

Whispers of the Green

WHO YOU ARE

After the fiasco of the expedition to the South Pole, *Miskatonic* has been reluctant to finance any similar ventures, but somehow you have worn them down enough for them to send you to seek out the source of these strange green soapstone tablets.

PICK A TRAIT FOR YOUR EXPEDITION MEMBER:

- An Academic, Closeted Occultist or Arkham Dockworker of MISKATONIC UNIVERSITY
- An Artist's Model, Bohemian Musician or Disenfranchised Aristocrat of Paris
- An Affluent Princeling, Wise Hierophant or Travelling Musician of CONSTANTINOPE
- A Devotee, Reformed Cultist or Shadow Out of Time of IMLUTHA

PICK A NAME:

Billingham, Broadford, Carnation, Chester, Echo, Erasmus, Paisley, Piper, Ward.

Write these down on a notecard: "Chester, academic of Miskatonic University". Pick a token for you character - a meeple, figurine, coin, whatever.

PLAYING THE JOURNEY

You'll follow the path to IMLUTHA, having strange experiences on the way. You take turns telling a part of the story: on your turn other players can add details, make suggestions, and play characters, but you have final say on what happens.

You start at ARKHAM UNIVERSITY. On your turn, pick a **scene** at the university and put your token on it. Describe what your character sees and experiences, what's going on, and what they're doing there.

Each **scene** has a *story prompt* - an element that the scene has to include, however you choose to interpret it. If the **scene** has 2 **traits** listed beneath, you gain your choice of them - work that into your narration. If a prompt is marked with a **glyph**, you may change one of your **traits** as part of your narration.

Once you're done, the next player picks a **scene**. If everyone's tokens are on the map, they can instead remove all tokens and move the group on to the next step of the journey.

Each destination is a **scene** and *story prompt* of its own; describe them from the vantage of a remorseful and fearful narrator, painting the things to come with dread.

MISKATONIC UNIVERSITY
How little we knew, then.

The Archaeology Department Things that have been forgotten.	The Bursar's Office Securing funding for the expedition
The Mathematics Department Inexplicable angles	The Library Forbidden knowledge 2 Wisdom 2 Madness

THE HMS ALERT
The joy of setting out.

The Captain's Table Recalling your first time at sea	Gambling with the sailors Gossip and rumours 2 Paranoia
Your private cabin A moment alone with your thoughts	2 A Small Fortune The Bathosphere What lurks beneath the surface?

PARIS
The decadence of civilisation.

Notre Dame Cathedral Whispers amidst the bells	Le Cochon d'Étite Bistro A mysterious menu. 2 Strange Hunger 2 Stipophobia
The Alleys of Montmartre A strangely familiar painting	The Louvre An old confidant, a secret meeting

OUTTER MONGOLIA
The trail takes its toll.

The Death Worm It is only a myth, yes?	The Silk Road Why you travel
Hunting on the steppes Are you predator or prey?	Cuts in the canvases No knife made these

CONSTANTINOPE
They tried to warn us.

The Hotel An unexpected visitor at midnight.	The bazaar Faces in the crowd.
The opium den Gateway to the underworld.	A monkey knife-fight These violent delights have violent ends. 2 Bloodlust 2 Dread

THE ORIENT EXPRESS
A strange land glimpsed in dreams.

The sleeper cabin Strange dreams.	A visit from the conductor His hands are so cold.
The dining car Meet your fellow travellers.	An Expired Passenger Suspicious abound.

THE PLATEAU OF LENG
Strange music, strange dancers.

Friendly natives Invited to the feast	The elephant shine It is only a statue
The howling winds What song do they carry?	A restless night The stars are wrong

THE LOST CITY OF IMLUTHA
Not as empty as it appears.

The Streets Paved With Bones The things that died here	The House of Many Windows The things that lived here
The Stalking Shadow For who does it come?	The Pyramid of Imlutha The siren call

THE CATACOMBS OF IMLUTHA
The horror, the horror.

The carvings so vivid What do they mean?	Your torchlight burns green What does it whisper?
The soapstone alter What does it whisper?	The shape behind the stone What does it whisper?