




# RETURN TO NIGHT OF THE ZEALOT

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

-  RETURN TO... THE GATHERING
-  RETURN TO... THE MIDNIGHT MASKS
-  RETURN TO... THE DEVOURER BELOW

## Replacement Encounter Sets

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



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



## Optional Variant

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

# RETURN TO THE DUNWICH LEGACY

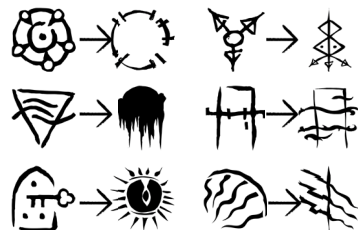
» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions listed on that card and any additional rules listed below

-  RETURN TO... EXTRACURRICULAR ACTIVITIES
-  RETURN TO... THE HOUSE ALWAYS WINS
-  RETURN TO... THE MISKATONIC MUSEUM
-  RETURN TO... THE ESSEX COUNTY EXPRESS
-  RETURN TO... BLOOD ON THE ALTAR
-  RETURN TO... UNDIMENSIONED AND UNSEEN
-  RETURN TO... WHERE DOOM AWAITS
-  RETURN TO... LOST IN TIME AND SPACE



## Replacement Encounter Sets

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



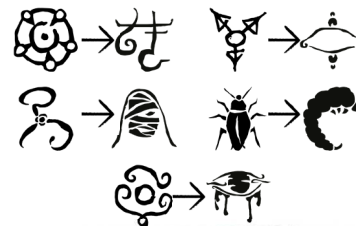
# RETURN TO THE PATH TO CARCOSA

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

-  RETURN TO... CURTAIN CALL
-  RETURN TO... THE LAST KING
-  RETURN TO... ECHOS OF THE PAST
-  RETURN TO... THE UNSPEAKABLE OATH
-  RETURN TO... A PHANTOM TRUTH
-  RETURN TO... THE PALLID MASK
-  RETURN TO... BLACK STARS RISE
-  RETURN TO... DIM CARCOSA




## Replacement Encounter Sets

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



# RETURN TO THE FORGOTTEN AGE

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

-  RETURN TO... THE UNTAMED WILDS
-  RETURN TO... THE DOOM OF EZTLI
-  RETURN TO... THREADS OF FATE

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

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

While resolving Resolution 1, resolve the following:

- » If act 3g was completed, record in your Campaign Log that *The investigators recruited the help of another expedition*. Any one investigator may choose to include the Veda Whitsley story asset in their deck. This card does not count toward that investigator's deck size.
- » Each investigator earns 1 additional experience for each act 2 and act 3 card that was completed during this scenario, as you gain insight into the schemes of the Brotherhood. **Additional experience gained for completing act cards during this scenario (including act 1 cards) cannot be spent to purchase cards. Instead, it must be spent to remove poison or cure trauma, or it must be converted to supply points, as outlined below.** Other experience gained can be used to purchase cards and/or for any of these other purposes, as normal.
- » During the Resupply Point at the end of this scenario, there is no longer a limit on how much experience may be spent to remove trauma. Additionally, each investigator may convert up to 10 of their experience to supply points, at a rate of 1 supply point for every 2 experience converted.

-  RETURN TO... THE BOUNDARY BEYOND



## RETURN TO... HEART OF THE ELDERS

While resolving any of the scenario's resolutions, instead of replaying part 1 of the scenario, the investigator may choose to proceed to the following resolution:

You haven't yet completed the puzzle of the six pillars that serve as the entrance to K'n-yan, but you don't wish to tarry any further in this hostile jungle. You decide to enter the cavern anyway, hoping that whatever "wards" the pillars represent are nothing but ancient superstition...

- » You have trespassed in a hostile land. Place pillar tokens on the Mouth of K'n-yan until there are exactly 6 pillar tokens. Then, for every pillar token added in this way, record two tally marks under "Yig's Fury" in your Campaign Log.
- » As you pass by the pillars, intense pain wrenches its way through your body, and you are afflicted with a terrible curse. Each investigator who is poisoned takes 1 mental trauma. Each investigator who is not poisoned adds a set-aside Poisoned weakness to their deck.

» Proceed to **Resolution 1**.



## RETURN TO... THE CITY OF ARCHIVES

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

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



## RETURN TO... SHATTERED AEONS

## RETURN TO... TURN BACK TIME

### Replacement Encounter Sets

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



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



### Achievement List

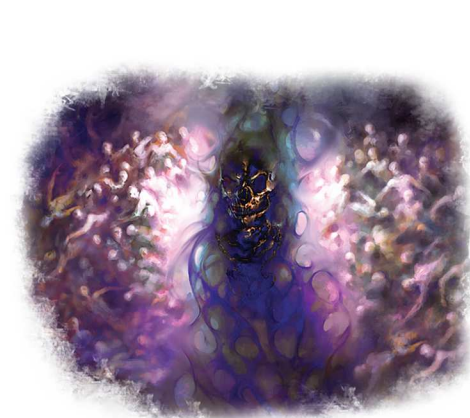
When you complete an achievement, record in your campaign log that *You completed (achievement name)*.

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

### Achievement List

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

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



### Achievement List

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

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



# RETURN TO THE CIRLCE UNDONE

» When setting up any scenario using the expansion find the Return To scenario card matching the scenario you are playing. Follow the additional setup instructions

## RETURN TO... DISAPPEARANCE AT THE TWILIGHT ESTATE

Instead of playing the scenario Each player draws a random tarot card from the Tarot Deck and refers to the list below to see what happened to that character, recording it in the Campaign Log were appropriate (adding up the total pieces of evidence left behind). The same card cannot be drawn for more than one character.

- » **0:** (character's name) disappeared into the mist. 2 pieces of evidence were left behind.
- » **I–II:** (character's name) disappeared into the mist. 0 pieces of evidence were left behind.
- » **III–XI:** (character's name) was claimed by specters. 3 pieces of evidence were left behind.
- » **XII–IX:** (character's name) was claimed by specters. 5 pieces of evidence were left behind.
- » **X–XII:** (character's name) was pulled into the spectral realm. 2 pieces of evidence were left behind.
- » **XIII–XVI:** (character's name) was pulled into the spectral realm. 4 pieces of evidence were left behind.
- » **XVII–XVIII:** (character's name) was pulled into the spectral realm. 6 pieces of evidence were left behind.
- » **XIX–XX:** (character's name) was taken by the watcher. 3 pieces of evidence were left behind.
- » **XXI:** (character's name) was taken by the watcher. 5 pieces of evidence were left behind.



## RETURN TO... THE WITCHING HOUR

If the investigators resolve **Intro 2** and accept their fate, instead of resolving the second bullet point of that intro (earing the Tower · XVI and Ace of Rods), the lead investigator may choose to resolve the following:

- » Using the Tarot Deck, perform an 8-card Campaign reading with these specific 8 cards, in this order: Temperance, Justice, Hermit, Hanged Man, Hierophant, Lovers, Chariot, Wheel of Fortune.

Regardless of any choices made during the intro, the following resolution is added to the list of possible resolutions

# RETURN TO THE CIRLCE UNDONE

**RETURN TO...  
UNION AND DISILLUSION**  
If Erynn joined the investigators and the investigators sided with the coven during the scenario's setup, read the following Additional Intro before setting up the scenario:

**Additional Intro:** Erynn considers your words carefully as you tell her that you intend to side with her coven and help them stop the Lodge's ritual despite what you have learned about her high priestess. "I don't know," she admits. "Is this truly what you want?" She sighs, looking more exhausted and troubled than ever before. "All right. If this is what you intend to do, so be it. But I hope you understand what you are doing..."

Replace **Resolution 4** from the original campaign guide with the following new version of **Resolution 4**. The additional resolutions below are added to the list of possible resolutions.

### Resolution 4

Anette approaches, confronting the remnant's ethereal shell. "Sister! We are the ones who have called you here from the great beyond." The shattered revenant turns its attention to Anette, and the rest of her coven watch in anticipation.

"What are you doing, you fool? This spirit is no mere witch!" Carl Sanford yells out. But it is too late. Anette ignores Sanford, continuing to speak to the spectral presence. "For years we have suffered injustice after injustice. Share with me your secrets, sister. Together, as one mind, body, and soul, we can begin anew."

The ghost reaches out to her with a long, skeletal arm. Anette's sisters gasp as their high priestess steps forward and kneels before the being, offering herself. With a sudden rush of energy, the phantom soul is drawn inside Anette. She collapses to the ground, reeling from the spiritual impact. Her body writhes in torment, but none of the other witches step forward to help, instead watching with equal parts terror and fascination. Finally, Anette rises to her feet, her eyes aglow with mystical power. When she speaks, it is not her voice. "Sisters. Rejoice, for I am reborn," Keziah says.

Carl Sanford taps you with his cane. You were so transfixed by the events occurring in front of you that you hadn't noticed the Lodge members slinking toward the edges of the clearing. One of the Lodge's inner circle raises a revolver and attempts to fire, but the high priestess simply glares at him, and his arm withers and rots before your eyes. His gun clatters to the ground and he makes one final croak before he is nothing but a decayed husk on the ground. "We must leave this place at once," Sanford says stoically. "This being posses power over life and death itself. It will not suffer our presence any longer."

Anette—no, Keziah—turns her attention to you, and her eyes brighten. "You look *familiar*, child. Come, come. Do not be afraid. You have nothing to fear from

# RETURN TO THE CIRLCE UNDONE

**RETURN TO...  
IN THE CLUTCHES  
OF CHAOS**  
**INTERLUDE IV  
TWIST OF FATE**

» If the investigators arrested Anette,

- Erase 1 tally mark. Remove 1 ♠ from the chaos bag.

» If Anette taught you the spells of old,

- Each investigator may search the collection for a basic **Pact**, **Curse**, **Omen**, or **Silver Twilight** weakness of their choice and add it to their deck. Each investigator who does so earns 4 bonus experience, which can only be spent to purchase or upgrade **Spell**, **Ritual**, **Sorcerer**, or **Witch** cards.

» If the investigators arrested Sanford,

- Erase 1 tally mark. Add a -1 token to the chaos bag.

» If the investigators assumed control of the Silber Twilight Lodge,

- Add 2 ♠ tokens to the chaos bag. Each investigator begins the next scenario with 2 additional resources and 2 additional cards in their opening hand.

## RETURN TO... BEFORE THE BLACK THRONE

**Resolution 6:** This is it. The end of all things, and the nighted throne of the being known as Azathoth. You know there is no sense in harming it—if such a thing can even suffer harm—so you set about finding another way to prevent it from waking. You understand now that the spirits you saw in Hangman's Hill were trying to warn you. Trying to drive you away from the same path Keziah led them down so many years ago. Anette's incantation served as this creature's alarm, and so you shall transform it into a lullaby.

It takes ages for you to find within these vast timeless halls the spirit that knows how to reverse the incantation. And it takes even longer to drag the words from its hollow throat. But together, you speak aloud the rite that ends Keziah's work once and for all. Azathoth slumbers once more, though you know it will not last forever. With your task complete, you turn and face the darkness, summoning your steed. It is time to go home.

» In your Campaign Log, record *Azathoth slumbers... for now*.

» Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have saved the universe from being devoured.

» Each investigator suffers 1 physical trauma and 1 mental trauma, as their nightmarish work takes its toll on their bodies and minds.

» The investigators win the campaign!



## THE TAROT DECK

The Return To expansion includes a deck of 22 tarot cards, each corresponding to one of the Major Arcana of the tarot. These cards can be used to perform simple tarot readings as a supplement to any Arkham Horror: The Card Game scenario or campaign.

*Note: Tarot cards have two orientations—upright and reversed. In tarot readings, a reverse card has an opposite (typically adverse) effect on a reading. When using the optional variant, upright cards make the game easier, while reversed cards make the game harder.*

### One Card Reading (“Chaos”)

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

### Two Card Reading (“Balance”)

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

### Three Card Reading (“Choice”)

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

### Campaign Reading (“Destiny”)

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

### Custom Readings

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



me.” She grins wickedly. Her voice is like knives driving into your soul ... but perhaps this is the chance you have been waiting for?

» *Step forward and accept Keziah’s offering.* Skip to **Resolution 9**. You may choose this option only if an investigator has the Black Book in their deck and Erynn joined the investigators.

» *Flee with Sanford and the Lodge.* Skip to **Resolution 10**.



### Resolution 9

You step forward and meet Keziah’s gaze. This is what you have prepared for. All your research, all the mysteries you have uncovered, it has all led you here. To power. To immortality. Keziah nods knowingly. A sinister smirk frolics on her lips. “Come, sisters. Now is the time to reap the reward for your loyalty.”

Outmatched, Carl Sanford and the Lodge members flee into the woods, leaving you and the coven alone. One by one, you and your new allies each sign the Black Book of Azathoth. Keziah grants you each a shred of her knowledge, of her power, and then she tells you what your loyalty has bought. She speaks of the Great Old Ones, of immortality, of the Messenger and their daemonic wisdom. From henceforth, you are forever changed...

» In your Campaign Log, record *the coven of Keziah holds the world in its grasp*.

» The coven wins the campaign. (Investigators who are truly loyal to the coven win the campaign.)

### Resolution 10

You hate to admit it, but Sanford is right. You cannot play a part in this folly. But the moment such thoughts cross your mind, Keziah’s expression turns to ice. “So be it.” She stretches out her hand. In terror, you flee with the rest of the Lodge, hoping you are fast enough to escape the witch’s magic.

Your escape is a blur. Witches and spirits chase you relentlessly through the forsaken woods. You are only barely able to make it back to the shore before they catch up to you. Other members of the Lodge are perhaps not so fortunate. Having scattered in many directions, you’re not sure how many of them escaped, and you don’t see Carl Sanford anywhere. Still, you suspect he had a plan for this outcome.

» In your Campaign Log, record *Anette Mason is possessed by evil*.

» Proceed to **Resolution 8**.

### Resolution 5

You watch as Anette—the leader of the coven—assembles her priestesses once more around the fire. Together, they complete the last rites of their spell. The chill wind becomes a flurry, and their chanting echoes throughout the woods.

With their spell complete, a dark gale snuffs out the fire at the center of the clearing. Shadows from behind the treeline suddenly twist and coil around the witches, tugging at the edges of their cloaks. One by one, the shadows twist and pull each of them into the darkness beyond ... all except one.

The witch named Erynn lingers for a moment, peering into your eyes as though to discern your intent. “If you are true, meet me where our ancestors lie buried. There we can talk.” Then, she is gone. You are left with only the soft glow of moonlight to guide you home.”

» In your Campaign Log, record *the witches’ spell was cast*.

» In your Campaign Log, record *Erynn wants to meet*.

» In your Campaign Log, under “Mementos Discovered,” record *Mesmerizing Flute and Strange Incantation*. Each investigator earns 3 bonus experience as they gain insight into Arkham’s mysterious past.

» Each investigator earns experience equal to the Victory X value of each card in the victory display.



## RETURN TO ... AT DEATH’S DOORSTEP



## RETURN TO ... THE SECRET NAME



## RETURN TO ... THE WAGES OF SIN

The Following resolution is added to the list of possible resolutions:

### Resolution 3

As you depart Hangman’s Hill, the unnatural mist lingers behind—a reminder that you chose information and power over the safety of the city. The last thing you see as you cross the brook is the blood streaking down the bark of the trees flanking the bridge. The sight is repulsive, and yet ... perhaps there is information to be gathered here, as well. Hoping you’ve done the right thing, you study the strange carving for a moment before continuing to your next destination.

» In your Campaign Log, record *1 heretic was unleashed unto Arkham*.

» In your Campaign Log, under “Mementos Discovered,” record *Bloody Tree Carving*.

» In your Campaign Log, record *Erynn joined the investigators*. Any one investigator may choose to add the Erynn MacAoidh story asset 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.



## RETURN TO ... FOR THE GREATER GOOD