



Agenda 1a

The Thrushmoor Vanishings

Fear has gripped the sleepy town of Thrushmoor. Over the past month, people have been disappearing, with no sign of how or where. Rich and poor alike, sometimes during the day, sometimes even from their beds at night, in all cases no-one has any leads.

The ruler of the town, Count Lowls, has shut himself away in his manor behind Iris Hill, and a large squad of Half-Orc Mercenaries are preventing any petitions "for the safety of the Count". Something sinister is at work here, you're sure of it.

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Illus. László Bubelényi 12/21 83



Agenda 2a

Strangeness Abounds

More and more strangeness seems to have descended upon the town of Thrushmoor. Men and women in queer striped clothes dance in the street, every third person seems to be wearing a mask, and people talk nonsense-words asking for "Gollygoops", "Flapdoodles" or "Hibber-gibbers".

As a backdrop to this, an influx of foreigners, many wearing outlandish golden costumes have arrived in the city, and beggars swarm around them like flies, grovelling for smaller and smaller handouts, only to be met with indifference and scorn in equal parts.

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Illus. László Bubelényi 12/21 84



Agenda 3a

A Play, A Play!

Notices appear all around town, nailed to the side of doors and trees:

"By order of Count Lowls, all citizens of Thrushmoor are invited to take part in a play, at sunset tonight. Entitled "Gateway to Carcosa", it is an epic tale of love and loss, of decadence and despair, but also of happiness and a true home finally found, equal parts tragedy and comedy, a must for all the family!"

No stage need be found, the play is coming to you. Dress your best, put on a smile, and join the rest of the town in the worship of He Who Shall Not Be Named."

signed, Melisenn Kororo, housekeeper to Lowls and all Thrushmoor.

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Illus. László Bubelényi 12/21 85

AGENDA 1b

Have You Seen It?

As you walk through the more affluent areas of the town, you notice a number of strange signs. Yellow paint daubed on doors, people in masks, often in broad-daylight, and open displays of wealth that seem in many ways obscene.

A large man with the stench of decay walks past you, his face a grotesque roll-up-roll of fat. Flies buzz from under his robes.

"Have you seen the Yellow Sign? Have you seen it?" he croaks, but before you can answer him, he vanishes in the crowd. You look around, surely someone that distinctive could not have got far, but there is no sign of him. Passers by shrug their shoulders when asked.

This is not good. Somebody, or some-thing, knows you are watching.

Shuffle the **Hastur** encounter deck discard and the the set-aside "Agents of Hastur" encounter set into the **Hastur** encounter deck.

AGENDA 2b

Now, but a Tomb

Reports arrive about an "incident" across the town. Witness describe entering a number of buildings to find only death and decay. The inside of the buildings were a thick mess of spider-webs and dirt, and all around the interiors had crumbled, leather cracked and destroyed, books and scrolls crumbling into dust, and any food and perishables gone. What remained of the inhabitants of the buildings were skeletons, or in some cases just a few dusty bones, aged beyond years. It was as if the building and all its contents had aged hundreds of years in just one night.

What foul manner of sorcery could do this?

Revelation – select a random **Thrushmoor Cthulhu** location and flip it to it's **Hastur** side. If this location had an attached **Star Stele**, flip that to it's **Hastur** side also.

AGENDA 3b

Opening Night

All across town, the bells ring out, and people wander into the streets, some dressed in their finery, ready to see what is about to happen. The play has begun, and there is nothing you can do to stop it!

→R1

The Thrushmoor Terror

EASY / STANDARD

-1 for every 2 resources on the nearest **Star Stella**.

Reveal another token. If you fail this test, flip your location to the opposite side (if possible).

12/21 82a

The Thrushmoor Terror

HARD / EXPERT

-1 for every resource on the nearest **Star Stella**.

Reveal another token. After this test, flip your location to the opposite side (if possible).

-3. If you are at a **Hastur** location, discard a random card. If you are at a **Cthulhu** location, lose 2 resources.

12/21 82b

Agenda 1c

The Case of the Missing Fish

Thrushmoor is a city on the edge. As a fishing town, stocks of fish are relied upon almost exclusively to survive, and the sages from the capital report a particularly harsh winter approaching, yet rumours have it that the towns' fish supply is empty.

The taverns of the town have all but stopped serving food, and people have already begun to ration. Fishermen have doubled their efforts to bring in extra supply, but despite this, whispers of a starvation abound.

3

Illus. Guillem H Pongiluppi 12/21 86

Agenda 2c

The Clouds Darken

The morning brings a new horror. Reports from across the town arrive about children gone missing, each with the same set of evidence, wet footprints, no signs of entry. In total some two-dozen children seem to have been taken, with mothers and fathers in a panic as to their whereabouts.

Across the bay, clouds darken, and a chill has set in. A storm is coming.

6

Illus. Guillem H Pongiluppi 12/21 87

Agenda 3c

The Coming of the Storm

The rain arrives. Across the town, a torrential downpour covers every inch of thatch, cobble, or skin in water. Dark clouds cover the sun, plunging the town into almost day-time darkness. Across the bay, lightning and huge waves can be seen, and – is that some shadowy form illuminated? No, it seems to have gone.

Half-starved, still looking for their children, the people of the town venture the rains and the storm for any hope of deliverance.

6

Illus. Guillem H Pongiluppi 12/21 88

Act 1a

The Thrushmoor Terror

You emerge from your horror at Briarstone Asylum into the town of Thrushmoor. What should be a place of rest is instead a town under terror, with missing people, strange behaviour and the threat of starvation hanging over the town.

The town needs help, and if you are to get any answers as to what happened in Briarstone, you are going to need to start here.

2

Illus. J.K Shin 12/21 86

AGENDA 1d

Footprints at Breakfast

Your questions and enquiries about the missing fish have not been met with assistance. Time and time again, you are turned away from buildings and told to "Mind your own business", "Leave this to the locals". More than once, you catch a fisherman whispering your name.

One morning you awake to find you've evidence of an intruder. Your belongings have clearly been rummaged with, though nothing seems to have been taken. Wet footprints are all around the room, and your breakfast is gone. Despite all this, the door remains locked, and how they got in, or out, is a mystery.

You've clearly attracted the attention of someone. Presumably not for the better.

Shuffle the **Cthulhu** encounter deck discard and the set-aside "Agents of Cthulhu" encounter set into the **Cthulhu** encounter deck.

AGENDA 2d

A Brutal Assault

Violence erupts across the town. Men with clubs and masks, arrive with murderous intent to. Witnesses describe how the intruders swarmed into the buildings, in huge numbers, smashing and destroying everything of value. Several members of the town were dragged out into the street, hog-tied, and beaten to death in front of passers-by. Buckets of water were then thrown across the buildings, with yellow paint running down the street and into the gutter. By the time you arrive, the men have gone, leaving blood, destruction and a faint smell of fish on the breeze.

Select a random **Thrushmoor Hastur** location and flip it to it's **Cthulhu** side. If this location had an attached **Star Steele**, flip that to it's **Cthulhu** side also.

AGENDA 3d

Doom!

All across town, the words ring out, above both the rain and the wind:

"Iä! Iä! Cthulhu fhtagn!"

Lighting flashes again across the bay, and this time you're sure of it, a monstrous form is silhouetted against the clouds. The words continue.

"Iä! Iä! Cthulhu fhtagn! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!"

→R3

ACT 1b

A Fork in the Road

It has become clear that there is more than one mystery within Thrushmoor and more than one group operating. It seems that both groups seek control of the so-called "Star Steele", the strange obelisks within the town.

Your initial investigations in the town have not proved truly fruitful, and you think you need to delve deeper around Thrushmoor in order to get to the bottom of what is going on.

One option would be to contact the city guard, in Fort Hailcourse, though reports are that they are unresponsive. Why have they abandoned their duties? Another option would be to continue to try and find Count Lowls, in the manor on Iris Hill, who might have some answers, if indeed he is even there.

The investigators must choose:

Do you: continue to seek out Count Lowls on Iris Hill (advance to **Act 2a**) or seek out the mystery of Fort Hailcourse? (advance to **Act 2c**).

Act 2c



Deep Beneath Fort Hailcourse

Something lurks inside Fort Hailcourse, that you are sure of. There are too many clues that point in this direction, from the missing town guards, to people not wanting to let you approach.

You need to work out a way to get inside and get even deeper within the fort if needed.

Only investigators at Fort Hailcourse may spend clues to advance.

3

Illus. J.K. Shin

12/21

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Act 2a



The Road to the Manor

Something is happening within the Lowls Country Manor on Iris Hill, you are sure of it. Many of the strange visitors to the town have reported business up at the manor, and Count Lowls himself is said to have gathered hundreds of books from the libraries and stores around the town in the preceding weeks.

Unfortunately, the way to the manor is blocked by a band of half-orcs. You need to work out a way to get past them.

Only investigators at Iris Hill may spend clues to advance.

3

Illus. J.K. Shin

12/21

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Act 3c



Deep Beneath Fort Hailcourse

Something lurks inside Fort Hailcourse, that you are sure of. There are too many clues that point in this direction, from the missing town guards, to people not wanting to let you approach.

You need to work out a way to get inside and get even deeper within the fort if needed.

Only investigators at Fort Hailcourse may spend clues to advance.

3

Illus. J.K. Shin

12/21

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Act 3a



The Road to the Manor

Something is happening within the Lowls Country Manor on Iris Hill, you are sure of it. Many of the strange visitors to the town have reported business up at the manor, and Count Lowls himself is said to have gathered hundreds of books from the libraries and stores around the town in the preceding weeks.

Unfortunately, the way to the manor is blocked by a band of half-orcs. You need to work out a way to get past them.

Only investigators at Iris Hill may spend clues to advance.

3

Illus. J.K. Shin

12/21

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ACT 2d



The Strange Key

Inside the Fort you see a strange sight. A number of half-men, half-fish creatures are guarding a curved eldritch key, surrounded by sigils. Occasionally the fish-men leave, and the sigils begin to glow, clearly some kind of ward. This key must be important.

The investigators must decide (choose one):

Any investigator at Fort Hailcourse tests (4) to steal the keys from the fish-men. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse tests (4) to resist the wards around the keys. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse simply grabs the keys, ignoring the wards. Remember that "you activated the key's wards".

After the option(s) above, remember that "you have the strange key" and advance to act 3a.

ACT 2b



The Half-Orc Mercenaries

Blocking your path to the manor are a group of half-orc mercenaries, whose banners declare them to be "The Blind Idiot Smashers", followers of Rovagug the God of Destruction. They appear to have simple orders, to let no-one past.

Any investigator at Iris Hill tests (4) to convince the half-orcs you work with their masters and have permission to pass. If failed, you must choose an option you have yet to choose.

Any investigator at Iris Hill tests (4) to challenge the leader of the half-orcs to nonlethal combat. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse sets fire to the tents, causing the half-orcs to panic and retreat. Remember that "you lit a fire on Iris Hill".

After the option(s) above, remember that "the orcs have dispersed" and advance to act 3c.

ACT 3d



The Strange Key

Inside the Fort you see a strange sight. A number of half-men, half-fish creatures are guarding a curved eldritch key, surrounded by sigils. Occasionally the fish-men leave, and the sigils begin to glow, clearly some kind of ward. This key must be important.

The investigators must decide (choose one):

Any investigator at Fort Hailcourse tests (6) to steal the keys from the fish-men. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse tests (6) to resist the wards around the keys. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse simply grabs the keys, ignoring the wards. Remember that "you activated the key's wards".

After the option(s) above, remember that "you have the strange key" and advance to act 4.

ACT 3b



The Half-Orc Mercenaries

Blocking your path to the manor are a group of half-orc mercenaries, whose banners declare them to be "The Blind Idiot Smashers", followers of Rovagug the God of Destruction. They appear to have simple orders, to let no-one past.

Any investigator at Iris Hill tests (6) to convince the half-orcs you work with their masters and have permission to pass. If failed, you must choose an option you have yet to choose.

Any investigator at Iris Hill tests (6) to challenge the leader of the half-orcs to nonlethal combat. If failed, you must choose an option you have yet to choose.

Any investigator at Fort Hailcourse sets fire to the tents, causing the half-orcs to panic and retreat. Remember that "you lit a fire on Iris Hill".

After the option(s) above, remember that "the orcs have dispersed" and advance to act 4.

Act 1a



Who Will Rid Me?

You've finally been able to piece together the missing parts to the puzzle – not just one, but two cults are operating in Thrushmoor, worshipping both the ancient evils of Hastur and Cthulhu.

These cults are harnessing the power of the ancient Star Stele buried around town, for their own nightmarish ends. Although they are numerous, these cults are each led by a High Priest. Cut off the heads and the rest of these serpent may fall.

Forced – if both **Servitor** enemies are in the Victory display, advance.



Illus. J.K. Shin

12/21

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Act 1b



These Turbulent Priestesses

The last High Priestess falls dead at your feet, and her surviving cultists flee into the darkness. You breath a sigh of relief and consider what this means for Thrushmoor.

→R2

Illus. J.K. Shin

12/21

91



*Star Stele of Disorder



ASSET

Star Stele. Hastur.

Forced – at the end of the Mythos phase, add resources here equal to the number of **Hastur** locations with clues remaining. Then, if there are 10 or more resources here, remove 10 resources, add 1 doom to the **Hastur** agenda (this can cause the agenda to advance), and all investigators lose 2 resources.

Illus. Roberto Gatto

12/21

94a



*Star Stele of Nihilism



ASSET

Star Stele. Hastur.

Forced – at the end of the Mythos phase, add resources here equal to the number of **Hastur** locations with clues remaining. Then, if there are 10 or more resources here, remove 10 resources, add 1 doom to the **Hastur** agenda (this can cause the agenda to advance), and deal 1 horror to all investigators.

Illus. Tyler Eddin

12/21

93a



*Star Stele of Decadence



ASSET

Star Stele. Hastur.

Forced – at the end of the Mythos phase, add resources here equal to the number of **Hastur** locations with clues remaining. Then, if there are 10 or more resources here, remove 10 resources, add 1 doom to the **Hastur** agenda (this can cause the agenda to advance), and all investigators must discard an asset from their hand or in play.

Illus. William Wu

12/21

92a

*Star Stele of Dreams

ASSET

Star Stele. Cthulhu.

Forced – at the end of the Mythos phase, add resources here equal to the number of **Cthulhu** locations with clues remaining. Then, if there are 10 or more resources here, remove 10 resources, add 1 doom to the **Cthulhu** agenda (this can cause the agenda to advance), and all investigators discard a random card from their hand.

Illus. William Wu

12/21

92b

*Star Stele of Cataclysms

ASSET

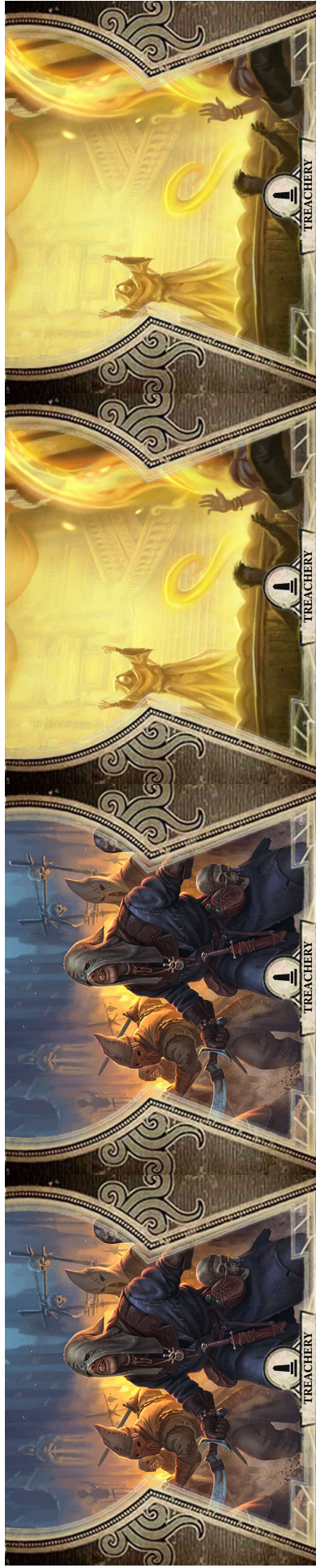
Star Stele. Cthulhu.

Forced – at the end of the Mythos phase, add resources here equal to the number of **Cthulhu** locations with clues remaining. Then, if there are 10 or more resources here, remove 10 resources, add 1 doom to the **Cthulhu** agenda (this can cause the agenda to advance), and deal 1 damage to all investigators.

Illus. Roberto Gatto

12/21

94b



Attack from the Cult of Cthulhu!

Scheme.

Revelation – select a random **Thrushmoor Hastur** location and flip it to it's **Cthulhu** side. If this location had an attached **Star Stele**, flip that to it's **Cthulhu** side also.

Attack from the Cult of Cthulhu!

Scheme.

Revelation – select a random **Thrushmoor Hastur** location and flip it to it's **Cthulhu** side. If this location had an attached **Star Stele**, flip that to it's **Cthulhu** side also.

Attack from the Cult of Hastur!

Scheme.

Revelation – select a random **Thrushmoor Cthulhu** location and flip it to it's **Hastur** side. If this location had an attached **Star Stele**, flip that to it's **Hastur** side also.

Attack from the Cult of Hastur!

Scheme.

Revelation – select a random **Thrushmoor Cthulhu** location and flip it to it's **Hastur** side. If this location had an attached **Star Stele**, flip that to it's **Hastur** side also.



[illegible]

Caves of Cthulhu
Where the Stars Align

3

LOCATION

Cthulhu. Underground.

Forced – when you reveal this, put the set-aside Mrs Brait into play.

Each investigator here with 3 or fewer remaining sanity gets -1 to all their skills.

The oldest and strongest emotion of mankind is fear.

Treasure 1.

Gateway to Carcosa
All the World's a Stage

1

LOCATION

Hastur. Otherworldly.

Forced – when you reveal this, put the set-aside Melisenn Kororo into play.

Forced – After you enter this location: introduce yourself to the audience.

*OPHELIA: Will he tell us what this show meant?
HAMLET: Ay, or any show that you will show him. Be not you ashamed to show, he'll not shame to tell you what it means.*

Treasure 1.

A stylized, symmetrical illustration of a sun or star with a face, surrounded by swirling, tentacle-like patterns. The design is set against a background of a starry sky and a dark, swirling nebula. The sun/star has a central face with a star for a nose and a crescent moon for a mouth. It is surrounded by a ring of stars and a dark, swirling nebula. The entire design is set against a background of a starry sky and a dark, swirling nebula.

Briarstone Island

2 **1** **LOCATION** **1**

Thurshmoor: Hastur.

➔ take 1 damage or spend 2 resources; move to The Wharf.

The partially collapsed manor house that was Briarstone Asylum stands on this small island, the last vestiges of yellow fog billowing away. Survivors gather by the beach, hoping to attract a passing fisherman, or wondering what horrors lurk in the lake should they risk the swim to the shore.

Illustration: Kieran Bebbow

Briarstone Island

1 **1** **LOCATION** **1**

Thurshmoor: Cthulhu.

➔➔➔ move to The Wharf.

Briarstone Asylum now stands in ruins, and it seems that the gulls and rain already all seek to return it to its primordial state. By the shore, an abandoned dilapidated rowing boat has washed up. With night approaching, no fisherman are in sight and it would be foolish to risk a swim.

Illustration: Kieran Bebbow

Fort Hailcourse

3 **2** **LOCATION** **2**

Thurshmoor: Hastur.

Forced – after an investigator discovers one or more clues here: Test ♦ (2). If you fail, take 1 horror.

Its gates are opened (by invitation only), and a large refurbishment project has begun. Strange though that no-one knows any of the craftsmen involved.

Illustration: Guido Kuip

Fort Hailcourse

4 **2** **LOCATION** **2**

Thurshmoor: Cthulhu.

Forced – after an investigator discovers one or more clues here: Test ♦ (3). If you fail, take 1 damage.

Its gates are shut and the guardsmen not answering any cries, for help or otherwise. Wet footprints can be seen on the stone walls.

Illustration: Guido Kuip

Iris Hill

3 **2** **LOCATION** **2**

Thurshmoor: Hastur.

Forced – if you fail a skill test while investigating this location: take 1 damage.

Bands of orc slaves patrol this hillside, preventing further progress. In the distance, the Manor sits, illuminated by strange yellow lights from within.

Illustration: Michael Komarek

Iris Hill

2 **2** **LOCATION** **2**

Thurshmoor: Cthulhu.

Forced – at the end of your turn, if you are in Iris Hill: take 1 damage.

The orc warbands have collapsed into disarray, but are still dangerous, fighting anything in sight. Several parts of the hill have been set on fire, and whoops and cheers can be heard nearby.

Illustration: Michael Komarek

Market District

1 **1** **LOCATION** **1**

Thurshmoor: Hastur.

➔ Search the top 5 cards of your deck for an Item asset, draw it, then shuffle your deck.

The apples are rotten, the grain has lice it in, and the swords are all rusted, but the foreign perfume is exquisite.

Illustration: Mats Malmhagen

Market District

2 **1** **LOCATION** **1**

Thurshmoor: Cthulhu.

➔ Play an Item asset from your hand at -1 resource cost.

Meat and fish are in short supply, traders go missing overnight, and the tax collectors have an odd look about them.

Illustration: Mats Malmhagen

Professional District

2 1

LOCATION

Thrushmoor. Hastur.

► Play an event from your hand at -1 resource cost (meeting all additional costs).

Strange experts like "Tautological Resurrectionist" and "Rat Phenologist" advertise their services while rubbish mounts up in the streets.

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10/21 P

Illustration: Eddia Mendonça

The Old Church

2 2

LOCATION

Thrushmoor. Hastur.

Forced – if you take any damage or horror while at The Old Church, place 1 doom on the **Hastur** agenda.

Late at night, fires and revelry can be seen in these crumbling ruins just outside of town. By the time you get here, all is dark and quiet.

104

10/21 P

Illustration: Raphael Lacoste

The Wharf

1 1

LOCATION

Thrushmoor. Hastur.

Forced – If you end your turn at The Wharf, test (3). If you fail, you are robbed and lose 2 resources.

Fishing is banned until further notice and the locals sit around, idle. The only activity is foreign traders, arriving by boat with strange goods.

105

10/21 P

Illustration: Ubisoft Entertainment

Professional District

1 1

LOCATION

Thrushmoor. Cthulhu.

Investigators at the Professional District do not gain resources during the upkeep phase.

Most buildings are closed, and every second sign says "Out of Business". Smashed windows and looted offices are common.

103

10/21 P

Illustration: Eddia Mendonça

The Old Church

3 2

LOCATION

Thrushmoor. Cthulhu.

Forced – if you take any damage or horror while at The Old Church, place 1 doom on the **Cthulhu** agenda.

Just after dawn, cries and screams were heard at these crumbling ruins, just outside of town. By the time you arrive, no signs remain except warm blood on the stone floor.

104

10/21 P

Illustration: Raphael Lacoste

The Wharf

2 1

LOCATION

Thrushmoor. Cthulhu.

If you did not start your turn at The Wharf, you must spend 1 additional action to investigate here.

Mrs Brit's Smokehouse is a hive of activity, with crates and people moving in and out. The dockmaster eyes you with suspicion, and questions are discouraged.

105

10/21 P

Illustration: Ubisoft Entertainment