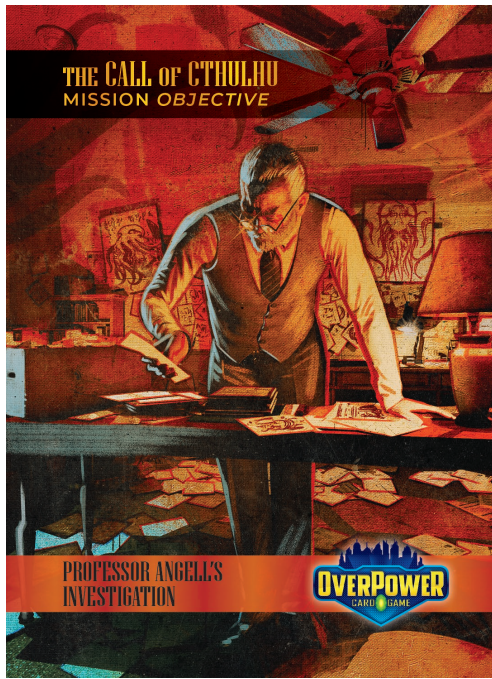


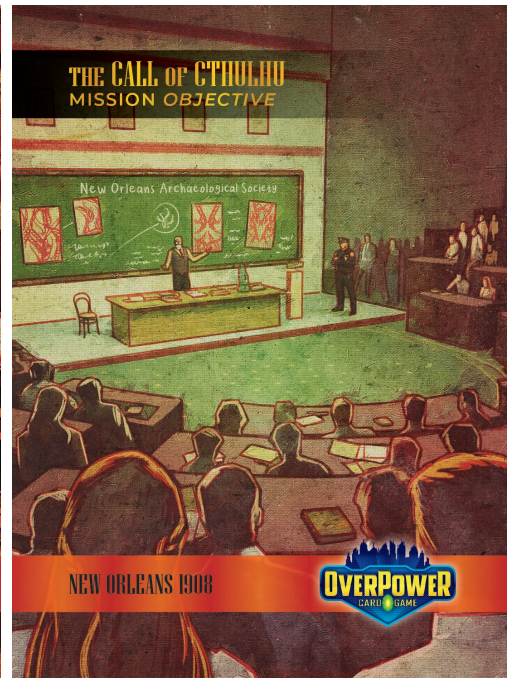
THE CALL OF CTHULHU  
MISSION OBJECTIVE

THE DREAMS OF MEN



THE CALL OF CTHULHU  
MISSION OBJECTIVE

PROFESSOR ANGELL'S  
INVESTIGATION



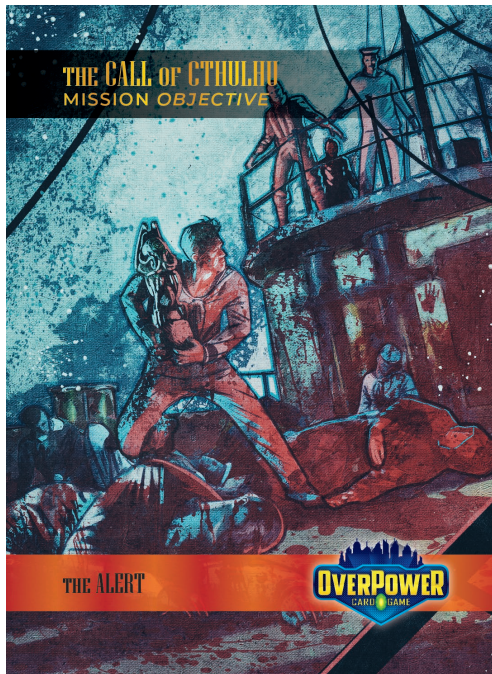
THE CALL OF CTHULHU  
MISSION OBJECTIVE

NEW ORLEANS 1908



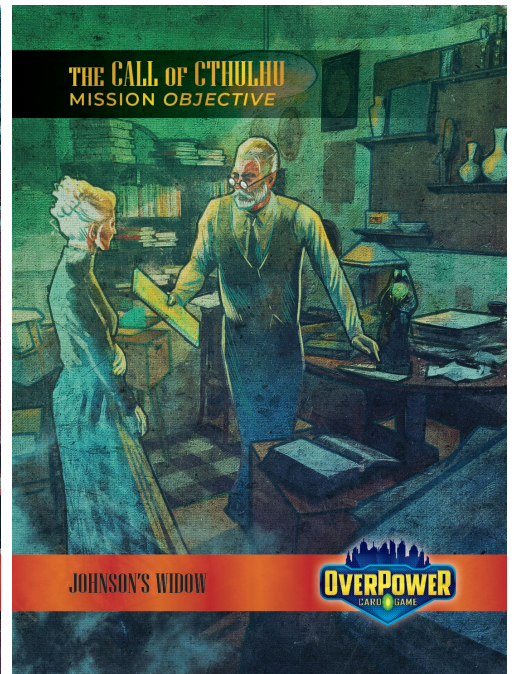
THE CALL OF CTHULHU  
MISSION OBJECTIVE

WORSHIPPING THE  
GREAT OLD ONE



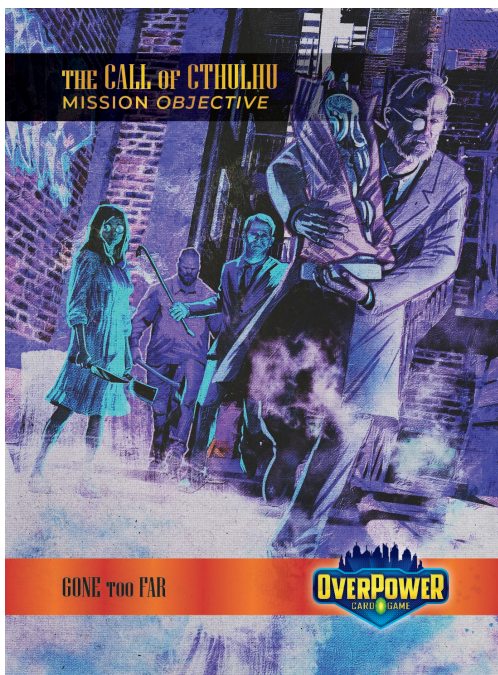
THE CALL OF CTHULHU  
MISSION OBJECTIVE

THE ALERT



THE CALL OF CTHULHU  
MISSION OBJECTIVE

JOHNSON'S WIDOW



THE CALL OF CTHULHU  
MISSION OBJECTIVE

GONE TOO FAR



*Time Traveler's Journal*  
*New Orleans 1908*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*Professor Angell's Investigation*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*The Dreams of Men*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*Johnson's Widow*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*The Alert*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*Worshipping the Great Old One*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

*Time Traveler's Journal*  
*Gone too Far*

*A bas-relief of a wretched, twisted monstrosity. A horror in clay, coveted for its connection to a dark power and sought after by those who want answers to the mysteries of the universe. Professor Thurston found himself on just such a quest, but like most who follow the Call of Cthulhu, his was a path with a horrifying end.*

018C-201

**CTHULHU**

ENERGY 6

COMBAT 1

BRUTE FORCE 8

INTELLIGENCE 7

22

May play Intelligence teamwork cards from Reserve.

**CTHULHU**

The Call of Cthulhu

Opponent's characters hits to KO are -5 for remainder of game. May be played from Reserve.

One Per Deck

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**CTHULHU**

Distracting Intervention

Play this card in front of Cthulhu or teammate. For remainder of game, target character may not be attacked until this card is attacked. This card may not be defended and is KO'd after 1 hit. May be played from Reserve.

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**CTHULHU**

Network of Fanatics

Acts as a level 3 Energy attack. Up to 2 Front Line teammates may make an additional attack. May be played from Reserve if a Front Line teammate discards 1 card, placed or in hand.

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**MINA HARKER**

ENERGY 6

COMBAT 2

BRUTE FORCE 6

INTELLIGENCE 2

18

**MINA HARKER**

Dracula's Telepathic Connection

Target character must reveal any cards in hand playable by target character. May be played from Reserve.

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**MINA HARKER**

The Hunger

Acts as a level 7 Combat attack. If successful, remove one hit from Mina Harker's hits to current battle or permanent record.

One Per Deck

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Time Traveler's Journal

*The Cost of Knowledge is Sanity*

Cthulhu draws closer. I can feel his power tugging on my sanity, threatening the very thing I cover most, my mind. I must steel myself from his influence and discover what his followers have planned.

**CALL OF CTHULHU**

Hits with an Intelligence icon do not count to Venture Total this battle.

Time Traveler's Journal

*Desperate Gamble*

They gain power far beyond mortal man. But they pay no heed to the price they may be forced to pay. The power fades quickly, but the damage will last a lifetime.

**CALL OF CTHULHU**

Each player may choose one of their Front Line characters to gain +2 to all actions this battle. If chosen, that character is -4 to their Cumulative KO this battle.

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# HEADLESS HORSEMAN

ENERGY 6 COMBAT 4 BRUTE FORCE 7 INTELLIGENCE 2

18

# HEADLESS HORSEMAN

4

## Human Spine Whip

Acts as a level 4 Combat attack. If successful, Opponent must discard 1 card, placed or in hand, of Opponent's choice. If target has 'Mark of the Headless' as a hit, this attack cannot be defended by a Special card.

# HEADLESS HORSEMAN

## Mark of the Headless

Target character is -2 to attack and defend against Headless Horseman for remainder of game. If Headless Horseman KO's target character, his team is +5 to Venture Total that battle.

One Per Deck

# HEADLESS HORSEMAN

6

## Pumpkin Head

Acts as a level 6 Energy attack. If target has 'Mark of the Headless' as a hit, Headless Horseman may make this attack after Opponent concedes the battle. Opponent may defend.

# HEADLESS HORSEMAN

## Relentless Hessian

Draw and reveal 1 card, may keep duplicates. Headless Horseman may search his Draw Pile or Dead Pile for 'Mark of the Headless' and play it immediately.

# Time Traveler's Journal

## Stars Align

A tug on a loose thread. A splinter in your mind. The followers of Ch'halhu get a glimpse into their future, but how much sanity are they willing to barter for a glimpse of the future I've already seen?

### CALL OF CTULHU

Each player looks at the top 2 cards of their Draw Pile. For each card, you may choose to shuffle it into the deck, discard it into the Dead Pile, or keep it on top of the deck.

# BASIC UNIVERSE

## HYDE SERUM

6 OR HIGHER TO USE

+2 TO ATTACK OR DEFENSE

# BASIC UNIVERSE

## TRIDENT

6 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE

# BASIC UNIVERSE

## TREBUCHET

7 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE



**THE MUMMY**

ENERGY 6  
COMBAT 2  
BRUTE FORCE 7  
INTELLIGENCE 2

The Mummy must have a hit with an Energy icon to be KO'd.

18

**THE MUMMY**

**Ancient Wisdom**

Teammate may avoid 1 attack with a Power card. Draw 1 card, discard if duplicate.

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**THE MUMMY**

**Relentless Pursuit**

Acts as a level 3 Intelligence attack. May be played after Opponent has conceded the battle. Opponent may defend.

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**THE MUMMY**

**The Eternal Journey**

The Mummy may offensively negate 1 of Opponent's Special cards. The Mummy may discard 1 Brute Force Power card usable by The Mummy to defensively negate the effect of any 1 Special card played by Opponent instead.

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**THE MUMMY**

**Pharaoh of the Fourth Dynasty**

Acts as a level 7 Energy attack. If successful, remove 1 hit from The Mummy's hits to current battle or permanent record. One Per Deck

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**UNIVERSE ALLY**

PROFESSOR PORTER

3 ATTACK  
MUST HAVE  
5 OR LESS TO USE

Teammate must play 1 Special card.

1<sup>ST</sup>

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**UNIVERSE ALLY**

GUY OF GISBORNE

2 ATTACK  
MUST HAVE  
7 OR HIGHER TO USE

Teammate must play 1 Special card.

1<sup>ST</sup>

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**UNIVERSE TRAINING**

5 OR LESS TO USE +4  
OR  
5 OR LESS TO USE +4

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**UNIVERSE TRAINING**

5 OR LESS TO USE +4  
OR  
5 OR LESS TO USE +4

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