

Scenario

Sent by the Miskatonic university to examine a strange island you have become shipwrecked. Turbulent seas mean your only chance of escape is by balloon. In the meantime you must survive the strange beasts and maddening winds.

ENCOUNTER AT R'LYEH



All rounds: + for anyone that is entranced
 Deals sanity damage instead of wounds.

- 4 Mystery cards. resolve three treasures and one other.
- May ignore one weather cloud per turn; but each entranced player takes a wound if you do.
- Regain the bible item. It now heals 4 sanity even to an entranced player.
- Huge plants - If 4 : +2 2

Changes to Gameplay

- In addition to the standard options, full morale may heal one sanity to every player but reduces morale by one.
- Actions are resolved in reverse order: Resting - ... - Threat actions.
- The Rest action may instead recover one sanity.
- Use spoilable food tokens for any food obtained from crates, bird icons and the bird hunt. All other food is non spoilable but does one sanity damage (including when using the pot etc). Friday must eat before players if possible.
- Anyone that reaches zero sanity is entranced and loses one pawn (reducing the dog/Friday to zero pawns. Entranced players may not regain sanity.

Setup

As for scenario 4. +Bible item and wrecked boats event in the right hand threat space in addition to the food crates (left space). You MUST start with the dog. Place a blue token on the left-hand heart of each player to represent sanity. Place five proxy sanity tokens on the dog; and on Friday if he is joining the expedition.

Scenario Goal

Escape the island using a special explore action on the central mountain using a pawn of each player; having built the hot air balloon.

Whispering winds keep you awake through the night. Roll all three wound dice; -1 sanity to each player per wound. The dog loses one sanity.

Odd carvings on the rocks surrounding the central mountain. Each totem includes the same symbol; A seemingly crude pentagram.

When any totem icon is discovered through an exploration each other player may immediately move one of their unresolved pawns to the tile. If all players do this then each PERSON that

is not in a trance recovers three sanity (automatic in a 1P game).

You may start with an additional scientific observer (Friday) in any game. When referring to a group, Friday is considered a 'person' not a 'player'. 'Anyone' includes the players, Friday and dog.



BALLOON

Additional cost:
 +2 /player