

ARKHAM HORROR  
**STAND-ALONE ADVENTURES**  
2016 - 2020

*CAMPAIGN GUIDE*

Based on the works of  
H.P. LOVECRAFT

Fantasy Flight Games  
ROSEVILLE, MN

2016 - 2020



“We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.”

-H. P. Lovecraft, The Call of Cthulhu



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# PREFACE

This collection of Stand-Alone adventures from Arkham Horror: The Card Game were released between 2016 and 2020. *Curse of the Rougarou* (2016), *Carnivale of Horrors* (2016), *The Labyrinths of Lunacy* (2017), *Guardians of the Abyss* (2018) which contains the scenarios “The Night’s Usurper” and “The Eternal Slumber”, *Murder at the Excelsior Hotel* (2019), and *The Blob That Ate Everything* (2020). 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 I

# CURSE OF THE ROUGAROU

Minne Klein, your contact at the Arkham Advertiser, has slipped you a draft of the article over a cup of coffee at Velma's Diner. It would have gone to print had Doyle Jeffries, the lead editor, not scoffed at the concept. "I believe his exact words were, 'I ain't printing the ravings of some Voodoo lunatic and passing it off as news,'" she explained. From the sly grin spreading across her face, you could tell she smelled a story.

The headline was sensationalist. Three killings in nine days was enough to spook a town, sure. But you doubt all of New Orleans is gripped by terror, or even knows about the killings. Still,

something piqued your interest. “Lady Esprit,” the Voodoo priestess from the article, claimed that a malign curse had taken root in the bayou.

“There’s something to this, isn’t there” I know that look,” Minne said. You weren’t sure. If Lady Esprit was right, this “roux-ga-roux” wouldn’t stop killing a three, that’s for sure. But curses? Wolf-People? How could such things be real? Only one way to find out. You put on your coat and head for the Northside Station...



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Continue to page 10.

## *Campaign Mode*

- » To add the Curse of the Rougarou as a side-story to a campaign each investigator must pay **1 experience**.

## *Stand-Alone Mode*

- » Construct the chaos bag with your chosen difficulty.
- » **Standard:**  
+1, +1, 0, 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, ♀, ♀, ♀,  
♀, ♀, ♀, ♀, ♀, ♀.
- » **Hard:**  
+1, 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -5, -6, -8, ♀, ♀,  
♀, ♀, ♀, ♀, ♀, ♀, ♀.

## *Setup*

- » Gather all cards from the following encounter sets: *Curse of the Rougarou*, and *The Bayou*. These sets are indicated by the following icons:



- » Set the *Curse of the Rougarou* encounter set aside, out of play.
- » Sort each of the location into 4 piles by trait (**New Orleans**, **Riverside**, **Wilderness**, and **Unhallowed**). Randomly choose 1 of these piles and remove those locations from the game. Randomly choose another 1 of these piles and put those locations into play. Set each location in the other 2 piles aside, out of play. Each investigator begins play at a **Bayou** location in play.

- » Set the following cards aside, out of play: Lady Esprit, Bear Trap, and Fishing Net.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



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#### When the game is complete:

- » *If not resolution was reached (each investigator resigned or was defeated)*  
Go to page 12.
- » *If Resolution 1 (R1) was reached*  
Go to page 12.
- » *If Resolution 2 (R2) was reached*  
Go to page 14.
- » *If Resolution 3 (R3) was reached*  
Go to page 16.

*...from page 11 (Resolution 1).*

Somehow, you manage to make it back to safety before daybreak, resting until late in the afternoon. It isn't until you seek out Lady Esprit the next day that you realize who last night's victim was. With a heavy heart and an unshakable dread, you choose to bury her body instead of contacting the authorities—The less people who delve this deep into the bayou, the better.



- » In your Campaign Log, record that *the Rougarou continues to haunt the bayou.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



*...from page 11 (Resolution 2).*

The creature gives a pitiful wail as dark miry blood oozes from its wounds. By the time its body collapses into the mud, it has transformed back into its original form—the form of a young dark-skinned man, his expression twisted in agony. You bring his body back to Lady Esprit and she works her strange magic, removing the stain of the curse from the land. “Call on me should you ever need my help,” the mysterious woman tells you.



- » In your Campaign Log, record that *the Rougarou is destroyed, and the curse is lifted.* Removed the Curse of the Rougarou weakness from its bearer's deck. Any one investigator may choose to add Lady Esprit to their deck. This card does not count toward the investigator's deck size.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



*...from page 11 (Resolution 3).*

Somehow, you have managed to quell the rage and blood-lust of the curse within the creature, and in moments the shape of a young, dark-skinned man stands before you, panting and sweating. He seems to only just now understand everything he's done, and agrees to flee to a secluded corner of the earth where he can harm no one. However, the curses lives on. He sees it in your eyes and grips your arm tightly. "Don't let it take control," he warns. "I was weak, but you—I can tell you are strong. Control the curses as I could not."



- » In your Campaign Log, record that *the Rougarou escaped, and you embraced the curse*. The bearer of the Curse of the Rougarou weakness must add Monstrous Transformation to their deck. This card 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 II

# CARNEVALE OF HORRORS

“Look,” Sheriff Engel insists, “I know it sounds crazy, but that’s really all there is to it.” He sighs and sits back down, pouring a cup of joe for you and one for himself. “A dame in Uptown spotted a cracked egg wearing this mask and holdin’ a bloody butcher’s cleaver,” he says, motioning to the black leather mask sitting on his deck. It has a comically long nose and a strange symbol scrawled in yellow on its forehead.

“So, she calls it in. My boys and I picked him up on the corner of Saltonstall & Garrison.” The sheriff’s jaw clenches and his brows furrow as he recounts the story. “Fella did nothing but laugh as we slapped the bracelets on him. Called himself Zanni. Said nothing except the ‘carnival is coming,’ whatever the hell that meant. Wasn’t until the next day we found the victim’s body. Defense wanted him in a straightjacket. We were happy to oblige.”

There isn’t much time to spare. If your research is right there is more to this case than meets the eye. This “Zanni” wasn’t talking about Darke’s Carnival, but rather the Carnevale of Venice, which begins just before the next full moon...



## *Campaign Mode*

- » To add the Carnevale of Horror as a side-story to a campaign each investigator must pay **3 experience**.

## *Stand-Alone Mode*

- » Construct the chaos bag with your chosen difficulty.

- » **Standard:**

+1, 0, 0, 0, -1, -1, -2, -3, -4, -6, ☠, ☠, ☠, ♠, ♣, ♦, ♣, ♠.

- » **Hard:**

+1, 0, 0, 0, -1, -1, -3, -4, -5, -6, -7, ☠, ☠, ☠, ♠, ♣, ♦, ♣, ♠.



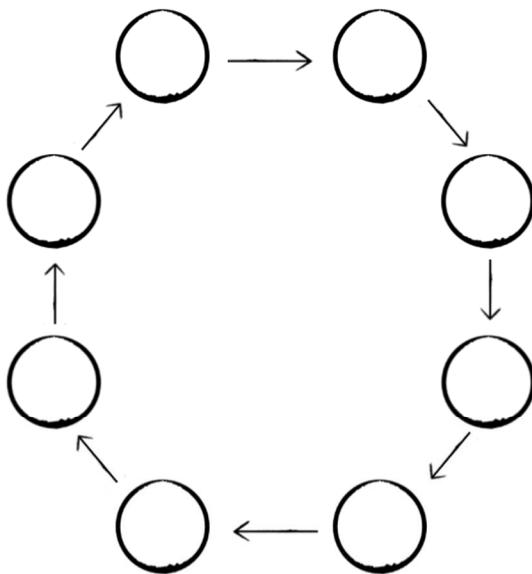
## Setup

- » Gather all cards from the *Carnevale of Horrors* encounter set indicated by this icon:



- » Choose 1 location at random and remove it from the game. If San Marco Basilica or Canal-side is chosen, randomly choose a different location instead.
- » Put the other 8 locations into play in a random circular formation (see page 22). Each investigator begins play at San Marco Basilica. Put Abbess Allegria Di Biase into play at San Marco Basilica.
- » Shuffle the 7 Masked Carnevale-Goers and put 1 into play at each location other than San Marco Basilica, Masked Carnevale-Goers side face-up. Do not look at their other sides.
- » Set the following cards aside, out of play: Cnidathqua, Pantalone, Medico Della Peste, Bauta, Gilded Volto.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



*Suggested Location Placement*

## *Location Setup*

In this scenario, locations are placed in a circle. Due to the parade during the Carnevale, each location is connected only to the location in the clockwise direction this means that investigators and monsters can only travel (or count the nearest location) in the clockwise direction unless otherwise directed.

### *Counter-Clockwise*

Some cards instruct the players to find the nearest location in the counter-clockwise direction. This is an exception to the above rule and should be followed as though location are connected counter-clockwise.

### *Across From*

The location “across from” another location is the farthest location, equidistant in both the clockwise and counter-clockwise directions. For the purposes of this scenario, “across from your location” and “across from you” have the same meaning.

### **When the game is complete:**

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

Go to page 24.

- » *If Resolution 1 (R1) was reached*

Go to page 26.

- » *If Resolution 2 (R2) was reached*

Go to page 28.



*...from page 23 (No Resolution).*

You sputter awake as a oar gently taps your shoulder.

"Tutto bene?" The gondolier holding the oar says with a concerned expression. You nod and drag yourself onto the docs from his gondola, drenched and aching all over. The city is devastated. Most of the boats in the canal are wrecked, and the streets are covered not in confetti, but in blood...



- » In your Campaign Log, record that *many were sacrificed to Cnidathqua during the Carnevale.*
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » Move 1 innocent Reveler from underneath the act deck to underneath the agenda deck, if able.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

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#### When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*  
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*  
Go to page 32 (Abbess Satisfied).

*...from page 23 (Resolution 1).*

The city is still recovering from the events during the eclipse. With nearly all evidence of the creature melted away by the hot sun, many attribute the violence during the Carnevale to local crime lord Cascio Di Boerio and his crew. Those that know the truth know better than to speak of the elder creature that lives in Laguna Veneta. With any luck, its name will never be spoken again.



- » In your Campaign Log, record that *the sun banished Cnidathqua into the depths.*
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

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#### When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*  
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*  
Go to page 32 (Abbess Satisfied).



*...from page 23 (Resolution 2).*

The creature recoils as globules of its jelly-like flesh rip and tear from its body, splashing into the lagoon. It makes no sound as its torn body sinks into the depths. The chanting in the city plunges into mournful silence. As you return to the canal-side streets, black feathers fall from the sky where bright confetti once fluttered. You can only wonder how long it will take for the creature to recover.



- » In your Campaign Log, record that *Cnidathqua retreated to nurse its wounds.*
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

---

#### When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*  
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*  
Go to page 32 (Abbess Satisfied).

*...Sacrifice Made.*

Too many lives were lost during the eclipse to spot the machinations of Cnidathqua's servants. The beast has been fed, its minions empowered. You find yourself hoping you don't live long enough to see the fallout of your failure.



- » Each investigator searches the collection for a random basic **Madness**, **Injury**, or **Monster** weakness and adds it to their deck for the remainder of the campaign.



*...Abbess Satisfied.*

"Grazie mille—thank you for all your help," Allegria says as you return to the basilica. "Thanks to you, there were few causalities. I shudder to think what might have happened had you not arrived. Should you ever require assistance, please do not hesitate to ask."



- » Any one investigator may choose to add Abbess Allegria Di Biase to their deck. This card does not count toward that investigator's deck size.





STAND-ALONE III

## THE LABYRINTHS OF LUNACY

Think of this as a test of human will ...

### *Game Modes*

The Labyrinths of Lunacy can **only** be played as a stand-alone scenario and not a part of a campaign. As a stand-alone it can be played in one of two ways:

- » With a single group of 1–4 players in Single Group Mode
- » With 3–12 players split into three groups of 1–4 players each in Epic Multiplayer Mode.
- » Construct the chaos bag with your chosen difficulty.

» **Standard:**

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

» **Hard:**

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

### *Story Cards*

Story cards are a new cardtype in this scenario. These cards serve as an avenue for additional narrative and game text. When a story card is drawn, read its story text and resolve its Revelation effect. Its game text is considered active for as long as the card is in play. The story cards in this scenario are double sided, with one side entitled “Deep Within the Labyrinth.” Do not flip them to this side until you are instructed to do so.

### *Paradox*

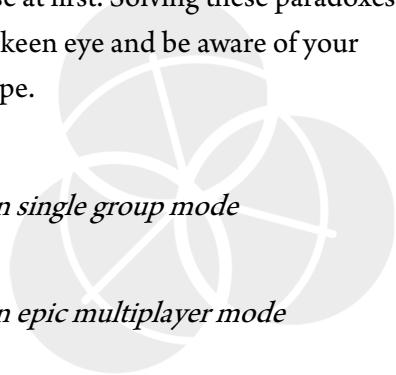
The Labyrinths of Lunacy is a strange place. You will sometimes be confronted with seemingly impossible situations. Game text on cards might not make sense at first. Solving these paradoxes is the key to your survival. Keep a keen eye and be aware of your surroundings, and you might escape.

- 
- » *If the investigators are playing in single group mode*

Go to page 36.

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

Go to page 38.



## *Single Group Mode*

When played in *Single Group Mode*, The Labyrinths of Lunacy can be played in one of two ways—as a single standalone scenario, or over a series of three games, like a mini-campaign.

When played as a single standalone scenario, you may play as either Group A, B, or C. Use the setup instructions for the group chosen to set up the game.

When played as a mini-campaign, play three consecutive games—one for each group—in an order of your choosing. Unlike a normal campaign, the following rules apply:

- » Players may swap investigators and/or decks in between each scenario, in order to represent the different groups of investigators who have been trapped inside the Labyrinths.
- » Experience is not earned or spent in between scenarios during this campaign.
- » There is no Campaign Log for this campaign. During this campaign, investigators do not earn trauma, and investigators who are killed or driven insane may still be used in other scenarios.



## *“Timed” objectives*

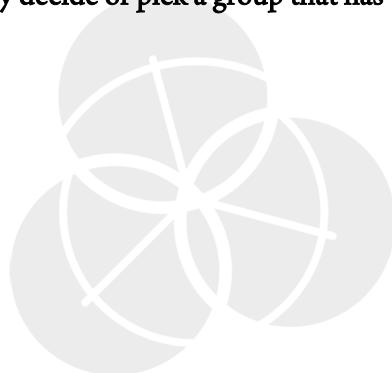
Many act cards in this scenario have special objectives marked with the word **Timed**. These act cards represent a task or condition the investigators must perform by the time the agenda advances. **Investigators do not advance the act card as soon as this condition is met.** They must first wait for the agenda to advance.

In this scenario, the act and agenda cards do not advance independently of one another; when the agenda advances, it will instruct you to advance the act card, as well. The back of each act card will have further instructions based on whether or not you were able to succeed in your task.

When playing in *Single Group Mode*, if the investigators feel that they have completed their objective with time to spare, when adding doom tokens to the agenda during the mythos phase, they may choose to add doom tokens to the agenda until its doom threshold is satisfied.

**The investigators should randomly decide or pick a group that has not been played before:**

- » *To play as Group A*  
Go to page 40.
- » *To play as Group B*  
Go to page 48.
- » *To play as Group C*  
Go to page 56.



## Epic Multiplayer Mode

To play The Labyrinths of Lunacy in Epic Multiplayer Mode, first divide the investigators into three separate groups—Group A, Group B, and Group C. **Each group requires its own copy of The Labyrinths of Lunacy in order to play.** At least 1 investigator must be assigned to each group, and no more than 4 investigators may be assigned to a single group. During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from one another. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- » At the end of each round, investigators must pause the game and wait until all three groups have reached the end of the round. At that point, each group may trigger “At the end of the round” abilities, in any order. Once all three groups have triggered “At the end of the round” abilities, continue to the next round.
- » With the exception of asking other groups whether they have reached the end of the round, investigators cannot communicate with investigators in other groups, unless a scenario card permits them to do so. Investigators also cannot examine other groups’ play areas. (*For the best effect, groups should play at different tables or in different rooms.*)

### “Timed” objectives

Many act cards in this scenario have special objectives marked with the word **Timed**. These act cards represent a task or condition the investigators must perform by the time the agenda advances. **Investigators do not advance the act card as soon as this condition is met.** They must first wait for the agenda to advance. In this scenario, the act and agenda cards do not advance

independently of one another; when the agenda advances, it will instruct you to advance the act card, as well. The back of each act card will have further instructions based on whether or not you were able to succeed in your task. When playing in *Epic Multiplayer Mode*, a group cannot advance to the next act and agenda until all other groups are ready to advance to the next act and agenda.

### *Time Limit*

When playing in *Epic Multiplayer Mode*, the players (or your event organizer) may impose a time restriction for each act and agenda of the game. The default limit for each act and agenda is **60 minutes**. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. If time runs out, any groups that have not yet completed the current round should continue playing until the next mythos phase, then place doom on the current agenda until its doom threshold is met and advance the agenda.

### *Giving and Exchanging Cards and Tokens*

When playing this scenario in *Epic Multiplayer Mode*, there are some effects that allow investigators the option to give tokens, cards in hand, or assets in play to investigators in other groups.

Please be courteous when receiving cards from another player, and treat those cards with respect. Once the game has ended, make sure any cards or tokens that changed control are returned to their respective owners.

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» *Continue to your assigned group.*

Go to page 42 for Group A.

Go to page 50 for Group B.

Go to page 58 for Group C.

## Group A Instructions - Single Group

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You have been sealed in a windowless chamber, which is filled with copper pipes. The faint whistling of escaping air surrounds you on all sides. You are a prisoner here, with no means of escape. There is a note lying on the ground nearby. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon: 
- » Gather all cards from the Single Group encounter set, indicated by this icon. Remove all cards from the Epic Multiplayer encounter set from the game. 
- » Construct the act deck using only the (Group A) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Randomly choose 1 of the 3 copies of Chamber of Secrets to put into play. Remove the other 2 copies from the game. Each investigator begins play in the Chamber of Secrets.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location.
- » Put the set-aside Key of Mysteries into play in the Chamber of Secrets.
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2 ♡ tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

**When the agenda would advance:**

- » Continue to Group A - Act 2 setup on page 44.



## Group A Instructions - Epic Multiplayer

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You have been sealed in a windowless chamber, which is filled with copper pipes. The faint whistling of escaping air surrounds you on all sides. You are a prisoner here, with no means of escape. There is a note lying on the ground nearby. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon:



- » If you are playing in Epic Multiplayer Mode, gather all cards from the Epic Multiplayer encounter set, indicated by this icon. Remove all cards from the Single Group encounter set from the game.



- » Construct the act deck using only the (Group A) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Randomly choose 1 of the 3 copies of Chamber of Secrets to put into play. Remove the other 2 copies from the game. Each investigator begins play in the Chamber of Secrets.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location.
- » Put the set-aside Key of Mysteries into play in the Chamber of Secrets. Also set The Jailer enemy and each double-sided story card aside, out of play.
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2 tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

### When the agenda would advance:

- » Continue to Group A - Act 2 setup on page 44.

### *Group A - Act 2 Setup*

- » Shuffle each set-aside Faceless Abductor and the encounter discard pile into the encounter deck.
- » If you are playing Epic Multiplayer Mode, choose one of the 3 groups at random. That group shuffles the set-aside The Jailer enemy into the encounter deck.
- » Put the 3 set-aside Labyrinthine Halls into play.
- » Put the set-aside Chamber of Decay into play.
- » Remove all doom from play and proceed to act 2a & agenda 2a.





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When the agenda would advance:

Continue to Group A - Act 3 setup on page 46.

### *Group A - Act 3 Setup*

- » Put the set-aside Abandoned Warehouse into play.
- » Disengage all engaged enemies and move each surviving investigator to the Abandoned Warehouse.
- » Put the set-aside Eixodolon enemy into play at the Abandoned Warehouse.
- » Remove all doom from play and proceed to act 3a & agenda 3a.



---

**When the game is complete:**

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

Go to page 64.

- » *If Resolution 1 (R1) was reached*

Go to page 64.

- » *If Resolution 2 (R2) was reached*

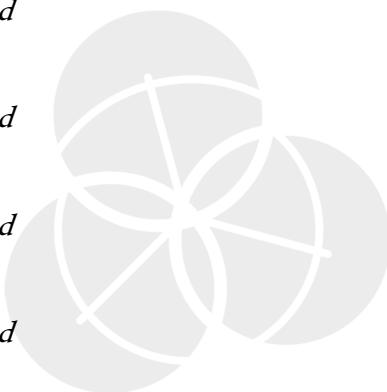
Go to page 66.

- » *If Resolution 3 (R3) was reached*

Go to page 68.

- » *If Resolution 4 (R4) was reached*

Go to page 70.



## *Group B Instructions - Single Group*

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You have been sealed in a tall glass tank, and water fills the chamber to your ankles. Outside the dull glass, you can see many more tanks like yours, wreathed in mist. You are a prisoner here, with no means of escape. There is a note lying on the ground just outside the tank. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon: 
- » Gather all cards from the Single Group encounter set, indicated by this icon. Remove all cards from the Epic Multiplayer encounter set from the game. 
- » Construct the act deck using only the (Group B) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Put the Chamber of Rain and Chamber of Sorrows locations into play. Randomly choose an investigator to begin play in the Chamber of Rain. Each other investigator begins play in the Chamber of Sorrows.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location.
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2  tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

### When the agenda would advance:

- » Continue to Group B - Act 2 setup on page 52.



## *Group B Instructions - Epic Multiplayer*

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You have been sealed in a tall glass tank, and water fills the chamber to your ankles. Outside the dull glass, you can see many more tanks like yours, wreathed in mist. You are a prisoner here, with no means of escape. There is a note lying on the ground just outside the tank. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

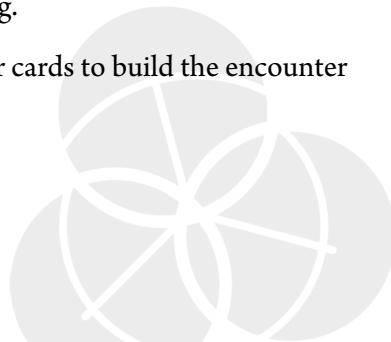
## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon: 
- » If you are playing in Epic Multiplayer Mode, gather all cards from the Epic Multiplayer encounter set, indicated by this icon. Remove all cards from the Single Group encounter set from the game. 
- » Construct the act deck using only the (Group B) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Put the Chamber of Rain and Chamber of Sorrows locations into play. Randomly choose an investigator to begin play in the Chamber of Rain. Each other investigator begins play in the Chamber of Sorrows.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location. Also set The Jailer enemy and each double-sided story card aside, out of play
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2 ♠ tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

### When the agenda would advance:

- » Continue to Group B - Act 2 setup on page 52.



*Group B - Act 2 Setup*

- » Shuffle each set-aside Faceless Abductor and the encounter discard pile into the encounter deck.
- » Put the 3 set-aside Labyrinthine Halls into play.
- » Put the set-aside Chamber of Rot and Chamber of Poison locations into play.
- » Remove all doom from play and proceed to act 2a & agenda 2a.





---

When the agenda would advance:

Continue to Group B - Act 3 setup on page 54.

*Group B - Act 3 Setup*

- » Put the set-aside Abandoned Warehouse into play.
- » Disengage all engaged enemies and move each surviving investigator to the Abandoned Warehouse.
- » Put the set-aside Eixodolon enemy into play at the Abandoned Warehouse.
- » Remove all doom from play and proceed to act 3a & agenda 3a.



---

**When the game is complete:**

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

Go to page 64.

- » *If Resolution 1 (R1) was reached*

Go to page 64.

- » *If Resolution 2 (R2) was reached*

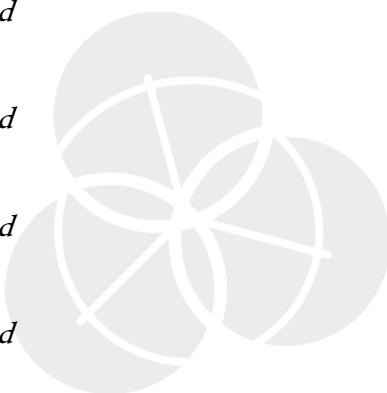
Go to page 66.

- » *If Resolution 3 (R3) was reached*

Go to page 68.

- » *If Resolution 4 (R4) was reached*

Go to page 70.



## *Group C Instructions - Single Group*

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You are in a dark chamber, lit only by a few candles. Old barrels, crates and rotten storage shelves fill the cramped chamber. You cannot see any windows or doors leading out. You are a prisoner here, with no means of escape. There is a note lying on the ground nearby. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon: 
- » Gather all cards from the Single Group encounter set, indicated by this icon. Remove all cards from the Epic Multiplayer encounter set from the game. 
- » Construct the act deck using only the (Group C) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Put the Chamber of Night and Chamber of Regret locations into play. Each investigator begins play at the Chamber of Night.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location.
- » Randomly choose 1 of the 3 set-aside copies of Chamber of Secrets and place it underneath the scenario reference card, without looking at its revealed side.
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2 ♠ tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

### When the agenda would advance:

- » Continue to Group C - Act 2 setup on page 60.



## *Group C Instructions - Epic Multiplayer*

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight.

For the first time since awakening, you study your surroundings. You are in a dark chamber, lit only by a few candles. Old barrels, crates and rotten storage shelves fill the cramped chamber. You cannot see any windows or doors leading out. You are a prisoner here, with no means of escape. There is a note lying on the ground nearby. It reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
in your fate. Will you risk your lives to aid  
them? Or will you find freedom upon the  
backs of their corpses?  
I will allow you to escape, should you prove  
strong of will and quick of wit. If not, your  
pain and anguish shall serve as a reminder  
that humans are not the inheritors of  
Earth.

## Setup

- » Gather all cards from The Labyrinths of Lunacy encounter set. This set is indicated by the following icon: 
- » If you are playing in Epic Multiplayer Mode, gather all cards from the Epic Multiplayer encounter set, indicated by this icon. Remove all cards from the Single Group encounter set from the game. 
- » Construct the act deck using only the (Group C) versions of acts 1 and 2. Remove each other version of those acts from the game.
- » Put the Chamber of Night and Chamber of Regret locations into play. Each investigator begins play at the Chamber of Night.
- » Set the following cards aside, out of play: Key of Mysteries, Mysterious Syringe, Eixodolon, Eixodolon's Pet, Rot Diagram, Hunger Diagram, Decay Diagram, both copies of Faceless Abductor, and each other location.also set The Jailer enemy and each double-sided story card aside, out of play.
- » The lead investigator takes control of Eixodolon's Note.
- » Add 2 ♠ tokens to the chaos bag.
- » Shuffle the rest of the encounter cards to build the encounter deck.

---

### When the agenda would advance:

- » Continue to Group C - Act 2 setup on page 60.



### *Group C- Act 2 Setup*

- » Shuffle each set-aside Faceless Abductor and the encounter discard pile into the encounter deck.
- » Put the 3 set-aside Labyrinthine Halls into play.
- » Put the set-aside Chamber of Hunger into play.
- » Put the set-aside Eixodolon's Pet into play, near the Chamber of Hunger, but not at any location. While it is not at any location, it is considered to be "locked away."
- » Remove all doom from play and proceed to act 2a & agenda 2a





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**When the agenda would advance:**

Continue to Group C - Act 3 setup on page 62.

*Group C - Act 3 Setup*

- » Put the set-aside Abandoned Warehouse into play.
- » Disengage all engaged enemies and move each surviving investigator to the Abandoned Warehouse.
- » Put the set-aside Eixodolon enemy into play at the Abandoned Warehouse.
- » Remove all doom from play and proceed to act 3a & agenda 3a.



---

**When the game is complete:**

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

Go to page 64.

- » *If Resolution 1 (R1) was reached*

Go to page 64.

- » *If Resolution 2 (R2) was reached*

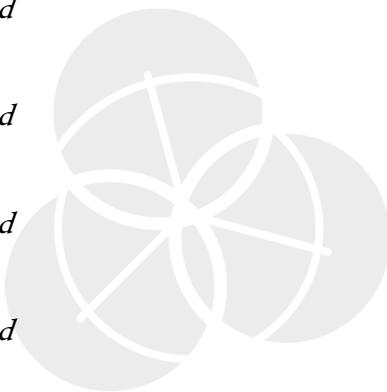
Go to page 66.

- » *If Resolution 3 (R3) was reached*

Go to page 68.

- » *If Resolution 4 (R4) was reached*

Go to page 70.



*...Resolution 1 and no resolution.*

In the wrong hands, your anguish is a powerful weapon.  
Your blood fuels the arcane glyph carved into the cement floor at  
the labyrinth's core. For the cruel mastermind who trapped you  
here, it is a moment of triumph and vindication.

The entire world will feel this pain.

This fear.

This despair.



» The investigators lose.



---

» *If the investigators are playing in single group mini-campaign*

Go to page 36.

*...Resolution 2.*

The mastermind falls to his knees, his mask cracked. Blood drips from his open wounds onto the cement floor. “Do you really think you can escape?” he wheezes. His distorted voice is pained but triumphant. “Do you really think... I would ever let you leave this place?” His body collapses to the ground. Seeing an opportunity to escape, you rush to the iron doors sealing you in the warehouse. With a desperate effort, you are finally able to break the padlock and push open the heavy doors.

A sudden gust of cold evening air sweeps over you. You are surprised to see wooden docks on the side of the Miskatonic River. A few ducks quack in surprise and swim away from the nearest dock. Water sloshes along the shore. You hear dockworkers going about their business, their work day almost finished as the sun sets to your left. After taking a few steps, you collapse to the ground. You are too exhausted and injured to go on. “Who’s that?” a dock-worker calls out. “Someone is hurt—quick, let’s get them to St. Mary’s!” You drift into unconsciousness just as a muscled man lifts you into his arms.

You wake up and realize you are in a strange place, with no memory of how you arrived. Your muscles are weak and uncooperative. Your vision is blurred. Simply rising to your feet takes a tremendous effort. Your legs are wobbly and can barely support your weight. A note on the ground nearby reads:

Greetings.  
I have gathered you here as an experiment.  
Think of this as a test of human will. You  
will survive. Or you will die.  
You are not alone. Two other groups share  
the same fate. Their lives to aid

- » The investigators survived, but in another timeline, the labyrinth has a new guest.



- 
- » *If the investigators are playing in single group mini-campaign*  
Go to page 36.

*...Resolution 3.*

The mastermind falls to his knees, his mask cracked. Blood drips from his open wounds onto the cement floor. “Do you really think you can kill me?” he wheezes. His distorted voice is pained but proud. “I am everywhere and everywhen. This vessel is but one. There are others. And if even one of them is proven right, I will never truly die.” His body falls limply to the ground. Seeing an opportunity to escape, you rush to the iron doors sealing you in the warehouse. With a desperate effort, you are finally able to break the padlock and push open the heavy doors.

A sudden gust of cold evening air sweeps over you. You are surprised to see wooden docks on the side of the Miskatonic River. A few ducks quack in surprise and swim away from the nearest dock. Water sloshes along the shore. You hear dockworkers going about their business, their work day almost finished as the sun sets to your left. After taking a few steps, you collapse to the ground. You are too exhausted and injured to go on. “Who’s that?” a dockworker calls out. “Someone is hurt—quick, let’s get them to St. Mary’s!” A muscled man lifts you into his arms, and you are driven to the hospital.

You have somehow made it out of your captor’s hellish labyrinth, but his dying words haunt your thoughts. What did he mean by “others?” You recall the strange visions you saw in his maze, and a terrible thought seeps into your mind. The kidnapper had mentioned other groups, but you were never able to find them, and you have no idea if they made it out alive. You tell the police there are others and insist that they search the docks, but there is no trace of the warehouse you had escaped, nor of the mastermind who trapped you there ...

» The investigators survived, but Eixodolon lives on.



---

» *If the investigators are playing in single group mini-campaign*

Go to page 36.



*...Resolution 4.*

The mastermind falls to his knees, his mask cracked. Blood drips from his open wounds onto the cement floor. The outline of his body twists and blurs, like a wrinkle in the fabric of space and time. “So, the ritual has failed!” His bitter cackle descends into a cry of pain. “Perhaps humanity has a chance after all. This agony, this suffering! Such power is not meant for humans to wield. It is for the ones beyond!” He gasps and wheezes, collapsing to the ground. “Do not follow the path I followed,” he begs, “it leads only to... despair.” His breathing stops.

You have somehow defeated your captor, but many questions remain. Deciding to explore the labyrinth further, you find a way to break open the iron doors leading into the other sections of the complex. To your surprise, you find no other victims trapped in the labyrinth—only signs of their struggles, and of their survival.

It takes only one solid strike to break open the padlock sealing the warehouse’s iron doors. The sound of metal slamming against metal is tripled in its volume. You do not believe your kidnapper meant for you to ever leave, but somehow you have defied the odds stacked against you. You wonder if the others are opening these heavy doors at this very moment, too.

A sudden gust of cold evening air sweeps over you. You are surprised to see wooden docks on the side of the Miskatonic River. A few ducks quack in surprise and swim away from the nearest dock. Water sloshes along the shore. You hear dockworkers going about their business, their work day almost finished as the sun sets to your left. You watch the sun disappear under the horizon, and the others watch in turn.

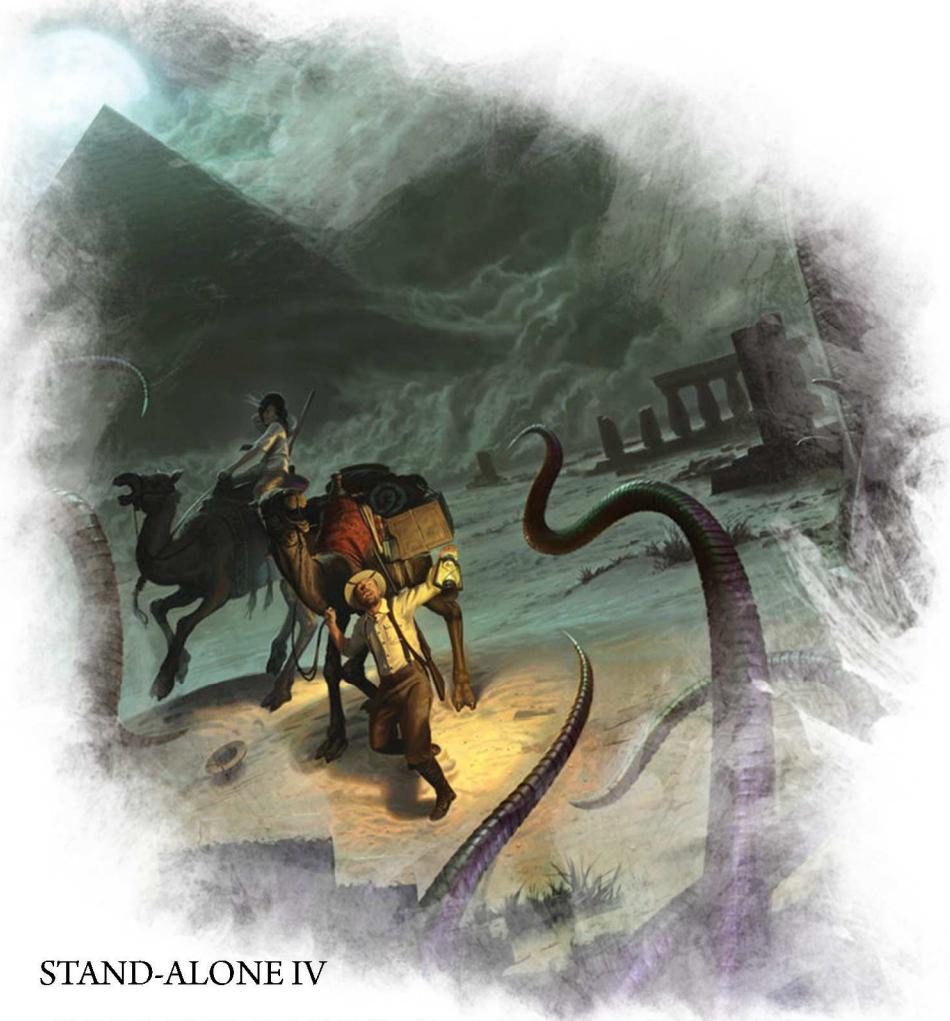
» The investigators win!



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» *If the investigators are playing in single group mini-campaign*

Go to page 36.



## STAND-ALONE IV

# GUARDIANS OF THE ABYSS

Investigators must stop an ancient prophecy from coming to life in *Guardians of the Abyss*, a compilation of two unique scenarios originally released Each of these scenarios can be played separately as standalone scenarios, or inserted into any campaign as side-stories

A day of reckoning is coming...

## *Campaign Mode*

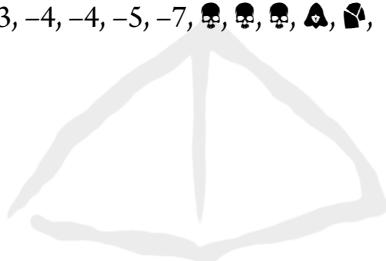
When either of these two scenarios are played as a side-story during a campaign, play them as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

The Night's Usurper can be played as a side-story without playing The Eternal Slumber, but once The Night's Usurper is played during a campaign, The Eternal Slumber cannot be played afterwards.

- » To add The Eternal Slumber as a side-story each investigator must pay **2 experience**.
- » To add The Night's Usurper as a side-story each investigator must pay **2 experience**.

## *Stand-Alone Mode*

- » Construct the chaos bag with your chosen difficulty.
- » **Standard:**  
+1,+1, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, -6, ☠, ☠, ☠, ♠, ♠, ♠,  
\$2, ★.
- » **Hard:**  
+1, 0, 0, -1, -1, -2, -2, -2, -3, -3, -4, -4, -4, -5, -7, ☠, ☠, ☠, ♠, ♠,  
★, \$2, ★.



## Explore

Some abilities in Guardians of the Abyss are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the “activate” action.

**Explore** abilities instruct you to draw the top card of the “exploration deck,” which is a separate deck that will be constructed during this scenario. This deck consists of several single-sided locations and treachery cards.

- » Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a “successful” exploration.
- » If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.
- » If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.
- » When a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.
- » Alternatively, you can play with the following “Return to” rules. When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.  
**“Forced - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.”**



### Example:

Act 1a—"Search for the Gate" has the following ability:

**►: Explore.** Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it."

Ursula Downs is at the Expedition Camp and wishes to find a new location to travel to. She spends her first action to explore, drawing the top card of the exploration deck. The card she draws is Desert Oasis. Because Desert Oasis is a location that is not connected to the Expedition Camp, it is placed next to the exploration deck, and Ursula draws the next card in the exploration deck. This time, she draws the Sandstorm treachery card, which she resolves as normal and places in the encounter discard pile. Her exploration is unsuccessful, and she must shuffle the Desert Oasis that she drew previously back into the exploration deck.

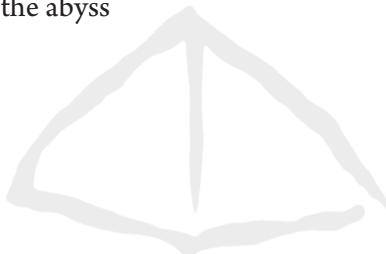
Ursula decides to explore one more time, spending a second action. This time, she draws Nile River, which is connected to the Expedition Camp. Her exploration is successful. Nile River is put into play with clues on it equal to its clue value, and Ursula immediately moves from the Expedition Camp to the Nile River.

## *Strength of the Abyss*

During this scenario, resources on the scenario reference card represent the current strength of the abyss. When you are instructed to add strength to the abyss or remove strength from the abyss, adjust the number of resource tokens on the scenario reference card accordingly. The strength of the abyss has no inherent game effect on its own, though certain encounter card effects may grow stronger or change depending on the current strength of the abyss. Beware—as the abyss grows in strength, so too will the forces set against you. Should it grow too powerful, you will surely fail as Guardians of the Abyss.

### *“Taken by the Abyss”*

If an effect states that a defeated investigator or **Ally** asset has been “taken by the abyss,” that character has been afflicted by a curse which puts them in a comatose state. When an investigator or **Ally** asset is taken by the abyss, first add 1 strength to the abyss. Then, if that card was unique, record in the campaign log that “(card name) was taken by the abyss.” An investigator who has been taken by the abyss is treated as if they were killed or driven insane. Additionally, for the remainder of the campaign, players cannot play copies of any unique **Ally** asset who has been taken by the abyss.



## *Story Cards*

Story cards are a new cardtype in this scenario. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any. (Note: When a location or enemy that is in play is flipped over to a story card on its other side, that location or enemy is still considered to be in play while that story card is being resolved.)



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» *To continue to The Eternal Slumber*

Go to page 78.

» *To continue to The Night's Usurper*

Go to page 88.



GUARDIANS OF THE ABYSS - A  
**THE ETERNAL SLUMBER**

*Greetings,*

*I'm sorry. I know it has been some time since my last correspondence. I am writing to you now because there is nobody I can trust here in Cairo. I don't even know if this letter will make it to you safely. I can only hope it does, for all our sakes.*

*There's something wrong in this city. It started a few weeks ago. The head curator of the Museum of Egyptian Antiquities fell asleep and simply never awoke. I thought nothing of it at first, just a medical curiosity, a mystery the doctors would solve in due time. But then it happened again. And again. More and more, people all across the city started falling into comas. Now it's happening every night... And as I write to you, they are taking my husband John to the hospital.*

*I'm scared. I don't want to fall asleep and never wake up again. But more than that, I'm worried that there are people purposely inflicting this curse on others. And if so, Why? Please, I am begging you. I need your help.*

*Yours sincerely,*

Jessie Buske

Continue to page 80.

## Setup

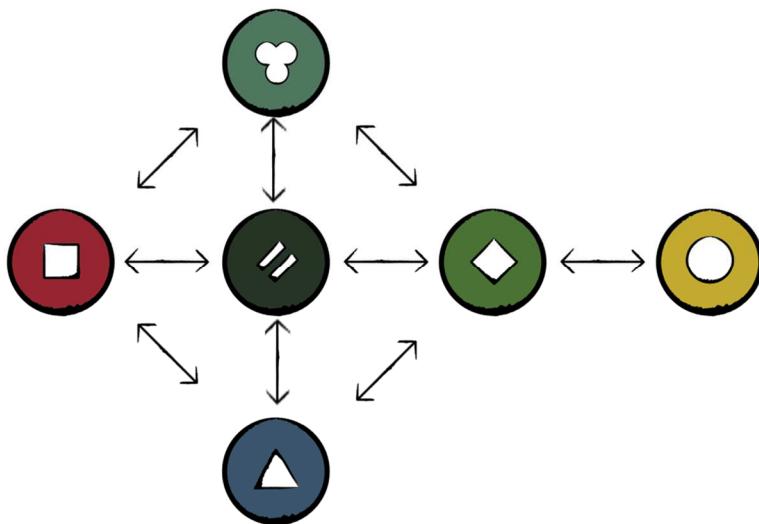
- » Gather the following encounter sets: *The Eternal Slumber*, *Sands of Egypt*, *Brotherhood of the Beast*, and *Abyssal Tribute*. These sets are indicated by the following icons, respectively:



- » Put the following locations into play: Streets of Cairo, Outskirts of Cairo, Temple Courtyard, Museum of Egyptian Antiquities, Cairo Bazaar, and Expedition Camp. Each investigator begins play in the Streets of Cairo.
- Alternatively, you can play with the following “Return to” rules. When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.  
**“Forced** - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.”
- » Set the following cards aside, out of play: Neith, John & Jessie Burke, Ancient Ankh, both copies of Abyssal Revenant, and each of the 7 single-sided locations (Nile River, Sands of Dashur, Dunes of the Sahara, Untouched Vault, Faceless Sphinx, Desert Oasis, and Sand-swept Ruins).
- » Find the 6 double-sided **Brotherhood** enemies (Professor Nathaniel Taylor, Dr. Layla El Masri, Dr. Wentworth Moore, Nadia Nimr, Farid, and Nassor). These enemies have story cards on their reverse sides. For the best experience, do not look at the story cards on their reverse sides. Shuffle these 6 enemies together and place them beneath the scenario reference card.

- » For each investigator in the game, place 1 resource token on the scenario reference card, under “Strength of the Abyss.” For the remainder of this scenario, resources on the scenario reference card represent the current strength of the abyss.
- » 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 82.

- » If Resolution 1 (R1) was reached

Go to page 84.

- » If Resolution 2 (R2) was reached

Go to page 86.

*...from page 81 (No Resolution).*

The city of Cairo sleeps and will never wake. In the west, the Brotherhood rejoices, for their prophecy is about to be fulfilled. And deep in the land of dreams, their Chosen grips his weapon for the first time.



- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » In your Campaign Log, record *dreamers in the abyss* (X). X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.
- » In your Campaign Log, record that *the Brotherhood's schemes continue unabated*.

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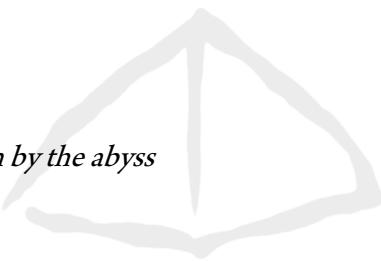
#### Check the Campaign Log:

» *If all the investigators were taken by the abyss*

Go to page 98.

» *Otherwise,*

Continue to Guardians of Abyss - B on page 88.



*...from page 81 (Resolution 1).*

Jessie Burke cries with joy as her husband opens his eyes for the first time in weeks. “J... Jessie?” John trembles as he tries and fails to stand. His wife places a hand on his shoulder to steady him. “I thought you would never wake,” she admits, wiping tears from her eyes. “If it weren’t for our friends here, you’d still be under.” John turns to you, his expression dire. “Then you’re the only ones who can stop what is coming,” he says cryptically. “In my dreams, I saw him. The one they called Xzharah.” He swallows hard. “And he is like nothing we’ve ever seen before.”



- » In your Campaign Log, record that *the curse of slumber was lifted*. Cross off all “*(card name) was taken by the abyss*” notes in your Campaign Log.
- » Any one investigator may choose to add John & Jessie Burke to their deck. This card 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.
- » In your Campaign Log, record *dreamers in the abyss (X)*. X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.



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Continue to Guardians of Abyss - B on page 88.

*...from page 135 (Resolution 2).*

Neith rises to her feet. Most of her power has been drained, but the strength of several dreamers still sustains her. “They have planned for centuries. Their day of reckoning is coming. Nothing can stop that. Not I. Certainly not you.” You notice she speaks as if she were a third party, and you press further. “Do you think I had a choice?” She scoffs. “None can withstand Xzharah. You will see. He will bend your will just as he did mine.” Her shadow grows and warps, misshapen. “It is the Abyss he wants. If you wish to stop him, head west. Xzharah awaits beyond the Gate.” Neith’s shadow consumes her body whole, and she vanishes from sight. Only her amulet remains.



- » In your Campaign Log, record that *you are aware of Xzharah's plans.*
- » Any one investigator may choose to add the Ancient Ankh 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.
- » In your Campaign Log, record *dreamers in the abyss (X)*. X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.



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Continue to Guardians of Abyss - B on page 88.



GUARDIANS OF THE ABYSS - B  
**THE NIGHT'S USURPER**

Winlock fiddles with his mustache for a moment while he considers your words. As the leader of the expedition currently scouring through Dashur, the decision of whether or not to let you join the expedition is up to him. “Look, I read through the evidence you gathered. I know about what happened in Cairo. I believe your story. But, still...” He lets out an exasperated sigh. “I just don’t know how I’m going to convince the rest of the expedition crew. Ancient temples is one thing, but a gate to another dimension? This ‘Xzharah’ fellow? None of this can be real, right?”

Your research and your experience says otherwise. The threat is real. There is a secret organization operating within Egypt—The Brotherhood of the Beast—and if they are not stopped, their newfound “Chosen One” will begin a campaign of destruction that ends with the Earth.

You insist one last time to be allowed access to the expedition’s resources. “Alright, alright,” Winlock relents. “I don’t know what it is you’re looking for out there in the desert, but I hope you find it.” You shake your head in reply. You’d rather come up empty-handed.

## Setup

- » Gather the following encounter sets: *The Night's Usurper*, *Sands of Egypt*, *Brotherhood of the Beast*, and *Abyssal Gifts*. These sets are indicated by the following icons, respectively:

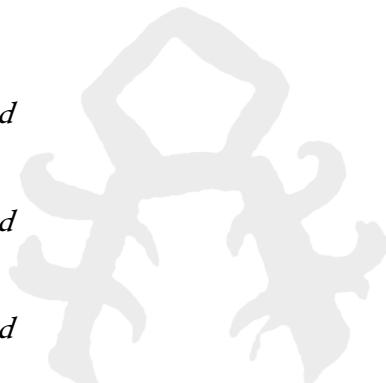


- » Put the Expedition Camp into play. Each investigator begins play in the Expedition Camp.
- » Set the following cards aside, out of play: Khopesh of the Abyss, Summoned Nightgaunt, the single-sided Eldritch Gate location, the double-sided Xzharah enemy, each of the 5 double-sided **Otherworld** locations, and both copies of Dreaded Shantak. Xzharah and the **Otherworld** locations have story cards on their reverse sides. For the best experience, do not look at the story cards on their reverse sides.
- » Create the exploration deck. This is done by shuffling together each of the 7 remaining single-sided locations, along with 1 copy each of the following treachery cards: Abyssal Reach, The Black Wind, Terror Under the Pyramids, and Swarm of Locusts.
- Alternatively, you can play with the following “Return to” rules. When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.
  - "Forced - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck."**
- » Place a number of resource tokens on the scenario reference card, as follows.

- If you are playing in Campaign Mode, place resources equal to the number listed in parentheses next to “*dreamers in the abyss*” in your Campaign Log.
  - If you are playing in Standalone Mode, place 1 resource for each investigator in the game.
- » Find the 6 double-sided Brotherhood enemies. These enemies have story cards on their reverse sides. Some of these enemies are placed beneath the scenario reference card, as follows. The rest are removed from the game.
- If you are playing in Campaign Mode, place each of the enemies listed next to “*Brotherhood Agents Who Escaped*” in your Campaign Log beneath the scenario reference card.
  - If you are playing in Standalone mode, shuffle these 6 enemies together and place 3 of them beneath the scenario reference card without looking at them.
- » Shuffle the remainder of the encounter cards to form the encounter deck.

### **When the game is complete:**

- » *If no resolution was reached (each investigator resigned or was defeated)*  
Go to page 92.
- » *If Resolution 1 (R1) was reached*  
Go to page 92.
- » *If Resolution 2 (R2) was reached*  
Go to page 94.
- » *If Resolution 3 (R3) was reached*  
Go to page 96.



*...from page 91 (Resolution 1).*

"It's just an arch. Why're you so worked up, boss?"

Winlock crossed his arms. Something about all of this felt wrong. He was sure that this was the place those folks from Arkham were looking for—a delicately patterned archway that led nowhere at all—and yet, Winlock was certain there was something on the other side. "It's not Egyptian," he noted, staring at the thing with narrow eyes. "It doesn't even look...human."

"You believed those loons? Look boss, it's nothing!" one of his men laughed.

"Is it?" Winlock snapped, eyes wide.

"Is it?"



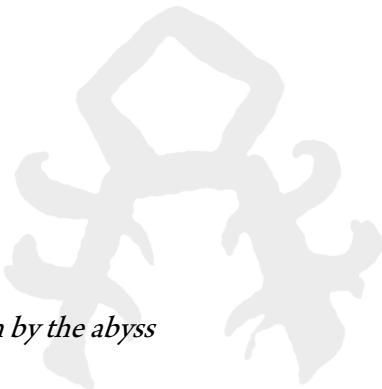
- » In your Campaign Log, record that *the Day of Reckoning is coming.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

---

**Check the Campaign Log:**

- » *If all the investigators were taken by the abyss*

Go to page 98.



*...from page 91 (Resolution 2).*

The essence fades from Xzharah's body. Swirling clouds of mist surround him and force him to his knees. Creatures of the abyss appear wordlessly at your side, surrounding Xzharah with a quiet, expressionless hate. Xzharah's sword betrays him and falls from his grip, the blade fracturing as it clatters to the ground.

“... The prophecy must be fulfilled ...” It is the last of his vile whispers. His physical form vanishes into the realm’s ethereal mist, and all is silent in the Great Abyss.



- » In your Campaign Log, record that *the Abyss was saved*. Cross off all “*(card name) was taken by the abyss*” notes in your Campaign Log.
- » Any one investigator may choose to add Summoned Nightgaunt to their deck. This card 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 91 (Resolution 3).*

Xzharah places an ice-cold hand on your shoulder as you kneel before him. “You have proven your loyalty,” he decrees. Creatures of the abyss surround you, heads bowed in reverence to their new master. There are none left to oppose him. “Few of your kind have the wit or the will to see beyond the present. To see our prophecy fulfilled. But you are worthy enough to have your eyes opened. Far worthier than the fools I have trusted in the past.” He bids you to stand, and places the handle of his blood-soaked sword in your hands. “Now arise, Servant of the Beast, and take your place among us.



- » In your Campaign Log, record that *you joined forces with Xzharah.*
- » Any one investigator may choose to add the Khopesh of the Abyss 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.



*...all were taken by The Abyss.*

Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men.

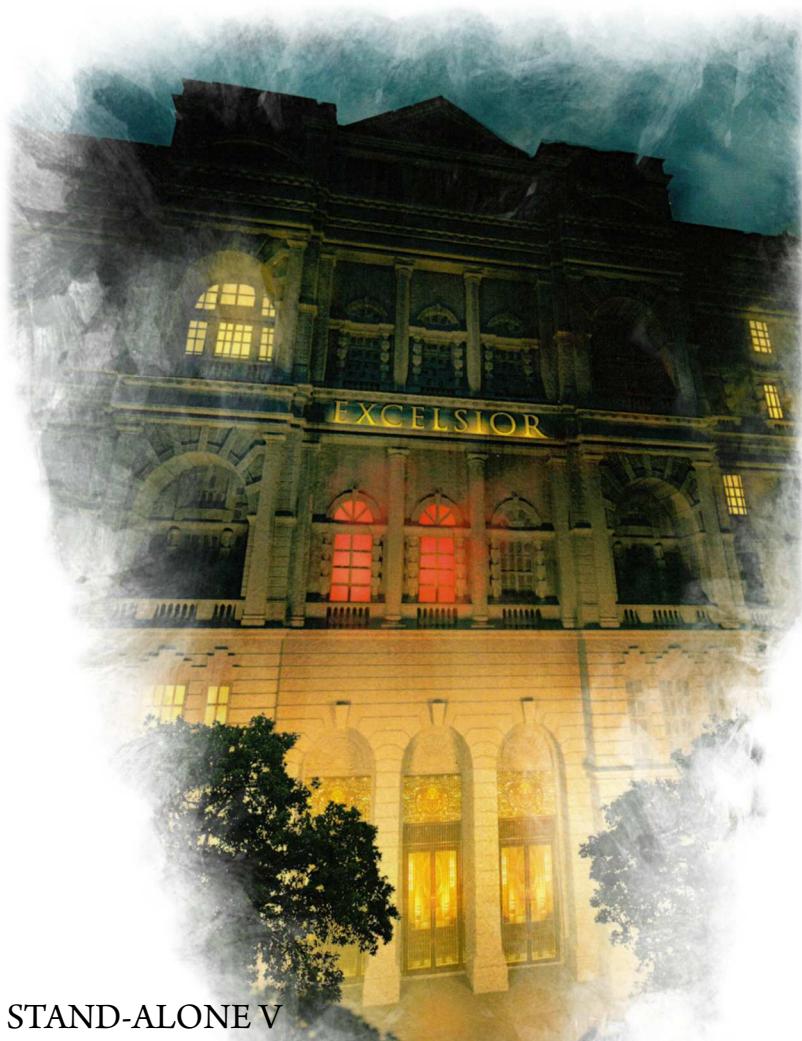


- » All investigators are driven **Insane** and are **Killed**.
- » The investigators lose the campaign.



**THE END**





STAND-ALONE V

## MURDER AT THE EXCELSIOR HOTEL

There have been reports of strange occurrences at Arkham's Excelsior Hotel for over a month now. Disappearances. Bizarre sightings. Sudden closures, sometimes for days at a time, seemingly without warning. It's like something out of a ghost story,

but you know better than to simply dismiss these rumors. Too many people have whispered about the Excelsior... and to make matters worse, it seems the stories have only grown more unsettling in the last week. It's time somebody looked into it all.

You've tried going to the police, but the grizzled and world-weary Sergeant Monroe has dismissed you every time. You've been left to investigate on your own. Asking around at all the local hot-spots yields no leads. Velma's Diner, Hibb's Roadhouse, La Bella Luna; Each visit leaves you with only more questions. That is, until today.

While walking down Central Avenue in Downtown, minding your own business, you bump into a man in a long trench coat. You begin to apologize, but he simply continues walking briskly away from you. It isn't until you return home that you find the note in your pocket—one that wasn't there before.

*I have answers.  
Room 225. Tonight. Come alone.  
They're watching!*

Uncertain of what else you can do at this point, you begin making preparations to meet this mystery person

## *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 which is blocked by a card ability, the enemy does not move.

## *The True Culprit*

Each copy of The True Culprit is an agenda card with a different card template than most other agendas. These agendas each have doom thresholds which can be found to the right of their title, instead of in their normal position.



## *Campaign Mode*

- » To add Murder at the Excelsior Hotel as a side-story to a campaign each investigator must pay **3 experience**.

## *Stand-Alone Mode*

- » Construct the chaos bag with your chosen difficulty.

» **Standard:**

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

» **Hard:**

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




---

» If there is only one investigator in the game,

Go to page 104.

» If there is more than one investigator in the game,

Go to page 106.

*...from page 103 (You came alone).*

The Excelsior is busy tonight. Either the rumors haven't fazed these guests, or the stories have given the hotel a new allure. Everything seems normal. Hotel staff carry luggage and cleaning supplies throughout the lobby and the main stairway. The man behind the front desk greets you with a curt nod and a thin smile. A uniformed security guard reads the latest *Arkham Advertiser* in the corner. And yet, you can't get the note's final warning out of your mind.

You stride quickly across the lobby and up the stairs, wondering if you should have let someone know where you were going. Was it wise to come alone? What if you're walking into a trap? You set your jaw and clench your fists as you stand in front of the blood-red door to room 225, and before you can second guess yourself any further, you knock. There's no going back now.





---

Continue to page 108.

*...from page 103 (You came accompanied).*

The Excelsior is busy tonight. Either the rumors haven't fazed these guests, or the stories have given the hotel a new allure. Everything seems normal. Hotel staff carry luggage and cleaning supplies throughout the lobby and the main stairway. The man behind the front desk greets you with a curt nod and a thin smile. A uniformed security guard reads the latest *Arkham Advertiser* in the corner. And yet, you can't get the note's final warning out of your mind.

You stride quickly across the lobby and up the stairs, taking some measure of comfort in the knowledge that you at least contacted others you could trust, letting them know of your whereabouts and intent. Your clandestine meetings have rarely gone as planned, especially lately, and it never hurts to have some measure of backup. You stand before the blood-red door to room 225, take a deep breath, and knock. There's no going back now.





---

Continue to page 108.

*...entering Room 225.*

You sit in a chair in the suite's living room, watching as the man who slipped you the note paces about nervously. He rambles about secret meetings and watchful staff. The entire time, you find yourself glancing to the coffee table in front of you, and the curved dagger that rests there. He pauses for a moment, pours himself a drink, and raises the glass to his lips with a shaky grip. He then pours a second drink and hands it to you. "This is all going to sound crazy," he says, his voice little more than a whisper. He glances at every darting shadow and twitches at every creak the old building makes. "I'm beginning to feel crazy, but there's too much going on here to just ignore. And I've been a part of it long enough..." You listen closely, but his words are starting to run together.

His voice is ethereal and wispy, like wind at the end of a long tunnel.

You blink rapidly. Your vision blurs.

The next thing you know, you're on your feet.

Your glass drops to the floor, and then—



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Continue to setup on page 110.

## Setup

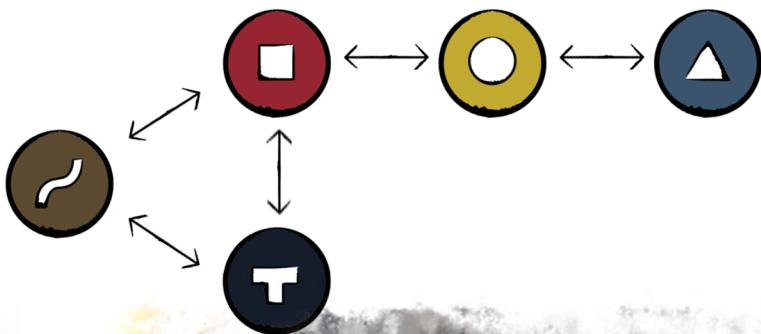
- » Gather all cards from the *Murder at the Excelsior* Hotel encounter set. This set is indicated by this icon: 
- » Set the following encounter sets aside, out of play: *Alien Interference*, *Dark Rituals*, *Excelsior Management*, *Sins of the Past*, and *Vile Experiments*. These sets are indicated by the following icons:



- » Construct the act and agenda deck using only acts 1 & 2 and agendas 1 & 2 from the Murder at the Excelsior Hotel encounter set.
- » Set all ten copies of The True Culprit aside, out of play.
- » The lead investigator begins play with the Bloodstained Dagger story asset under their control.
- » Find each of the story assets from the 5 set-aside encounter sets (*Alien Device*, *Tome of Rituals*, *Sinister Solution*, *Manager's Key*, and *Time-Worn Locket*) and shuffle them together into a separate deck. This deck is called the Leads deck. Place this deck near the scenario reference card.
- » Put the following locations into play: Room 225, Suite Balcony, Second Floor Hall, Restaurant, and Foyer.
  - The lead investigator begins play in Room 225.
  - Each other investigator begins play in the Foyer.
  - Set each other location aside, out of play.

- » Set the following cards aside, out of play: All three copies of Arkham Officer, the Sergeant Monroe story asset, and the What Have You Done? weakness.
- » Shuffle the remainder of the encounter cards to form the encounter deck.

### *Suggested Location Placement*



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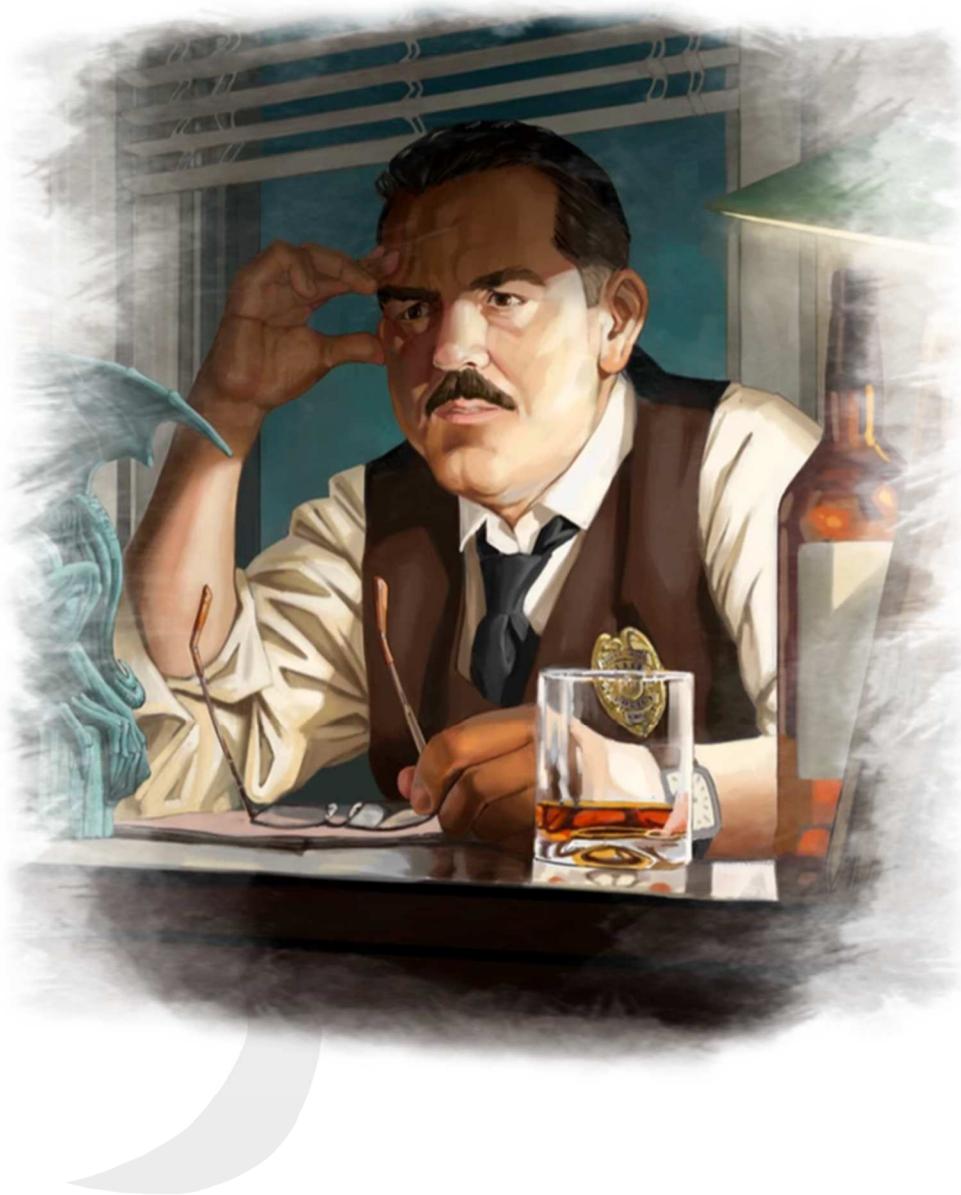
When instructed to do so:

- » Continue to Scenario Interlude: *The Truth*,

Go to page 112

## SCENARIO INTERLUDE

## THE TRUTH



Your investigation is halted by Sergeant Monroe—the very same police sergeant who had spurned your earlier warnings about the Excelsior Hotel. He is clearly exasperated by all of the strange happenings in the building, and demands answers. “Now listen here,” he says, his hand twitching toward his holstered gun. “I’m a reasonable man, but you’re looking mighty suspicious. You better tell me everything that’s going on right now, you understand? Or you’re gonna take a one-way trip straight to the big house.”

---

The investigators must decide (Choose one):

» *Tell Sergeant Monroe the truth.*

Go to page 114.

» *Lie about your involvement.*

Go to page 116.

*...from page 113 (You told the truth).*

You explain everything to Sergeant Monroe from the beginning. The rumors. The note. The murder. The more you explain, the more you realize how crazy it all sounds, but you know it is the truth. You know you're innocent. But do you have the evidence to back it up?

» Sergeant Monroe will only believe you if you collected enough evidence and did not try to cover up your involvement. Count how many of the following are true.

- The investigators have not “cleaned up the blood”, “hid the body”, or “tidied up the room”.
- There are 2  clues on each **Lead** asset in play.
- There are no **Innocent** enemies in the victory display.

---

» *If all of the above are true,*

Go to page 118.

» *Otherwise,*

Go to page 122.

*...from page 113 (You lied).*

You do the only thing you can think to do in the moment: lie through your teeth. After all, there is no way the police would understand all of the strange occurrences within the hotel, and even if they did, you don't expect them to turn a blind eye to all of the evidence pointing in your direction.

- » Sergeant Monroe will only believe you if you collected enough evidence and did not try to cover up your involvement. Count how many of the following are true.
- The investigators have not “cleaned up the blood”, “hid the body”, or “tidied up the room”.
  - There are no **Innocent** enemies in the victory display.

---

» *If all of the above are true,*

Go to page 120.

» *Otherwise,*

Go to page 122.

*...from page 115 (He believes you're innocent).*

Sergeant Monroe listens to your story with skepticism, though he seems to come around the more evidence you present to him. “All right,” he says once you are finished explaining. “So you were under duress. Drugged, maybe. Crazy as it sounds, the pieces fit. I think you’re telling the truth. But if there’s someone else pulling the strings, we’ve gotta figure out who, or nobody’s gonna believe either one of us.” A drop of sweat slides down his forehead. “Come on, let’s go.”



- » Remember that “*the police are on your side.*”
- » Choose an investigator to take control of the Sergeant Monroe story asset (move him to that investigator’s threat area).
- » Search the encounter deck, discard pile, and all play areas for each copy of Arkham Officer and remove them from the game.

*...from page 117 (He believes you're not involved).*

Sergeant Monroe nods along to your story, convinced. "All right," he says, "Sounds like you really did have nothing to do with this. But maybe you can help me find the real culprit. Somebody in this damned hotel is a murderer, and we're gonna find them." You breathe a sigh of relief. At least the police won't be a problem anymore.



- » Remember that “*the police are on your side.*”
- » Choose an investigator to take control of the Sergeant Monroe story asset (move him to that investigator’s threat area).
- » Search the encounter deck, discard pile, and all play areas for each copy of Arkham Officer and remove them from the game.
- » Shuffle the encounter discard pile into the encounter deck.

*...He doesn't believe you.*

"No. No, I don't believe you." The man says, unholstering his weapon. "None of this checks out. You're coming with me, pal. You can sing your story down at the station." You raise your hands, and he starts ushering you out of the room when there is a tremendous crash from another part of the hotel. The entire building shakes to its foundations, and you hear guests screaming. "What in the hell?" He looks to the door, then to you. "Stay put," he warns, "Or I swear, next time I see you, you're gettin' cuffed." He runs off to investigate the noise, mumbling about how he is getting too old for this job

- » Remember that “*the police don’t believe you.*”
- » Remove Sergeant Monroe from the game.
- » Search the encounter deck, discard pile, and all play areas for each copy of Arkham Officer and remove them from the game.
- » Shuffle the encounter discard pile into the encounter deck.

*...the true culprit*

Thanks to your cunning investigation, you now have a better idea of what is going on. You're not the real culprit here. There is much more happening behind the scenes of the Excelsior Hotel, and you're just caught in the middle ...



---

Consult the chart below and continue to the page indicated based on which two **Lead** assets are controlled by the players.

|                   | Alien Device | Time-Worn Locket | Sinister Solution | Manager's Key | Tome of Rituals |
|-------------------|--------------|------------------|-------------------|---------------|-----------------|
| Alien Device      | X            | 126              | 128               | 130           | 132             |
| Time-Worn Locket  | 126          | X                | 134               | 136           | 138             |
| Sinister Solution | 128          | 134              | X                 | 140           | 142             |
| Manager's Key     | 130          | 136              | 140               | X             | 144             |
| Tome of Rituals   | 132          | 138              | 142               | 144           | X               |

*...The Alien Device and Time-Worn Locket are in play*

The specter laid dormant for many years, in relative peace. It wasn't violent until the victim brought that accursed device into the hotel. The signal emitted from the transmitter was inaudible to human ears, but somehow pierced beyond the veil of the material world. Driven berserk, the specter will not stop until it has killed every last person in the hotel.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. I).” It is both the current act and the current agenda.
- » Move all clues from Time-Worn Locket to Alien Device.
- » Spawn the set-aside Vengeful Specter in Room 245.

---

**When the game is complete:**

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Alien Device and Sinister Solution are in play*

The victim was experimenting with extraterrestrial brain matter and attracted the attention of another creature from beyond the stars. Between the concoction you were forced to drink and the signal emitted by that horrible device, it's a wonder you are able to think properly at all. You hear a crash and an unearthly screech from the rooftop. Perhaps you can turn this strange potion to your advantage.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. II).” It is both the current act and the current agenda.
- » Move all clues from Alien Device to Sinister Solution.
- » Spawn the set-aside Otherworldly Meddler at the Hotel Roof.  
Place 1  doom on Otherworldly Meddler.

---

**When the game is complete:**

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Alien Device and Manager's Key are in play*

Whatever the extraterrestrial device's original purpose was, it never should have been brought to your world. The moment it came into contact with humans, it changed them, and the resulting monstrosities hunger for more flesh. Your "victim" was one such creature, no innocent at all, and you were forced to defend yourself when you learned the truth. Now, with your memories returned, you can put an end to this



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. III).” It is both the current act and the current agenda.
- » Move all clues from Manager’s Key to Alien Device.
- » Spawn the set-aside Hotel Manager in the Restaurant.

---

**When the game is complete:**

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Alien Device and Tome of Rituals are in play*

The Enclave used the strange transmitter to summon its owner to the hotel. Now they hope to gain control over the creature through a ritual of blood sacrifice. By forcing other guests to do their bloody work, evidence of their wrongdoing remains hidden...but you know the truth. And now you can stop their ritual and allow the hideous creature to return to its own world.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. IV).” It is both the current act and the current agenda.
- » Move all clues from Alien Device to Tome of Rituals.
- » Spawn the set-aside Otherworldly Meddler at the Hotel Roof.  
Place 2 plus 2• doom on Otherworldly Meddler

---

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Time-Worn Locket and Sinister Solution are in play*

The victim was utilizing a strange concoction in an attempt to peer into the world beyond the living. His experiments were what angered the specter, and led to his demise. It is up to you to destroy this spirit once and for all, and there's only one way to do that...



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. V).” It is both the current act and the current agenda.
- » Move all clues from Time-Worn Locket to Sinister Solution.
- » Spawn the set-aside Vengeful Specter in Room 245.

---

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Time-Worn Locket and Manger's Key are in play*

The woman in the locket was killed many years ago, and the manager is the one responsible. The man who met you in 225 was one of the staff members involved. That is when the spirit possessed you in a fit of righteous fury. Nothing in this hotel will return to normal until the manager is destroyed and the spirit is avenged.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. VI).” It is both the current act and the current agenda.
- » Move all clues from Manager’s Key to Time-Worn Locket.
- » Spawn the set-aside Hotel Manager in the Restaurant.

---

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Time-Worn Locket and Tome of Rituals are in play*

The woman in the locket was killed many years ago in one of the Enclave's many blood sacrifices. Its hate and malice for the cult is what drove it to possess you, and what drove it to kill. Its fury must be satisfied, and you are its righteous agent. It is up to you to direct that fury to its rightful source: the cult that infests the hotel.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. VII).” It is both the current act and the current agenda.
- » Spawn the set-aside Dimensional Shambler in the Basement.
- » Shuffle each **Guest** enemy in the victory display into the encounter deck, along with the encounter discard pile.
- » Discard cards from the top of the encounter deck until 1 plus

 1  Guest

or **Cultist** enemies are discarded. Randomly spawn each of those enemies in a different **Crime Scene** location (empty, if able).

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Sinister Solution and Manager's Key are in play*

The victim was performing horrible experiments within the Excelsior. He had already transformed much of the staff, and you were to be the next in a long line of subjects...only the experiment was a failure. Now it is up to you to put a stop to these horrible transformations by destroying the source of this concoction.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. VIII).” It is both the current act and the current agenda.
- » Shuffle each **Staff** enemy in the victory display into the encounter deck, along with the encounter discard pile.
- » Discard cards from the top of the encounter deck until 1 **Staff** enemy is discarded (2 instead if there are 3 or 4 investigators in the game). Spawn each of those enemies in the Foyer.
- » Attach the set-aside Harvested Brain to Room 212.

---

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Sinister Solution and Tome of Rituals are in play*

The Enclave have wrested control of an inhuman brain through a vile ritual and blood sacrifice. Now the cult utilizes the brain's vast intellect and strange secretions to possess others to do their bidding, and you are their latest victim. The only way to stop their scheme is to break their hold over this brain once and for all.



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. IX).” It is both the current act and the current agenda.
- » Move all clues from Sinister Solution to Tome of Rituals.
- » Attach the set-aside Harvested Brain to Room 212.

---

#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...The Manager's Key and Tome of Rituals are in play*

The Enclave has been performing a terrible ritual for days, intending to change every last human inside the Excelsior into wretched monstrosities. The staff were the first to change, and if you aren't quick, you will be next. The transformation has already begun...



- » Remove all doom from play. Advance the act and agenda deck to the set-aside “The True Culprit (v. X).” It is both the current act and the current agenda.
- » Spawn the set-aside Dimensional Shambler in the Basement.
- » Shuffle each Guest enemy in the victory display into the encounter deck, along with the encounter discard pile.
- » Place 2  doom on The True Culprit (v. X). ”



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#### When the game is complete:

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

Go to page 146.

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

Go to page 148.

- » *If Resolution 1 (R1) was reached*

Go to page 150.

- » *If Resolution 2 (R2) was reached*

Go to page 152.

- » *If Resolution 3 (R3) was reached*

Go to page 154.

*...No resolution due to investigator defeat.*

You collapse to the floor, gasping for breath. The air around you feels oppressive, your ears filled with the agonizing wails of other innocents who have fallen victim to the cruel machinations that continue in the Excelsior hotel. You clutch at the carpet, your vision swirling and swaying as you feel yourself losing consciousness. Your efforts have been in vain. The nefarious plans that have been set into motion can no longer be undone.



- » In your Campaign Log, record that *the Excelsior claims another victim.*



---

Continue to page 152.

*...No resolution and a least one resignation.*

With no hope of solving this mystery, you fled the hotel. Unfortunately, your flight did not do much to prove your innocence. It wasn't long before the bulls tracked you down and the dreaded knock on your door arrived: "Open up! Arkham Police!"



- » In your Campaign Log, record that *the investigators fled the scene of the crime.*



---

Continue to page 154.

*...Resolution 1.*

Nobody will ever believe what you witnessed at the Excelsior. Not three days later, the hotel was open again, like nothing had ever happened. You know better, though. You witnessed it all firsthand. The events continue to haunt your dreams and your waking thoughts. Even now you go out of your way to avoid the Excelsior, though weeks have passed and there has been no sign of any other nefarious schemes within its accursed walls. The only thing that can quiet the echoing memories of that horrible experience is a visit to the local speakeasy. But all the booze in the world can't keep the grisly visions from your nightmares, waking you in the dead of night with a violent start, soaked in sweat. That's when you notice the person asking around town about the Excelsior. Innocent questions, at first, but more prodding with each passing day. Surely they will believe you. Somebody has to. You may have broken free of the Excelsior's grasp, but there will be other victims, of that you are sure. You grab a piece of paper and hastily scribble a note.

*It's all a facade.  
Room 225. Tonight.  
It's not over.*

If they can see past the veil of the Excelsior's operations, then maybe others can too. It may not be too late to stop it all from happening again!

- » In your Campaign Log, record *the Excelsior is quiet, for now.*

The lead investigator must add the What Have You Done? weakness to their deck. They may also choose to add the Bloodstained Dagger story asset to their deck as well. Both cards do not count toward that investigator's deck size.

- » If “the police are on your side,” any one investigator may choose to add Sergeant Monroe to their deck. This card does not count toward that investigator's deck size.
- » If “the police don't believe you,” do not add Sergeant Monroe to any investigator's deck. Additionally, if there is at least 1 **Police** enemy in the victory display, search the collection for a **Detective** or **Madness** weakness and add it to the lead investigator's deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

*...Resolution 2.*

"Sit there any longer and I'll have to charge you rent." You blink rapidly, as if coming out of a deep dream. Looking up, you see a waiter giving you an annoyed look. He is carrying a stack of dirty dishes. In your hand is a glass of water. You don't remember ordering it, nor do you remember how long you've been here. And where is here, exactly? You spin around in your chair and realize you're in the restaurant of the Excelsior Hotel. A few other diners are present, catching an early dinner and minding their own business. The soft light of an autumn afternoon filters in through the windows, and the general din of activity can be heard from the lobby. You turn and briefly glance back at the waiter before reaching in your pocket and dropping a quarter on the table, heading for the lobby. Your legs feel like jelly. As you stumble out of the restaurant, other guests view you with concern. The security guard in the corner watches you like a hawk. You head over to the front desk, steadying yourself against it. The concierge approaches, but you recoil at the recognition of his face. The hotel is operating as if nothing happened. But that can't be. Everything you saw was true, right? You dash out the front door before he can reach you. You have to put some distance between yourself and this accursed place.

Weeks pass. Nothing helps to quell the feeling in your mind that you have missed something important. This business with the Excelsior is not done, not by a long shot. You begin your investigation anew, asking around town for the latest rumors regarding the hotel. More missing staff. More sudden closures. Guests who never arrived. Guests who never left. It's all too much.

Standing on a lonely street corner in Northside, you consider your options. Streetlamps flicker to life around you as evening creeps in. Just then, a stranger bumps into you, muttering a half-hearted apology. You take a step after them before you feel something tugging at the back of your mind. No. Could it be? You stick your hands into your coat pocket. Stuffed inside is a small, folded note. You look up, but the pedestrian is nowhere in sight. You unfold the note slowly, fingers shaking from anxiety and fear.

*It's all a facade.  
Room 225. Tonight.  
This isn't over.*

- » If this is the first time you have played this scenario during this campaign, you may replay it. Reset the game to this scenario's **Setup**. Do not record anything else in your Campaign Log except for any trauma suffered. No experience points are earned from your previous game.
  - Continue to page 110.
- » Otherwise,
  - In your Campaign Log, record *the murders continue, unsolved.*
  - Each investigator earns experience equal to the Victory X value of each card in the victory display.
  - The lead investigator must add the What Have You Done? weakness to their deck. They may also choose to add the Bloodstained Dagger story asset to their deck as well. Both cards do not count toward that investigator's deck size.

*...Resolution 3.*

You sit in a cold, dank holding cell awaiting your arraignment. You have no doubt that with the evidence the police gathered, you'll be spending the rest of your life behind bars. You have sworn high and low that you had nothing to do with the murder, but doubt lingers in your mind. Could it have been you, somehow? What really happened in the Excelsior that night?

Just then, you hear rapping on the bars of your cell. An officer stands just outside, looking away from you. He slips a folded note between the bars of your cell. Knowing better than to ask his intentions out loud, you slowly walk over and unfold the note, your fingers shaking with trepidation.

*It's all a facade.  
Room 225. Tonight.  
This isn't over.*

Just as you finish reading the note, you hear the click of the cell's latch unlocking. The officer is gone, and the door to your cell swings open.

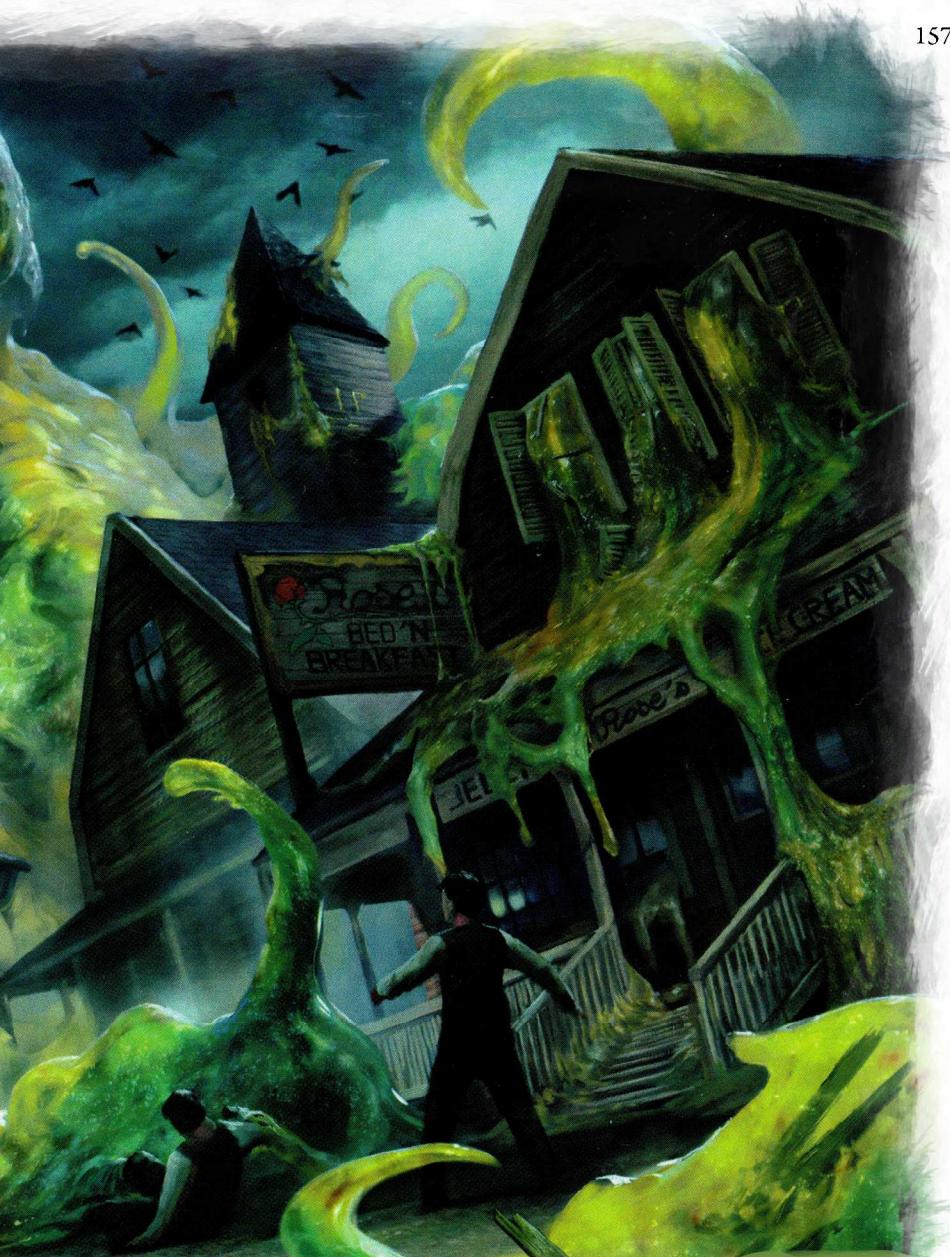


- » If this is the first time you have played this scenario during this campaign, you may replay it. Reset the game to this scenario's **Setup**. Do not record anything else in your Campaign Log except for any trauma suffered. No experience points are earned from your previous game.
  - Continue to page 110.
- » Otherwise,
  - In your Campaign Log, record *the murders continue, unsolved*.
  - Each investigator earns experience equal to the Victory X value of each card in the victory display.
  - The lead investigator must add the What Have You Done? weakness to their deck. They may also choose to add the Bloodstained Dagger story asset to their deck as well. Both cards do not count toward that investigator's deck size.
  - Search the collection for a **Detective** or **Madness** weakness and add it to the lead investigator's deck.



STAND-ALONE VI

# THE BLOB THAT ATE EVERYTHING



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Continue to page 158.

Incident Report: 8L-08  
 Thursday, 07/05/1928  
 Blackwater, MA

0312 hours  
 Impact event just outside of Blackwater. Intercepted  
 police call, agents sent to investigate. Interviewed  
 local farmer, Ron Graham; claims meteor was several  
 feet wide, greenish hue. Crater roughly 100 yards in  
 diameter. Radiation detected in outlying area. Recom-  
 mend immediate quarantine and further observation by  
 research team. Situation under control

*Wilson Stewart*  
 WILSON STEWART  
 Lieutenant, U. S. Army,  
 Commanding.

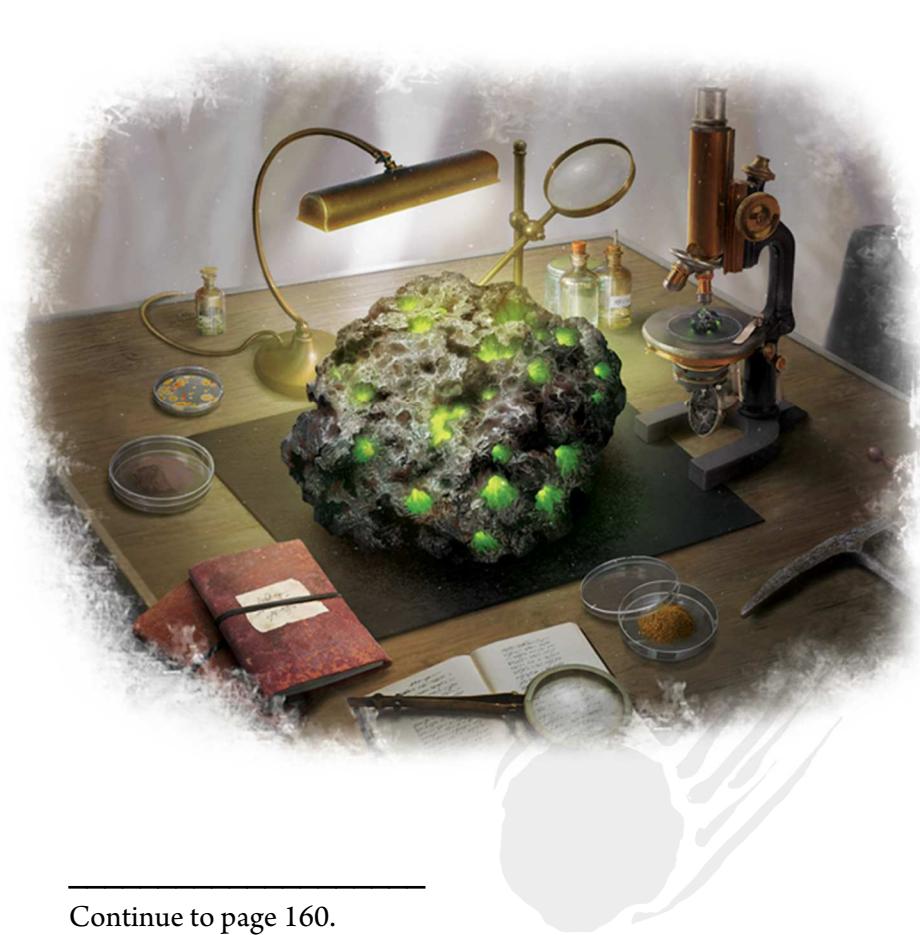
...It wasn't under control.

That was the report the G-men took when they first arrived. For the next few days, the town of Blackwater was on lock-down. The impact was all that was talked about in the papers, but not much was known aside from the enormous crater and the effect it had on the countryside. Nobody was allowed to leave the town, and only those approved by the shadowy government agency were allowed to enter. Those unfortunate few included high-ranking government agents, and a team of researchers from the nearby Miskatonic University, who were summoned to investigate the meteor itself. For the rest of the town's inhabitants, it was a strange occurrence, nothing more ... that is, until the meteor hatched.

I saw it with my own eyes. When the anomaly emerged, the first thing it did was devour the team of researchers who had been sent to collect and study samples from the meteor. The next thing it did was devour their lab equipment. Then Ron Graham's tractor. Then his house, in its entirety. It continued to grow and spread, devouring everything in its path. I barely escaped with my life.

When the army arrived, they thought they could kill it with bullets and shells. Everything they threw at the creature was devoured, one round after the next. Then it split into hundreds of smaller pieces of itself, and the army was quickly overwhelmed. While the battle raged on, myself and others back in town saw lights and shapes in the sky above. Something was up there, waiting. Biding time.

The quarantine still holds, and we're stuck in the middle of it. It won't be long before the anomaly has grown large enough to devour everything in Blackwater. And if that happens, who could possibly stop its rampage?



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Continue to page 160.

## *Story Cards*

Story cards are a new cardtype in this scenario. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.

## *Devour*

During this scenario, Subject 8L-08 can “devour” a variety of things.

- » If a card is devoured, it is placed beneath Subject 8L-08. Cards beneath Subject 8L-08 are considered out of play. Each devoured card is returned to its owner’s deck at the end of the game. If an investigator is devoured, they are killed.
- » If a token is devoured, it is placed in the token pool.
- » When choosing a location to be devoured, you cannot choose to devour a location if it causes another location to have no valid connections.
- » Subject 8L-08 can also devour certain aspects of reality or metaphysical objects. If it does so, you will be instructed of the consequences.

## *Countermeasures*

Countermeasures represent supplies, research, or military equipment which may aid the investigators in their survival. Countermeasures may be spent via certain card abilities in order to trigger powerful effects. However, gaining new countermeasures is rare, so be careful how you spend them!

## Blob X

Many of the enemies in this scenario are pieces of the anomaly which have broken apart and have their own sentience. Defeating these enemies damages the anomaly. As an enemy with **Blob X** is defeated, deal X damage to Subject 8L-08.

- » Enemies with **Blob X** are not placed in the victory display when they are defeated unless they also have **Victory X**.

## Subject 8L-08

Subject 8L-08 is an enemy card with a different card template than most other enemies.



*Note: Subject 8L-08 has no fight, evade, damage, or horror values*

## Game Modes

The Blob That Ate Everything can be played as either a standalone scenario or as a side-story inserted into any campaign. When played as a standalone scenario, 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 The Blob That Ate Everything side-story costs each investigator **2 experience**.

### Standalone Mode

- » Construct the chaos bag with your chosen difficulty.

- » **Standard:**

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

- » **Hard:**

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

» If the investigators are playing in epic multiplayer mode

Go to page 164.

» If the investigators are playing in single group mode

Go to page 168.

## Epic Multiplayer Mode

To play The Blob That Ate Everything 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. Then, designate one person to be the “event organizer” (see page 166 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.
- » Subject 8L-08 has a global health pool which is calculated based on the total number of participating investigators among all groups at the start of the event. **This health value is 15 health per investigator.** This health is shared between all of the groups, and is tracked by the event organizer.
- » Act 1 has a global clue threshold which is calculated based on the total number of participating investigators among all groups at the start of the event. **This clue threshold is 2 per investigator.** This clue threshold is shared between all of the groups, and is tracked by the event organizer.
- » Countermeasures are a shared resource which is calculated based on the total number of participating investigators among all groups at the start of the event. **The number of countermeasures the investigators begin with is equal to half the number of inves-**

tigators (rounded up). Countermeasures are shared between all of the groups, and are subtracted from the total number of available countermeasures when spent. The number of available countermeasures is tracked by the event organizer.

- » When the first group reaches act 3b, it will instruct them to “draw the set-aside story card chosen by the event organizer, resolving the side with the **Part 1** trait.” At this point, the event organizer should choose one of the four story cards at random (Rescue the Chemist, Recover the Sample, Drive Off the Mi-Go, or Defuse the Explosives). Each subsequent group, upon advancing to act 3b and resolving that instruction, should draw that same story card. If any of the groups advance to act 3b a second time, repeat this process.

*For example: 16 total players would be split between 4 groups of 4. At the start of the event, the event organizer sets Subject 8L-08’s health total to 240, the clue threshold for act 1 to 32, and the number of available countermeasures to 8. The event organizer announces these values to the players once they are ready to begin playing, and keeps track of these values as the event progresses. Damage dealt to Subject 8L-08 by any group reduces its health. Clues placed on any group’s copy of act 1a contributes to its clue threshold. Countermeasures spent by any group reduces the total number of countermeasures available.*

### **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, and face the consequences for their inaction.

## *Tips for the Event Organizer*

If you are organizing The Blob That Ate Everything 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 Subject 8L-08's health, the number of clues the investigators have contributed toward act 1, and the number of available counter-measures.
- » Track Subject 8L-08's health by periodically asking each group how much damage has been dealt to their copy of Subject 8L-08. Then, record that damage and remove the damage from that group's copy of Subject 8L-08.
- Periodically inform the investigators how much health Subject 8L-08 has remaining and announce when it reaches certain milestones (like half or one-quarter). When Subject 8L-08 reaches 1 health per investigator, have players announce whenever they deal damage to it, so you know the exact moment when it is defeated. The moment it is defeated, announce that the investigators have won!
- » Track the number of clues that have been spent toward act 1's clue threshold by periodically asking each group how many clues are on their copy of act 1a. Then, record that number and remove the clues from that group's copy of act 1a.
- Periodically inform the investigators how many more clues are required for them to advance act 1. When the global clue threshold has been met, announce that players should advance the act at the start of their next round. Then, reset the global clue threshold. Investigators should take control of any excess clues remaining on their copy of act 1a.

- » When a group spends or gains countermeasures, they should immediately inform the event organizer, so that the event organizer has an accurate total.
- Periodically inform the investigators how many countermeasures are available. If the investigators run out of countermeasures, announce this to the group.
- » If you are playing with 12 or fewer players, it is possible to run the event and also participate. Have one group track Subject 8L-08's health, another group track the number of clues contributed toward act 1's clue threshold, and another group track the number of available countermeasures. Communication is key!
- » If you are playing with more than 12 players, it is recommended that one person be the 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 more than one event organizer, each keeping track of different values.



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Continue to page 168.

## Setup

- » Gather all cards from *The Blob That Ate Everything* encounter set. This set is indicated by this icon: 
- » If you are playing in *Epic Multiplayer Mode*, gather all cards from the *Epic Multiplayer* encounter set, indicated by this icon. (Remove all cards from the *Single Group* encounter set from the game.) 
- » If you are playing in *Single Group Mode*, gather all cards from the *Single Group* encounter set, indicated by this icon. (Remove all cards from the *Epic Multiplayer* encounter set from the game.) 
- » Set all cards from the *Mi-Go Incursion* encounter set aside, out of play. This set is indicated by this icon: 
- » Search *The Blob That Ate Everything* encounter set for the following encounter cards and set them aside, out of play: Vulnerable Heart, 1 copy of Grasping Ooze, 1 copy of Cubic Ooze, and both copies of Oozewraith.
- » Put the Subject 8L-08 enemy into play next to the agenda deck. It is not at any location.
- » Set up the locations according to the guidelines on page 170.
- » If you are playing in *Single Group Mode*, place 1 resource on the scenario reference card, as a countermeasure (2 resources instead if there are 3 or 4 investigators in the game).
- » Shuffle the remainder of the encounter cards to form the encounter deck.

- » If you are playing in *Epic Multiplayer Mode*, the event organizer calculates and announces Subject 8L-08's total health, the global clue threshold for act 1, and the number of available counter-measures (see pages 166-167 for more details).



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Continue to page 170.

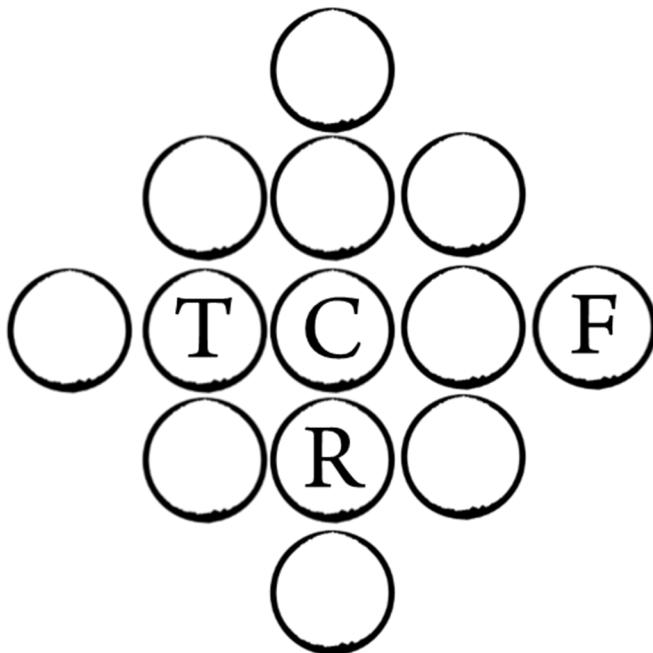


### *Reality Acid*

Throughout the scenario you will encounter Reality Acid. When you do refer to pages 172 through 175.

### *Location Setup*

- » Set up the locations according to the guidelines below.
  - Shuffle the Quarantine Zone locations together and remove 1 of them from the game.
  - Put The Crater into play.
  - Take the Research Site, the Temporary HQ, and 2 random Quarantine Zone locations. Shuffle them and place each of them connected to the Crater, in a random order.
  - Take the Fungus Mound and 3 random Quarantine Zone locations. Shuffle them and place each of them in 1 of the 4 positions in the outer ring, farthest from the Crater.
  - Put the remaining Quarantine Zone locations into play.
  - Each investigator begins play at the Temporary HQ.

*Example Location Placement*

All empty circles indicate Quarantine Zones, and the Crater is indicated by (C). The positions of the Research Site (R), Temporary HQ (T), and Fungus Mound (F) may differ from this diagram.

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**When the game is complete:**

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

Go to page 176.

» If Resolution 1 (R1) was reached

Go to page 176.

» If Resolution 2 (R2) was reached

Go to page 178.

## *Reality Acid*

### Subject 8L-08 opens its maw, and devours ...

(If the combination of chaos tokens revealed is not listed, or if the listed aspect cannot be devoured, reveal two new chaos tokens and consult the chart again.)

| Chaos Token<br><i>(in any order)</i> |          | Aspect of Reality Devoured   |
|--------------------------------------|----------|--|
| ★                                    | 💀 / 🐛    | ... the non-Elite enemy nearest to you   |
| ★                                    | 🂱 / 🐛    | ... a treachery at your location.  |
| ★                                    | -1 to -8 | ... 1 horror and 1 damage from your investigator card.   |
| ★                                    | 0 / +1   | ... your greatest flaw. Search your deck for any 1 weakness card. It is devoured.                                      |
| ★                                    | 🂡        | ... the ★ token just revealed.   |
| +1                                   | 💀 / 🐛    | ... your caution. Resolve Reality Acid three more times, ignoring this result.   |
| +1                                   | 🂱 / 🐛    | ... your ignorance. Discover 1 clue at your location.  |
| +1                                   | -1 to -8 | ... friendships. Until the end of the round, investigators cannot commit cards to each others' skill tests.            |
| +1                                   | 0        | ... your player reference card.  |
| 0                                    | 0        | ... 1 🤠 clues from your location.  |
| 0                                    | 💀        | ... your voice. Until the end of the round, you cannot speak or make noise.  |
| 0                                    | 🃑        | ... your group's food and drinks. It cannot be consumed until your group has dealt at least 3 damage to Subject 8L-08. |

|    |          |  |
|----|----------|--|
| 0  |          | ... the concept of language. Until the end of the investigation phase, you can only speak in gibberish.                                      |
| 0  |          | ... light. Until the end of the round, investigators must play with all nearby light sources turned off or covered (except for flashlights). |
| 0  | -1/-2    | ... itself, and then regurgitates itself. Deal 1 damage to Subject 8L-08.  |
| 0  | -3       | ... all damage from each Manifold enemy.   |
| 0  | -4 to -8 | ... all of the supplies, ammo, charges, and secrets among assets you control.  |
| -1 |          | ... your hope. Until the end of the next mythos phase, set your base  to 0.  |
| -1 |          | ... your curiosity. Until the end of the next mythos phase, set your base  to 0.   |
| -1 |          | ... your precision. Until the end of the next mythos phase, set your base  to 0.   |
| -1 |          | ... your attention. Until the end of the next mythos phase, set your base  to 0.   |
| -1 | -1       | ... your versatility. Until the end of the round, you cannot play or use cards that do not match   |
| -1 | -2       | ... your cell phone.   |
| -1 | -3       | ... the chaos bag. Remove all tokens from it and place them in a different container.  |
| -1 | -4 to -8 | ... level 1–5 cards of your choice with at least 5 total levels from among your deck, discard pile, hand, and play area.                     |
| -2 | /        | ... the top 3 cards of your deck.  |

## *Reality Acid Continued*

| Chaos Token<br><i>(in any order)</i>  |  | Aspect of Reality Devoured  |
|---|--|---|
| -2  |  /   | ... the top 3 cards of your discard pile.   |
| -2  | -2   | ... the deckbox you store your deck in.   |
| -2  | -3   | ... your investigator's card sleeve.  |
| -2  | -4 to -8   | ... your party's teamwork. Each investigator loses 1 action.  |
| -3  |  / <br> /  | ... a Talent, Connection, or Condition asset you control.   |
| -3  | -4 to -8   | ... your sense of time. Until you advance the agenda, investigators cannot use time-keeping devices, ask about the time, or trigger abilities on any card with "time," "watch," or "chrono" in its title. |
| -4 to -8  |  /   | ... your investigator mini card. (Use something else to mark your location.)  |
| -4 to -8  |  /   | ... your house. Search the collection for Your House (Core #124); it is devoured.   |
| -4 to -8  | -4 to -8   | ... your soul. Record in your Campaign Log that <i>you have no soul</i> .   |
|  |   | ... the highest-cost Ally asset you control.  |
|  |   | ... all event cards in your hand.   |
|  |   | ... all of your resources.  |
|  |   | ... all skill cards in your hand.   |
|  |   | ... all cards that have been exiled.  |

|  |          |  |
|--|----------|--|
|  |          | ...your identity. Until the end of the round, treat your investigator's text box as if it were   |
|  |          | ...the concept of speed. Until the end of the round, investigators cannot gain or take additional actions.   |
|  |          | ...your sense of urgency. Until the end of the round, you cannot move.   |
|  |          | ...your potential. Until the end of the round, your skills cannot be increased.  |
|  |          | ...your patience. Place 1 doom on the current agenda.  |
|  | /        | ...all Spell and Ritual assets you control.  |
|  | /        | ...all Item assets you control.  |
|  | +1       | ...the concept of a “discard pile.” Until the end of the next mythos phase, each card that would be placed in any investigator’s discard pile is instead devoured. |
|  | 0        | ...one of your hands. For the remainder of the game, you have 1 fewer hand slot.   |
|  | -1       | ...the concept of success. The next time an investigator would succeed at a test by 2 or more, that investigator instead automatically fails                       |
|  | -2/-3    | ...1 countermeasure.   |
|  | -4 to -8 | ...the concept of easiness. Until the end of the game, flip the scenario reference card to its Hard/Expert side.   |

*...from page 171 (Resolution 1).*

Nothing is left of Blackwater now. The quarantine is broken. The anomaly cannot be contained. First it will spread throughout the countryside, devouring all in its path. Soon all of Massachusetts will be devoured. Then the entirety of New England. It has burrowed beneath the ground and cannot be stopped even by the oceans. No continent is safe. Every living organism on the planet will be devoured. And then, so too will the Earth.



...but that won't be the end.

Not even the void of space can stop the creature's growth. In time, it will continue to expand and devour until there is nothing left but the cold emptiness of space and the blob that ate everything.

- » In your Campaign Log, record that *Subject 8L-08 devoured the entire universe.*
- » The investigators lose the campaign.

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# THE END



...from page 171 (Resolution 2).

Incident Report: 8L-08, continued

Wednesday, 07/11/1928

Blackwater, MA

0742 hours - Contact made with [REDACTED] subject. Subject [REDACTED] meteor; researchers are unsure whether meteor served as an avenue for [REDACTED] or as some kind of [REDACTED]

Initiated immediate emergency response procedures. At roughly 0500 hours, subject was eliminated by third party. As per operational protocol, samples have been collected and sent to [REDACTED] for further study. Agents are currently scrubbing remainder of subject's presence from quarantine zone. Strongly recommend immediate expunging of previous conflicting incident report.

Citizens of Blackwater have been informed [REDACTED] quarantine [REDACTED] contagion of airborne virus. Induced several infections [REDACTED]; medical teams en route to confirm.

Agents are attempting to meet with unlicensed combatants for debriefing. Due to sensitive nature of incident, recommend release followed by close observation. Story must be kept [REDACTED]  
[REDACTED]  
[REDACTED]

Destroy this incident report immediately.

Additional instructions to follow.



- » In your Campaign Log, record that *the anomaly was contained*.
- » For each of the following assets that are in play (Universal Solvent, Pet Oozeling, Mi-Go Weapon, and Lt. Wilson Stewart), 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. Each investigator earns 3 bonus experience as they have saved the fabric of existence.







# OPTIONAL VARIANTS

Optional variants are alternate ways to play the stand-alone scenarios.



## THE LABYRINTHS OF LUNACY

## THE SHIFTING LABYRINTH

Typically, each game of The Labyrinths of Lunacy has each Group (A, B or C) following a set path of act cards. However, these act cards can be mixed and matched to randomize which chambers and puzzles are encountered.

To play with this variant, instead of building the act deck with only one Group's act cards, each group constructs their act deck with a **randomly chosen act 1 card** and a randomly chosen act 2 card. Use the Setup instructions for the Group designated in the title of the randomly chosen act 1 card.

When transitioning from act 1 to act 2, use the **Act 2 Setup** instructions for the Group designated in the title of **the randomly chosen act 2 card**. For the remainder of the game, **you are now considered to be in that Group**.

**Example:**

Charles, Kate and Edwin are playing The Labyrinths of Lunacy using “The Shifting Labyrinth” variant. They randomly choose “The Levers (Group C)” to be act 1 and “Distortions in Time (Group A)” to be act 2. The act deck is constructed with those cards, along with “The Escape” as act 3. Throughout act 1, they are considered to be in Group C, and should use the setup instructions listed for Group C. When transitioning to act 2, they should use the Act 2 Setup for Group A. From that point onward, they are considered to be in Group A.

If you are playing in *Epic Multiplayer Mode*, randomize the act cards from one set of The Labyrinths of Lunacy and deal one act 1 and one act 2 card to each group, so that no act card is repeated between the three groups.

If you are playing in *Single Group Mode* and wish to use this variant over a series of three games, record the names of the act cards randomly chosen for each game and do not use those act cards again for the remainder of the mini-campaign.







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