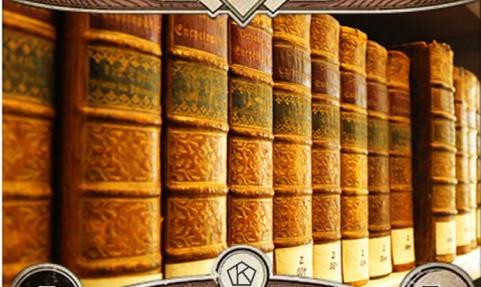


### Library Archives



3 LOCATION 3

**Forced** –When you move to this location Test (3). If you fail, cancel the effects of the move.

*There was something unnerving about the dark racks of records - was there someone in here with me?*

1/1

1/1

*Shadow over Insmouth*  
 "When I had tried to question the natives in the shops, the lanch room, the garages, and the fire station, I had found them even harder to get started than the ticket-agent had predicted; and realised that I could not spare the time to overcome their first instinctive reticences... and the people at the library shewed much the same attitude" - *The*

### Library Archives

### Hotel Room



3 LOCATION 1

*"The room proved a very pleasant and well-furnished one, devoid alike of musty odour and disturbing sense of vibration" - The Whisperer in Darkness*

1/1

1/1

*This is the room where Lady Jamieson was found dead - there were no marks on her body, and the door was locked from the inside. Apparently the screams from the room were unmerciful, and her dead face was frozen in a look of terror! The police insist nobody entered or left the room before or after her death.*

### Hotel Room

### The Temple



2 LOCATION 1

Any player in this location does not draw an encounter card during the Mythos phase. No toy or humanoid can move to The Temple location.

► **Resign** If the investigator has the Runed Cube in their play area →R(2)  
 Otherwise if the last remaining player →R(1)

1/1

1/1

*The Temple was now owned by the Masons, but had clearly been built over older foundations - the foundation stones bore unearthly, but strangely comforting runes and shapes.*

### The Temple

### Town Hall



3 LOCATION 1

**Forced** – The first time a player reveals this location test against 3. If fail take one horror.

*So many deaths, young and old, rich and poor, none have been spared.*

1/1

1/1

*A good place to look into records of recent deaths?*

### Town Hall



Got no Strings...

*Hazard*

**Revelation** – Test ⚔ (3) If fail put put **Got no Strings...** into play in your threat area. You are unable to perform any move actions

**Forced** – At the end of the round discard Mind Games

Got no Strings...

*Hazard*

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## Vigilantes

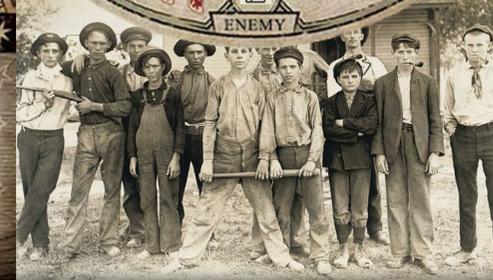
2 2 2

*Humanoid*

Hunter

**Spawn** - Any empty location but The Temple or the Bedroom.

*Outsiders are to blame for all that has happened in this town - time for all decent citizens to take matters into their own hands.*



# Vigilantes

2 2 2

Humanoid

Hunter

**Spawn** - Any empty location but The Temple or the Bedroom.

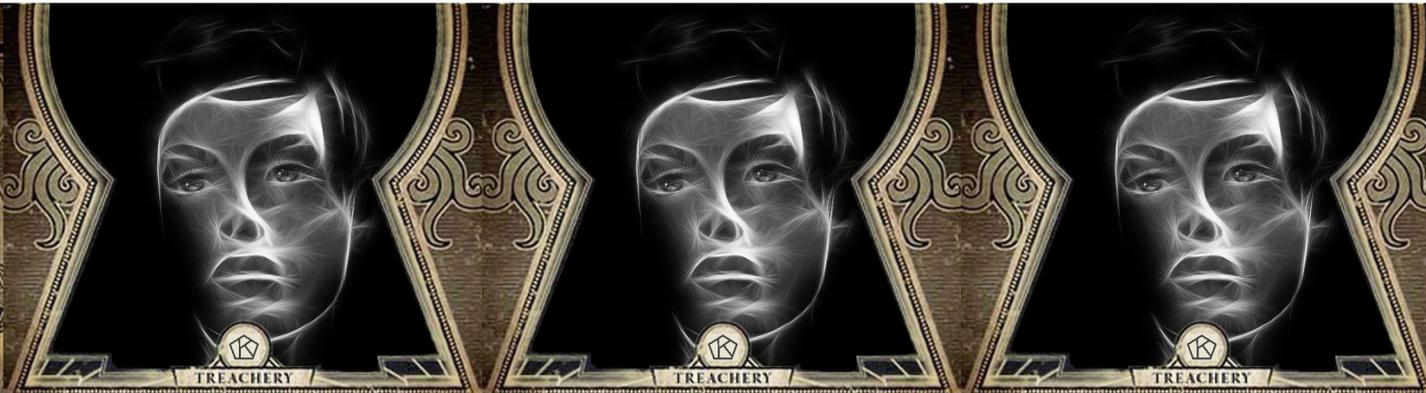
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ENEMY



1/1



TREACHERY

TREACHERY

TREACHERY

## Mind Games

## Mind Games

## Mind Games

Hex

Hex

Hex

**Revelation** - Discard one of your assets held in either or both hands. Put Mind Games into play in your threat area. You cannot play assets.

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**Forced** - At the end of the round discard Mind Games

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1/1

1

1/1

1

1/1

1





**Watch your feet!**

**Watch your feet!**

**Watch your feet!**

**Whispers in the Dark**

*Hazard*

**Revelation** – test ♣ (3). For each point you fail by take 1 damage

*Who left that lying there?*

*Hazard*

**Revelation** – test ♣ (3). For each point you fail by take 1 damage

*Who left that lying there?*

*Hazard*

**Revelation** – test ♣ (3). For each point you fail by take 1 damage

*Who left that lying there?*

*Hex*

**Revelation** – Put Whispers in the Dark into play in your threat area. The first time you perform an investigate action each round, it costs one additional action

**Forced** – At the end of your turn: test ♣ (3). If you succeed discard Whispers in the Dark.





**Whispers in the Dark**

*Hex*

**Revelation** –Put Whispers in the Dark into play in your threat area. The first time you perform an investigate action each round, it costs one additional action

**Forced** – At the end of your turn: test ●(3). If you succeed discard Whispers in the Dark.

**Tick Tock Tick Tock**

3 2 2

*Toy, Elite*

**Forced** – At the start of the Mythos phase place 1 doom on Tick Tock Tick Tock. This effect can cause the current agenda to advance.

**Victory 1**

ENEMY



**Enraged Shopkeeper**

3 2 4

*Humanoid*

**Prey** –Investigator with lowest strength

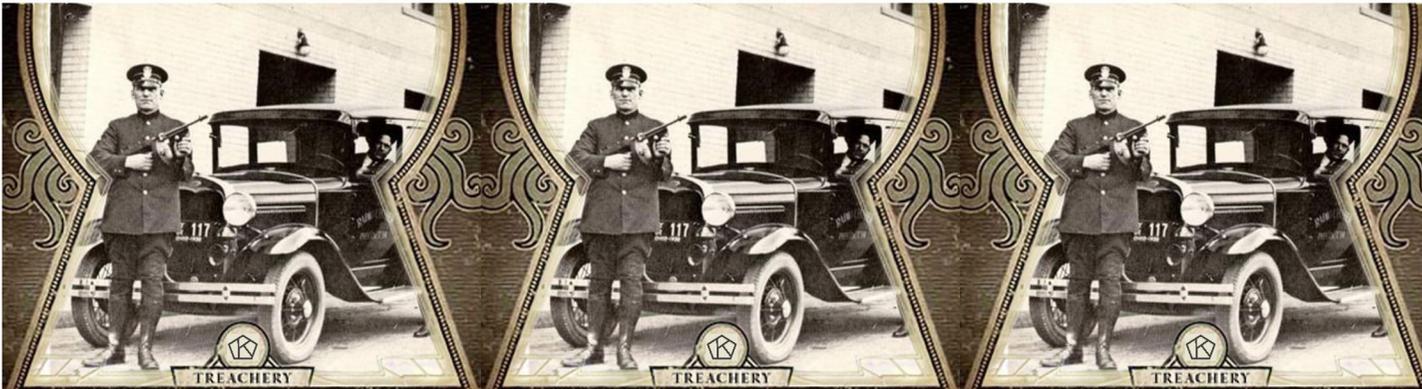
Hunter, Retaliate

*“You bunch of thieves, you’ll never get The Cube, it’s mine I tell you, all mine”*

**Victory 1**

ENEMY





### Nervous Police

**Revelation** – Test  (3). If you fail your character is placed in the Hotel Room location. All your engaged enemies become unengaged and remain in your current location.

*“Funny things have been happening after dark around here - there is a night-time curfew - we will escort you back to your Hotel Room”*

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## Crazy Axeman

2 2 2

Humanoid

**Spawn** – Location of investigator with lowest  who is not in The Temple.  
Retaliate

*A man driven insane by the noises in the night, the furtive scuttlings of unseen tormentors. Now someone, anyone, will pay for this.*





Agenda 1a

## The Nephew Calls

The nephew of Lady Jamieson pays you a visit - your interest in the occult and strange happenings is well known. Lady Jamieson died in curious circumstances whilst passing through Deepvale. The local police regard her death as due to natural causes, but he is unhappy with the lack of a thorough investigation - would you dig deeper and find out a little more?

7

AGENDA 1b



Someone is definitely trying to hamper your researches - you are sure you are being followed, and inanimate objects, mainly toys, seem to be underfoot tripping you up. You even think you saw a teddy bear following you, but when you looked back it was just a toy. The sooner you can finish your investigation and get out of this town the better - and now it is starting to get dark.

Put the following locations into play - **Back Alley, Bedroom, Cellar, Shop Floor, Ye Olde Toye Shoppe**  
Place **Tick Tock Tick Tock** in the **Cellar** and **Evil Teddy** in the **Back Alley**

## The Nephew Calls

EASY / STANDARD

- X, where X is the number of **Toys** in play
- 2. Place 1 doom on the nearest enemy
- 3. If you fail place one of your clues on your location.
- 4. If the **Runed Cube** is in play take 1 horror.

Act 2a



## Play Time !

When you put pins marking the location of each death on a map of Deepvale, it is clear that the deaths centre around one street, indeed around one shop - **Ye Olde Toye Shoppe**.

An initial visit during opening hours reveals nothing of interest - it's time to pay another visit after closing hours

6



ACT 2b



Why do the toys seem to move, why are their eyes watching you?  
Why does the Toy shop seem to emanate a foul miasma? The closer you get to it the more your vision becomes clouded. The centre of the effect seems to be the **Runed Cube**. Time to get that cube and get out of here.

Act 1a



## Mind Games

Following the instructions of Lady Jamieson's nephew you book yourself into the same hotel room that she died in - time to do a little research into this town of Deepvale.

6



ACT 1b



Your initial research has found that there has been a spate of deaths in the last few months. All took place during the night hours, and in each case the victims carried no marks of violence, but clearly showed signs of being terrified.

So Lady Jamieson's death, and the way in which she died was not unique. Time to explore further.

A search of the local newspaper shows that just before the deaths started an old man of Middle Eastern extraction had visited the town to give a talk on ancient artifacts. He exhibited a strange soapstone cube and intimated that it might be for sale at the right price. It was well known in town that Mr Markham, the proprietor of **Ye Old Toye Shoppe**, was an avid collector of curios.

Put the following locations into play - **Back Alley, Bedroom, Cellar, Shop Floor, Ye Olde Toye Shoppe**

- 5. If the **Runed Cube** is in play take 2 horror.
- 4. If you fail place all your clues on your location.
- 4. Place 2 doom on the nearest enemy.
- 3. If you fail, after this skill test, search the encounter deck and discard pile for a **humanoid** enemy and draw it. Shuffle the encounter deck.

HARD / EXPERT

## The Nephew Calls

## Setup

- Assemble the chaos bag.
  - Easy: +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, skull, skull, skull, skull, star, star, star, star
  - Normal: +1, 0, 0, 0, -1, -1, -1, -2, -2, -3, -4, skull, skull, skull, star, star, star, star
  - Hard: 0, 0, 0, -1, -2, -3, -3, -4, -5, skull, skull, skull, skull, skull, star, star, star, star
  - Expert: 0, -1, -1, -1, -2, -2, -3, -3, -3, -4, -4, -5, -6, -8, skull, skull, skull, skull, skull, skull, star, star, star, star
- Gather all encounter cards from The Nephew Calls. Shuffle these cards to form the encounter deck.

1

2

- Set aside the following cards out of play: Enraged Shopkeeper, Runed Cube, Trick Tock Trick Tock, Back Alley, Bedroom, Shop Floor, Ye Olde Toy Shoppe, Cellar.
- Put the Library, Hotel, the Temple, and Town Hall into play. Each investigator begins play at the Hotel.
- All encounter cards with victory points are set aside out of play when defeated.

## Mechanical Men

3 4 3

Toy

**Spawn** – Any empty location other than The Temple.

*"They came on me as a relentless, fearless wave of clicking and sparking, overwhelming in their sheer weight of numbers"*



## Evil Teddy

4 2 4

Toy, Elite, Hunter

**Spawn** -- Back Alley (if Back Alley not in play put into play)

*"My searchlight expired, but still I ran. I heard voices, and yowls, and echoes, but above all there gently rose that impious, insidious scurrying, gently rising, rising as a stiff bloated corpse gently rises above an oily river that flows under endless onyx bridges to a black putrid sea. Something bumped into me - something soft and plump."* - *The Rats in the Walls*

**Victory 2**



## Runed Cube

0

ASSET



This asset may never leave the play area of the investigator unless the investigator is eliminated, if this happens it is placed in the play area of an investigator in the same location. If no other investigator is in the same location (→R 3)  
**Forced** – All Toys in the same location as the Runed Cube heal 1 damage at the start of the Mythos phase.  
**Victory 1**





Back Alley

4



LOCATION

1



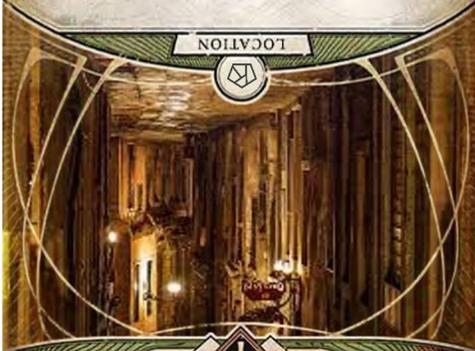
**Forced** – On moving to this location Test (4) - take 1 damage for each point you fail by

*A dark, damp, cluttered shortcut between two main thoroughfares.*



*"At a guess I'll guarantee to lead you to thirty or forty alleys and networks of alleys north of Prince Street that aren't suspected by ten living beings outside of the foregners that swarm them." - Beyond the Walls of Sleep*

LOCATION



Back Alley



Bedroom

3



LOCATION

2



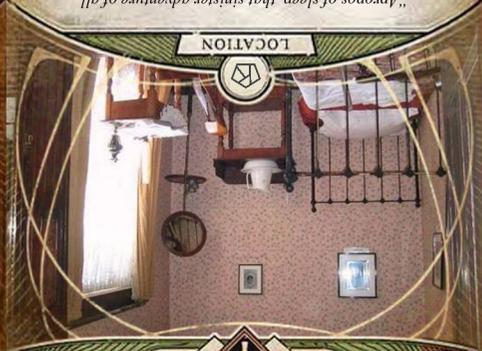
**Forced** – The first time any player moves to this location put Enraged Shopkeeper into play at this location.

**Surrender** 2 clues to place Runed Cube in play in the play area of any investigator at this location



*"...Apropos of sleep, that sinister adventure of all our nights, we may say that men go to bed daily with an audacity that would be incomprehensible if we did not know that it is the result of ignorance of the danger." - Hypnos*

LOCATION



Bedroom



Cellar

4



LOCATION

2



*What is that infernal ticking sound?*



*"It was the dank, humid cellar which somehow exerted the strongest repulsion on us, even though it was wholly above ground on the street side, with only a thin door and window-perced brick wall to separate it from the busy sidewalk. We scarcely knew whether to haunt it in spectral fascination, or to shun it for the sake of our souls and our sanity." - The Shunned House*

LOCATION



Cellar



Shop Floor

3



LOCATION

2



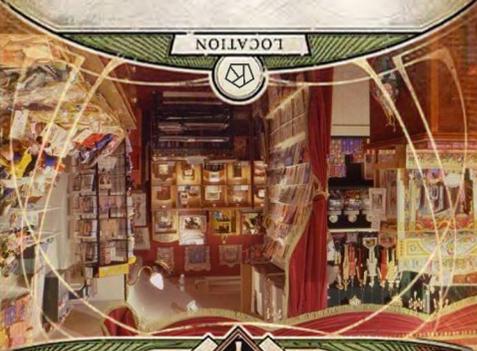
**Forced** – Test (2) to make a move action from this location. A failure means that the move action fails.

*So much to see and do - look at the toys over there, and on this shelf, so many bright colours, attractive shapes - maybe I can stay just a little longer?*



*A child's delight with shelves full of dolls, teddys, puppets and mechanical men*

LOCATION



Shop Floor

**Ye Olde Toye Shoppe**

**3** LOCATION **2**

**Forced** – The first time a player reveals this location test against 3. If fail take one horror.

The old shop has seen better times. The windows are dirty, the paint is cracked and peeling, and the toys in the window are covered in cobwebs and dust.

... I felt the strangling tendrils of a cancerous horror whose roots reached into limitless pasts and fathomless abysses of the night that broods beyond time.

**Ye Olde Toye Shoppe**

**Jack in the Box**

3 1 4

Toy

**Forced** – Any player engaged by Jack in the Box at the start of the investigation phase must exhaust all assets in play

BOO!!!

ENEMY

Act 3a

**The Runed Cube**

The Runed Cube is the key to this - it seems to trick your mind that inanimate objects, mainly toys, are attacking you. Although the attacks are just illusions, the damage done to your mind is real. There is only one place in town that can stop its power - The Temple.

**Objective** – An investigator must carry the Runed Cube to The Temple.

ACT 3b

|| Peace....peace at last.

### Rocking Horse

4

2

3

*Toy, Elite*

**Spawn** – Engaged with prey

**Prey** – Most clues not at The Temple location. If no prey spawn in **Shop Floor**

*"Madness rides the star-wind... claws and teeth sharpened on centuries of corpses... dripping death astride a bacchanale of bats from nigh-black ruins of buried temples of Bella"*

**The Hound**

**Victory 1**



ENEMY



Agenda 2a



### Today's the day.....

*Tick tock tick tock - time is fast running out - something is aware of your interest, and it might have been better if some things were left undisturbed... too late now*

7

1/1

1a

### DO NOT READ

UNTIL THE END OF THE SCENARIO

→R 1 You have failed - when you emerge from the Temple in the early dawn three more townsfolk died in the night - Ye Olde Toyce Shoppe stands as it always has, with the toys neatly arrayed on the shelves. Gain 1 experience per victory point.

→R 2 Once within The Temple grounds the ancient wards stop the emanations from the Ruined Cube. When dawn breaks you leave The Temple, and aside from a few more dead townsfolk all is quiet. It is now clear that some malevolent entity was using the cube to influence minds - there are no evil teddy bears or ambulant puppets - it was all in the mind. Those who died did so from sheer terror.

You take the first train to the sea, hire a motor boat, go far out as far as you can before night falls again and drop the cube in the ocean. Gain 1 experience per victory point.

1

6

(→R 3) You have failed. All investigators who have not resigned are overwhelmed by an imaginary horde of toys and die from sheer terror. The night remains a time of terror for the townsfolk of Deprvale

DO NOT READ  
UNTIL THE END OF THE  
SCENARIO

Agenda 3a



### ...the Teddy Bears have their picnic

*Things are moving towards a climax - the front windows of the toy store shatter and burst outwards as toys leap and scramble through the broken shop doorway into the street, attacking anybody in sight. You must seek sanctuary.*

6

1/1

1



AGENDA

3b



*Too late - you are buried in an avalanche of clawing biting and scratching toys.*

→R 3