

Watchers of Rapa Nui

EASY / STANDARD

- 2 (-4 instead if it is *Night*.)
- 2 (-4 instead if there is a *Deep One* enemy at your location.)
- 3 (-6 instead if it is *Night*.)
- Reveal another chaos token. If you fail, discard 1 card from your hand.

1 / 63 209a

Watchers of Rapa Nui

HARD / EXPERT

- 3 (-6 instead if it is *Night*.)
- 2 (-4 instead if there is a *Deep One* enemy in play.)
- 3 (-6 instead if it is *Night*.)
- Reveal another chaos token. If you fail, discard 1 card from your hand for each point you failed by.

1 / 63 209b

Alert the Military

Capitan Pereira won't act without some concrete evidence of a threat to the island. Bring him something he can't dismiss as simple superstition.

When you defeat a *Deep One*, spend 1 resource: Put a set aside copy of Evidence into play attached to your location, if able.

Objective – When there are 1♣ copies of Evidence attached to the Chilean Military Base, advance.

3 / 63 211a

*Capitan Pereira

Military Governor



Forced – When Capitan Pereira enters play, attach him to the Chilean Military Base.

Military Patrol and Military Questioning treachery cards are discarded with no effect when in play or drawn anywhere.

3 / 63 211b

Speak with the Rapa Nui

Perhaps the islanders can shed some light on the mysterious mighty disappearances in recent weeks. You have heard whispers of strange lights seen on nearby mountains and odd creatures glimpsed in the moonlight.

Objective – An investigator at Hanga Roa Village whilst it is *Day* can spend the requisite number of clues, as a group, to advance.

2 / 63 210a

*Tangata-Manu

Last Priest of Air and Sky



Forced – When Tangata-Manu enters play, attach him to the Orongo Cliffs.

►: **Parley.** Test ♠ or ♣ (1). If you succeed, for each point you succeeded by you may draw 1 card, to a maximum of 3.

2 / 63 210b

Wisdom of the Ancients

The townsfolk mutter that the Hanau-Epepe, ancient enemies of the Rapa Nui, are to blame for the recent troubling events.

Several suggest you speak with a priest of the ancient Birdman cult, rumoured to still inhabit a cave at the Orongo cliffs.

Tangata-Manu gains ►: **Parley.** Test ♠ or ♣ (2). If you succeed, for each point you succeeded by you may place 1 of your clues on Tangata-Manu.

Objective – Only clues on Tangata-Manu may be spent to advance.

4 / 63 212

Put the set aside Moto Nui into play, then put 1 clue from the token pool on each revealed Mountain location with no clues. If there are any *Warden* or *Chosen* investigators, one such investigator reads the set aside Tale of the Priest story card.

“Perhaps this means you, but somehow I doubt it.” Rich

laughter fills the cave as you turn to leave.

“Long ago they built their own moai to watch for His arrival, connected to a hidden cave below the island filled with evil things. The first Tangata-Manu proved to the old gods of the sky for aid and was answered by the god Noa. With the knowledge given to him, along with the Crystal of Noa, the Hanau-Epepe were defeated and driven from the island.” He eyes you carefully as he talks.

“Using the star-watching stones on the mountains at night you can find the entrance to the cave, as for the crystal, it was hidden away beneath the list of Moto Nui, to be retrieved only by the worthy. Perhaps this means you, but somehow I doubt it.” Rich

“Pulling yourself up into the cave, you see the old priest surrounded by birds of all kinds. After probing your intentions, he agrees to aid you. “Let me tell you of the Hanau-Epepe, who turned from fish to men in ten generations, and their High Priest Below the Water.”

ACT 2b

Act 3a

Locating the Cave

Having learned of a purported cave beneath the island from the Brádan priest, you resolve to find it using the Star-watching stones located on the nearby mountain slopes. You shudder at the thought of what may await you within...

Objective – When each investigator is at a different **Mountain** with no clues on it, and it is **Night**, advance.

6 / 63 214a

Act 2c

Convince Pereira

Pereira stands over one of the inhuman creatures, muttering under his breath. "Dios Míol! It appears there is something to your unbelievable claims. We must find out what these things are doing on our island."

Captain Pereira gains **▲** **Parley**. Test **◆** or **♣** (2). For each point you succeeded by you may place 1 of your clues on Captain Pereira.

Objective – When there are 2 **♣** clues on Captain Pereira, advance.

5 / 63 213

LOCATION

Cave of Evil

Cave.

Forced – When Cave of Evil enters play: Spawn the set aside The Monolith at this location. Investigators at this location draw encounter cards from the Night deck.

"It represented a monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers"
- H.P. Lovecraft, *The Call of Cthulhu*.

Victory 1.
Disrupt 2.

6 / 63 214b

Act 2b

Pereira reviews the information you have gathered regarding sightings and disappearances, cross referencing times and dates whilst making notes on a large military map.

"It appears they are striking at night, and mainly on the mountains. Possibly their lair has an entrance on one of the nearby peaks? The strange lights and odd occurrences reported by the natives are no doubt also related to these creatures."

He looks at you across the well-marked map. "I will have the patrols redouble their efforts, however you have proved most useful so far. Can I trust you to provide assistance?"

Remove each copy of Evidence from the game.

Move all clues from Captain Pereira to the Chitlean Military Base.

7 / 63 215

Act 4a

Destroy the Monolith

Squatting at the heart of the cave sits a loathsome monolith, power flowing from it to the Watchers. Tendrils of foul, living smoke wreath the air, grasping and choking you as you try to smash the accursed thing.

The Cave of Evil gains **Forced** – At the start of the enemy phase: Each investigator present must test **♣** (1) or **♠** (1). Increase the difficulty of the test by 1 for each Empowered Maori in play. For each point an investigator fails by, they must either discard 1 card from their hand, or take 1 damage and 1 horror.

Objective – When the Monolith is defeated, advance.

8 / 63 216

Act 3c

Hunt the Deep Ones

"If we have to find out where these things are coming from. Perhaps we can track them back to their lair, and find the missing persons that have been taken."

► Discard 2 cards from your hand: Discard cards from the Night deck until a **Deep One** is discarded, then draw that card.

► When you engage a **Deep One** while at a **Mountain** with no clues on it: Place 1 resource on this card as a Lead. (limit once per round.)

Objective – When there are 1 **♣** Leads on this card, advance.

7 / 63 215b

Act 4b

Cleansed of Evil

(→R1)

As you grapple with the choking tendrils of smoke you manage to land a final blow on the blasphemous stone edifice. The monolith shifts, then topples to the ground. A strange sound fills the cavern, a low rhythmic rumble as if many inhuman voices were chanting in unison.

The chanting rises to a violent shriek and a white hot light begins to split the star-stone image. For several seconds the light and noise rise to unbearable levels and you collapse, covering your eyes and ears...

8 / 63 216

LOCATION

Deep One Cavern

Cave.

Investigators at this location draw encounter cards from the Night deck.

► Discover 1 clue here. Use this ability only if you are a **Warden**.

Deep Ones at this location disengage after making an attack.

Victory 2.

7 / 63 215b

Act 4c

Night Terrors

Disappearances have been occurring at night for the last few weeks.

Forced – When there are 2 or more doom in play: Remove 2 doom from any combination of cards and flip the Day/Night card. If it is now *Night*, search the chaos bag for the token with the highest numerical value and seal it on this card. (0 is higher than -1)

Forced – When there is an Empowered Maot in play: Advance this agenda, transferring all sealed tokens to the next agenda.

Act 4c

Blow the Caves!

Exploring the caverns, you find the missing islanders bound and terrified. Pereira places a demolitions team under your command to wire the caves with explosive charges.

Deep One Cavern gains **➤** Spend 2 clues: Place one of your resources on this location, as a Charge.

Objective – When there are 2 Charges on Deep One Cavern at the end of the round, advance.

(Hint - Ensure you have fully explored the cavern to evacuate all the prisoners, and don't be there when it blows!)

Agenda 1a

Night Terrors

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Forced – When there is an Empowered Maot in play: Advance this agenda, transferring all sealed tokens to the next agenda.

Agenda 2a

Kaboom!

Defeat each enemy and investigator at Deep One Cavern. Record the number of clues on Deep One Cavern, then each investigator takes 1 horror for each 1 clue. Add Deep One Cavern to the victory display. (+R2 if any investigators survived.)

Agenda 3a

Last Night

The ritual of Awakening is nearing completion. You must hurry.

Enemies get +1 fight and +1 evade whilst it is *Night*.

Forced – When there are 2 or more doom in play: Remove 2 doom from any combination of cards and flip the Day/Night card. If it is now *Night*, search the chaos bag for the token with the highest numerical value and seal it on this card. (0 is higher than -1)

Forced – When there are 4 Empowered Maot in play and it is *Night*: Advance this agenda, releasing all sealed tokens.

Agenda 2a

Cloaked in Darkness

The creatures are growing bolder each night. It is as if they are awaiting some signal.

Forced – When there are 2 or more doom in play: Remove 2 doom from any combination of cards and flip the Day/Night card. If it is now *Night*, search the chaos bag for the token with the highest numerical value and seal it on this card. (0 is higher than -1)

Forced – When there are 3 or more Empowered Maot in play: Advance this agenda, transferring all sealed tokens to the next agenda.

Agenda 3a

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Forced – When there are 2 or more doom in play: Remove 2 doom from any combination of cards and flip the Day/Night card. If it is now *Night*, search the chaos bag for the token with the highest numerical value and seal it on this card. (0 is higher than -1)

Forced – When there are 4 Empowered Maot in play and it is *Night*: Advance this agenda, releasing all sealed tokens.

Agenda 2b

Star-Spawn

Strange dreams have begun to manifest amongst the islanders. Some report dark visions of a watery realm, others haltingly speak of monstrous things trapped in black vaults.

At night the lights on the mountains continue to appear, seeming to taunt you with their distant malevolence.

If there are no tokens in the chaos bag, remove a A for the remainder of the campaign (if able), then replace it with a token.



3

Star-Spawn Assault!

Remove all act decks and the Day/Night card from the game. It is **Night**. When Star-Spawn has taken at least 1 damage this round, Spend 1 clue as a group. Remove 1 doom from its location. (Group limit once per round.)

Objective – When Star-Spawn is defeated: (→R3)



AGENDA

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Your efforts are in vain. The titan Thing from the stars continues to assault the village, crushing and devouring as it feasts greedily on the defenceless townsfolk. Sea spray from the churning ocean mixes with the driving rain as it runs down your face. Wiping your eyes, you see a massive, flabby claw outstretched towards a terrified crowd huddled in a small yard... you cry out, powerless to save them. The mass of feelers that serve the creature as a face writhe in anticipation. Collapsing in despair, you await your fate as the monstrosity turns its attentions towards you.

(→R4)



Night

It is **Night**. The **Night** Deck is in play and encounter cards are drawn from this deck.

Forced – When this side is revealed: Choose a random **Mountain** that does not contain an Empowered Maoi, then spawn the set aside Crawling One at that location.



Day

It is **Day**. The **Day** Deck is in play and encounter cards are drawn from this deck.

Forced – When this side is revealed, if the Crawling One is at a **Mountain** location: Put a set aside Empowered Maoi card into play, attached to that location.

Forced – After this side is revealed: Defeat the Crawling One.



Terevaka

6

LOCATION

Mountain.

1

Terevaka gets -3 Shroud while it is **Night**.

During the day, sheep owned by private ranchers cover the grassy slopes. At night few will venture onto the mountain since the recent disappearances.



TREACHERY

Aid from Above

Pact.

Revelation – Each **Warden** or **Chosen** investigator puts a set aside Giant Sea Eagle into play under their control.

Remove Aid from Above from the game.

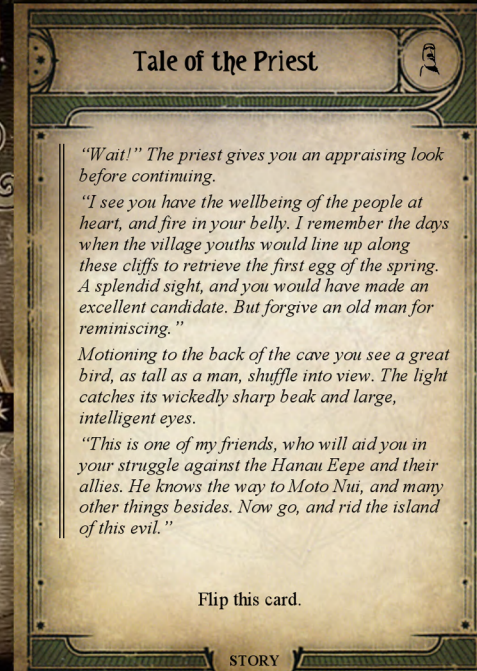


Terevaka

LOCATION

Mountain.

Terevaka is the largest of the extinct volcanoes that cover Rapa Nui. It forms a large part of the island, with several smaller volcanic cones and craters dot its slopes.



Tale of the Priest

"Wait!" The priest gives you an appraising look before continuing.

"I see you have the wellbeing of the people at heart, and fire in your belly. I remember the days when the village youths would line up along these cliffs to retrieve the first egg of the spring. A splendid sight, and you would have made an excellent candidate. But forgive an old man for reminiscing."

Motioning to the back of the cave you see a great bird, as tall as a man, shuffle into view. The light catches its wickedly sharp beak and large, intelligent eyes.

"This is one of my friends, who will aid you in your struggle against the Hanau Eepe and their allies. He knows the way to Moto Nui, and many other things besides. Now go, and rid the island of this evil."

Flip this card.

STORY

Chilean Military Base

6

LOCATION

1

Port.

⚡ Spend 1 resource: Reduce the shroud value of Chilean Military Base by 1 for the remainder of the round.

Forced – When a non-weakness enemy would spawn at this location whilst it is **Night**: Discard that enemy.

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14 / 63

222

Orongo Cliffs

3

LOCATION

1

Ruins.

Forced – After entering Orongo Cliffs: Test ⚡ (2). This test gets +2 difficulty while it is **Night**. If you failed, take 1 damage.

Half way up the cliffs you spy a series of guano-covered caves.

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223

Chilean Military Base

LOCATION

Port.

The Chilean stronghold since it annexed Rapa Nui in 1888. The barracks holds over two hundred occupants, mostly soldiers and their families.

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14 / 63

222

Orongo Cliffs

LOCATION

Ruins.

Perched atop the cliffs lies the abandoned Orongo Village, beyond which the barren cliff face drops several hundred metres down to the ocean

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15 / 63

223

Hanga Roa Village

3

LOCATION

2

Port.

Hanga Roa Village gets +3 shroud while it is **Night**.

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

The 9pm curfew is strictly enforced.

Victory 1.

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224

Moai Slopes

3

LOCATION

1

Forced – After entering Moai Slopes: Test ⚡ (2). This test gets +2 difficulty while it is **Night**. If you failed, take 1 horror.

At night, the eyes of these Mo'ai seem to glisten as if alive.

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225

Hanga Roa Village

LOCATION

Port.

Since the annexation, islanders are restricted to this large village. Sweet potato farming and fishing are the chief activities, whilst Father Jorge at the nearby Holy Cross Church tends to the islanders spiritual needs.

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16 / 63

224

Moai Slopes

LOCATION

Unlike the other Mo'ai, which face inward to watch over the island, these seem to be watching the sea. Legend that says they were once men who still wait for their king to return from the ocean.

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17 / 63

225

Cave of the Birdmen

2 LOCATION **0**

Cave.

Forced – When Cave of the Birdmen is revealed: Put the set aside Stone of Noa into play, under your control. Then, move all investigators here to Orongo Cliffs and add Cave of the Birdmen to the victory display.

Moto Nui

LOCATION

Island.

Forced – When moving to Moto Nui: Test (3). If you fail, take 1 horror. If you succeed, test (3). If you fail, discard 1 card at random from your hand. If you succeed, test (3). If you fail, lose 1 action. If you succeed, test (3). If you fail, take 1 damage. Then, if any skill tests were failed, cancel the movement.

Rano Raraku

6 LOCATION **1**

Mountain.

When it becomes **Night**: Discover 1 clue at this location. (Limit once per round.)

Strange lights have been reported on the peak at night.

Rano Raraku

LOCATION

Mountain.

This volcanic crater includes the largest quarry on the island, with several hundred mo'ai still present. Surrounded by steep cliff faces, only the north slope is traversable

Victory 2.

Illus. Nantanut Srisangum 18 / 63 226

Illus. J Simoes Lopes

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Puna Pau

6 LOCATION **1**

Mountain.

When it becomes **Day**: Discover 1 clue at this location. (Limit once per round.)

As the sun rises over the crater, strange carvings are revealed in the quarry below.

Puna Pau

LOCATION

Mountain.

Rocks from Puna Pau quarry can be found in many of the mo'ai dotted around the island.

Ranu Kau

6 LOCATION **1**

Mountain.

Discard 1 card from your hand: Reduce the shroud value of Ranu Kau by 1 for the remainder of the round.

Forced – When a non-weakness treachery is drawn here whilst it is **Day**: Cancel that card's revelation effect.

Ranu Kau

LOCATION

Mountain.

Rarely visited by locals, the abandoned Orongo village lies at the foot of this dormant volcano.



Empowered Maoi
Hex. Hazard.
Revelation – Attach to the Crawling One's current location. Limit 1 per location.
Empowered Maoi cannot leave play. Each *Cave* location in play has +1 shroud.
Forced – After an investigator ends their turn at attached location: That investigator takes 1 horror.
For a moment, it appears to twitch as if alive.



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***Great White**
Deep One Atavism
4 5 2
Humanoid. Monster. Deep One.
Prey – Most cards in hand
Hunter.
Forced – After Great White engages you, if you have more cards in hand than its evade value: You may not take evade actions this turn.
Victory 1.
ENEMY



Language Barrier
Flaw.
Revelation – If you have no clues, Language Barrier gains surge. If you have 1 or more clues, test (4), or (2) if you are a *Wayfarer*. For each point you failed by, place one of your clues on your current location.
Treachery



Loathsome Shantak
5 5 3
Monster. Shantak.
Hunter. Massive.
Spawn – Nearest *Mountain*.
Forced – When it is *Day*: Shuffle Loathsome Shantak into the *Night* deck.
Victory 1.
ENEMY



Dimensional Shambler
4 4 3
Monster. Extradimensional.
Hunter.
Forced – After Dimensional Shambler deals you damage from its attack: Reveal a random token from the chaos bag. If a ♠ symbol is revealed, it snatches you from this dimension; remove Dimensional Shambler from the game and you are defeated.
Victory 1.
ENEMY





Unnerving Discovery

Terror.

Revelation – Put Unnerving Discovery into play in your threat area.

Investigating costs 1 additional action.

Forced – At the end of your turn: Test ♠ (3). If you succeed, discard Unnerving Discovery.

Military Questioning

Obstacle.

Test ♠ (3). If you failed, take 1 damage and move to the Chilean Military Base.

Suspicion

Obstacle.

Revelation – Attach to your location. Limit 1 per location.

As an additional cost to perform any action at the attached location, you must discard a card from your hand.

Forced – When it is *Night*: Discard Suspicion.

Language Barrier

Flaw.

Revelation – If you have no clues, Language Barrier gains surge. If you have 1 or more clues, test ♠ (4), or ♠ (2) if you are a *Wayfarer*. For each point you failed by, place one of your clues on your current location.

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Illus. Paul Gauguin

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Illus. Paul Gauguin

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Military Patrol

4 3 2

Humanoid.

Aloof. Hunter.

While Military Patrol is ready, this location cannot be investigated.

➤ **Parley.** Test ♠ (3). If you succeed, discard Military Patrol.

Forced – When it is *Night*: Shuffle Military Patrol into the *Day* deck.

ENEMY

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Military Patrol

4 3 2

Humanoid.

Aloof. Hunter.

While Military Patrol is ready, this location cannot be investigated.

➤ **Parley.** Test ♠ (3). If you succeed, discard Military Patrol.

Forced – When it becomes *Night*: Shuffle Military Patrol into the *Day* deck.

ENEMY

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Deep One Ambush!

TREACHERY

Scheme.

Revelation – Discard cards from the top of the Night deck until a **Deep One** enemy is discarded, then draw that card.

Illus. KingOfRats 32 / 63 236

Alarming Disappearance

TREACHERY

Terror.

Revelation – Attach to your location. Limit 1 per location.

Attached location gets +2 shroud.

⚡ Choose and discard 3 cards from your hand: Discard Alarming Disappearance.

Illus. Joel Guben 33 / 63 237

Military Patrol

4 3 2

Humanoid.

Aloof. Hunter.

While Military Patrol is ready, this location cannot be investigated.

➤ **Parley.** Test ♠ (3). If you succeed, discard Military Patrol.

Forced – When it becomes *Night*: Shuffle Military Patrol into the *Day* deck.

ENEMY

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Deep One Ambush!

TREACHERY

Scheme.

Revelation – Discard cards from the top of the Night deck until a **Deep One** enemy is discarded, then draw that card.

Illus. KingOfRats 30 / 63 236

Deep One Ambush!

TREACHERY

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Illus. KingOfRats 31 / 63 236

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Revelation – Attach to your location. Limit 1 per location.

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⚡ Choose and discard 3 cards from your hand: Discard Alarming Disappearance.

Illus. Joel Guben 34 / 63 237

***The Monolith**
Star-Stone Statue

4 3 4

Avatar. Elite.

Massive.

The Monolith gets +1 fight per clue at its location, cannot move and cannot become exhausted.

Forced – When The Monolith would take any amount of damage: Reduce that amount to 1.

Victory 1.
Disrupt 2.

ENEMY



Illus. Paul Carrick 46 / 63 244



***Crawling One**
Learned to Walk, Ought to Crawl

3 1 3

Cultist. Monster. Elite.

Retaliate. Alert.

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

Forced – When Crawling One becomes exhausted: Deal it 1 damage.

Forced – When Crawling One would be defeated: Set it aside, out of play.

ENEMY



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***Stone of Noa**
Wardstone of the Birdmen

ASSET



Item. Relic.

⚡ Take 1 horror, exhaust Stone of Noa: Deal 1 damage to a non-*Elite* enemy at your location. When moving to Orongo Cliffs, treat its text box as if it were blank.

➡ Discard Stone of Noa: Defeat an *Avatar* enemy at your location.

Illus. ArtLandog 47 / 63 245





Evidence

ASSET

Item.

➤: If Evidence is in your play area, attach it to your location. If it is attached to your location, detach it and move it to your play area instead.

Evidence does not use a hand slot if you control an *Ally*.



Evidence

ASSET

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Evidence does not use a hand slot if you control an *Ally*.






Rongorongo Tablet

2

ASSET

Item. Relic.

You get +1 , +1 health and +1 sanity.

When an encounter card would force you to discard a card in your hand, or remove a card in your hand from the game, exhaust Rongorongo Tablet: Instead, place that card on the top or bottom of your deck.




Rongorongo Tablet

2

ASSET

Item. Relic.

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Giant Sea Eagle

Creature. Ally.

You get +2 skill value when performing tests while moving to Moto Nui.

⚡ Exhaust Giant Sea Eagle: Move to a connecting location. Use this ability only during your turn.



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Giant Sea Eagle

Creature. Ally.

You get +2 skill value when performing tests while moving to Moto Nui.

⚡ Exhaust Giant Sea Eagle: Move to a connecting location. Use this ability only during your turn.



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