

Campaign Log: *The Drowned City*

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES
TASK/TASK PROGRESS	TASK/TASK PROGRESS	TASK/TASK PROGRESS	TASK/TASK PROGRESS
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Campaign Notes



**KILLED AND INSANE INVESTIGATORS**

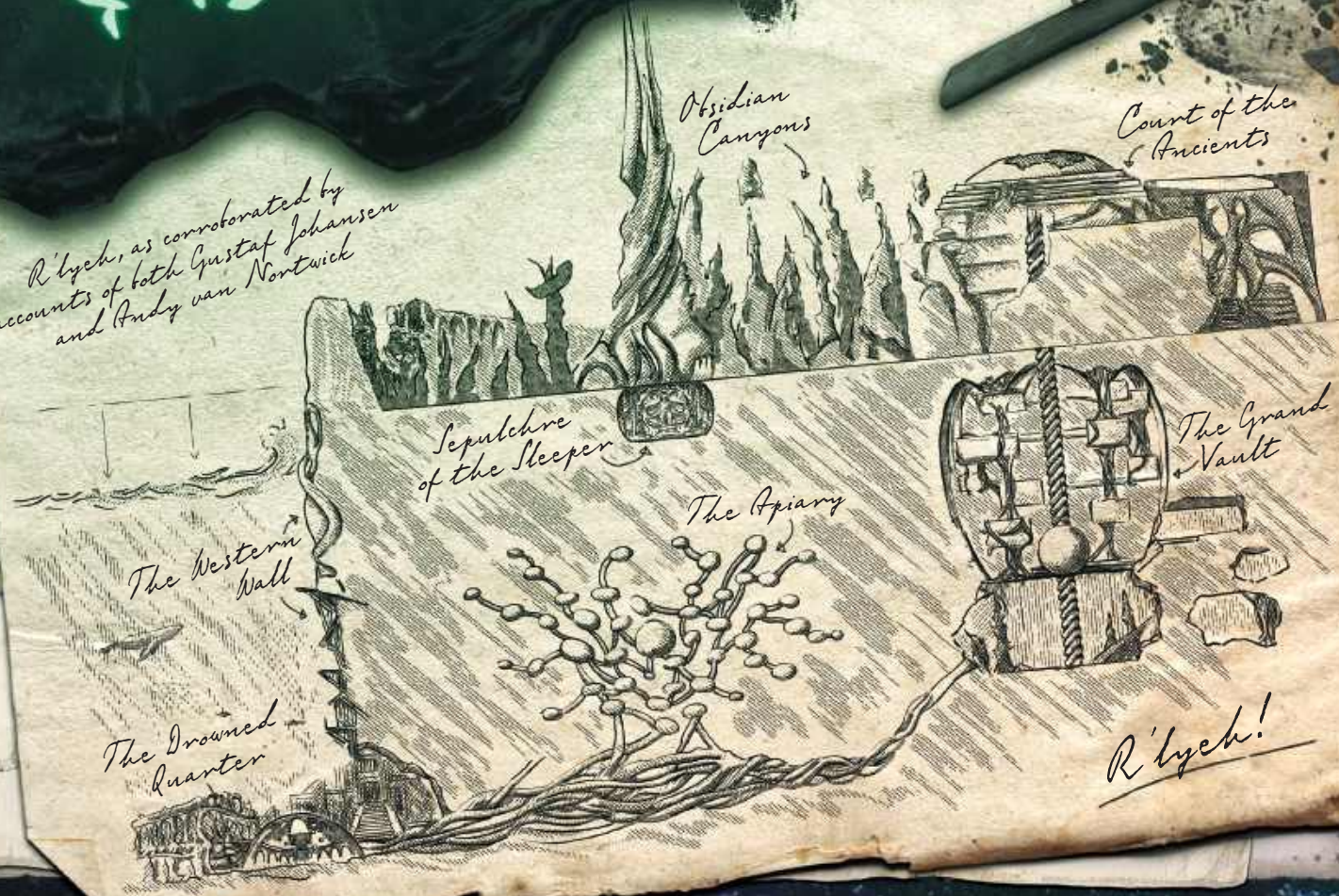
*Artifacts Earned*

- Barrier Node
- Obsidian Claw
- Shard of Y'chlecht
- Tidal Tablet
- Grisly "Mask"

**CHAOS BAG**



*R'lyeh, as corroborated by accounts of both Gustaf Johansen and Andy van Nontwick*



*R'lyeh!*