

## Tracking Time

When you are instructed to mark one or more **time** in your Campaign Log, fill in that many boxes under the "Time Passed" header.

If you fill in a box that has a symbol, proceed to the Status Reports section of the Campaign Guide (on page 69 in the official guide and on page 218 of the Scarlet Keys 1: Setup and Dossiers Volume in the choose your own adventure version), find the status report matching that letter, and read the text that follows.

## Embarking and Travel

Whenever you **embark**, you may travel wherever you wish using the map included in *The Scarlet Keys* campaign. Each space on the map is connected to one or more other spaces by paths. When you are ready to embark, travel along the paths to reach whichever destination you wish (as a group). For each path you use to reach your destination you must mark 1 **time** in your Campaign Log (to a minimum of 1).

More detailed rules can be found on page 10 of official guide and page 60 of the Scarlet Keys 1: Setup and Dossier choose your own adventure version.

### Name of Paradiensional Artifact      Bearer

- The Eye of Ravens* .....
- The Last Blossom* .....
- The of the Pharos* .....
- The Sable Glass* .....
- The Weeping Lady* .....
- The Twisted Antiprism* .....
- The Shade Reaper* .....
- The Mirroring Blade* .....
- The Bale Engine* .....
- The Ruinous Chime* .....
- The Wellspring of Fortune* .....

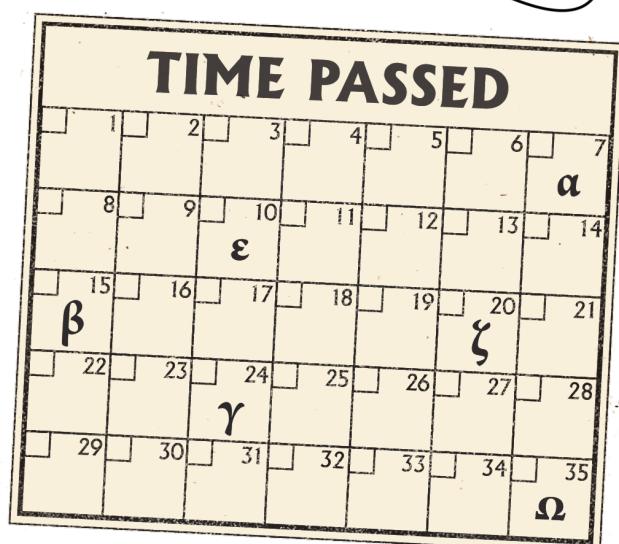
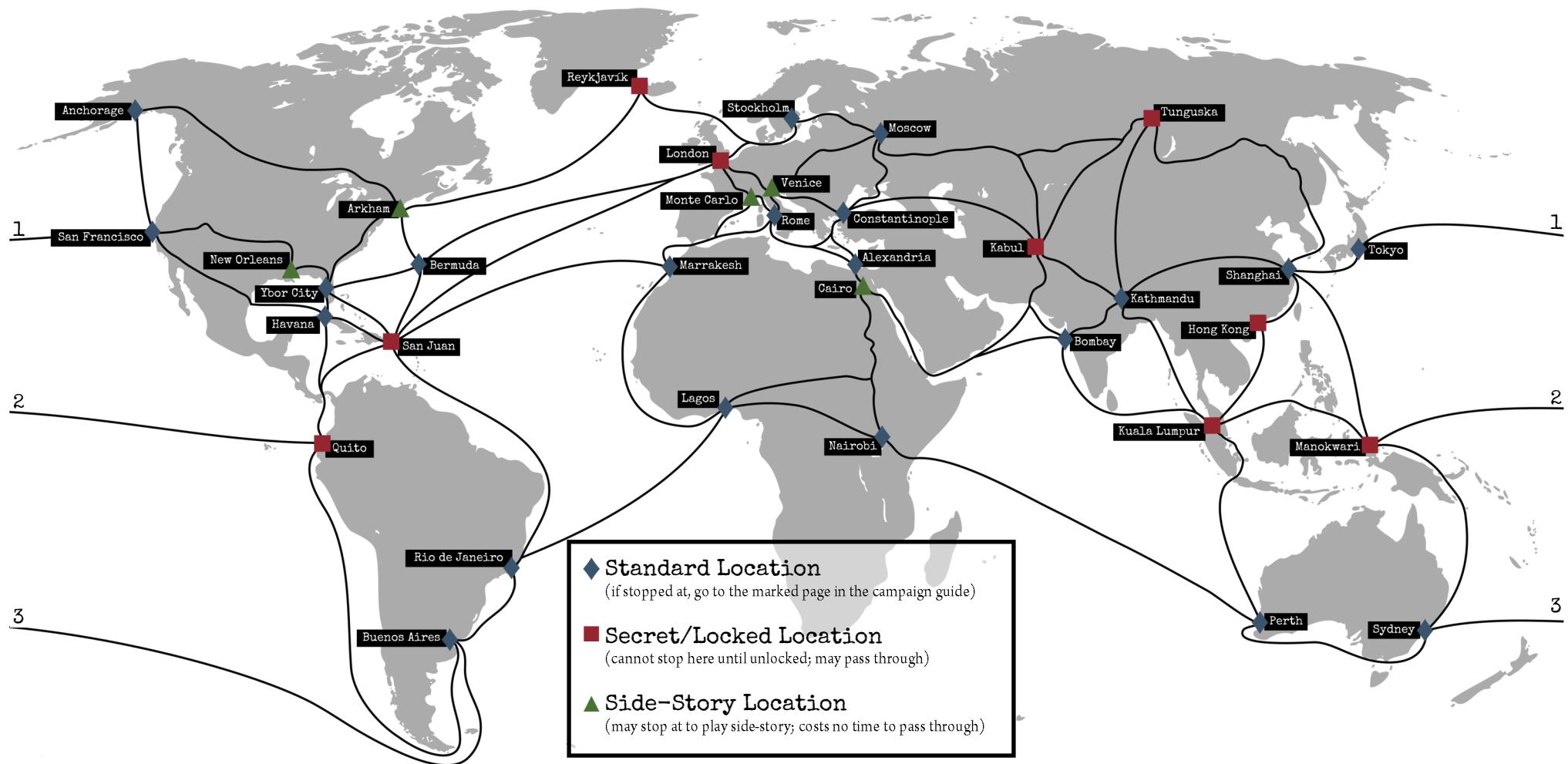


# ARKHAM HORROR THE SCARLET KEYS

## CAMPAIGN MAP

Fantasy Flight Games  
ROSEVILLE, MN

2022



## Location Dossier Reference Numbers

To view dossier for a location go to the page in the campaign guide indicated by the dossier reference number below. (For example to read the dossier for Marrakesh go to page 11 of the campaign guide.) If you are instructed to record a dossier reference number for a secret/locked location do so below.

- |                          |                         |                           |                      |
|--------------------------|-------------------------|---------------------------|----------------------|
| ◆ Alexandria.....38-N    | ■ Kabul .....           | ◆ Nairobi.....54-W        | ◆ Shanghai.....32-J  |
| ◆ Anchorage.....33-K     | ◆ Kathmandu.....53-V    | ▲ New Orleans             | ◆ Stockholm.....36-L |
| ▲ Arkham                 | ■ Kuala Lumpur.....     | ◆ Perth.....55-X          | ◆ Sydney .....49-R   |
| ◆ Bermuda.....20-E       | ◆ Lagos.....37-M        | ■ Quito .....             | ◆ Tokyo.....37-M     |
| ◆ Bombay .....           | ■ London.....           | ■ Reykjavík .....         | ■ Tunguska .....     |
| ◆ Buenos Aires .....     | ■ Manokwari.....        | ◆ Rio de Janeiro.....44-O | ▲ Venice             |
| ◆ Constantinople....21-F | ◆ Marrakesh.....11-B    | ◆ Rome.....51-T           | ◆ Ybor City.....52-U |
| ◆ Havana.....28-I        | ▲ Monte Carlo .....41-♣ | ◆ San Francisco .....     |                      |
| ■ Hong Kong .....        | ◆ Moscow.....26-G       | ■ San Juan .....          |                      |

\* If you are using the official campaign guide this scenario is not on page 41. It is contained in the Fortune and Folly Standalone Pack.