

To the Bottom of the Ocean Expedition

Then, driven ahead by curiosity in their captured yacht under Johansen's command, the men sight a great stone pillar sticking out of the sea, and in S. Latitude 47°9', W. Longitude 123°43', come upon a coastline of mingled mud, ooze, and weedy Cyclopean masonry which can be nothing less than the tangible substance of earth's supreme terror - the nightmare corpse-city of R'lyeh, that was built in measureless aeons behind history by the vast, loathsome shapes that seeped down from the dark stars.

Expedition Board: Oceania

Travel Office: Investigators may reach the **Ocean** by paying 1 Movement Point and \$1 at the **River Docks** or **Harborside**.

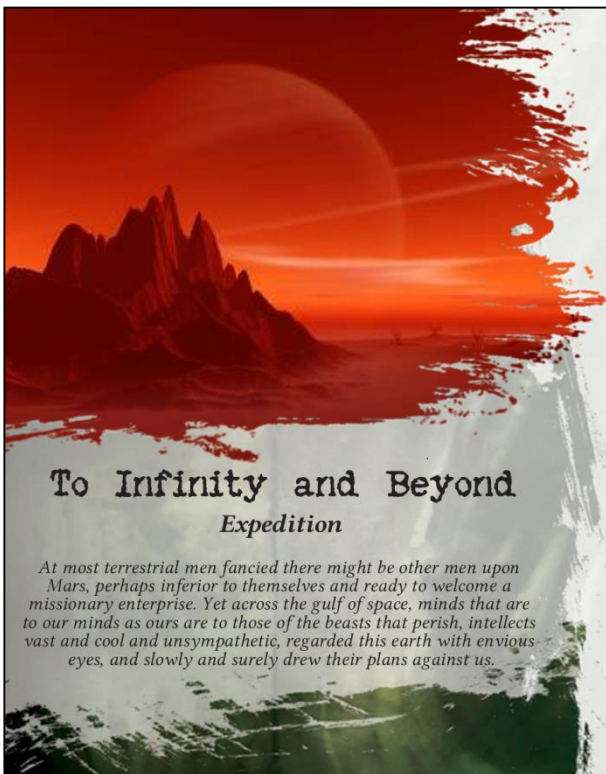
If the **Drowned Temple** has been discovered, an Investigator in the 2nd area of **R'lyeh** may make a **Will (-2) check** to move there instead of performing their normal move.

If **Nan-Matal** has been discovered, and the *Arkham Nightmare* expansion is in use, an Investigator on the **Moon** may make a **Will (-3) check** to move from the **Moon** to **Nan-Matal**. If they do so, they must discard any Dreaming Tokens they possess. Foolish Investigators at **Nan-Matal** may also use the Moon-Path to move *to* the **Moon**, if they succeed in a **Spell (+0) check**.

Vanguard: The first gate is guarded by a **Deep One**.

Expedition Tokens: After having an encounter at the **River Docks**, **St Erasmus's Home**, **Falcon Point** or **Martin's Beach**, an Investigator may choose to be *delayed* listening to sailor's stories in order to claim an Expedition Token.

Difficulty: This Expedition is worth one Doom token in difficulty.



To Infinity and Beyond Expedition

At most terrestrial men fancied there might be other men upon Mars, perhaps inferior to themselves and ready to welcome a missionary enterprise. Yet across the gulf of space, minds that are to our minds as ours are to those of the beasts that perish, intellects vast and cool and unsympathetic, regarded this earth with envious eyes, and slowly and surely drew their plans against us.

Expedition Board: Mars

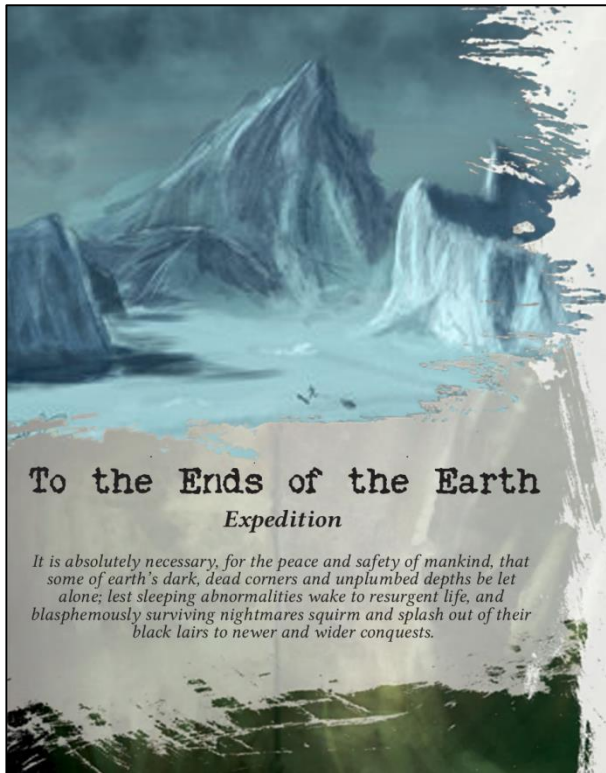
Travel Office: Investigators may reach **Chaur** by paying all their remaining movement points (at least one) and discarding a Gate Trophy at the **Science Building** to power the interdimensional craft.

Vanguard: The first gate is guarded by a **Vombis Leech**.

Star-gazing: If an Investigator is ever *Lost in Time and Space*, they may take an Expedition Token.

Difficulty: This Expedition is worth two additional Doom Tokens in difficulty.





To the Ends of the Earth Expedition

It is absolutely necessary, for the peace and safety of mankind, that some of earth's dark, dead corners and unplumbed depths be let alone; lest sleeping abnormalities wake to resurgent life, and blasphemously surviving nightmares squirm and splash out of their black lairs to newer and wider conquests.

Expedition Board: Antarctica

Travel Office: Investigators may reach the **Tundra** by paying 1 Movement Point and \$1 at the **River Docks**. Alternatively, an Investigator may pay 1 Movement Point and \$3 at the **Train Station** to catch a boat from New York instead.

Furthermore, an Investigator in the **2nd Area of the Plateau of Leng** may choose to make a **Luck (-3) check**. If they pass, they may move to the **Tundra** instead of performing their normal movement.

Vanguard: The first gate is guarded by an **Elder Thing**.

Nicholas Roerich: After having an encounter at the **Historical Society** or **Artist's Colony**, an Investigator may attempt a **Lore (-3) check** or exhaust the *Painter* skill to examine the pictures of Nicholas Roerich in order to gain an insight into what awaits them in Antarctica. If they are successful, they may take an Expedition Token.

Dissection: If an Investigator uses the *Dissection* ability at the **Science Building** and discards an **Elder Thing** or a **Shoggoth**, they may take an Expedition Token.

University Sponsorship: Each Investigator begins the game with a Scientific Item in addition to their normal possessions. Furthermore, after having an encounter at the **Administration**, an Investigator may draw one Science Item, which they may choose to purchase at the listed price.

Difficulty: This Expedition is worth no additional Doom Tokens in difficulty.



To the Heart of Darkness Expedition

In some inland post feel the savagery, the utter savagery, had closed round him—all that mysterious life of the wilderness that stirs in the forest, in the jungles, in the hearts of wild men. There's no initiation either into such mysteries. He has to live in the midst of the incomprehensible, which is detestable. And it has a fascination, too, which goes to work upon him. The fascination of the abomination—you know. Imagine the growing regrets, the longing to escape, the powerless disgust, the surrender, the hate.

Expedition Board: Darkest Africa

Travel Office: Investigators may reach the **Jungle** by paying \$1 and 1 Movement Point at the **River Docks**. Alternatively, an Investigator may pay 1 Movement Point and \$3 at the **Train Station** to travel from New York instead.

If you are using the *Masks of Nyarlathotep* expansion, an Investigator may pay also \$1 and 1 Movement Point whilst at the **Ugandan Railway** to move to the **Jungle** and vice versa.

Vanguard: The first gate is guarded by a **Spiralling Worm Cannibal**.

Hit the Books: After having an encounter at the **Library**, an Investigator may make a **Lore (-2) check**. If they pass, they may take an Expedition Token.

Difficulty: This Expedition is worth one additional Doom Token in difficulty.



Expedition Board: Arabia

Travel Office: Investigators may reach the **Desert** by paying 1 Movement Point and \$1 at the **River Docks** or 1 movement Point and \$3 at the **Train Station**.

If you are using the *Masks of Nyarlathotep* expansion, Arabia can be reached by expending three movement points whilst in **Cairo**. The same costs can be paid for the return journey.

Vanguard: The first gate is guarded by a **Sand Dweller**.

Mysterious Swarthy Gentleman: After having an encounter at **Ye Olde Magick Shoppe**, an Investigator may discard one Exhibit Item to take an Expedition token.

Difficulty: This Expedition is worth one Doom token in difficulty.



To the Mysterious Sands Expedition

The world is sand from desert floor to sky; Marco covers his face with his robe, breathing in tiny shallow bursts. Crouched against the side of the dune, he hears nothing but the hiss of sand; tastes nothing but sand; his nostrils clog with sand; the corners of his eyes clog in the darkness. In the nothing world of pain and noise he ponders his own death; and if it is to end here, well, he has travelled further than most, aye and at a younger age; but there are still such cities to see...

