

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

1a

Illustration: Charles Remie Macintosh

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

1a

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 ebullient 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

1b

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

1b

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

3a

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

2a

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

3b

Act 2b

The artifact sits before you, what was once a complete disk now broken into rough thirds by some ancient blade. Twisted carved 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

2b

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.

Illus. Jamie Simpson 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.

Illus. Pete Runnery 1 / 1

All Saint's Church

LOCATION

Cannich. Central.

This picturesque Church sits near the centre of Cannich.

Illus. Jamie Simpson 1 / 1

Constable's Office

LOCATION

Cannich

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

Illus. Pete Runnery 1 / 1

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.

Illus. Adam Sharp 1 / 1

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.

Illus. Adam Sharp 1 / 1

Creag Dhubh

LOCATION

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. Coleman Senecal 1 / 1

Dig Site

LOCATION

Temple. Ruins.

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

Illus. Coleman Senecal 1 / 1



McNab's Store

LOCATION

Cannich.

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.



Train Station

LOCATION

Rail.

➤ **Resign.** Catch the next train back to Inverness.

The small station sits just outside the town of Cannich.



McNab's Store

LOCATION

Cannich.

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



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.



*R'lyeh Disk Piece

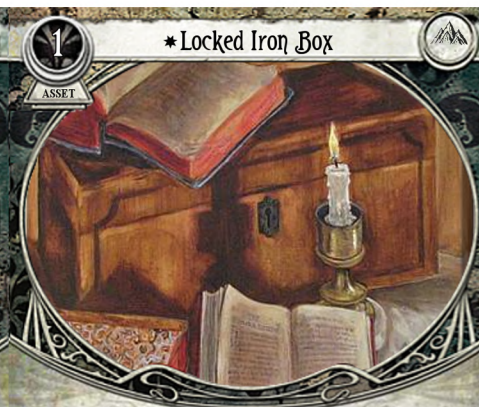
Bottom Section

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.



*Locked Iron Box

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.



Exploring the Cave

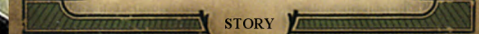
Venturing inside the large natural cavern you find it has been fashioned into a primitive temple. Brown stains cover the carven altar whilst bones litter the floor.

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.





Victory 1.
Disrupt 2.



Ilus. Mikołaj Trzaska

STORY

STORY



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.

ENEMY



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.

ENEMY



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♣ clues 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.

ENEMY



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.

ENEMY



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.

ENEMY



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.

ENEMY



1/1

Serpent-Man Priest

4 3 2

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*.

ENEMY



1/1

Hunched Serpent-Man

3 3 2

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*.

ENEMY



1/1



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Illus. Alexandre Gabriel Decamps 1 / 1  1



TREACHERY

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.

Illus. Sibin German 1 / 1  1



TREACHERY

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. Peter Graham 1 / 1  1



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