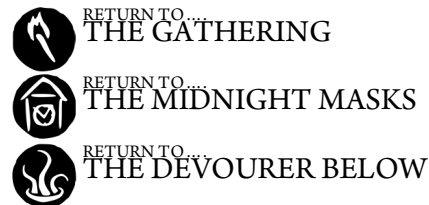


# RETURN TO NIGHT OF THE ZEALOT

» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions listed on that card and any additional rules listed below



## Replacement Encounter Sets

» These encounter sets are designed to replace the following original encounter sets used in the campaign: *Ghouls* replaces *Ghouls of Umôrdhoth* *Dark Cult* replaces *The Devourer's Cult*



» The new cultist for the *Cult of Umôrdhoth* do not replace the original cultists. Rather cultists from the "Cultist Deck" will be chosen from both sets.



## Optional Variant

» As an optional variant, for added chaos and replayability, you may choose to shuffle the old encounter set and the new one together, then randomly select a number of those cards to create a new encounter set. The total number of cards in the new encounter set should be the same as the number of cards in the original set (7 cards for *Ghouls* + *Ghouls of Umôrdhoth* and 6 cards for *Dark Cult* + *The Devourer's Cult*).

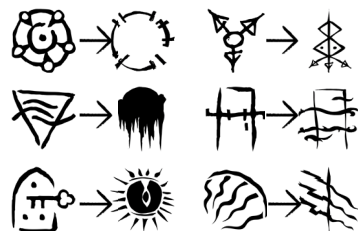
# RETURN TO THE DUNWICH LEGACY

» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions listed on that card and any additional rules listed below



## Replacement Encounter Sets

» These encounter sets are designed to replace the following original encounter sets used in the campaign: *Resurgent Evils* replaces *Ancient Evils* *Erratic Fear* replaces *Striking Fear* *Creeping Cold* replaces *Chilling Cold* *Secret Doors* replaces *Locked Doors* *Yog-Sothoth's Emissaries* replaces *Agents of Yog-Sothoth* *Beyond the Threshold* replaces *The Beyond*



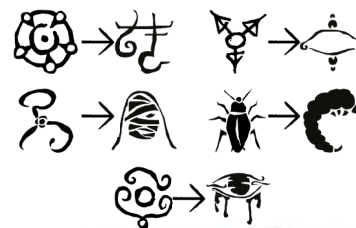
# RETURN TO THE PATH TO CARCOSA

» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions listed on that card and any additional rules listed below



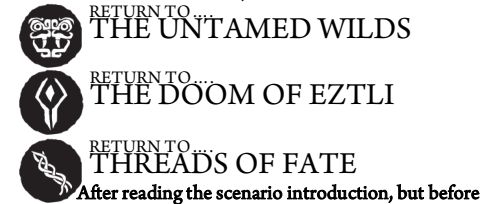
## Replacement Encounter Sets

» These encounter sets are designed to replace the following original encounter sets used in the campaign: *Delusory Evils* replaces *Ancient Evils* *Neurotic Fear* replaces *Striking Fear* *Hastur's Envoys* replaces *Agents of Hastur* *Decaying Reality* replaces *Decay and Filth* *Maddening Delusions* replaces *Delusions*



# RETURN TO THE FORGOTTEN AGE

» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions listed on that card and any additional rules listed below

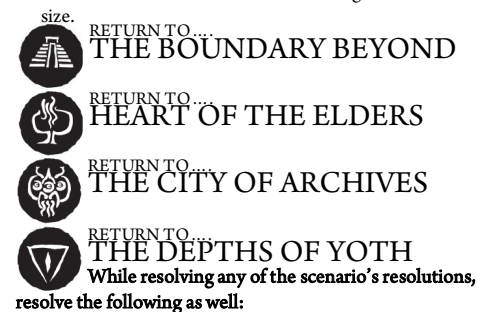


After reading the scenario introduction, but before performing setup, read the following:

As if you didn't already have several other pressing concerns, this morning's article in the *Arkham Advertiser* piques your interest: "Chaos in French Hill!" The article goes on to describe several strange happening sighted around the estate of one Marshal Hastings in French Hill, an old and storied neighborhood of Arkham. According to the article's source - who goes unnamed - the mansion has become a tangled mess of overgrowth and serpents. The article reports that a recent expedition return with several strange artifacts in two, meant to be displayed in the Hastings manor. You wonder if this has anything to do with your expedition to find the Ezthli. Even if these events are unrelated, your investigation might connect you with others who can assist you in turn.

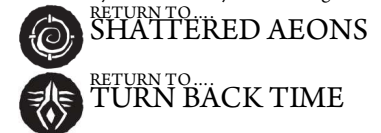
While resolving Resolution 1, resolve the following:

» If act 3g was completed, record in your Campaign Log that *The investigators recruited the help of another expedition*. Any one investigator may choose to include the Veda Whitsley story asset in their deck. This card does not count toward that investigator's deck size.



While resolving any of the scenario's resolutions, resolve the following as well:

» Check your supplies. If any investigator has sticky goop and an investigator "collected a strange liquid," the liquid from the fountain dissolves the viscous substance, revealing a solid object beneath the ooze. Record "Key of Ezthli" in any one investigator's supplies.



## Replacement Encounter Sets

- » These encounter sets are designed to replace the following original encounter sets used in the campaign: *Cult of Pnakotus* replaces *Dark Cult*
- Doomed Expedition* replaces *Expedition*
- Temporal Hunters* replaces *Temporal Flux*
- Venomous Hate* replaces *Yig's Venom*



- » The Return to the Rainforest encounter set should be added to original Rainforest encounter set during any scenario in which it is used.



## Achievement List

When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

- » **Why Did It Have to Be Snakes?:** Defeat twenty Serpent enemies. Keep track with tally marks in your Campaign Log.
- » **Watch Them Unravel:** Complete all four act decks during a single playthrough of *Threads of Fate*.
- » **Hope for Humanity:** Restore Ichtaca's faith in humanity in *The Boundary Beyond*.
- » **Scenario 5-What?:** Skip *Heart of the Elders, Part 1*.
- » **Beyond Perfection:** Complete all eight tasks on act 2 of *The City of Archives* during a single playthrough.
- » **I Remember Everything!:** Restore Alejandro's memories in *The City of Archives*.
- » **Patricide:** Defeat Yig in *The Depths of Yoth*.
- » **He's Got a Point:** Side with Alejandro in *Shattered Aeons*.
- » **Valusia Sounds Great:** Side with Ichtaca in *Shattered Aeons*.
- » **I've Built Up An Immunity:** Win the campaign without ever becoming poisoned.
- » **We Have an Understanding:** Win the campaign without ever dealing any damage to the Harbinger of Valusia.
- » **Who Needs Any of This Junk?:** Win the campaign without purchasing any supplies.
- » **Don't Tread on Me:** Win the campaign with no tally marks recorded under Yig's Fury in your Campaign Log.
- » **Bane of Yig:** Win the campaign with 25+ tally marks recorded under Yig's Fury in your Campaign Log.
- » **If I Could Turn Back Time:** Forge your own path, unlock Scenario IX, and win the campaign.
- » **Yoth Expertise:** Win the campaign on Expert Difficulty



## Achievement List

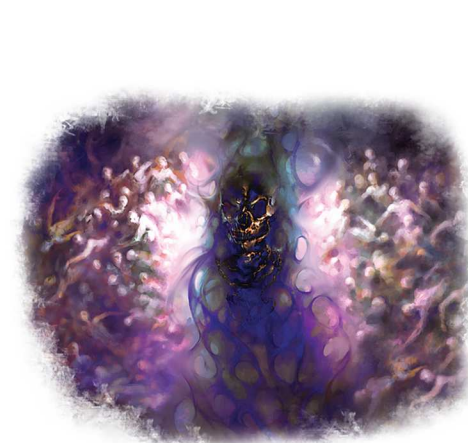
When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

- » **Fair Warning:** Defeat the Royal Emissary three times during a single playthrough of *Curtain Call*.
- » **First Steps:** Interview the following VIPs in *The Last King*: Constance Dumaine, Jordan Perry, Ishimaru Haruko, Sebastien Moreau, and Ashleigh Clarke.
- » **Crashing the Party:** Defeat the Lunatic version of Dianne Devine in *The Last King*.
- » **For Prying Eyes:** Add the Hidden Library to the victory display in *Echoes of the Past*.
- » **The Cuckoo's Nest:** Resign with Daniel Chesterfield under an investigator's control in *The Unspeakable Oath*.
- » **Take A Look At This!:** Parley with the Host of Insanity in *The Unspeakable Oath*.
- » **The Path of Death:** Use your Clasp of Black Onyx to find a shortcut in *The Pallid Mask*.
- » **Guessing Game:** Advance to the final agenda of one agenda deck before advancing the first agenda of the other agenda deck in *Black Stars Rise*.
- » **Hastur Made Me Do It:** Defeat Hastur in *Dim Carcosa* while a Possession treachery is in your hand.
- » **Say My Name:** After you have *heeded Daniel's warning*, speak the name of HASTUR aloud seven or more times during a single scenario (or its setup).
- » **Get Back Here:** Win *The Path to Carcosa* campaign having never ended a scenario with The Man in the Pallid Mask in play.
- » **The Path is False:** Win *The Path to Carcosa* campaign with 8 **Doubt**.
- » **The Path is Real:** Win *The Path to Carcosa* campaign with 8 **Conviction**.
- » **The Path is Mine:** Win *The Path to Carcosa* campaign with less than 2 **Doubt** and **Conviction** in total.
- » **Line in the Sand:** Win *The Path to Carcosa* campaign with at least three Ultimatums active.
- » **Carcosa Expertise:** Win *The Path to Carcosa* campaign on Expert difficulty

## Achievement List

When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

- » **What Is This Stuff, Anyway?:** Defeat The Experiment using the Alchemical Concoction in *Extracurricular Activities*.
- » **No Void For You:** Complete The Miskatonic Museum without ever defeating the Hunting Horror.
- » **First Rule of Arkham:** Burn The Necronomicon in *The Miskatonic Museum*.
- » **All Aboard:** Complete *The Essex County Express* without letting any Helpless Passengers leave play.
- » **The Gang's All Here:** In *The Survivors*, the following characters "survived The Dunwich Legacy": Dr. Henry Armitage, Dr. Francis Morgan, Professor Warren Rice, Zebulon Whateley, and Earl Sawyer.
- » **No Brood Left Behind:** Have no Broods of Yog-Sothoth escape into the wild in *Undimensioned and Unseen*.
- » **Remind Me Not To Piss Her Off:** Defeat either version of Seth Bishop while Naomi O'Bannion is under your control.
- » **Eureka!:** Identify the Strange Solution.
- » **Beyond What Veil?:** Take 10 damage from Beyond the Veil without being defeated.
- » **Here We Go Again:** Have Dr. Henry Armitage, Dr. Francis Morgan, and Professor Warren Rice in play at the same time.
- » **Bird Hunting:** Defeat 3 Whippoorwills in a single turn.
- » **They Aren't Getting Away With This:** Win *The Dunwich Legacy* campaign as "Ashcan" Pete with Duke listed under "Sacrificed to Yog-Sothoth."
- » **Tabula Rasa:** Win *The Dunwich Legacy* campaign with no ♠ or ♣ tokens in the chaos bag.
- » **Line in the Sand:** Win *The Dunwich Legacy* campaign with at least three Ultimatums active.
- » **Dunwich Expertise:** Win *The Dunwich Legacy* campaign on Expert difficulty.



## Achievement List

When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

- » **The Zealot's Revenge:** Have Lita Chantler's ☞ ability deal the killing blow to the Ghoul Priest.
- » **I Don't Trust Her:** When given the option to add Lita Chantler to your deck, refuse to do so.
- » **Insurance Doesn't Cover Ghouls:** Burn your house to the ground in *The Gathering*.
- » **...But Do I Have To?:** In *The Midnight Masks*, have each investigator remain in Your House for the first three rounds.
- » **Conspiracy of Silence:** Find and interrogate all six unique cultists in *The Midnight Masks*.
- » **Tour of Arkham:** Trigger each of the "once per game" abilities on all of the locations in play in *The Midnight Masks*.
- » **Do You Get It Now?:** Trigger the Forced ability on Billy Cooper by defeating the Ghoul Priest at his location.
- » **Pinch Hitter:** Defeat three Ghoul enemies with a Baseball Bat without it breaking.
- » **Even Death May Die:** Defeat Umórdhoth while the Vault of Earthly Demise is attached to it.
- » **Break the Circle:** Complete *The Devourer Below* without Umórdhoth spawning.
- » **They're Just Misunderstood:** Win the *Night of the Zealot* campaign without defeating a single unique Cultist enemy.
- » **Umórdhoth's Favor:** Win the *Night of the Zealot* campaign without defeating a single Ghoul enemy.
- » **Line in the Sand:** Win the *Night of the Zealot* campaign with at least three Ultimatums active.
- » **Arkham Expertise:** Win the *Night of the Zealot* campaign on Expert difficulty.



# RETURN TO THE CIRCLE UNDONE

## *Replacement Encounter Sets*

» These encounter sets are designed to replace the following original encounter sets used in the campaign:

*Hexcraft* replaces *Witchcraft*

*Bloodthirsty Spirits* replaces *Trapped Spirits*

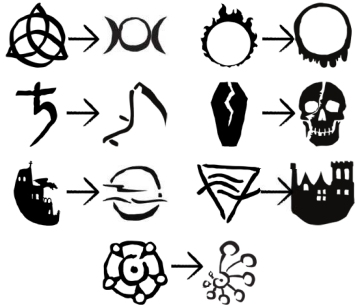
*Unspeakable Fate* replaces *Inexorable Fate*

*Unstable Realm* replaces *Realm of Death*

*City of the Damned* replaces *City of Sins*

*Chilling Mists* replaces *Chilling Cold*

*Impending Evils* replaces *Ancient Evils*



## *Achievement List*

When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

- » **Who You Gonna Call?:** Defeat 12 *Geist* or *Spectral* enemies. Keep track with tally marks in your Campaign Log. Enemies who are not discard or added to the victory display do not count.
- » **Savior of Humanity:** Rescue every *Silver Twilight* enemy who appears in “At Death’s Doorstep.”
- » **10/10 Would Read Again:** Using The Black Book, take a total of 10 horror with its ability throughout the campaign. Keep track with tally marks in your Campaign Log.
- » **Carl Schmarl:** Become part of the Silver Twilight Lodge’s Inner Circle, then betray them in “Union and Disillusion.”
- » **The Threefold Rule:** Join forces with Erynn and turn on her coven in “Union and Disillusion.”
- » **New World Order:** Help the Silver Twilight Lodge win *The Circle Undone* campaign.
- » **Immortality Sounds Nice:** Help Anette’s Coven win *The Circle Undone* campaign.
- » **More Like Excursion:** Complete the “In the Cultches of Chaos” without a single incursion occurring.
- » **Member These?** Discover the following Mementos:

Mesmerizing Flute	Keziah’s Formulae
Ritual Components	Worn Crucifix
Scrap of Torn Shadow	Wisp of Spectral Mist
Strange Incantation	Corn Husk Doll
Gilman’s Journal	Bloody Tree Carvings

- » **Case Closed:** Save each of the following characters from a terrible fate:  
 Valentino Rivas                      Penny White  
 Gavriella Mizrah                      Jerome Davids
- » **Music of the Outer Gods:** Accept your fate and win *The Circle Undone* campaign by joining the Pipers of Azathoth.
- » **Weaver of Shadow and Mist:** Reject your fate and win *The Circle Undone* campaign by crafting a spell to contain Azathoth.
- » **Fine Print:** Win *The Circle Undone* campaign by signing your name in The Black Book of Azathoth.
- » **duoIA sdroW eht kaepS:** Win *The Circle Undone* campaign by discovering and reversing the ancient incantation.
- » **Circle Expertise:** Win *The Circle Undone* campaign on Expert difficulty.



## THE TAROT DECK

### One Card Reading (“Chaos”)

Before performing any other setup, shuffle the Tarot Deck and reveal the top card in a random orientation. Its effects are active throughout the scenario, and could be positive or negative, depending on its orientation. The reading is ideal if you want to add a splash of chaos to a scenario.

### Two Card Reading (“Balance”)

Before performing any other setup, shuffle the Tarot Deck, reveal the top card in the upright position, and the next card in the reversed position. Their effects are active throughout the scenario. One card has a positive effect, the other has a negative effect. This reading is ideal if you want to add a touch of randomness or replay value to a scenario, but desire a more balanced effect.

### Three Card Reading (“Choice”)

Before performing any other setup, shuffle the Tarot Deck and reveal the top 3 cards in the upright position. Then, choose and reverse 2 of them. The effects of all 3 cards are active throughout the scenario. One card has a positive effect and the other two negative, but the investigators decide which is which. This reading is ideal if you want to add an element of strategic decision making during your reading.

### Campaign Reading (“Destiny”)

Before starting a campaign, shuffle the Tarot Deck and reveal 1 card for each scenario in the campaign, ignoring side stories and counting scenarios with multiple parts as separate scenarios. Place each card in a horizontal line, in the upright position. Each of these cards applies to one scenario in the campaign, with the leftmost card corresponding to the first scenario, and the rightmost card corresponding to the final scenario. Then, choose and reverse half of the cards (rounded up). This reading is ideal if you want your reading to have long-term consequences and force you to plan ahead.

### Custom Readings

There are endless possibilities for readings that you could preform using the included Tarot Deck. Feel free to create your own!