

Escape from R'lyeh

EASY / STANDARD

-  -X. X is equal to the amount of doom in play (max -5).
-  -4, or -2 if Carl Sanford is in the victory display or *Carl Sanford no longer troubles us*.
-  -4. If you fail, place 1 clue on your location (*from the token pool*).
-  -3, or -6 if there is an **Ancient One** or **Servitor** at this location.
-  The test is failed. After the test ends, move once towards Dread Cthulhu (if able).

1 / 20



268a

Escape from R'lyeh

HARD / EXPERT

-  -X. X is equal to the amount of doom in play (max -5).
-  -5, or -3 if Carl Sanford is in the victory display or *Carl Sanford no longer troubles us*.
-  -5. If you fail, place 1 clue on your location (*from the token pool*).
-  -3, or -6 if there is an **Ancient One** or **Servitor** at this or a connecting location.
-  The test is failed. After the test ends, move once towards Dread Cthulhu (if able).

1 / 20



268b

Act 1a The Final Ritual

Without the thrumming chants the island is quiet apart from the sporadic wailing wind, however the constant mental assault saps your spirit. Staggering through the stone city, you search for the points where the geometry of the city can be altered.

- Spend 1 clue as a group: **Explore**. If this exploration is unsuccessful, place 1 clue on your location (*from the token pool*).

Objective – When you discover the last clue from a location, advance.

2 / 20



269

As you explore the city, you begin to feel the dimension warping effect may have lessened. Or perhaps your senses have become infected by the alien dreams that seem to intrude on your own, and the earthly world will now seem strange and unnatural on your return? The thought sends shivers down your spine.

Precisely inscribing the first of the geometric symbols on a prominent cornerstone you feel a slight change in the air, as if something has shifted. You check your notes and quickly scan the horizon for the next of the landmarks listed.

Remove 1 doom from Dread Cthulhu (if able).

ACT 1b

Act 2a Strange Transformations

Now you have to finish the ritual to ensure the island returns below the waves.

- Spend 1 clue as a group: **Explore**. If this exploration is unsuccessful, place 1 clue on your location (*from the token pool*).

➤ Spend 1  clues as a group: Remove 1 doom from an **Ancient One** enemy.

Objective – When there are 8 City locations in play with no clues present, advance.

4 / 20



271

Act 2a Strange Rotations

Now you have to finish the ritual to ensure the island returns below the waves.

- Spend 1 clue as a group: **Explore**. If this exploration is unsuccessful, place 1 clue on your location (*from the token pool*).

➤ Spend 1  clues as a group: Remove 1 doom from an **Ancient One** enemy.

Objective – When there are 6 City locations in play with no clues present, advance.

3 / 20



270

Record in your Campaign Log that we visited the geometry of R'lyeh.
Remove one doom from Dread Cthulhu.

ACT 2b

As you complete the final preparation listed in your notes, you feel a sudden sense of vertigo as something shifts beneath you. What had been solid ground begins to tilt, throwing you off balance, before you realize that it is not the stonework that is moving but instead the very concept of 'down'.

From the corner of your eye you see the horizon twisting into endless spirals as the force anchoring the alien city to this realm weakens. It is shifting closer to its own laws and dimensions, and you don't have much time.

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Remove one doom from Dread Cthulhu.

Act 3a

Act 3a

Agenda 1a

Cthulhu has been awoken. You have but moments before He is here!

2

Illustration: Francois Baranger

Escape from R'lyeh

Tremors shake the island as the force anchoring it to the surface begins to dissipate. You have to escape, or else be dragged down with it!

- Spend 1 clue: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.
- ⚡ Spend 1 clue as a group: Remove 1 doom from an **Ancient One** enemy.

Objective – When all surviving investigators have resigned, advance.

Illustration: Francois Baranger

6 / 20

Chulhu Rises

Spawn Dread Cthulhu, The Great Dreamer at the Blue-Stone Pillar with 2 doom tokens on him.

Shuffle the rest of the Dread Cthulhu encounter set (👁️) into the encounter deck.

Illustration: Bjorn Lensig

Arriving at Shore

ACT 3b

With the ritual completed, you hurriedly leap into your small boat. Casting off and frantically steering your vessel, you feel the alien presence in your mind grow stronger, clouding your thoughts. As you reach the open ocean you look back and your heart almost stops.

The Great Dreamer is at the shore, its rectilinear pupils narrowing as it spies you. The titanic elder thing slides forward, entering the oily water without seeming to disturb the waves. You realise that in your small conveyance there is no hope of escape.

Check Campaign Log:
If you completed the first part of the ritual to sink R'lyeh: → R1
If you failed the first part of the ritual to sink R'lyeh: → R2

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8 / 20

Blue-Stone Pillar

2

LOCATION

0

City. Otherworld.

When revealing tokens from the chaos bag **Sorcerer**, **Cultist** or **Chosen** investigators at Blue-Stone Pillar may choose to reveal an additional token and resolve each of those tokens.

Illustration: Bjorn Lensig

The Stars are... Right?

Agenda 2a

"After vigintillions of years great Cthulhu was loose again, and ravening for delight."
H.P. Lovecraft - The Call of Cthulhu

Any doom placed on a scenario card is instead placed on Dread Cthulhu.

Forced – At the start of the Mythos Phase: Move Dread Cthulhu once along the shortest path towards the nearest investigator. If a path cannot be drawn between Dread Cthulhu and any investigator, instead move Dread Cthulhu directly to the lead investigators location.

12

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7 / 20

The End

Cthulhu has fully awoken!
Each investigator that has not already resigned is defeated.

Illustration: Bjorn Lensig

7 / 20

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Great Stone Gate



1 LOCATION **1**

City: Otherworld.

➔➔➔➔: Exhaust Great Stone Gate. It does not ready as usual during the Upkeep phase. (Group limit once per game.)

Forced – When an enemy or investigator would move to Great Stone Gate while it is exhausted: Cancel the movement, then ready Great Stone Gate.

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Dread Cthulhu
The Great Dreamer

Ancient One. Elite.

Massive. Dread Cthulhu is immune to damage and cannot be exhausted or removed from play. X is equal to the amount of doom on Dread Cthulhu.

Forced – When Dread Cthulhu would make an attack: The targeted investigator must take either a Fight or Evade action against Dread Cthulhu. For each point they fail by, that investigator either exiles 1 card from their hand, takes 1 damage or takes 1 horror.

ENEMY



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Cosmic Potency

Hex.

Revelation – Test  (X). X is equal to half the amount of doom on Dread Cthulhu, rounded up. If you fail, move once towards Dread Cthulhu (if able). If you fail by 2 or more, take 1 horror.

“Was I tottering on the brink of cosmic horrors beyond man's power to bear?”

- H.P. Lovecraft, *The Call of Cthulhu*

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19 / 20  280



Spawned on a Dark Star

Hex.

Peril.

Revelation – You must choose one:

- ◊ Remember *“I defied the will of Cthulhu.”*
- ◊ Move Dread Cthulhu once towards your location.

20 / 20  281