

THE PULL OF CTHULHU

This encounter can be as deadly and as terrifying as you would like. If you have a lower level group, this encounter doesn't have to be deadly if you don't want it to be. After all, maybe Cthulhu doesn't want them dead. Maybe it only wants to feed on their fear and insanity. Or maybe there is a bigger goal that this giant of nightmares will get distracted with. This way all the players would have to do is survive the first few rounds to be able to get away. Sure enough they may have some disturbing visions along the way though, maybe some of them may even be true?

Additionally, you can combine this encounter with my Shadow of Cthulhu encounter. The players could start at the bottom of the Pull of Cthulhu map, somewhere near the giant female / skeleton statue, and as they proceed through the phases and either fall into the void, or when they reach the very bottom island that Cthulhu is holding in the hand, they can be teleported through space / time / realms and into the water of Phase 1 of the Shadow of Cthulhu map.

PHASED ENCOUNTER

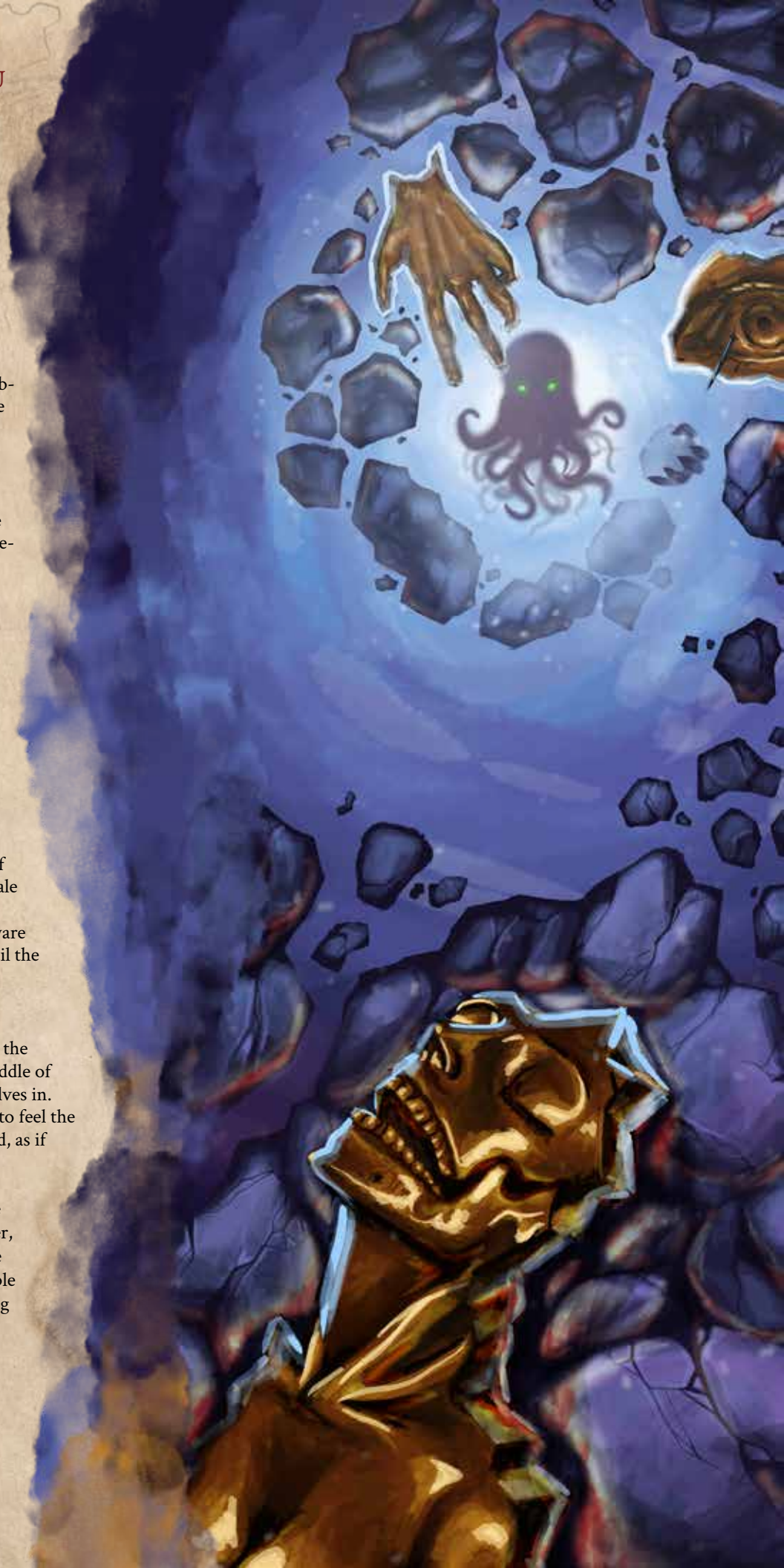
PHASE 1

In this version of the encounter, the players would start at the very bottom of the map, somewhere near the giant female / skeleton statue. While this location is unsettling, they players would not be aware just how unsettling their situation is until the next phase.

PHASE 2

In this phase, the danger reveals itself to the players when Cthulhu appears in the middle of the kerfuffle that the players find themselves in. Once Cthulhu appears, the players start to feel the islands / rocks shift towards the Old God, as if being pulled towards it.

Encounter: it is possible to throw some smaller enemies at your players, however, I think that this encounter will shine the most with various skill checks - being able to jump from platform to platform, being able to stay on their feet, keeping their sanity.





PHASE 3

This phase is essentially a warning to the players of what is to come. As a loud cracking noise pierces the space, they witness the first platform shatter in front of them. As that is happening, the large platform with the statue starts to violently shake as well. If one of your players is standing on the rock that is about to shatter, you can warn them about what is coming by making it clear that the ground under their feet is shaking and large cracks and gaps start to sliver their way across the ground.

PHASE 4

Hopefully by now they realize that if they do not move swiftly, the endless void of the Far Realm may consume them alive. In this phase the large island with the female sculpture is going to shatter into tiny pieces.

PHASE 5

At this point it must be very clear to the players what is happening as more and more rocks keep disappearing from under their feet. This goes on **through to Phase 7!**

PHASE 7

This is the very last phase of this encounter, as your players reach the very bottom of the island spiral and basically into the hands of Cthulhu, they find themselves in the middle of an ocean, suffocating and gasping for air. This is when you can move them over to Phase 1 of the Shadow of Cthulhu Phased Battle Map



ALTERNATIVE ENCOUNTER

Battle Maps, Layout, Writing

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In this encounter, you can basically reverse the order of the events, where the players start with the **Shadow of Cthulhu** encounter (you see the final phase battle map for this encounter above), and if they fail, they are then transported to **Phase 7** of the **Pull of Cthulhu** encounter. Their task is then to survive and last long enough for the platforms to appear in front of them. So you would then proceed to Phase 6, 5, 4 and all the way to Phase 1 until the Old God disappears behind them.

You can download the Shadow of Cthulhu Encounter here:

Bronze Tier Patrons: <https://www.patreon.com/posts/shadow-of-phased-41923269>

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