

ARKHAM HORROR
STAND-ALONE ADVENTURES
2020-2024

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2020 - 2024



“It is good to be a cynic,
it is better to be a contented cat,
and it is best not to exist at all.”

-H. P. Lovecraft

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PREFACE

This collection of Stand-Alone adventures from Arkham Horror: The Card Game were released between 2020 and 2024. *Barkham Horror* (2020), *War of the Outer Gods* (2020), *Machinations Through Time* (2021), *Fortune and Folly* (2022), and *The Midwinter Gala* (2024). These scenarios can be played either as a part of a campaign or as a stand-alone scenario.

Campaign Mode (Side-Story)

- » A stand-alone scenario can be played between any two scenarios of an *Arkham Horror: The Card Game* campaign as a side-story.
- » Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign unless explicitly stated otherwise.
- » When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

Stand-Alone Mode

- » A stand-alone scenario can be played entirely independent of a campaign.
- » When building a deck for a standalone game, an investigator may use higher level cards in their deck (so long as they observe the deckbuilding restrictions of the investigator) by counting the total experience of all the higher level cards used in the deck, and taking additional random basic weaknesses based on the following table:
 - 0-9 experience: 0 additional random basic weaknesses
 - 10-19 experience: 1 additional random basic weakness
 - 20-29 experience: 2 additional random basic weaknesses
 - 30-39 experience: 3 additional random basic weaknesses
 - 40-49 experience: 4 additional random basic weaknesses
- » A player cannot include 50 or more experience worth of cards in a stand-alone deck.
- » After the decks are constructed refer to the stand-alone setup at the start of the chosen scenario.



STAND-ALONE VII **BARKHAM HORROR**

Investigators must stop The Meddling of Meowlathotep in this special scenario for *Barkham Horror: The Card Game*. Meowlathotep, the Prowling Chaos, Meowsenger of the Outer Feline Gods, is terrorizing the city of Barkham. Only a few precious pups can defeat the various Meowsks of Meowlathotep and prevent them from destroying Barkham and the world!

Barkham Horror is an alternate universe in which the conflict between humanity and the eldritch forces of the mythos takes a back seat, and the conflict between dogs and cats takes center stage.

- » Investigator and player cards included in *Barkham Horror* expansions cannot be used in traditional *Arkham Horror: The Card Game* scenarios.
- » Likewise, only investigators from *Barkham Horror* expansions should be used while playing a *Barkham Horror* scenario. Other player cards from any *Arkham Horror: The Card Game* product may be used.

Stand-Alone Mode

The Meddling of Meowlathotep can **only** be played as a standalone scenario.

- » Construct the chaos bag with your chosen difficulty.

» **Easy:**

+1, +1, 0, 0, 0, -1, -1, -2, -2, , , , , , , .

» **Standard:**

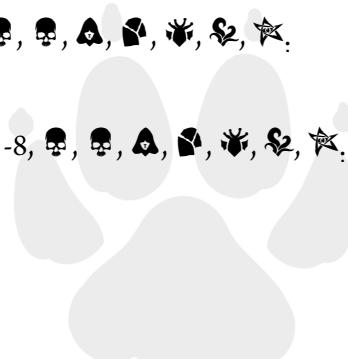
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .

» **Hard:**

0, 0, 0, -1, -2, -2, -3, -3, -4, -5, , , , , , , .

» **Expert:**

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, , , , , , , .



Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

“Lousy with cats”

Six of the locations in this scenario begin play with a facedown **Meowsk** enemy beneath them. During this scenario, a location with a facedown encounter card beneath it is “lousy with cats.” **This has no inherent game effect.** However, some card effects may change depending on whether or not a location is lousy with cats.

- » If the encounter card beneath a location that is lousy with cats enters play or is removed for any reason, that location is no longer lousy with cats.

“Sniffing” Locations

Dogs have a fantastic sense of smell. Kate Winthrop in particular has an ability that allows her to “sniff” a location. You may wish to use a token (such as a resource token) or a piece of scrap paper to record which locations you’ve sniffed. In general, once you sniff a location, it is sniffed for the rest of the game.



Continue to The Meddling of Mewolathotep on page 12.



BARKHAM HORROR

THE MEDDLING OF MEOWLATHOTEP

It is a dark and stormy night in the storied and haunted city of Barkham. By the time you hit the streets, it is raining cats and dogs. But you've picked up the scent of something big, and once you sink your teeth into a story, you just can't let go. A little wet fur has never stopped you from finding the truth.

Strange happenings have been going on in Barkham. Cat sightings are at an all-time high, and each day more and more pigeons go missing. While this wouldn't normally be newsworthy, you know that there is more to this story than meets the eye. After all, while a few cats are harmless and adorable, most are nefarious



schemers. You have heard the whispers and the howls on the wind. The Order of Dead Rodents on the Doorstep is back, and whatever they are plotting, only you can stop it.

You're heading back to your home in Slobbertown—the Barkham neighborhood closest to the docks—when you catch a whiff of something foul and pungent in the air. Whatever is causing such an acrid stench must be nearby. But just then, another scent—!

The lead investigator must decide (choose one):

» *Follow the foul stench.*

Go to page 14.

» *Follow the smell of bacon.*

Go to page 16.

...from page 13 (a foul stench).

No! You cannot be dissuaded, not even by thoughts of tasty bacon and ear scratches from all of the humans who congregate around Velma's Doghouse. This investigation is too important. You continue tracking the awful odor until you come upon its source: a hairball, hacked up in an alleyway by the docks. Of course. If this isn't proof of feline involvement, you don't know what is. Then you hear it: HRRK! HRRRK! There's only one thing that could be!



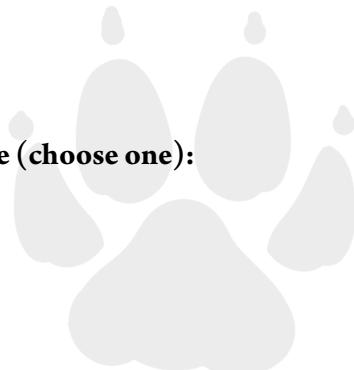
The lead investigator must decide (choose one):

» *Confront the barfy cat.*

Go to page 18.

» *Follow the cat to its lair.*

Go to page 20.



...from page 13 (BACON!).

The investigation can wait. Bacon is eternal. You follow that lovely smell northeast to Velma's Doghouse in Beasttown. The sounds of revelry and the sizzling of grilled food make your tail wag faster than the cracking of a whip. And yet, something else tugs at the back of your dog-brain... What was it you were doing before?



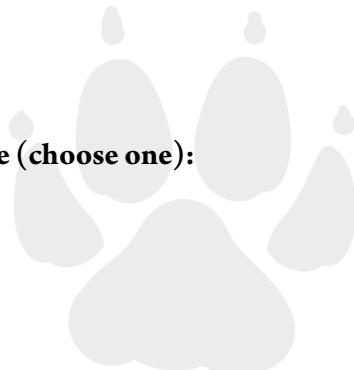
The lead investigator must decide (choose one):

» *Nope, Food.*

Go to page 22.

» *Oh yeah, investigating the Order.*

Go to page 24.



...from page 14 (confronted the barfy cat).

You are too dogged to turn back now. You soon come across the unfortunate creature, the source of the wretched retching. Once it is done, it goes back to licking its fur, and you wonder if cats truly have no sense of cause and effect. “What is the Order plotting?” you ask pointedly.

“Why should I tell you, mutt?” the cat replies with a hint of apathy in its voice. “You’ll be our prey soon enough.” With that, the cat leaps gracefully from the street to a low-hanging tree branch, and vanishes from sight.

Prey? You ponder the cat’s words. Conflict between your kind and theirs is as old as time, but you have never been their prey. What exactly is their game ... ?



- » The investigators begin play in Slobbertown

Continue to Setup on page 26.



...from page 14 (followed the cat to its lair).

You track the scent of the cat and follow from a distance. Eventually it leaves the docks and makes its way southwest, toward Snoutside. What could a cat be doing way out here?

Your question is answered when the creature is picked up by a robed human outside the manor house of the Barkham Hisstorical Society, an organization devoted to educating the populace about the “noble” cats of the city. It makes sense that such a reviled cult would be involved in this plot. The human brings the cat indoors, presumably to feed it and give it treats and such. Your blood boils. Curse you, foul cat! How dare you trick these humans into thinking you are cute and fluffy and not at all evil—!



» The investigators begin play in Snoutside.

Continue to Setup on page 26.



...from page 16 (FOOD).

It isn't until your belly is full of yummy food and your tummy has been thoroughly rubbed that you remember why you were out and about in the first place. You patrol the area until you spot several panicked rats scurrying from a nearby sewer drain.

"What's the matter?" you bark. They chitter and chirp in response, and it is only then that you remember that rats can't talk. Still, you glean some of their story from their frantic pantomiming. The Order of Dead Rodents at the Doorstep, as evidenced by their very namesake, has been hunting rats for ages. But now it is not just cats hunting them, but horrid cat-abominations that defy all earthly logic. Sounds like the Order is up to its old tricks once again ...



» The investigators begin play in Beasttown.

Continue to Setup on page 26.



...from page 16 (focus).

The urgency of your investigation is too important for you to be distracted by thoughts of tasty food. As you turn away from Velma's, you spot a streak of cat-fur dipping gracefully out of sight. Using your keen sense of smell, you keep a tight pursuit as the cat winds its way west to Tailside, where Barkham's train station can be found.

You follow the cat to the tracks on the western edge of town, where it ducks underneath an abandoned train car marked with a cat's paw print. "Meowsachusetts Catnip Co." reads the label beneath the logo. A front for a cult headquarters, no doubt. You are about to eavesdrop on the cats' refuge when suddenly, a creature bursts forth from underneath the train! It is a hideous hybrid of bird, bat, and cat, with webbed paws and membranous wings notably lacking in fur, though its face is unmistakably feline. The sight of the thing makes your fur stand on end.



» The investigators begin play in Tailside.

Continue to Setup on page 26.

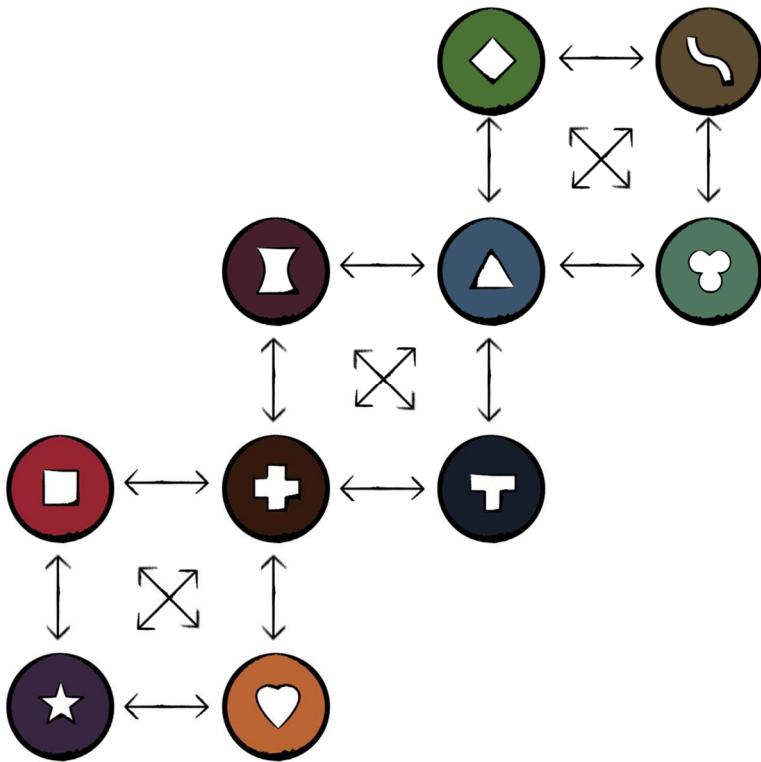


Setup

- » Gather all cards from *The Meddling of Meowlathotep* encounter set. This set is indicated by this icon:
- » Put all of the locations into play (*see location placement on next page*). Each investigator begins play at the location denoted in the intro text prior to setup.
- » Find and shuffle the 7 **Meowsk** enemies. Remove 1 of them from the game without looking at it. Place 1 of the remaining **Meowsk** enemies facedown beneath each of the following locations: Barkham Asylum, Barkham City Pound, Velma's Doghouse, Muttskatonic University, Boneyard, and St. Mary's Animal Hospital.
 - Each of these locations is “lousy with cats” (*see “lousy with cats” on page 10 for further clarification*). A location is no longer lousy with cats if the encounter card beneath it is removed for any reason.
- » Set Meowlathotep aside, out of play.
- » Shuffle the remainder of the encounter cards to form the encounter deck.



Suggested Location Placement



When the game is complete:

» If no resolution was reached (each investigator resigned or was defeated)

Go to page 30.

» If Resolution 1 (R1) was reached

Go to page 28.

» If Resolution 2 (R2) was reached

Go to page 30.



...from page 27 (Resolution 1).

The humans will never know the danger that lurked just beyond the edges of their senses—the danger they could not smell despite its foul scent. You will stay alert and loyally sniff out any hazards to your beloved city, for that is the duty and burden you and all dogkind bear. But, until the next time you are needed, you are content to sleep, play, and eat treat after treat. Victory is sweet.



- » The investigators win, but only if they, too, are dog people.
- » Cat people complete the scenario successfully but feel like traitors.



...from page 135 (Resolution 2).

It's the end of all dogkind. The a-pawcalypse.

A real cat-astrophe.

An absolute cat-acylsm.



... I'll see myself out.

- » The investigators lose! Players who are cat people win the game, though.





STAND-ALONE VIII

WAR OF THE OUTER GODS

A cataclysmic war between three arcane cults is ravaging Earth, and only you can find a way to end it.



Factions

This scenario introduces three warring factions, each with their own set of enemies, treacheries, and agendas. These factions can be differentiated by color— **green**, **blue**, or **red**.

- » The **Cult of Magh'an Ark'at** is the **green** faction. **Green** cards can also be identified by their scales and tendrils.
- » The **Cult of Silenus** is the **blue** faction. **Blue** cards can also be identified by their star and constellation patterns.
- » The **Cult of Ezel-zen-rezl** is the **red** faction. **Red** cards can also be identified by their hive patterns and insect wings.
- » Unless otherwise noted, each faction's cards operate like normal cards of their type (enemies, treacheries, or agendas).

If investigators are instructed to perform a sequence “in faction order,” first resolve that sequence for the **green** faction. Then resolve that sequence for the **blue** faction. Finally, resolve that sequence for the **red** faction. (*Note: this is also the order of agendas from top to bottom as depicted during setup.*)

Action Agendas

During setup, three different agenda decks are assembled, one for each faction (**green**, **blue**, and **red**). These agenda decks represent the progress of each faction towards their goals.

- » During the “place doom on the current agenda” step of the mythos phase, place 1 doom on each agenda, in faction order.
- » During the “check doom threshold” step of the mythos phase, check the doom threshold for each agenda one at a time, in faction order (or if you are playing Epic Multiplayer Mode, on the order announced by the vent organizer.)

- » While there are three agendas in play, doom on player cards does not contribute to the doom thresholds of any of those agendas.
- » If a card effect instructs an investigator to place doom on “the current agenda,” the players may choose which agenda to place it on.
- » When an agenda advances, all doom on each other agenda remains. Remove all doom from each other card in play (player cards, enemies, and locations) as normal.

“In the lead”

Each faction is trying to advance through their agenda deck before their opposition can do the same. The faction that is “in the lead” is the faction that has advanced the farthest through their agenda deck. If there is a tie between two or more factions, the tied faction with the most doom on their agenda is the faction in the lead. If there is still a tie, the faction with the most enemies in play is the one in the lead.



Warring

Warring is a keyword ability that causes the warring factions to move toward and attack one another during the enemy phase.

During the “hunter enemies move” step of the enemy phase, each ready, unengaged enemy with the warring keyword moves once towards the nearest warring enemy of a different faction.

- » Warring enemies move in faction order.
- » Warring enemies already at a location with one or more enemies belonging to a different faction do not move.
- » If there are multiple equidistant enemies who qualify as a target for this movement, the lead investigator chooses a target for the enemy to move towards.
- » If there are not enemies who qualify as a target for this movement, the enemy does not move.
- » If a warring enemy would be compelled to move to a location where the move is blocked by a card ability, the enemy does not move.

During the “resolve enemy attack” step of the enemy phase, each unengaged enemy with the warring keyword attacks a warring enemy at its location of a different faction.

- » Warring enemies attack in faction order.
- » If there are multiple enemies who qualify as a target for this attack, the warring enemy attacks the enemy (of a different faction) with the least remaining health. If there is a tie, the lead investigator may choose the target of the attack.

- » An attack made in this way deals damage equal to the attacking enemy's combined damage and horror values.
- » **If an enemy attacks and defeats another enemy (other than a swarm card), place 1 doom on the agenda matching the attacking enemy's faction.**

Example

A **Disciple of the Swarm** is in the Streets of New York City, a **Hune-Stitched Herald** is in Arkham, and **Zealot of Paradise** is in the Streets of Montréal. Each of them has the warring keyword, and each is ready and unengaged.

During the “hunter enemies move” step of the enemy phase, each of these enemies moves once towards the nearest warring enemy of a different faction. In this case, the **Zealot of Paradise** enemy moves first, to Arkham. The **Hune-Stitched Herald** does not move, since there is already an enemy at its location. Finally the **Disciple of the Swarm** moves to Arkham, as well.

During the “resolve enemy attacks” step of the enemy phase, each of these enemies attacks a warring enemy of a different faction. First the **Zealot of Paradise** attacks the **Disciple of the Swarm** for 1 damage, since it has fewer remaining health than the **Hune-Stitched Herald**. Next, the **Hune-Stitched Herald** also attacks the **Disciple of the Swarm**, dealing 3 damage. This defeats the **Disciple of the Swarm** before it gets a chance to attack and causes 1 doom to be placed on the blue agenda.

Swarming X

The Swarming X keyword represents a pack of enemies operating in unison. After an enemy with the swarming X keyword enters play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy those swarm cards are underneath is called the “host enemy.” Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- » If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- » Each swarm card underneath the host enemy acts as a separate instance of that enemy. Each swarm card has the same values and text as the host card. (*For example, if an investigator is engaged with a host enemy with 2 swarm cards underneath it, that investigator is engaged with 3 enemies in total.*)
- » Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.
- » Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy, or if all its swarm cards are gone, to the host enemy itself. (*For example, Roland Banks uses a .45 Automatic to attack a Trylogog with 2 swarm cards. The attack deals 2 damage. The first point of damage defeats 1 of the 2 swarm cards, so the excess point of damage may be dealt to another swarm card, defeating it as well.*)
- » Anytime a swarm card leaves play, place it on the bottom of its owner’s deck. If you are unsure of the owner of the swarm card,

you may look at it to determine its owner.

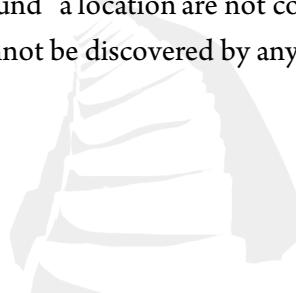
- » The host enemy and all of its swarm cards move, engage, and exhaust as a single entity. (*For example, if a host enemy or any of its swarm cards are evaded, all of them exhaust and become disengaged.*)
- » When Victory X appears on an enemy with the Swarming X keyword, this text is only active for the host card. Swarm cards cannot enter the victory display and are never worth victory points.

Wards

Wards allow investigators to reduce the amount of doom placed on agendas. When doom would be placed on an agenda, for each ward on that agenda, prevent that amount of doom from being placed. Then remove wards from that agenda equal to the amount of doom prevented.

“Place around this location”

If investigators are instructed to place 1 or more clues “around a location”, those clues should be placed such that they are physically bordering the location card, but not placed onto the location card itself. Clues that are “around” a location are not considered to be “on” the location and cannot be discovered by any means.



Game Mode

War of the Outer Gods can be played as either a standalone scenario or as a side-story inserting into any campaign. When played as a standalone this scenario can be played in one of two ways : with a single group of 1–4 players in Single Group Mode, or with any number of players split into groups of 1–4 players each in Epic Multiplayer Mode.

Campaign Mode

- » Playing *War of the Outer Gods* as a side-story costs each investigator **3 experience**.

Standalone Mode

- » Construct the chaos bag with your chosen difficulty.

- » **Easy:**

+1, +1, 0, 0, -1, -1, -2, -2, , , , , .

- » **Standard:**

+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .

- » **Hard:**

0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , .

- » **Expert:**

0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , .





» If the investigators are playing in epic multiplayer mode

Go to page 42.

» If the investigators are playing in single group or campaign mode

Go to page 46.

Epic Multiplayer Mode

To play *War of the Outer Gods* in Epic Multiplayer Mode, first divide the investigators into separate groups. At least 1 investigator must be assigned to each group, and no more than 4 investigators may be assigned to a single group. While it is possible to play with groups of differently numbered players, it is recommended that players be split between groups as evenly as possible. Each group requires 1 copy of this product in order to play. Then, designate one person to be the “event organizer”. The event organizer is responsible for tracking the doom placed on each group’s agendas (see page 44 for details). During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from the other groups. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- » Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- » Investigators may freely communicate between groups.
- » Each of the three agenda decks (**green**, **blue**, and **red**) has its own global doom threshold which is calculated based on the number of participating groups at the start of the event. **The doom threshold for each agenda card is 6 per group.** This doom threshold is shared between all of the groups, and doom placed on each agenda is tracked by the vent organizer.
 - Note that this threshold is based on the number of groups participating, not the number of investigators.
 - Whenever the vent organizer records doom on an agenda and counts it toward the global doom threshold, that doom is removed from the agenda card.

- » If an entire group is defeated during act 1 or act 2 add doom the agenda of the faction in the lead equal to the number of player in that group.

For example: 16 total players would be split between 4 groups of 4. At the start of the event, the event organizer sets the global doom threshold for each agenda to 24 and announces this value to the players once they are ready to begin playing. Doom placed on any group's copy of an agenda contributes to that agenda's global doom threshold. The even organizer is tasked with keeping track of the doom that is placed on each agenda as the event progresses and notifies the players when any particular agenda deck has accumulated enough doom to advance.

- » If an **Ancient One** enemy is summoned, it has a global health value which is calculated based on the total number of participating investigators among all groups at the start of the event. This health value is shared between all of the groups. Damage placed on any copy of that **Ancient One** is tracked by the event organizer.

Time Limit

When playing in Epic Multiplayer Mode, the players (or your event organizer) may impose a time restriction for the game. The default time limit is **180 minutes**. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. When this time limit is passed, any groups that are still playing must immediately advance to agenda 3b for the faction that is in the lead, after which those investigators have **30 minutes** to defeat the **Ancient One** that has been summoned.

Tips for the Event Organizer

If you are organizing *War of the Outer Gods* in Epic Multiplayer Mode, here are some tips to help your event run as smoothly as possible.

- » Use dials, a whiteboard, or paper and pencil to keep track of the amount of doom that has been accumulated toward each agenda.
- » Track the global doom threshold of each agenda by periodically asking each group how much doom is on each agenda. Then, record that doom and remove the doom from each group's copy of each agenda.
- Periodically inform the investigators how close each agenda is to advancing. When the global doom threshold for a particular agenda has been met, announce this to all of the groups and inform them that they should advance that agenda the next time they reach the “check doom threshold” step of the mythos phase. Any excess doom that is still on their agenda should carry over to the next agenda in the agenda deck.
- It can be helpful to use a whiteboard or similar display to show the progress of each agenda deck. One way to do this is to create three separate meters (one **green**, one **blue**, and one **red**) and split it into three sections—one-third for each agenda in the agenda deck. This lets players visualize how close each agenda is to advancing while also informing them which enemy faction is in the lead overall.
- » If you are playing with 12 or fewer players, it is possible to run the vent and also participate. Have one group tack the doom accumulated toward each of the three agenda decks. Communication is key!

- » If you are playing with more than 12 players, it is recommended that one person be designated event organizer and keep track of all three values. In particularly large events with more than 48 players, it can be helpful to have 3 event organizers, each keeping track of one of the three agenda decks.



Continue to page 46.

Over a decade after the Great War, another kind of war has come to Earth—a conflict wrought by factions long hidden in the shadows of society.

It began with the murders in Arkham—over a dozen bodies in half as many days. The police thought the perpetrator to be a serial killer at first, until the sixth victim's corpse turned up as a mangled heap of meat and viscera, like a meal chewed up and spit back out. No human could have performed such a grisly murder.

When similar killings started to sprout up in other cities across North America, you sought to uncover the truth. A serial killer could not be in Arkham, Providence, Montréal, and New York City all at once. This had to be the work of an organization. But that wasn't all you discovered: there were commonalities between many of the victims, sorting them into three distinct groups.

In Providence, many victims were older and well-educated. In Montréal, those killed lived in the woods outside the city, or had professions dealing with nature or biology in some capacity. In New York, bodies turned up deep in the sewers and underground subway tunnels, their identities shrouded in mystery.

You have spent the past few weeks trying to unearth the truth behind these murders and the various factions carrying them out. In this time, the conflict has grown exponentially. Massacres. Bombings. Sightings of strange ceremonies in the streets. Entities blotting out the stars in the night sky. Swarms of locust-like insects devouring people whole. Mutated lizard creatures prowling the sewers. And worse yet, while Arkham seems to be the conflicts' epicenter, these incidents are spreading all across the world.

This is no ordinary war, and not one the authorities can deal with. You are the only one who suspects the truth. Somehow, you have to find out what these factions are fighting over, and put a stop to the conflict before it consumes the entire world in its madness.

Setup

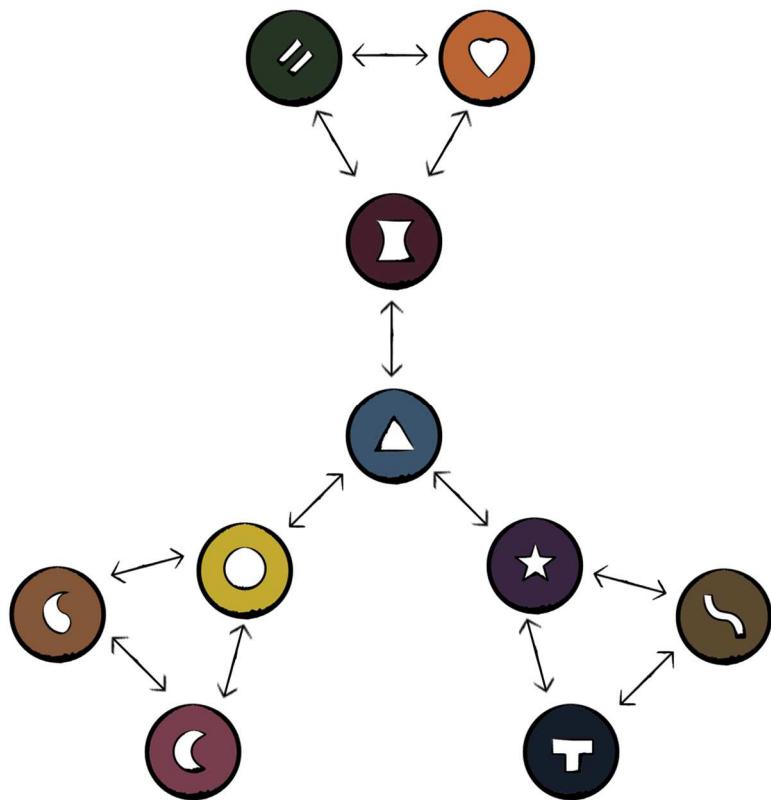
- » Gather all cards from *The War of the Outer Gods* encounter set. This set is indicated by this icon:

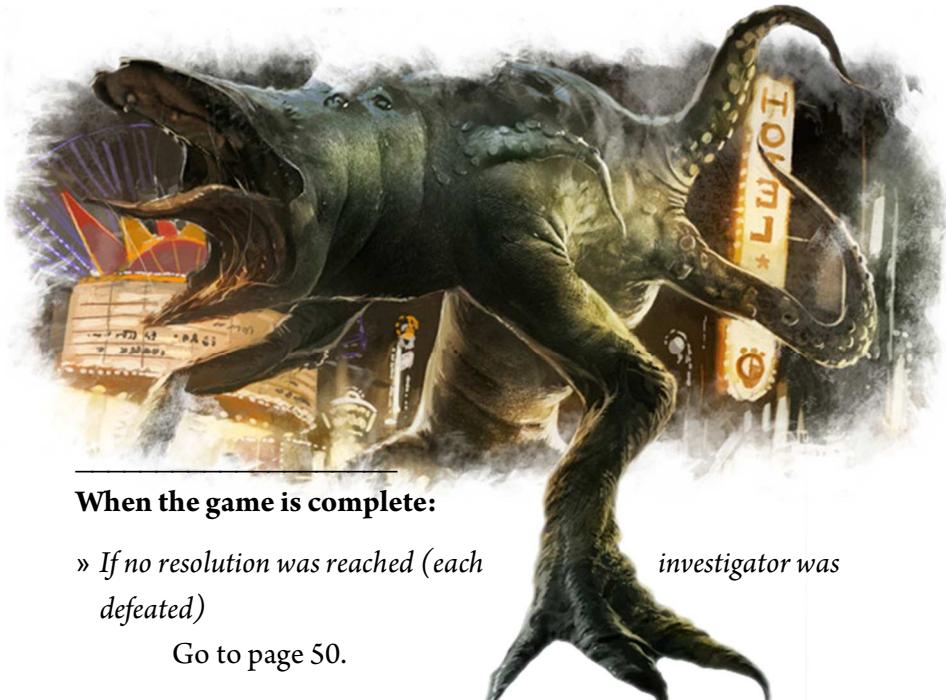


- » Gather all 9 cards from each of the three other encounter sets: *Children of Paradise*, *Swarm of Assimilations*, and *Death of Stars*. Set these encounters sets aside, out of play (Note: 1 Ethereal Entity, 1 Trylogog, and 1 Bringer of Paradise are included int the *War of the Outer Gods* encounter set, while the rest are included in these three encounter sets.) These sets are indicated by these icons:



- » When setting up the agenda deck, put all three agenda decks into play into this order (from top to bottom): **Green**, **Blue**, and then **Red**.
- » Set the Hub dimension location aside and put the remaining 10 locations into play. Each investigator beings play at Arkham.
- » Search the *War of the Outer Gods* encounter set for 1 copy of Disciple of the Swarm, 1 copy of Nihilistic Stargazer, and 1 copy of Zealot of Paradise. Spawn each of those enemies (as directed by their “**Spawn -**” instructions).
- » Set the 5 following story assets aside, out of play: Cloak of the Outer Realm, Pocket Porta, Dreaded End, Blade of Ark’at, and Enchanted Skull.
- » Shuffle the remaining 19 of the encounter cards to form the encounter deck.
- » If you are playing in *Epic Multiplayer Mode*, the event organizer calculates and announces the global doom thresholds for each agenda (see page 42 for more details).

Suggested Location Placement



When the game is complete:

» If no resolution was reached (each defeated)

Go to page 50.

» If Resolution 1 (R1) was reached

Go to page 52.

» If Resolution 2 (R2) was reached

Go to page 54.

» If Resolution 3 (R3) was reached

Go to page 56.

» If Resolution 4 (R4) was reached

Go to page 58.

» If Resolution 5 (R5) was reached

Go to page 60.

» If Resolution 6 (R6) was reached

Go to page 62.

» If Resolution 7 (R7) was reached

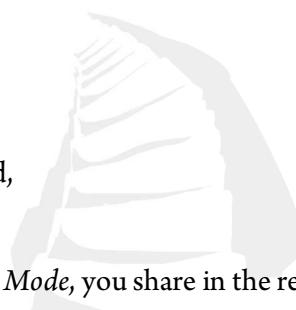
Go to page 64.

...from page 49 (Each Investigator was defeated).





- » If you are playing in *Single Group Mode*, or if all groups were defeated in *Epic Multiplayer Mode*, find the faction that is in the lead and proceed accordingly.
 - If the **red faction** was in the lead,
Continue to page 60.
 - If the **blue faction** was in the lead,
Continue to page 62.
 - If the **green faction** was in the lead,
Continue to page 64.
- » If you are playing in *Epic Multiplayer Mode*, you share in the resolution that the remaining players reach.



...from page 49 (Resolution 1).

The hub's many doorways are now sealed tight under your stern control. With the hub sealed, the cults fighting over its ownership should hopefully return to operating in secrecy - perhaps waiting for a time when the hub reopens and they can use it to advance their cruel agendas. Until then, the Earth is safe ... relatively speaking.



- » Any one investigator may choose to add the Cloak of the Outer Realms story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Pocket Portal story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display. Each investigator earns 2 bonus experience as they have prevented all of the Outer Gods from completing their schemes.

...from page 49 (Resolution 2).

The swarm of Ezel is too countless to defeat through normal means. But there is a trick! Otherworldly though they may be, the insects are insects nonetheless, and many hives have among them a queen. Using all of your ingenuity, you devise a plan to crush the queen and thereby scatter the swarm.

To your surprise, your plan works. With the queen dispatched, the swarm is aimless, its hunger replaced by a sense of desperation and panic. It is not long before the myriad creatures descend once more into the pit whence they came. Perhaps another queen will come to unite them, but you will seal that accursed pit long before that happens. For now, Earth is safe.



- » Any one investigator may choose to add the Cloak of the Outer Realms tory asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Enchanted Skull story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...from page 49 (Resolution 3).

The Shape of Silenus is formless perhaps even devoid of matter altogether, but not without weakness. Using the rituals of its own cult against it, you devise a spell of such incandescent heat that not even the emptiness of space can devour it. When your rite is unleashed, the mists retreat in anguish, letting out no sound but the shrill hiss of air being sucked through a vacuum.

You overserve the sky in fear, hoping that the mist does not return the moment your ritual has ended. Minutes pass. Then hours. Familiar stars once more fill the night sky. Perhaps the entity is gone for good. If the notes of the creature's many observers are true, it will likely return in the future - maybe hundreds of thousands of years from now. You may have saved the Earth this day, but the understanding of the entity's true nature haunts you still.



- » Any one investigator may choose to add the Cloak of the Outer Realms tory asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Dreaded End story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...from page 49 (Resolution 4).

Green blood and sticky pus erupts from the beast's carapace as it collapses, graining with such force that it rumbles through the Earth. Thanks to your haste, you have felled the beast before it could grow too powerful to stop. Even in its infancy, it was a tremendous foe.

You watch in revulsion as its body dissolves into sallow ichor. Some "paradise" this thing turned out to be. With the egg hatched and the thing inside destroyed, you hope that the cult of Ark'at will disperse, though you fear that retribution may someday come in return for your meddling.



- » Any one investigator may choose to add the Cloak of the Outer Realms story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Blade of Ark'at story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...from page 49 (Resolution 5).

Little by little, the swarm deconstructs all matter on Earth, transforming each and every molecule to resemble their own. Your consciousness remains, trapped eternally in the awful, buzzing swarm. But all is well. You are with the queen now. A strange hunger gnaws at you. Your only desire is to assimilate. The swarm must grow!



- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END

...from page 49 (Resolution 6).

The Earth is just the first planet to be engulfed by Silenus, embodiment of the Empty Sky, the ravenous end of all things. As the planet's core plunges to absolute zero, all life is instantly snuffed out. From the opening made by the nexus on Earth, the entity then stretches out to all corners of the solar system, devouring all warmth along the way. Nothing can stop it now.



- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END

...from page 49 (Resolution 7).

The beast's rampage is impossible to stop. You were the only ones with any knowledge of how to defeat the thing. One by one, as it makes its way across the continents and through the oceans, cities fall. Armies are obliterated. Governments collapse. The monstrous creatures hatched by the cult of Ark'at continue their ravenous war until there is nothing left to rule over but the vast wastes of Earth and the crumbling ruins of human civilization. The "paradise" they so willingly killed for has come.



- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END



STAND-ALONE IX

MACHINATIONS THROUGH TIME

Something is wrong. Nobel Award-winning scientists and their revolutionary discoveries have vanished. This ripple in reality is a loss for humanity, and it must be restored. Time is of the essence. *Machinations Through Time* is a unique scenario for *Arkham Horror: The Card Game*, designed for a fun and interactive experience for 1-12 players.

Expansion Symbol

The cards in this expansion are identified by this symbol before each card's collector number.



Eras

Machinations Through Time has three separate eras: past, present, and future. In *Single Group Mode*, you play all three eras simultaneously and may travel through all eras. In *Epic Multiplayer Mode*, each group is confined to a separate era.

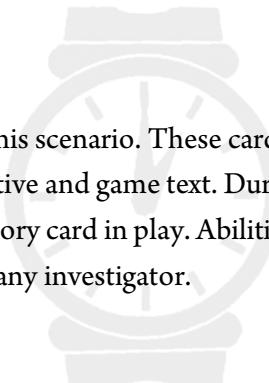
- » A **Past** asset cannot enter a non-**Past** location.
- » A **Present** asset cannot enter a non-**Present** location.
- » A **Future** non-Item asset cannot enter a non-**Future** location.

Time Paradox

During *Machinations Through Time*, you may be confronted with seemingly impossible tasks. Some tasks require the help of investigators in another era to complete. Communication is key.

Story Cards

Story cards are a card type in this scenario. These cards serve as an avenue for additional narrative and game text. During setup, resolve the Setup text on each story card in play. Abilities on story cards in play can be triggered by any investigator.



Abducted and Rescued

When a **Scientist** asset is abducted (via card or game text), remove all counters from it and set it aside, out of play. It remains out of play until it is rescued (via card or game text).

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

- » If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.
- » If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, the enemy does not move.

Announce

When a card instructs you to "announce" a key phrase, if you are playing in *Epic Multiplayer Mode*, clearly communicate that phrase to the other two groups. Some abilities require an announcement to have been made before they can be triggered.



Global Values

Global values are calculated based on the total number of participating players among all groups at the start of the game.

For example: 12 total players are split between three groups of four. The story card A Bitter Rivalry reads, "If you succeed, spend X clues, as a group, where X is the global number of players." In this example, X is 12.

The Tyr'thrha enemy has a global health pool of 6 . In this example, its global health pool is 72. In Epic Multiplayer Mode, this global health pool is shared among all groups.



Game Mode

Machinations Through Time can be played as either a standalone scenario or as a side-story inserted into any campaign. When played standalone, it can be played in one of two ways: with a single group of 1-4 players in *Single Group Mode*, or with 3-12 players split into three groups of 1-4 players each in *Epic Multiplayer Mode*.

Campaign Mode

- » Playing *Machinations Through Time* as a side-story costs each investigator **2 experience**.

Standalone Mode

- » Construct the chaos bag with your chosen difficulty.

» Easy:

+1, +1, +1, 0, 0, 0, -1, -1, -2, -2, , , , , , .

» Standard:

+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .

» Hard:

0, 0, 0, -1, -1, -2, -3, -4, -6, , , , , , , .

» Expert:

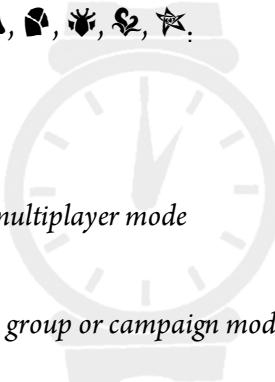
0, -1, -1, -2, -3, -4, -5, -6, -8, , , , , , , .

-
- » If the investigators are playing in epic multiplayer mode

Go to page 72.

- » If the investigators are playing in single group or campaign mode

Go to page 74.



Epic Multiplayer Mode

To play *Machinations Through Time* in *Epic Multiplayer Mode*, first divide the investigators into three separate groups—Past Group, Present Group, and Future Group. At least one investigator must be assigned to each group, and no more than four investigators may be assigned to a single group. While it is possible to play with groups of differently numbered players, split players between groups as evenly as possible. Each group requires one copy of this product in order to play. During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from the other groups. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- » Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- » Investigators may freely communicate between groups.





Time Limit

When playing in *Epic Multiplayer Mode*, the players (or your event organizer) may impose a time restriction for the game. The default time limit is **180 minutes**. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. When this time limit has passed, any groups that are still playing must immediately advance to agenda 2b.

Continue to page 74.



"The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."

-H.P. Lovecraft, The Call of Cthulhu



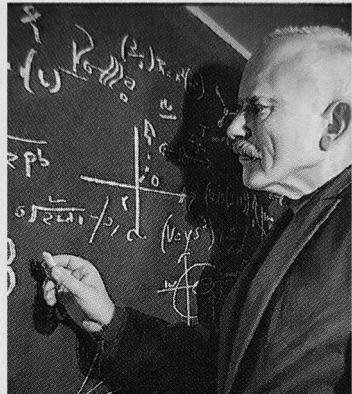
The newspaper headline reads, "Local scientists win Nobel Prize!" Below it, two elderly physicists are pictured standing proudly in front of a large telescope. You glance at the newspaper's date, your jaw agape. This issue of the Arkham Advertiser is dated December 5, 1956. But how is this possible?

Surprised and curious, you eagerly read the entire newspaper and learn of two remarkable scientists and their journey to winning a Nobel Prize in physics.

...From page 1 Nobel Prize Winners.

Born in 1877 in Arkham to Irish immigrants, Thomas Corrigan's earliest memory is when his crayons, left on an outdoor table, melted together under the hot summer sun. From then on, his curiosity and thirst for knowledge grew more rapidly than his height. His wonder at the world around him, from fierce New England thunderstorms to the canvas of stars in the night sky, fueled his passion for the sciences.

Thomas' desire to attend Miskatonic University is almost as old as his love for learning, as its acclaimed College of Sciences and close proximity made it a natural choice. After getting degrees in undergraduate physics and graduate astrophysics at Miskatonic, he began working at the University's Warren Observatory researching astronomical objects and phenomena.



Dr. Thomas Corrigan (above) demonstrating the math underlying the discovery.



Dr. Mary Zielinski (above) hard at work designing her next experiment.

Born in 1877 in Warsaw, Poland, Mary Zielinski is the youngest child of two teachers. She has fond memories as a little girl helping her mother with cooking and baking, using cups and teaspoons to measure a variety of ingredients, then mixing those ingredients together to create something entirely new.

Dec, 5th, 1956

Thereafter, she began experimenting on her own, which propelled her down the path of chemistry and physics.

Impressed with Mary's credentials, Miskatonic University offered her a full scholarship. Quiet and introverted, she spent much of her time in the laboratories of the Science building doing various experiments. Her hard work and dedication earned her an undergraduate chemistry degree, and she stayed on at the University to achieve a graduate degree in physics.

Having common interests, Thomas and Mary eventually became acquainted and a relationship followed. Their shared passion for the sciences encouraged and motivated each other, and they collaborated on several projects.

Years later, one of their most intriguing projects took off: the possibility of a whole new paradigm based on general relativity, which connects the curvature of spacetime to gravity. They began testing the theory that spacetime could be warped, resulting in a discontinuity. Such a warping could result in portals that lead to distant places across the universe, or even to their own location in another era-in effect, time travel.

This type of groundbreaking work drew the attention of colleagues from campus and beyond. One of these associates was the brilliant and eccentric Edwin Bennet. A rapidly rising star in the field of quantum physics, Edwin became a professor at his alma mater, Miskatonic University. Young and unpublished, he was eager to prove his knowledge would be invaluable to their project, but others on campus expressed substantial concerns, labeling him as "reckless" and "unstable."

After hitting multiple barriers and looking

Dec, 5th, 1956

for inspiration, Thomas and Mary welcomed Edwin's offer to collaborate, and the team was confident they were on the verge of a breakthrough-but it never came. It's unclear what exactly transpired next, though some sort of disagreement or conflict resulted in Edwin being replaced by an even more eccentric scientist, Ezra Graves. Thomas and Mar acknowledged and thanked Edwin for his role in their research.

Ezra's boundless creativity was integral to Thomas and Mary's new approach to their problems, and this fresh perspective allowed them to overcome the barriers. While Ezra soon moved on to his own projects, his contributions were invaluable and greatly appreciated.



Prototype of the first Dimensional Beam Machine invented by Dr. Corrigan and Dr. Zielinski. (Above)

Over the years, Thomas and Mary's research progressed with success after success, culminating in the discovery of teleportation. They published their remarkable findings on February 23, 1955, to much acclaim. And now-or rather, thirty years from now-they are being awarded with the Nobel Prize in Physics.

Though suspect, your intuition tells you this mysterious newspaper is real. In awe of the future notoriety two local scientists will eventually receive, you go to Miskatonic University to meet them. However, you're informed they are not affiliated with the University and, tragically, both of them disappeared years ago.

Unbeknownst to the rest of the world, a momentous change has occurred. Prominent scientists have vanished without a trace. Notable inventions have become un-invented. A historic discovery has suddenly been undiscovered. Humanity may never be the same.

You believe you know the truth, even if it's stranger than fiction. You're quite familiar with the notion of portals—you've been through them yourself. For unknown reasons, Arkham, Massachusetts is rife with such portals, but traveling through them is dangerous and not for the faint of heart.

Within these portals lies the realm of Tindalos, where countless suspended paths, angular and curved, above and below, wind away in all directions. Here and there, they intersect with ramps and spirals. Prowling along these paths are malevolent minions: ghastly satyrs and Hounds of Tindalos, among other monstrosities. The beasts are eager to savage their prey, or, perhaps worse, abduct and imprison them in Tindalos.

There has been a distortion in time, and its effects have rippled across the ensuing years. These scientists are two such unfortunate souls, and you'll have to find them and repair the broken timeline. Just remember: traveling through time may cause unintended consequences, some of which will have severe repercussions.





» If the investigators are playing in single group or campaign mode

Go to page 82.

» If the investigators are playing in epic multiplayer mode

- If you are in the **Past** Group,

Go to page 86.

- If you are in the **Present** Group,

Go to page 88.

- If you are in the **Future** Group,

Go to page 90.



Setup

- » Gather all cards from the *Machinations Through Time* and *Single Group Mode* encounter sets. These sets are indicated by these icons:

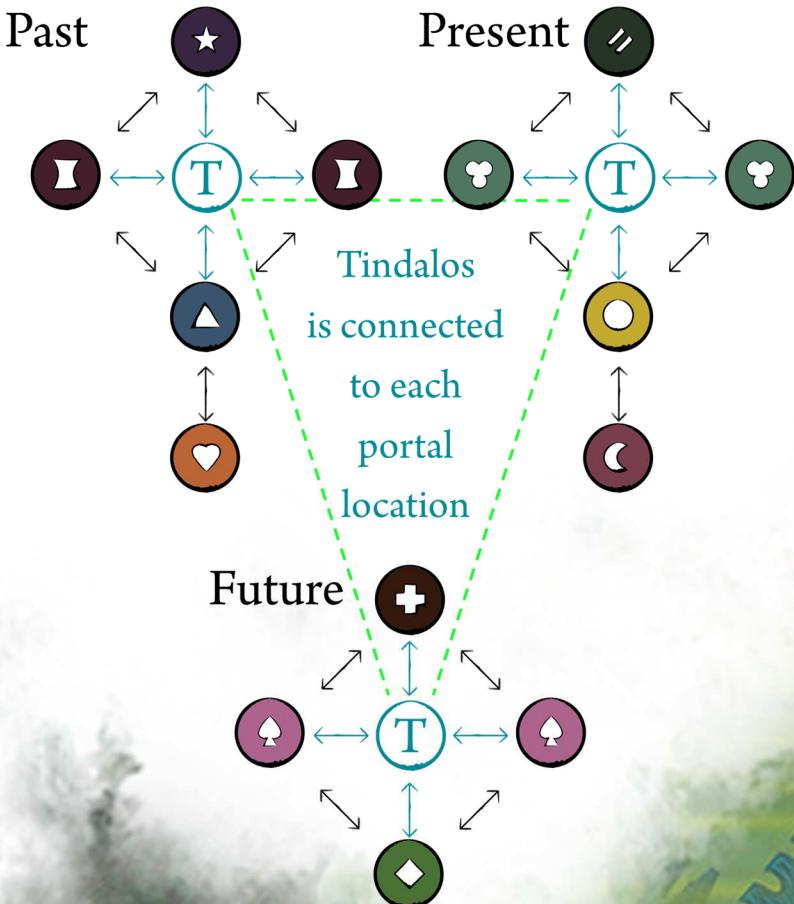


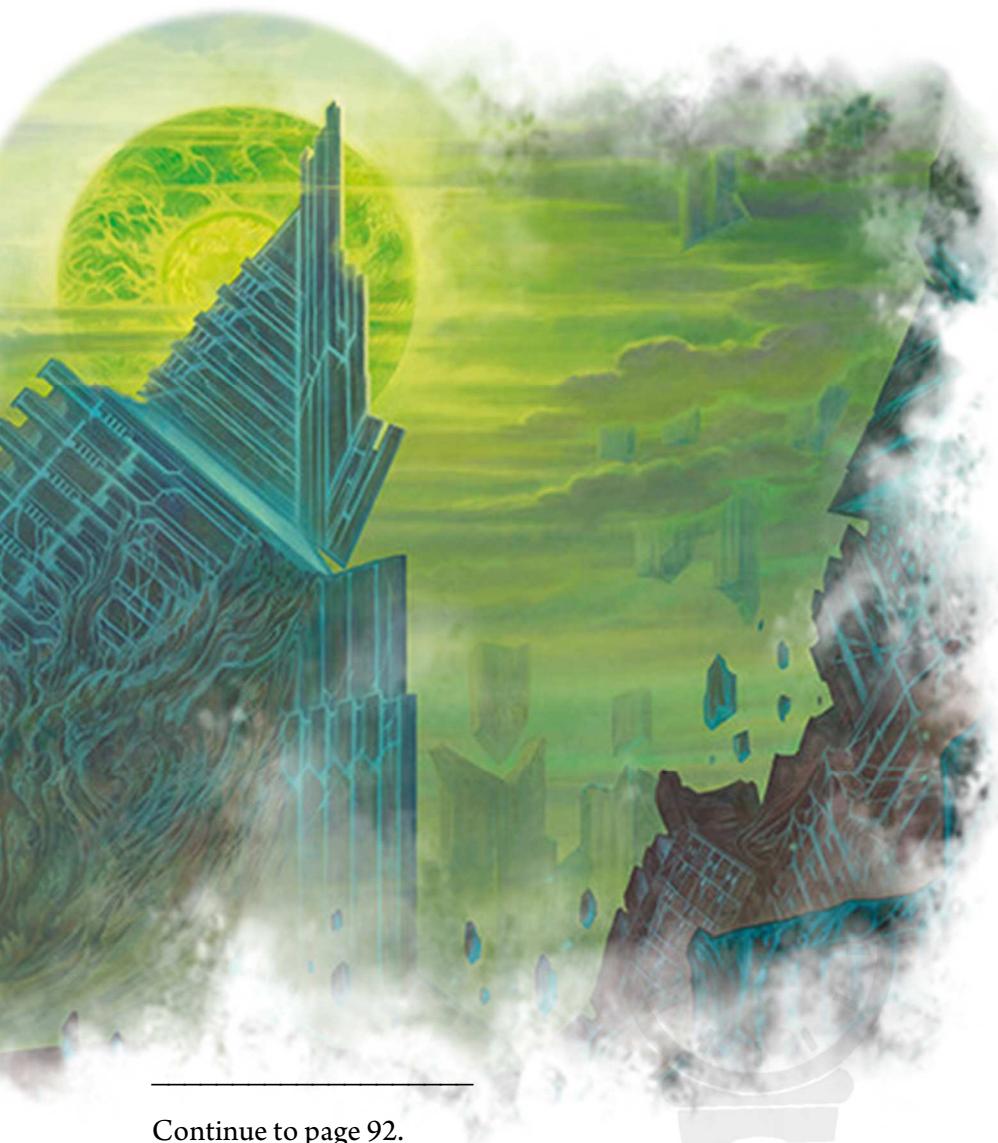
- » Set the Corrigan Industries location aside, out of play. Put the Tindalos location into play, using the side with the Single Group Mode encounter set icon. Put the remaining fourteen locations into play (see the location placements on page 84, ignoring the placement for Tindalos and putting it centrally of all location).
 - Each investigator begins play at Tindalos.
- » Put the A Noble Legacy (*Past*), A Noble Legacy (*Present*), and A Noble Legacy (*Future*) story cards into play, one at a time, and resolve the **Setup** text on each of them. (*Hint-When playing, first focus on completing A Noble Legacy (Past), then focus on A Noble Legacy (Present), and, lastly, A Noble Legacy (Future).*)
- » Choose one of the three ***Machination*** story cards at random, put it into play, and resolve its **Setup** text. Remove the other two ***Machination*** story cards from the game.
- » Choose one of the three ***Plot*** story cards at random, put it into play, and resolve its **Setup** text. Remove the other two ***Plot*** story cards from the game.

- » Add 1  doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
 - If it is Easy difficulty, remove 1 doom from agenda 1a.
 - If it is Hard difficulty, add 1 doom to agenda 1a.
 - If it is Expert difficulty, add 2 doom to agenda 1a.
- » Shuffle the remaining 33 encounter cards to form the encounter deck.
- » You are now ready to begin.



Continue to page 84.

Suggested Location Placement



Continue to page 92.

Past Group Setup

- » Gather all cards from the *Machinations Through Time* and *Epic Multiplayer Mode* encounter sets. These sets are indicated by these icons:

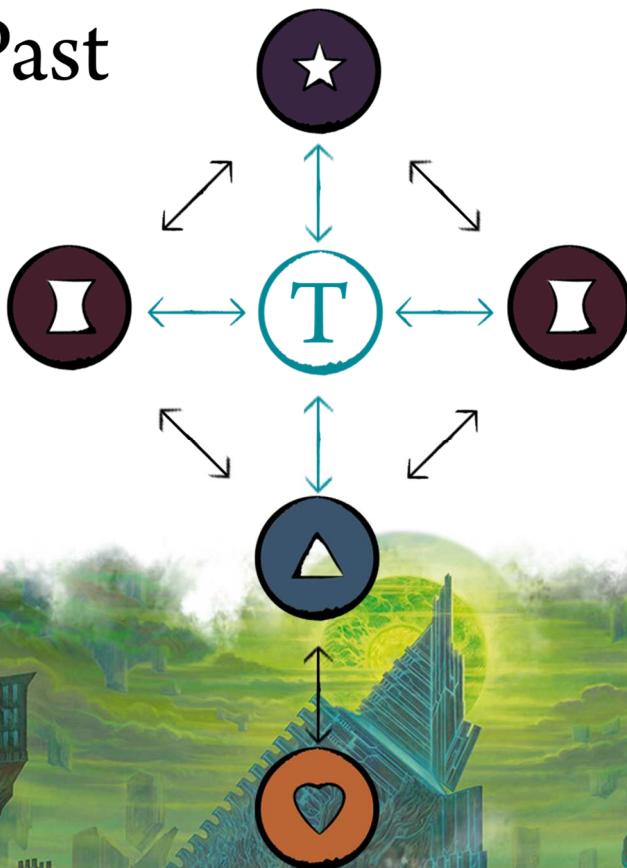


- » Put the Tindalos location into play, using the side with the *Epic Multiplayer Mode* encounter set icon. Put the five **Past** locations into play (*see location placement on the next page*). Remove the remaining locations from the game.
 - Each investigator begins play at Tindalos.
- » Put the A Noble Legacy (*Past*) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- » Remove all **Present** and **Future** story assets from the game.
- » Choose one of the three **Machination** story cards at random, announce its title, put it into play, and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- » Choose one of the three **Plot** story cards at random, announce its title, put it into play, and resolve its **Setup** text. Remove the other two **Plot** story cards from the game.
- » Add 1  doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
 - If it is Easy difficulty, remove 1 doom from agenda 1a.
 - If it is Hard difficulty, add 1 doom to agenda 1a.
 - If it is Expert difficulty, add 2 doom to agenda 1a.

- » Shuffle the remaining 33 encounter cards to form the encounter deck.
- » You are now ready to begin.

Suggested Location Placement

Past



Continue to page 92.

Present Group Setup

- » Gather all cards from the *Machinations Through Time* and *Epic Multiplayer Mode* encounter sets. These sets are indicated by these icons:

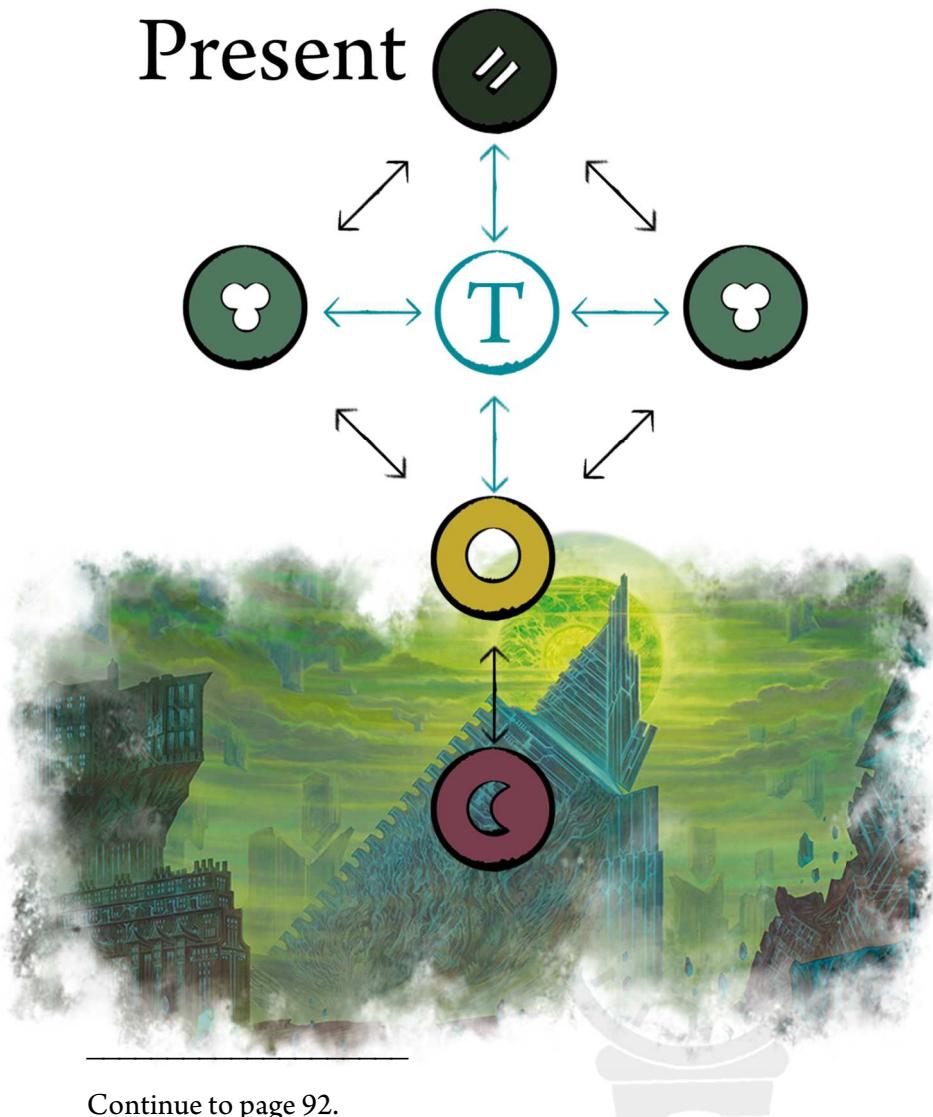


- » Put the Tindalos location into play, using the side with the *Epic Multiplayer Mode* encounter set icon. Put the five **Present** locations into play (see *location placement* on the next page). Remove the remaining locations from the game.
- Each investigator begins play at Tindalos.
- » Put the A Noble Legacy (*Present*) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- » Remove all **Past** and **Future** story assets from the game.
- » Put the announced **Machination** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- » Put the announced **Plot** story card into play and resolve its **Setup** text. Remove the other two **Plot** story cards from the game.
- » Add 1  doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
 - If it is Easy difficulty, remove 1 doom from agenda 1a.
 - If it is Hard difficulty, add 1 doom to agenda 1a.
 - If it is Expert difficulty, add 2 doom to agenda 1a.

- » Shuffle the remaining 33 encounter cards to form the encounter deck.
- » You are now ready to begin.

Suggested Location Placement

Present



Continue to page 92.

Future Group Setup

- » Gather all cards from the *Machinations Through Time* and *Epic Multiplayer Mode* encounter sets. These sets are indicated by these icons:

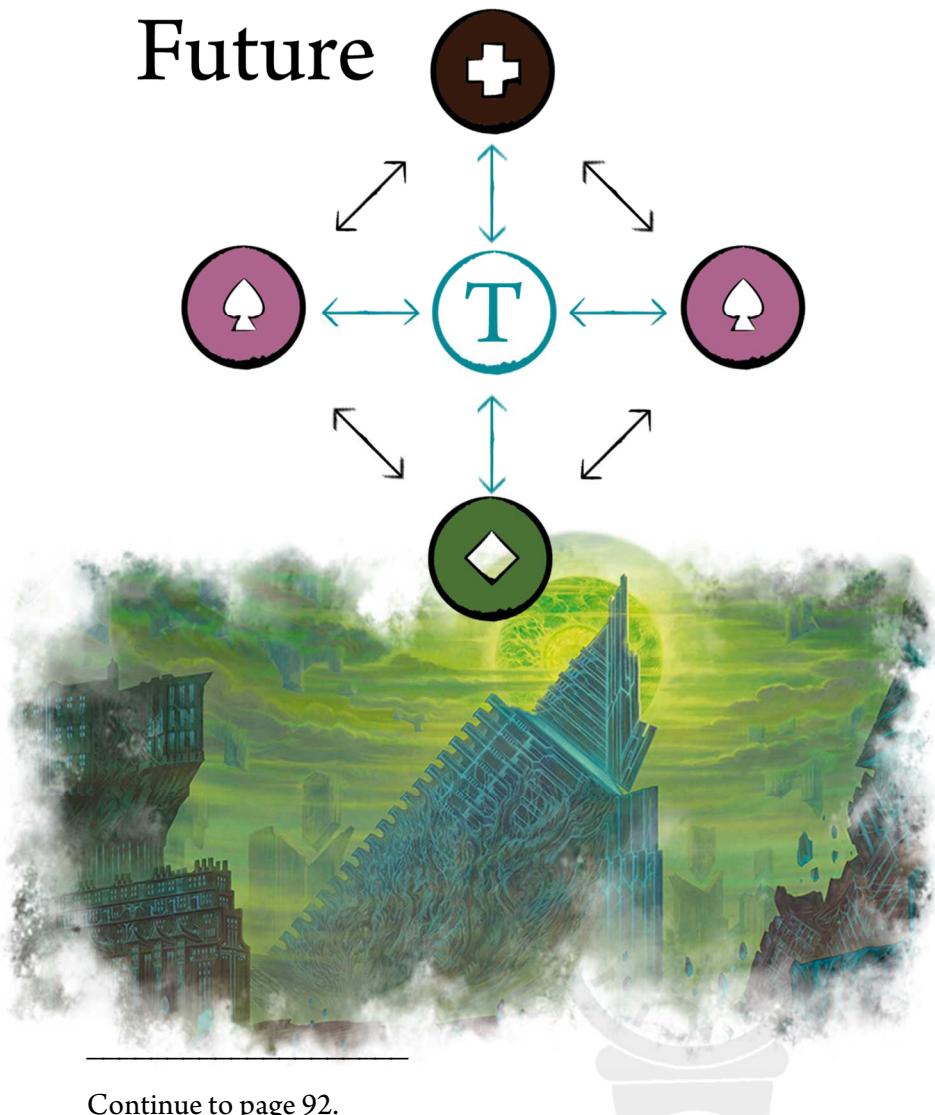


- » Put the Tindalos location into play, using the side with the *Epic Multiplayer Mode* encounter set icon. Put the five **Future** locations into play (see *location placement* on the next page). Remove the remaining locations from the game.
- Each investigator begins play at Tindalos.
- » Put the A Noble Legacy (*Future*) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- » Remove all **Past** and **Present** story assets from the game.
- » Put the announced **Machination** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- » Put the announced **Plot** story card into play and resolve its **Setup** text. Remove the other two **Plot** story cards from the game.
- » Add 1  doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
 - If it is Easy difficulty, remove 1 doom from agenda 1a.
 - If it is Hard difficulty, add 1 doom to agenda 1a.
 - If it is Expert difficulty, add 2 doom to agenda 1a.

- » Shuffle the remaining 33 encounter cards to form the encounter deck.
- » You are now ready to begin.

Suggested Location Placement

Future



Continue to page 92.

Announcements

The following is a list of announcements that can be made as the investigators play the *Machinations Through Time* scenario. As the investigators complete each of these announcements, record that they have been completed.

- » "Thomas and Mary have met."
- » "Thomas and Mary have been inspired by Nikola Tesla."
- » "Funding for an observatory has begun."
- » "The observatory is built."
- » "Teleportation research has begun."
- » "Thomas and Mary have won a Nobel Prize."
- » "A tree seed has been planted."
- » "The debt has been paid."
- » "Corrigan Industries has been founded."
- » "Thomas and Mary have made a historic discovery."
- » "Thomas and Mary have married."





When the game is complete:

» If no resolution was reached (each investigator was defeated),

Go to page 94.

» If Resolution 1 (R1) was reached,

Go to page 96.

» If Resolution 2 (R2) was reached,

Go to page 98.

» If Resolution 3 (R3) was reached,

Go to page 100.

» If Resolution 4 (R4) was reached,

Go to page 102.



...from page 93 (No Resolution).

Countless Hounds burst through the portals and angles of space, cornering you. Bewildered and terrified, you stare down your demise.....



- 
- » Each remaining investigator in all eras is defeated and suffers 1 mental trauma.

- » If the Edwin Bennet asset is in play in any era,

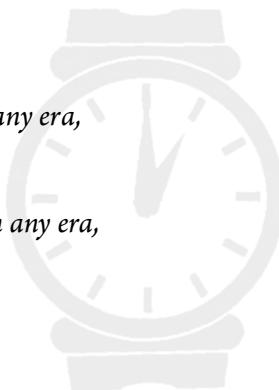
Go to page 98.

- » If the Edwin Bennet enemy is in play in any era,

Go to page 100.

- » Otherwise,

Go to page 102.



...from page 93 (Resolution 1).

The discoveries of Thomas Corrigan and Mary Zielinski are highly influential to the advancement of the Sciences. With their help, you're able to seal all portals leading to Tindalos from Arkham, and Edwin Bennet and his machinations are no longer a threat to the world. You purchase a copy of the newspaper depicting the two scientists, and realization strikes you: there is still one thing left to do. You fire up the machine and place the newspaper on the platform. You have to close the loop, or all of this will have been in vain...



- » For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...Resolution 2.

Against all odds, you manage to escape the clutches of the beasts, but with them pursuing you, it is impossible for you to repair the broken timeline. Hope is not forsaken. Although leery, you place your trust in Edwin Bennet to repair all that was broken. He has the ability, but does he have the integrity?



- » For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...Resolution 3.

Paralyzed with fear and nauseated by the stench of the baying beasts, you faint. When you next open your eyes, you find yourself in a sickly gloom under a green moon, buried to your neck in fetid soil as permanent residents of Tindalos. Humanity has suffered a profound loss. Thomas Corrigan and Mary Zielinski are also imprisoned on Tindalos, and their lifelong works disappear along with them. Worse still, the conniving Edwin Bennet and his machinations ripple through time, unimpeded. You're repulsed by the thought of what the psychopath is scheming next.



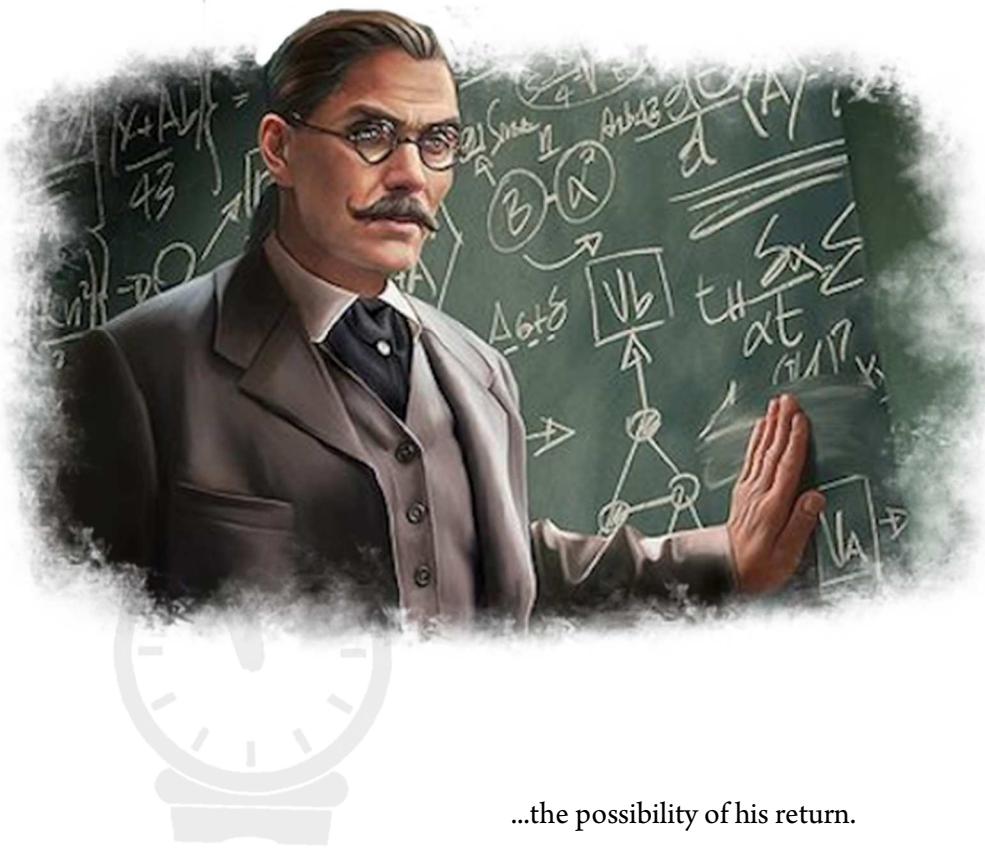
» Each surviving investigator is driven **Insane**.



THE END

...Resolution 4.

Against all odds, you manage to escape the clutches of the beasts, but with them pursuing you, it is impossible for you to repair the broken timeline. Humanity has suffered a profound loss. Thomas Corrigan and Mary Zielinski are imprisoned on Tindalos, and their lifelong works disappear along with them. The only saving grace is Edwin Bennet is nowhere to be found. His machinations have ceased and the world is for the better. But deep down, one thought lingers...



...the possibility of his return.

- » For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.





STAND-ALONE X

FORTUNE AND FOLLY

A casino in Monte Carlo is using probability-manipulating powers to accumulate wealth at the cost of endangering the populace. In *Fortune and Folly*, a unique scenario for *Arkham Horror: The Card Game*, 1-4 investigators must plan and execute a daring heist in order to capture the source of this cult's power and put a stop to their nefarious work. But will their meddling turn fortune in their favor? Or will their luck run out?

Expansion Symbol

The cards in this expansion are identified by this symbol before each card's collector number.





Game Mode

Fortune and Folly can be played as either a standalone scenario or as a side-story inserted into any campaign. *Fortune and Folly* gains additional context and scenario rewards if played as a side-story in *The Scarlet Keys* campaign.

Campaign Mode

Playing *Fortune and Folly* as a side-story costs each investigator **3 experience**. Note: If you are playing *Fortune and Folly* as a side-story in *The Scarlet Keys* campaign , that campaign has a different cost for integrating side-stories. See *The Scarlet Keys* campaign guide for details.

Standalone Mode

» Construct the chaos bag with your chosen difficulty.

» **Standard:**

+1, 0, 0, -1, -2, -2, -3, -3, -4, -5, , , , , , , .

» **Hard:**

0, 0, -1, -1, -2, -2, -3, -3, -6, -7, , , , , , , .

Checkpoint

This scenario is split into two parts. Players may choose to play these parts one at a time (with a break between each part), or they may play both parts one after the other as part of a longer session. Each part of its own game with its own setup and resolution. After completing the first part of this scenario, the campaign guide directs the investigators to a Checkpoint that instructs them how to proceed. If the investigators wish to proceed directly to the next part of the scenario, the Checkpoint instructs them on how to clean up the game to prepare for the next part. If the investigators wish to take a break and resume playing during their next game session, the Checkpoint instructs them to record information in the Campaign Log that makes setup for the next session quick and easy.



Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parenthesis next to the word patrol).

- » If there are multiple locations that qualify as the designated location, the lead investigator may choose which location that enemy moves toward.
- » If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, that enemy does not move.
- » During this scenario, locations are arranged into two main “hubs” consisting of either **Public** or **Restricted** locations (see pages 121 and 142). If an enemy’s patrol location is “clockwise” or counterclockwise,” that means they will move to the connecting location in the clockwise or counterclockwise direction for the hub the are in. Enemies do not patrol between hubs in this manner unless they move via another method.

Isamara Ordoñez

Isamara Ordoñez is a double-sided story asset card. If Isamara Ordoñez leaves play for any reason, or if any investigator that controls Isamara Ordoñez is defeated, she is set aside.

Game Icons

Encounter card abilities in this scenario will sometimes ask an investigator to discard

cards from the encounter deck in order to “check their game icons.” To do so, that investigator discards the specified number of encounter cards and checks the game icons listed on each. The icons will consist of a color (**red** or **black**), a suit (**♥**, **♦**, **♠**, or **♣**), and a rank (4, 5, 6, 7, 8, 9, 10, J, Q, or K).



- » For the purpose of determining numerical value, J, Q, and K count as 10. For the purposes of determining color, **♥** and **♦** are red, while **♠** and **♣** are black.
- » If the encounter deck runs out of cards while checking for game icons, set aside the cards that have already been discarded, shuffle the remainder of the discard pile into the encounter deck, then continue discarding cards.
- » “Sequential ran” on a card effect indicates that the rank of checked game icons are in consecutive order (i.e. “in a row”).
- » If a card with no game icons is discarded, set it aside and discard an additional card in its place. (*Any cards set aside this way are discarded once game icons have been checked.*)
- » Note: A rank of “A” is present on some encounter cards. These particular cards do not enter the encounter deck and therefore these icons are never used when checking game icons.

Mulligans

Some **Game** location effects that instruct you to discard cards from the encounter deck will specify that you can take a mulligan. This means that after an investigator discards the specified number of encounter cards and checks their game icons, they can set aside as many of those discarded cards as they wish. Then, they discard an equal number of cards from the encounter deck to replace the set-aside cards. Once the effect is resolved, they discard the set-aside cards.

The Wellspring of Fortune

This scenario includes The Wellspring of Fortune, which is a "key," a new cardtype introduce in *The Scarlet Keys* campaign. The full rules for the key cardtype can be found in *The Scarlet Keys* campaign guide. For the purposes of this scenario, The Wellspring of Fortune is only used as a marker for tokens and an objective for investigators to obtain. **Treat The Wellspring of Fortune's text box as if it were blank for the duration of this scenario.** The full rules for key cards are therefore not required to play this scenario; however, if the investigators are playing this scenario as part of *The Scarlet Keys* campaign, they may be able to earn The Wellspring of Fortune and use it in future scenarios.



FORTUNE AND FOLLY

PART ONE - THE STAKEOUT



SOLANGE-NEUVIÈME ANNÉE. N° 3.565

JOURNAL DE MONACO 10 centimes

MAN STRUCK BY LIGHTNING TWICE AFTER WINNING BIG!

(Signé:) ALEX. EYMIN

This sensational headline is what first grabbed your attention. You might have written it off as just an extraordinary and unlikely event exaggerated to sell papers, if it weren't for the other stories that followed, all centering around the same place: a casino in Monte Carlo called Défis de la Roulette. In addition to the unlucky patron being struck down mere moments after leaving the casino with his winnings, others have also met grisly yet improbable fates either within or nearby. Upon inquiring further, it seems that this casino appeared quickly and unexpectedly, and the authorities in Monaco have been suspiciously tight-lipped about where exactly it came from and who owns it. Since its opening, the casino has been a magnet for the unnatural and implausible. The more you learn, the more it seems worth at least taking a look to determine whether these events are simply coincidence, or the result of something much more sinister.

» If you are play Fortune and Folly as a side-story while playing The Scarlet Keys campaign,

Go to page 112.

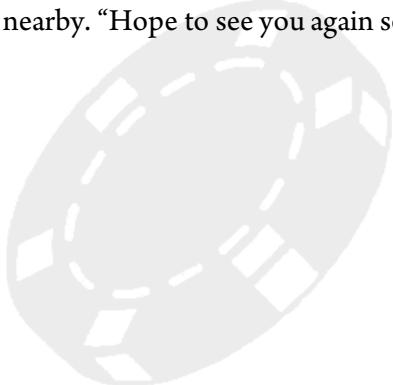
» Otherwise,

Go to page 114.

...from page 111 (you quest for the keys).

Your cell has been given the name of a contact at Défis de la Roulette: Isamara Ordoñez. Isamara is not just an employee there, she is the "Flor de Nicaragua," a singer whose performances have become a major draw for the casino. She has reputedly reached out to various parties for help over the course of the past month, concerned with some of the events she has witnessed behind the scenes. The Foundation has reason to believe a Key may be involved in these strange events. You find a table in the casino lounge, and wait for an opportune moment to attract her attention.

Only a few minutes later, a woman in a striking red dress takes the stage. Her performance is so captivating that she is already leaving the stage before you remember why you are here. There is no doubt that she is the one you are looking for. As she glances at the crowd, you give a small wave. At first, she appears to take little notice, but then her eyes fall to the flower that you were told to wear. She approaches your table and sits down. A casual smile adorns her face, but her words are sharp and pointed. "If you were sent by Them, it's not safe to talk here. Meet me in an hour." She hands you a card with the address of a nearby café. She then stands, smoothing out her dress. "Thank you so much for the kind words about my performance!" she says for the benefit of anyone nearby. "Hope to see you again soon!"





Go to page 116.

...from page 111 (you arrive unprompted).

Although you ask around town about the casino for several days, promising leads seem to be scarce. When you visit the casino itself, nothing appears out of place, although your probing questions don't go entirely unnoticed. As you sit in the casino lounge, assessing whether the trip to Monte Carlo was a complete waste of time and if nothing is amiss here after all, a woman in a striking red dress sits down at your table.

You recognize her as Isamara Ordoñez, the singer who had performed just moments before, capturing the audience with her hauntingly beautiful voice. A casual smile adorns her face, but her words are sharp and pointed. "You're being too careless. We can't talk here. If you want to know the truth, meet me in an hour." She hands you a card with the address of a nearby café. She then stands, smoothing out her dress. "Thank you so much for the kind words about my performance," she says for the benefit of anyone nearby. "Hope to see you again soon!"





Go to page 116.

...the plan.

Isamara is wearing a long overcoat of the darkest blue when you meet, her wavy brown hair partially hidden beneath a wide-brimmed hat. Clearly, she is worried about someone recognizing her. "You're right to be suspicious about what's happening at Défis," she begins, wasting no time with pleasantries. "On the surface, it's a casino like any other. But there's more going on than anyone could guess. Behind the scenes, a cult called the Fortune's Chosen are the ones that really run the show. They are deadly and dangerous. Anyone who has gotten too close to the truth or crossed the casino in some way has met a horrible fate."

You ask about the casino owner, and how involved he is with this cult. Isamara gives a mirthless smile. "Abarran? He is their leader. Not just that, he is the worst of them all. He brought the casino here, but more importantly, he brought the Wellspring."

Isamara explains that the vault of the casino holds a strange and powerful relic of mysterious origin. It is this relic that is responsible for the unlikely events that seem to pop up around the casino. This item is known as the Wellspring of Fortune, and it has the power to manipulate probability and luck. Abarran guards it jealously, as whoever possesses the Wellspring is able to turn fortune to their cause, no matter how selfish and destructive that cause may be. Over time, he has created the loyal cadre of the Fortune's Chosen by granting them some measure of the benefits of the Wellspring. They have come to revere it almost as a god. These true believers can be easily distinguished from the regular casino employees by the distinctive coin medallions they wear around their necks. "Abarran trusts me for some reason, and he's even offered me to join. I think he views me as a potential asset," Isamara mutters.

You ask Isamara what she would have you do. "Steal the Wellspring. Take it far away from here. I don't know how to say it more plainly. As long as it is in Abarran's grasp, he will use it to aggrandize himself. Even worse, I fear that the longer its powers are used, the greater the chance of harm coming to those in the casino. Who knows what seemingly impossible catastrophes it may summon if it is not removed?"

Her words seem not so much a plea for help as a call to action. You find yourself agreeing to the task almost without conscious thought. As you move to stand, she stops you with her hand.

"One last thing: do not underestimate Abarran. He is a dangerous man. He puts on a face of civility to the world, but underneath that mask there is a barely contained anger that can explode if he feels his prize is threatened. I've seen his temper, and I don't doubt it could drive him to tear a man limb from limb with his bare hands if he felt he had the cause." Left with that cheery thought, you begin planning a heist with the highest stakes."

» *If you would like to skip the stakeout and jump straight to the heist, (Warning: This will dramatically increase the difficulty of part two.)*

Go to page 134.

» *Otherwise,*

Go to page 118.

...from page 117 (the stakeout).

Several days later, you meet with Isamara to discuss a plan for staking out the casino in advance of the heist. Isamara explains what you need to look for as the night of the stakeout approaches, warning that you will not have time to accomplish everything:

What follows is a summary of the information Isamara conveys to the investigators about the upcoming stakeout of the casino.

- » High rollers are held in high regard. If you throw enough money around, it will open up options during the heist.
- » Obtaining a uniform from one of the casino employees could go a long way toward allowing you to pass by unnoticed.
- » Isamara is very invested in the heist, but she is also understandably concerned about getting directly involved. Perhaps you can change her mind?
- » The more money you win, the greater the chance that the casino will have to roll out cash carts for the busy night of the heist. These carts happen to have enough space inside for a person to hide...
- » Somewhere in the casino is a major vent that runs from the public areas directly to the employee areas, bypassing the normal employee entrance.

- » Abarran keeps the keys to his office on his person while making his daily rounds. It's a risk, but if you can get the keys off him, you won't have to find a way into his office later.
- » There is a space within the main hall of the casino that can be used to hide assets for the heist. Any assets placed here will be immediately available when the big night begins.
- » The Wellspring of Fortune feeds off and manipulates forces of fortune and luck. The more you play games of chance, the easier and tastier it will be to gain control of it later
- » Finally, the more clues you can gather about casino operations, the better your chances of keeping a low profile when it comes time for the actual heist and the more prepared you will be for your role."



Setup

- » Gather all cards from the *Fortune and Folly* encounter set. This set is indicated by this icon:

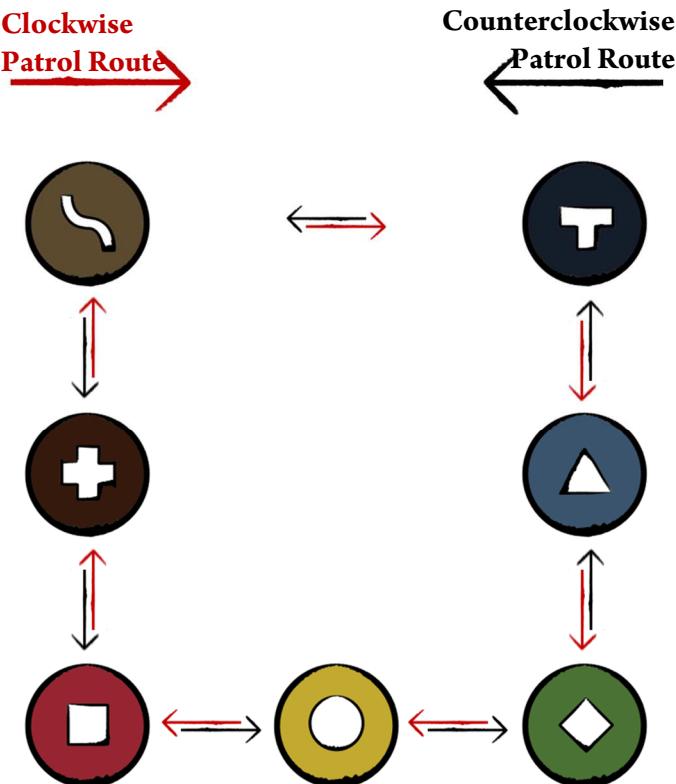


- » Build the agenda deck using only agenda 1 and the act deck using only act 1. Set the remaining agenda and act cards aside, out of play.
- » Set the following encounter sets aside, out of play: *Fortune's Chose* and *Plan in Shambles*. These sets are indicated by these icons:



- » Put Casino Floor, Casino Lounge, and High Roller's Table into play with the (*Calm Night*) side faceup. Put each other **Public** location into play. (See Location Placement on the next page.)
 - Place The Stakeout story card next to Casino Floor.
 - Each investigator begins play in Casino Floor (*Calm Night*).
 - Set each **Restricted** location aside, out of play.
- » Put the Isamar Ordoñez (*Lounge Singer*) story asset into play at Baccarat Table, **Inconspicuous** side faceup.
- » Spawn Abarran Arrigorriagakoa enemy at High Roller's Table (*The Man with the Ruby Ring*) side faceup.
- » Spawn 1 copy of Casino Guard at Roulette Wheel. Attach the If the Uniform Fits... story card to it (If the Uniform Fits... is on the reverse side of the Package Delivery story card).

Suggested Location Placement



- » Each investigator chooses one of the **Role** story assets and takes control of it, **Unpracticed** side faceup. If there is exactly one investigator in the game, that investigator chooses and takes control of an additional **Role** story asset, **Unpracticed** side faceup.
 - Remove each **Role** story asset not chosen from the game.
- » Attach The Wellspring of Fortune key, Stable side faceup, to the act deck. Place 7 clues on it. Its text box is considered to be blank for the duration of this scenario."

- » Set the following cards aside, out of play: the three Fortune's Disfavor story cards, the Cash Cart story asset, the Deck of Possibilities story asset, and the Isamara Ordoñez (*The Torch Singer*) story asset.
- » Place 1 doom next to each investigator card. This doom represents that investigator's current alarm level (see "Alarm Level" below). It does not count as doom and does not count toward the current agendas doom threshold.

Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking the current "alarm level." As the heist progresses, alarm levels may increase or decrease based on the investigators' actions and decisions. A higher alarm level means the casino is closer to discovering your actions, which will endanger the chances of a successful heist. If an effect raises an investigator's alarm level by any amount, place that much doom next to that investigator's card to represent this. Likewise, if an effect reduces an investigator's alarm level by any amount, remove that much doom from next to that investigator's card. **An investigator's alarm level cannot be reduced below 1 or raised above 10.**

Even though it is marked using doom tokens, an investigator's alarm level is not doom, and does not count toward the agenda's doom threshold.

An investigator's alarm level has the following additional effect

- » Each **Casino** enemy at the location of an investigator with an alarm level of 6 or higher loses aloof.

- » Shuffle the remainder of the encounter cards to form the encounter deck.
- » You are now ready to begin.

When the game is complete:

- » If no resolution was reached (each investigator was defeated),
Go to page 124.
- » If Resolution 1 (R1) was reached,
Go to page 124.
- » If Resolution 2 (R2) was reached,
Go to page 126.



...from page 123 (Resolution 1).

You find yourself forcefully removed from the casino after attracting far too much attention. It is certain that soon your description will circulate among the staff. This will undoubtably make matters much more different when the heist begins.



- » Each investigator who did not resign raises their alarm level by 2.
- » Investigators **cannot** spend experience or alter their decks in between Fortune and Folly, Part I and Fortune and Folly, Part II.
- » Do not clean up the game yet.

Proceed to Checkpoint - The Plan on page 128.



...from page 123 (Resolution 2).

You hope that what you were able to learn and accomplish tonight will be enough. You can at least rest a little easier knowing that the staff did not seem to take any special interest in you. That will make it easier to keep a low profile when the heist beings in earnest.



- » Investigators **cannot** spend experience or alter their decks in between Fortune and Folly, Part I and Fortune and Folly, Part II.
- » Do not clean up the game yet.

Proceed to Checkpoint - The Plan on page 128.



CHECKPOINT

THE PLAN



With the stakeout completed, the time has come to plan out the actual heist. There are only a few days until Saturday night at Défis de la Roulette, the busiest night of the week and the perfect time to get lost in a crowd. The plan for the heist is simple, at least in theory. With the casino staff and security occupied by the Saturday crowd, you will first enter the public areas, just as you did last time. There, you will try to avoid notice as much as you can while completing any needed tasks. Once that's done, you will slip into the restricted areas in the back of the casino that are reserved for staff. This area holds the vault itself, where the Wellspring of Fortune is located.



According to Isamara, the vault door is not only secured by solid steel, but also held shut by some kind of energy. If that wasn't enough, it is constantly monitored by guards, patrols, and the cultists of the Fortune's Chosen. It will take a carefully executed plan, and some improvisation, to succeed against all odds. With only a short time to gather supplies and practice the approach, there may not be enough time to rest and recuperate from your first tangle with the casino.

The investigators must decide (Choose one):

» *If you wish to play the next part immediately,*

Go to page 130

» *If you wish to take a break and continue the scenario later,*

Go to page 132

...from page 129 (Immediately implement the plan).

With a deep breath, you make your final preparations...



- » Check the total amount of damage and horror on each investigator. If any investigator has 6 or more combined damage and horror, remember that “the investigators need time to rest.”
- » For every 1  clues on The Stakeout story card at the conclusion of Part One, the investigators, as a group, choose one of the following options:
 - Reduce each investigator's alarm level by 1.
 - Choose a **Role** card that was under an investigator's control when the game ended. Flip the chosen card to its **Practiced** side.
- » Gather the facedown assets from beneath Casino Floor that are part of the "stash for the heist." Each investigator takes the stashed assets that they own and sets them aside.
- » Do not remove any locations from play. (All tokens on these locations are removed and all cards at these locations, except The Wellspring of Fortune, Isamara Ordoñez, and Abarran Arrigorriagakoa, are discarded as normal.)
- » Reset each investigator's deck and the encounter deck.

...from page 129 (Wait until the time is right).

With a deep breath, you make your final preparations...



- » In your Campaign Log, record each line of text that you were instructed to remember during this scenario. (*You will have to remember these for Part Two, as well.*)
- » Check the total amount of damage and horror on each investigator. If any investigator has 6 or more combined damage and horror, record in your Campaign Log that *the investigators need time to rest.*
- » Record the name of each **Role** card under an investigator's control when the game ended.
- » For every 1  clues on The Stakeout story card at the conclusion of Part One, the investigators, as a group, choose one of the following options:
 - Reduce each investigator's alarm level by 1.
 - Choose a **Role** card that was under an investigator's control when the game ended. In your Campaign Log, write **Practiced** next to the title of the chosen card.
- » Record each investigator's alarm level in your Campaign Log.
- » Record the number of clues on The Wellspring of Fortune in your Campaign Log.
- » Gather the facedown assets from beneath Casino Floor that are part of the "stash for the heist." In your Campaign Log, record "Stashed:" and next to this, the name of each gathered asset.
- » Clean up the game as normal.



FORTUNE AND FOLLY

PART TWO - THE HEIST

Only a few hours remain until the heist begins. Isamara paces nervously in front of you before taking a deep breath to calm her nerves. She steps forward to the table where a map of the casino is displayed. With one hand, she gestures toward it. "I'm still not sure exactly how you're going to pull this off, but this is what I know..."



» *If you are continuing directly from Part One,*

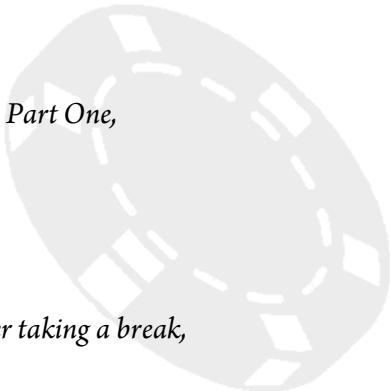
Go to page 136.

» *If you skipped Part One,*

Go to page 138

» *If you are setting up Part Two after taking a break,*

Go to page 138.



...from page 135 (No time to waste).

- » The floor manager of the casino enjoys playing high-stakes poker. It's possible that if you sit in on a game with him and do well enough, you may be able to force him to wager his Fortune's Chosen medallion.
- » Abarran keeps a sigil that allows him to tap into the arcane power of the casino and the Wellspring. It's unknown exactly where he keeps it, but it's more than likely held somewhere very close to him.
- » There is an employee that works as a counter that is known to be open to a little action on the side. He can provide a schematic of the ductwork that runs throughout the casino.
- » In the back areas of the casino, there is a staging area for the guards. If you combine an employee uniform with some of the equipment found there, you should be able to pass yourself off as one of them.
- » Surveillance is extensive, but the exact means of keeping an eye on the casino is unknown. If you can turn this surveillance on the security staff, it might help you observe their movement.
- » If you're able to take control of a cash cart, you might be able to hide inside at key moments."
- » The casino provides a service to the most important of patrons: securing their valuables in the vault itself. This is one potential way to get important items close to or inside the vault,
- » If you were able to find the vent during the stakeout, you should plan on finding it again and accessing it during the heist.
- » *Hint: The more tasks you accomplish throughout the course of Part II, the better your chance of finding additional rewards!*

Setup (*from Checkpoint*)

- » Each investigator adds each of their set-aside stashed cards to their opening hands after mulligans are taken.
- » Build the agenda deck using agendas 2-4 and the act deck using acts 2-3. Set the remaining agenda and act cards aside, out of play.
 - If "the investigators need time to rest," place 1 doom on agenda 2a.
- » Put each **Restricted** location into play. (See Location Placement on page 142. These locations should be placed just above the public hub.)
 - Flip The Stakeout story card to The Heist side and place it near Vault Door.
 - Attach The Wellspring of Fortune key to the Relic Room, **Stable** side faceup, keeping on it the number of clues that were remaining at the end of Part I.
- » Flip Casino Floor, Casino Lounge, and High Roller's Table to their (*Busy Night*) sides.
- » For each revealed location, add clues to it until it has clues equal to its clue value.
- » Set the Package Delivery story card aside, out of play.
 - Package Delivery is on the reverse side of the If the Uniform Fits... story card. Each other card that was still set aside at the end of Fortune and Folly Part One remains set aside.
- » Flip the Abarran Arrigorriagokoa enemy to his (*Abarran Unleashed*) side and set him aside, out of play.

Go to page 142.

...from page 135 (*Careful planning*).

- » The floor manager of the casino enjoys playing high-stakes poker. It's possible that if you sit in on a game with him and do well enough, you may be able to force him to wager his Fortune's Chosen medallion.
- » Abarran keeps a sigil that allows him to tap into the arcane power of the casino and the Wellspring. It's unknown exactly where he keeps it, but it's more than likely held somewhere very close to him.
- » There is an employee that works as a counter that is known to be open to a little action on the side. He can provide a schematic of the ductwork that runs throughout the casino.
- » In the back areas of the casino, there is a staging area for the guards. If you combine an employee uniform with some of the equipment found there, you should be able to pass yourself off as one of them.
- » Surveillance is extensive, but the exact means of keeping an eye on the casino is unknown. If you can turn this surveillance on the security staff, it might help you observe their movement.
- » If you're able to take control of a cash cart, you might be able to hide inside at key moments."
- » The casino provides a service to the most important of patrons: securing their valuables in the vault itself. This is one potential way to get important items close to or inside the vault,
- » If you were able to find the vent during the stakeout, you should plan on finding it again and accessing it during the heist.
- » *Hint: The more tasks you accomplish throughout the course of Part II, the better your chance of finding additional rewards!*

Setup (*from Scratch*)

- » Before drawing their opening hand for this scenario, each investigator may search their deck for all of their cards that were recorded as “Stashed” and set them aside (*1 copy for each copy recorded*). Each Investigator adds each of their set-aside stashed cards to their opening hands after mulligans are taken.
- » Gather all cards from the *Fortune and Folly* encounter set. This set is indicated by this icon:



- » Build the agenda deck using agendas 2-4 and the act deck using acts 2-3. Set the remaining agenda and act cards aside, out of play.
 - If *the investigators need time to rest*, place 1 doom on agenda 2a.
- » Set the following encounter sets aside, out of play: *Fortune's Chose* and *Plan in Shambles*. These sets are indicated by these icons:



- » Each investigator takes control of the **Role** story asset recorded for that investigator in the Campaign Log, **Unpracticed** side faceup. If the chosen **Role** has been recorded in your Campaign Log as **Practiced**, then it enters play **Practiced** side faceup instead.
 - If you skipped Part One, each investigator chooses any 1 of the **Role** story assets and takes control of it, **Unpracticed** side faceup. If there is exactly 1 investigator in the game, that investigator chooses and takes control of an additional **Role** story asset, **Unpracticed** side faceup.
 - Remove each **Role** story asset not chosen from the game.
- » Put Casino Floor, Casino Lounge, and High Roller's Table into play with the (*Busy Night*) side faceup. Put all other locations into play. (See Location Placement on page 142.)
 - Place The Heist story card next to Vault Door. (*The Heist is on the reverse side of The Stakeout story card.*)
 - Attach The Wellspring of Fortune key to the Relic Room, **Stable** side faceup. If you played Part One, place the recorded number of clues on it. Otherwise, place 7  clues on it.
- » Set the following cards aside, out of play: the three Fortune's Disfavor story cards, the Package Delivery story card, the Deck of Possibilities story asset, the Isamara Ordoñez (*The Torch Singer*) story asset, and Abarran Arrigorriagakoa, (*Abarran Unleashed*) side faceup. (*Package Delivery is on the reverse side of the If the Uniform Fits... story card.*)
 - » If you played Part One, set each investigator's alarm level equal to what was recorded in the Checkpoint. Otherwise, set each investigator's alarm level to 1.

Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking the current “alarm level.” As the heist progresses, alarm levels may increase or decrease based on the investigators’ actions and decisions. A higher alarm level means the casino is closer to discovering your actions, which will endanger the chances of a successful heist. If an effect raises an investigator’s alarm level by any amount, place that much doom next to that investigator’s card to represent this. Likewise, if an effect reduces an investigator’s alarm level by any amount, remove that much doom from next to that investigator’s card. **An investigator’s alarm level cannot be reduced below 1 or raised above 10.**

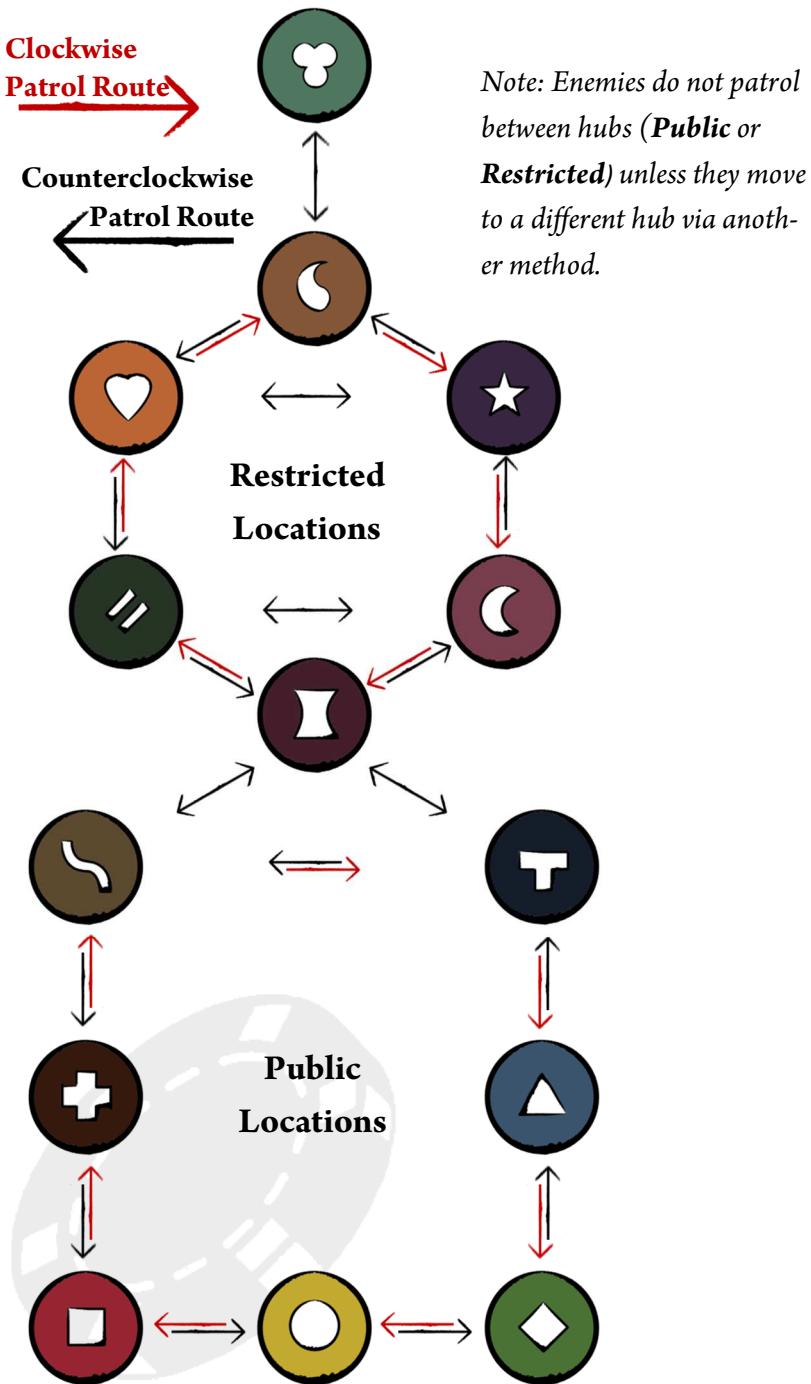
Even though it is marked using doom tokens, an investigator’s alarm level is not doom, and does not count toward the agenda’s doom threshold.

An investigator’s alarm level has the following additional effect

- » Each **Casino** enemy at the location of an investigator with an alarm level of 6 or higher loses aloof.



Suggested Location Placement



- » If you convinced Isamara to participate in the heist, flip Isamara Ordoñez (*Lounge Singer*) to her **Crew** side faceup (Discarding any clues from her), into play at Casino Lounge. Otherwise, set her aside.
- » If you cleaned out the house, put the set-aside Cash Card into play at High Roller's Table. Otherwise, Set it aside out of play.
- » Search the encounter deck for 1 copy of Casino Guard. Spawn it at High Roller's Table. Then, search the encounter deck for 1 copy of Security Patrol. Pawn it at Casino Lounge.
- » Each investigator begins play in Casino Floor.
- » You are now ready to begin.

When the game is complete:

- » If no resolution was reached and at least one investigator resigned,

Go to page 146.

- » If no resolution was reached because each investigator was defeated,

Go to page 148.

- » If Resolution 1 (R1) was reached,

Go to page 144.

- » If Resolution 2 (R2) was reached,

Go to page 146.

- » If Resolution 3 (R3) was reached,

Go to page 148.



...from page 143 (Resolution 1).

Together with Isamara, you examine the relic that was the source of all this trouble. Sometimes it looks just like an ordinary coin, albeit an incredibly ancient one from some long forgotten civilization. At other times, however, the air around it distorts and warps. You also know now from experience the ways in which it can make the seemingly impossible all too real.

For the first time, you see a genuine smile on Isamara's face. "I have to thank you for this. For getting it out of Abarran's hands. And getting it away from this place. I don't know what would have happened if you didn't. Tonight was bad enough, but nothing would have stopped Abaran from holding tight to his prize, no matter how many died along the way." You begin to gather your things, as Isamara does the same. You know that you will need to leave Monte Carlo immediately, as any of the Fortune's Chosen who have survived, including Abaran himself, will hunt for you and the Wellspring.

"I saw him one last time, before we escaped," Isamara explains, "The look of rage in his eyes... Without his precious artifact he'll be even more unstable." You tell her that maybe he is the one that should be scared instead. After all, she successfully orchestrated his downfall from within. At your words, that same smile crosses her face once more. "I could get used to that idea."

With everything ready to go and the Wellspring in hand, you leave Monte Carlo behind, hoping your luck will hold.

» If you are playing *The Scarlet Keys* campaign:

- In your campaign Log, record that *the cell meddled in Abaran's affairs.*
 - Choose an investigator to be the bearer of The Wellspring of Fortune and update the Campaign Log accordingly.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

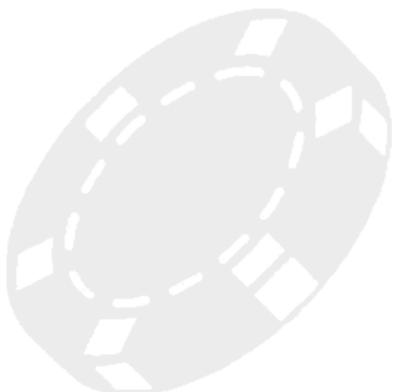
Proceed to Additional Rewards on page 150.

...from page 143 (Resolution 2).

By all accounts, escaping from the clutches of those horrible creatures and an army of casino staff and security could be called a successful night. Yet the Wellspring, the whole purpose for this ill-fated heist, has eluded your grasp. In the days that follow, you wonder if you are courageous or mad enough to try again, but the casino never reopens its doors and there is no further sign of Abarran or the Fortune's Chosen.

The newspapers are strangely muted regarding the night's events, making no mention of the fantastical monsters that terrorized casino patrons. More than ever, it seems that some person or group helped Abarran set up his operation here and is protecting him after the fact as well. More importantly, after your attempted heist and the strange dimensional incursion, Abarran has taken the Wellspring somewhere far from here. It is possible that you could track him down and find some other way to obtain the relic, but for now, there are no leads and no sign of where he may have gone.

You leave Monte Carlo, licking your wounds and wondering if you will have the fortune, or misfortune, of running into Abarran and the Wellspring again one day.



» If you are playing *The Scarlet Keys* campaign:

- In your campaign Log, record that *the cell meddled in Abarran's affairs.*
 - Abarran Arrigorriagakoa is the bearer of The Wellspring of Fortune. Update the Campaign Log accordingly.
- » In your Campaign Log, record that *Fortune's choices have bound you with bad luck.* Choose any number token in the chaos bag. Replace it with a number token of a value 2 lower (e.g. You may replace a 0 token with a -2 token, or a -3 with a -5 token).
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

Proceed to Additional Rewards on page 150.

...from page 143 (Resolution 3).

When you come to consciousness some me later, you are struck first by the absolute quiet. As you rise to your feet, the casino is completely empty. No cultists. No monsters. No patrons. Not a single soul to be seen. And it doesn't take much to realize that the relic you sought is long gone too.

You stumble out into the daylight to find the city going about its business, as if nothing untoward had taken place. In the days that follow, the casino closes its doors for good. There is no further sign of Abarran or the Fortune's Chosen.

You leave Monte Carlo, nursing your wounds and wondering if you will have the fortune, or misfortune, of running into Abarran and the Wellspring again one day.



» If you are playing *The Scarlet Keys* campaign:

- In your campaign Log, record that *the cell meddled in Abarran's affairs.*
 - Abarran Arrigorriagakoa is the bearer of The Wellspring of Fortune. Update the Campaign Log accordingly.
- » In your Campaign Log, record that *Fortune's choices have bound you with bad luck.* Choose any number token in the chaos bag. Replace it with a number token of a value 2 lower (e.g. You may replace a 0 token with a -2 token, or a -3 with a -5 token).
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

Proceed to Additional Rewards on page 150.



- » Check the number of tasks on The Heist story card that were completed during this scenario. If you skipped part I, treat the number of tasks completed as 2 more than what was completed during the scenario.
 - Each investigator earns 1 bonus experience for each additional task beyond the minimum of 4 completed on The Heist story card.
 - If only 4 or fewer tasks were completed no additional rewards are granted.
 - If 5 or more tasks were completed and Isamara Ordoñez was in play at the end of the scenario, the investigators have earned Isamara Ordoñez. Any one investigator may choose to add Isamara Ordoñez (*The Torch Singer*) to their deck. This card does not count toward that investigator's deck size.
 - If 6 or more tasks were completed, the investigators have earned the Deck of Possibilities. Any one investigator may choose to add the Deck of Possibilities to their deck. This card does not count toward that investigator's deck size. During the setup of each scenario, that investigator gathers the encounter cards from Fortune and Folly with the following game icons: J♠, J♥, J♦, J♣, Q♦, Q♣, K♣, K♥, A♣. These cards are shuffled into a separate "possibilities deck." (*Alternatively, you may use standard playing cards instead of encounter cards from Fortune and Folly.*)



STAND-ALONE XI

THE MIDWINTER GALA

On a frigid winter's night, the mysterious Lantern Club has invited you and several social elite to an exquisite party at their lavish Kingsport manor. The main attraction of the party is a renowned relic, the Jewel of Sarnath, which is said to turn dreams into reality, as well as bring nightmares to life. It's up to you to acquire the powerful artifact and thwart the Lantern Club's treacherous scheme for Arkham's elite. The Midwinter Gala is a unique scenario for *Arkham Horror: The Card Game*, designed for a fun and interactive experience for 1-4 players.

Expansion Symbol

The cards in this expansion are identified by this symbol before each card's collector number.





Game Mode

The Midwinter Gala can be played as either a standalone scenario or as a side-story inserted into any campaign. .

Campaign Mode

Playing *The Midwinter Gala* as a side-story costs each investigator **2 experience**.

Standalone Mode

Construct the chaos bag with your chosen difficulty.

» Standard:

+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , .

» Hard:

0, 0, -1, -1, -2, -2, -3, -4, -6, , , , , , , , .

» Expert:

0, -1, -1, -2, -3, -4, -5, -6, -8, , , , , , , , .

Score

In *The Midwinter Gala*, the investigators can accomplish multiple tasks to score points. At the end of the game, they will tally their score to earn bonus experience and measure how successful they were in thwarting the Lantern Club's true intentions. While playing this scenario, reference the task list on page 172 of this book to see what tasks you may work toward. Each time you play, try to top your previous score!

Story Cards

Story cards are a cardtype used in this scenario. These cards provide additional narrative and game text. Abilities on story cards in play can be triggered by any investigator.

Guest Story Assets

Guest assets are a type of story asset featured in this scenario. Investigators may parley with **Guest** assets to take control of them. Investigators cannot trigger abilities on **Guest** assets that they do not control.

Spellbound

Spellbound is a condition that can affect **Guest** assets. When a **Guest** asset becomes spellbound (via card or game text), investigators lose control of that asset, flip it facedown, and remove all damage and horror from it (leaving all other tokens on it).

- » When a **Leader** asset would become spellbound, remove it from the game instead.
- » When a spellbound card is flipped faceup, ready it (leaving all tokens on it). It is no longer spellbound.
- » A spellbound card cannot be interacted with unless a game effect explicitly states otherwise.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert key word, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.



Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

- » If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.
- » If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, the enemy does not move.

"It was the Yuletide, that men call Christmas though they know in their hearts it is older than Bethlehem and Babylon, older than Memphis and mankind. It was the Yuletide, and I had come at last to the ancient sea town where my people had dwelt and kept festival in the elder time when festival was forbidden; where also they had commanded their sons to keep festival once every century, that the memory of primal secrets might not be forgotten."

-H.P. Lovecraft, "The Festival"



A light snow falls as you step out of your taxi in front of the cracked and weathered facade of the old Kingsport manor. Several other guests-some of the finest movers and shakers from Arkham to New York-flitter past you to present their invitations to the doorman. As you follow them in, you catch a scent of cedar and sweet florals, with an undercurrent of something rank.

"The Lantern Club is thrilled to have you," a grinning, sharp-eyed attendant says as they hand you the same bone-white mask worn throughout the soirée. Feeling out of place, you don your mask and follow an elderly flapper into a drawing room with a crackling fire. The room would be warm and inviting if not for an uncanny strangeness in the dreamlike paintings and ghastly sculptures. Looking at them makes your head swim.

"Please, please, if you'll indulge me." A stentorian voice bellows from an adjoining room. You follow the voice back to the lavish foyer. At the top of the stairway, a stately gentleman with a finely trimmed beard and alabaster mask raises his champagne glass.

"I am Declan Pearce, nomarch of the Lantern Club. Follow me please." The guests follow him through a wide set of double doors into the ballroom, in the center of which a gleaming gem is displayed behind a thick pane of glass. The socialites gather around, marveling, at the swirling, iridescent colors that move like clouds within the hard cut angles of the Jewel.

"My honored guests. This is the Jewel of Sarnath," Declan Pearce says triumphantly. "A stone unlike any other, rumored to have been cut in an ancient city on distant shores. Legends claim it can grant its bearer's wishes." Scattered laughter follows Pearce's remark, and the chairman himself suppresses a chuckle.

"Yes, yes, I know. Of course, the real purpose of this evening is you. We invited only the best, the most supreme of New England's social strata, to appeal to your sense of charity. The most distinguished-or generous--among you may be permitted to hold the Jewel by the end of the evening. And who knows? Perhaps dreams are real, and the Jewel of Sarnath can grant wishes. But until then, enjoy our little party."

After another wave of friendly laughter, Pearce claps his hands and a dozen attendants bearing mouth-watering appetizers descend upon the room. Your eyes scan the ballroom, hoping for some sign of the contact who led you here. A chill runs down your spine as you lock eyes with a tall, masked figure standing at the back of the crowd. He slowly cocks his head just a little too far to the right. You wonder if he is smiling behind his bone-white mask.

After what feels like ages, the man breaks eye contact with you to continue scanning the room. Suppressing a shiver, you search the guggle of guests. Your gala invitation arrived in an unmarked parcel, along with a note promising generous compensation for your assistance in procuring the Jewel of Sarnath. At long last, you find your mysterious contact.



Who is your mysterious contact? The investigators must choose which faction requested their assistance. (Hint: The faction you choose will determine your objectives in this scenario.)

The Guests

» *A severe woman in a well-tailored suit leans against the wall with her arms crossed. She looks like she'd rather be in a shootout than at this elaborate party. If she is your contact,*

Go to The Foundation (¤) on page 160.

» *An astute professorial type strokes his goatee as he studies a painting. You recognize him as Caldwell Phillips, the dean of Miskatonic University. If he is your contact,*

Go to Miskatonic University (¤) on page 162.

» *A slick-looking man with dark hair taps ash from his cigar into a hapless guest's champagne flute. His darting eyes suggest he's casing the joint. If he is your contact,*

Go to The Syndicate (¤) on page 164.

» *You catch the gleam of a signet ring in the corner of your eye. Turning, you see the prestigious leader of the Silver Twilight Lodge, Carl Sanford, conversing with a pair of masked guests. If he is your contact,*

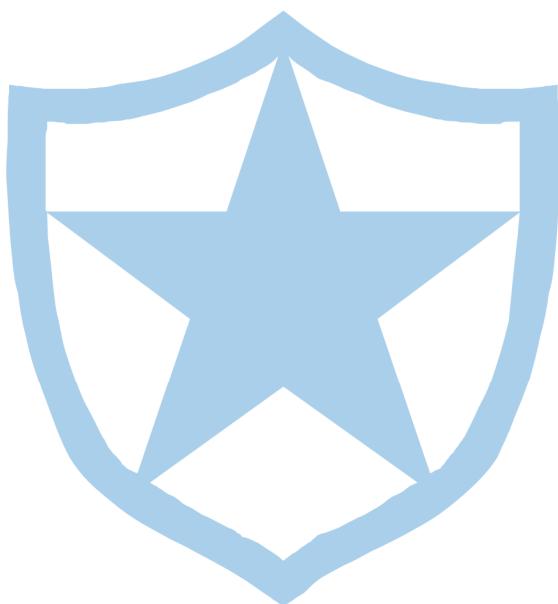
Go to The Silver Twilight Lodge (▲) on page 166.

» *A tall, stout man with a long black beard and a weatherbeaten coat looks clearly out of place at this extravagant gala. You recognize him from The Rope and Anchor tavern in Kingsport. If he is your contact,*

Go to Locals of Kingsport (¤) on page 168.

"Ah, you came," the woman says in a light Russian accent. "I am agent Valeriya Antonova, I am here on behalf of the authorities." When you ask which authorities, she simply nods. "Yes. The authorities." She explains that she and her "authorities" are investigating strange disappearances in the area and abroad, and they suspect the Lantern Club and Declan Pearce are to be blamed. The agent seems to loosen up as she knocks back a flute of champagne. "We also believe this Jewel may be the source of some highly unusual paracausal phenomena. Be prepared for anything."

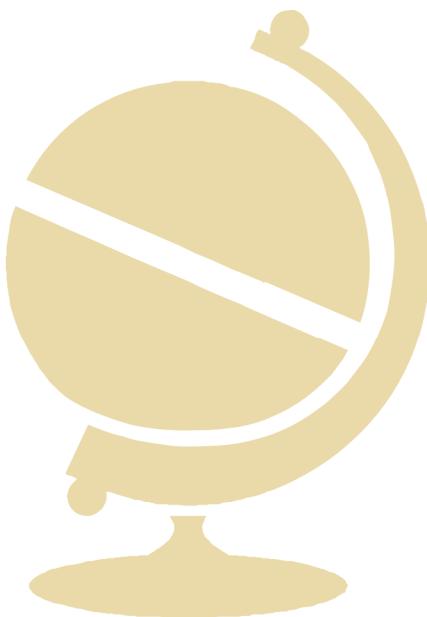




Continue to Setup on page 170

You approach Dean Phillips and introduce yourself. The painting he was examining is eerily lifelike, depicting a humanoid creature covered in fur, with multiple arms, each with a clawed talon. "Quite imaginative, these Lantern Club folks," he laughs. "I see you received my missive. Thank you for coming. I must admit, the university is more than a little curious to study this ancient gem. The Jewel was rumored to have been housed in a Tibetan monastery until it vanished in the twelfth century. I simply couldn't pass up the opportunity!" he exclaims. "Of course, if there were some way to examine the Jewel more thoroughly..."





Continue to Setup on page 170

...from page 159 (*The Syndicate*).

The man raises his glass in a mock toast as you approach. "Johnny Valone. Glad you could make it to this mutually beneficial business arrangement." "The man finishes his drink and casually hands the empty glass to a nearby socialite, who looks equal parts confused and offended. Valone is seemingly deaf to their protest as he leads you to a deserted study. "Your reputation precedes you. Or rather, it doesn't precede you. Nobody'll suspect your involvement, which is why I've asked for your help in procuring this Jewel of Something-Or-Another. It's a big score. I can promise you we'll make it worth your while."





Continue to Setup on page 170

...from page 159 (*The Silver Twilight Lodge*).

Carl Sanford makes no introduction as you approach.

"Very good," he says matter-of-factly, then waves his masked guests away. "As I am sure you are aware, rumors of the Jewel of Sarnath are quite prevalent amongst the occult circles of Arkham. Given the Jewel's... colorful history, it would make quite the addition to the Lodge's collection." "The patriarch stares down his nose at you. "Although I suspect that there is far more at play here than meets the eye. That is why I have asked you here. Acquire the Jewel for the Lodge, and you shall be rewarded with knowledge and riches beyond your wildest dreams." You ask him why the Lodge deserves the Jewel more than any other, and he smirks. "We will keep it safe. Far safer than it would be in the hands of others. You cannot even begin to comprehend its power."



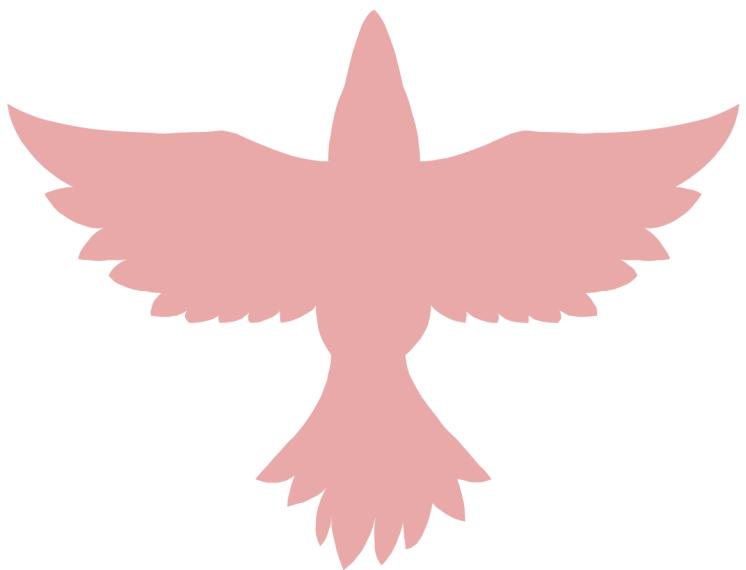


Continue to Setup on page 170

*...from page 159 (*Locals of Kingsport*).*

"The name's Bain. William Bain," the stalwart man shakes your hand with a firm grip. "I'm glad you came to this fancy little party. Truth be told, I'm not really a local; I just happen to have a soft spot for this old port." "The man deftly avoids your questions about his origins before pointing at the silent masked figure in the corner of the room. "He is the reason I invited you here. They call him 'The Bloodless Man.' Whatever the Lantern Club has planned for this evening is certainly his design." The captain sighs. "No good can come of that strange Jewel. Only ruin. At least, so long as the Lantern Club has it." After further discussion, you agree to help Bain recover the Jewel.





Continue to Setup on page 170

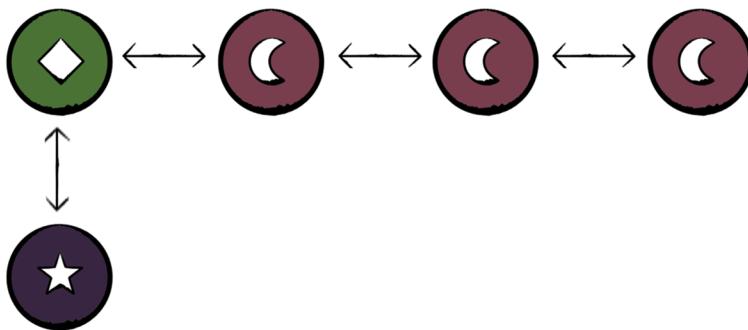
Setup

- » Gather all cards from the *Midwinter Gala* encounter set. This set is indicated by this icon:



- » Set aside the 3 Second-Floor Room locations, out of play. Put the Lobby and Lantern Chamber into play. Put the 3 Ground-Floor Room locations into play in a row to the right of the Lobby, at random.
- Each investigator begins play at the Lobby.

Location Placement



- » The chosen faction from **The Guests** on page 159 is your "allied" faction. Set aside that faction's story card, then put that faction's **Leader** card, story asset side faceup, into play under the control of any investigator. Put one of that faction's 3 remaining **Guest** assets into play faceup at each Ground-Floor Room location at random. Remove its **Rival** card from the game.



- » Set aside one of the other 4 faction story cards at random, out of play, along with that faction's **Leader** card and its **Rival** card. This faction is your "rival" for the game. Remove your rival's 3 remaining **Guest** assets from the game.
- » For each of the remaining 3 factions, remove its faction story card, its **Leader** card, and its **Rival** card from the game.
- » Shuffle the remaining 9 **Guest** assets facedown to form the Guest deck and place it next to the act deck.
- » Put the top 3 cards of the Guest deck into play faceup, placing one of them at each Ground Floor Room location.
- » Put The Bloodless Man (*Silent Lurker*) enemy into play exhausted at the lantern Chamber, and attach The Pale Lantern story asset to him, (*Hypnotic Glow*) side faceup.
- » Set each of the following cards aside, out of play: all Monster enemies, both copies of Vicious Ambush, the Declan Pearce enemy, and the Jewel of Sarnath story asset.

Tasks for End of Game Scoring

The following is a list of tasks used to tally your score. At the end of the game tally your score in your Campaign Log.

- 1 point** for each revealed **Manor** location with no clues.
- 1 point** for each **Guest** asset controlled by the investigators.
- 4 points** if no spellbound cards are in play.
- 5 points** if agenda la or agenda 2a is in play.
- 4 points** if The Bloodless Man is in the victory display.
- 3 points** if The Pale Lantern is in the victory display.
- 3 points** if Declan Pearce is in the victory display.
- 4 points** if a **Rival** story card is in the victory display.
- 3 points** if no investigator has been defeated and there is 2  or less damage on the investigators, as a group.
- 3 points** if no investigator has been defeated and there is 2  or less horror on the investigators, as a group.
- 3 points** if you are playing on Hard difficulty mode..
- 6 points** if you are playing on Expert difficulty mode.
- The end of game points on your faction's story card.



» When you would advance to Interlude: *The Fabled Jewel*,
Continue to page 174.

Or if the game is complete before being instructed to advance:

» If no resolution was reached (each investigator defeated)
Go to page 180.

INTERLUDE

THE FABLED JEWEL

Your contact has further instructions for how to acquire the Jewel.



Put the set aside faction story card you allied with into play next to the act deck, Allied side faceup. If you allied with...

- » *If you allied with The Foundation (☒),*
Go to page 175 and flip the book upside down.
- » *If you allied with Miskatonic University (❀),*
Go to page 176.
- » *If you allied with The Syndicate (❖),*
Go to page 177 and flip the book upside down.
- » *If you allied with The Silver Twilight Lodge (▲),*
Go to page 178.
- » *If you allied with Locals of Kingsport (▼),*
Go to page 179 and flip the book upside down.

Go to page 182 and flip the book over.

» If Resolution I (RI) was reached,

Go to page 180 and flip the book over.

» If no resolution was reached (each investigator was defeated),

When the game is complete:



» Advance to Act 2a.

to the Lantern Chamber.

» If The Bloodless Man is not in play, attach the Jewel of Sarmath

(ignoring its Revelation effect).

» Attach the set-aside Jewel of Sarmath asset to The Bloodless Man

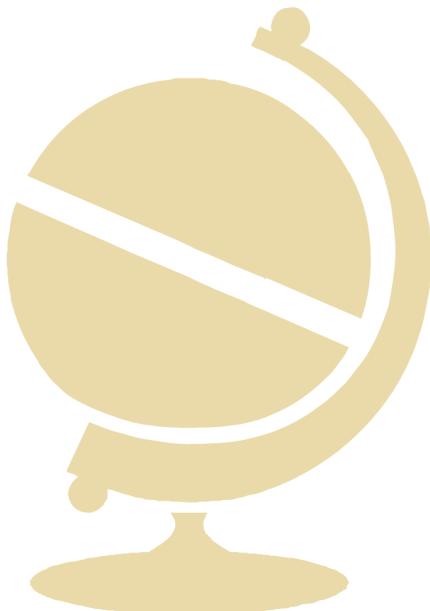
Chamber, exhausted.

» Put the set-aside Declan Pearce enemy into play at the Lantern

Chamber from page 174 (*The Foundation*).

...from page 174 (Miskatonic University).

- » Put the set-aside Declan Pearce enemy into play at the rightmost **Second Floor** location and attach the set-aside Jewel of Sarnath asset to him (ignoring its **Revelation** effect).
- » Advance to act 2a.



When the game is complete:

- » *If no resolution was reached (each investigator was defeated),*
Go to page 180.
- » *If Resolution 1 (R1) was reached,*
Go to page 184.

Go to page 186 and flip the book over.

» If Resolution I (R1) was reached,

Go to page 180 and flip the book over.

» If no resolution was reached (each investigator was defeated),

When the game is complete:



» Advance to act 2a.

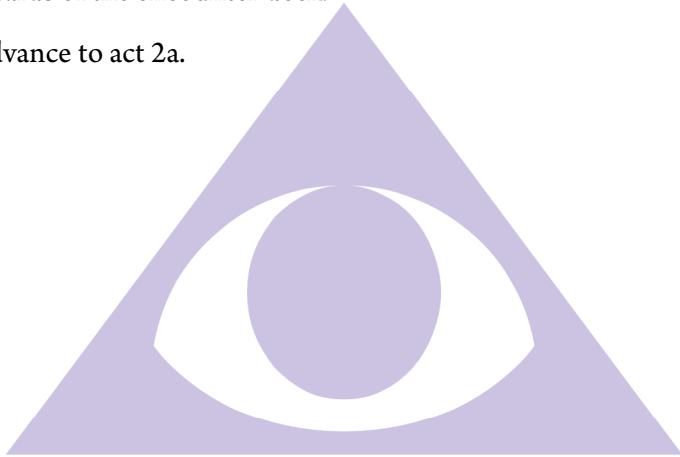
„mysteries.“

» Shuffle the top card off the encounter deck, the set-aside jewel of Smartass, and the Declan Pearce enemy together, then randomly place 1 facedown beneath each **Second Floor** location, as shown on page 174 (*The Syndicate*).

..from page 174 (*The Syndicate*).

*...from page 174 (*The Silver Twilight Lodge*).*

- » Shuffle the encounter discard pile into the encounter deck.
 - » Take the top 7 cards of the encounter deck and shuffle the set-aside Jewel of Sarnath asset and Declan Pearce enemy into them, then place those 9 cards on the bottom of the encounter deck.
 - If there are exactly 2 undefeated investigators, discard the top 6 cards of the encounter deck.
 - If there is exactly 1 undefeated investigator, discard the top 12 cards of the encounter deck.
- » Advance to act 2a.



When the game is complete:

- » *If no resolution was reached (each investigator was defeated),*
Go to page 180.
- » *If Resolution 1 (R1) was reached,*
Go to page 188.

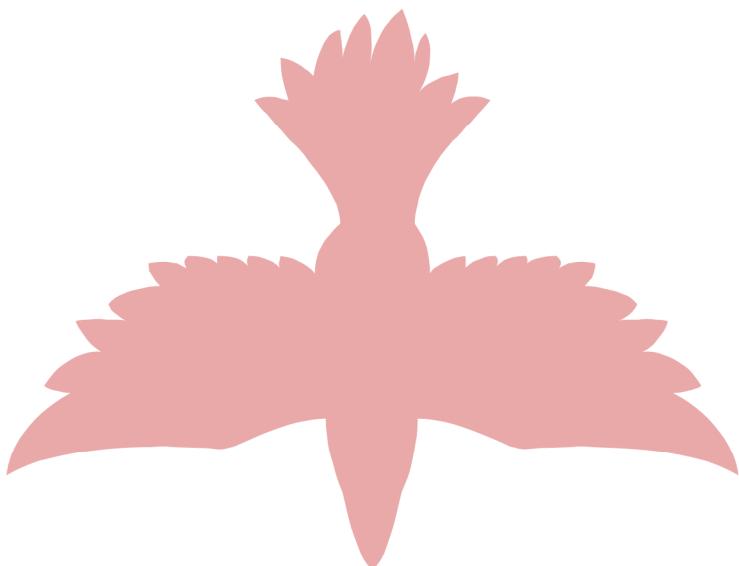
Go to page 190 and flip the book over.

» If Resolution 1 (R1) was reached,

Go to page 180 and flip the book over.

» If no resolution was reached (each investigator was defeated),

When the game is complete:



» Advance to act 2a.

Lobby.

» Reveal the top card of the Guest deck and put it into play at the

» Place 1 damage and I doom on that asset.

(ignoring its **Revelation** effect).

» Put the set-aside Declan Pearce enemy into play at the Lantern Chamber and attach the set-aside jewel of Samath asset to him

» From page 174 (Locals of Kingsport).

...No Resolution.

You wake up, freezing cold, facedown in the snow outside the Lantern Club's stately manor. The house is deserted, the cheery windows dark and foreboding, like the empty eye sockets of a grinning skull. You can't remember how you escaped the mayhem, but you will never forget what happened at Kingsport's first—and hopefully last—Midwinter Gala.



Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- » Tally your score (see page 172). If your score is ...
 - 10-19, each investigator earns 1 bonus experience.
 - 20-29, each investigator earns 2 bonus experience.
 - 30-39, each investigator earns 3 bonus experience.
 - 40-49, each investigator earns 4 bonus experience.
 - 50 or more, each investigator earns 5 bonus experience.



...from page 175 (Resolution 1 - The Foundation).

You look up from the Jewel to see your contact standing in front of the manor, silhouetted in the moonlight.

- » Each investigator may choose one single-sided **Guest** asset under any investigator's control to add to their deck (ignoring deck-building restrictions). It does not count toward that investigator's deck size.
- » If this scenario is a side-story, during the setup of each subsequent scenario in this campaign, you may shuffle the Jewel of Sarnath story asset into the encounter deck.

Agent Antonova turns and strides toward you, her left cheek spattered with viscous ichor. "I did not like this party at first, but it became much more interesting once they locked the doors," she grins, then lays a hand on your shoulder. "I have reported the strange effects of this 'Jewel' to my superiors. They want it brought to our offices for safekeeping, but I have several other obligations to attend to before I can deliver it. I suppose there is little harm in letting you hold onto it for now. Know that I will be back later to collect it."

After seeing the chaos the Jewel brought to the Gala, you wonder if you are being used more as a "case study" than a recipient of its power.

Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.
- » Tally your score (see page 172). If your score is ...
 - 10-19, each investigator earns 1 bonus experience.
 - 20-29, each investigator earns 2 bonus experience.
 - 30-39, each investigator earns 3 bonus experience.
 - 40-49, each investigator earns 4 bonus experience.
 - 50 or more, each investigator earns 5 bonus experience.



...from page 176 (Resolution 1 - Miskatonic University).

You look up from the Jewel to see your contact standing in front of the manor, silhouetted in the moonlight.

- » Each investigator may choose one single-sided **Guest** asset under any investigator's control to add to their deck (ignoring deck-building restrictions). It does not count toward that investigator's deck size.
- » If this scenario is a side-story, during the setup of each subsequent scenario in this campaign, you may shuffle the Jewel of Sarnath story asset into the encounter deck.

After calming down a very flustered Dean Caldwell, the academic grabs the Jewel from your hand and holds it up to the light. "Truly remarkable. The legends hardly do it justice. Miraculous! Breathtaking!" The astute gentleman eventually runs out of descriptors, then thanks you for your assistance. "Given what happened here tonight, I would prefer we not house the Jewel on campus grounds. We only just rebuilt the student dormitories. But if you could bring it by my office next week, I would relish the chance to study it further."

Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

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...from page 177 (*Resolution 1 - The Syndicate*).

You look up from the Jewel to see your contact standing in front of the manor, silhouetted in the moonlight.

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"Not too shabby," says Johnny Valone, lit cigar in his mouth. "You have light hands. Could always use another pair for a job or two." He winks as he blows smoke out the side of his mouth. "I figured we could pawn the thing on the black market for a fair price, but after seeing what happened in there—" his tough exterior softens. "I wouldn't wish that on anyone. What were those things anyway? Elephants? Sick gorillas?" He takes one last puff of his cigar. "I guess I'll never know. All I know is, there's no way I'm hauling that rock back to Arkham. Consider the Jewel a party favor. And this is for savin' my ass." He hands out a wad of bills to you and melts into the shadows with a Cheshire grin.

Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

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...from page 178 (*Resolution 1 - The Silver Twilight Lodge*).

You look up from the Jewel to see your contact standing in front of the manor, silhouetted in the moonlight.

- » Each investigator may choose one single-sided **Guest** asset under any investigator's control to add to their deck (ignoring deck-building restrictions). It does not count toward that investigator's deck size.
- » If this scenario is a side-story, during the setup of each subsequent scenario in this campaign, you may shuffle the Jewel of Sarnath story asset into the encounter deck.

"I don't care what it takes: I want that Jewel and I want it now!" Carl Sanford seethes at his lackeys. As you listen to the patriarch excoriate his associates, you think back to the events of the evening. Although you had resolved to help the Lodge, is the world truly safer with the Jewel in their possession? Rather than return it to Sanford, you pocket the Jewel and slip away into the evening. You are the only one who can temper its power. What you are doing truly is for the greater good. Hopefully Sanford will never find out.

Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

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 - 50 or more, each investigator earns 5 bonus experience.



...from page 179 (*Resolution 1 - Locals of Kingsport*).

You look up from the Jewel to see your contact standing in front of the manor, silhouetted in the moonlight.

- » Each investigator may choose one single-sided **Guest** asset under any investigator's control to add to their deck (ignoring deck-building restrictions). It does not count toward that investigator's deck size.
- » If this scenario is a side-story, during the setup of each subsequent scenario in this campaign, you may shuffle the Jewel of Sarnath story asset into the encounter deck.

"You've done a great thing this evening," Captain Bain claps you on the back. "Given tales of the Jewel, this evening could have gone far worse. It is said that the Jewel brings the greatest dreams and worst nightmares of its bearer to life. Perhaps it is fitting, what happened to the Lantern Club..." Bain looks up at the darkened windows and snow stained with blood, then presses the Jewel back in your hand. "Something tells me, however, that with you as its bearer, the Jewel may do some good."

You lose yourself looking into the cloudy, smoky heart of the gem. When you look up, the Captain has vanished.

Your skin prickles as you sit in the back seat of your cab, and you have the feeling of being watched. You turn to look back at the manor's facade to see the nightmarish face of the Bloodless Man staring down at you from the window. As the manor disappears from view, you think back to Kingsport, a city shrouded in mystery and folklore. The city beckons with its name alone, conjuring up images of misty sea cliffs, shadowy coves, and ancient, brooding mansions. For generations, stories of inexplicable phenomena, strange dreams, and haunting legends have plagued Kingsport. After tonight's events, you finally understand why.

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OPTIONAL VARIANTS

Optional variants are alternate ways to play the stand-alone scenarios. For a more challenging and thematic experience, try playing with any number of the following variants:



WAR OF THE OUTER GODS

THE FOG OF WAR

Typically, the faction order in each game of *War of the Outer Gods* is as follows: **green**, then **blue**, then **red**. However, this order can be randomized, changing the order in which each faction moves and attacks, and giving different factions an edge in the war.

To play this variant, when setting up the three agenda decks, place them in a random order from top to bottom. The faction order goes from top to bottom. You may also choose to have the faction order change randomly at the start of each round, or each time a faction agenda advances.



MACHINATIONS THROUGH TIME BACK TO THE FUTURE

When a **Past** version of the Thomas Corrigan or Mary Zielinski asset is abducted, announce that their **Present** version (in the present era) is also abducted. When a **Present** version of the Thomas Corrigan or Mary Zielinski asset is abducted, announce that their **Future** version (in the future era) is also abducted.

MACHINATIONS THROUGH TIME PLOTS WITHIN PLOTS

During **Setup**, instead of choosing one **Plot** story card, choose two **Plot** story cards at random, put them into play, one at a time, and resolve the **Setup** text on each of them (instead of removing enemies from the game, set them aside). Remove the other **Plot** story card from the game. For an extra challenging experience, put all three **Plot** story cards into play!

PARADOXICAL PROBLEMS

In *Single Group Mode*, when two or more **Scientist** assets with the same title are in play at Tindalos, they all faint from seeing one another. Deal 5 horror to each of those assets.



MACHINATIONS THROUGH TIME LIKE CLOCKWORK

In *Epic Multiplayer Mode*, instead of playing independently of one another, at the end of each round, each group must pause the game and wait until all three groups have reached the end of the round before proceeding to the next round.



THE MIDWINTER GALA

BEST GUESTS



For a more challenging and thematic experience, this variant allows 2-5 groups to play this scenario simultaneously in Standalone Mode and compete against each other for the highest score. Each group requires its own copy of this product in order to play. During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from the other groups. Each group may play on a different difficulty mode. Rules, actions, and card effects cannot affect investigators in the other groups, unless explicitly stated otherwise.
- » Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- » Each group must be allied with a different faction.

- » During setup, instead of choosing a rival faction at random, each group has a different rival and that rival is another group's allied faction. *For example, if Group A is allied with The Foundation, Group B is allied with The Syndicate, and Group C is allied with The Silver Twilight Lodge, then Group A's rival could be The Syndicate, Group B's rival could be The Silver Twilight Lodge, and Group C's rival could be The Foundation.*
- » Add the following to the end of agenda 1b and agenda 2b: "Your rival group looks at the top 1  cards of your encounter deck, discards any number of non-story asset cards from them, and puts the rest back in any order."
- » In addition to scoring points for accomplishing tasks, bonus points may be scored by being the first group to complete an achievement. During gameplay, if a group completes one of the achievements listed below before another group, they immediately announce the achievement and check it off, while the other groups cross it off of their list (they cannot score that achievement).
 - » At the end of the game, each group scores 2 bonus points for each of their completed achievements.
 - Have The Bloodless Man in your victory display.
 - Have The Pale Lantern in your victory display.
 - Have Declan Pearce in your victory display.
 - Have a Rival story card in your victory display.
 - Have no cards remaining in your Guest deck.
 - Have all 8 **Manor** locations revealed with no clues on them.

DESIGN NOTES

BARKHAM HORROR

Barkham Horror contains the work of dozens of talented artists who have created astonishing art for the Arkham Horror games. For this product, Fantasy Flight Games staff have taken the relevant depictions of nightmares and forbidden knowledge, and tailored them to fit the zoological world of Barkham Horror. Art credit on the cards note both the artwork's original artist, and the artist who created the zoomorphism. Thank you to everyone who contributed to this unique charity project.

—Brian Schomburg



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BARKHAM HORROR

- » **Expansion Design and Development:** MJ Newman
- » **Producer:** Calli Oliverius
- » **Proofreading:** Jeremiah J. Shaw
- » **Card Game Manager:** Jim Cartwright
- » **Barkham Horror Story Review:** Kara Centell-Dunk and Phil Henry
- » **Expansion Graphic Design:** Joseph D. Olson
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- » **Visual Creative Director:** Brian Schomburg
- » **Senior Project Manager:** John Franz-Wichlacz
- » **VP of Product Development:** Chris Gerber
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- » **Head of Studio:** Andrew Navaro
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- » **Additional thanks to the dogs of Asmodee and FFG:** Addie, Albert Einstein, Arrio, Bella, Belle, Benji, Comrade Karl Barx, Diego, Duck, Duncan, Ella, Ellie, Gwen, Hoban Washburn, Inari, Jib, John Marie, June, Juno, Kirby, Lady, Livvy, Logan, Louie, Maggie, Mogwai, Nux, Olive, Parker, Peaches, Pixel, Sif, Sophie, Tracer, Vito, Walter
- » **All hail the true masters of Asmodee and FFG (the cats):** Apollo, Baby-cakes, Baron, Bijou, Chopper, Cirilla, Cupcake, Decibella, Eris, Ernie, Gatsby, Gozer, Hookah, Hot Pocket, Kentucky, Kiki, Lilith, Mari, Mars, Mina, Minxy, Poppy, Quinn, Remi, Ru, Sabrina, Shadow, Shinobi, Sigrid, Speedy, Spooky, Tobias, Trisket, Winnie

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- » **Expansion Design and Development:** Jeremy Zwirn with MJ Newman
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- » **Card Game Managers:** Jim Cartwright
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- » **Creative Director of Story and Setting:** Katrina Ostrander
- » **Expansion Graphic Design:** Neal W. Rasmussen
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FORTUNE AND FOLLY

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- » **Editing:** Andrea Dell’Agnese and Julia Faeta
- » **Proofreading:** Jeremiah J. Shaw
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- » **Game Design Manager:** Colin Phelps
- » **Arkham Horror Story Review:** Kara Centell-Dunk, Ryann Collins, and Philip D. Henry
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- » **Creative Director of Story and Setting:** Katrina Ostrander
- » **Expansion Graphic Design:** Joseph D. Olson
- » **Graphic Design Manager:** Mercedes Opheim
- » **Art Direction:** Steve Hamilton, Jeff Lee Johnson, and Kate Swazee
- » **Managing Art Director:** Tony Bradt
- » **Quality Assurance Coordination:** Zach Tewalthomas
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- » **Product Strategy Director:** Jim Cartwright
- » **Executive Game Designer:** Nate French
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- » **Playtesters:** Kayli Ammen, Avita Amoeba, Dalia Berkowitz, Dane Bicott, Shannon Bicott, Crista Burgoyne, Eddie Burgoyne, Shelly Danielle, Alice Ding, Johannes Duckeck, Justin Engelking, Jeremiah Fair, Bryce Feigum, Michael Feldman, Matt Froese, Cat Fuhrman, Sam Fuhrman, Bradley “Pax” Galbraith, Cécile Gléhen, Josh Jones, Rod Jordan, Michael Joyce, Joe Kennedy, Douglas Knight, Chris Kowall, Henry Kuah, Nate Langreder, Cayce Lent, Kenny Ling, Caitlyn McGrath, Johsh Parrish, Jamie Perconti, Ryan Roskoski, Time Rose, Larry Staszak, Solomon Stein, Devin Stinchcomb, Joel Turner, Jack Vorhies, and Owen Weldon.

THE MIDWINTER GALA

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- » **Producer:** Eric Stanton with Molly Glover
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- » **Visual Creative Director:** Brian Schomburg
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