

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

Escape from R'lyeh

EASY / STANDARD



1 / 20
268a

➤ -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).



Act 1b

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 unfamiliar 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).



1 / 20
268b

Escape from R'lyeh

HARD / EXPERT



1 / 20
268b

➤ -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).



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 clue 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 clue 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

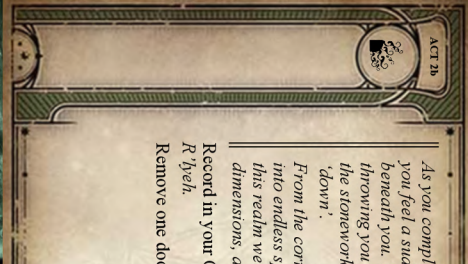
Act 2b

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 realise 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.

Record in your Campaign Log that we twisted the geometry of R'lyeh.

Remove one doom from Dread Cthulhu.



3 / 20
270

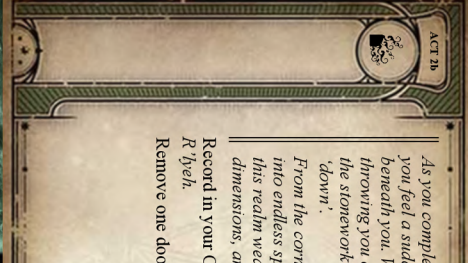
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3 / 20
270

City. Otherworld.

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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Illus. Omer Tunc

1/1



1



*Dread Cthulhu
The Great Dreamer

Ancient One, Elite.
Cthulhu is i
ed or

Massive. Dread Cthulhu is immune to damage and cannot be exhausted or removed from play.

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

the amount of doom on Dread Cthulhu. The Elite, 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

Illus. François Baranger

10 / 20

277

Winged Darkness

4

4

4

Monster. Servitor.

Hunter. Massive.

Forced – At the end of the enemy phase: Each investigator engaged with Winged Darkness must test (4). If failed, they move once towards Dread Cthulhu.

"All denied a part in the ritual murders, and averred that the killing had been done by Black Winged Ones which had come to them from their immemorial meeting-place."
- H.P. Lovecraft, The Call of Cthulhu

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ENEMY

11 / 20 278

13 / 20 278

TREACHERY

Treacherous Angles

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 damage.

"Space ... is spoken of as having three dimensions ... But some philosophical people have been asking why three dimensions — why not another direction at right angles to the other three?"
- H.G. Wells, The Time Machine

TREACHERY

Cosmic Potency

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16 / 20 279

18 / 20 280

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12 / 20 278

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14 / 20 279

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15 / 20 279

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
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17 / 20 280



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Illus. François Baranger

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