

Rise of R'lyeh

EASY / STANDARD

- X. X is equal to the number of locations in play (Max 5).
- 3. If you fail, place 1 doom on the nearest **Cultist** enemy, if able.
- 4. Place 1 clue from the token pool on your location.
- 5. If you fail, draw the top card of the encounter deck.

1 / 28 250a

Rise of R'lyeh

HARD / EXPERT

- X. X is equal to the twice the number of locations in play.
- 4. After this test ends, place 1 doom on the nearest **Cultist** enemy, if able.
- 4. Place 1 clue from the token pool on your location for each point you failed by.
- 5. If you fail, draw the top card of the encounter deck.

1 / 28 250b

Assault on R'lyeh

The assault commences! Before you stretch cyclopean structures and alien sculptures, arrayed in a fashion resembling no earthly city. Your first mission, find the cult leaders. Each enemy loses Aloof.

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

Objective – When an investigator is at a **Ritual Site**, advance.

Act 1a

Illus. Vincent Leecey

5 / 28 254

Target located

As you stagger blindly through the twisting passageways, you stumble across a landmark mentioned in the ancient texts. Approaching the area, you hear chanting and spy the first of your targets. Once you have dealt with the cult's leaders, you will be able to write from them the location of the power locus anchoring R'lyeh to the surface.

Draw the top card of the Cult Leader deck and spawn it at a revealed **Ritual Site** location containing an investigator.

ACT 1b

Explore the City

Before you stretch cyclopean and alien sculptures, arrayed in a fashion resembling no earthly city. You will have to explore to get your bearings... if that is even possible.

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

Objective – When an investigator is at a **Ritual Site**, advance.

Act 1a

Illus. Tom Sullivan

8 / 28 257

Discovering a ritual site

As you stagger blindly through the twisting passageways, you stumble across a landmark mentioned in the ancient texts. You approach the area cautiously, a wild chanting echoing around the strangely carved stone pillars. Having found the first of the landmarks mentioned in your research, you take heart. This should help guide you to the blue-stone pillar where your calculations indicate the ritual should be performed.

Draw the top card of the Cult Leader deck and spawn it at a revealed **Ritual Site** location containing an investigator.

ACT 1b

Finding the Pillar

You have located the first landmark. Now you must find others to point the way to the Blue-Stone pillar.

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

Forced – When a **Ritual Site** location is revealed: Draw the top card of the Cult Leader deck and spawn it at the revealed location if able.

Objective – When there are 1 **Ritual Site** locations in play that contain no clues, advance.

Act 2a

Illus. Tom Sullivan

3 / 28 252a

Blue-Stone Pillar

LOCATION

City: Otherworld

Forced – When Blue-Stone Pillar enters play, if Carl Sanford is set aside spawn him at this location. 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.

Blue-Stone Pillar cannot leave play.

Illus. Bjorn Leisig

3 / 28 252b

Act 3a

Disrupting the Ritual

► Spend 1 clue as a group: Explore.

Blue-Stone Pillar gains:

► Reveal a random token from the chaos bag. For each revealed token with a number (ignoring +/-) equal to or less than the number of Ryleh Disk pieces recorded in your Campaign Log, or a ✖ symbol, place 1 damage token on the act card.

For each ✖ or ⚔ symbol revealed, draw the top card of the encounter deck. For each ⚔, ♠ or ♣ symbol revealed, draw 1 additional token.

Objective – When there are 1♣ damage tokens here, advance.

9 / 28

Act 2a

Behead the Hydra

Before you stands your first target. One of them must know the location of the power locus that can disrupt the strange geometric rituals of the cult.

Each enemy loses Aloof.

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

Forced – When a *Ritual Site* location is revealed: Draw the top card of the Cult Leader deck and spawn it at the revealed location if able.

Objective – If there are 1♣ *Elite Cultist* enemies in the victory display, advance.

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Act 3b

Opening the Tomb-Prison.

As the rhythmic chanting grows louder, lines seem to converge at the edge of your vision. The humming stonework confounds your senses as you wander, disoriented, through the warped city.

Each location has 1+ shroud.

Forced – At the end of the round: Shuffle each location that contains any clues and does not contain an investigator or *Elite* enemy into the exploration deck. Discard any enemies or attached cards at these locations.

7 / 28

Act 1a

Machinations of the Twilight

Rising at the crowning point of the island sits a great necropolis surrounded by worshippers. Strains of a repeated chant echo from the angled surfaces and through slime-coated walkways.

Forced – At the end of the round: Shuffle each location that contains any clues and does not contain an investigator or *Elite* enemy into the exploration deck. Discard any enemies or attached cards at these locations.

6 / 28

Act 3c

Approaching Doom

Suddenly, a great cracking sound echoes around the island-city. Looking up, you see the cult has begun to work at the entrance to the great necropolis. Horrific things can be seen climbing or crawling across the gigantic slabs, prying at the great door.

The thrumming of the stonework surrounding you reaches a pitch and intensity that is almost painful, seeming to split the angles further. Your mind is stretched to breaking as you try desperately to comprehend the tangled cityscape that lies before you.

Each investigator, in player order, must choose one:

- Take 1 horror.
- Choose a card in their hand and remove it from the game.
- Place 1 clue on the location with the least clues.

7 / 28

Act 1b

The Ritual Proceeds

The chant grows stronger and more cacophonous as the crowd around the necropolis continue their efforts. Strange flashes of light and horrific shuffling things can be glimpsed as the assembled throng attempt to open the tomb-prison and call forth their grotesque object of worship.

As the rhythmic chanting continues, reverberations echo amongst the great stone blocks, causing a vibration that rings inside your head. You step through an archway, only to find yourself back where you first stood. Looking down at a stone courtyard, you realize it is somehow higher than the balcony on which you now stand. The strange dimension-warping effect seems to be growing stronger by the minute...

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- Take 1 horror.
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6 / 28

Agenda 3a

Cthulhu Fhtagn!

"No man can visualize four dimensions... The human mind can picture these dimensions no more than it can envisage electricity."
- Albert Einstein.

Each location has +1 shroud for each location connected to it.

Forced – At the end of the round: Shuffle each location that contains any clues and does not contain an investigator or *Elite* enemy into the exploration deck. Discard any enemies or attached cards at these locations.

7

Illus. Despitism

2 / 28

251a

The Kraken Wakes

The door has been opened.
Cthulhu has awoken.
(-R2)

2 / 28

251b

*Carl Sanford

Servant of the Old Ones

3 4 4

Humanoid. Cultist. Elite.

Hunter. Alert. Conspiracy.

When Carl Sanford attacks you: Prevent any amount of the damage and/or horror dealt. Place 1 doom on Carl Sanford for each damage or horror prevented in this way.

Victory 1.

ENEMY

11 / 28

260



Great Stone Gate

0 LOCATION 2

City: Otherworld.

You cannot move from Great Stone Gate to Blue Stone Pillar while Great Stone Gate contains any clues.

Forced – After you discover clues at Great Stone Gate: Draw the top card of the encounter deck.

"The immense carved door with the now familiar squid-dragon bas-relief."
- H.P. Lovecraft, The Call of Cthulhu

Illus. Omer Tunc

9 / 15

55





Naval Rating

ASSET

Ally. Veteran.

When an enemy attack deals damage or horror to Naval Rating: Deal 1 damage to the attacking enemy.



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TREACHERY

Abnormal Angles

Hazard.

Revelation – Discard all your clues.

Reveal cards from the exploration deck until a location is revealed. Put the revealed location into play and move to it. Shuffle the exploration deck. If a location is revealed in this way, this counts as a successful exploration.

Shuffle this card into the exploration deck.

Illus. Mr Louch 23 / 28 266



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Illus. Mr Louch 24 / 28 266

***Anne Chantraine**

Something Wicked

5 3 3

Humanoid. Cultist. Elite. Witch.

Hunter. Conspiracy.

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.

Victory 1.

ENEMY



Illus. kir-tat 10 / 28 259

***Crawling One**

Awakened the Watchers

3 3 3

Cultist. Monster. Elite.

Retaliate. Alert.

Crawling One gets +1 fight, +1 evade and deals 1 additional damage & horror when attacking for each token sealed on it.

Forced – At the end of the Mythos Phase: Search the chaos bag for the token with the highest numerical value and seal it on this card. (0 is higher than -1)

Victory 1.

ENEMY



Illus. 12 / 28 261

Keeper of the Silver Gate

4 3 3

Humanoid. Cultist. Elite. Resurrected.

Hunter. Conspiracy.

Forced – At the end of the mythos phase: Place 1 doom on Keeper of the Silver Gate.

"Those Old Ones were gone now, inside the earth and under the sea; but their dead bodies had told their secrets in dreams to the first men, who formed a cult which had never died."

- H.P. Lovecraft, The Call of Cthulhu

Victory 1.

ENEMY



Illus. Cobakplasma 14 / 28 263

***John Scott**

Resurrected Lord of the Twilight

4 4 3

Humanoid. Cultist. Resurrected. Elite.

Retaliate. Conspiracy.

When attacking, John Scott deals damage equal to the number of different card types in the targeted investigators discard pile (Card types are Asset, Event, Skill, Treachery, Enemy).

Victory 1.

ENEMY



Illus. Paul Abrams 13 / 28 262

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Victory 1.

ENEMY



Illus. CibaKpIasma 17 / 28 263



TREACHERY

Terrible Comprehension

Curse. Madness.

Revelation – Put Terrible Comprehension into play in your threat area.
The difficulty of skill tests whilst investigating is increased by the number of cards in your hand.
⚡ Discard a card from your hand: Test ♠ (X) where X is equal to your remaining sanity. If you succeed, discard Terrible Comprehension.



TREACHERY

Shattering Revelation

Madness.

Revelation – Test ♠ (X). X is equal to your remaining sanity. If this test fails, suffer 1 mental trauma, then for each point you failed by you must discard 1 card from your hand, or if you cannot, take 1 horror.
"Briden looked back and went mad, laughing shrilly as he kept on laughing at intervals till death found him."
- H.P. Lovecraft, The Call of Cthulhu

Illus. Lord Toph 20 / 28 264

Illus. Luca Giordano 21 / 28 265



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