

Severn Horror

AN ARKHAM HORROR 2nd EDITION EXPANSION BASED ON
THE WORKS OF RAMSEY CAMPBELL

The death of a body does not mean that the soul will leave it. This depends on whether there is an incarnation for it to pass into. If not, the body continues to be inhabited until it is destroyed. The initiate knows that Edgar Allan Poe's fear of premature burial was well-founded. If the death is violent, then it is more difficult than ever for the soul to leave. FOR HIS OWN SAFETY, THE INITIATE MUST INSIST ON CREMATION. Otherwise he will be hopelessly attracted back to Earth, and the burrowers of the core may drag off his body from the grave with him still in it to the feast of Eihort.

We Pass From View - Roland Franklyn

...Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'golonac to be served by the tattered eyeless figures of the dark. Long has he slept behind the wall, and those which crawl across the bricks scuttle across his body never knowing it to be Y'golonac; but when his name is spoken or read he comes forth to be worshipped or to feed....

The Revelations of Gla'aki - Anonymous

*Made bargein with Eihort God of the Labyrinth Gave me other lives
Life selling papers didnt matter because I could go into other bodies
leave mine behind to sell papers But people told me i didnt know all
about the bargein Nobody made it any more and when they did years
after Hed use them to send His children into the world Now i cant
control places i go When His servants die they come into my body and
make me go into theirs and die in their place Got no control His
children will come through if you dont let me stay*

Special Thanks To

Ramsey Campbell – For creating the Severn Valley and for describing my illustration of Byatis as “splendid”

Scott David Aniolowski – for introducing me to the Severn Valley way back in the 90s

Brian Clav – For assistance with image sourcing and for getting me off my backside to actually finish this thing

Version

This is Version 1.1 of the expansion and has not been heavily play tested. Comments, suggestions and feedback are welcome at worldofwurm@gmail.com.

Disclaimer

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Introduction

In early 1960's Liverpool – a city still suffering the scars of the determined Luftwaffe bombardment of twenty years earlier – a teenaged boy purchased a short story collection titled *Cry Horror!* from a sweet shop that also did a line in second hand books. The book was a re-titled print of H. P. Lovecraft's *The Lurking Fear and Other Stories*, and the boy was a young Ramsey Campbell, who would go on to become one of Britain's greatest horror authors.

Already an enthusiastic writer and infatuated with Lovecraft's work, the young Campbell whipped off a series of stories set in Lovecraft's fictional New England towns of Arkham, Kingsport and Dunwich. Then – encouraged by friends – he sent them off to August Derleth, Lovecraft's literary executor and co-founder of Arkham House - the publisher that rescued Lovecraft's stories from pulp magazine obscurity after his death.

Derleth was apparently able to perceive the potential that lay within Campbell's adjective laden pastiches and wrote back, telling him to cease his attempts to imitate Lovecraft's style and to not try to set stories in America, a place he had never been. Rather he should find his own literary style and write about places he was actually familiar with. Campbell took this advice on board and set to rewriting his stories, creating analogues of Lovecraft's cursed Massachusetts towns along the lower course of the Severn river in south-west England – although they actually had far more in common with the landscape of post-war Liverpool than with the real Severn Valley.

Derleth was happy enough with these revised efforts to include one of them - *The Church in High Street* - in the 1962 anthology *Dark Mind, Dark Heart*. Two years later he published the first collection of Campbell's stories – *The Inhabitant of the Lake and Less Welcome Tenants* – and the full horror of the Severn Valley was revealed to the world.

By his second story collection – 1973's *Demons by Daylight* – Campbell was already finding his own voice and moving away from explicitly Lovecraftian content, but he continued to set stories in and around the Severn Valley city of Brichester. With his reputation as one of Britain's best horror writers growing over the decades, he made occasional – often slightly tongue in cheek - returns to other Severn locations, and to expand on the lore surrounding the blasphemous tome *The Revelations of Gla'aki*.

Ramsey Campbell has published over sixty novels and story collections and received dozens of awards. He continues to write to the current day with (at the time of writing) his most recent work being 2022's *Fellstones*.

This expansion attempts to introduce investigators and Arkham Horror players to the unique settings and terrors of the Severn Valley.

Ramsey Campbell Creations in Arkham Horror

Ancient Ones: Daoloth, Glaaki, Eihort and Y'Golonac.

Heralds: Ghroth

Monsters: Shans, Servants of Glaaki

Selected Works of the Severn Valley Mythos

The Church in High Street (1962)
The Horror from the Bridge (1964)
The Inhabitant of the Lake (1964)
The Insects from Shaggai (1964)
The Mine on Yuggoth (1964)
The Moon-Lens (1964)
The Plain of Sound (1964)
The Render of the Veils (1964)
The Return of the Witch (1964)
The Room in the Castle (1964)
The Stone on the Island (1964)
Cold Print (1969)
Made in Goatswood (1973)
Potential (1973)
The Enchanted Fruit (1973)
The Franklyn Paragraphs (1973)
The Interloper (1973)
The Tugging (1976)
Before the Storm (1980)
The Horror Under Warrendown (1995)
The Other Names (1998)
The Last Revelation of Gla'aki (2013)

Brichester and the Severn Valley

The Severn Valley is located in Gloucestershire a few hours' train journey west of London via Exham. The primary town of Brichester lies between the picturesque Cotswold Hills and the stately Severn river, almost exactly halfway along the Gloucester road from Bristol. Brichester University is highly regarded and a new hospital located in respectable Mercy Hill was opened by the Prince of Wales in 1909.

Near Brichester lies the bustling river port of Severnford from which a boat may be hired to visit the Roman relics on the nearby island. Nearby too are the charming villages of Berkley and Camside, and the properous market town of Clotton. Slightly further afield are the Cotswold villages of Goatswood and Temphill, both notable for historic relics including the curious, pole-mounted "Moon Lens" of the former and evidence of the founding Knights Templar in the latter.

Located to the north of Brichester is the impressive rock outcrop known as "The Devil's Steps" after the local legend that it was trod by said personage during his descent from Heaven. Viewed from the Gloucester Road it indeed resembles a gargantuan staircase. Bold travellers may wish to attempt the challenging 200 foot climb to the summit to view a trio of curious, prehistoric towers. Several hours should be put aside for such an ascent.

Also to the north of Brichester lies the deep, circular lake of Starfall Water, said to be the flooded hollow of a star that fell to earth in the 1600s. The sites's curious atmosphere may appeal to those of an artistic temperament, however its inconvenient and remote location argue against its inclusion on the itinerary of most travelers.

-- Royal Automobile Association Motoring Guide to Britain, 1921 Edition

Component List

- 1x Severn Board
- 3x Ancient Ones
 - Byatis
 - Daoloth
 - Ghroth
- 36x Mythos Cards
- 3x Spells
 - Formula of Daoloth
 - Reversed Angles of Tagh-Clatur
 - Yr-Nhhngr Ritual
- 3x Common Items
 - The Discovery of Witches
 - Malleus Maleficarum
 - Sangster's Notes on Witchcraft
- 19x Unique Items
 - Crystaliser of Dreams
 - Reverse Angle Glasses
 - Star Stone
 - Revelations of Gla'aki Folio (Tome)
 - The 12th Revelation of Gla'aki (Tome)
 - We Pass from View (Tome)
 - Icon of Daoloth
 - S'Glhuo Resonator
 - T'Kol Instruments
 - Revelations Volumes 1 to 9 (Tomes)
 - Revelations of Gla'aki (Tome)
- 3x Allies
 - Mrs Ramsey's Cat

	Phillip Chesterton	Roland Franklyn
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- 1x Familiar Rules Card
- 9x Familiars
 - Griez Zell Greedigutt
 - Jarmara
 - Pyewackette

	Holt	Ilemauzer
	Newes	Peeke in the Crowne
	Sacke & Sugar	Vinegar Tom
- 63x Location Cards
 - 13x Lower Severn
 - 13x Cotswold Edge
 - 13x Brichester
 - 11x Labyrinth/Island
 - 13x Upper Severn
- 48x Brood Cards
- 60x Taint Cards
 - 12x Goatswood Taint
 - 12x Temphill Cult
 - 12x Green Taint
 - 12x Severn Taint
 - 12x Yellow Taint
- 49x Monsters
 - Avatar of Byatis
 - Avatar of Y'Golonac
 - 4x Temphill Folk
 - 3x Being from S'Glhuo
 - 3x Goatswood Gnomes
 - 4x Xiclotlan
 - 2x Tainted Investigators
 - Avatar of Eihort
 - Keeper of the Lens
 - 4x Warrendown Folk
 - 4x Gla'akim
 - 4x Island Guardians
 - 2x Tomb Herd
 - Avatar of Gla'aki
 - 4x Goatswood Folk
 - 3x Pacted of Eihort
 - 2x Old Gla'akim
 - 4x River Things
 - 1x Gladys Shorrock
- 1x Labyrinth Entrance Token

Setup

Carry out game setup as per the Arkham Horror rulebook, but add the following instructions to each numbered step.

1: Prepare Playing Area

Place the Severn Valley Board adjacent to the Arkham Board.

2: Place Initial Clues

Place a clue on all unstable locations on the Severn Valley board.

6: Separate Decks

Shuffle the Expansion Common Items and Spells into their respective decks. Place the Taint cards with the rest of the investigator decks.

Shuffle the four Expansion Location decks and place them with the rest of the Location decks.

Separate the the 9 **Volume Revelation Tome** cards from the Unique Items and shuffle them. Have each player draw one and return the rest to the box. Shuffle the drawn cards into the Unique Items deck, along with the rest of the Expansion Unique Items.

If you follow the Ally limit from the revised rules you may either add the three Expansion Allies into the Ally deck and randomly select eleven of them, or randomly select 8 Allies from the Ally deck and add the three Expansion Allies to them. Otherwise just shuffle the three Expansion Allies into the Ally deck.

If the Familiars component is being used shuffle the familiar cards and place them in their own deck with the rest of the investigator decks.

If the Brood cards are being used, shuffle them and place them in their own deck with the rest of the investigator decks. If they are not being used, place the Brood Tokens with the Investigator deck instead.

11: Create Monster Cup

Create a second Severn monster cup containing all the non-Avatar monsters from this expansion with the following exceptions.

- If you're using the Tainted Investigator rule place the 2 Tainted Investigator monsters next to the cup. Otherwise return them to the box.
- If the Ancient One is Gla'aki, return the 4 Gla'akim and 2 Old Gla'akim monsters to the box. Treat any mention of Gla'akim and Old Gla'akim as referring to Cultists.
- If the Ancient One is Eihort, return the 3 Pacted of Eihort monsters to the box. Regard all mentions of Pacted of Eihort as referring to Cultists.

Add the following monsters to the Severn cup if they are available

2x Goat Spawn	2x Mi-Go	1x Vampire
2x Shan	2x Dark Young	

Place the Avatar monsters in a stack adjacent to the Monster cups.

12: Shuffle Ancient One Decks and Gate Markers

Shuffle the expansion Mythos cards into the Mythos deck.

14: Draw and Resolve Mythos Card

Before drawing the initial Mythos card, draw Mythos cards until you find one with a gate Location on the Arkham board. Place the Labyrinth Entrance Token on this Location. Then reshuffle the Mythos deck and draw and resolve the initial Mythos card as normal.

Heralds and Guardians

Ghroth is a creation of Ramsey Campbell and is hence a highly appropriate Herald for a game of Severn Horror. There is nothing stopping you from using the Herald version of Ghroth alongside this expansion's Ancient One version of Ghroth, but don't be surprised if you get labelled as a masochist.

Just across the river from the real world location of Campbell's Severn Valley are the remains of an ancient Roman temple to Nodens, so he would be the Guardian of choice for a Severn Horror game.

Rules

Movement to and from the Severn Board

The towns of Dunwich, Innsmouth and Kingsport are a short (sometimes all too short) rail journey from Arkham, but Brichester and the Severn Valley are over 3,000 miles away on the other side of the Atlantic Ocean. As such special rules apply to movement to and from the Severn Board.

Investigators

- Any investigator may choose to start the game in the Brichester Street Location rather than their normal starting location.
- Cards or abilities that allow investigators to move to any location (such as the Patrol Wagon) cannot be used to move to and from the Severn Board *unless* they are magical in nature (for example, the spell *Call Friend*).
- Investigators with the ability to move between Aquatic locations (such as Silas Marsh) cannot use it to move to and from the Severn Board. Swimming across the Atlantic *might* be possible, but takes far too long to be useful.
- For the standard method of moving to and from the Severn Board see *The Labyrinth of Eihort*.

Monsters

- Under most circumstances monsters cannot move to and from the Severn Board.
- Monsters in the Sky cannot move to investigators on the Severn Board.
- Monsters in the Severn Sky cannot move to investigators on any other Board.
- Monsters in Aquatic locations on the Severn Board (including the River Severn) cannot move to Aquatic locations on any other board, and vice-versa. They may well be able to swim across the Atlantic, but there's plenty of prey closer to home.
- Monsters may never enter the Labyrinth of Eihort location from either board *except* for a Hound of Tindalos (which may move thought it as if it were a railway station) or an Island Guardian (see below).
- The exception to all these rules are Island Guardians, which may move freely to investigators on any board. Their vengeance knows no Earthly bounds.

Investigators on the Severn Board

Investigators on the Severn Board (with the exception of any in the Labyrinth of Eihort) count as “in Arkham” for all game effects.

Monsters on the Severn Board

Monsters on the Severn Board do not count towards the Monster Limit and never go to the Outskirts.

Insanity and Unconsciousness on the Severn Board

Investigators who go insane or fall unconscious on the Severn Board are moved to Mercy Hill and regain one Sanity or Stamina respectively.

The River Severn

The River Severn space is a special location linked to all Aquatic locations on the Severn Board. Any monster in the River Severn is treated as Aquatic until it moves to another location.

The Severn Sky

The Severn Sky space is used identically to the Sky space on the Arkham board - flying monsters drawn for the Severn Board but unable to immediately target an investigator are placed there and may later move to an investigator in a street area.

Monsters in the Severn Sky may only move to investigators on the Severn Board. Any monster in the Severn Sky is treated as **Flying** until it moves to another location.

Three locations on the Severn Board are marked with lightning bolt icons – the Plain of Sound, the Devil's Steps and the Severn Woods. Monsters in the Severn Sky may move to investigators in these locations as if they were in a street area.

Monster Cups

The game starts with two monster cups, one for the Severn Board (the Severn Cup) and one for all other Boards (the Arkham Cup). When drawing monsters follow these rules.

- Monsters for the Severn Board are drawn from the Severn Cup.
- Monsters for all other boards (including Other World locations) are drawn from the Arkham Cup.
- If instructed to search for a specific monster and it is not found in the board-appropriate cup, search the other cup.
- If the board-appropriate cup is empty, draw from the other cup.

Monsters are never returned to the Severn Cup – they always go back into the Arkham Cup. Once the Severn Cup is empty, put it aside and always use the Arkham Cup.

Folk Monsters

Folk monsters are a new type of monster indicated with the **Folk** keyword. They represent the corrupted inhabitants of various ill-favoured towns and villages of the Severn Valley.

Folk monsters are **Endless**.

Stamina damage inflicted by a **Folk** monster may be reduced by 1 by taking a *Taint* card.

The Labyrinth of Eihort

The Labyrinth of Eihort is an nightmarish, extra-dimensional warren of cobweb-draped tunnels at the centre of which lies the well inhabited by Eihort itself. There are entrances all over the world, but they are particularly common in the Severn Valley. No one in their right mind would willingly enter such a place, even if it *could* provide quick transport from one side of the world to another..

Investigators are not entirely in their right minds and as such can use the Labyrinth to move to and from the Severn Board.

An investigator in the location marked with the Labyrinth Entrance Token on the Arkham board in the movement phase may spend 1 movement point to move to the Labyrinth of Eihort on the Severn Board.

An investigator on the Severn Board may move into the Labyrinth as if it were a normal location.

Investigators in the Labyrinth location are trapped and can only leave via an encounter or an appropriate spell or unique item.

Investigator Status

Investigators in the Labyrinth do not count as being “in Arkham” *or* in an Other World. However any condition or rule that affect investigators in *both* Arkham and Other Worlds *will* affect them.

Insanity and Unconsciousness

An investigator that goes insane or falls unconscious in the Labyrinth of Eihort becomes *Lost in Time and Space*.

Island Guardians

Island Guardian Monsters have a number of unique rules regarding placement and movement.

- Whenever an Island Guardian is drawn from the cup, immediately place it on the Island Beyond Severnford and redraw. Repeat as necessary until a different monster is drawn.
- During monster movement all Island Guardians move, regardless of dimensional symbols, directly to the location or locations of investigators with *Severn Taint*. They cannot move to Other Worlds and ignore investigators with *Severn Taint* in Other Worlds.
- Guardians should be distributed as evenly as possible between tainted investigators. If this is not possible, the following rules are applied in order.
- Investigators on the Severn Board are targeted first.
- Investigators with the most *Severn Taint* are targeted first.
- Investigators with the lowest current Sneak are targeted first.
- If there is still a tie the first player decides.

Taint Cards

The Severn Valley has been under the influence of other-worldly powers for centuries - if not millennia – and its obscure nooks and crannies are not healthy places to be. *Taint* cards represent the debilitating influence of the Mythos on those foolish enough to investigate the region's horrors.

There are five types of *Taint* that investigators may acquire during their adventures around the Severn. It is mostly acquired through encounters, but is also inflicted as damage by some monsters. *Temphill Cult Membership* may be purchased through Temphill's unique encounter.

- *Goatswood Taint* reduces an investigator's ability to fight **Folk** monsters.
- *Green Taint* reduces an investigator's Will.
- *Yellow Taint* reduces an investigator's Fight.
- *Temphill Cult Membership* reduces an investigator's Sanity, but increases their Lore and allows them to ignore **Folk** monsters.
- *Severn Taint* brings the investigator to the notice of the Island Guardians (*not* a good thing),

Choosing Taint

Sometimes a rule or card may not specify what type of *Taint* an investigator acquires. In this case the player may select from *Green*, *Yellow* and *Goatswood Taint*. They may not select *Temphill Cult Membership* or *Severn Taint*

Discarding Taint

Taint may be removed by certain encounters. Additionally an investigator may discard a single *Taint* card instead of becoming **blessed**. Note that *Temphill Cult Membership* may not be removed by a blessing.

Devoured by Taint

If at any point an investigator has more Taint cards than their maximum Stamina they are **devoured**. If the Tainted Investigators rule is being used they are replaced with a Tainted Investigator monster.

Avatars

Avatars are a special type of monster representing a weakened (but still terrifyingly strong) physical manifestation of one of the Ancient Ones associated with the Severn Valley. Investigators may be able to temporarily banish them, but they can never be entirely defeated.

Avatars can never be taken as trophies, even by abilities that normally allow this. They are placed adjacent to the monster cups during setup and are placed back there when defeated rather than being placed in a cup.

Gate Bursts and Monster Surges

Whenever a Gate Burst or Monster Surge occurs place a random Monster from the Severn Cup in the Severn Sky and the River Severn.

Optional Rules

These rules make a game of Severn Horror more thematic, but also make it more difficult. Use them as you see fit.

Ancient One Locations

There are a number of sites in the Severn Valley strongly associated with specific Ancient Ones. If you're playing against one of these you may choose to place a spare Doom Token on the appropriate location. Moving out of this location then costs an extra point of Movement.

Ancient One	Location
Byatis	Castle Morley
Gla'aki	Starfall Water
Shub-Niggurath	Goatswood
Y'Golonac	Lower Brichester

Initial Manifestation

For an increased level of challenge, just prior to drawing the first Mythos card randomly select an **Avatar** monster and place it on the board in the location indicated below.

Avatar	Location
Byatis	Severn Sky
Eihort	Lower Brichester
Gla'aki	Starfall Water
Keeper of the Lens	Goatswood
Y'Golonac	Lower Brichester

Tainted Investigators

If an investigator is **devoured** by acquiring too much *Taint*, place a Tainted Investigator monster in their location and enjoy the trauma of having to put down what was once your friend! They may never be taken as trophies and when defeated are placed back next to the cup.

Discrete Cups

The rule that monsters are not placed back in the Severn Cup is intended to cut down on admin work, but if you want a more thematic game and think you're up to it, feel free to maintain the two cups through the entire game. Good luck!

Familiars

Familiars are an optional component that can be used in any game of Arkham Horror. Minor supernatural beings, they provide advantages but grate on their owners' bodies and minds, and sometimes they need to be fed...

Gaining Familiars

Investigators may draw a random Familiar by sacrificing 1 Sanity and 1 Stamina before an encounter at an unstable location during the Arkham Encounters Phase. There is no limit to how many Familiars an Investigator may have. Familiars may not be traded to other Investigators.

Discarding Familiars

A familiar may be discarded at any point, and is returned to the box.

Upkeep

In the Upkeep Phase a die must be rolled for each Familiar. On a roll of 1 or 2 the Investigator must either sacrifice 1 Sanity or 1 Stamina (their choice) to feed the Familiar, or discard it.

Familiars as Spells

If an Investigator is required to discard a spell, they may discard a Familiar instead.

Brood Cards

The Ancient One Eihort infects its followers (and anyone else unfortunate to encounter it) with its brood – pale, spider-like creatures that grow inside their victim, taking the place of their flesh and organs and gradually driving them insane with visions of other worlds. Eventually the brood mature and burst free leaving nothing but a pile of loose skin and bare bones.

Standard Arkham Horror represents this with Brood Tokens which are used when Eihort is the Ancient One. This expansion swaps these out for Brood Cards, which use exactly the same rules but inflict penalties on investigators to represent their gradual descent into physical and psychological debilitation.

These cards may be used to replace Brood Tokens in any game of Arkham Horror using Eihort as the Ancient One. Alternatively a game using Severn Horror may use Brood Tokens in place of Brood Cards to make things a little easier.

If using Brood Cards treat all references to “Brood Tokens” as “Brood Cards”,

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Clarifications and Notes

Ghroth and the Terror Level

When Ghroth is the Ancient One, adding Doom Tokens to the Doom Track may cause the Terror Level to rise. Under certain circumstances however raising the Terror Level may add Doom Tokens – which creates the potential for an endless loop.

While this situation is appropriately Lovecraftian it does not make for a very enjoyable game. As such, increases to the Terror Level caused by adding a Doom Token to Ghroth's Doom Track can *never* add another Doom Token to Ghroth's Doom Track.

Formula of Daoloth

The Formula of Daoloth may add or remove one of the following abilities/keywords to or from a single monster in a combat. It **does not** work on the Ancient One, **Mask** monsters or **Avatar** monsters.

Ambush	Elusive
Endless	Folk
Magical Immunity	Magical Resistance
Physical Immunity	Physical Resistance
Undead	Weapon Immunity

The numeric value of **Nightmarish** and **Overwhelming** may be raised or lowered by 1.

The Crystaliser of Dreams

Limited space on the card necessitates the instructions for the Crystaliser of Dreams to be somewhat compressed and potentially confusing. A more detailed version is as follows:

Any Phase: Exhaust, make a **Will (0) Check**, count the successes and consult the following table

No Successes: Discard this card then draw and fight a random monster from the cup.

1 Success: Resolve a red Other World encounter and on success collect 1 Clue Token.

2 Successes: Resolve a yellow Other World encounter and on success collect 2 Clue Tokens.

3 or More Successes: Resolve a blue Other World encounter and on success collect 3 Clue Tokens.

Rewards and penalties from the Other World encounter apply where sensibly possible.

Akachi Onyele and Starfall Water

Akachi Onyele *can* seal a gate at Starfall Water.

Xiclotan Movement

Xiclotans *can* move from a Street Area into a Location if there is a Shan there, regardless of any other rules.

Mrs Ramsey's Cat

The rules for the Mrs Ramsey's Cat Ally may seem suggestive of ritual animal sacrifice, but happily this is not the case. The cat is a friendly spirit dedicated to fighting the Ancient One which stays with an investigator until needed, provides mystical assistance, then leaves to find someone else who needs help.

When discarded it should be shuffled back into the Ally deck.

Revelation Tomes

In the 18th century Gla'aki was worshipped by a cult that constructed a row of houses alongside Starfall Water in order to live alongside their god. They were all eventually converted into Gla'akim, but before this they managed to 'channel' eleven books worth of insane scribbles they believed to be messages sent by Gla'aki. These books are collectively known as *The Revelations of Gla'aki*.

There are several different versions of the *Revelations* available, which are represented as different Unique Items in this expansion. All bear the keyword **Revelation** and **Tome** and count as standard Tomes for all game purposes.

Revelations of Gla'aki: This is a hand written copy of the original eleven volume work prepared by a member of the cult. Full of crazy yet darkly informative rantings.

Revelations of Gla'aki Folio: This is a full set of the edited, nine volume edition published by Matterhorn Press in 1865. Contains less information than the original but is far better organised and easier to understand.

Volume Revelations Tomes: These are individual volumes of the 1865 Folio edition. During game setup these should be separated out and one of them randomly selected by each player. The selected cards should be shuffled into the Unique Items deck, and the non-selected ones returned to the box.

The 12th Revelation of Gla'aki: Rumours abound of a 12th volume of the Revelations channelled by a resident of Mercy Hill over a century after the dissolution of the original cult. Could they be true?

Gla'aki vs Glaaki

In his early stories Ramsey Campbell referred to the inhabitant of Starfall Water as *Glaaki*. He later revised this to *Gla'aki*. This expansion prefers the latter, but they are interchangeable.

Final Notes

Most of Ramsey Campbell's Severn Valley stories are set in the 1960s (or later) so I've taken a few liberties to include various elements into Arkham Horror's 1920s setting. Certainly *We Pass From View* should not be available a good 40 years before it was actually published. If this bothers you, put it down to worshippers of Daoloth messing with the timeline.

This expansion contains a whole load of crazy gameplay ideas, none of which have been rigorously tested. It's likely that there's some stuff in here that conflicts with or straight-out breaks the game. It's also likely that I've left stuff out of these rules that are obvious to me, but completely confusing to everyone else. Feedback on such issues is gratefully accepted at worldofwyrms@gmail.com

Resist the Ancient Ones, keep playing 2nd Edition, and don't look at the ink!

– Purple Wyrms

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- Stars in the sky - ESA/Hubble - CC BY 4.0
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