

A Visit to the Countryside

You are called to Dunwich to investigate mysterious cattle disappearances and mutilations. As you arrive just at the edge of town, you perceive a lonely and curious countryside. The sparsely scattered houses are uniform with age and dilapidation. Crossing Bishop's Brook Bridge, you see a small village huddled between the stream and the vertical slope of Sentinel Hill.

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After interviewing the loungers at Osborn's General Store, they tell of stories of how things have been amiss round these parts ever since that frightful night some 15 years ago when Wilbur Whateley was born. Hideo us screaming which echoed above even the hill noises echoed out from the Whateley Farm and dogs all around were howling up a storm. Soon thereafter, Old Man Whateley started buying up cattle and yel, his grazing lands never seemed to be overstocked. There came a period when people were curious to steal up and count the herd never to find more than ten or twelve bloodless-looking specimens. Just then, as it to speak of the devil, Wilbur Whateley strolled into the Store, hurriedly tightening his waistcoat to ensure it was secure.

Spawn Wilbur Whateley concealed form with 2 clues on him at Osborn's General Store, Spawn Miskatonic University, River town and Science Building with Dr. Armitage at Miskatonic University and Dr. Morgan at Science Building.

Act 1b

Black Tar Residue

Obstacle.

Revelation - attach to your location with 1 clue and 1 specimen token on it.

➤ Test (2). If you succeed, gain this clue and specimen, then take 1 direct horror and shuffle Black Tar Residue back into the Encounter Deck.

Investigators at this location suffer -1.

The boy was not talkative, yet when he spoke he seemed to reflect some elusive element wholly unpossessed by Dunwich and its denizens. He was soon disliked even more decidedly than his mother and grandfathers, and all conjectures about him were spiced with references to the bygone magic of Old Whateley, and how the hills once shook when he shrieked the dreadful name of Yog-Sothoth in the midst of a circle of stones with a great book open in his arms before him.

Objective - If the Investigators have 3 specimens between them, any Investigator at Wilbur Whateley's Concealed Form location may use the action on his card to Advance this act.

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You arrive at Miskatonic University to an alarmed Dr. Armitage. After a few minutes of calming him, he says, "Wilbur was trying to find a kind of formula or incantation from the Necronomicon containing the frightful name Yog-Sothoth. After I showed him the book, he began copying a formula to his diary. I peered over his shoulder to see what he was doing and realized the passages he was translating from Latin threatened the peace and sanity of our world. The section he was looking at read, 'Nor is it to be thought, that man is either the oldest or the last of earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. They walk serene and primal, undiminished and to us unseen. Yog-Sothoth is the gate. They ruled once, they shall soon rule where man rules now. They wait, patient and potent, for here shall they reign again.'"

If you used clues to advance this act, flip Wilbur Whateley and place him at Miskatonic University. If you used Specimens, attach Caught off Guard to Wilbur Whateley True Form. Spawn Whateley Farm, Shuffle Whateley Encounter deck into the Main Encounter Deck.

If it is Agenda 1, go directly to Agenda 2.

Act 2b

Black Tar Residue

Obstacle.

Revelation - attach to your location with 1 clue and 1 specimen token on it.

➤ Test (2). If you succeed, gain this clue and specimen, then take 1 direct horror and shuffle Black Tar Residue back into the Encounter Deck.

Investigators at this location suffer -1.

Terror on Campus!

Wilbur Whateley's true form has been revealed to be monstrous. One may properly say that it could not be vividly visualized by anyone whose ideas of aspect and countour are too closely bound up with the common life-forms of this planet and the three known dimensions. It was partly human, with manlike hands and a goatish, chinless face, but the torso and lower parts were tentaculologically fabulous. The skin was thickly covered with coarse black fur, and from the abdomen a score of long greenish-grey tentacles with red sucking mouths protruded limply.

Objective - Kill Wilbur Whateley True Form to advance this act.

2

Terror on Campus!

After killing Wilbur, you stand in horror over the body as it breathes its last dying gasps and its tail and tentacles rhythmically change colour, as if from some unnatural circulatory system. Of genuine blood, there is none, only the bleid yellow ichor which you have been finding all over town. Wilbur's dying words echoed the passages from the Necronomicon "N'gai, n'gha ghaa, bugg-shoggo, y'hah: Yog-Sothoth..." then they trailed off into nothingness as the whippoorwill shrieked in the night.

Gain the Banishing Tome Asset. Each Investigator heals 2 health and 2 sanity. Shuffle the Dunwich Encounter Deck and the encounter discard pile into the Main Encounter Deck. Spawn Invisible, Cold Spring Glen and Sentinel Hill. If Wilbur's Chantings is in play, stop adding health tokens to it. If it is Agenda 2, go directly to Agenda 3.

Act 3b

Calm Night

Weather.

Revelation - If the Dunwich Horror is in play, remove 1 visible token from it. If the Dunwich Horror is not in play, Investigators gain an additional action this turn that can only be used for move actions.