

Resolution 5: Oh, sh—*BOOM!*

Agenda 2a

Enemies Closing In

Your inquiries around town have not been well received by some of the less savory members of Stumptown. All your findings point to a shadowy crime boss named Douglas R. Wilson. He must hold a lot of sway over this town because few will mention his name and even then, only in a whisper. Sounds like someone you do not want to cross. You pull up your collar to keep out the chill coming off the Willamette river as you quicken your pace.

4

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Douglas R. Wilson, I presume

Deep down you knew that you would not be able to avoid the head of Portland's criminal underground. What you did not jathom was his complete and total obsession with the sewers. Something down there is at the very heart of his operation & it looks like he is willing to sacrifice everything to protect it.

Forced – If you did not find the “notes on the Shanghai tunnels,” add 1 doom when putting Agenda 2a into play.

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Agenda 3a

Rising Waters

All the pieces are coming together and you are faced with the enigma of Wilson and his brood. The missing sailors, roaming crimpers, deep ones and rising waters are all part of his plan to flood the city and turn Portland into an underwater realm of deep ones and their horrid offspring. You have no time to lose before the city is lost below the murky waters of the Willamette.

6

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The Croak of Doom

You hear the sound of people in the streets screaming and yelling as the cold waters of the Willamette crash through the thoroughfares and into the buildings downtown. All of a sudden the screams are down out by the deeper and hostile croaks of what sound like enormous frogs.

(→RD)

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Lurker in the Lobby

EASY / STANDARD

- 1 (-3 if you are at an *Underground* location).
- 2. If a *deep one* monster is at your location, lose half your resources rounded up.
- Reveal three more tokens. Choose two to resolve.
- 3. If you fail this test, discard a card from your hand.

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Lurker in the Lobby

HARD / EXPERT

- 2 (-4 if you are at an *Underground* location)
- 3. If a *deep one* monster is in play, lose two resources.
- 1. If you fail, lose a health and a sanity.
- 4. If you fail this test, discard two cards from your hand.

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Agenda 1a

The Summons

After arriving to Portland by train, it was easy to feel the apprehension hanging in the air. According to the local papers, there have been numerous accounts of rumors of strange people lingering in the darkened streets, and complaints of large vermin issuing from underground (likely displaced by recent sewer work). Without delay you find a taxi and secure a ride to Pittock Mansion.

4

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The Trap Tightens

It's clear that something nefarious is going on. As you race about town to put the pieces of this grim puzzle together, you sense that time is growing short.

Forced – Lead investigator chooses **one**.

- Each investigator loses a resource. Lead investigator loses an additional resource.
- Each investigator takes a horror.

Optionally – Lead investigator chooses **both**.

- Remember that the investigators are “fully committed.”

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Act 1a

Gone without a trace!

As you arrive at the mansion, you reflect on the rumors the driver told you. People go missing near the river especially those who frequent the more questionable establishments. With all these strange happenings, it is little wonder that the owners of the Oregonian newspaper have hired you to get their reporter back.

Objective – When all investigators are at the revealed Moon & Sixpence Pub location, they can spend the requisite clues as a group to advance.

4

Illustration: John Donald Carlucci

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5/41

Entrance Discovered

After closely watching the bar staff and patrons for the better part of the evening, you discover the location of a trapdoor leading to the Shanghai tunnels. Waiting for the right distraction, you quickly steal through the door and descend the damp stone stairs. As you close the trapdoor, you hear it lock into place! You must find another way out.

Remove the encounter deck & above locations from play.

Put into play the set-aside **underground** encounter deck and **underground** locations.

Place all investigators at the Tunnels Entrance location.

Spawn the set-aside Douglas R. Wilson enemy at The Sewer's End location.

ACT 1b

Act 2a

A Sinking Feeling

Through your investigations you know that everything that has been happening is originating from underground. You also know that the Oregonian reporter was last seen at the Moon & Sixpence and you feel like you have successfully retraced his last actions before his disappearance. But you don't think this story will have a happy ending.

Objective – When investigators have discovered evidence of the reporter's fate, advance.

1

Illustration: John Donald Carlucci

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6/41

There must be a way!

You read the notebook & discover that Wilson was accessing the sewers through the Theatre's furnace room. What was more astonishing was the claim that Wilson transformed into a blasphemous fish-frog of nameless design – The Lurker!

Objective – "If it is made of flesh & blood, it can be killed!" If the *The Lurker* is defeated in physical combat. (→ R1)

Objective – "Find the dynamite and bury this thing!" While an investigator is engaged with the *The Lurker*, they may choose to advance. (Limit once per phase.) If the Explosives have been found an investigator can collapse the tunnel sealing off the *The Lurker* and the horrors of the Shanghai Tunnels. If you collapse the Tunnels (→ R2).

Objective – "Lure the creature to a fiery end!" If the *The Lurker* is burned alive in the furnace room. (→ R3)

ACT 2b

A

Pittock Mansion

LOCATION

Portland, Oregon.

You approach the main entrance way to the Pittock Mansion slowly, marveling at the eclectic collection of Jacobean, Edwardian, Turkish, and French Renaissance architecture. It speaks of wealth.

B C

Illustration: John Donald Carlucci

Lurker Films 2021

7/41

A

Pittock Mansion

LOCATION

Portland, Oregon.

Forced – After you fail a test while in the Pittock Mansion: take 1 horror.

Feeling they are not telling you the whole truth, you find a chance to slip away & search the study.

➤: Test (4) If successful, remember you have "found notes about the Shanghai tunnels."

1

B C

Illustration: John Donald Carlucci

Lurker Films 2021

7/41

B

Union Station

LOCATION

Portland, Oregon.

Near the west shore of the Willamette River in Old Town you find the train station. As you look around you admire the Romanesque architecture until you see the people lurking in the lobby.

A C D

Illustration: John Donald Carlucci

Lurker Films 2021

8/41

B

Union Station

LOCATION

Portland, Oregon.

➤ **Resign.** "You realize that you cannot stop what is happening." You take the first train to Salem hoping to distance yourself from the disturbing events plaguing the town. (→ R4)

Spawn one of the set-aside *Private Investigator* assets at this location randomly.

1 0

A C D

Illustration: John Donald Carlucci

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8/41

C **Portland Art Museum**

LOCATION

Portland Oregon.

This gorgeous brick and columned building is located in the heart of downtown. You notice something out of place, a poster imploring, "SAILORS MUST BE SLAVES NO MORE!" Clearly a call to action to put an end to the roving crimping gangs of Portland.

A B D E H

Illus. John Donald Carlucci Larkier Films 2021 9/41 9

C **Portland Art Museum**

LOCATION

Portland, Oregon.

4 **1**

Spawn set-aside Doctor Migliore asset at this location. The current exhibit displays cultural artifacts from the Tillamook, Sieltz & Chinook costal tribes. One carving of As'aiyahatl catches your attention... a god who used its powers to change people into fish.

A B D E H

Illus. John Donald Carlucci Larkier Films 2021 9/41 9

D **Mount Tabor Park**

LOCATION

Portland Oregon.

Rising high above the Willamette river, the park, built upon a dormant volcanic vent, is the home of Portland's reservoirs. The gatehouses, lamps, and wrought iron fences are all artistically constructed but the park feels ominous in the gathering gloom.

B C

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D **Mount Tabor Park**

LOCATION

Portland, Oregon.

3 **1**

Forced – When you leave this location, take 1 horror or discard 4 cards from the top of your deck. Spawn the set-aside *The Mystics* asset at this location. *You start to feel dizzy from the surrounding Douglas fir trees as they sway seemingly to their own music under the twinkling stars.*

B C

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E **Moon & Sixpence Pub**

LOCATION

Portland Oregon. Pub.

A small sign reads, "Closed. Back Soon." You cannot move into the Moon & Sixpence Pub. Normally a lively English-style pub, the venue is now empty. Rumors of giant rats & other vermin, displaced from the recent sewer work, have kept people away... or so you have heard.

C

Illus. John Donald Carlucci Larkier Films 2021 11/41 11

E **Moon & Sixpence Pub**

LOCATION

Portland, Oregon. Pub.

3 **1**

*Spawn the set-aside *The Muscle* asset at this location. Scattered about the room are a few hearty patrons. Most appear to be construction workers from the big sewer project. They eye you cautiously as they nurse their beers.*

C

Illus. John Donald Carlucci Larkier Films 2021 11/41 11

H **Hollywood Theatre**

LOCATION

Portland Oregon. Theatre.

The new picture palace is a marvel with its Spanish colonial exterior & Bernini inspired gothic carvings that look down and mock you. But why are there no lines? Maybe its because the Historical Society is showing another one of their esoteric research films.

C L

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H **Hollywood Theatre**

LOCATION

Portland, Oregon. Theatre.

1 **0**

Forced : After you reveal this location, test (3). If you fail, take 2 damage from falling masonry. An accident? Spawn the set-aside *The Vendor* asset at this location. *The display case of coming attractions announces: THE SHADOW OVER PORT CHARLOTTE starring Chris Gilmore & William Knapp*

C L

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L Hollywood Theatre Lobby



LOCATION

Portland Oregon. Theatre.

The strange non-Euclidian lobby makes your head spin for a moment but you quickly recover after smelling the delicious scent of popcorn wafting toward you from the concession stand.

H

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L Hollywood Theatre Lobby



3 **LOCATION** **2**

Portland, Oregon. Theatre.

►: Pay 1 resource at the concession stand to heal 1 damage & 1 horror. Limit once per game.

Off the main entrance, you see the open door to the executive office of Douglas R. Wilson. On his impressive mahogany desk you notice, spread out, a set of tidal charts and blueprints to the sewer & city reservoir systems.

H

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F Shanghai Tunnels Entrance



LOCATION

Shanghai tunnels, Underground.

Built by Chinese laborers, the slick smooth stairs lead down into the darkness & the entrance to the Shanghai tunnels. According to the scholars, gambling dens, brothels, and opium parlors were all connected to this labyrinth, with steel doors and security measures designed to deal with any trespassers.

G

Illus. John Donald Carlucci Lurker Films 2021 14/41 14

F Shanghai Tunnels Entrance



3 **LOCATION** **1**

Shanghai tunnels, Underground.


Forced – Test (4) If you fail, take 1 direct damage from falling down the slick steps.

The scholars also told you that the tunnels were once used legitimately to keep ship supplies out of the rain & away from the heavy street traffic above but now they were only used for illicit purposes.

G

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G Shanghai Tunnels



LOCATION

Shanghai tunnels, Underground.

As you explore the tunnel, you hear a crunching noise beneath your feet. You freeze in place, shining your light down at the ground, and see broken glass everywhere. Good thing you are wearing shoes.

F **J**

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G Shanghai Tunnels



3 **LOCATION** **1**

Shanghai tunnels, Underground.

Forced – Evaded enemies take 1 damage at this location.

You see a large, jumbled pile of men's and women's shoes. Moving the shoes aside, you reveal a small notebook and a broken camera labeled, "Property of the Oregonian." The investigators now know the unfortunate fate of the missing reporter.

F **J**

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I A Maze of Sewers



LOCATION

Sewers. Underground.

The sewer branches out from here all through out the city.

J

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I A Maze of Sewers



4 **LOCATION** **1**

Sewers. Underground.

If investigators have parleyed with *The Muscle*, spend ► to discover *The Explosives* asset and put it into play at this location.

You see signs of recent construction but the exit is barred. It is not safe to continue.

J

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J Sewer's End

LOCATION

Sewers. Underground.

To the northwest, the passage falls off sharply and the water becomes very high. The tunnel looks very precarious here. Random scraps of lumber have been placed against the walls and ceiling in an attempt to hold back the eroding structure.

G I K

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J Sewer's End

LOCATION

2

Sewers. Underground.

Forced – At the end of the round, investigators at this location must test (4) or (4). Take 1 damage for each point you fail by from failing debris.

You can see a new opening has been made that slopes downward to a flooded tunnel. It looks much older & more roughly hewn than that of the sewers. A steel door is off to one side.

G I K

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K Hollywood Theatre Furnace

LOCATION

Theatre. Underground.

A stout, steel door bars your way. You notice that it is newer than its surroundings and has what appears to be multiple parallel scratch marks on the freshly painted metal.

J L

Illus. John Donald Carlucci Lurker Films 2021 18/41 18

K Hollywood Theatre Furnace

LOCATION

3

Theatre. Underground.

➤ : Only investigators at this location may spend 4 clues, as a group, to incinerate *The Lurker* (3 clues if “fully committed”). If successful, proceed to (➔R3).

You find a massive open pit gas furnace on the other side of the door. The pilot light is on but thankfully the furnace is off.

J L

Illus. John Donald Carlucci Lurker Films 2021 18/41 18

0 Doctor Migliore

ASSET

Ally. Portland, Oregon. Curator.

➤ : Test (4). If successful, put *The Scholars* into play at the Hollywood Theatre Lobby. “They know all about it.”

You read that the doctor was involved with the Arkham Museum’s Legacy of the Pharaohs exhibit. If asked about the rumors of missing artifacts & strange illnesses, he vehemently denies it.

J L

Illus. John Donald Carlucci 2021 Lurker Films 19/41 19

2 Aaron Burnside, P.I.

ASSET

Ally. Portland, Oregon. Private Investigator.

➤ : Pay 4 resources to hire & place into your play area.

☹ : Exhaust to have any investigator dodge an attack at the same location as this ally.

Yeah, I remember that reporter. Seemed pretty excited about the theatre. I thought it was a trip for biscuits... although now... I’d watch your back if I were you.

J L

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2

ASSET

Chris Lovejoy, P.I.

Ally. Portland Oregon. Private Investigator.

➤ : Pay 4 resources to hire & place into your play area.

⚡ : Exhaust to redirect damage to this ally from an attack on any investigator at Chris Lovejoy's location.

Yeah, I remember that reporter. Kept saying he was being followed by fish men! Ha! I thought he was ready for a trip to the bouncy house.

Illus. John Donald Cartucci2021 Larkier Films21/4121



0

ASSET

The Muscle

Ally. Above. Portland, Oregon. Sewer workmen.

➤➤➤ : **Parley.** After you buy a few rounds, stories begin to fly about giant rats and how the drilling & blasting uncovered an older tunnel system. Remember that they "revealed where their equipment is stored" in the sewers.

You wouldn't believe what we find in the sewers. Once we found a package addressed to Dagon Industries...

Illus. John Donald Cartucci2021 Larkier Films22/4122



0

ASSET

The Mystics

Ally. Above. Portland, Oregon.

➤ : Draw until you get one of the following symbols.

- ☠ – Look at top 3 cards of your deck, keep 1, & reshuffle.
- ✦ – Gain 1 clue or 2 resources.
- ♠ – Return a card from your discard pile to your hand.
- ♣ – Add 2 charges, supplies, or ammo to controlled asset.
- ☠ – Take 1 horror.

The stars are right... but they do not favor you.

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0

ASSET

The Scholars

Ally. Above. Portland Oregon. Historians.

➤ : Draw a token from the bag. If you draw one of the following tokens (☠, ☠, ♠, ✦) the Moon & Sixpence Pub location now reads "Open for business."

You listen as the scholars talk excitedly about the myths, the underground shipping tunnels and the Shanghaing. One thing is certain, all paths lead to the Moon.

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0 **Mysterious Street Vendor**

ASSET

Ally. Above. Portland Oregon. Street Vendor.

► : Spend the resources indicated to make a purchase
 2 Elixir – Immediately remove a treachery or basic weakness from an investigator's threat area at this location.
 4 • A Better Rat Trap – Add the set-aside card to your play area.
 6 Tiki Statue – Search your discard pile for 1 card & draw it.
*Hey there! Looks like you are in a spot of trouble.
 Don't worry, I have just the thing to help.*

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***Douglas R. Wilson**

3 3 2

Criminal. Elite. Human.

Hunter. Retaliate.

► If killed, flip this card over to other side.

The owner of the Hollywood Theatre looks well groomed right down to his pointy nails. He smells of pyramid patchouli & anchovies.

ENEMY

Illus. John Donald Cartucci 2021 Lurker Films 26/41 26

The Lurker

4 5 5

Monster. Deep One.

Prey - Highest
 Hunter. Retaliate.

Just when you think the nightmare is over, Wilson spasms and starts sloughing off skin in sheets. Underneath, his muscles writhe with silvery scales and his voice deepens into a primal croak.

ENEMY

Illus. John Donald Cartucci 2021 Lurker Films 26/41 26b



***A Better Rat Trap**

ASSET

Trap.

► : Attach A Better Rat Trap to your location if it has the *underground* trait.

Forced – After an enemy enters the attached location, exhaust the enemy and deal it 2 damage. Discard trap from play.

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Explosives

ASSET

Item. Illicit. Unstable.

Test (4) to take control of the explosives safely. If you fail 3 attempts, the explosives are ruined, discard from play.

Forced – If you draw the , put the token back and draw again. If you then draw a , , or go to (→R5)

► : If at Sewer's End, light the fuse. Guard the fuse for 2 rounds. Once 2 doom are added to the agenda, proceed to (→R2)

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Crimping Crew

3 4 2

Human. Above.
Prey – Lowest Hunter.

Portland was a hard-drinking, hard-punching dockside town, and crimping paid well.

ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 29/41 29



Crimping Crew

3 4 2

Human. Above.
Prey – Lowest Hunter.

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ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 29/41 29



Crimping Crew

3 4 2

Human. Above.
Prey – Lowest Hunter.

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ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 29/41 29



Deep One Hybrid

2 2 1

Deep One. Humanoid. Above.
Spawn – Any Portland, Oregon location.
Hunter.

As I looked at him I saw that the back of his head was almost as hairless as his face, having only a few straggling yellow strands upon a grey scabrous surface. – H.P. Lovecraft, The Shadow Over Innsmouth

ENEMY

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ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 30/41 30



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ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 30/41 30



TREACHERY

Closing In

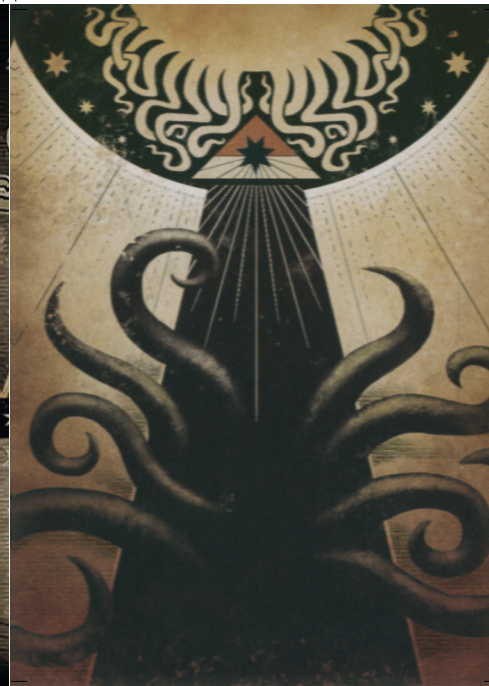
Scheme. Above.

Surge

Revelation – If there are any unengaged humanoids in play, move them all one location closer to you.

You are only paranoid if they are not out to get you... and they are out to get you.

Illus. John Donald Carlucci 2021 Lurker Films 31/41 31



TREACHERY

Closing In

Scheme. Above.

Surge

Revelation – If there are any unengaged humanoids in play, move them all one location closer to you.

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TREACHERY

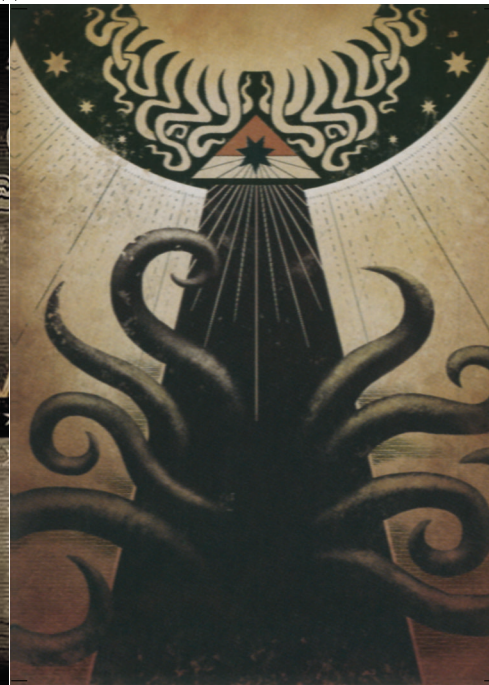
Movement in the Bushes

Terror. Above.

Revelation – If there is no copy of *Movement in the Bushes* in your threat area, put it in your threat area. If there is a copy, discard *Movement in the Bushes* and it gains surge instead.

Forced – You must either use your next action to move or take 1 horror. (Limit once per turn). If you move, discard *Movement in the Bushes*.

Illus. John Donald Carucci 2021 Lurker Films 32/41 32




TREACHERY

Movement in the Bushes

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Illus. John Donald Carucci 2021 Lurker Films 32/41 32




TREACHERY

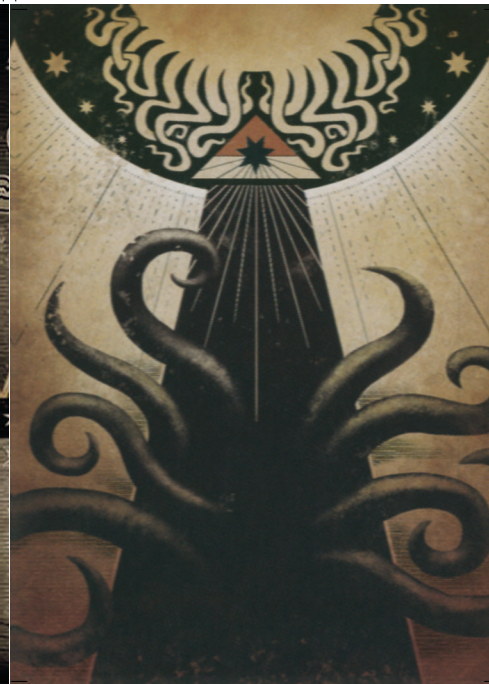
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Illus. John Donald Carucci 2021 Lurker Films 32/41 32




TREACHERY

Transformative Dreams

Terror. Above.

Peril

Revelation – You must choose to: take 1 horror or discard the top 3 cards from your deck.

You drift off for a moment and experience a lucid dream of transforming into some form of underwater creature. Waking suddenly in a cold sweat, you struggle to regain your bearings.

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TREACHERY

Transformative Dreams

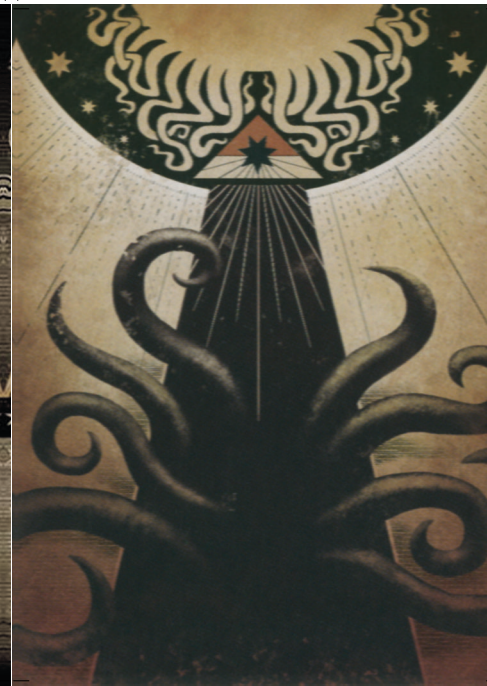
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TREACHERY

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TREACHERY

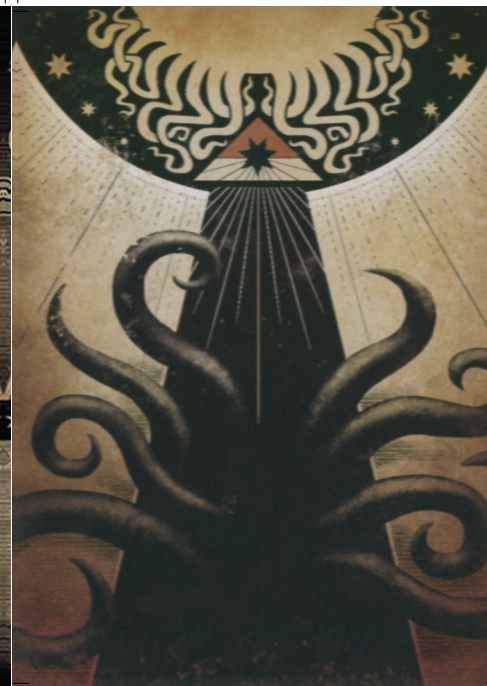
What does it all mean?

Confusion. Above.

Revelation – If you have no clues, *What does it all mean?* gains surge. If you have 1 or more clues, test (4). For each point you fail by, place 1 of your clues on a single connecting location.

The Witch House! Which house? That house? Your inquiries with the locals are getting you nowhere. You feel tired and confused.

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TREACHERY

What does it all mean?

Confusion. Above.

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TREACHERY

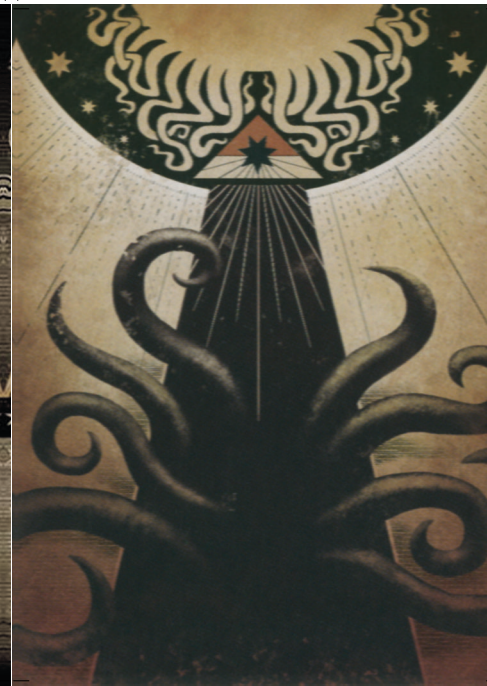
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TREACHERY

What's that sound?

Terror. Above.

Revelation – Test ☠ (3). If you fail, you lose an action this turn to look behind you.

There it is again! Sounds of movement that stop a moment after you stop. You know something is there but are afraid to look.

Illus. John Donald Carucci 2021 Larkur Films 55/41 35



TREACHERY

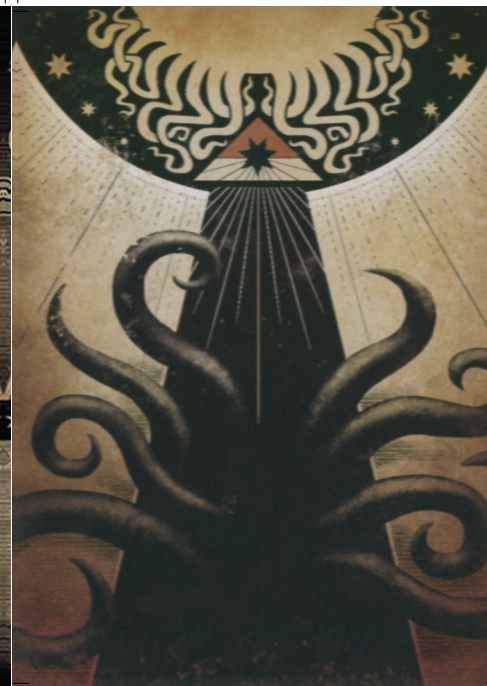
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Illus. John Donald Carucci 2021 Larkur Films 55/41 35



TREACHERY

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Giant Sewer Rat

2 2 3

Creature. Below.

Spawn – Place in Maze of Sewers location.
Prey – Lowest Hunter.

It is hard to say what is worse. Their sharp teeth or their malicious cunning.

ENEMY

Illus. John Donald Carlucci 2021 Lurker Films 36/41 36



Giant Sewer Rat

2 2 3

Creature. Below.

Spawn – Place in Maze of Sewers location.
Prey – Lowest Hunter.

It is hard to say what is worse. Their sharp teeth or their malicious cunning.

ENEMY

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Giant Sewer Rat

2 2 3

Creature. Below.

Spawn – Place in Maze of Sewers location.
Prey – Lowest Hunter.

It is hard to say what is worse. Their sharp teeth or their malicious cunning.

ENEMY

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Sewer Leech

2 1 -

Creature. Below.

Forced – Spend an additional action when fighting sewer leech or engaged investigator suffers 1 physical damage.

You shudder to think about what these leeches have been feeding on ...

ENEMY

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Sewer Leech

2 1 —

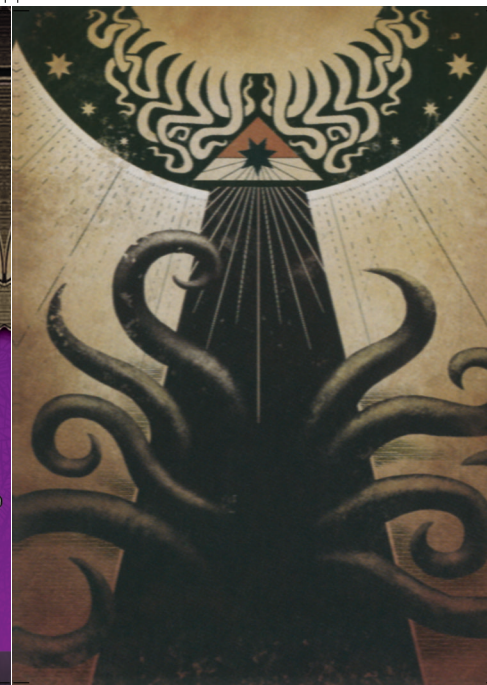
Creature. Below.

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ENEMY

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Sewer Leech

2 1 —

Creature. Below.

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ENEMY

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Blood Frenzy

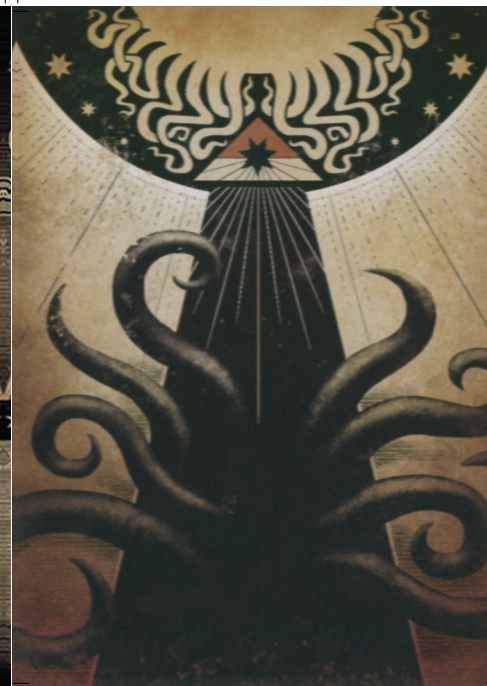
TREACHERY

Power. Below.

Revelation – If *The Lurker* is not in play, the investigators hear a unnerving bellow reverberating in the tunnels causing investigators to test (3) or take a horror then discard Blood Frenzy.

✦ If *The Lurker* is in play, attach Bloody Frenzy to it. Attached enemy gains +1 fight.

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Blood Frenzy

TREACHERY

Power. Below.

Revelation – If *The Lurker* is not in play, the investigators hear a unnerving bellow reverberating in the tunnels causing investigators to test (3) or take a horror then discard Blood Frenzy.

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TREACHERY

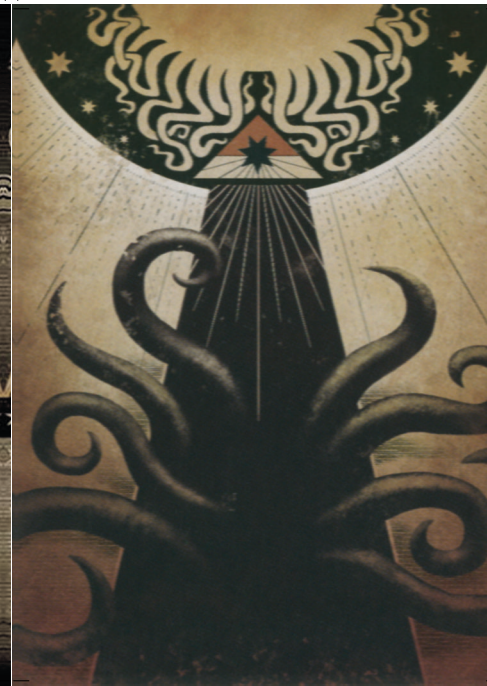
Blood Frenzy

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✦ If *The Lurker* is in play, attach Bloody Frenzy to it. Attached enemy gains +1 fight.

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TREACHERY

Horrors Below

Madness. Doom. Below.

Revelation – If *Horrors Below* is not in play, put into the threat area of the investigator with the lowest ⚡. That investigator discards a card from their hand at random.

Revelation – If *Horrors Below* is in play, force affected investigator to discard a card from their hand at random.

The sound of croaking echoes in your skull!

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TREACHERY

Horrors Below

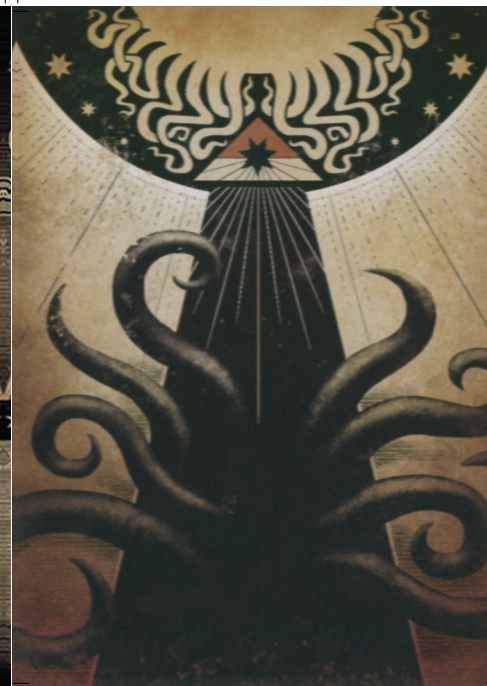
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Illus. John Donald Carucci 2021 Lurker Films 39/41



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TREACHERY

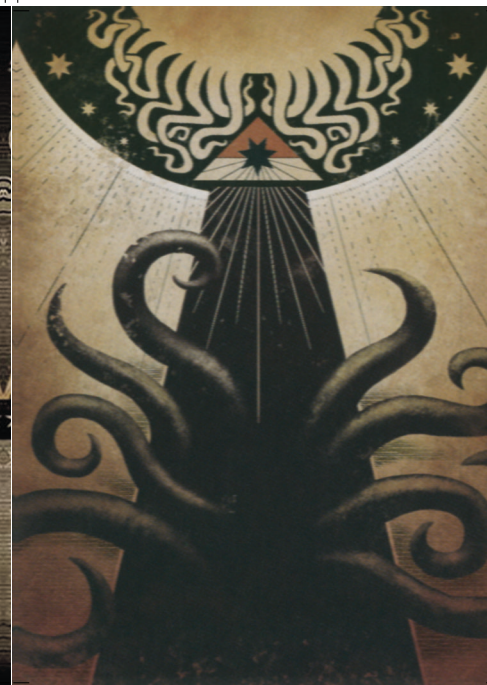
Opium Haze

Hazard. Scheme. Below.

Revelation – Everyone at this location test either (3) or (3). If you fail , lose an action. If you fail , move to an adjacent location.

Originating from some unseen passage, the sweet and sticky haze of opium smoke fills the air pulling at your eyelids.

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TREACHERY

Opium Haze

Hazard. Scheme. Below.

Revelation – Everyone at this location test either (3) or (3). If you fail , lose an action. If you fail , move to an adjacent location.

Originating from some unseen passage, the sweet and sticky haze of opium smoke fills the air pulling at your eyelids.

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TREACHERY

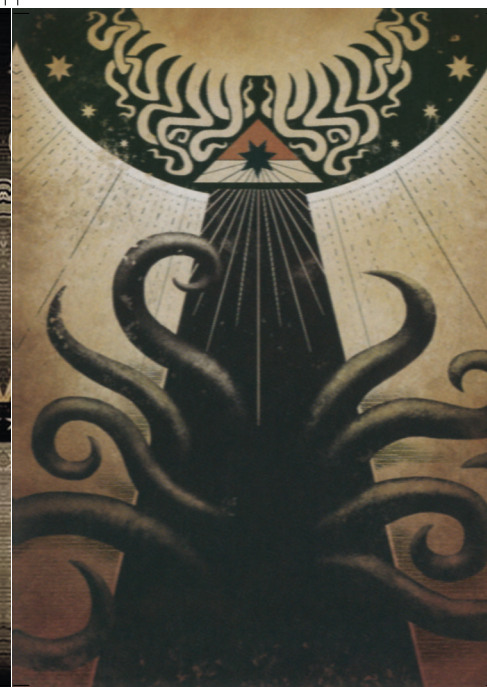
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Originating from some unseen passage, the sweet and sticky haze of opium smoke fills the air pulling at your eyelids.

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TREACHERY

Sinkhole

Hazard. Below.

Revelation – Test (3) to avoid getting pulled under the foul water from a newly formed sinkhole. If you fail, take a damage. If you fail by 2 or more, also lose an action this turn.

The sinkhole happened suddenly and you wonder if it was caused by a change in drainage from the recent sewer construction.

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TREACHERY

Sinkhole

Hazard. Below.

Revelation – Test ♠ (3) to avoid getting pulled under the foul water from a newly formed sinkhole. If you fail, take a damage. If you fail by 2 or more, also lose an action this turn.

The sinkhole happened suddenly and you wonder if it was caused by a change in drainage from the recent sewer construction.

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