

Agenda 1a

Opener of the Way

Lighting smashes across the sky from high atop the mountain in glorious purple hues as the clouds swirl into the shape of a hurricane with the eye hovering squarely over the top of Sentinel Hill.

Advance this agenda at 10 doom.

Opener of the Way

Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and now they break through again. He knows where they have trod earth's fields, and where they still tread them, and why no one can behold them as they tread. By their smell, can men sometimes know them near, but of their semblance can no man know, saving only in the features of those they have begotten on mankind; and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is them. Their seal is engraven, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? Great Chulhu is their cousin, yet can he spy them only dimly. *El Shub-Niggurath!* As a foulness shall ye know them. Their hand is at your throats, yet ye see them not; and their habitation is even one with your guarded threshold. Yog-Sothoth is the key to the gate, whereby the spheres meet and the gate is now opened to their way for the destruction of everything.

Agenda 1b



TREACHERY

It Feeds!

Revelation - Spawn the Dunwich Horror at Bishop Farm with 2 visible tokens on it. Then, the Dunwich Horror gains +2 Permanent Health and gains 2 damage.

"When night came again the barricading was repeated, though there was less huddling together of families. In the morning, there was excitement among the dogs and great stench from afar."

Agenda 2a

Into the Night

Dr. Armitage continued...

"Wilbur was talking all kinds of nonsense. He said, 'I calculate I've got to take that book home. They're things in it I've got to try under sarien conditions that I can't get here, an' it 'ud be a mortal sin to let a red-tape rule hold me up.'"

"I fear he may be trying to summon things up from not of this realm," Dr. Armitage's eyes glanced off into a thousand yard stare.

Advance this Act if Wilbur enters Whately Farm or 6 Doom is reached.

Into the Night

Wilbur has managed to escape home. The Whately Farm is remote and covers many acres. You will need to scour the property and track down where Wilbur is hiding and try not to alert Old Man Whately that you are looking for his son.

Set Aside Wilbur Whately True Form out of play. Any damage tokens attached to him when he leaves play, will remain attached to him.

Agenda 2b



TREACHERY

It Feeds!

Revelation - Spawn the Dunwich Horror at Bishop Farm with 2 visible tokens on it. Then, the Dunwich Horror gains +2 Permanent Health and heals 2 damage.

"When night came again the barricading was repeated, though there was less huddling together of families. In the morning, there was excitement among the dogs and great stench from afar."

Agenda 3a

The remote farmhouse had always been feared because of Old Whately's reputation for black magic, and the unexplained death by violence of Mrs. Whately when Lavinia was twelve years old had not helped to make the place popular. The few callers at the house would often find Lavinia alone outside the barn while odd cries and footsteps resounded from within. She turned pale and displayed an abnormal degree of fear when a jocose fish-peddler tried the locked door. That peddler told the store loungers at Dunwich Village that he thought he heard a horse stamping from within, although it was more powerful than that.

Advance at 6 Doom.

A great blaze can be seen atop Sentinel Hill where the old table-like stone stands amidst tumulus ancient bones. The mountains rumble and a swirling storm begins to engulf the mountain. Rhythmic screaming of vast flocks of unnaturally belated whippoorwills fill the air. "Whatelys up there starting his hellish rituals again," Earl Sawyer said, "He got some kind o' stone circle up that looks like Stonehenge."

Each Investigator draws 1 card from the Encounter Deck.

If you have advanced Act 4, continue to Agenda 4.

If you have not advanced Act 4, Spawn Invisible, Sentinel Hill and Cold Spring Glen. Spawn Wizard Whately and a Screaming Byakke at Sentinel Hill. Shuffle the Dunwich Horror encounters and the encounter discard pile into the Main Encounter Deck. If Wilbur's Chantings is in play, stop adding health tokens to it. Then go to Act 5.

Agenda 3b



TREACHERY

Retreat to the Hills

Revelation - Attach Retreat to the Hills to Cold Spring Glen, then spawn the Dunwich Horror at this location with 1 Visible Token on it.

Cold Spring Glen gains: While at this location, the Dunwich Horror has +1 and +1.