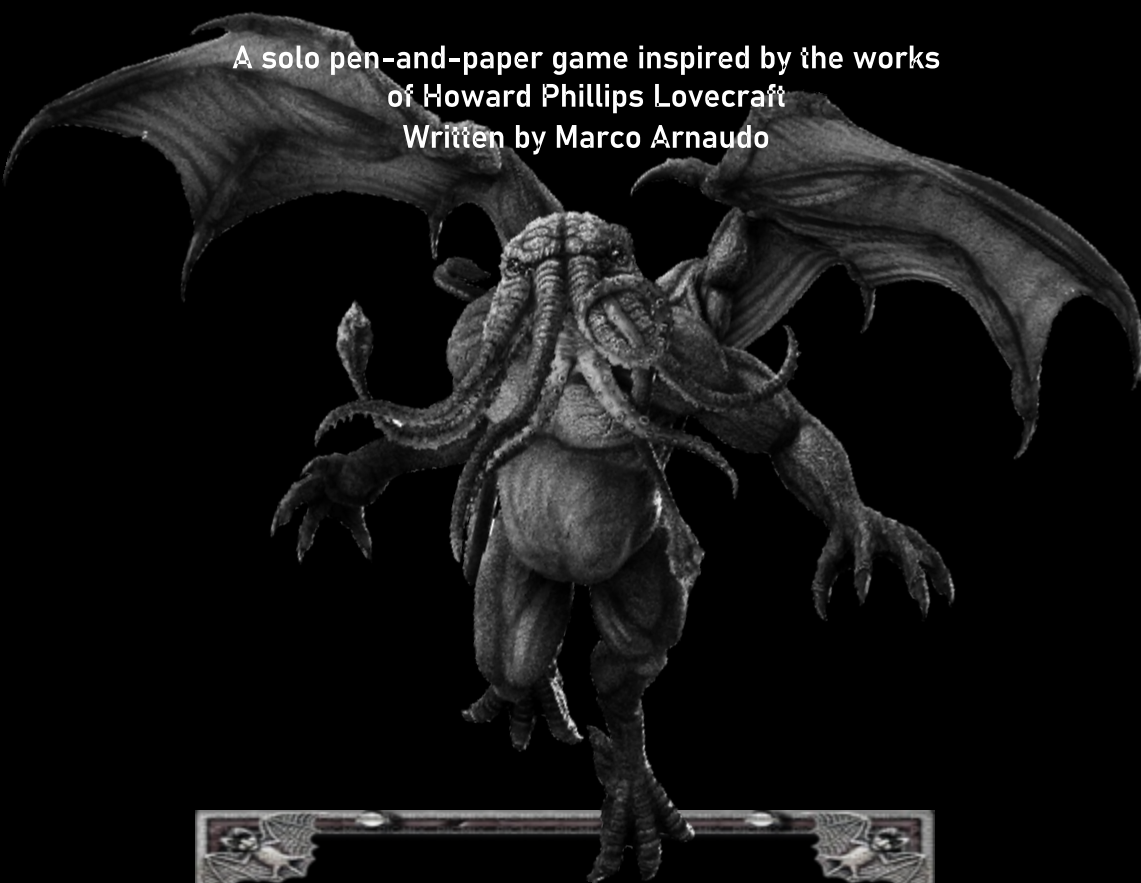
FOUR AGAINST THE GREAT OLD ONES



THE PEN AND PAPER SOLO GAME OF LOVECRAFTIAN HORROR

FOUR AGAINST THE GREAT OLD ONES

A solo pen-and-paper game inspired by the works
of Howard Phillips Lovecraft
Written by Marco Arnaudo



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INTRODUCTION

This is an old-school game of supernatural horror inspired by the work of H. P. Lovecraft. The game can be played with just this book, six-sided dice, pencil, and paper. You can play it solo, running all Investigators and Helpers by yourself, or cooperatively, sharing the playing characters among any number of participants. You can also play it as an RPG-lite, with a Narrator who holds the book and describes the content of the encounters, adding details and making modifications as s/he deems fit. It helps if the Narrator is familiar with the game. The game is strictly based on the works of H. P. Lovecraft, both those he wrote alone and his collaborations. Content in the game is usually located where Lovecraft placed it, or where he could have (based on the indications in the texts). The game does not include elements often associated with Lovecraft but not part of the original mythos. Extreme liberty was taken only in one location on the map, whose content has been entirely invented. The designer thought it important to include it, but Lovecraft never set any story there. Maybe the place was too scary even for him?

BASIC CONCEPTS

WHAT IS THIS GAME ABOUT?

You control a team of Investigators and Helpers who will attempt to stop a dark cult from bringing unthinkable cosmic horror into our reality.

A team of 4 Investigators has learned about this plot, and has banded together to fight the cult and prevent the Great Ritual.

During the game, you will investigate key locations in 1930s America, collect Clues to discover the location of the Great Ritual, and attempt to disrupt the summoning before it is too late.

You will need to keep track of the time you spend performing actions, and you only have 40 Days before the ritual takes place. You are defeated if all of your Investigators are Dead or Insane at the same time, or if 40 days have gone by and you have not completed a Final Encounter. In this case, the ritual will be completed, and a being of indescribable horror will enter our reality, ushering in an age of endless pain and madness.

You win if you complete a Final Encounter before the time runs out. The specifics about how to stop the



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ritual and complete a Final Encounter will change based on the entity that is being summoned.

PLAYING CHARACTERS

You will start your adventure with 4 Investigators, and you can never have more than 4 at the same time. They are your main and most powerful characters. They can acquire Equipment, fight Bosses, and level up. You can also have up to 4 Helpers in addition to your Investigators. You start without any Helpers, but you will be able to recruit many of them as the adventure progresses. They can give you many types of advantages, but they are weaker than the Investigators, don't help in fights with Bosses, don't level up, and can only carry the Equipment they come with (if any). If you lose or drop Investigators, you can recruit new ones as you go, but not above the maximum of 4 at the same time. The same limit applies to Helpers; you can never have more than 4 at the same time.

LENGTH OF THE GAME

Your first game will probably take about an hour to an hour and a half. After you familiarize yourself with the mechanics, you can expect to complete a game in under an hour. Cooperative

and RPG-lite games will typically last longer because players will discuss tactics and roleplay their characters.

RULES

In all cases when the text of an Encounter contradicts the general rules, the text of the Encounter takes precedence. Encounters may break general rules, but only in the specific situations described in the Encounter. If cases emerge during gameplay of ambiguous situations not covered by the rules, make your best determination, choosing to interpret the case in an advantageous or disadvantageous way depending on your preferred level of challenge. If still stuck, roll a die and let Lady Fortune decide. When playing in RPG-lite mode, the Narrator can change, remove, add any rule, at any time, as they deem fit. The Narrator is omnipotent, and their word is final.

DICE

DICE CODES

The game uses conventional six-sided dice. Dice are annotated by the letter D preceded by the number of dice you roll and add together. Modifiers may also follow the main code. For example, the annotation 3d6+1 means:



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roll 3 six-sided dice, add the results together, and then add 1 to the total (not to each die).

The game also uses "virtual" 3-sided dice, whose results are still generated by rolling a traditional six-sided die. If you are told to roll a d3, you roll a normal die, and divide the result by two (rounding up), generating a result between 1 and 3.

Similarly, if you are told to roll a d2, you will read a roll of 1 to 3 as 1, and 4 to 6 as 2, generating a result between 1 and 2.

EXPLOSIVE DICE

Whenever Investigators or Helpers roll a 6 while performing an Action (like attacking, defending, or taking a test), the die result "explodes". This means that you immediately roll another die and add the new result to the previous total. "Explosions" are cumulative: you keep rolling and adding results for as long as you roll 6s. "Explosions" only apply when you roll a natural 6, not when modifiers bring your result to 6.

If you are lucky enough, you could theoretically roll ANY number. Exploding dice give you a chance to succeed even in very hard tasks, and to inflict multiple Hits against Enemies in Combat.

ENEMIES NEVER ROLL DICE

All rolls in the game are performed by your characters. You will roll for them when they try to achieve something and when they try to avoid something. When the heroes attempt a test, you roll dice for them, apply modifiers, and compare the result with the difficulty rating of the test. When the heroes attack their enemies, you roll dice for them to see if they hit. When the enemies attack, you still roll dice only for the heroes to determine if they managed to avoid damage.

SET UP

Choose 4 different Investigators from the list in the following pages. Grab some regular 6-sided dice and paper and pencil to take notes. Erase any tick you may have placed in ☐ boxes in the previous game. Determine your starting Location by rolling d6: 1: New York; 2: Providence; 3: Boston; 4: Salem; 5: Arkham; 6: Chicago.

Keep track of your position on the map (at the end of this book) with a token or a pencil mark in your current Location.

INVESTIGATORS

You start the game with a party of 4 Investigators. You can never have more than 4 at the same time. During the game, Investigators may die or



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leave the game in various ways. At any time between Activities, you can also drop an Investigator by simply removing it from the game, as a Free Action. You can acquire new Investigators by taking the Recruit Action (see below).

If you already have 4 Investigators and want to recruit another one, you must drop an Investigator and open a spot in the party before the new Investigator joins. The same applies if an Investigator leaves the party for a period of time (due to game effects), and the party is full by the time the Investigator comes back. In this case, you must drop a current Investigator before you allow the departed Investigator to rejoin. Alternately, you can remove the returning Investigator from the game with all their Equipment (they simply don't join back).

An Investigator dies when its Life is reduced to 0. Unless differently specified, when an Investigator dies or is otherwise removed from the game, its Equipment can be distributed among the remaining Investigators. All Investigators enter the game at Level 1 with all the standard abilities and Equipment of their category. You cannot have more than 1 copy of an

Investigator at the same time. If an Investigator dies or is removed from the game, you can Recruit a new copy of that type of character, which will start from Level 1.



OCCULTIST



Maximum Life: $3 + L$. He starts with 4 Life.

Maximum Sanity: $4 + L$. He starts with 5 Sanity.

Combat: The Occultist can damage Incorporeal Enemies at a rate of 1 Wound per Hit.

Starting Equipment: Cane (Regular).

Preferred Weapons: Regular.

Tests: The Occultist adds $+L$ to all Occult tests.

Magic: The Occultist learns one Spell per Level per game. He starts with one Spell, and acquires a different Spell for each Level gained.



MEDIUM

Maximum Life: $3 + L$. She starts with 4 Life.

Maximum Sanity: $4 + L$. She starts with 5 Sanity.

Combat: The Medium adds $+L$ to her Attack rolls against Undead Enemies. She can damage Incorporeal Enemies at a rate of 1 Wound per Hit.

Starting Equipment: Knife (Regular).

Preferred Weapons: Regular.

Magic: Once per Level, the Medium can perform an Exorcism that automatically destroys d2 Undead Minions, or inflicts d2 Wounds on an Undead Boss. When used in Combat, an Exorcism counts as the Medium's Action for that Attack Phase. Alternately, an Exorcism can be spent to remove a Curse. The Medium acquires a new Exorcism for each Level gained.



NURSE

Maximum Life: $4 + \text{Level}$. She starts with 5 Life.

Maximum Sanity: $3 + \text{Level}$. She starts with 4 Sanity.

Starting Equipment: Scalpel (Regular), Gun (Mighty).

Preferred Weapons: Regular, Mighty (she received weapon training in the Great War).

Healing: Once per Level per game, the Nurse can perform a Healing action. It is a Free Action if performed between Activities or Encounters, and allows any one Investigator or Helper to recover d6 Life. If performed during an Activity or Encounter, but outside of Combat, it is a Free Action that heals d3 Life. If performed during Combat, it counts as the Nurse's Action for that Attack Round, and heals d3 Life.

Comfort: Once per Level per game, the Nurse can perform a Comfort action. It is always a Free Action (even in Combat), and is performed when an Investigator or a Helper would lose 1 Sanity. Spend the Comfort Action, and prevent the loss of that Sanity point. The Comfort Action does not allow the recovery of Sanity; it only prevents its loss.





PROFESSOR

Maximum Life: $4 + L$. He starts with 5 Life.

Maximum Sanity: $5 + L$. He starts with 6 Sanity.

Starting Equipment: Knife (Regular).

Preferred Weapons: Regular, Experimental.

Tests: The Professor adds $+L$ to his own Lore Tests.

Magic: The Professor learns 1 Spell per Level per game, starting from L2. He starts with 0 Spells, and acquires a different Spell for each Level gained.

Recruit: Once per Level per game, the Professor can recruit a Graduate Student as a Free Action between Activities or Encounters. The Free Recruit can only be used in Boston, Providence, Arkham, New York, St. Louis, or San Francisco. Each Graduate Student has 1 Life, 2 Sanity, and adds $+1$ to all Lore tests taken by Investigators. This bonus is $+1$ regardless of the number of Graduates in the party, but can be combined with other bonuses (like the Professor's own bonus).



SPY

Maximum Life: 4+ Level. She starts with 5 Life.

Maximum Sanity: 3 + Level. She starts with 4 Sanity.

Combat: The Spy adds her Level to her Attack rolls against Humans.

Starting Equipment: Knife (Regular), Gun (Mighty).

Preferred Weapons: Regular, Mighty, Special.

"Uncle Sam Wants You!": Once per Level per game, the Spy allows you to Recruit an Investigator spending only 1 Day (instead of 2).

"We Have a Situation!": Once per game, the Spy can call on Federal reinforcements in a Combat that involves Cultists. All Cultists in that Combat are defeated automatically (but no XPs are awarded). If other Enemies are in that Combat, they must be defeated as normal. A Priest or Cult Leader does not count as a Cultist for the purpose of this rule. Also, this ability cannot be used during a Final Encounter.



VETERAN

Maximum Life: $6 + \text{Level}$. He starts with 7 Life.

Maximum Sanity: $3 + \text{Level}$. He starts with 4 Sanity.

Combat: The Veteran adds his Level to all Attack rolls. When operating a Flamethrower, the Veteran receives +3 in Attack (instead of +1).

Starting Equipment: Bayonet (Regular), Rifle (Mighty).

Preferred Weapons: Regular, Mighty, Special.

Tests: Can never be chosen to test Occult or Lore. If forced to, the result is automatically Fail.



GANGSTER

Maximum Life: $6 + \text{Level}$. He starts with 7 Life.

Maximum Sanity: $3 + \text{Level}$. He starts with 4 Sanity.

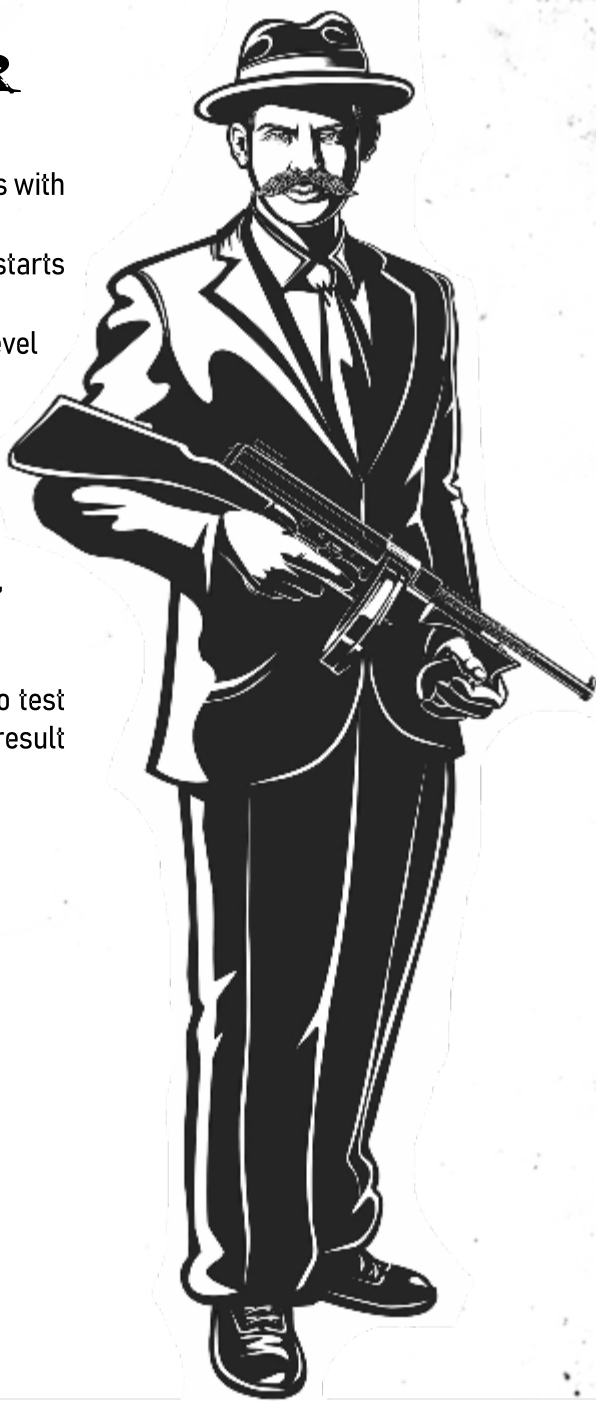
Combat: The Gangster adds his Level to all Attack rolls.

Starting Weapons: Gun (Mighty), Brass Knuckles (Regular), Tommy Gun (Special).

Preferred Weapons: Regular, Mighty, Special.

Load: Can carry 3 Weapons.

Tests: He can never be chosen to test Occult or Lore. If forced to, the result is automatically Fail.



PRIVATE DETECTIVE



Maximum Life: $5 + \text{Level}$. He starts with 6 Life.

Maximum Sanity: $3 + \text{Level}$. He starts with 4 Sanity.

Combat: The Private Detective adds half his Level (rounded down) to his Attack rolls.

Starting Weapons: Gun (Mighty), Brass Knuckles (Regular).

Preferred Weapons: Regular, Mighty, Special, Experimental.

Tests: The Detective adds half of his Level (rounded down) to all his Lore or Occult tests. Decide the field in which the Detective receives this bonus when he first joins the party. This specialization cannot be changed during the game.



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HELPERS

In many situations during the game, the Investigators will be given the opportunity to Recruit Helpers. When you perform the Recruit Action, cross off a □ in the Recruit section for your Location, and add the Helper(s) indicated in that line. Make a note of the new Helper(s) abilities and stats in your Roster. If an entry in the Recruit list indicates multiple Helpers (say, "1 to 3 Concerned Citizens"), you can recruit any number within that range as a single Recruit Action. You can have multiple copies of the same Helper in your party. Usually, Helpers' abilities and Equipment are fixed. You cannot Equip them with anything different from what they have when you Recruit them, and cannot carry Arcane Items. If they come with single-use Items, they cannot regain them in any way after they use them.

You can have a maximum of 4 Helpers at a time. If you want to Recruit past that limit, you need to drop all Helpers in excess of 4 as a Free Action before you select the Recruit Activity. This can be very important for timing purposes. Once recruited, Helpers will follow you automatically from Location to Location. Helpers are removed from the game if you choose to drop them, which you can do as a Free Action between Activities or Encounters. They are also removed from the game with

all their Equipment if their Life or Sanity reaches zero or less.

Helpers participate in Combat against Vermin and Minions, and attack and are attacked as normal. Helpers do not typically participate in Combat against Bosses. Unless otherwise specified, they do not attack Bosses and are not attacked by them.

ENEMIES

The game features three types of enemies:

Vermin: They have 1 Life each, and do not generate any XP when defeated.

Minions: They have 1 Life each, and you gain 1 XP for every 10 Minions you defeat.

Bosses: They have a variable number of Life points. Defeating a Boss generates 1 XP.

Unless otherwise specified, 1 Hit from an Investigator or Helper causes 1 Wound on an Enemy, and each Wound reduces the target's Life by 1. However, 2 Hits in a single Attack are necessary to inflict 1 Wound on an Incorporeal Enemy. An Attack causing a single Hit has no effect on an Incorporeal Enemy, and that Hit does not "carry over" to later Combat Rounds. Excess "odd" Hits against Incorporeal Enemies are ignored. For example, 3 Hits in a single attack cause 1 Wound on an Incorporeal Enemy.



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Exceptions: The Medium and the Occultist inflict 1 Wound per Hit on Incorporeal Enemies. Certain Weapons (like the Modified Crookes Tube) or game effects specified in the text may inflict 1 Wound per Hit on Incorporeal Enemies.

SANITY AND INSANITY

All Investigators and most Helpers have a Sanity rating. From time to time, the text will instruct you to test Sanity, indicating the Difficulty of the test. If the indication simply says "Test Sanity", then all Investigators and Helpers in the Encounter must test. A character testing Sanity rolls d6, and adds or subtracts any applicable modifiers. If the total is equal to or higher than the Difficulty of the test, the test is passed and there is no effect. If the test is failed, the testing character loses 1 point of Sanity. You can always choose to fail a Sanity test, if you so desire.

If a character's Sanity reaches zero or below, the character becomes Insane. Insane Helpers are immediately removed from the game with all their Equipment. An Insane Investigator is immediately removed from the game, and the remaining Investigators can pick up and redistribute its Equipment.

LORE AND OCCULT TESTS

From time to time, the text will instruct you to test Lore or Occult, indicating

the Difficulty of the test. The text will indicate which characters can or must test. A character testing Lore or Occult rolls D6, and adds or subtracts any applicable modifiers. If the total is equal to or higher than the Difficulty of the test, the test is passed; if the total is lower, the test is failed. The text will describe the effects of passing or failing the test. You can always choose to fail a Lore or Occult test, if you so desire.

TRAVELING

LOCATIONS

When you travel from a Location to another, simply add the number of Days indicated in the land connections on the Map at the end of this document. You do not have to stop at a Location if you do not want to.

Example: you can travel from Boston to New York by spending 2 Days, without stopping in Providence.

The "seaport" and "airport" symbols on the Map have no direct function in the game. They are simple reminders that will come into play when and if you gain access to ships or airplanes. Unless that's the case, you will travel using land connections.

When you stop at a Location, follow any introductory game instructions it may contain. Next, go to the list of available Activities and choose what you want



to do next. You can leave a Location after completing any Activity or Encounter. Unless otherwise specified, you don't have to resolve any Activity or Encounter just because you stopped at a Location.

GATES AND DREAMLANDS

When the text tells you that you found a Gate or reached the Dreamlands, select an Investigator that will use the Gate or enter the Dreamlands, go to the corresponding table, roll d6, and follow the instructions.

ACTIVITIES

Each Location will list a number of Activities that you can perform there. You can choose any Activity available, in any order, and (usually) several times. Each Activity has an indicated cost in Days, which you must add to your Log. Some Activities will simply have instructions to follow. In this case, implement the Instructions as written.

All Investigators perform the same Activity as a single group. If you choose Rest, Equip, or Recruit, the entire group rests, acquires equipment, or recruits, and no other Activity can be performed that Day (or Days). If you Investigate, all your Investigators investigate as a

group, but you can leave out some / all of your Helpers.

Usually the Investigate Activity will include an Encounter table. Unless otherwise specified, each Investigate Activity takes 1 Day. Each time you perform an Activity of this kind, you roll d6, apply possible modifiers, and follow the instructions in the resulting entry of the Encounter table.

Before you roll on an Encounter table, you must decide which of your Helpers, if any, will join the Encounter. Helpers that are left out are immune from the effects and events in the Encounter (good or bad), and will automatically rejoin the party as soon as the Encounter is over. You can change the Helpers you bring with you only *before* you roll for the Encounter. Once you make your decision and roll for the Encounter, the Helpers you brought along will have to go through the entire Encounter with the Investigators. **Important:** If you forget to decide which Helpers follow the Investigators in an Encounter, then by default *all* Helpers participate in that Encounter.

An Encounter may state that you get a die roll modifier for "tomorrow". That modifier only applies if the next roll on the Encounter table takes place in the Day immediately following. If the group spends the following Day doing anything else, the modifier is lost.



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If an Encounter gives you the chance to do something "immediately", that Activity must be the next one to be performed, and it is considered to be taking place the same Day (do not add a Day to your Log). If the group ends the Encounter and starts a new Day, the "immediately" option is forfeited.

All modifiers to determine Encounters are cumulative. Treat results below the minimum (usually 1) as the minimum, and results above the maximum (usually 6) as the maximum. If your roll to determine an Encounter has modifiers, keep applying them to each roll or reroll until you obtain a valid result. If it is impossible for you to roll a valid result on an Encounter Table, treat the result as "No Event", and end that Day.

Some entries in Encounter tables can be resolved as many times as they are rolled. Entries marked with a single ☐ symbol can be rolled only once per game. Put a tick in the box as soon as you begin the Encounter, and later reroll any die roll that would cause you to resolve that Entry again.

Important: If there is a tick in an Encounter's single ☐ box, you cannot enter that Encounter *by rolling*. The text may allow you to return there by other means. If an Activity has more than one ☐, you can select or roll that Activity or part of the Activity one time per ☐, ticking a ☐ box and spending an Activity every time.

Example: "☐ ☐ ☐ Helpers: 1-2 Henchmen" allows you to recruit 1 or 2 Henchmen up to 3 times per game, marking a box and spending 1 Day for each Recruit Activity.

Example: "☐ ☐ Encounter" allows you to enter the Encounter twice per game by rolling. You cannot roll that Encounter if all boxes are marked already.

REST

The characters mentioned in the Activity recover the indicated amount of Life and/or Sanity. They cannot exceed their Maximum Life / Sanity (Investigators) or Starting Life / Sanity (Helpers).

EQUIP

When you select this Activity, the Investigators can add as many copies as they want of the Weapons in the Equip section for the Location, as long as they fall within their Preferred Weapons category and do not exceed maximum load (3 Weapons for the Gangster; 2 Weapons for other Investigators).

RECRUIT

For each Recruit Activity, choose one unmarked ☐ from the list of available Recruits in the Location, and add the corresponding Investigator or Helper(s) to your party. Usually a Recruit Activity takes 1 Day for Helper(s) and 2 Days per Investigator.



COMBAT

When an Encounter lists the presence of Enemies, usually you will have to resolve Combat.

Example: the simple indication: "d6 Cultists" means that you roll a die to determine how many Cultists you face, and then you begin Combat against them.

Combat is divided into Combat Rounds, each divided into an Attack Phase (when your characters act) and a Defense Phase (when the Enemies attack). Usually in each Combat Round the Attack Phase precedes the Defense Phase. If the text indicates that the Enemies have Initiative, then in that Combat the Defense Phase precedes the Attack Phase.

All Investigators must be involved in all Combat Rounds, if possible. Helpers participate in Combat against Vermin and Minions. They attack and are attacked just like Investigators. However, Helpers do not typically participate in Combat against Bosses: they do not attack and do not need to Defend. The Bosses don't perceive them as a threat.

ATTACK PHASE

Each Investigator and Helper included in a Combat Round can perform one

Action during each Attack Phase. The most common Action is to Attack, but some characters may have different options (the Nurse can use a Healing Action, and others can cast Spells). Each participating party member can attack an Enemy once per Attack Phase, in any order you prefer. You don't have to perform Actions with everyone. The Attack Phase is over when all party members in a Combat have performed an Action, or when you chose to end the Attack Phase.

For each Attack, choose an Investigator or Helper, select a target Enemy (a Boss, or a type of Vermin or Minion), roll d6, and apply possible modifiers. If an Investigator carries multiple Weapons, choose which one they will use in each Attack before rolling. An Investigator can use different Weapons in a Combat, as long as they were carrying them already before the Combat started. Some Investigators add their Level or half of their Level to the Attack. Unarmed Attacks have a penalty of -1. Regular Weapons like Knives, Baseball Bats, or Hammers, are considered the standard of Combat, and using them in Combat yield no bonuses or penalties. Mighty Weapons like Guns, Rifles, Swordsticks, and Swords, grant a +1 to the Attack roll. Special and Experimental Weapons come with their own sets of rules (see below).



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You score a Hit when your modified Attack roll matches or exceeds the Level (L) of the target Enemy. You can choose to fail an Attack roll, if you so desire.

You score an extra Hit for every time that you go above the L of the Enemy.

For example, a result of 10 on a L3 Enemy causes 3 Hits ($3 \times 3 = 9$; the remaining 1 has no effect, and is lost).

Typically, a successful Attack inflicts 1 Wound per Hit. Incorporeal Enemies are harder to damage. The Medium, the Occultist, and certain Weapons inflict 1 Wound per Hit on Incorporeal Enemies. Unless otherwise specified, all other Attacks require 2 Hits in a single Attack to inflict 1 Wound on an Incorporeal Enemy.

Each Wound removes 1 Life from the target. A single Attack can eliminate several Enemies.

For example, scoring 3 Wounds will kill 3 Vermin or Minions (they have 1 Life each).

DEFENSE PHASE

During a Defense Phase, each Vermin and Minion will attack once. Bosses attack once unless otherwise specified.

At the beginning of each Defense Phase, distribute the Enemies as evenly as possible against Investigators and Helpers included in that Combat.

If a Boss has multiple Attacks per Round, you also distribute those as evenly as possible.

If there are as many participating Investigators and Helpers as Enemy Attacks, each Investigator and Helper is attacked once.

If there are fewer Enemy Attacks than valid targets, you choose who is targeted and who isn't. If there are more Enemy Attacks than valid targets, each character must defend once before you can assign a second Attack to them; each must defend twice before you can assign a third Attack, and so on.

This allocation of Enemies may change from Round to Round, but does not change within a Defense Phase, even if the Enemies have no one to attack because their target was just killed.

Example: 5 Cultists attack 4 Investigators. All Investigators are attacked by 1 Cultist, with the exception of the Professor who is attacked by 2. If the first Cultist kills the Professor, the Attack by the other Cultist assigned to the Professor does not take place.



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Each time an Investigator or a Helper defends, roll d6, and apply possible modifiers. If the total of this Defense Roll matches or exceeds the Level of the attacking Enemy, the character dodges the Attack and there is no further effect.

If the modified Defense Roll is lower than the Level of the Enemy, the character typically receives 1 Hit. Unless otherwise specified, each Hit produces 1 Wound, which lowers the character's Life by 1.

ENEMY MORALE

A group of Vermin will automatically flee (ending Combat) if they lose more than half of their initial number. Bosses and Minions do not typically flee, and fight to the death.

FLEEING

You can choose to Flee from a Combat at the beginning of any Attack Phase *starting from the second Combat Round*. Your entire group must flee, or no one can flee. The Enemies get a free round of Attacks against the fleeing characters. In other words, when you flee you must resolve an extra Defense Phase, following all the usual rules. If you flee, you end the Encounter immediately, and you do not get to

collect the rewards indicated for defeating the Enemies.

END OF COMBAT

A combat is over as soon as any of the following applies:

- All Enemies are defeated and/or have fled.
- Your party fled.
- All Investigators are dead and/or Insane (you lose the game).

EXPERIENCE

Every 10 Minions you defeat turn into 1 Experience Point (XP) at the end of a Combat. You can add defeated Minions from multiple Combats together. Only Minions you actually defeat (kill) contribute to XPs. Enemies that leave Combat due to special circumstances do not contribute XPs.

If you fled from Combat, the Minions you defeated before fleeing still count for XP purposes.

Every Boss you defeat generates 1 XP at the end of Combat. If you flee from a Boss, you gain no XPs.

LEVELING UP

All Investigators start at L1. As soon as the party gains an XP, you can attempt to Level Up 1 Investigator as a Free Action. If you do so, choose an



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Investigator, spend 1 XP, and roll d6. If the result is *higher* than the current Level of the Investigator, the attempt is successful, and the Investigator gains 1 Level. If the result is lower, the attempt fails, the XP is lost, and there is no further effect.

XP's must be spent *immediately* at the end of the Encounter in which they are earned. They cannot be saved, and are lost if you start another Activity before attempting to Level Up.

Example: You have 7 "unused" Minions defeated in previous Combats. Now you just defeated 5 new Minions, for a total of 12. 10 of those Minions automatically turn into 1 XP at the end of Combat, and that XP must be spent before the end of that Encounter, or it is lost. The group retains the remaining 2 "unspent" defeated Minions.

When Leveling Up, an Investigator increases its **current** and **maximum** Life by 1 point, and its **maximum** (not current) Sanity by 1 point.

Other effects may apply; some Investigators, for example, may learn new Spells or abilities.



EQUIPMENT

Most of the items the Investigators may need in their mission will be readily available in most Locations. It is assumed that the Investigators carry with them standard Equipment like food, flashlights, spades, and ropes. This is why the game does not keep track of common items, and takes their presence for granted. You only need to record Weapons and Arcane Items. Equipment in the game must always be carried by Investigators. Equipment that no one is carrying is removed from the game.

Each Investigator can carry up to 2 Arcane Items at a time. Each Investigator can carry up to 2 Weapons at a time (exception: the Gangster can carry 3). If you want to assign Equipment to an Investigator who is already at full capacity, you must discard or redistribute Weapons and Arcane items in excess. An Investigator cannot carry two copies of the same Weapon or Arcane Item (no two Knives, no two Elder Signs, etc).

When you are told that you found a random Arcane Item, roll on the Arcane Items table to determine what it is. Sometimes an Arcane Item includes an explanation of its effects; some others it doesn't.

Each Investigator sheet lists the Starting Weapons owned by the character, and the character's Preferred Weapons. The Equip Activity allows you to acquire any and all Weapons available in the Location. You can acquire multiple copies of the same Weapon in a single Activity, as long as you assign them to different Investigators.

Investigators can only acquire, carry, and use Weapons from their Preferred categories. Within these restrictions, an Investigator can add and/or drop Weapons freely during each Equip Activity. At any time outside of Encounters, the Investigators can redistribute and/or drop Weapons and Arcane Items freely. This is a Free Action.

REGULAR WEAPONS

(no penalty or bonus): Knives, Hammers, Baseball Bats, Batons, Brass Knuckles, etc.

MIGHTY WEAPONS

(+1 to Attack rolls): Guns, Rifles, Swordsticks, Swords, Axes, Meat Cleavers, etc.

SPECIAL WEAPONS:

Tommy Gun: +3 to Attack rolls; can only be used in 3 Combats per game. Discard it afterwards.



Dynamite Stick / Grenade: Single use. Using one in Combat counts as an Attack Action. However, do not roll to Attack; simply roll 3D6, and apply the highest result as Hits on the Enemy, and the lowest result as Hits on Investigators and participating Helpers. You choose how to distribute these Hits.

Flamethrower: Single use. Add +1 to the Attack roll (+3 if used by a Veteran). If successful, inflicts 2D3 Hits on Enemies. Ignore Explosive 6s when attacking with a Flamethrower.

EXPERIMENTAL WEAPONS:

Modified Crookes Tube: It emits a beam of ether radiation that only affects Incorporeal Enemies. An Investigator using it receives +1 in Attack and Defense rolls against Incorporeal Enemies, and inflicts 1 Wound per Hit on Incorporeal Enemies.

Carboy of Acid: Can only be used when and how described in an Encounter.

SPELLS

Only the Occultist and the Professor can cast Spells. The Occultist starts with 1 Spell, the Professor with zero. When gaining a Level, they learn a new Spell automatically. Every time they learn a Spell, it must be one they have not learned before. They can cast the same Spell multiple times per game if they gain extra copies from sources other than learning (like a Scroll). Casting a Spell during Combat uses up the character's Action for the Attack Phase. Casting a Levitation or Idyllic Vision Spell outside of Combat is a Free Action. Spells are single-use, and are considered consumed as soon as they are cast, regardless of their effect.

CLOAK OF DARKNESS

Allows the group to flee from a Combat without having to withstand an extra Defense Phase.

TERRIFYING CACOPHONY

Win a Combat against Vermin automatically, or force a group of Minions that lost more than half of its initial number to flee. Do not count fleeing Minions for XPs.



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RIBBONS OF LIGHT

Roll $d6 + \text{Level of the Caster}$. Inflict that many Wounds against Incorporeal Enemies, and half that number (rounded up) against other Enemies.

ENERGY TRANSFER

Target any Investigator. The next time that Investigator inflicts Wounds on Enemies in the present Combat, add +1 Wound, and the Investigator recovers that many Life points, up to its maximum.

CIRCLE OF PROTECTION

Choose an Investigator or two Helpers to receive +1 in all Defense rolls for the duration of the Combat.

MEDUSA'S COIL

All other Investigators add +1 to their Attack rolls in the current Attack Phase, or remove Initiative from attacking Enemies (in which case, casting the Spell counts as the caster's Action for the first Attack Phase).

LEVITATION

Avoid all negative consequences of falling into a pit or getting hurt during a climb.

IDYLLIC VISION

Every member of the group automatically passes a Sanity Test. If used at the beginning of Combat, it consumes the Caster's Action for the first Attack Phase. If used during Combat, it uses the Caster's Action in the current Attack Phase, and applies to Sanity Tests in the next Defense Phase.





FREE ACTIONS

Common Free Actions include:

- Voluntarily removing Investigators or Helpers from the game.
- Discarding Equipment.
- Redistributing Equipment among Investigators.
- Trading Arcane Items for Clues.
- Attempting to Level Up.

These Actions do not consume time, but must be performed between regular Activities or Encounters.

Unless differently specified, you cannot perform the Actions above during an Encounter or Activity. Some Investigators also have Free Actions, like the Nurse's Comfort Action, or the learning of new spells for the Occultist and the Professor.



CLUES

The Investigators need to collect 3 Clues to be able to access the Final Encounter, in which they will attempt to prevent the summoning of a world-destroying cosmic horror.

There are 3 ways to gain Clues in the game:

- You can discard any 3 Arcane Items.
- You can discard 2 copies of the same

Arcane Item (example: 2 Silver Keys).

-The text tells you that you have acquired a Clue.

Whenever you gain a Clue, roll d6 and make a note of the result. After you collect 3 Clues, add the resulting numbers together and consult the table below. Next, proceed to the Final Encounter matching the being you are facing.

FINAL ENCOUNTER

3	Dagon	11	Cthulhu
4	Dagon	12	Yog-Sothoth
5	Dagon	13	Ghatanothoa
6	Shub-Niggurath	14	Ghatanothoa
7	Nyarlathept	15	Yog-Sothoth
8	Nyarlathept	16	Cthulhu
9	Shub-Niggurath	17	Cthulhu
10	Dagon	18	Cthulhu

Clues allow you to get a sense of what to expect next. Every time you roll a Clue number, you narrow down the range of possible Final Encounters. Use this information to your advantage!



FINAL ENCOUNTER

When you acquire your third Clue, you determine the entity that is being summoned. Look up that entity's section among the Final Encounters. The Intro section of the Final Encounter will tell you the Location where the Final Encounter will take place. Do not read the rest of the Encounter yet! You do not have to go to the indicated Location immediately. You can keep traveling around the Map as normal, keeping track of time and performing Activities. Even if you reach the indicated Location, you do not have to start the Final Encounter right away; you can still resolve Activities in that Location, as long as your total time does not exceed 40 Days.

The Final Encounter begins when you are in the indicated Location and you decide to start the Final Encounter. From that moment on, you stop tracking time. You cannot lose the game based on time anymore. However, you cannot exit the Final Encounter once you start it. You must resolve all parts of the Final Encounter as described in the text, until you reach a conclusion to the game.

END OF THE GAME

The game can end in one of 3 ways: - All Investigators are dead and/or Insane at the same time. You lose the game. - You recorded 40 Days in your Log before entering a Final Encounter. You lose the game. - You successfully complete a Final Encounter in 40 Days or less. Congratulations: you win!



DIFFICULTY

The game as described is meant to be challenging. This increases replay value and allows you to experience a modicum of the existential dread Lovecraft described so eloquently. Barred some extraordinary astral alignment, it should be very hard to win the first couple of times you play. After a while, when you learn the location of some key elements in the game, and figure out some of the best tactics, you should have a reasonable chance of winning.

Should the frustration become too much, adopt any or all of the



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modifications below to make the game easier:

- Use 8-sided dice instead of 6-sided ones for all functions in the game.
- Investigators and Helpers can heal 1 Sanity or 1 Life for every 2 Days they spend traveling.
- Reduce the time to Recruit a new Investigator to 1 Day instead of 2. In this version, the Spy can Recruit an Investigator for free once per Level.
- Gain 1 Clue by trading in any 2 Arcane Items.
- Give yourself 50 Days to complete the mission.
- Consider the Investigators' Insane status as reversible. In this version, an Insane Investigator can recover Sanity, and loses the Insane status when its Sanity is 1 or more. There is no limit to the number of times an Investigator may become Insane or Sane. Insane Investigators continue to test their Sanity as normal, when required. An Investigator reaching -3 Sanity is removed from the game immediately with all their Equipment. An Insane Investigator will continue to follow the party, and will carry its Equipment as normal. An Insane Investigator will not attack in Combat and will not receive attacks (the Enemies don't perceive them as a threat). If an

Investigator becomes Insane in the middle of Combat, simply ignore that character for the rest of the Combat. Insane Investigators do not test Occult or Lore, and if forced to do so the result is automatically a Fail.

On the other hand, for a tougher challenge, apply any combination of the modifications below:

- An Insane investigator is removed from the game with all of their Equipment (this is the designer's favorite mode of play).
- If you win in less than 40 Days, play the next game using that number of Days minus one as your new limit. For example, if you win in 32 Days, try to beat the game in 31 Days next time.
- Once you find out your Final Encounter, you must reach the Location and start the Encounter as soon as possible, without spending any Days to Recruit, Equip, or Heal.
- Arcane Items are used only to trade for Clues, but otherwise don't have any beneficial effect. Only the Jade Amulet still works as normal.
- Give yourself a maximum of 3 (or 2!) Helpers.



LOCATIONS

ARKHAM

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Baseball bat (Regular), Knife (Regular), Swordstick (Mighty), Gun (Mighty)

Recruit:

☐ Occultist (2 Days)

☐ Medium (2 Days)

☐ Professor (2 Days)

☐ Spy (2 Days)

☐ Helper: 1 Collector, 1 Life, 1 Sanity, you can discard this Helper to trade any one Arcane Item with a random Item from the Arcane Table. No rerolls, you must accept the result.

☐ Helpers: 1 or 2 Graduate Students, 1 Life, 2 Sanity, add +1 to all tests in Lore. (1 Day)

Investigate (1 Day per Encounter)

INVESTIGATE ARKHAM

☐ You visit the Miskatonic University Museum, where you see a beautiful, otherworldly tiara made of an unknown alloy. All your Investigators can test Lore 6 once, and if any passes, you successfully explain the importance of your mission to a curator, and convince him to lend the tiara to the group. Gain an Elliptical Tiara (Arcane Item).

1 Regardless of the result, a team of cultists sneaks upon an Investigator as the group is leaving the museum. Choose one Investigator to fight alone for one Combat Round against d3 Cultists (Human Minions), L3. They have Initiative. Starting from the second Round, the other Investigators can join the fight.

☐ Following the notes of a student of mathematics and folklore, you explore a house rumored to be haunted by Keziah Mason (a witch escaped from a trial in Salem in 1692) and her familiar Brown Jenkin, a large rat with human head and hands. The impossible geometries and sense of perilous imminence indicate that the house sits at the intersection between multiple worlds and times. Test Sanity 4.

2 Next, you must confront the witch and her familiar! Keziah Mason (Undead Boss), 5 Life, L5, two attacks per Round with her implacable claws. Brown Jenkin (Undead Minion), L4. Jenkin attacks Helpers first, and only if there are none left he attacks the Investigators. Jenkin must be attacked at least once per Attack Phase, but cannot be hurt in any way until Keziah is defeated.

If you defeat Keziah and Jenkin, you have time to grab one of the following items: a Sacrificial Knife (Regular Weapon); a Star-headed Statuette of an Elder Thing (Arcane Item); the Book of Azathoth (unreadable, but counts as an Arcane item). Next, the unearthly geometries of the place open to a rift in time and space, and you are immediately teleported to Salem. Move there, but do not add a Day for travel. Helpers left outside of the Encounter are lost.



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INVESTIGATE ARKHAM, CONTINUED

3 □ Miskatonic is organizing an expedition to some ancient ruins in the Antarctic Circle. A single Sane Investigator may choose to join the expedition. If less than 10 days are left in the game, this is not possible. Make a note in your Log that the Investigator will be back in Arkham in 10 days. If the party is not in Arkham then, the Investigator is removed from the game with all of its equipment. If the party is in Arkham that day, roll a die: 1-2: The Investigator was killed in mysterious circumstances during the expedition. 3-4: The Investigator returns with -2 Sanity and -2 Life (to a minimum of 1 each), and with a random Arcane Item. 5-6: The Investigator returns with exactly 1 Life and 1 Sanity, and 1 Clue.

4 □ You learn about the former Miskatonic student Herbert West, who has been pursuing dark knowledge for a long time. You may visit his secret laboratory, or end the Encounter here. If you visit West, you will have to fight its guardians. Test Sanity 4, then fight 2d6 Reanimated Corpses (L4 Undead Minions). Once you enter the lab, West realizes that you have an important mission, and becomes more amenable. If an Investigator or Helper died in the previous fight, West can animate it as a Helper: Reanimated Corpse, 1 Life, Sanity n/a. The Reanimated Corpse can never lose Sanity, and it never tests for Lore or Occult. West can also heal one Investigator by 3 Life, up to its maximum. If you have a Brain in a canister, West can trade it with a random item from the Arcane table (remove the Brain from the game). You can return to this entry later, as an Investigate Activity in Arkham, without rolling. In which case, you don't fight West's monsters and you do not receive other advantages; the only thing you can do is to trade a Brain.

5 □ You visit the Miskatonic Library in the hope of seeing the fabled Necronomicon. As you do so, you are attacked by a monstrous human hybrid. He is semi-anthropomorphic above the waist; below the waist, the skin is thickly covered with coarse black fur, with a score of greenish-grey tentacles with red sucking mouths. Test Sanity 4. Wilbur Whateley, (L5 Hybrid Boss), 5 Life, 2 Attacks per Round. On a Hit, roll a die: if 1 or 2, the target loses 1 extra Life, and Whateley recovers 1 Life up to its starting maximum. If you defeat him, you can consult the Necronomicon. Each Investigator wanting to do so must test Sanity 4; then, regardless of the result, test Lore 5. All Investigators may attempt to read the Necronomicon, but only one can succeed the Lore test. Fail: The book guards its secrets jealously. No effect. Success: Learn a shocking secret about the nature of time. Lower the Sanity of the Investigator by 1 (Insanity possible). As long as the Investigator is in the group, every time the party finds a Clue, subtract d2 days from your Log.

6 □ You meet Albert N. Wilmarth, a folklorist and assistant professor of English. Wilmarth has been corresponding with a folklorist from Vermont, Henry Akeley, who claims to be in contact with alien creatures. If you want to meet Akeley, you need to travel to Townshend, Vermont. When there, you can add +1 to all die rolls on the Investigate table. You can also immediately recruit one of Wilmarth's Assistants as your Helper (1 Life, 2 Sanity, +1 to all Occult tests).

7 □ You visit an abandoned house on Meadow Hill, where you are attacked by an unnamable monstrosity – a vaporous terror, a slime, a gelatin, and yet full of shapes of horror. Test Sanity 6, then all characters in the Encounter are attacked once, and must withstand a Defense Phase against L6. Afterwards, the unnamable horror disappears, and the party gains 1 XP.





"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 maestrom- the ultimate abomination."

H.P. Lovecraft, The Unnamable



FOUR AGAINST THE GREAT OLD ONES

THE BACKWOODS

Investigate (1 Day per Encounter)

Activities: Investigate.

INVESTIGATE THE BACKWOODS

- 1 ☐ The endless singing of the whippoorwills strikes an access of gnawing, indeterminate fear in your heart. Test Sanity 3.
- 2 ☐ You discover an altar-like stone in the woods, and recognize the name of Yog-Sothoth carved on it. Some locals spot the group, and do not seem to appreciate the intrusion. d6+3 Hostile Locals (L3 Human Minions).
- 3 ☐ You find shelter from an approaching storm in an isolated house, where an old collector of strange items and books lives. Conversing with him, you realize that he is much older and stronger than a human being should be. Could this be due to the forbidden virtuals he consumes? Backwoods Cannibal (L4 Human Boss), 10 Life, two Attacks per Round. For each 2 Wounds he inflicts on the group, he recovers 1 lost Life or kills a Helper (your choice). If you defeat him, you can collect his Meat Cleaver (Mighty Weapon).
- 4 ☐ A strange cave attracts your attention. As you explore it, an invincible desire to sleep takes hold of you. An Investigator can enter the Dreamlands from here.
- 5 ☐ You find an abandoned cabin containing the statues of three human beings and a dog, all of which are disturbingly accurate and life-like. Two Investigators can test Lore 5. If either succeeds, you find a copy of the forbidden Book of Eibon (Arcane Item), which is protected by a Curse. If an Investigator attempts to carry it, test Occult 4; in a Fail, the Investigator turns into stone with all of its Equipment (remove them from the game). The Test must be taken every time a new Investigator attempts to carry the book. The book can be carried without risk if a Medium spends an Exorcism to remove the Curse.
- 6 ☐ You visit an area where plants and animals are grotesquely mutated. The locals point you to the site where a meteor fell some time before. You may visit the meteorite, or end the Encounter here.

If you investigate the meteorite, test Sanity 5. You are attacked by a column of an unknown living color, weaving itself into fantastic suggestions of shape. Color out of Space (L5 Alien Incorporeal Boss), Life 6. Each Investigator hit by the Color loses 1 Life immediately, and is Infected. Starting from tomorrow, they will lose 1 Life or 1 Sanity per Day until the Nurse uses a Healing Action on them (which only removes the Infection), or get medical attention by spending 1 Day Resting in Salem, Arkham, Providence, or Boston (with no other effect than removing the Infection).

As soon as it loses 3 Life or more, the Color will fly away and hide at the bottom of a well. No XPs are issued yet. You can attack the remaining Life of the Color right away, fighting as normal to destroy it. You can also destroy it without fighting by pouring a Carboy of Acid on it (remove the Carboy from the game). If the Color is destroyed, you gain 1 XP.

Alternately, you can leave when the Color hides in the well. When you Investigate the Backwoods in the future, you can reach this entry as your Activity for the Day without rolling, and you can fight what is left of the Color or destroy it with Acid.



FOUR AGAINST THE GREAT OLD ONES

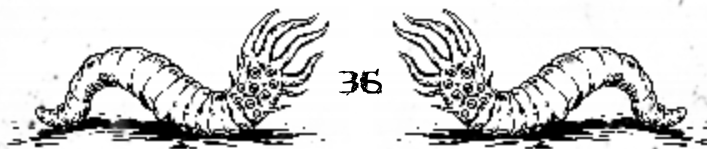
BIG CYPRESS SWAMP

Investigate (1 Day per Encounter)

Activities: Investigate.

INVESTIGATE BIG CYPRESS SWAMP

- 1 ☐ You wander aimlessly, without finding anything of interest. The miasmatic vapors of the swamp cause an Investigator or Helper to lose 1 Life. You can roll again tomorrow with a +1.
 - 2 ☐ 2d6 Rats (L3 Animal Vermin). You can roll again tomorrow with a +2.
 - 3 ☐ d6+1 Alligators (L4 Animal Minions). You can roll again tomorrow with a +1.
 - 4 ☐ 2d6 Rotten Zombies (L4 Undead Minions). It takes 2 Hits from Regular weapons to inflict 1 Wound on a Zombie. Only Mighty and Special weapons and attacks by a Voodoo expert inflict 1 Wound per Hit. Exorcisms also work as normal.
 - 5 ☐ You encounter a Wilderness Guide who is willing to become your Helper. If recruited, he has 1 Life, 1 Sanity, and can add +1 every time you roll on an Activity table in a Swamp or in the Mountains. To generate this bonus, the Guide must participate to the Encounter.
- ☐ Following a hint in an ancient book, you reach a legend-haunted, decrepit cemetery. Next to a stony ruin which might have been a monument in its day, the party finds a sepulchre covered by a granite slab. The removal of the slab reveals a black aperture, full with miasmal gases.
- One Investigator may descend into the dark pit. If you choose not to, the Encounter ends here, and you can return to this entry later, without rolling, as your Activity for the Day in the Big Cypress Swamp.
- 6 The Investigator entering the dark pit witnesses vistas of unthinkable terror, and encounters many unearthly abominations. The Investigator tests Occult 4 (effects from Helpers and other Investigators cannot be used to help).
- Fail: The Investigator is lost forever (remove it with all of its equipment from the game). The other characters replace the slab in hurry, while the screams of the Investigator fade in the distance.
- Success: One of the entities in the pit reveals a secret about the upcoming Great Ritual. You discover a Clue! The Investigator in the pit becomes Insane (Sanity 0).



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BOSTON

Activities: Rest, Equip, Recruit, Investigate.

Rest: Each Investigator recovers 1 Life and 1 Sanity per Day, and each Helper recovers 1 Life or 1 Sanity per Day.

□ In addition, as a Free Action, the Nurse can recover a spent Healing Action and/or a spent Comfort Action.

Equip (1 Day): Baseball Bat (Regular), Knife (Regular), Harpoon (Mighty), Swordstick (Mighty), Gun (Mighty).

□ In addition, an Investigator who can use Experimental Weapons can acquire a Modified Crookes Tube.

Recruit:

□ Occultist (2 Days)

□ Spy (2 Days)

□ Private Detective (2 Days)

□ Professor (2 Days)

□ Nurse (2 Days)

□ Veteran (2 Days)

□ Helper: 1 or 2 Graduate Students, 1 Life, 2 Sanity, +1 to Lore tests (not cumulative for multiple Graduate Students). (1 Day)

□ Helper: Sea Captain, 2 Life, 1 Sanity. While he is with the party, you can move between New York, Boston, Kingsport, and Innsmouth spending only 1 Day per trip. You can also travel between New York and New Orleans in 2 Days. (1 Day)

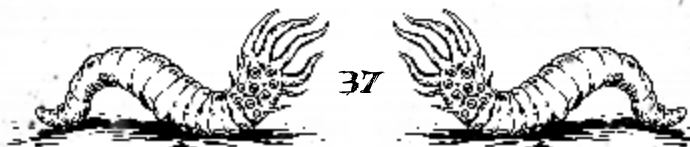
Investigate (1 Day per Encounter)

INVESTIGATE BOSTON

- 1 □ d6+2 Cultists, L4 Human Minions, attack. They use Cursed Daggers; if they Hit, the target character tests Occult 4 or loses 1 extra Life. If the Cultists are defeated, an Occultist or a Medium can take one of the daggers. To do so, he or she tests Sanity 4. The Cursed Dagger is acquired regardless of the result. It is a Regular Weapon, but when it hits a Corporeal Enemy, roll d6, and inflict 1 extra Wound on a roll of 5 or 6.

- 2 □ You visit the Widener Library to consult the abhorrent Necronomicon. Each Investigator wanting to do so must test Sanity 4; then, regardless of the result, test Lore 5. All Investigators may attempt to read the Necronomicon once, but only one can succeed in the Lore test. If all fail to read the book, you can return to this entry in the future without rolling, as your Activity for the Day in Boston. Fail: The book guards its secrets jealously. No further effect. Success: The Investigator can choose to learn about a random Arcane Item in New York or a Clue in San Francisco. Make a note, and collect the Item or the Clue as soon as you reach the appropriate Location, as a Free Action.

- 3 □ You visit the Widener Library to consult the obscure tome Nameless Cults by von Juntz. You gain a one-time +1 to apply to a character's future Lore test (must be declared before rolling). You also realize that security around the book is strangely lax. You may choose to steal the book (Arcane Item, +1 to all Lore tests of the carrying Investigator). If you do, you trigger a protective spell. Test Sanity 4, then fight d6 Bibliophile Ghosts (Incorporeal Undead Minions), L4. If you flee, you must leave the book behind.



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INVESTIGATE BOSTON (CONTINUED)

□ While Investigating the neighborhood of Jamaica Plain, you explore the ancient mansion of the Delapore family, abandoned since the last known descendant moved to England many years ago. Roll d6:

□ 1-2: 3d6 Rats, L2 Animal Vermin rush out of invisible apertures in the walls, and have Initiative.

□ 3-4: Test Sanity 4. Ghost of Edward Delapore, L4 Incorporeal Undead Boss), 4 Life.

4 □ 5-6: A secret door reveals an underground catacomb, inhabited by the cannibalistic descendants of the Delapore. d6+1 Cannibals, L4 Human Minions. Every time a Cannibal hits an Investigator, 1 new Cannibal emerges from the catacombs and immediately attacks. There is no limit to how many Cannibals can join this Combat.

You can return to this entry when you Investigate in Boston without rolling, as your Activity for the Day. If you complete any two of the fights above without fleeing, you find a random Arcane Item and discover an underground passage that must be used immediately or it collapses. It leads to Entry 6 on this table. If you choose to use the passage, go to Entry 6 without rolling, and without adding a Day.

□ You visit the Cabot Museum of Archeology, specializing in remnants of ancient and unknown civilizations. In the future, you can return to this entry as your Activity for the Day in Boston, without rolling. Each visit, each Investigator can test Lore 6, and for each success you convince a curator to give you one of the advantages below. You don't have to take the advantage.

5 □ Petrified Mummy (Arcane Item – counts as 2 Items for load purposes)

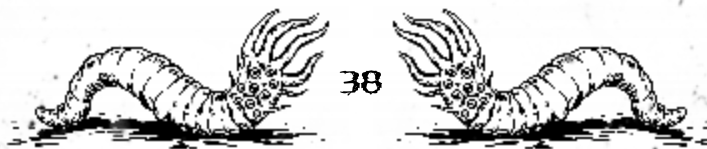
□ Scroll of T'yog (Arcane Item)

□ Carboy of Acid (Experimental Weapon)

□ □ Helpers: 1 or 2 Museum Interns, 1 Life, 2 Sanity, add +1 to Lore or Occult tests (choose which one for each Intern now; you can't change their specialization later).

6 □ You reach a house in the North End hidden inside a labyrinth of silent and dark alleys. The house hosts the studio of the eccentric painter Richard Pickman. As you explore the place, you descend into the cellar, where a strange pit sits in the middle of the room. It connects to a honeycomb of passages extending under the entire city. A pack of monstrous, semi-canine humanoids emerges from the pit, and attacks! Test Sanity 4. Fight d6+2 Ghouls, L4 Hybrid Minions. Every time a Ghoul hits, roll d6, and inflict 1 extra Wound on a roll of 1 or 2.

In the future, when you Investigate Boston, you can choose to come to this entry instead of rolling, as your Activity for the Day. Test Sanity 3 every time (instead of 4). The next visit, you will face 2d6+2 Ghouls; the following time 3d6+2, and so on.



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CATSKILLS MOUNTAINS

Activities: Recruit, Investigate.

Recruit

□ Private Detective (2 Days)

□ Nurse (2 Days)

□ Spy (2 Days)

□ Helpers: 1 or 2 Miners, 1 Life, 1 Sanity, they each carry a single Dynamite Stick (Special Weapon). The Dynamite

cannot be transferred. If a Local is removed from the game for any reason so is the Dynamite. (1 Day)

□ Helpers: 1 to 3 Miners, 2 Life, 1 Sanity. (1 Day)

Investigate (1 Day per Encounter)



FOUR AGAINST THE GREAT OLD ONES

INVESTIGATE CATSKILLS MOUNTAINS

- 1 ☐ Nothing of interest; just a group of repellent scions of a primitive colonial stock looking at you with hostility. You can roll again tomorrow with a +1.
- 2 ☐ A thunderstorm breaks out as you explore the countryside. You find shelter in a remote cabin. A Helper briefly looks out of the window, and gets their face gnawed off by a mysterious, lightning-fast beast, which immediately disappears in the storm. Test Sanity 3. Remove a Helper (your choice). If you don't have Helpers, an Investigator loses 1 Life.
- 3 ☐ A visit to an abandoned mine wakes up the ghost of a dead worker. Ghost, L4 Incorporeal Undead Minion, has Initiative. If you defeat it, your Investigators can take several Pickaxes (Regular Weapon), and d3 Dynamite Sticks (Special Weapon).
- 4 ☐ You visit an isolated asylum on the mountains, and meet an intern who claims to have invented a telepathic device. He uses it to communicate with a patient who seems to have visions of worlds beyond the wall of sleep.
If you have Tillinghast's Machine, the intern-inventor will trade it with a random Arcane item. An Investigator can immediately use the telepathic machine to enter the Dreamlands.
- 5 ☐ Rumors of dark practices on Tempest Mountain lead you to the Martense Mansion, which has been deserted since the owning family disappeared a long time ago. While you are searching the Mansion, a group of whitish gorilla things crawls out of the fireplace and attacks! Test Sanity 3. d6 Ape-Men, L4 Animal Minions. They have Initiative. The first time any Investigator is hit in Combat, that Investigator also loses one of their Weapons (resolve this effect only once).
If the Ape-Men are defeated, the Investigators find documents proving that these were the members of the vast clan of the Martense, horribly mutated after centuries of inbreeding. The documents hint at the location of a catacomb where the main clan dwells. From now on, you can choose entry 6 on this table without rolling, as your Activity for the Day in the Catskills Mountains.
- 6 ☐ Under a large mound on Tempest Mountain, you find the entrance to a labyrinthine catacomb, home to a large clan of degenerated mutants. You can end the Encounter here, and you can return to this entry in the future without rolling, as your Activity for the Day. If you choose to explore the mound, keep reading.
☐ A loathsome night-spawned flood of organic corruption erupts from the passage. Seething, stewing, surging, bubbling like serpents' slime, a horde of dwarfed, deformed hairy apes erupts out of that yawning hole. Test Sanity 4. 2d6+20 Monkey-Men, L3 Animal Minions. At the beginning of each Defense Round, d3 new Monkey-Men emerge from the catacomb and join the fight. Each Hit from a Firearm, Dynamite, or a Flamethrower removes 2 Enemies instead of 1 (one dies, one runs away in fear). Only Enemies actually killed count for XPs. If you defeat all Enemies, you find a random Arcane Item in the catacomb.



FOUR AGAINST THE GREAT OLD ONES

CHICAGO

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Knife (Regular), Baseball Bat (Regular), Shotgun (Mighty), Rifle (Mighty)

□ In addition, if a Gangster is in the group, you can acquire a Tommy Gun.

□ In addition, if a Veteran is in the group, you can acquire a Flamethrower.

Recruit

□ □ Gangster (2 Days)

□ Veteran (2 Days)

□ Medium (2 Days)

□ Nurse (2 Days)

□ Helper: Airplane Pilot, 1 Life, 1 Sanity. While he is with the group, you can travel between Boston, New York, Chicago, San Francisco, and Los Angeles spending only 1 Day per trip. (1 Day)

□ □ □ Helpers: 1 or 2 Henchmen, 2 Life, 1 Sanity, +1 to all their Attack rolls (1 Day)

Investigate (1 Day per Encounter) A Gangster in the party may add +1 or +2 to the roll to determine the Encounter. Choose which modifier to apply (if any) before any roll.



INVESTIGATE CHICAGO

- 1 Nothing of interest. Tomorrow you can add +1 to your roll on this table.
 - ☐ Your investigations disturb the local criminal gangs. If a Gangster is in the party,
- 2 you can attempt to parlay (roll d6, and on a 4 to 6 end this Encounter, and roll another Encounter immediately). 2d6 Local Criminals (L4 Human Minions).
 - ☐ A swarm of black, oily, slender humanoids with membranous wings descends on the Investigators. Test Sanity 4. Next, roll a die:
 - 1-2: The Night-Gaunts steal an Arcane item (your choice).
 - 3-4: The Night-Gaunts drop a random Investigator into the Dreamlands.
 - 4-5: d6 Night-Gaunts attack. L4 Minions. Their sharp claws cause 2 Wounds on each Hit.
- ☐ The Investigators join a seance. Roll d6, and add +1 if a Medium is in the party.
 - 1-2: Attacked by d6 Angry Spirits, L3 Incorporeal Undead Minions.
 - 3-4: A friendly ghost reveals a secret. Once in the future add +2 to character's Occult test.
 - 5-6: A friendly ghost blesses one of the Investigators. In the next Combat, that Investigator will have +1 in all Defense rolls.
- ☐ An amateur scientist, Crawford Tillinghast, invites you to witness a demonstration of his electrical machine, which can (allegedly!) open the door to other dimensions. If you refuse, the Encounter ends here.

Otherwise, the demonstration is a success. An outré blend of indescribable colors pervades the room, signaling that a Gate is open. Several large, inky, jelly monstrosities emerge from the aperture. Test Sanity 4. Fight 2d3 Jelly Monstrosities, L4 Incorporeal Minions.

If you defeat them, you can select an Investigator to roll on the Gate table. Also, Tillinghast died in the fight, and the Investigators may take his machine. Although broken and apparently useless, Tillinghast's Machine counts as an Arcane Item.
- ☐ You find the remains of a secret temple, the Church of Celestial Providence. The sect that congregated here was exterminated during the Great Fire of 1871, but this does not mean that the place is empty! Test Sanity 4. d6 Flaming Ghosts (L4 Undead Incorporeal Minions). Each time they hit, roll d6, and on a result of 1 to 3 the target character loses 1 extra Life or a Weapon (if an Investigator). If they are defeated, you find a random Arcane Item.



FOUR AGAINST THE GREAT OLD ONES

DUNWICH

Activities: Confront the Horror.

Confront the Horror (1 Day per attempt)

Dunwich Horror (L11 Invisible Supernatural Boss), 11 Life. Three attacks per turn with its massive tentacles. It can be weakened but not defeated by the Elder Sign (see below). Helpers can participate in this fight.

Before you fight, lower the Level of the Horror by the indicated number for each of the following that apply:

-1 if an Occultist is in the group.

-1 if a Professor is in the group.

-1 if you visited the stone altar of Yog-Sothoth.

-1 if you discard an Incantation of Yog-Sothoth.

-1 if you consulted the Necronomicon at least once.

-1 for discarding each of the following: Flamethrower, 2 Dynamite Sticks / Grenades, Modified Crookes Tube.

-2 if you discard an Elder Sign.

-4 if you discard the Powder of Ibn Ghazi (it reveals the gelatinous body of the monster, covered in rope-like tentacles, eyes, and mouths. Test Sanity 6).

All applicable Items must be discarded before Combat, as Free Actions, for the

reductions above to apply. You can flee at any time without having to withstand the usual Defense Phase for fleeing (really, the Horror just wants to be left alone). If you flee, the Horror will be fully regenerated the next time you come back and attempt to defeat it.

If you defeat the Dunwich Horror, you gain a Clue.




FOUR AGAINST THE GREAT OLD ONES

INNSMOUTH

A seaport of wide extent and dense construction, yet with a portentous dearth of visible life. During their researches, the Investigators have heard rumors that the people of Innsmouth have a long alliance with a race of fish-like humanoids, the Deep Ones, with which they interbreed.

There is nothing in this accursed, hostile town to do other than Investigate. All Helpers must join every Encounter. During your investigations

in Innsmouth, you will likely collect Evidence. Keep track of the total Evidence you acquire. If a Spy and/or a Camera Man are in the group, immediately add +1 Evidence for each. When you leave Innsmouth, if you have 6 Evidence or more, you can call the authorities and share your information. The Federals will then raid the town, arrest the residents, blow up most buildings, and torpedo the black reef out of the Harbor. If this is the case, cross out Innsmouth from the map. Investigate (1 Day per Encounter)



"The Deep Ones could never be destroyed, even though the palaeogean magic of the forgotten Old Ones might sometimes check them. For the present they would rest; but some day, if they remembered, they would rise again for the tribute Great Cthulhu craved. It would be a city greater than Innsmouth next time. They had planned to spread, and had brought up that which would help them, but now they must wait once more. For bringing the upper-earth men's death I must do a penance, but that would not be heavy. This was the dream in which I saw a shoggoth for the first time, and the sight set me awake in a frenzy of screaming. That morning the mirror definitely told me I had acquired the Innsmouth look."

H.P. Lovecraft, *The Shadow Over Innsmouth*



FOUR AGAINST THE GREAT OLD ONES

INVESTIGATE INNSMOUTH

1 ☐ Blasphemous ancestry. A random Investigator finds documents revealing that their family is from Innsmouth, which means that they will soon mutate into a Deep One. Remove the character from the game, as s/he will leave to join the monsters. +3 Evidence. Roll again on his table and immediately resolve the new Encounter without adding a Day.

2 ☐ You encounter Zadok Allen, a half-crazed nonagenarian. After finding a place where other locals can't see you, Zadok tells you about the human sacrifices that take place in town to honor the Deep Ones. In return, the Deep Ones provide abundance of fish, and jewelry adorned with ichthyic and batrachian figures. +1 Evidence. Roll again on this table and immediately resolve the new Encounter without adding a Day.

3 ☐ You have attracted the attention of a Priest of the Esoteric Cult of Dagon and a group of cultists. Priest, L4 Human Boss, Life 5. The Priest attacks as normal, but cannot be attacked until all Cultists are defeated. d6+6 Cultists, L3 Human Minions. If you defeat them, +1 Evidence, and gain the Elliptical Tiara (Arcane Item) of the Priest, and a Sacrificial Knife (Regular Weapon).

At the end of the Combat, or if you flee, roll again on this table and immediately resolve the new Encounter without adding a Day.

4 ☐ With unspeakable dread, you witness a large Deep One, tall as two men, as he emerges from the sea and charges. Test Sanity 4. Large Deep One, L4 Hybrid Boss, Life 7. Each Hits from his large webbed hands causes 2 Wounds. At the beginning of each Defense Phase, it summons 1 Deep One. L3 Hybrid Minion, which attacks immediately. If you defeat all Enemies, +2 Evidence. At the end of the Combat, or if you flee, roll again on this table and immediately resolve the new Encounter without adding a Day.

5 ☐ A mob of hostile locals suddenly pours out of the dark alleys and decrepit houses. It's too large to confront; all you can do is run! In your flight, you lose either a random Arcane Item or a Helper. If you have neither, all Investigators lose 1 Life. +1 Evidence. Roll again on this table and immediately resolve the new Encounter without adding a Day.

If you still have any unmarked ☐ on this table, you may reroll and resolve another entry immediately, or take shelter at the only hotel in town, the Gilman House.

The hostility of the locals toward your party is obvious by now. Soon after you are in the hotel, a group of locals gathers outside with murderous intentions! For each ☐ marked on this table, fight d6 Crazy Locals (L2 Human Minions). They surround the hotel, so you can't flee.

6 After you defeat them, you attempt to leave town without being seen. Roll d6: 1-3: Test Sanity 3. You are intercepted by d3 Deep Ones (L3 Hybrid Minions). After the fight, you escape from town.

5-6: Simulating the typical gait of the locals, you manage to leave town without further encounters.

The experience was so traumatic, that you cannot go back to Innsmouth for the rest of the game.



FOUR AGAINST THE GREAT OLD ONES

KINGSPORT

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Hammer (Regular), Knife (Regular), Ice Ax (Regular), Hunting Rifle (Mighty).

Recruit

☐ Medium (2 Days)

☐ Occultist (2 Days)

☐ Nurse (2 Days)

☐ Helpers: 1 to 3 Reformed Burglars (Angelo Ricci, Joe Czanek, Manuel Silva), 2 Life, 1

☐ Helpers: 1 or 2 Kingsport Citizens, 1 Life, 1 Sanity, +1 to their Attack and Defense rolls during Festivals. (1 Day) ☐ Helper: Cat of Ulthar. A strange-looking, otherworldly cat who follows the Investigators. 1 Life, Sanity n/a (never tests). It never attacks. If it dies in Combat, a clowder of mystical cats appears out of thin air to avenge it. Inflicts 3 Wounds on Enemies. (1 Day)

Investigate (1 Day per Encounter)

INVESTIGATE KINGSPORT

1 Nothing of interest. You can roll again tomorrow with a +1.

☐ Mind transfer! A member of the alien race of Yith occupies the mind of an Investigator, while the Investigator's mind is transferred to a distant planet. Later in the Day the Yithan returns to its planet, and a human mind enters the Investigator's body. But which mind?

2 You can choose to change an Investigator into another type (say, Veteran to Nurse), retaining the same Level and Equipment. Adjust Life and Sanity if they are above the maximum for the new Investigator for the current Level. Update Spells and Abilities as necessary.

☐ You visit an old pawnbroker at the end of a dark alley. He insists that you should carry a load of Silver Bullets. He will trade one or more boxes for an Arcane Item or Weapon each. Alternately, you can steal the bullets, but then you need to leave Kingsport immediately, and not return for at least 3 Days per box you stole. If you acquire Silver Bullets, you can combine them with Firearms (one box per Firearm). They don't count as a Weapon in terms of load. A Firearm loaded with Silver Bullets counts as a Silver Weapon.

☐ You hear about a strange house high in the mist, on a dangerously steep cliff just outside of town. One Investigator can reach the top automatically if a Levitation spell is cast. Otherwise, any number of Investigators can attempt to climb to reach the house. Commit the Investigators in advance, then roll d6 for each. Add +1 for Investigators carrying an Ice Ax. 1-2) Lose 1 Life and roll again. 3-4) Lose 1 Life and reach the house. 5-6) Reach the house.

4 The house appears to be at a crossroad between different worlds. One Investigator who reached the house can open a Gate or enter the Dreamlands. You can select an Investigator and roll on the appropriate table. If no Investigator enters the house, you can return to this entry without rolling as your Activity for the Day in Kingsport. You still need to resolve the climb as normal.



INVESTIGATE KINGSPORT, CONTINUED

□ Your investigations lead you to the aged and neglected house of an individual known only as the Terrible Old Man. He is extremely hostile, and his yellow eyes tell you that he is not what he seems! Test Sanity 4. Reformed Burglars in your group pass automatically (they know this monster already).

Werewolf, L5 Animal Boss, Life 5. Two attacks per Round. Attackers not using a Silver Weapon require 2 Hits in a single Attack to cause a Wound. Despite being Helpers, Reformed Burglars can participate in this Combat since they have an old grudge to settle with this monster. Because of the Werewolf's magnetic stare, you cannot flee unless at least two Investigators are killed in this Combat. If you have only one or two Investigators at the beginning of Combat, you cannot flee. At the end of Combat (win or flee) each Investigator that was wounded rolls d6, in the order you choose. On a roll of 1 or 2, that Investigator acquires the Curse of the Wolf. Only one Investigator may acquire it. At the beginning of the 5th Day from today, the character will turn into an exact copy of the Werewolf above, and will attack the group. You can drop the Investigator as normal, fight it after the transformation, or remove the Curse with an Exorcism. If you did not defeat the Terrible Old Man, you can return to this entry without rolling as your Activity for the Day in Kingsport. The Terrible Old Man will have recovered to full Life, but you don't have to test Sanity anymore.

□ Did you step into another reality? The modern Kingsport seems to have been replaced by ancient labyrinths of narrow, crooked streets, and ceaseless mazes of colonial houses scattered at all angles. A procession of cowed, cloaked figures is walking toward a church. You can choose to end the Encounter here, returning to normality, or you can join the Festival. If you join, you follow the procession into a secret passage that leads to a fungous shore, where the celebrants summon entities resembling buzzards and moles with membranous wings. Test Sanity 4.

Next, roll a die for each Investigator. On a roll of 1, it is discovered that the Investigator is of Kingsport ancestry. Only one Investigator can be identified this way. That Investigator can climb on one of the monsters and join the family tradition. Remove the Investigator from the game. You may redistribute its equipment. The celebrants gift the remaining Investigators with a random Arcane Item, and the Encounter ends here.

If no one is from Kingsport, or the selected Investigator refuses to go, 2d6 Celebrants (L4 Human Minions), and d6 Monstrosities (L5 Minions) attack! Fight them as a single group (not one type before the other). In each Attack and Defense Phase, select the target of each Attack before rolling. If you defeat them all without fleeing, gain a random Arcane Item.





FOUR AGAINST THE GREAT OLD ONES

LOS ANGELES

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day. Each Helper recovers 1 Sanity per Day.

Equip (1 Day): Knife (Regular), Baseball Bat (Regular), Sword (Mighty), Shotgun (Mighty).

☐ In addition, you can acquire 2 Dynamite Sticks from a special effects expert in Hollywood.

Recruit

☐ Medium (2 Days)

☐ Private Detective (2 Days)

☐ Gangster (2 Days)

☐ Veteran (2 Days)

☐ ☐ Helper: Camera Man, 1 Life, Sanity 1. Does not attack in any combat, but can be attacked and defends as normal. (1 Day each)

☐ ☐ Helpers: 1 to 3 Aspiring Actors / Actresses. 1 Life, 1 Sanity. If a Camera Man is present, they add +2 to their Attack rolls, and can participate in Combat against Bosses. (1 Day each)

Investigate (1 Day per Encounter) If a Private Detective is in the group, you can reroll to determine the Encounter once per visit to Los Angeles. You need to leave, resolve an Activity in another Location, and come back to Los Angeles, to use this ability again.

INVESTIGATE LOS ANGELES

While you attempt to reach the Sternwood Mansion (rumored to be haunted), d6 Cultists (L4 Human Minions) attack you. They use Cursed Daggers; if they Hit, the target tests Occult 4 or loses 1 extra Life.

1 ☐ If you defeat the Cultists, an Occultist or a Medium can take one of the Daggers by testing Sanity 4. The Cursed Dagger is acquired regardless of the result. It is a Regular Weapon, but when it hits a Corporeal Enemy, roll d6, and inflict an extra Wound on 5 or 6.

☐ You encounter a strange-looking, vaguely simian man, Arthur Jermyn, a collector of strange items, looking for information about his family. If you own the Jermyn Family Tree, read on. Otherwise, the Encounter ends here, but while in L.A. you can choose this entry instead of rolling as your Activity for the Day.

2 ☐ Jermyn thanks you immensely for finding his family tree. He shows his gratitude by donating a Chiseled Lamp (see Arcane Items table for details). Later, you hear that he destroyed the document and killed himself.

☐ You hear of a cursed film, and manage to find a copy and arrange a private screening. As the movie plays, the Investigators see a pandemoniac vista of verminous things flying over a hellish city of stone terraces and impious pyramids. A sense of uncanniness pervades the room, as reality itself seems to warp at the edges. Roll a die:

3 ☐ 1: The ghost of a dead girl flies out of the screen, and curses one of the Investigators (your choice) before disappearing. No immediate effect, but the Curse of the Dead Girl will kill the Investigator in exactly 7 Days (end of the day). You can roll again, or choose to end the Encounter here.

☐ 2: Time seems to stretch and loop on itself; the images of horror in the film seem to never end. The group loses 3 Sanity (you choose how to distribute the loss). You can roll again, or choose to end the Encounter here.

☐ 3: The party loses consciousness, and wakes up, inexplicably, in any Location on the map (your choice). Test Sanity 2 if San Francisco or Los Angeles; Sanity 3 if St. Louis, Chicago, or New Orleans; Sanity 4 anywhere else. Unless you are still in L.A., any Helper that was left out of the Encounter is lost.

☐ 4-6: An Investigator loses consciousness, and can enter the Dreamlands.



FOUR AGAINST THE GREAT OLD ONES

INVESTIGATE LOS ANGELES, CONTINUED

□ You visit the cyclopean mansion of a wealthy collector of weapons and strange things. There appears to be a dead body floating in the pool, but he assures you that it is just a cinematic prop. You can trade any two Weapons or an Arcane Item with any one of the advantages below. You can gain multiple advantages as long as you can pay for them.

□ Silver Dagger (Regular)

□ Flamethrower (Special)

□ Tommy Gun (Special)

4 □ Modified Crookes Tube (Experimental)

□ Carboy of Acid (Experimental)

□ Scroll of Cleansing (single use, can only be used by the Occultist or the Professor. It eliminates the effects of a Curse or of the Black Fever).

□ Helper: Cat of Ulthar. A strange-looking, otherworldly cat who follows the Investigators. 1 Life, Sanity n/a (never tests). It never attacks. If it dies in Combat, a clowder of mystical cats appears out of thin air to avenge it. Inflicts 3 Wounds on the Enemies.

□ Late at night, you break into a Hollywood studio rumored to use actual monsters for their horror pictures. It turns out, the rumor is true! Test Sanity 4, then roll d6:

1-2: Vampire (L5 Undead Boss), 5 Life. It has Initiative. It gains 1 Life every turn in which it Wounds an Investigator, and it can go above its initial Life. If reduced to 0, 1, or 2 Life Points, it turns into a cloud of bats and flies away (no XPs earned yet). If you have a Carboy of Acid, you can discard it to destroy the vampire's coffin – then it dies for real, and you gain 1 XP. Otherwise, the vampire will follow you and attack again tomorrow with 5 Life, at the end of the Day, after your Activity, regardless of your Location. If you kill it then, it stays dead this time, and you gain 1 XP.

3-4: Werewolf, L5 Animal Boss, 5 Life. Two Attacks per Combat Round. Silver Weapons inflict 1 Wound per Hit; all other attacks require 2 Hits in a single Attack to inflict 1 Wound.

5 5-6: Reanimated Human Patchwork, L5 Undead Boss, 7 Life. Two attacks per Combat Round, and each punch from its prodigious fists inflicts 2 Wounds.

□ An eccentric director has amassed a gargantuan collection of esoteric artifacts in his villa on Mulholland Highway. This epicurean of the terrible wants to create a new film genre called "scientifiction". He can give the Investigators a Clue in exchange for actual footage of a fight against an Alien or a Ghoul. If you know where to find either subject, and you accept the mission, he will assign to you 1 to 3 Borrowed Camera Men (1 Life, 1 Sanity), and you must recruit at least 1 of them as a Helper. You can also use the director's private airplane, and travel to and from Los Angeles, San Francisco, Chicago, Boston, and New York in 1 Day. Defeat an Alien or a Ghoul in a fight, return to Los Angeles with at least one living Borrowed Camera Man, and you will receive a Clue. You have 10 days to complete the mission. You lose the Borrowed Camera Men and access to the plane when you complete the mission, or after 10 Days.

□ You reach an immense mansion at the end of a long, shadowy boulevard. An actress who used to be a great star lives here with her devoted butler. She failed to make a transition into taking pictures, and she has become increasingly reclusive. Her grip on reality is slipping; past, present, and future appear to be interchangeable in her rambling monologues. As you are about to leave, she tells you of a vision she recently had, hinting at the upcoming Great Ritual! Gain a Clue.



FOUR AGAINST THE GREAT OLD ONES

NEW ORLEANS

Activities: Rest; Equip; Recruit; Investigate the Town; Investigate the Swamps.

Rest: Each Investigator and Helper recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Knife (Regular); Gun (Mighty); Rifle (Mighty).

☐ In addition, if the party includes a Spy, a Veteran, or a Private Detective, you can acquire a Flamethrower from local criminals.

Recruit

☐ Medium (2 Days)

☐ Occultist (2 Days)

☐ Veteran (2 Days)

☐ Gangster (2 Days)

☐ ☐ Helper: 1 or 2 Henchmen, 2 Life, 1 Sanity, +1 to all their Attack rolls (1 Day each)

Investigate the Town (1 Day per Encounter)

INVESTIGATE NEW ORLEANS

- 1 Local criminals think you are an easy target. $d6+2$ Muggers, L4 Human Minions, attack you. Tomorrow you can roll on this table with a +1.

☐ You visit a local Witch, who offers you a green, bubbly brew. If you refuse to drink, she takes offense and casts a Curse on the group. For the rest of the game, every time you fight a group of Spirit Minions or Ghost Minions, add 2 to their number. If you accept to drink the brew, roll $d6$:

- 2 1-2: Sleeping potion. When you wake up, an Arcane Item has been stolen (your choice).
3: Toxic. All Investigators roll $d6$, and lose 1 Life on a roll of 1 to 3.
4: Rejuvenating drink! Each Investigator recovers 1 Life or 1 Sanity.
5-6: Vistas of possible, terrifying futures crowd your minds. All Investigators test Sanity 3. Regardless of the result, you gain a reroll the first time an Investigator enters the Dreamlands.

- 3 ☐ A visit to a Voodoo shrine results in a group of Witches and Angry Spirits attacking you. Test Sanity 4. $d3$ Angry Witches (Human Minions), Level 4. $d3$ Angry Spirits (Incorporeal Minions), Level 4. The Investigators can avoid the fight (no XPs) by sacrificing an Arcane Item to the group. Otherwise, you fight them as a single group, choosing who attacks whom in each Combat Phase.

- 4 ☐ Looking for information about Voodoo magic, you make contact with a friendly Priestess Apprentice. She gifts you with a Voodoo Mask (Arcane Item) that can be discarded to reroll a failed Occult test. She can also be immediately recruited as a Helper. She is a Voodoo Expert, has 1 Life, 2 Sanity, adds +1 to her own Attack rolls against Incorporeal Enemies, and inflicts 1 Wound per Hit against Incorporeal Enemies.

- 5 ☐ You hear a strange, unearthly music coming from a window, and can't resist the temptation to investigate. You find an old man playing furiously on his viola, in front of a window full of savage and impenetrable darkness. Investigators test Sanity 5, one at a time, in any order you choose. The first Investigator to fail loses 1 Sanity as usual, but is also sucked into the darkness of the window, and must roll on the Gate table (rerolling any 1 or 2). The Encounter ends when an Investigator is sucked into the window, or if all pass the test.

- 6 ☐ You visit the police station, where you talk with Inspector Legrasse. He is familiar with supernatural investigations, and is willing to help with the mission. He indicates the place where he believes strange cults gather in the swamps. If investigating the Swamps outside of New Orleans, add +1 to all rolls to determine Encounters. You can also immediately recruit 1 to 3 Policemen as Helpers. They have 2 Life, 1 Sanity, and add +1 to all their Attack Rolls.





FOUR AGAINST THE GREAT OLD ONES

Investigate the Swamps (1 Day per Encounter)

INVESTIGATE THE SWAMPS

1 Lost in the swamp. Sickened by the malodorous vapors of the swamp, an Investigator loses an Arcane Item or a Weapon or 1 Life (your choice). Tomorrow you can roll on this table with a +1.

2 3 ☐ 2d6 Nutrias (Animal Vermin), Level 2. Tomorrow you can roll on this table with a +1.

4 ☐ d3 Large Snakes (Animal Minions), Level 3. They have Initiative. When a Snake scores a Hit on a character, roll d6, and inflict 1 extra Wound on a roll of 1 to 3.

5 ☐ As you enter a dark, stagnant lake, your boat is overturned by *something* that appears to be a polypous creature with luminous eyes. Every Investigator rolls d6 and adds its Level. Investigators whose total is less than 4 struggle against the terrifying tentacles, and lose 1 Sanity or 1 Life (your choice). Next, roll d6 for each Helper. On a roll of 1, the Helper is dragged under water by the tentacles and drowns (remove it from the game).
Afterwards, the creature disappears without leaving a trace. Count the experience as defeating 3 Minions for the purpose of gaining XPs. Tomorrow you can roll on this table with a +1.

6 ☐ You encounter a Wilderness Guide who is willing to become your Helper. If recruited, he has 1 Life, 1 Sanity, and adds +1 every time you roll to determine an Encounter in a Swamp or in the Mountains. To generate this bonus, the Guide must participate to the Encounter.

☐ The party follows muffled rhythms of blasphemous strangeness and uncomfortably ritualistic suggestion. You reach a clearing where a horde of cultists are celebrating an abhorrent ritual around a black monolith. Test Sanity 3. d6+10 Cultists (Human Minions), Level 4. Whenever the number of Cultists is between 1 and 9 at the beginning of a Defense Phase, add 1 Cultist to their number. They just keep coming!
If the cultists are defeated, the Investigators find a Statuette of Cthulhu (Arcane Item). Also, all Investigators can test Lore 6 once to study the carvings on the monolith.

7 **All Fail:** The carvings remain a mystery. The Investigators can attempt to study them again tomorrow. In this case, add 1 Day to your Log, and take this Lore test again with a bonus of +1. You can take this test multiple times, as your Activity for the Day, adding an extra +1 every Day. If the Investigators stop coming to the monolith for even a Day, the local authorities will destroy it with explosives.

One Success or More: An Investigator senses that something extremely important is hinted at by these disturbing carvings, and manages to transcribe them accurately. Gain Carving Transcriptions (Arcane Item).



FOUR AGAINST THE GREAT OLD ONES

NEW YORK

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life and 1 Sanity per Day, and each Helper recovers 1 Life per Day.

Equip (1 Day): Baseball bat (Regular), Knife (Regular), Swordstick (Mighty), Gun (Mighty), Rifle (Mighty).

□ If a Gangster is in the party, you can acquire a Tommy Gun as part of the Equip Activity.

Recruit

□ Professor (2 Days)

□ Nurse (2 Days)

□ Spy (2 Days)

□ Gangster (2 Days)

□□ Helper: 1 or 2 Henchmen, 3 Life, 1 Sanity. (1 Day each)

□ Helper: Airplane Pilot, 1 Life, 1 Sanity. While she is with the group, you can travel between Boston, New York, Chicago, San Francisco, and Los Angeles spending only 1 Day per trip. (1 Day)

Investigate (1 Day per Encounter)

INVESTIGATE NEW YORK

New York can be a dangerous place! Roll a die:

□ 1-2: Fight d6 Common Criminals, L4 Human Minions.

□ 3-4: Fight d6 Gangsters, L4 Human Minions. One of them has a Tommy Gun, so he adds +3 to his Attacks (his target must defend against L7). He can use the Tommy Gun up to 3 times, then he attacks as normal. He is the last Gangster to be defeated. If bursts still remain in the Tommy Gun when he is defeated, an Investigator who can use Special Weapons can pick it up. It contains however many bursts were left after the Combat.

□ 5-6: Fight 2d3 Cultists, L4 Human Minions. They use Cursed Daggers; if they Hit, the target tests Occult 4 or loses 1 extra Life. If they are defeated, an Occultist or a Medium can take one of the Daggers by testing Sanity 4. The Cursed Dagger is acquired regardless of the result. It is a Normal Weapon; when it hits a Corporeal Enemy, roll d6, and inflict 1 extra Wound on 5 or 6.

□ You contact an antiquarian called Randolph Carter. Carter tells the group about his investigations in the Dreamlands, in Arkham, and in a dilapidated cemetery in Florida. Roll d6:

1-2: The first time an Investigator visits the Dreamlands, the Investigator can roll two times without testing Sanity.

3-4: You can add +1 to all rolls to determine Encounters in the Big Cypress Swamp.

5-6: You can add +1 to all rolls to determine Encounters in Arkham.



INVESTIGATE NEW YORK, CONTINUED

□ A mysterious man in a cloak and wide brim hat approaches you. He leads you to his ancient apartment in Greenwich, and offers to show you your future. If you refuse, the Encounter ends here.

- 3 If you accept, choose a Location you could reach within 7 days, and roll to determine an Encounter there, without modifiers. Read the entry and make a note of its content. The first time you must determine an Encounter in that Location, resolve the noted entry instead of rolling. If you do not meet this condition within 7 Days from now, you cause a catastrophic disruption in the space-time continuum, and you lose the game.

□ A lead brings you to explore an old cemetery in Brooklyn. Once there, you are attacked by black, oily, slender humanoids with membranous wings. Test Sanity 5. d3 Night-Gaunts, L4 Minions. Their sharp claws cause 2 Wounds with each Hit. They

- 4 have Initiative.

If you defeat them, you can explore an old crypt, where you find a Jade Amulet (check the Arcane Items table for details before deciding whether to acquire it or not).

□ You learn about strange sightings several miles off the coast of New York. If a Spy is in the group, you can organize an expedition in a government submarine. Select an Investigator to accompany the expedition (doesn't have to be the Spy). Exactly 3

- 5 Days from now, the Investigator will return to New York with tales of a terrifying underwater city, -d3 Sanity (to a minimum of 1), and a small Ivory Head (Arcane Item). If you don't have a Spy, you can return to this entry with a Spy in the future, as your Activity for the Day in New York, without rolling.

□ You receive information about a church in the squalid neighborhood of Red Hook, where an evil cult meets regularly. Looking into the matter, you interrupt a ritual in which several cultists are attempting to resurrect their dead leader! Test Sanity 4.

- 6 Fight d6+4 Cultists, L4 Human Minions. If the Combat is not over by the end of the first Round, the Leader returns to life and joins the fight. Zombie Leader, L5 Undead Boss, 5 Life. It performs 2 Attacks per Defense Round, but it cannot be attacked or hurt in any way until all Cultists have been defeated. If you defeat all the Enemies, you find an Incantation of Gorgo (Arcane Item).





FOUR AGAINST THE GREAT OLD ONES

PROVIDENCE

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Baseball Bat (Regular), Knife (Regular), Shotgun (Mighty), Harpoon (Mighty).

Recruit

☐ Professor (2 Days)

☐ Occultist (2 Days)

☐ Veteran (2 Days)

☐ Nurse (2 Days)

☐ Helpers: 1 or 2 Graduate Students, 1 Life, 2 Sanity, +1 to all Occult tests (non-cumulative for multiple Grads). (1 Day each)

☐ Helpers: 1 to 3 Concerned Locals; each can have 1 Life and 2 Sanity, or 2 Life and 1 Sanity (your choice).

Investigate (1 Day per Encounter).

INVESTIGATE PROVIDENCE

1 Nothing of interest happens today. Tomorrow you can add +1 to your roll on this table.

2 ☐ You locate the secret laboratory of d3+1 Alchemists, L4 Human Minions. They fight by casting crippling spells and throwing ampoules of corrosive potions. Each Hit from an Alchemist inflicts 2 Wounds. If you defeat them, you find a scroll with an Incantation of Yog-Sothoth (Arcane Item) or an Incantation of Shub-Niggurath (Arcane Item).

☐ You meet two supernatural researchers, the antiquarian Dr. Elihu Whipple and his nephew. They have contacts with Brown University and a local armory, and have gathered a rather unusual arsenal. All Investigators can test Lore 6 once; if any succeeds, Whipple and his nephew take your group seriously, and gift you with one of the advantages below. Regardless, you can trade any two Weapons or an Arcane Item with one of the advantages below. You can gain multiple advantages as long as you can pay for them.

3 ☐ 1 Grenade (Special)

☐ Modified Crookes Tube (Experimental)

☐ Carboy of Acid (Experimental)

☐ Enough information to grant you +1 in all Attack, Defense, and Sanity rolls in the House on Benefit Street.

☐ Helper: Cat of Ulthar. A strange-looking, otherworldly cat who follows the Investigators. 1 Life, Sanity n/a (never tests). It never attacks. If it dies in Combat, a clowder of mystical cats appears out of thin air to avenge it. Inflicts 3 Wounds on the Enemies.



FOUR AGAINST THE GREAT OLD ONES

INVESTIGATE PROVIDENCE, CONTINUED

□ You find an ally in George Gammell Angell, Professor Emeritus of Semitic Languages at Brown University. From now on, you can return to this entry as your Activity for the Day instead of rolling. For each visit, you can choose one of the following advantages:

4 □ A Silver Dagger (Regular)

□ All Investigators recover 2 Life and 2 Sanity

□ If you have Carving Transcriptions, the Professor can read them for you, resulting in a Clue. Discard the Carving Transcriptions.

□ You learn about an abandoned house on Benefit Street where a disturbing number of people have died. As you explore it, you find an anthropomorphic patch of yellow mold on the floor. Out of it, emerges a vaporous corpse-light, yellow and diseased, bubbling in vague half-human outlines. Test Sanity 4. If you flee from the fight below, you can return to this entry in the future as your Activity for the Day in Providence, without rolling. Corpse-Light, L5 Incorporeal Boss, 6 Life. Helpers must participate to this fight as if it was against Minions. If the Corpse-Light hits a playing character, it inflicts 1 Wound, and may plant yellow fungi on the victim. A Helper will automatically be transformed into a Gelatinous Horror, L3 Minion; an Investigator is transformed on a roll of 1 on d6 (and all of their Equipment is lost). The transformation takes place at the beginning of the next Defense Phase. A Nurse can prevent the transformation by spending a Healing Action as her Action in the next Attack Phase.

5 After losing 3 Life or more, the Corpse-Light will return to the patch of mold (no XPs are gained yet). Roll d6:

1-3: You find a random Arcane Item.

4-6: You find a Gate in the house (you can immediately choose to have an Investigator roll on the Gate table).

Next, you can attack the remaining Corpse-Light and continue the Combat as normal, or destroy it with a Carboy of Acid (discard the Item, and destroy the monster without fighting). If you destroy the monster, you gain 1XP and end the Encounter.

Alternately, you can leave without provoking the Corpse-Light. In the future, you can choose to return here as your Activity for the Day in Providence instead of rolling. The Corpse-Light can be destroyed without fighting by discarding a Carboy of Acid; if provoked to a Combat, it will have 4 Life, and will die when reduced to zero Life or less.

□ Church of Starry Wisdom. You interrupt a ritual in honor of a shapeless monstrosity painted in blood on a wall. d6+3 Cultists, L3 Human Minions, and a Cult Leader, L5 Boss, 4 Life. The Cult Leader cannot be attacked unless all Cultists have been defeated. Each

6 Defense Phase, as his Attack, the Cult Leader casts a corruption spell on a random Investigator or Helper, who must test Occult 5, losing 2 Life or 2 Sanity (your choice) on a failure. If you defeat all Enemies, you find a Sacrificial Knife (Regular Weapon) and the Statuette of a Pharaoh (Arcane Item). You can take either or both.



FOUR AGAINST THE GREAT OLD ONES

SALEM

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator recovers 1 Life per Day.

Equip (1 Day): Knife (Regular), Hammer (Regular), Baseball Bat (Regular), Gun (Mighty).

Recruit

☐ Medium (2 Days)

☐ Occultist (2 Days)

☐ ☐ Helpers: 1 or 2 Salem Historians, 1 Life, 2 Sanity. They have +1 in Attacks against Witches. (1 Day each) ☐ Helper: 1 to 4 Concerned Citizens, 1 Life, 1 Sanity. (1 Day)

Investigate (1 Day per Encounter)

INVESTIGATE (1 DAY PER ENCOUNTER)

1 Just a rainy, gloomy day in Salem. No significant discoveries. You can roll on this table tomorrow with a +1.

2 ☐ Betrayal! One of your Helpers turns out to be a Cultist who infiltrated the group. Replace any one Helper with a Cultist, L3 Human Minion. The Cultist has Initiative and always attacks the Investigator with the lowest Life (if a tie, you choose). No effect if you don't have any Helper.

3 ☐ The Museum of the Salem Trials turns out to be more animated than expected. Fight 2d3 Ghosts of Hanged Witches, L3 Undead Incorporeal Minions.

4 ☐ A collector of forbidden items is willing to give you up to two random Items from the Arcane Items table in exchange for as many Arcane Items that are not in that table. You can also immediately Recruit 1 Assistant Occultist (1 Life, 2 Sanity, +1 to all Occult tests).

5 ☐ You visit the jail where in 1692 the witch Keziah Mason was imprisoned, and from which she mysteriously disappeared. You realize that the place contains indeed a hidden, mystical conduit. Any and all Investigators (or none) can test Occult 5 once. All Fail: The Encounter ends here. At least a Success: A dimensional corridor opens suddenly, and transports the party to Arkham, Investigate table, Entry 2. Any Helper that was left out of the present Encounter is left behind, and removed from the game. Do not add a Day. Important: if you already resolved Entry 2 in Arkham, you entered a temporal loop! All test Sanity 3; then resolve the Encounter again, from beginning to end!

☐ You locate a secret temple of the Church of Starry Wisdom. The disturbing underground room, hidden under a derelict warehouse, is presently empty. It is used to worship a shapeless monstrosity painted in blood on the wall. The altar contains a locked door protected by grotesque imitations of hieroglyphics. All Investigators can attempt to open it by testing Lore 6 or Occult 5 once. For each Fail: The door stays closed. Also, roll a die:

6 1: ☐ A Shapeless Monstrosity resembling the creature on the walls materializes, and attacks you. It has Initiative and will first attack the Investigator who just failed the test. L5 Boss, 4 Life. Each Hit causes the loss of 1 Life or 1 Sanity (your choice). 2: ☐ A mystical alarm must have been triggered. d6+1 Cultists, L3 Human Minions, attack. 3-4: ☐ The testing Investigator loses 1 Life or 1 Sanity (your choice) 5-6: ☐ No effect.

Success: The door opens, revealing a compartment that contains a Shining Trapezohedron (see the Arcane Item table for details).



FOUR AGAINST THE GREAT OLD ONES

SAN FRANCISCO

Activities: Rest; Equip; Recruit; Investigate.

Rest: Each Investigator and each Helper recovers 1 Life and 1 Sanity per Day.

Equip (1 Day): Knife (Regular), Shuriken (Regular), Nunchucks (Regular), Staff (Regular), Gun (Mighty)

Recruit

□ Private Detective (2 Days)
□ Gangster (2 Days) □ Occultist (2 Days)
□ Spy (2 Days)
□ Nurse (2 Days)
□ Helper: Airplane Pilot, 1 Life, 1 Sanity. While he is with the group, you can travel between Boston, New York, Chicago, San Francisco, and Los Angeles spending only 1 Day per trip. (1 Day)

□ Helper: 1 Henchman, 2 Life, 1 Sanity, +1 to all his Attack rolls.

□ Helper: 1 or 2 Amateur Occultists, 1 Life, 2 Sanity, +1 to all Occult rolls.

Investigate (1 Day per Encounter)

If a Private Detective is in the group, you can reroll once per stay in San Francisco when determining an Encounter. You need to leave San Francisco, resolve at least an Activity in another Location, and come back here, to gain this advantage again.



FOUR AGAINST THE GREAT OLD ONES

INVESTIGATE SAN FRANCISCO

1 Nothing to report. You can roll on this table tomorrow with a +1.

☐ As you investigate Fisherman's Wharf, you are attacked by large aquatic humanoids with webbed hands, flabby lips, and bulging yellow eyes. Test Sanity 4. d6+1 Deep Ones (Hybrid Minions), Level 4. They have Initiative.

☐ As you investigate an old warehouse near the ocean, you are attacked by aquatic humanoids with webbed hands, flabby lips, and bulging yellow eyes. Test Sanity 4. 2d6 Deep Ones (Hybrid Minions), Level 4. Whenever they inflict a Hit on an Investigator, roll d6; on a result of 1, the Deep One drags the victim into the ocean. Remove from the game both the Deep One and the Investigator with all of its Equipment.

☐ You visit a local asylum, where an inmate tells you a terrifying story about an encounter with the Deep Ones. Thanks to this knowledge, you can add +1 to all Sanity tests and Defense rolls against Deep Ones during your current stay in San Francisco. You lose this advantage as soon as you leave San Francisco.

☐ You visit the prison of San Quentin, where you are told a world-class scientist works as the prison's doctor. Unfortunately, the doctor has become insane under the influence of Surama, a priest of Atlantis! They attack with Initiative.

Mad Doctor, L3 Human Minion. He attacks only once, then flees in terror. He can be attacked as normal in turn 1, then, if still alive, is removed from the game without counting him for 5 XP. The Mad Doctor attacks a random Investigator with a syringe full of Black Fever. If he hits, the Investigator will lose 1 Life at the beginning of each Day. This condition can only be removed by a Scroll of Cleansing, or taking the Rest Action 3 Days in a row.

Surama, L5 Human Boss, 4 Life. Surama attacks all Investigators in every Defense Phase with his piercing, testudinous chuckle. Investigators who fail the Defense roll lose 1 Life or 1 Sanity (your choice). If you defeat him, you can acquire a Map of Y'ha-nthlei (Arcane Item).

☐ You visit a local ethnologist. All Investigators can test Lore 6 once. For each success, you can trade an Arcane Item you own with a random Item from the Arcane Table, or receive one of the Arcane Items below:

☐ The Family Tree of the Jermyn Family.

☐ A scroll with the Ribbons of Light Spell (single use, can only be used by the Occultist or the Professor).

☐ A scroll with the Medusa's Coil Spell (single use, can only be used by the Occultist or the Professor).

☐ Incantation of Yog-Sothoth.

☐ Incantation of Shub-Niggurath.



FOUR AGAINST THE GREAT OLD ONES

ST. LOUIS

Activities: Rest; Equip; Recruit; Investigate the American Archaeological Society.

Rest: Each Investigator and Helper recovers 1 Life or 1 Sanity per Day.

Equip (1 Day): Knife (Regular), Hockey Stick (Regular), Shotgun (Mighty).

Recruit

- ☐ Professor (2 Days)
- ☐ Spy (2 Days)
- ☐ Nurse (2 Days)
- ☐ Medium (2 Days)
- ☐ Private Detective (2 Days)

☐ ☐ Helper: Jesuit Scholar, 1 Life, 2 Sanity. He never attacks in Combat. In each Lore test, he gives +1 to one Investigator (your choice). At the beginning of each Combat against Undead Minions, he automatically destroys an Undead Minion. (1 Day each)

Investigate the American Archaeological Society (1 Day per Encounter) You can add +1 to your rolls to determine Encounters if a Professor is a member of the party. Decide before you roll.



INVESTIGATE THE AMERICAN ARCHAEOLOGICAL SOCIETY

1 The search of the documents of the Society yields no results. You can roll again tomorrow with +1.

2 ☐ Your search of the documents of the Society has attracted unwanted attention. A masked figure darts out from behind a column, stabs a character, and vanishes before anyone can react. Remove a Helper (your choice) or 1 Life from a random Investigator. You can roll again tomorrow with +1.

☐ All Investigators can test Lore 5 once. For each success, you can take one of the Arcane Items below:

☐ The Powder of Ibn Ghazi (Arcane Item).

☐ Eerie Bas-Relief.

3 ☐ Scroll of Cleansing (single use, can only be used by the Occultist or the Professor. It eliminates the effects of a Curse or of the Black Fever).

☐ Elder Sign.

Your lucky finds attract the attention of a local sect of cultists. For each Item you took from the list above, you are attacked by d3 Cultists. If you took the Elder Sign, it is d6 Cultists *per Item* instead. Cultists are L4 Human Minions. They have Initiative.

4 ☐ In one of the reading rooms of the Society, you meet the great escape artist, Harry Houdini! While taking a break from his tours, he also studies occult matters – but differently from you, with the intention of debunking them. Houdini tells of a strange adventure that occurred to him in Egypt, in a temple under the Great Sphinx of Giza. He gifts you with a Silver Stiletto (Regular Weapon) and a Sacrificial Knife (Regular Weapon).

5 ☐ Looking for information about dark cults in America, you make contact with 3 Graduate Students writing a Ph.D. dissertation on the topic. Any and all can be immediately recruited as Helpers. They have 1 Life, 2 Sanity, and contribute +1 to all tests in Lore (always +1 regardless of the number of Graduate Students in the group). You also receive a draft of the dissertation, which allows you to reroll one failed Lore test per game. Make a note of this advantage; you don't need to carry the dissertation with you to benefit from it.

6 ☐ Among the documents of an annual meeting of the Society, you find several letters by Inspector John R. Legrasse, of the New Orleans Police. Apparently, Legrasse has considerable experience in supernatural cases, and has worked together with the Society in the past. When in New Orleans, you can choose entry 6 of the Investigate the Town table as your Activity for the Day, without rolling. This will allow you to talk to Legrasse.



FOUR AGAINST THE GREAT OLD ONES

TOWNSHEND

A small and old-fashioned town in the green, cryptic hills of Vermont. Nothing here can possibly be of interest to the Investigators other than the presence of the folklorist Henry Akeley, who lives in a secluded location out of town, by Dark Mountain.

Activities: Rest; Investigate Akeley's Location.

Rest: Each Investigator recovers 1 Life or 1 Sanity per Day.

Investigate Akeley's Location (1 Day per Encounter)

INVESTIGATE AKELEY'S LOCATION

1 You get lost in the countryside. But how *can* one get lost in such a pleasant, normal-looking region? Are obscure forces at play? You can roll on this table tomorrow with a +1.

2 ☐ A group of hostile locals prevents you from making any progress. d6 Hostile Locals, L4 Human Minions. You can roll on this table tomorrow with +1.

☐ You fail to locate the house of Henry Akeley... but how can one fail to complete such a simple task? Is the landscape *changing* to trick you? A Concerned Citizen warns you about strange creatures who roam the countryside. If you ever fight against Mi-Gos, you have the Initiative automatically. Also, you can recruit the Concerned Citizen (1 Life, 1 Sanity, +1 to all his Attack and Defense rolls against Aliens). Tomorrow, you can roll on this table until you roll a natural or modified 4, 5, or 6.

4 ☐ As you drive on an isolated road out of town, you are attacked by several pinkish things about five feet long, with crustaceous bodies bearing of membranous wings, and a convoluted ellipsoid where the head should be. Test Sanity 5. d6 Mi-Gos, L4 Alien Minions. They have Initiative. If you defeat them, you can immediately roll on this table until you obtain a 5 or 6, without adding 1 Day.

5 You reach the house of Henry Akeley, who is waiting for you outside. Or is he? As you approach, the figure attacks with prodigious, superhuman strength. *Something* took Akeley's shape in an attempt to stop your mission. Test Sanity 4. The Entity That Looks Like Akeley, L4 Incorporeal Boss, 5 Life. It has two Attacks per Combat Round. If you win, move immediately to the next entry on this table, without adding a Day.

☐ You meet with Henry Akeley at his house. The folklorist explains that he is in contact with a race of aliens from the planet Yuggoth, at the edge of the Solar System. They are a peaceful and advanced race, he says, that only attacks if it feels threatened. They have a completely different understanding of time and space, but are willing to share their knowledge with enlightened humans. They can show the marvels of Yuggoth to an Investigator, but the only way to do so is to remove the brain, and place it in a special canister that can withstand the abysses of outer space. If you decide to accept the offer, test Sanity 2.

6 Next, choose an Investigator and remove it from the game. You can redistribute its Equipment. Add 2 Days, and thanks to the knowledge brought back from Yuggoth, you gain a Clue. If you want, you can add the Brain to your party as an Investigator. It is never attacked in combat, and it is indestructible, so there is no need to track its Life or Sanity. It can never perform Activities, nor be selected to take tests, targeted by Enemies, or used to accept penalties. The only thing the Brain can do is: once per Combat, in the first Attack Phase, it can launch a psychic attack at +2, which in case of success inflicts exactly 1 Wound on an Enemy.



FINAL ENCOUNTERS C'THULHU

The sunken corpse-city of R'lyeh has emerged from the Pacific Ocean, and the C'thulhu cult is planning to open the doors of the temple where the monstrous sea god slumbers! To begin the Final Encounter, you must be in San Francisco.

FINAL ENCOUNTER

In San Francisco, an Australian captain accepts to bring you to R'lyeh on his small vessel. During the trip, each Investigator recovers 2 Sanity and 2 Life. You may also recruit up to 3 Sailors from the vessel as Helpers. Each Sailor has 2 Life and 1 Sanity.

Next, you brave the impossible angles and elusive stone surfaces of the

abominable city. You enter the central temple, and you must find and seal the carved portal behind which C'thulhu awaits.

Roll on the Encounter table below and resolve Encounters until you reach an end to the game. In the Great Temple of R'lyeh, you can only flee *once*. You must include all Helpers in all Encounters. After rolling for an Encounter, you can discard an Eerie Bas-relief to ignore that result and roll again.

If you own any Statuettes of C'thulhu, these pulsate with a mysterious green glow. The presence of the Statuettes confuses the Cultists in the temple: lower the Level of all Cultists of C'thulhu by 1 in Combat, regardless of the number of Statuettes.

GREAT TEMPLE OF R'LYEH

1 The terrifying geometry of the place, and the indescribably repugnant carvings on the walls, take a toll on your group. d3 Investigators and/or Helpers (your choice) test Sanity 3.

2 Fight d6 Cultists of C'thulhu, L4 Human Minions.

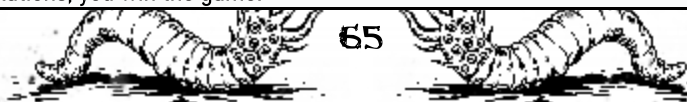
3 ☐ Fight d6+1 Cultists of C'thulhu, L4 Human Minions.

☐ Fight d6 Cultists of C'thulhu, L4 Human Minions. They attack with poisoned daggers; 4 whenever they hit, roll d6 and inflict an extra Wound on a 1 or 2. You cannot retrieve these daggers after Combat. Add +1 to the next die Encounter roll.

5 ☐ Test Sanity 4. Fight d3 Spawns of C'thulhu, L4 Minions. Each has two Attacks per Combat Round. Add +1 to the next Encounter Roll.

☐ Avatar of C'thulhu, L6 Boss, Life 4. The Avatar does not attack. During each Defense Phase, 6 you must remove a Helper (if you have any and you choose to do so) *or* have 2 random Investigators test Sanity 6. Add +2 to the next Encounter roll.

You find the carved portal that leads to C'thulhu's chamber. If you own an Elder Sign, you can use it to seal the portal. Congratulations, you win the game! Otherwise, all Investigators 7 can test Occult 7. Investigators can test multiple times, but each loses 3 Sanity for each failure. Insane Investigators are removed from the game. If any Investigator passes the test: Congratulations, you win the game!



FOUR AGAINST THE GREAT OLD ONES

DAGON

The sunken corpse-city of Y'ha-nthlei has emerged from the Atlantic Ocean, and the Deep Ones have congregated there to summon Father Dagon! You can begin the Final Encounter in Boston, Salem, or Kingsport.

FINAL ENCOUNTER

A captain accepts to bring you to Y'ha-nthlei on his small vessel. During the trip, you may recruit up to 3 Sailors as Helpers. Each has 2 Life and 1 Sanity.

Next, you must find your way through the grotesque colonnades and monolithic shrines of the city. Roll on the table below and resolve

Encounters as normal until the game reaches an end.

When in the Abyssal City of Y'ha-nthlei, you can only flee *once*. If you own a Map of Y'ha-nthlei, you can discard it to reroll once on the Encounter table. All Helpers must participate to all Encounters.

If you destroyed Innsmouth, you reduce the number of Deep Ones in each Encounter by half (rounded down). As an Attack Action, an Investigator can discard a Harpoon to eliminate 1 Deep One Minion automatically, or inflict 1 Wound on a Deep One Boss (no roll).

THE ABYSSAL CITY OF Y'HA-NTHLEI

- 1 Wrong turn! The putrescent fetor of the city and the spectacle of the detestable carvings are straining the morale of the group. Test Sanity 3.

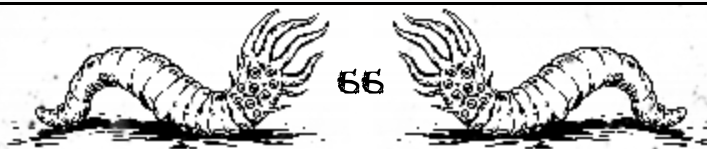
- 2 A pit full of black, corrupted water opens under your feet. Roll d6 for each Investigator and 2 Helper; on a 1 or 2, that character loses 1 Life. You can ignore this effect by casting a Levitation spell.

- 3 □ Test Sanity 4. Fight 2d6 Deep Ones, L4 Hybrid Minions.

- 4 □ Test Sanity 4. Fight d6 Deep Ones, L4 Hybrid Minions. They have Initiative.

- 5 □ Test Sanity 4. Fight d3 Large Deep Ones, L5 Hybrid Minions.

- 6 Test Sanity 5. A Polyphemus-like Deep One is leading the ritual to summon Father Dagon. Giant Deep One, L6 Hybrid Boss, Life 8. Two attacks per Defense Phase, each inflicting 2 Hits. If you defeat the Giant Deep One, the remaining creatures in the city will flee in terror. Congratulations, you win the game!



FOUR AGAINST THE GREAT OLD ONES

GHATANOTHOA

You discover that a deranged cult is attempting to free the gigantic Ghatanothoa, which was brought to Earth by the Yuggoth-Spawn in ancient times. Legend has it that seeing Ghatanothoa or its perfect reproduction can transform a human being into a petrified mummy. The Location of the Final Encounter is New Orleans, where the party has identified the entrance to the crypt of Ghatanothoa.

FINAL ENCOUNTER

Roll the die and resolve Encounters in the Crypt of Ghatanothoa table until you reach

CRYPT OF GHATANOTHOA

A trap opens under your feet, plummeting you into a lower level of the crypt. Roll d6 for each

1 Investigator and Helper; a character loses 1 Life on a roll of 1 or 2. Erase all ticks you placed in this table so far. You can avoid this trap by using a Levitation spell.

2 ☐ Fight d6+2 Cultists, L3 Human Minions.

☐ Taking a wrong turn, you stop in front of a statue of Ghatanothoa. Select an Investigator

3 to test Occult 5 or Lore 5. On a failure, the Investigator is Petrified and removed from the game. You can redistribute its Equipment.

The darkness and foul air of the crypt, together with the many mummified corpses in its hallways, takes a most severe toll on the party. You must choose and resolve one of the effects below if any ☐ are still unmarked.

4 ☐ Test Sanity 3.

☐ Test Sanity 4.

☐ Test Sanity 5, and reroll any 1 in your next Encounter roll.

☐ A large, rubbery protoplasm, with viscous agglutinations of bubbling cells, and myriads of temporary eyes, rushes toward you! Test Sanity 4. Fight a Shoggoth, L5 Alien Boss, Life 5. Three attacks per Combat Round. After the encounter, add +1 to your next Encounter roll.

☐ A colossal Shoggoth is opening the stone portal to Ghatanothoa's chamber. Test Sanity 4. Colossal Shoggoth. L5 Alien Boss, Life 10. Four attacks per Combat round. An Elder Sign only inflicts 3 Hits on this Enemy. At the beginning of each Defense Phase, select a Random Investigator to test Occult 5 or Lore 5; on a failure, the Investigator catches sight of Ghatanothoa and is Petrified. If you defeat the Colossal Shoggoth, you seal the chamber and win the game!





NYARLATHOTEP

A cult is planning to summon Nyarlathotep – the Crawling Chaos, the Dark Pharaoh! The Great Ritual will take place in an underground Temple in Egypt, under the Great Sphinx of Giza. To begin the Final Encounter, the group must be in New York or Boston.

FINAL ENCOUNTER

During the flight from the East Coast to Egypt, each Investigator recovers 1 Sanity and 1 Life. After landing in Egypt, you travel to the Temple and find its hidden entrance. Roll on the table below and resolve Encounters until you complete 4 of them (ticking 4 ☐). At that point you find the Ceremonial Cavern, and resolve the corresponding

section (see below). You can flee from Combat *once* in the Temple, but in this case you erase the tick you placed for that Encounter. You cannot flee from the Ceremonial Cavern. All Helpers must be included in every Encounter.

When Attacking in the Temple or the Cavern, Sacrificial Knives grant a +1 to the owner's Attack rolls. If the Investigators own a Shining Trapezohedron, they can discard it to automatically win one combat against Cultists in the Temple. No XPs are gained in this case.

You can reroll once on the table below if Houdini told you about the place, and/or for each Intern from the Cabot Museum in the group at the time of the reroll (maximum 3 rerolls).

TEMPLE UNDER THE SPHINX

- 1 ☐☐ A deadly pit opens under your feet. Each Investigator and Helper loses 1 Life. You can ignore this effect by casting a Levitation spell.
- 2 ☐☐ Fight 2d3 Large Snakes, L4 Animal Minions. They have Initiative. Each Investigator or Helper hit by a Snake rolls d6, and loses 1 extra Life to infection on a roll of 1 to 3.
- 3 ☐☐ Fight 2d3 Cultists, L4 Human Minions.
- 4 ☐☐ Test Sanity 4. Fight d6 Rotten Mummies, L5 Undead Minions. Each Investigator or Helper hit by a Mummy rolls d6, and loses 1 extra Life to infection on a roll of 1.
- 5 ☐☐ Test Sanity 4. Fight an Avatar of Nyarlathotep, L5 Incorporeal Boss, 1 Life. Two attacks per Defense Phase.
- 6 ☐☐ An empty corridor, full of bizarrely carved hieroglyphs.



THE CEREMONIAL CAVERN

"Hippopotami should not have human hands and carry torches! Men should not have the heads of crocodiles!" your Investigators think, as they see a procession of hybrid mummies offer sacrifices before a large fetor-belching aperture. In front of the aperture stands beautiful Queen Nitokris, with the right half of her face eaten away by rats. Test Sanity 5.

Taken by surprise, the hybrid mummies will scatter if you use a Flamethrower, a Grenade, or a Dynamite Stick (simply discard one of them without rolling Attacks).

Otherwise, you have to fight 2d6 Hybrid Mummies, L4 Undead Minions. Next, you need to stop Nitokris, L5 Undead Boss, 7 Life.

If the Investigators own a Statuette of a Pharaoh, reduce her Life by 1 before Combat.

Nitokris is protected by 4 Rats at the beginning of Combat (L2 Animal Vermin). At the beginning of each Defense Phase, she summons d6 Rats, which attack as normal. Nitokris attacks twice per Round, but cannot be attacked (or defeated with an Elder Sign) if any of her Rats are still alive. These Rats never flee.

If you defeat Nitokris: congratulations! You stopped her before she could summon Nyarlathotep, and you win the game!





SHUB- NIGGURATH

Shub-Niggurath, the Black Goat of the Woods with a Thousand Young, has sent her Avatar to our reality. The Avatar is hiding in the Blue Mountain Forest Reserve in Oregon. To begin the Final Encounter, you must reach San Francisco and add 1 Day, or St. Louis and add 2 Days.

FINAL ENCOUNTER

The entire forest is permeated by a sense of dread and despair, as the horror of the Black Goat reverberates through the dense vegetation and corrupts its vital strength. A curious phenomenon begins to assail your senses—a vague, cloudy sort of vision, a day-dreaming seemingly without relevance.

Start from paragraph 1 of the Forest section below. Decide where to go and move to the corresponding paragraph, following the instructions. If a paragraph says "Lost!" you immediately remove a Helper from the game (your choice) and all Investigators test Sanity 4. If you don't have any Helper, all Investigators test Sanity 6 instead.

Optional: If you played the game before and know your way through the Forest, you can go to the Clearing section

directly, but before Combat you lose all Helpers and remove 1 Life and 1 Sanity from all Investigators. Alternately, for a harder challenge, skip the Forest and treat the Black Goat as Incorporeal.

THE FOREST

- 1 Go North (1), East (25), South (18), West (49)
- 2 Go North (18), East (23), South (14), West (38)
- 3 Go North (43), North-East (9), South (28), South-West (36), West (29)
- 4 Lost! Go to North-West (42), East (46), South (13)
- 5 Go to North (52), South (44), West (47), North-West (16)
- 6 Go to North-East (24), South-East (38), South-West (35)
- 7 Go North (19), North-East (55), East (21), South (54), South-West (23), North-West (33)
- 8 Go North (17), East (37), South-East (15), West (57)
- 9 Go East (57), South-East (50), West (44), North-West (3)
- 10 Go North (24), South (27)
- 11 Go North (57)
- 12 Go North (55), South (59)
- 13 Go North (4), East (49), South (24), West (37)
- 14 Go North (2), North-East (23), East (41), South-East (20), North-West (38)



FOUR AGAINST THE GREAT OLD ONES

15 Lost! Go North (38), South-East (20), North-West (35)

16 Go North (39), East (52), South-East (5), South-West (47), West (56)

17 Go East (31), South-East (37), South (8)

18 Go North (1), East (33), South (2), West (24)

19 Go North (44), East (55), South (7)

20 Go North (41), South (42), North-West (14)

21 Go North (55), South (40)

22 Go North (18), East (51), South (2)

23 Go North (33), North-East (7), East (54), South-East (41), South-West (14), West (2)

24 Go North (49), East (18), South-West (6), North-West (30)

25 Go North (47), East (44), South (33), West (1)

26 Go North (37), East (30), South (35)

27 Go North (50), South-West (41), West (40)

28 Lost! Go North (3), North-East (56), South-East (47), South (10)

29 Go North (48), East (3), South-West (42)

30 Go North (13), North-East (49), South-East (24), West (26)

31 Go North (42), South (37), West (17)

32 Go North-East (7), East (54), South-East (41), South-West (14), West (22)

33 Lost! Go North (25), East (21), South (23)

34 Go North (29), South-East (36), South (60)

35 Go North (26), North-East (6), South-East (15)

36 Go North-East (3), East (53), South-East (10), South (46), North-West (7)

37 Go North (31), East (13), South (26), West (8), North-West (17)

38 Go North-East (18), East (2), South-East (14), South (58), North-West (6)

39 Go South (16), South-West (56), West (42)

40 Go North (21), East (27), West (54)

41 Lost! Go North (45) North-East (27), South (20), West (14), North-West (38)

42 Go North (20), North-East (29), East (39), South-East (4), South (31)

43 Go South-East (39), South (3), West (48)

44 Go North (5), East (9), South (19), West (25)

45 Go North (54), South (41)

46 Go North (36), South (49), West (4)

47 Go North (56), North-East (16), East (5), South (25)

48 Go East (43), South-East (3), South (29)

49 Go North (46), East (1), South (24), South-West (30), West (13)

50 Go North (11)

51 Go West (60)

52 Go South-East (9), South (5), West (16)

53 Go East (28)



54 Go North (7), East (40), South (39), South-West (41), West (32), North-West (33)

55 Go North (9), South-East (50), South (12), South-East (7)

56 Go North-East (39), South-East (16), South (47), South-West (28)

57 Lost! Go East (8), South (50), West (9)

58 Go South (15)

59 Go South (4)

60 You found the Clearing of the Black Goat!

CLEARING OF THE BLACK GOAT

Test Sanity 5. Fight The Black Goat, Avatar of Shub-Niggurath, L6 Boss, 10 Life. Three attacks per Combat Round. For each Hit, the targeted Investigator loses 1 Life and 1 Sanity.

As an Attack, an Investigator can discard an Elder Sign to inflict 3 Wounds on the Black Goat automatically (instead of killing it), or an Incantation of Shub-Niggurath to inflict 1 Wound automatically.

If the group defeats the Black Goat, you win the game!



YOG-SOTHOTH

Summoned by deranged cultists, a partial manifestation of Yog-Sothoth has started spilling into our reality. You can begin the Final Encounter when the group is in the Backwoods.

FINAL ENCOUNTER

The group must confront the All-in-One And One-in-All of limitless being and self - not merely a thing of one space-time continuum, but allied to the ultimate essence of existence.

Partial Aspect of Yog-Sothoth, L15 Boss, 15 Life. The Partial Aspect does not attack, but *all* Investigators must test Sanity 6 at the beginning of *every* Defense Phase.

Before Combat starts, the Partial Aspect of Yog-Sothoth loses 3 Life and 3 Levels for each of the following:

- You discard an Elder Sign.
 - You discard the Powder of Ibn Ghazi.
- Moreover, before Combat starts, the Partial Aspect of Yog-Sothoth loses 1 Life and 1 Level for each of the following:
- An Occultist is in the group.
 - A Professor is in the group.
 - Each Exorcism cast by a Medium.
 - There is at least a Graduate Student in the group.
 - You visited the stone altar of Yog-Sothoth.

- You consulted the Necronomicon at least once.
- You own at least a copy of Nameless Cults.
- You own at least a copy of the Book of Azathoth.
- Each Incantation of Yog-Sothoth you discard.
- Each Incantation of Gorgo you discard.
- Each Elder Sign you discard after the first.
- Each of the following that you discard: Flamethrower, Modified Crookes Tube, Dynamite Stick, Grenade.

To benefit from these reductions, you must discard all applicable Items and perform all applicable Exorcisms before Combat begins, as Free Actions. The rest of the Encounter is resolved as a normal Combat, with the exception that you cannot flee.

If you defeat the Partial Aspect of Yog-Sothoth, you win the game!



GATE TABLE

1 The Gate remains open for just a few seconds, then flickers and collapses into nothingness.

2 Horrible, half-polypous entities from immeasurably distant universes emerge from the Gate. Test Sanity 4. Fight 2d6 Inexplicable Entities, L3 Alien Minions. If you defeat them, you can immediately roll on this table at +2, or allow the Gate to close and end the Encounter.

3 The Investigator is sucked into the Gate and thrown into the cold, deadly immensity of space – somewhere near the outer rings of Saturn. Remove the Investigator from the game with all of its Equipment. The Gate is still open! You can select another Investigator to roll on this table immediately, or allow the Gate to close and end the Encounter.

4 The Investigator is sucked into the Gate and transported into the future. The Gate then closes. Roll d6+1 to determine how many days the Investigator will be away. The Investigator will reappear in the same Location where it departed. If the party is in that place at that time, the Investigator can rejoin the party. Otherwise, the Investigator is removed from the game with all of its Equipment.

5 The Investigator is sucked into the Gate and tossed into a bizarre, nightmarish dimension. The Gate then closes. Roll 3d3 to determine how many days the Investigator will be away. The Investigator will reappear in San Francisco, New Orleans, New York, or the Catskills (choose now). If the group is in the selected Location at the right time, the departed Investigator can rejoin the party. Otherwise, remove it from the game with all of its Equipment.

The journey of the departed Investigator has been extremely debilitating. Roll d6, and subtract the result from the Investigator's Life (to a minimum of 1). Roll d6 and do the same for the Investigator's Sanity (to a minimum of 1). Finally, roll d6: on a 4 or 6, the Investigator has discovered a Clue.

6 The Investigator is sucked into the Gate and tossed into a bizarre, nightmarish dimension. The Gate then closes. Roll 3d3 to determine how many days the Investigator will be away. The Investigator will reappear in Los Angeles, St. Louis, Providence, or Salem (choose now). If the group is in the selected Location at the right time, the departed Investigator can rejoin the party. Otherwise, remove it from the game with all of its Equipment.

The Investigator returns severely proven by ordeal. The Investigator has exactly 1 Life, 1 Sanity, and lost all Equipment. However, the investigator has discovered a Clue.



DREAMLANDS TABLE

If the dreaming Investigator discards a Silver Key before entering the Dreamlands, add +1 to all die rolls on the table below. Before each roll on this table (including the first), the

Investigator tests Sanity 5. If the Investigator becomes Insane in the Dreamlands, remove it from the game. Its Equipment can be distributed among the other Investigators. Keep rolling on the table below and follow all instructions until the Investigator becomes Insane or finds a way back to Earth.

DREAMLANDS TABLE

1 Traveling North, you reach the cold and desolate Plateau of Leng. You barely escape from an encounter with The High Priest Not To Be Described. Lose 1 Life. Roll again with a -1.

2 Traveling West, you happen upon the ruins of the once-great city of Sarnath. Your heart sinks before the pitiful remains of the chiseled walls and shining domes. Roll again with a -1.

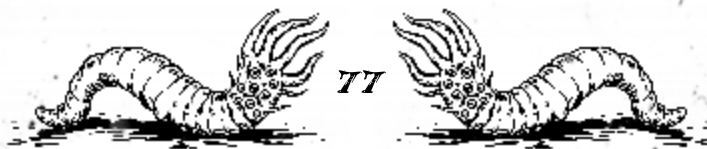
3 Traveling West, you reach the large city of Dylath-Leen, with its tall towers of basalt, and dark uninviting alleys. Roll again.

4 Traveling West, you reach the town of Ulthar, with its old peaked roofs and narrow cobbled hill streets. Roll again, and if a Cat of Ulthar was ever your Helper add +1.

5 Traveling West, you reach the Enchanted Woods, whose low prodigious oaks shine dim with the phosphorescence of strange fungi. Roll again with a +1.

6 Traveling East, you reach the magnificent city of Celephaïs, and visit the rose-crystal Palace of the Seventy Delights. The galleons of Celephaïs may help you in your journey. You can exit the Dreamlands now, or roll again with a +2.

7 You find passage on a painted galley that brings you to the marble cloud-city of Serannian, in the ethereal space where the sea meets the sky. You find a Clue. Exit the Dreamlands and return to the party's current Location.



ARCANE ITEMS

- 1 **Statuette of Cthulhu**, representing a monster of vaguely anthropoid outline, but with an octopus-like head whose face is a mass of feelers.
- 2 **Silver Key**. Discard it as a Free Action to add +1 to all your die rolls during a journey to the Dreamlands.
- 3 **Chiseled Lamp**. Discard it as a Free Action to allow the owning Investigator to reroll a failed Lore or Occult test, adding a +3 bonus.

Jade Amulet, representing a Sphinx with semi-canine face. The item has a Curse on it. The Medium can use an Exorcism to remove the Curse and turn the Amulet into a normal Arcane Item. In this case, ignore the text below.

- Otherwise, once assigned, the Amulet cannot be transferred to other Investigators or discarded voluntarily. An unstoppable horror resembling a gigantic hound starts pursuing the owning Investigator. If the Investigator stays for more than 4 Days in the same Location,
- 4 eliminate the Investigator with all of its Equipment (including the Amulet) at the beginning of the 5th Day.

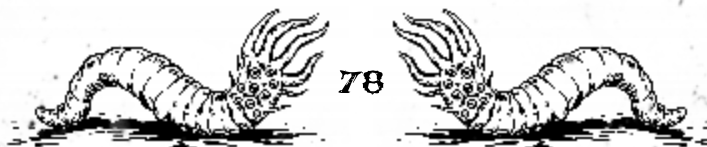
The Jade Amulet is also removed from the game if any of the following applies: the text tells you that it is stolen; the party trades it with a Collector for another Arcane Item; it is traded for a Clue as normal (together with another Jade Amulet or with any two Arcane Items).

If the owning Investigator is removed from the game leaving its Equipment behind, the Jade Amulet can be assigned to another Investigator (with the Curse still on, if applicable).

Shining Trapezohedron, made of glowing stone. You can discard it to roll a die and resolve the effect below:

- 1-3: You opened a Gate. Roll on the Gate table.
- 4-5: You released d3 Night-Gaunts, L5 Minions. If you defeat them without fleeing, you can immediately roll again for an effect of the discarded Trapezohedron.
- 5 6: ☐ You released a grotesque and hideous mass of smoke, with flapping wings and fangs! Test Sanity 5. Haunter in Darkness, L5 Incorporeal Boss, 5 Life. It has Initiative. If you defeat it without fleeing, you can immediately roll again for an effect of the discarded Trapezohedron. If you flee from the Haunter, you must immediately leave the Location where you summoned it, and you can never return there. The Haunter never forgets an unfinished meal, and would be waiting for you. The terror would be too excessive!

- 6 **Elder Sign**, an amulet featuring a six-pointed branch. It can be discarded as an Action during an Attack Phase to automatically defeat any one Boss without collecting Xps.



FOUR AGAINST THE GREAT OLD ONES

LOCATIONS CHECKLIST

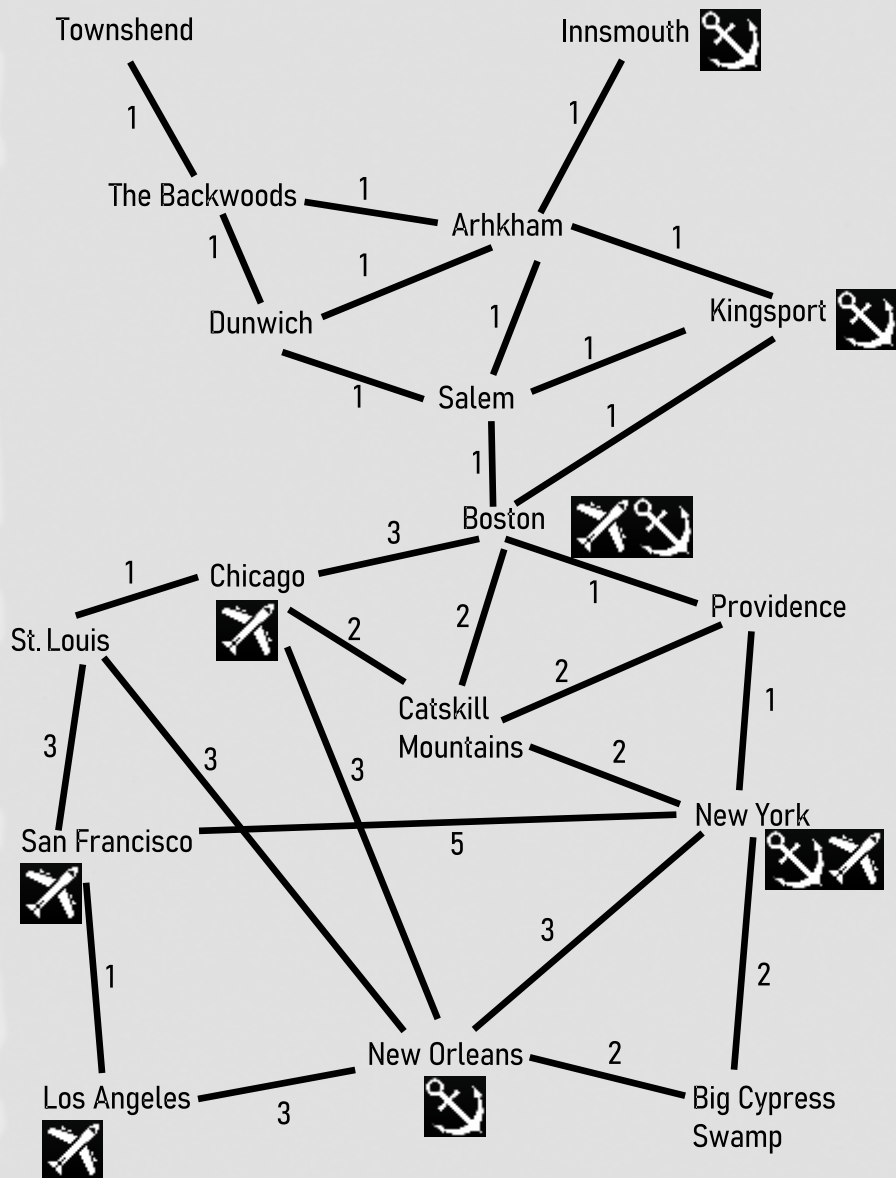
If you don't want to mark the ☐ in the Recruit sections and the Encounter tables in the book, you can use this player aid instead. In order to avoid spoilers, we are not sharing the content of the Encounters, but you can still make a note here of the Encounters you already checked. For the same reason we are not including the lists of recruitable characters or other limited options, so you can just make a note here of the ☐ you marked under each Location.

Arkham						
1	2	3	4	5	6	7
Los Angeles						
1	2	3	4	5	6	7
The Backwoods						
1	2	3	4	5	6	
New Orleans						
1	2	3	4	5	6	7
Big Cypress Swamp						
1	2	3	4	5	6	
New York						
1	2	3	4	5	6	7
Boston						
1	2	3	4	5	6	
Providence						
1	2	3	4	5	6	7
Catskill Mountains						
1	2	3	4	5	6	
Salem						
1	2	3	4	5	6	7
Chicago						
1	2	3	4	5	6	
San Francisco						
1	2	3	4	5	6	7
Innsmouth						
1	2	3	4	5	6	
St. Louis						
1	2	3	4	5	6	7
Kingsport						
1	2	3	4	5	6	
Townshend						
1	2	3	4	5	6	7



FOUR AGAINST THE GREAT OLD ONES

MAP



FOUR AGAINST THE GREAT OLD ONES - PLAY SHEET

NAME	CHARACTER TYPE:	
LIFE	SANITY	LEVEL
Preferred weapons:		
Equipment:		
Abilities:		
Helpers:		

NAME	CHARACTER TYPE:	
LIFE	SANITY	LEVEL
Preferred weapons:		
Equipment:		
Abilities:		
Helpers:		

NAME	CHARACTER TYPE:	
LIFE	SANITY	LEVEL
Preferred weapons:		
Equipment:		
Abilities:		
Helpers:		

NAME	CHARACTER TYPE:	
LIFE	SANITY	LEVEL
Preferred weapons:		
Equipment:		
Abilities:		
Helpers:		

THE CLOCK IS TICKING!

Forty days from now, a dark cult will congregate somewhere in the United States to summon a cosmic entity of infinite horror! The only hope for the world is a group of four intrepid investigators who will stop at nothing to find the necessary clues, identify the cult, and stop the great ritual before it is too late!

Four Against the Great Old Ones is a game of Lovecraftian dread and horror set in the 1930s. It is an old-school pen-and-paper game that can be enjoyed in solitaire, cooperatively, or as an RPG-lite. It is a standalone game based on the *Four against Darkness* system, modified to include *Insanity*, *Helpers*, 8 new main characters, a unique clue system, 6 possible final encounters (each a full mini-game), and more.

Narrative-driven and true to its source material, ***Four Against the Great Old Ones*** will provide you with a deep immersion in Lovecraft's world. The game is designed to be challenging, and will require determination, bravery, skill, and favorable astral alignments to win.

Do you dare to pursue this dangerous investigation?
Do you dare to face the Great Old Ones?

