

# THE WHISPERING CAVES


**ERRATA**

Take **Objective card 01**.

00





Place the **Time token** on turn **01** of the **Event Board**.

Read **01**.

Spend 2  and read **126**.

04

• **Try opening the trapdoor in the floor.**

Read **106** ( test in  or  (+)).

• **???**

If you've validated **OPEN**, read **207**.

## Irene Dubois

97

Your contacts in the justice system have informed you of an unusual smuggling case near Rockport. The involvement of a federal judge and rumors of local corruption are just the sort of material to

END OF STORY.

198

It's time to discover your exploration level. Take the sheet and check the percentage of discoveries you made during your adventure.


Read **218** – End of Story.

200

If you inspect the creature's remains, read **225** ( test in  (+)).

Otherwise, return **Encounter card 03, the Dagon's Servant token**, and all **Enemy cards 03 – Dagon's Servant** to the box.

Your investigation stops here.


All characters present add 1  card to their Play Area.

Validate the keyword **ESCAPE**.


204

Validate the keyword **VERIFIED 1**.

Add **Item card 06 – Smith & Wesson** to your Inventory.

Remove the  token from **Location card 02**.

217

1  card to their Discard File.

Read **Encounter card 03 – setup**.

Place **Dagon's Servant** token on **Location card 20**.

244

Validate the keyword **DEPTHS**.

Place **Dagon's Servant** token on **Location card 15**, place all Character tokens from **Location card 12, 13, 14, or 16** on **Location card 15**.


Read **Encounter card 03 – Setup**.



246

Read **Encounter card 03 – Setup**.

Place **Dagon's Servant** token on **Location card 18**.

278

Each character present adds 1  card to their Play Area for each empty Stratagem box.

You attempt to pin the sailor to ground. Test in  (3 ):

**Success:** Read **281**.


**Failure:** Read **204**.

281

Validate the keyword **ROCKPORT 3**.

Validate the keyword **VERIFIED 1**.

Add **Item card 06 – Smith & Wesson** to your Inventory.

Remove the  token from **Location card 02**.

Return **Encounter card 01** and all **Enemy cards 01** to the box.

# THE LIGHTLESS BEACON

ERRATA

00

Add **Time** token on turn **01** of the **Event Board**.

If during The Whispering Caves scenario you gained **Clue card 04**, validate the keyword **COINS 1**.

Read **01**.

12

## MANDATORY:

If you haven't validated **OUTCRY** or if you've validated **OUTCRY** and **CONFRONTATION 2**, nothing happens.

Otherwise, read **167** (Team test in).

If you study one of the coins more closely to determine their origin:

142

If you've validated **COINS 1**, read **303**.

If you've validated **COINS 2**, read **296**.

If you've validated **OCCULTISM**, read **290**.

Otherwise, test in (3):

**SUCCESS:** Read **152**.

178

Validate the keyword **TIED UP**.

Return **Location cards 66** and **67** to the box and replace them with **Location cards 74** and **75**.

All characters who participated in the test place their Character tokens in **Zone 20** of the Beacon Island map.

235

Validate the keyword **TIED UP**.

Return **Location cards 66** and **67** to the box and replace them with **Location cards 74** and **75**.

All characters present place their Character tokens in **Zone 20** of the Beacon Island map.

Read **20**.

If you inspect the coins closer to determine their origins and purpose:

273

If you've validated **COINS 1**, read **282**.

If you've validated **COINS 3**, read **296**.

If you've validated **OCCULTISM**, read **290**.

Otherwise, test in **1** (3 **★**):

**SUCCESS:** Read **152**.

277

add 1 **⬇️** token to their Status Area.

Validate the keyword **DAGON 3**.

Read **142**.

312

Validate the keyword **DAGON 2**.

If you've validated **COINS 1**, read **277**.

Read **142**.



# JOURNEY TO INNSMOUTH

ERRATA

00

Place the Group token on Location A of the Innsmouth town map.

Read **01**.

03


- Search through mahogany cabinet.

Spend 1  and read **133**.

- Investigate the stone column.


Read **143** ( test in ).

- Browse the works in the bookcases.





Spend 2  and read **153**.

04

- Inspect the papers on top of the desk.


Spend 1  and read **104**.

- Open the main desk drawer.

Read **114** ( test in  or  (+ ).

- Examine the colorful rug.

Read **124** ( test in .



All characters present lose 1 .

110

Return **Item card 25 – The Flute From the Outer Winds** to the box.

Your investigation stops here.

186

- If you move directly to the westward passage on the other side of the hall, and validated **PRISONER**, read **269** ( Team test in ). Otherwise, read **259**.

- If you quietly cross the hall and attempt a surprise

Remove 2 **Prisoner** tokens from **Objective card 03**.

204

Return **Item card 25 – The Flute From the Outer Winds** to the box.

Your investigation stops here.

All characters present add 1  card to their Discard File.

208

Validate the keyword **TATTOO**.

Read **Encounter card 01 – End the fight.**


257

Validate the keyword **JERMIAH**.

Validate the keyword **DAGON 5**.

Validate the keyword **VERIFIED 3**.

Add **Item card 03 – Obsidian Dagger** to your inventory.

Remove the  token from the **Location card 20** or **23** or **24**.

Your investigation stops here.


271

Validate the keyword **JERMIAH**.

Validate the keyword **DAGON 5**.

Validate the keyword **VERIFIED 3**.

Add **Item card 03 – Obsidian Dagger** to your inventory.

Remove the  token from the **Location card 20** or **23** or **24**.

Your investigation stops here.

303

Validate the keyword **DAGON 6**.

Validate the keyword **OFFERING**.

Your investigation stops here.

305

Validate the keyword **CREATURE**.

If you've validated **PRISONER**, read **204**. Otherwise, read **110**.

321

If you've validated **BOTTLE**, read **293**.

If you've validated **OIL** and **LIGHTS**, read **312**.

If you've validated **LIGHT**, read **282**.

Use **Errata** stickers to mark each paragraph that requires correction.  
Whenever you encounter one of these stickers, refer to the Errata notes for  
the correct version of that paragraph.

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