

Act 1a

Locate the R'lyeh Disk

You arrive in the small village of Cannich, situated on the green and stony highlands. Your research tells you the R'lyeh Disk should be nearby.

Objective – An investigator at the King's Head Inn may spend the requisite number of clues, as a group, to advance.

1 / 1

The Coven of Cannich

EASY / STANDARD

- Place 1 clue from the token pool on your location.
- If you fail, place 1 doom on the nearest *Cultist* enemy if able.
- Reveal another chaos token. If you fail, place 1 of your clues on your location.

1 / 1

Act 1b

Henry Hancock

Speaking with several locals you learn of Henry Hancock, an archaeologist who recently began a dig nearby. His interest was in a ruined Roman temple, although he made passing mention of a strange disk described in ancient writings.

Your questioning reveals he drank at the King's Head and had hired local brothers the MacQuarries as labourers. Initially exuberant about his find, he became tight lipped and fearful.

Hancock has not been seen for several days, however for the price of a pint you are given directions to the last place he was seen. Is he affiliated with the Silver Twilight? Or is he another innocent fallen foul of their machinations? Either way, you feel sure his disappearance is no coincidence.

Put a random set aside location into play.

1 / 1

The Coven of Cannich

HARD / EXPERT

- Place 1 clue from the token pool on your location. If you fail, instead place 1 of your clues on your location.
- If you fail, flip one of your clues to its doom side and place it on the nearest *Cultist* enemy if able. Otherwise, place 1 doom on that enemy instead.
- Reveal another chaos token. If you fail, place 1 of your clues on your location for each point you failed by.

1 / 1

Act 3a

The Disk Divided

Having located a third of the R'lyeh Disk you continue your search. You must prevent as many pieces as possible from falling into the hands of the cult before returning to Inverness.

► Spend 3 clues as a group. Put a random set-aside location into play, if able.

Objective – If each undefeated investigator has resigned, advance. (Hint - you may not be able to obtain all the Disk pieces)

1 / 1

Act 2a

The Hancock Mystery

What has Henry Hancock got to do with the Silver Twilight, or the R'lyeh Disk? To find the answers you will have to uncover the secret of Cannich.

► Spend 3 clues as a group. Put a random set-aside location into play, if able.

Objective – When a R'lyeh Disk Piece is in the victory display, advance.

1 / 1

Act 3b

Escape to Inverness

Having recovered as many portions of the R'lyeh Disk as you are able, you head back to the train station. Sitting nervously on the platform, you warily watch for any sign of danger as the train to Inverness approaches.

(If there is 1 R'lyeh Disk Piece in the victory display, →R1)
 (If there are 2 R'lyeh Disk Pieces in the victory display, →R2)
 (If there are 3 R'lyeh Disk Pieces in the victory display, →R3)
 (If there are no R'lyeh Disk Pieces in the victory display, →R4)

1 / 1

Act 2b

The artifact sits before you, what was once a complete disk now broken into rough thirds by some ancient blade. Twisted carven glyphs seem to writhe on the golden surface. It is clear this is an object of great power.

The Disk has been separated into three sections, but for what purpose you cannot guess. At least you have the first safely in your possession. Feeling sure you are on the right trail, you resolve to continue your search.

Perhaps the other pieces of the Disk are elsewhere in Cannich, or perhaps you are already too late.

1 / 1

Agenda 2a

Something Wicked...

"The hidden cults to which these witches belonged often guarded and handed down surprising secrets from elder, forgotten acons."
-H.P. Lovecraft, The Dreams in the Witch House.

10



1 / 1

Agenda 1a

Biding Their Time

Visitors are rare in Cammich, your presence drawing suspicious mutterings and furtive glances. Word of your arrival will spread quickly in the small town. You must hurry, before the agents of the cult can marshal against you.

Each **Cultist** enemy gains Aloof.

4



1 / 1

*** Anne Chantraine**
Head Witch of the Silver Twilight

5 3 3

Humanoid. Cultist. Elite. Witch.

Hunter. Conspiracy.

Spawn – The King's Head Inn.
Anne Chantraine gets +1 evade for each doom on her.

Forced – When a **Curse** or **Hex** card is drawn: Place 1 doom on Anne Chantraine.

Born in 1603, she has bought many lifetimes with blood.

Victory 2.
Disrupt 1.

ENEMY



1 / 1

Agenda 1b

An Unwelcome Arrival

As you question the townsfolk you begin to notice strange occurrences. Certain faces always seem to be present, watching you. A shadow follows you through the town. Answers to your questions are sometimes contradictory. You sense that some of the townsfolk are not what they seem, friendly faces hiding smiling danger.

It is becoming clear that there is something rotten in Cammich.

(Cultists no longer have Aloof)

Check your Campaign Log. If the **Disruption Level** is 4 or lower, shuffle the set aside. **Belphegor** - A Wanted Man into the encounter deck.

If the **Disruption Level** is 5 or higher, instead spawn the set-aside **Belphegor** - A Wanted Man at the Train Station.

1

*** Belphegor**
WEAKNESS

3 4 3

Humanoid. Cultist.

Hunter.

Belphegor gains +1 fight for each clue on his location.
Belphegor gains +1 evade for each doom on **Cultist** enemies at his location.

Forced – At the end of the game, if Belphegor is in the victory display: Remove Belphegor from your deck.

Victory 1.

ENEMY



1 / 1

Agenda 3a

Witches Abroad

As night falls a strange quiet settles over the town of Cammich. The streets seem unnaturally empty, as if some secret signal had been passed around. The cult is abroad tonight, and the fearful people of the town heed the whispered warnings. Their target is obvious, and you feel that your time is nearly up.

5



1 / 1



Agenda 3b

Robed figures close in around you, blocking the cobbled paths as you try to flee.
"Ye know what we want. Give it up, or be facin' the consequences!"

The cult is bent on obtaining the disk, and you are in their way.

If there are any R'lyeh Disk Pieces in the victory display, remove one of them from the game, then flip this agenda back to it's 'a' side.

Otherwise (->R5).

1

All Saint's Church

1 LOCATION **1**

Cannich. Central.

⚡: Heal 1 horror. If you are a *Believer* heal 3 horror instead. (Limit once per game).

Father Andrew McBride is an authority on local legends, however his true passion is the spiritual wellbeing of his flock.

All Saint's Church

1 LOCATION **1**

Cannich. Central.

This picturesque Church sits near the centre of Cannich.

Cave Temple

3 LOCATION **2**

Mountain. Temple.

Forced – After Cave Temple is revealed, search the encounter deck and discard for a *Serpent* enemy and spawn it here.

⚡ If there are no clues here: Draw the set aside 'Exploring the Cave' story card. (Group limit once per game.)

Victory 1.

Creag Dhubh

1 LOCATION **1**

Mountain.

Investigators cannot move to this location whilst there are any clues on Macbain Cottage.

The craggy mountainside looms over Cannich, beautifully wooded lower slopes leading to stony cliffs.

Illus. Jamie Sharpson 1 / 1

Illus. Jamie Sharpson 1 / 1

Illus. Adam Sharp 1 / 1

Illus. Coleman Senecal 1 / 1

Constable's Office

2 LOCATION **0**

Cannich.

Each enemy at Constable's Office gains Aloof.
Forced – At the end of the round: Constable MacNeil confiscates (discards) a **Weapon** asset from each non-*Police* investigator present.

Crime is rare and Constable MacNeil is often seen bicycling up the glen, stopping to gossip with the locals.

Constable's Office

2 LOCATION **0**

Cannich

Home to the local constabulary, this office also houses one of the town's few telephones.

Dig Site

2 LOCATION **1**

Temple. Ruins.

Dig Site is investigated using **🔍** instead of the skill indicated by the investigation attempt.

⚡ If there are no clues here: Draw the set-aside 'Excavating the Temple' story card. (Group limit once per game.)

Strange mosaic motifs and oddly deformed bones mark this temple as a highly unusual site of archaeological importance.

Victory 1.

Dig Site

2 LOCATION **1**

Temple. Ruins.

Partially excavated, these Roman ruins sit ten miles outside Cannich, on the shores of the local loch.

Illus. Pete Rurnney 1 / 1

Hancock House

4 LOCATION **1**

Cannich.

Forced – After you fail a skill test while investigating Hancock House: Take 1 horror.

⚡ If there are no clues here: Draw the set-aside ‘Searching the Hancock House’ story card. (Group limit once per game.)

Drawers are emptied and boxes opened, as if hurriedly searched. Strange noises have been reported at night.

Victory 1.

Illus. Errol Barron 1 / 1

Hancock House

LOCATION

Cannich

The house is silent and empty, seemingly abandoned.

Illus. Errol Barron

Macbain Cottage

4 LOCATION **1**

Mountain.

Forced – At the start of the enemy phase: Place 1 doom on each enemy at this location.

➤: Search your deck for a *Tome* or *Relic* card and add it to your hand. Shuffle your deck (Limit once per game).

A letter from Carl Sanford is concealed amongst the odd books and artifacts. Past the cottage, a worn trail leads up the hillside.

Illus. F.E. Jamieson 1 / 1

Macbain Cottage

LOCATION

Mountain

This small stone cottage, home to Duncan Macbain, sits on the slopes of Creag Dhubh.

Illus. F.E. Jamieson

King's Head Inn

4 LOCATION **2**

Cannich

Forced – After a failed investigation at this location: Place 1 doom on the nearest *Cultist* enemy.

Fergus MacInnes runs a friendly establishment, however you can't shake the feeling the patrons are watching you.

Victory 1.

Illus. Errol Barron 1 / 1

King's Head Inn

LOCATION

Cannich

A large sign welcomes weary travelers. The Inn boasts comfortable rooms, a full bar and a cosy dining area.

Illus. Errol Barron

Post Office

3 LOCATION **1**

Cannich.

➤ If your deck has at least 6 cards: ‘Special delivery!’ Search your deck for a card, shuffle your deck, then insert that card 3rd from the top (on top of your deck if you are *Civic*). (Limit once per game).

Postmaster Tammas MacIvlar tells of a young French girl arriving recently that has been turning heads. However, he won't entertain any nonsense about witches or cults.

Illus. Jonathan Wheeler 1 / 1

Post Office

LOCATION

Cannich

A daily pickup brings letters and packages to and from Inverness. The Post Office also boasts a functioning telephone and a facility for sending and receiving telegrams.

Illus. Jonathan Wheeler



McNab's Store

LOCATION

Cannich.

3

1

Forced – At the end of the investigation phase: Each non-*Entrepreneur* investigator present loses 1 resource.

McNab can barely contain his contempt for those who fail to take advantage of his competitively priced wares.



McNab's Store

LOCATION

Cannich.

The store stocks all manner of tinned food, mechanical parts and clothing.



Train Station

LOCATION

Rail.

3

0

►: **Resign.** Catch the next train back to Inverness.

The small station sits just outside the town of Cannich.



Train Station

LOCATION

Rail.

The Cannich line winds through scenic highlands, however the picturesque surroundings cannot quite quell the rising dread you feel.



*R'lyeh Disk Piece

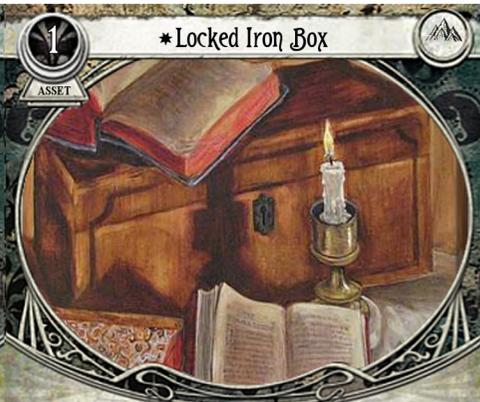
Right Section

Item. Relic.

Revelation – When you reveal R'lyeh Disk Piece: Add it to the victory display.

Three roughly equal sections, combined create a perfect disk.

**Victory 1.
Disrupt 2.**



*Locked Iron Box

1

ASSET

Item.

►: Test ⚔ (4) to force the lock, or 🦂 (4) to pick it. If successful, flip this card. Any investigator at this location may use this ability.



Train Station

LOCATION

Rail.

3

0

►: **Resign.** Catch the next train back to Inverness.

The small station sits just outside the town of Cannich.



Train Station

LOCATION

Rail.

The Cannich line winds through scenic highlands, however the picturesque surroundings cannot quite quell the rising dread you feel.



*R'lyeh Disk Piece

Bottom Section

Item. Relic.

Revelation – When you reveal R'lyeh Disk Piece: Add it to the victory display.

Small, oddly cut gems of unknown design dot the surface of this carven piece of golden disk.

**Victory 1.
Disrupt 2.**



Exploring the Cave

Venturing inside the large natural cavern you find it has been fashioned into a primitive temple. Brown stains cover the carven altar whilst bones litter the floor.

At the rear of the cavern, obscured by stalagmites, stone steps worn over millennia lead down into the bowels of the earth. The foetid wind that wafts up convinces you that whatever is down there is better left alone.

Whilst searching the cavern you find a small alcove cut into the rock. Stored within is a golden artifact - a partial section of the R'lyeh disk! You quickly gather your prize, hoping you have not disturbed any more of the creatures.

Test 🦂 (3). If you fail, search the encounter deck and discard pile for a *Serpent* enemy and spawn it at this location.

Flip this card.

STORY



*** R'lyeh Disk Piece**

Left Section

ASSET

Item. Relic.

Revelation – When you reveal R'lyeh Disk Piece: Add it to the victory display.

The glyphs depict strange octopoid creatures, along with other, less identifiable things.

Victory 1.
Disrupt 2.



TREACHERY

A Shocking Discovery.

Terror.

Revelation – Test (3). For each point you fail by, take 1 horror.

Remove A Shocking Discovery from the game.

Hancock has been dead for several days, his body bearing the marks of many terrible wounds.

Excavating the Temple

Whilst portions of the temple ruin have been excavated, much still remains hidden beneath the dirt of centuries. As you uncover the temple floor you find it contains a strange mosaic pattern, abstract but hideously suggestive, that doesn't correspond to any Roman deity you can recall.

Despite your efforts the temple is empty of artifacts, with the Disk nowhere to be found. Recalling an offhand comment by Hancock revealed during your enquiries, you refocus your efforts on a nearby storehouse ruin.

After several more hours of fruitless digging, and with the sun going down, you have almost given up hope. But then... a glint in the dirt? Several frenzied minutes later, you have uncovered a golden fragment recognizable as a part of the R'lyeh Disk!

Test (2). For each point you fail by, lose 1 action.

Flip this card.

STORY

Searching the Hancock House

Exploring the cold stone basement you find several large tables covered in chunks of dirt and Roman artifacts.

The wall safe lies broken open, the contents ransacked. Someone has been here before you. Using the information you have gathered you locate a hidden storage space that has hitherto escaped notice, within which is a curious locked box.

Flushed by your find, you venture upstairs. A strange odor emanates from the attic, apparently coming from a wall panel that has been recently refitted.

Pulling away the loose timber, you start in shock; behind lie the mangled remains of what must have been Henry Hancock!

Put the set aside Locked Iron Box into play, attached to this location.

Flip this card.

STORY

*** Belphegor**

A Wanted Man

3 4 3

Humanoid. Cultist.

Hunter. Conspiracy.

Belphegor gains +1 fight for each clue on his location.

Belphegor gains +1 evade for each doom on **Cultist** enemies at his location.

When you defeat Belphegor: Gain 2 resources.

Wanted for Murder and Kidnapping, reward offered.

Victory 1.

ENEMY



*** Ian MacLennan**

Pillar of the Community

2 2 2

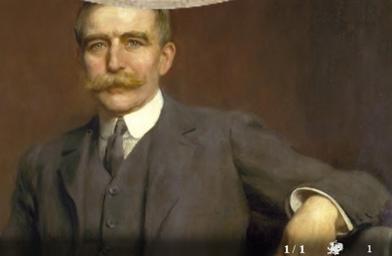
Humanoid. Cultist.

Aloof. Hunter. Conspiracy.

Spawn – Post Office.

Forced – After a successful investigation at his location: Place 1 doom on Ian MacLennan.

A wealthy local farmer, his niece Anne is currently visiting from France.



1/1 1

*** Wully McMurdo**

Hard Drinker

4 4 2

Humanoid. Cultist.

Spawn – King's Head Inn.

Retaliate. Conspiracy.

Often seen drinking in the King's Head, Wully is well known locally and strong as an ox.



1/1 1

*** Duncan Macbain**

Crazy Old Hermit

3 3 3

Humanoid. Cultist. Witch.

Spawn – Any empty location.

Conspiracy. Retaliate. Alert.

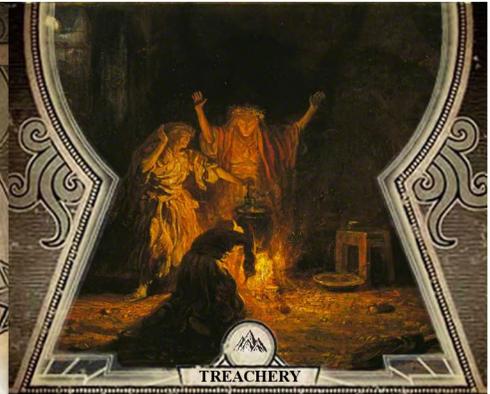
When you defeat Duncan Macbain: Gain 1 clue from the token pool.

Forced – At the end of the Enemy phase: Move Duncan Macbain once towards the location with the most clues. Then, flip 1 clue at his location to its doom side and place it on Duncan Macbain.



Illus. Franz von Deggner

1/1 1



TREACHERY

Dark Magick

Hex.

Revelation – If there are no *Cultist* enemies in play, or if there are any *Witch* enemies in play, Dark Magick gains surge.

Each investigator tests (3). This test gets -1 difficulty for each *Sorcerer* or *Cultist* investigator in play. If failed, they take 1 horror, then they must place one of their clues on the nearest *Cultist* enemy if able and flip it to its doom side.

Illus. Alexandre Gabriel Decamps

1/1 1

*** Fergus MacInnes**

Proprietor of the Kings Head

3 3 2

Humanoid. Cultist.

Spawn – The Kings Head.

Aloof. Conspiracy.

Forced – At the end of the Mythos Phase: Place 1 doom on Fergus MacInnes.

Strong and sharp, little goes on in the Kings Head without his knowledge and consent.



Illus. John K. Harrell

1/1 1

*** The MacQuarries**

Surly Ne'er-do-wells

3 2 4

Humanoid. Cultist.

Spawn – McNab's Store.

Prey – Most clues.

Hunter. Alert. Conspiracy.

Forced – When The MacQuarries attack, if the defending investigator has any clues: Flip one of them to its doom side and place it on The MacQuarries.



1/1 1

Serpent-Man Priest

Monster. Serpent. Cultist. Humanoid.

Retaliate. Hunter.

Spawn – Any *Mountain* or *Temple*.

Serpent-Man Priest gets +1 fight and +1 evade whilst at a *Temple* location.

"Emaciated priests, displayed as reptiles in ornate robes, cursed the upper air and all who breathed it"

- H.P. Lovecraft, *The Nameless City*.



Illus. Steven Bellshaw

1/1 1

Hunched Serpent-Man

Monster. Serpent. Humanoid.

Hunched Serpent-Man gets +1 fight and +1 evade whilst at a *Mountain* location.

"They were of the reptile kind, with body lines suggesting sometimes the crocodile, sometimes the seal, but more often nothing of which either the naturalist or the palaeontologist ever heard. In size they approximated a small man, and their fore legs bore delicate and evidently flexible feet curiously like human hands and fingers"

- H.P. Lovecraft, *The Nameless City*.



Illus. Ryan Barger

1/1 1



Dark Magick

Hex

Revelation – If there are no *Cultist* enemies in play, or if there are any *Witch* enemies in play, Dark Magick gains surge.
 Each investigator tests **W** (3). This test gets -1 difficulty for each *Sorcerer* or *Cultist* investigator in play. If failed, they take 1 horror, then they must place one of their clues on the nearest *Cultist* enemy if able and flip it to its doom side.

Highland Snows

Hazard

Revelation – Attach to your location. Limit 1 per location.
Forced – At the start of your turn, if you are here: Lose 1 action.
Forced – At the end of the round, if there are no other *Hazard* treacheries in play, discard Highland Snows.

Unnatural Storm

Hex. Hazard

Revelation – Attach Unnatural Storm to the current Act and Agenda.
 The second and subsequent move actions taken by each investigator each turn cost 1 additional action to perform.
Forced – When the Act or Agenda advances: Discard Unnatural Storm.

Illus. Alexandre Gabriel Decamps

1 / 1

Illus. Sibin German

1 / 1

Illus. Peter Graham

1 / 1



Dark Magick

Hex

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Illus. Alexandre Gabriel Decamps

1 / 1

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1 / 1

Illus. Peter Graham

1 / 1