

A FAN MADE CAMPAIGN FOR
ARKHAM HORROR
THE CARD GAME
CIRCUS EX MORTIS

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2024

WILD THOMAS J. KUNTZ

MYSTIC



MADAM

WEST



ZELDA
DEVON
2.2019

ONLY AT THE NEW MOON CIRCUS

“...so from the wells of night to the gulfs of space,
and from the gulfs of space to the wells of night...
Ever their praises, and abundance to the Black Goat of the Woods.
Iä! Shub-Niggurath!
The Goat with a Thousand Young!”

– H. P. Lovecraft, *The Whisperer in Darkness*

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PREFACE

Circus Ex Mortis is an eight-part campaign for *Arkham Horror: The Card Game* for 1 - 4 players. This campaign is based on various works by H. P. Lovecraft and draws from real-life events, historical and mythological figures, secret societies, and of course the circus.

As a general notice to people who have a fear or aversion to clowns, clowns do appear in this campaign, but the art chosen for these cards avoids the typical killer clown image.

Expansion Icon

The cards in the *Circus Ex Mortis* campaign can be identified by this symbol before each card's collector number.



Campaign Setup

To set up the *Circus Ex Mortis* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

Chaos Bag

- » Easy (*I want to spend a day at the circus*):
+1, +1, 0, 0, -1, -1, -2, -2, , , , , .
- » Standard (*I want to entertain the audience*):
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .
- » Hard (*I want to perform death-defying feats*):
0, 0, -1, -1, -1, -2, -2, -3, -4, -5, , , , , .
- » Expert (*I want to run a three-ring circus*):
0, -1, -1, -1, -2, -2, -3, -4, -5, -7, , , , , .

Continue to Additional Rules on page 8.

Continue to the Prologue on page 10.



ADDITIONAL RULES

Moon Tokens

This campaign introduces a new kind of chaos token: The moon (●) token. During the *Circus Ex Mortis* campaign, the moon plays a significant role, and the moon token represents both the strength and severity of its strange influence.



Moon(●) Token

- » ● tokens revealed during a skill test have the following effect:
“0. Seal this token on your investigator card and reveal another token.”
- » ● tokens sealed on your investigator card have no effect on their own, but some card effects may reference whether or not there is a ● token sealed on your investigator card, or the number of ● tokens sealed on your investigator card.
- » At the end of the round, for each ● token sealed on your investigator card, you must (choose one):
 - That token stays sealed on your investigator card.
 - Take 1 damage or 1 horror. Then, release that token.
- » A ● token revealed outside of a skill test has no effect on its own unless otherwise specified by a card effect.



The Tarot Deck

If investigators choose to use the Tarot Deck from the *Return to the Circle Undone* expansion, there is some thematic connection to the *Circus Ex Mortis* campaign. Investigators may choose to perform an 8-card Campaign Reading with these specific 8 cards, in this order:

THE MAGICIAN · I
THE HERMIT · IX
STRENGTH · VIII
THE CHARIOT · VII
THE DEVIL · XV
TEMPERANCE · XIV
THE SUN · XIX
THE MOON · XVIII



Continue to the Prologue on page 10.



PROLOGUE

Sunday, August 26th, 1923. Arkham, Massachusetts.

The New Moon Circus had been the talk of the town for the better part of the week. Traveling circuses tended to visit bigger cities for potential profit alone, and few people in Arkham could find time or money to visit Boston, New York, or Philadelphia on a whim.

While the circus typically didn't draw the attention of high society, even the French Hill elite began to joke about seeing the circus for a lark. You confess, you had some interest in the circus as well, but not for the popular reasons.

Minnie Klein of the *Arkham Advertiser* was the first one to bring the coincidences to your attention. You found Minnie waiting for you at Velma's Diner with her notepad in hand and a hungry look in her eyes – and it wasn't for the lunch specials. “Take a look at these,” she says, using her pencil like a teacher's pointer, “The New Moon Circus used to work the usual circuit in the south, hitting all the big cities like Atlanta and Jacksonville, and never going further north than Memphis. Then a month ago, the circus suddenly took off up the coast, and started working a bunch of podunk towns on the way north. Arkham's the biggest one they've hit since Savannah.”

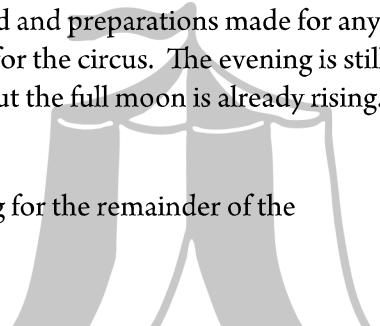
You concede that there's probably something odd behind the circus' decision but you fail to see what about it has excited Minnie. She quickly elaborates. “Missing person cases **and** mysterious deaths in each town the New Moon Circus has visited at the time the circus was in town. And here's the kicker.” Minnie smiles proudly as she taps at the bottom of her pad. “The people who went to see the circus? Nobody can remember anything concrete about it. Two people who live three states away gave their local papers the exact same quote about their experience. How's that for fishy?”

Fishy enough to warrant your investigation at the very least.

And so with tickets in hand and preparations made for any possible contingency, you set out for the circus. The evening is still bright owing to the time of year, but the full moon is already rising.

»Add 3  tokens to the chaos bag for the remainder of the campaign.

Continue to Scenario I - One Night Only on page 12.





SCENARIO I **ONE NIGHT ONLY**

The woods south of Uptown loom above you in the fading light as you approach the circus grounds. Smiling barkers take your tickets and usher you in with enthusiastic shouts of the many waiting attractions, though you only take note of potential threats. If this circus is harboring dark and deadly things, then you can't afford to let your guard down for even a moment. You follow the flow of the crowd to the main tent, wondering just where trouble might start.

Each investigator must decide (choose one):

» *"I'll take a seat next to the animal acts."*

You begin play at The Big Top (*First Ring*).

» *"I'll take a seat next to the acrobats."*

You begin play at The Big Top (*Second Ring*).

» *"I'll take a seat next to the clowns."*

You begin play at The Big Top (*Third Ring*).



» If Dexter Drake or 1 or more **Performer** investigators were chosen for this campaign,

Go to page 14.

» Otherwise,

Go to page 16.

¹⁴

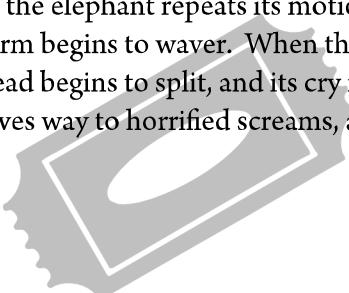
...from page 13 (*behind the curtain*).

As you seat yourself in the bleachers, your eyes instinctively stray to where the performers gather before beginning their routines. The few visible members scan the room furtively, practicing strange hand motions.

»Dexter Drake and each **Performer** investigator begins the game with 1 clue from the token bank.

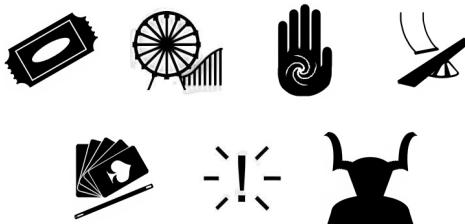
With a sudden loud fanfare, a long parade of exotic animals and costumed acrobats snakes around the tent, each settling in their performance areas to the applause of the crowd. A tall man – unnaturally tall – with a pointed beard and a pitch-black suit saunters between the three rings and gives an elegant bow to the audience. You catch an unsettling glint in his eyes as he raises his head to address the cheering citizens.

“Ladies and gentlemen, boys and girls, welcome to the greatest spectacle of your lives! Watch in amazement as I, Sylvester Blake, ringmaster of the New Moon Circus, unveil our most impossible trick!” The ringmaster’s voice booms out, but with a tone just as unnatural as his appearance. He weaves his hands through the air with a magician’s deftness, and one of the elephants rears up with a trumpet call. Cheers and applause ring out from the audience as the elephant repeats its motion, but its call grows distorted and its form begins to waver. When the animal rises for a third time, its head begins to split, and its cry is utterly alien. The crowd’s cheering gives way to horrified screams, and pandemonium breaks.



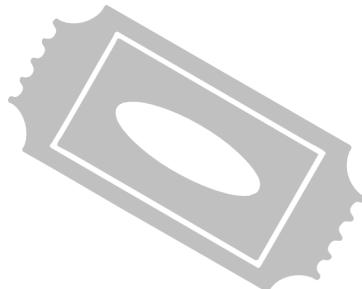
Setup

» Gather all cards from the following encounter sets: *One Night Only*, *Circus Grounds*, *Illusory Tricks*, *New Moon Daredevils*, *New Moon Entertainers*, *Panicked Masses*, and *Primordial Evils*. These sets are indicated by the following icons:



» Put the three The Big Top locations into play along with Carousel, Games Gallery, Animal Cages, and Performer Trailers.

- Each investigator being play at their previously chosen The Big Top location.
- » Put 1 copy of Disguised Monstrosity into play at The Big Top (*First Ring*) exhausted. Set the other copy aside, out of play.
- » When building the act deck, choose one copy of act 1 at random. Remove each other copy of act 1 from the game.
- » Set the following cards aside, out of play: Illusory Locus, Circus Gates.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

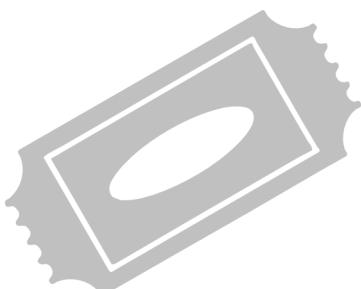


¹⁶

...from page 13 (*here for the show*).

With a sudden loud fanfare, a long parade of exotic animals and costumed acrobats snakes around the tent, each settling in their performance areas to the applause of the crowd. A tall man – unnaturally tall – with a pointed beard and a pitch-black suit saunters between the three rings and gives an elegant bow to the audience. You catch an unsettling glint in his eyes as he raises his head to address the cheering citizens.

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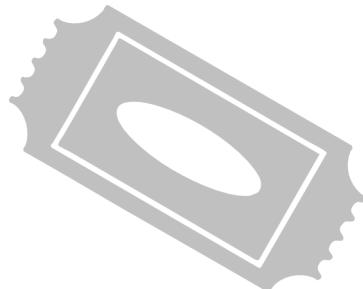
- Each investigator being play at their previously chosen The Big Top location.

» Put 1 copy of Disguised Monstrosity into play at The Big Top (*First Ring*) exhausted. Set the other copy aside, out of play.

» When building the act deck, choose one copy of act 1 at random. Remove each other copy of act 1 from the game.

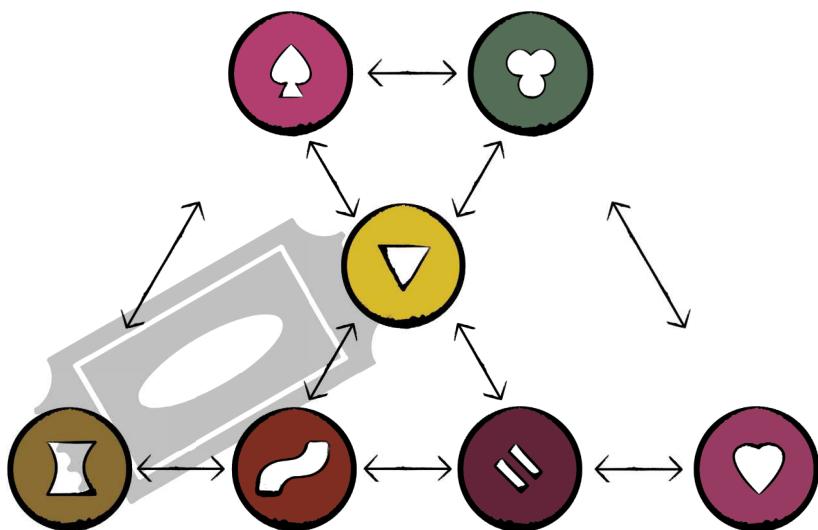
» Set the following cards aside, out of play: Illusory Locus, Circus Gates.

» Shuffle the remainder of the encounter cards to build the encounter deck.





Suggested Location Placement





When the game is complete:

- » *If no resolution was reached (each investigator was defeated),*
Go to page 20.
- » *If Resolution 1 was reached,*
Go to page 20.
- » *If Resolution 2 was reached,*
Go to page 22.

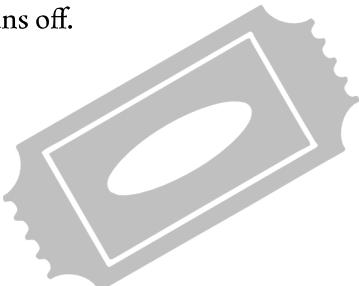


... Resolution 1 or No Resolution.

The rough scraping of the ground beneath your body and the sounds of woodland nightlife rouse you slowly but surely back to consciousness. You open one eye groggily to find one of the circus performers dragging you through the woods further south of Arkham. Though it came at the price of a welt on the back of your head, you're outside that accursed circus and free from the illusory influence.

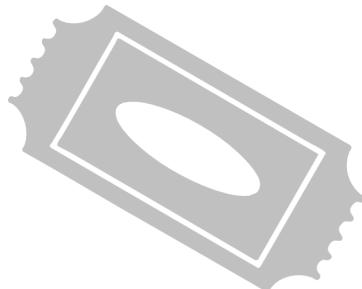
You summon your strength and send a wild strike into one of your captor's kidneys, causing him to drop you with an outcry of pain. You push yourself quickly upright, ready to fight for your freedom if need be. The carnie sizes you up, ready for another fight, but looks up at the full moon above you both. With a grimace, he turns and runs deeper into the woods behind him at a breakneck pace, far more nimbly than you would have suspected at a glance. You doubt you could catch up to him in the treacherous Arkham woods, but you at least know that he has other priorities now.

A nearby scream sends a jolt of adrenaline through your system once more, and you advance into the treeline. A young boy struggles in the grip of another circus performer – a thin man with angular features – who is attempting to drag the boy possibly deeper into the woods. A twig cracks under your foot in the approach, and the abductor snaps his head up toward you for barely a second before he abandons his prey and retreats into the forest. The boy scrabbles back against a tree, and only once you introduce yourself calmly does he visibly settle. You tell him to get back to Arkham without delay, and he does, only giving a mumbled thank you as he runs off.



One down, dozens to go. You turn your attention back to the moonlit trees. Most people avoid the Arkham woods during the day, to say nothing of its dangers at night, but you have little choice. The circus performers must have kidnapped dozens of people during the bedlam. If you don't rescue the victims tonight, before the circus has a chance to leave, then they're as good as dead, and whatever foul mission the circus pursues will be that much closer to fruition. You summon your strength and courage for the long night ahead.

- » In your Campaign Log, record that *the ringmaster does not suspect you.*
- » If it was act 1 when the game ended, look at the back of the act 1 chosen for the scenario and add the listed token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Continue to Scenario II - The Primrose Path on page 24.

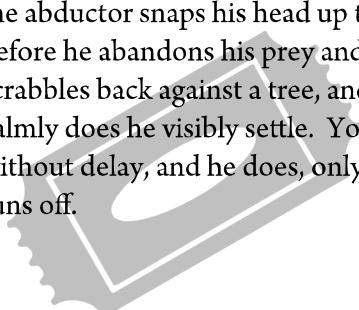
...from page 19 (*Resolution 2*).

You tread swiftly out onto the dry dirt path leading up to the circus, with dozens of frightened survivors close behind you. Well clear of the carnage and kidnapping for the moment, you advise the crowd to return to Arkham as fast as they can and inform the police. The Arkham brass aren't the most reliable, but even the magic tricks of the circus won't be able to cover this one up.

As the victims return to safety, your thoughts turn back to the circus still looming behind you. What was it all for? People capable of controlling those horrid beasts and wielding that hypnotic magic wouldn't organize all this just out of pure malice. Considering Minnie's report of their sudden trek north to Arkham as well, there has to be some deliberate purpose behind the chaos tonight, but what?

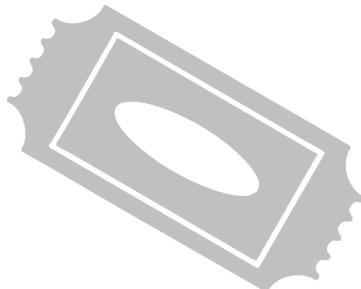
The ringmaster – Sylvester Blake – is sure to have the answers to everything. A man of his stark and menacing appearance shouldn't be hard to lose track of, but he disappeared shortly after the chaos began. Likely more of the circus illusions at work. Does he not want to do his own dirty work, or does he have other reasons for staying aloof? Time will tell, as you intend to confront the man yet.

A nearby scream sends a jolt of adrenaline through your system once more, and you advance into the treeline. A young boy struggles in the grip of another circus performer – a thin man with angular features – who is attempting to drag the boy possibly deeper into the woods. A twig cracks under your foot in the approach, and the abductor snaps his head up toward you for barely a second before he abandons his prey and retreats into the forest. The boy scrabbles back against a tree, and only once you introduce yourself calmly does he visibly settle. You tell him to get back to Arkham without delay, and he does, only giving a mumbled thank you as he runs off.



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- » In your Campaign Log, record that *the ringmaster has his eye on you.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Continue to Scenario II - The Primrose Path on page 24.

SCENARIO II

THE PRIMROSE PATH

Stories have long been told and retold in Arkham about the strange and mystical things lurking in it. Witches, demons, humanoid beasts, the list goes on. Any one of those would be reason to not venture into the woods at night, but since you're already chancing things with the circus and its monsters, there's not much left to hold you back.

The full moon lends an eerie brightness to the woods, in spite of the light it casts for your task ahead. The same atmosphere of illusory magic that you saw on the circus grounds lingers between the trees. No doubt the circus has taken precautions to veil themselves from prying outsiders, and you wonder how they and the moon align. You intend to discover the answers tonight, but until then, you must decide how you will proceed into this mystical forest.





The investigators must decide (choose one):

» "We'll use the moonlight to our advantage."

If there is a ♠ token in the chaos bag, remove it and add a ♣ token to the chaos bag for the remainder of the campaign.

» "We'll stick the shadows as much as possible."

If there is a ♣ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 26.

Setup

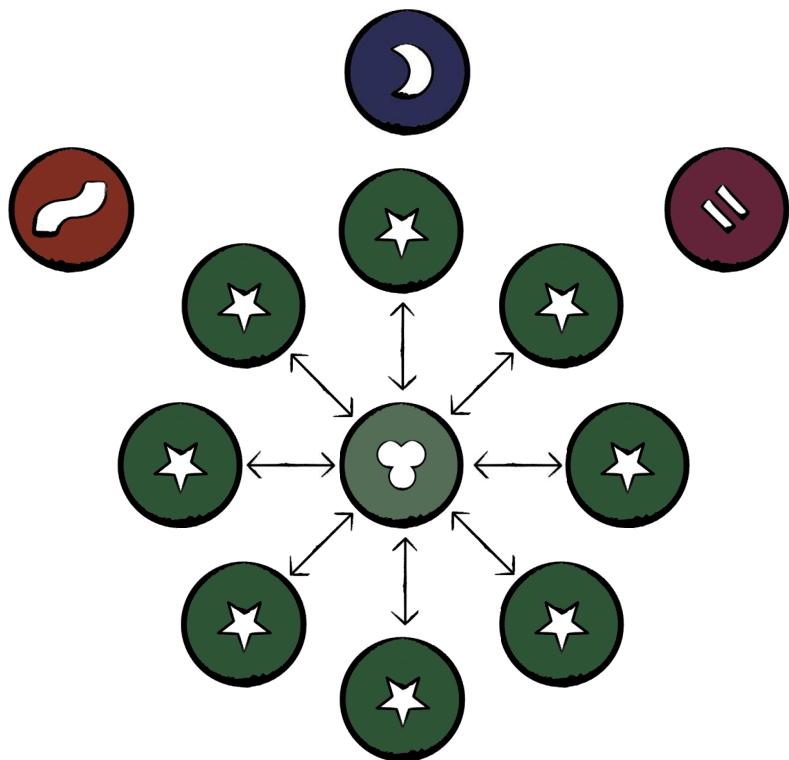
»Gather all cards from the following encounter sets: *The Primrose Path*, *Children of the Goat*, *Illusory Tricks*, *Lunatic Night*, and *Savage Woods*. These sets are indicated by the following icons:



- »Randomly choose two of the four copies of Moonlit Forest with the red cross symbol and remove them from the game. Shuffle the remaining two copies together with each other copy of Moonlit Forest and put them into play.
- »Put the Forest Passage, Remote Cabin, Woodland Overlook, and Circus Encampment locations into play.
 - Each investigator begins play at Forest Passage.
- »Set the New Moon Illusionist enemy aside, out of play.
- »Add 1 doom to agenda 1.
- »Shuffle the remainder of the encounter cards to build the encounter deck.



Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator was defeated),
Go to page 28.
- » If Resolution 1 was reached,
Go to page 28.
- » If Resolution 2 was reached,
Go to page 30.





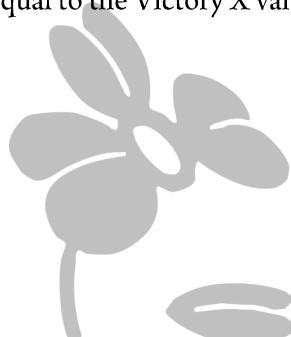
Battered and dazed, you stumble through the ensorcelled woods, instinctive motivation for survival alone pushing you forward. Minutes pass – or are they hours? – until a much softer crunch rouses your sense. One of the circus carnies wanders by you, seemingly on patrol. You hold your breath as he passes, escape in mind at first, but the opportunity occurs to you. The carnie must be on his way back to the camp, and if he can bypass the illusory defenses, then perhaps you can as well. You follow the man at a distance, praying that his senses aren't as acute as the forest beasts, and gradually, you tail him to the outskirts of the circus encampment.

With cautious steps, you traverse the outskirts of the circus encampment, looking for any sign of the kidnapped citizens. There's no apparent order to the layout of the many tents and lean-tos, until you reach a towering oak at the far side, ancient, twisted, and all but barren. An ornate painted trailer stands against it, larger than any of the other nearby carts by far.

You don't have to guess who the owner of this trailer is, but your assumption is confirmed as the towering figure of the ringmaster emerges and descends the short steps. Circus performers nearby sit up and stand at attention as their master strides past. "Get your sleep," he utters in a low and darkly mellow tone, "the perimeter guard will let us know when they arrive, for they must. Were they not foreseen?" The performers settle back down as the ringmaster continues his walk, through the camp and out into the forest.

Sylvester Blake's dark form melts into the shadowy treeline, but you wait for nearly a minute with baited breath to be sure. If he finds any evidence of your intrusion quickly, then your chance to act will disappear. Moreover, with the ringmaster out in the woods, you have a rare chance to delve into the heart of the matter. Steeling your nerve, you creep up the steps to his trailer.

- » In your Campaign Log, record that *the investigators were lost in the Arkham woods.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Continue to the Interlude - The Future and the Past on page 32.

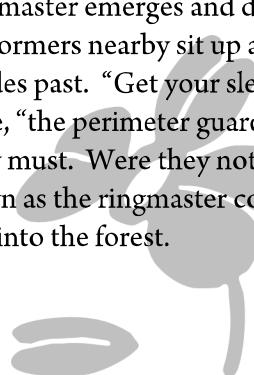
...from page 27 (*Resolution 2*).

Despite the fearsome challenges in the forest, you find the camp to be surprisingly placid. The performers sleep in tents or in hammocks out in the open, with only a small night guard on duty patrolling. For all the magic and monstrosity at their command, the circus is still crewed by mortal humans with common needs.

The performers active at this time of night appear to be the more cerebral ones, perhaps the ones more skilled in maintaining the illusory protection shielding their campsite. You hope that this means a rescue will face less physical opposition, but the creatures under their command are fearsome. Some that you faced in the woods did not even look disguised as circus animals. They were almost formless amalgamations of mouths, tentacles, hooves and horns, scattered over a fleshy trunk like the patches on an old coat. You shudder to imagine what worse things could be at the circus' beck and call, but you knew the risks before you began this rescue mission.

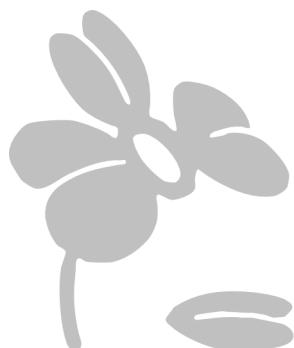
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Sylvester Blake's dark form melts into the shadowy treeline, but you wait for nearly a minute with baited breath to be sure. If he finds any evidence of your intrusion quickly, then your chance to act will disappear. Moreover, with the ringmaster out in the woods, you have a rare chance to delve into the heart of the matter. Steeling your nerve, you creep up the steps to his trailer.

- » In your Campaign Log, record that *the investigators bypassed the illusions.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Continue to Scenario II - The Primrose Path on page 32.

THE FUTURE & THE PAST



The door to the ringmaster's trailer thankfully opens and closes with barely any sound. Its interior is lavishly furnished, every piece of furniture and decor made from material of the finest quality. One shelf is stocked with books of the occult, the very writing on their spines already sparking a feeling of dread in you. Your browsing has only begun when a quiet sound snaps your attention to a dark curtain separating the trailer into halves. Cautiously, you ready yourself for trouble and throw back the curtain.

The second half is no less richly decorated, but hardly worthy of your attention. A dark-skinned woman in the garb of a fortune teller sits bound to a chair and gagged, softly stirring in an exhausted state. Her eyes drift up to you, weary at first, but widen in shock in an instant. The woman leans forward, her breathing accelerating as you reach back to untie the knotted cloth. "It's you!" she gasps quietly, her voice dry but still smooth with a southern drawl, "from my visions! It's... it's really happening!"



» If 1 or more **Clairvoyant** investigators were chosen for this campaign,

Go to page 34.

» Otherwise,

Go to page 36.



...from page 33 (*far-seeing*).

You're no stranger to glimpses of the future, but you're more accustomed to seeing rather than being seen. Knowing that you play some part in this woman's visions lends a new perspective to your own.

»Each **Clairvoyant** investigator earns 1 bonus experience, which can only be used to purchase **Augury** cards.

You encourage the woman to enlighten you as you set about untying her. “It's just... sorry, y'all probably don't even know what I'm talking about. There's so much to explain, but I'll start with my name. Amalthea Weaver, but Thea's fine. I've been prisoner in this circus for... months now. The ringleader is... I can't even call him a man. Blake is evil beyond humanity.” You help Thea to her feet, and she steadies herself against you. “I can't thank y'all enough.”

You ask Thea why the ringmaster held her captive in the first place, and she looks over your face with a strange familiarity. “My visions. I'd been a fortune teller for the Four Leaf Circus for most of my life. Blake bought it out and started replacing everyone – even the animals. Except for me. My visions always had some truth to them, but the day he took over, I started having terrible visions that included him... and you, standing against him. I don't know how Blake found out, but he kept me close. And once I tried to quit, he took me prisoner.”

Thea shudders as she thinks back. “He forced me to tell him of my visions. Not physically, but my mind... he used his magic to squeeze it like an orange, make me talk about things I didn't even know that I knew... It took all my strength just to hold back the details of who could stop him... only that you were here, in Arkham. But that was my only hope... and y'all are a wonderful sight for sore eyes.”

It's a lot to take in at once. Whether or not you believe Thea's story, Blake still brought the circus north to Arkham pursuing those who she saw against him. He'll be after your blood, especially with your actions trying to stop his slaughter at the very least.

You ask Thea if she knows just what Blake wants to stop your involvement in, and she gives a dazed nod. “I don’t fully know, but let me show you something. I’m sure I can help you figure it out.”

» One investigator must add Amalthea Weaver (*Circus Fortune Teller*) to their deck. This card does not count toward that investigator’s deck size. This card can be found in the *Destiny and Prophecy* encounter set, indicated by the icon to the right.



Recovering her strength by degrees, Thea directs you back to the first half of the trailer, to the shelf of occult books. “That one, with the light brown leather,” she indicates. You pull the weathered tome from its place and inspect the cover. Eldritch symbols adorn the cover, but nothing distinguishes it from the other works near it. You unlatch the clasp and inspect the aged parchment inside.

» *If 1 or more Miskatonic, Scholar, or Believer investigators were chosen for this campaign,*

Go to page 38.

» *Otherwise,*

Go to page 40.

...from page 33 (*show us what you see*).

You encourage the woman to enlighten you as you set about untying her. “It’s just... sorry, y’all probably don’t even know what I’m talking about. There’s so much to explain, but I’ll start with my name. Amalthea Weaver, but Thea’s fine. I’ve been prisoner in this circus for... months now. The ringleader is... I can’t even call him a man. Blake is evil beyond humanity.” You help Thea to her feet, and she steadies herself against you. “I can’t thank y’all enough.”

You ask Thea why the ringmaster held her captive in the first place, and she looks over your face with a strange familiarity. “My visions. I’d been a fortune teller for the Four Leaf Circus for most of my life. Blake bought it out and started replacing everyone – even the animals. Except for me. My visions always had some truth to them, but the day he took over, I started having terrible visions that included him... and you, standing against him. I don’t know how Blake found out, but he kept me close. And once I tried to quit, he took me prisoner.”

Thea shudders as she thinks back. “He forced me to tell him of my visions. Not physically, but my mind... he used his magic to squeeze it like an orange, make me talk about things I didn’t even know that I knew... It took all my strength just to hold back the details of who could stop him... only that you were here, in Arkham. But that was my only hope... and y’all are a wonderful sight for sore eyes.”

It’s a lot to take in at once. Whether or not you believe Thea’s story, Blake still brought the circus north to Arkham pursuing those who she saw against him. He’ll be after your blood, especially with your actions trying to stop his slaughter at the very least. You ask Thea if she knows just what Blake wants to stop your involvement in, and she gives a dazed nod. “I don’t fully know, but let me show you something. I’m sure I can help you figure it out.”

»One investigator must add Amalthea Weaver (*Circus Fortune Teller*) to their deck. This card does not count toward that investigator’s deck size. This card can be found in the *Destiny and Prophecy* encounter set, indicated by the icon to the right.





Recovering her strength by degrees, Thea directs you back to the first half of the trailer, to the shelf of occult books. “That one, with the light brown leather,” she indicates. You pull the weathered tome from its place and inspect the cover. Eldritch symbols adorn the cover, but nothing distinguishes it from the other works near it. You unlatch the clasp and inspect the aged parchment inside.

» *If 1 or more Miskatonic, Scholar, or Believer investigators were chosen for this campaign,*

Go to page 38.

» *Otherwise,*

Go to page 40.

... *lingua franca*.

Despite its age, the penmanship is clear and the words recognizable. You have a familiarity with Latin, due to your own upbringing, and can understand it easily.

If this tome is important, your task is just a little simpler now.

» **Miskatonic, Scholar**, and **Believer** investigators begin the next scenario with 1 additional card in your opening hand.

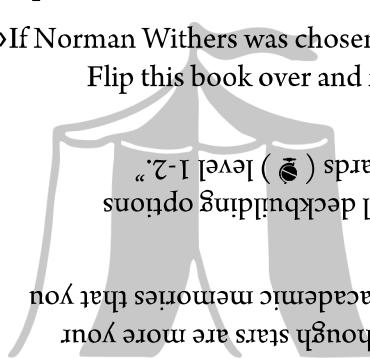
Thea stands beside you as you study the first page of the old tome. “So this is it. Blake would often have this book in hand when he questioned me.” Her finger traces a word at the top of the page. “Apuleius,” she mutters. You ask Thea how much she can read of the tome. “Most of it. One of the magicians at the old circus taught me to read and write Latin. They said that knowing it would add some flair to my fortune telling. Seems so long ago now...” You close the book and add it to your belongings. There will be time to study its secrets later, but you have to get it out of Blake's hands.

» One investigator must add *De Cultus Bestiae* (*Forgotten Work of Apuleius*) to their deck. This card does not count toward that investigator's deck size. This card can also be found in the *Destiny and Prophecy* encounter set.



You wonder aloud what the ancient text and Thea's visions have in common, and Thea wrings her hands together. “There's one other thing from my visions. In the furthest ones I can see there's... an eclipse. A full one.”

» If Norman Withers was chosen for this campaign,
Flip this book over and read the text below.



» If Norman Withers gains additional deckbuilding options
“Up to 2 additional Seeker cards (●) Level 1-2.”

The astronomical community has long held predictive models for the motions of the sun and moon. Though stars are more your specialty, the topic has jogged some academic memories that you had shelved until now.



A total eclipse. The celestial event is certainly mystic in itself, but its exact importance to Sylvester Blake and his circus isn't clear. The answers must be somewhere in the leatherbound tome, but you can't devote time to study it here and now. You ask Thea to think on her visions once you're safely away from the encampment with as many captive civilians as you can find. She agrees and readies herself for a cautious bid for freedom. It's now that you wish the full moon would vanish for a while to help cover the escape.

- » Add a ☽ token to the chaos bag for the remainder of the campaign.

Continue to Scenario III - Harm's Way on page 42.

... tell us more.

Thea stands beside you as you study the first page of the old tome. "So this is it. Blake would often have this book in hand when he questioned me." Her finger traces a word at the top of the page. "Apuleius," she mutters. You ask Thea how much she can read of the tome. "Most of it. One of the magicians at the old circus taught me to read and write Latin. They said that knowing it would add some flair to my fortune telling. Seems so long ago now..." You close the book and add it to your belongings. There will be time to study its secrets later, but you have to get it out of Blake's hands.

»One investigator must add De Cultus Bestiae (*Forgotten Work of Apuleius*) to their deck. This card does not count toward that investigator's deck size. This card can also be found in the *Destiny and Prophecy* encounter set.

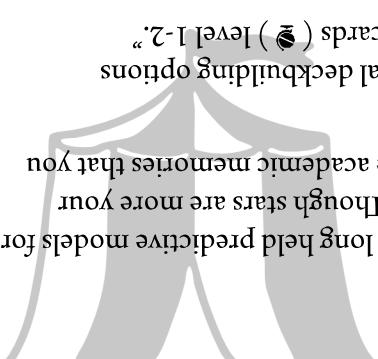


You wonder aloud what the ancient text and Thea's visions have in common, and Thea wrings her hands together. "There's one other thing from my visions. In the furthest ones I can see there's... an eclipse. A full one."

»If Norman Withers was chosen for this campaign,
Flip this book over and read the text below.

"Up to 2 additional Seeker cards (Σ) level 1-2."
»If Norman Withers gains additional deckbuilding options

The astronomical community has long held predictive models for the motions of the sun and moon. Though stars are more your specialty, the topic has jogged some academic memories that you had shelved until now.





A total eclipse. The celestial event is certainly mystic in itself, but its exact importance to Sylvester Blake and his circus isn't clear. The answers must be somewhere in the leather-bound tome, but you can't devote time to study it here and now. You ask Thea to think on her visions once you're safely away from the encampment with as many captive civilians as you can find. She agrees and readies herself for a cautious bid for freedom. It's now that you wish the full moon would vanish for a while to help cover the escape.

- » Add a ☽ token to the chaos bag for the remainder of the campaign.

Continue to Scenario III - Harm's Way on page 42.



SCENARIO III

HARM'S WAY

When you slip back out of the ringmaster's trailer, ghastly growls and other less identifiable sounds rumble through the camp. You nearly flinch as a shadow sweeps across the moon, which leads your view to a worse spectacle. Four massive figures tower above the camp, large enough to be oak trees – and indeed resembling them in silhouette – but far more horrible. Like the smaller abominations you encountered in the woods, these things are a horrid jumble of tentacles, mouths, hooves, and horns. They writhe and roar dully with sluggish movements. Perhaps these monsters are rousing from sleep, which lends a little more urgency to the mission. Thea holds a hand over her mouth in shock, but soon lowers it with a shudder. Whether or not she's seen them in her visions before, this appears to be the first time in person. It goes without saying that you must plan how to proceed in finding and rescuing the captives.

The investigators must decide (choose one):

» "*The faster we get out of here, the better.*"

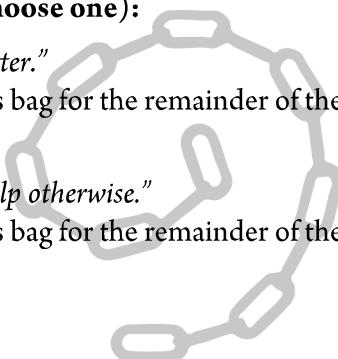
Add a  token to the chaos bag for the remainder of the campaign.

» "*Caution first. Saving them won't help otherwise.*"

Add a  token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 44.



⁴⁴
Setup

»Gather all cards from the following encounter sets: *Harm's Way*, *Cult of Shub-Niggurath*, *Lunatic Night*, *New Moon Entertainers*, and *Panicked Masses*. These sets are indicated by the following icons:



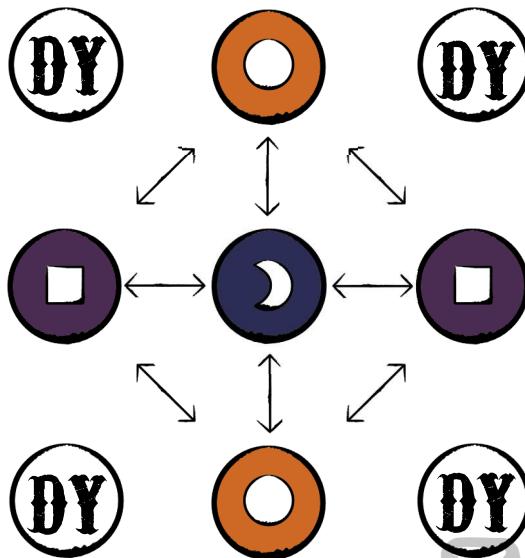
- »Randomly choose two of the four copies of Crowded Row and Secluded Tent and remove them from the game. Put remaining copies into play along with the Ringmaster's Trailer location.
 - Each investigator begins play at Ringmaster's Trailer.
- »Randomly choose one of the five copies of Towering Dark Young and remove it from the game. Put the remaining four copies into play at each corner of the map, not at any location. (*See suggested location placement on the next page. The abbreviation DY denotes a Towering Dark Young.*)
- »Create a separate bag consisting of a ♀, ♂, ⚡, ⚡ token. This is the fury bag, and these are fury tokens. They are not chaos tokens. This bag will be used during the scenario by other cards.
- »Put the Dark Young Stir... story card into play next to the fury bag.
- »Randomly choose two of the six copies of Kidnapped Citizen and remove them from the game. Put the remaining four copies into play at different copies of Crowded Row and Secluded Tent.
- »Set each copy of Camp Outskirts aside, out of play.
- »The investigators with Amalthea Weaver and De Cultus Bestiae in their decks may begin the game with those cards in their opening hands as additional cards.
- »Check the Campaign Log:
 - If *the investigators bypassed the illusions*, the ringmaster will notice your earlier meddling and be back sooner. Place 2 doom on agenda 1a. This doom ignores the forced effect.
 - If *the investigators were lost in the Arkham woods*, the illusory wards are still in place. No changes are made.

»Check the Campaign Log:

- If the ringmaster has his eye on you, for this scenario, use “Act 1 – Escape Act (v.I).” Remove the other copy of act 1 from the game.
- If the ringmaster does not suspect you, for this scenario, use “Act 1 – Escape Act (v.II).” Remove the other copy of act 1 from the game.

»Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator was defeated),
Go to page 46.
- » If Resolution 1 was reached,
Go to page 46.
- » If Resolution 2 was reached,
Go to page 48.



... Resolution 1 or No Resolution.

Overwhelmed by the threats lurking in the circus camp, you retreat into the woods, hoping that the illusions to keep intruders out of the camp will at least speed you away from the horrid site. By the time you gather your wits and shake off the injuries you've sustained, the moon is setting, and the first glow of dawn begins to saturate the woods. You trudge wearily back toward Arkham with the few captives you managed to keep close to you in your flight.



- » Remove 2 copies of Kidnapped Citizen from the victory display, if possible.⁴⁷
- » In your Campaign Log, record that *X groups of citizens were saved from the circus*, where X is the number of Kidnapped Citizens in the victory display.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



...from page 45 (*Resolution 2*).

Your escape from the circus camp is a slow and quiet affair, and you do not breathe easily until the woods begin to thin and the outermost buildings of Arkham are visible in the pre-dawn light. The grateful citizens shed tears of relief, thanking you up and down for your heroic efforts in saving them. Your appreciation is muddled by the civilians all agreeing that beyond the circus performers and their animals, it was only the night playing tricks on them. Many of them have repressed the horrors, and are eager to leave them behind without another thought.

While you suppose the safety of the citizens was priority, it will be on your shoulders once again to discover just what deeper mysteries the circus is hiding. There is more at work than wanton murder, that much is certain.



- » In your Campaign Log, record that *X groups of citizens were saved from the circus*, where X is the number of Kidnapped Citizens in the victory display.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Go to page 50.

... what to do now?

After sending off the rescued victims and urging them to inform the police of last night's events, you are left with only Thea. There is still much to discuss of her visions and the stolen tome. You invite her to enlighten you after you've both had some sorely-needed rest.

You sleep deeply through the morning, assured at least a little that the circus won't attack you in broad daylight in the heart of Arkham with their horrors in tow. Restful as it is, your dreams flash with the vivid imagery of the previous night. The circus. The grinning ringmaster. The moon. Those creatures. The forest. Voices. Chanting. Terror. You awaken with a sudden surge of adrenaline, but find nothing but the stillness of your own bedroom.

Thea is still fitfully asleep as you step out to visit the police. In the hours since your return, the public outcry forced a full investigation of the circus. Frustratingly – and predictably, perhaps – the police found nothing but trampled mud at the circus grounds, and even the few willing officers they sent into the woods reported only an abandoned campsite. Naturally they promised to keep on the case, but without anything immediate to chase, you expect that the New Moon Circus will be filed away in their cold case cabinets.

Once again the burden falls to you, but where to start? The only trace of the circus left in town are the posters that drew the public in to begin with. You find the nearest one that hasn't been torn down by traumatized citizens and inspect it.

While you expected another dead-end, you make a startling discovery at the bottom of the poster



You couldn't have found a better road-map if you planned it. There's no way to confirm if this schedule still holds true after the events last night, but from what little you know of Sylvester Blake,

he's not the type to do anything halfway, nor keep an audience waiting.

Plans form and crumble in your head as you return to your home, but nothing has cemented by the time you arrive. You enter to find Thea at your kitchen table, studying Blake's tome carefully. She nearly jumps with surprise, but gives a relieved smile at the sight of you. "Mercy... I keep expecting something horrible after all those months." Thea gestures to a telegram on the table that arrived while you were out – from Minnie Klein, your newspaper contact.

You've barely picked up the message when a knock sounds firmly at the door, startling both you and Thea. You open it cautiously, but find a broad man in dark blue work clothes with his cap in hand, with a young lady in similar clothes beside him. "I um... hope this is a good time," he says with clear lack of practice with polite conversation. "You don't know me, but my boy told me that you saved his life after he snuck off to the circus last night. I'm Ralph Dykstra, engineer with the Old Colony Railroad. This is my daughter, Carrie."

The young woman crosses her arms with a wry expression. "I'm your brakewoman, dad." The engineer returns her look, but continues. "I'm a man who pays his debts, and if you need anything, I'll arrange it." Even after insisting on the danger at your heels, Ralph and Carrie remain firm in helping you. Perhaps Thea is onto something with her talk of fate and prophecy. You take the folded circus poster from your pocket and glance between it and Minnie's telegram, deciding which course of action to take.

The investigators must decide (choose one):

» "*We should follow Mini Klein's lead down to New Orleans.*"

The investigators may choose to play the *Curse of the Rougarou* side-story immediately after this scenario. If they do, it costs each investigator 1 fewer experience. Some gameplay and cards have been altered to fit the campaign.

Continue to Scenario - Curse of the the Rougarou on page 52.

» "*No distractions. We need to track Blake down before he escapes.*"

Continue to Scenario IV - All Points West on page 62.



SCENARIO **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-garoux" 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...



Proceed to Setup on page 54.

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.
- »Put the Curse of the Rougarou - Circus Ex Mortis Changes card into play next to the scenario reference card.
- »Shuffle the remainder of the encounter cards to build the encounter deck.





When the game is complete:

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

Go to page 56.

» If Resolution 1 was reached,

Go to page 56.

» If Resolution 2 was reached,

Go to page 58.

» If Resolution 3 was reached,

Go to page 60.



... Resolution 1 or No Resolution.

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.



Continue to Scenario IV - All Points West on page 64.

...from page 55 (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.



Continue to Scenario IV - All Points West on page 66.

⁶⁰

...from page 55 (*Resolution 3*).

Somehow, you have managed to quell the rage and bloodlust 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*⁶¹ *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.



Continue to Scenario IV - All Points West on page 64.



SCENARIO IV **ALL POINTS WEST**

With time of the essence, you tell the Dykstras that you'll meet them at the Northside station and rapidly pack, also calling in a couple small favors to get some extra clothes for Thea to use during the journey. She keeps a close hold on the tome as you depart your house. "California. That'll give me time to read through this book, at least. Hopefully there's something in there that tells us what Blake is trying to do, or what my visions mean."



»Remember that “you’re setting out from Arkham.”

Proceed to Setup on page 68.



SCENARIO IV **ALL POINTS WEST**

Your decision to pursue the rougarou put you a little far afield, but you return to New Orleans Union Station after a long and harrowing night to find the Dykstras' train waiting for you.

Even when you have the urges controlled, there seem to be outward signs of the curse affecting you, given the looks from Ralph and Carrie. "I've got a razor and shaving cream in the caboose if you need it." Ralph states, though you're not sure how seriously.



»Remember that “you’re setting out from New Orleans.”

»Curse of the Rougarou gains,

“→ After you release a ☠ token: Discard Curse of the Rougarou.”

Proceed to Setup on page 66.



SCENARIO IV **ALL POINTS WEST**

Your decision to pursue the rougarou put you a little far afield, but you return to New Orleans Union Station after a long and harrowing night to find the Dykstras' train waiting for you.

Lady Esprit accompanies you to the station and wastes little time in setting up shop in the caboose. Carrie watches her with folded arms. “Are you a witch?” the young lady asks. Lady Esprit laughs with surprising spirit and continues without looking. “Even better than that, child.”



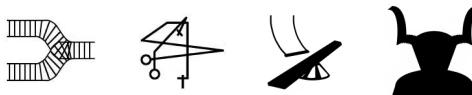
»Remember that “you’re setting out from New Orleans.”

»Lady Esprit gains “ After you release a  token: Discover a clue.
(Limit once per round.)”

Proceed to Setup on page 68.

⁶⁸
Setup

» Gather all cards from the following encounter sets: *All Points West*, *Cult of Shub-Niggurath*, *New Moon Daredevils*, and *Primordial Evils*. These sets are indicated by the following icons:



- » If “you’re setting out from Arkham,” during this scenario, use “Act 1 – Through the Forests (v.I).” Remove the other act 1 from the game.
- » If “you’re setting out from New Orleans,” during this scenario, use “Act 1 – Through the Forests (v.II).” Remove the other act 1 from the game.
- » Put the Locomotive Engine and Caboose locations into play.
- » Randomly pick one of the ***Freight Car*** and ***Special Car*** locations and put them into play in between the Locomotive Engine and Caboose locations in that order. Set each other copy of these locations aside, out of play. (*Each location begins play revealed.*)
 - Each investigator begins play at Caboose.
- » Put Ralph Dykstra into play at Locomotive Engine. Put Carrie Dykstra into play at Caboose.
- » Set the following cards aside, out of play: Each ***Dark Young*** enemy, each ***Circus Train*** location.
- » Based on the difficulty level, add the following chaos token(s) to the chaos bag for the remainder of the campaign.
 - » **Easy:** -2.
 - » **Standard:** -3.
 - » **Hard:** -4.
 - » **Expert:** -5.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

SCENARIO INTERLUDE

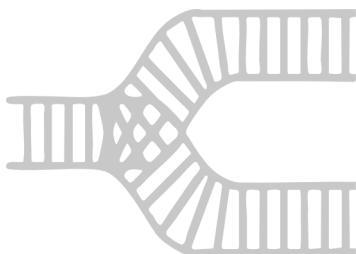
NOW ARRIVING

When instructed to read an interlude go to the page number listed below :

- | | |
|---|---|
| » <i>Not in this Town,</i> | » <i>Nature of the Beast,</i> |
| Go to page 70. | Go to page 74. |
| » <i>Wrong Territory,</i> | » <i>Skeletons in the Closet,</i> |
| Go to page 71 and flip
the book upside down. | Go to page 75 and flip
the book upside down. |
| » <i>Stomping Ground,</i> | » <i>Behind the Curtain,</i> |
| Go to page 72. | Go to page 76. |
| » <i>Fool's Errand,</i> | » <i>Humane Treatment,</i> |
| Go to page 73 and flip
the book upside down. | Go to page 77 and flip
the book upside down. |

When the game is complete:

- » If no resolution was reached before act 4 (each investigator was defeated),
 Go to page 78.
- » If no resolution was reached (each investigator was defeated),
 Go to page 80.
- » If Resolution 1 was reached,
 Go to page 78.
- » If Resolution 2 was reached,
 Go to page 80.
- » If Resolution 3 was reached,
 Go to page 82.
- » If Resolution 4 was reached,
 Go to page 84.



⁷⁰

...from page 69 (not in this town).

Your arrival in Chicago is timely, and you have the opportunity to interfere with the circus greatly before you both move onward. The Chicago police are constantly on edge with the gang activity common to the city, and with a little creative reporting to avoid sounding like a looney, you might convince them to go after Blake, though if it goes badly, the police might waylay you instead.



The investigators must decide (choose one):

» “We'll try to convince the cops to raid the circus.”

Choose an investigator to test or (3). This test gets +1 difficulty. Reduce the difficulty of this test by 1 for each **Police, Civic, Agency** and **Veteran** investigator chosen for this campaign. Investigators at any location may commit to this test. If you fail, place 2 resources on the scenario reference card.

» “We'll meddle on our own terms, however smaller.”

Place 1 resource on the scenario reference card.

Once your decision has been resolved return to page 69.

Once your decision has been resolved return to page 69
and flip the book over.

Place 2 resources on the scenario reference card.
»“We'll meddle on our own terms, however smaller.”

resources on the scenario reference card.
any location may commit to this test. If you fail, Place 3
investigator chosen for this campaign. Investigators at
1 for each *Criminal*, *Sociable*, and *Entrepreneur*
gets +1 difficulty. Reduce the difficulty of this test by
Choose an investigator to test or (4). This test

»“We'll see if we can rile up the Chicago gangs.”

The investigators must decide (choose one):

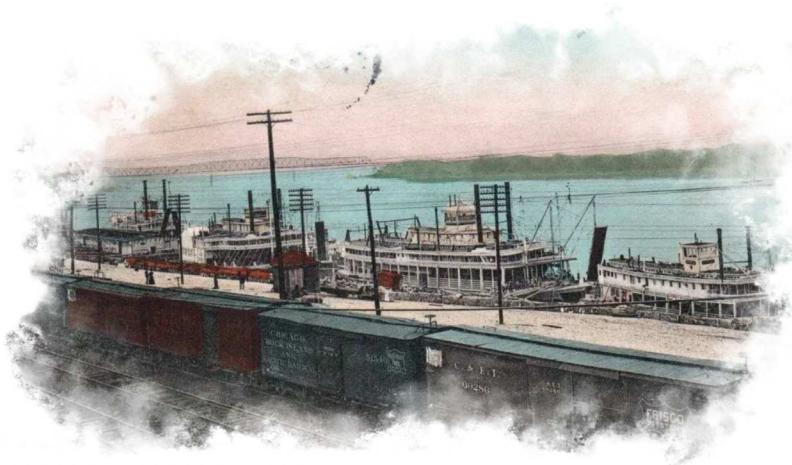


Your delays in getting to Chicago have limited your options
in hampering the circus before you both must move on. The various
crime families of the city compete with each other bitterly, and if
you could somehow convince one of the dons that the circus is a
front for boot-legging on their territory, it could set Blake back quite
a bit, though if it goes badly, the gangs are likely to cause you plenty
of trouble instead.

...from page 69 (wrong territory).

⁷² ...from page 69 (*stomping ground*).

Your timely arrival in Memphis gives you a chance to seek out former members of the New Moon Circus – or rather the Four Leaf Circus, as it used to be. You are able to locate Mr. Konkin, a former strongman who quit after witnessing some of the horrors in the making. He is reluctant to speak until you prove yourself capable of standing against Blake and his monstrous circus, though you will likely be set back by the time spent if you cannot.



The investigators must decide (choose one):

» "You want proof? Well you're gonna get it."

Choose an investigator to test or (3). This test gets +1 difficulty. Reduce the difficulty of this test by 1 for each **Performer**, **Warden**, **Blessed**, and **Cursed** investigator chosen for this campaign. Investigators at any location may commit to this test. If you fail, place 2 resources on the scenario reference card.

» "Getting back on track right away is more important."

Place 1 resource on the scenario reference card.

Once your decision has been resolved return to page 69.

and flip the book over.

Once your decision has been resolved return to page 69

Place 2 resources on the scenario reference card.

“Getting back on track right away is more important.”

refrence card.
this test. If you fail, place 3 resources on the scenario
this campaign. Investigators at any location may commit to
each Hunter, Believer, and Chosen investigator chosen for
+1 difficulty. Reduce the difficulty of this test by 1 for
Choose an investigator to test or (4). This test gets

“Any advantage is worth braving a little danger.”

The investigators must decide (choose one):



With little time to spare before you must move on, you decide to take a riskier approach to find answers. Locals direct you to an ancient forest outside of Memphis that was once home to grisly things that sound familiar to you now. It's possible that something yet remains that can give you insight into stopping Blake, but it's a matter of a needle in a haystack. You'll need to be persistent – and lucky – to find anything without missing days here.

...from page 69 (fool's errand).

...from page 69 (*nature of the beast*).

Upon your arrival in St. Louis, you inquire about the circus and find that there has been an “accident” involving them. Several laborers took the initiative to help unload the circus trains and were injured by the animals. While the official word is quick to attribute the attack to temperamental creatures, it’s possible that the workers were attacked to prevent them from seeing anything. If you can help with their medical treatment, then you may get the laborers well enough to warn everyone about the circus. It’s always easier to trust locals.



The investigators must decide (choose one):

» “Here, we can help patch them up.”

Investigators as a group must discard cards from their hands and/or play areas with a total of 4 or more skill icons. Reduce this amount by 2 for each **Medic, Assistant, Wayfarer**, and **Drifter** investigator chosen for this campaign.

» “We don’t have the time or resources to help.”

Place 1 resource on the scenario reference card.

Once your decision has been resolved return to page 69.

and flip the book over.

Once your decision has been resolved return to page 69

Place 2 resources on the scenario reference card.

» "We don't have the time or resources to help."

Clairevoyant investigator chosen for this campaign.

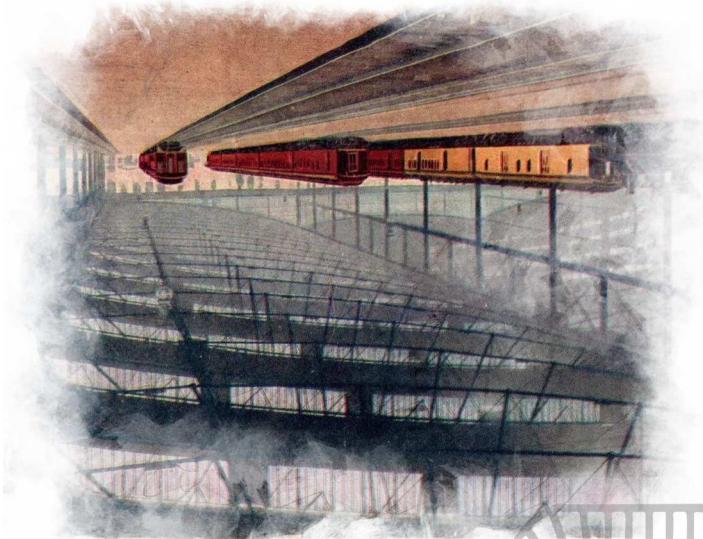
Reduce this amount by 2 for each **Reporter**, **Detector**, and

and/or play areas with a total of 6  or more skill icons.

Investigators as a group must discard cards from their hands

» "You just have to know where to look."

The investigators must decide (choose one):



You may save some other lives tonight.

and if you can dig up some evidence of extra meat in their diet, then

the monasteries need tremendous amounts of food over the journey.

Something that the authorities can't overlook. It occurs to you that

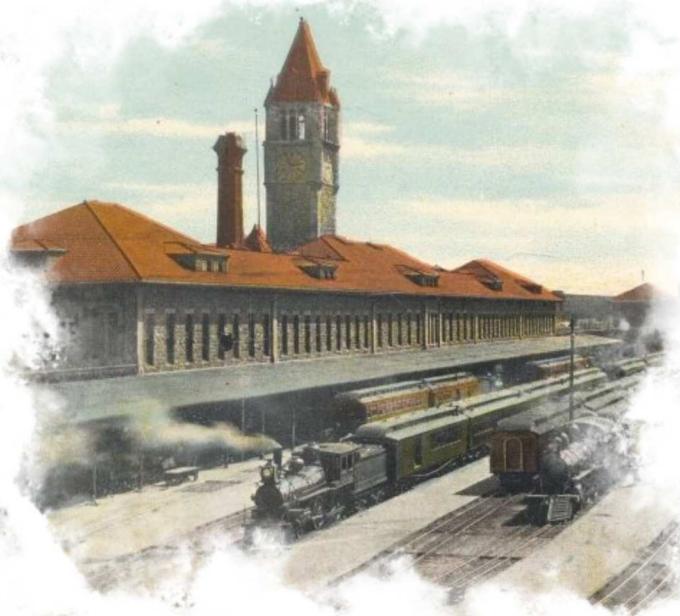
need to find something to hamper the circus activities quickly,

You arrive in St. Louis with only a few hours to spare. You

...from page 69 (skeletons in the closet).

...from page 69 (*behind the curtain*).

Out in a city as remote as Denver, you discover that the circus is being a little less careful with its illusory disguises. With the time you've gained, you can afford to watch for an opportunity to undo their spells and reveal their horrid deception to the public. The trick is making the deception plain for all to see.



The investigators must decide (choose one):

» "Time to show the city what they really are."

Investigators as a group must choose and discard 2 total non-weakness assets they control. Reduce this amount by 1 for each *Sorcerer*, *Silver Twilight*, *Scholar*, and *Cultist* investigator chosen for this campaign.

» "We can't afford to stay here a moment longer."

Place 1 resource on the scenario reference card.

Once your decision has been resolved return to page 69.

and flip the book over.

Once your decision has been resolved return to page 69

Place 2 resources on the scenario reference card.

» "We can't afford to stay here a moment longer."

chosen for this campaign.

for each *Artist*, *Dreamer*, and *Misaktonic* investigator non-wealness assets they control. Reduce this amount by 1 investigator as a group must choose and discard 3 ~~4~~ total

» "Give me that paint can and palette board."

The investigators must decide (choose one):



While you arrived in Denver far later than you wished to, several of the city's universities intended to boycott the circus on grounds of animal cruelty. While they don't truly grasp the evil truth of this particular circus, some creativity on your part may assist them in dissuading others from going to see the circus.

...from page 69 (*Human treatment*).

... Resolution 1 or No Resolution before act 4.

With you and each of your companions out of commission, Ralph and Carrie make an emergency stop and throw their everything into defending while you recuperate. By the time you've driven off the attackers and recovered from your wounds, you are days behind schedule. All you can do is get back on the rails and hope it's not too late.

»For each act remaining in the act deck, place 2 resources on the scenario reference card.

It's early morning when Carrie rouses you from sleep. The ever-present thrum of the train wheels has stopped, and the hissing steam of the cooling engine is all but finished. "We're in the yard outside La Grande station," Carrie says gently, helping to grab your belongings. You clamber down the back steps to find Ralph waiting for you.

"Well... I guess this is the end of the line. To be honest, I'm not sure if we could go any further with you if we wanted. After that journey... I'm already going to have nightmares." He looks to his daughter, and Carrie rubs one of her arms, nodding with a rueful expression. "But you've got that strength to see it through. We're counting on you. Not just for our family, but for everybody's families. We'll see you back in Arkham, God willing." Carrie gives you and Thea tense embraces in farewell, while Ralph just offers a handshake, both covering their fear as much as they can.

You book into a modest hotel and collapse, still weary despite having slept through the night. You wonder how much Blake has prepared over the last week and a half, and just how much a difference your actions over the journey have made.

» In your Campaign Log, record that *the ringmaster had X days to prepare*, where X is the number of resources on the scenario reference card.

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



Continue to Interlude - Written in Stone on page 86.

... Resolution 2 or No Resolution during act 4.

The performers riding the circus train finally manage to jam the wheels of your own train. Ralph and Carrie shout at you to brace for a crash as the locked wheels buck the train upward and send you careening off to the side of the tracks. You drag yourself from the wreckage, ready to defend yourself, but the circus train has moved on already. More than a day goes by before you can get word to the local railways to bring a crane, putting you woefully behind schedule in getting to Los Angeles.

»Place 2 resources on the scenario reference card.

It's early morning when Carrie rouses you from sleep. The ever-present thrum of the train wheels has stopped, and the hissing steam of the cooling engine is all but finished. "We're in the yard outside La Grande station," Carrie says gently, helping to grab your belongings. You clamber down the back steps to find Ralph waiting for you.

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Continue to Interlude - Written in Stone on page 86.

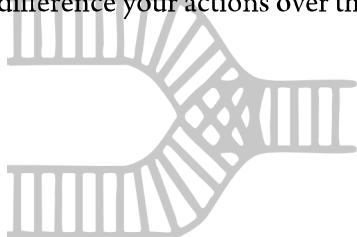
...from page 69 (*Resolution 3*).

You breathe a sigh of relief as the circus train fades from view behind you. Ralph checks his watch as he finishes attending to the machinery. “Nice work back there. I think we’ll get to Los Angeles just behind schedule, but not by much.” A little behind is more than acceptable, given the obstacles and perils you had to endure across the country. You return to the caboose to rest, watching the landscape from the back railing, bathed in the orange glow of the setting sun.

It’s early morning when Carrie rouses you from sleep. The ever-present thrum of the train wheels has stopped, and the hissing steam of the cooling engine is all but finished. “We’re in the yard outside La Grande station,” Carrie says gently, helping to grab your belongings. You clamber down the back steps to find Ralph waiting for you.

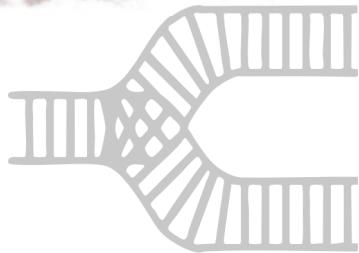
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You book into a modest hotel and collapse, still weary despite having slept through the night. You wonder how much Blake has prepared over the last week and a half, and just how much a difference your actions over the journey have made.



» In your Campaign Log, record that *the ringmaster had X days to prepare*, where X is the number of resources on the scenario reference card.

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



Continue to Interlude - Written in Stone on page 86.

...from page 69 (*Resolution 4*).

You breathe a sigh of relief as the circus train fades from view behind you. Ralph slows the train with several careful looks at the engine gauges. “That last fight nearly damaged the engine. Best not to push it, unless you want to walk the rest of the way.” Frustrating, but sensible. You return to the caboose to rest, watching the landscape from the back railing, bathed in the orange glow of the setting sun.

»Place 1 resource on the scenario reference card.

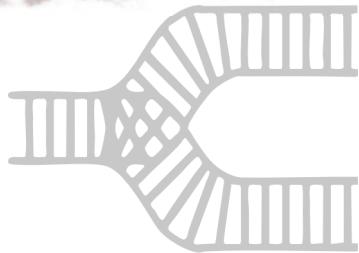
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» In your Campaign Log, record that *the ringmaster had X days to prepare*, where X is the number of resources on the scenario reference card.

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



Continue to Interlude - Written in Stone on page 86.

INTERLUDE

WRITTEN IN STONE

A knock sounds at the door to your room, erasing any weariness in your mind. You open it cautiously, but find Thea – her own room directly across the hall from yours – with the tome held to her chest. You usher her inside quickly and lock the door. “I didn’t really have a chance during the journey, but I have to talk with y’all about what I learned from this book.” You sit with Thea at the small table that the hotel room provides.

“The book – *De Cultus Bestiae* – was written by Apuleius, who lived in the Roman Empire. He was a scholar and poet, and he dabbled in several cults. Normally that would be cults in the old sense, like specific parts of the Roman pantheon, but this account is specifically about the cult of... Shub-Niggurath.”

The tome tells the details of the cult of Shub-Niggurath – disguised as a cult of Bacchus – and how Apuleius infiltrated it, learned their secrets, and aided the local Roman governor in dissolving the cult in that region. Most of the horrors are known to you through your recent trials, but Thea goes on to explain several key revelations.

“He claims that Shub-Niggurath can be summoned by a ritual in a forest during any new moon, but only temporarily. The cult back in that time was devising a ritual to permanently summon their god by locking the moon in place during an eclipse, but their works were burned when the cult was scattered. The high priest even laid out a prophecy before his execution, which Apuleius recorded in the tome.”

Thea shows you a passage which she translates as she reads.

“By the cunning of the Lord of the Woods, consort of the Mother Goddess, the words will once more be known, her mighty young fattened, and the stars of the black sky be aligned. Red will be the dawn and red the forest when neither moon nor sun shine down again. Iä! Shub-Niggurath! The Goat with a Thousand Young!”

Thea swallows dryly as she completes the passage. “I know how he felt now. That prophecy is immediately followed up by a short protective prayer to Diana, the Roman goddess of wild animals, the hunt, and the moon.” She again shows you the book, this time saying the Latin phrase aloud.

»Each investigator may add a copy of Invocation of Diana to their deck. These cards do not count toward those investigator's deck size. These cards (and each other card in this interlude) can be found in the *Destiny and Prophecy* encounter set, indicated by the icon to the right.



You ask Thea if that's all there is to the prophecy, because that doesn't explain why Blake was worried about your involvement. "It's actually two prophecies together rather than one," Thea explains, turning to a later page in the book. "Apuleius consulted the high priestess of Diana following the execution, and she gave her own prophecy of hope – of those who would rise to stop it."

Each investigator must choose one of the following options.

» "*The one who will strike the heart.*"

Record "heart."

» "*The one who will silence the pipes.*"

Record "pipes."

» "*The one who will raise the torch.*"

Record "torch."

» "*The one who will split the rock.*"

Record "rock."

» "*The one who will scribe the sigil.*"

Record "sigil."

» "*The one who will cleanse the stain.*"

Record "stain."

» "*The one who will recite the prayer.*"

Record "prayer."

» "*The one who will bear the burden.*"

Record "burden."

Then, in the Campaign Log under "Destinies," record that investigator's name and the chosen word. Each investigator must choose a different option. If an investigator is killed or driven insane, their destiny is transferred to the investigator chosen to replace them.



Thea reads out the translated descriptions of these foreseen figures and you must admit, you do fit the model. Granted you're not sure if a priestess from nearly two millennia ago could see you specifically, but it's as likely as all the other improbable things that happened in the past two weeks. Thea's expression grows a little uncertain as she looks between you and the text. "Y'all are there, plain to see, but... I just wish I knew what there was still in store for me. If this whole prophecy is true, then my visions were just to get y'all involved in it, and now... well, is that it for me?"

The investigators must decide (choose one):

» "*Prophecy can only happen if people like you take action.*"

Go to page 90.

» "*Perhaps you have a similar role to the Priestess of Diana.*"

Go to page 92.

⁹⁰

...from page 89 (determination).

You argue that the prophecy was peeping through the keyhole of time. Just because she wasn't in the small visible part doesn't mean she isn't there and making a huge difference. Take the Dykstras for example, where did the prophecy talk about them and their instrumental part in getting you here? Thea exhales and looks visibly more relieved. "Y'all are right. I've got to take matters into my own hands and believe that what I'm doing makes a difference. Y'all were doing that before you even knew about any prophecies."

»The investigator with Amalthea Weaver in their deck swaps her with Amalthea Weaver (*Aspirant of Courage*).

Thea turns back to the page with the profane declaration and furls her brow in contemplation. "I just wish we knew what Blake was planning. He seems to have everything he needs for this prophecy, and he only needed to come to California for this eclipse, so why go out of his way to hunt you down? He's just so certain of these prophecies and my visions, but why?"

»If 1 or more **Chosen** investigators were chosen for this campaign,
Flip this book over and read the text below.



»You may heal I physical or mental trauma.

You have a little insight into his fixation.

Blake's, but as someone who accepted your place in events long ago,
You can't begin to understand a mind as twisted and evil as



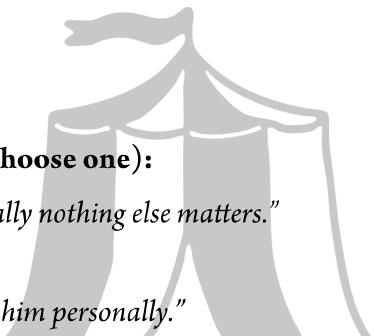
The investigators must decide (choose one):

» "Maybe he's so dedicated that literally nothing else matters."

Go to page 94.

» "Maybe we just represent failure to him personally."

Go to page 96.



⁹²

...from page 89 (*guidance*).

You argue that perhaps her visions are an extension of the same prophecy. The ancient priestess could only see and understand so much, so perhaps it's up to Thea to complete the rest. Her ability and knowledge have allowed you to understand this ages old prophecy in the first place, after all. Thea looks down at the book in her hands, nodding quietly. "Y'all are right. I've got to stop thinking about my visions in such a narrow window. There's got to be more to them, if only I focus on understanding them."

»The investigator with Amalthea Weaver in their deck swaps her with Amalthea Weaver (*Aspirant of Wisdom*).

Thea turns back to the page with the profane declaration and furls her brow in contemplation. "I just wish we knew what Blake was planning. He seems to have everything he needs for this prophecy, and he only needed to come to California for this eclipse, so why go out of his way to hunt you down? He's just so certain of these prophecies and my visions, but why?"

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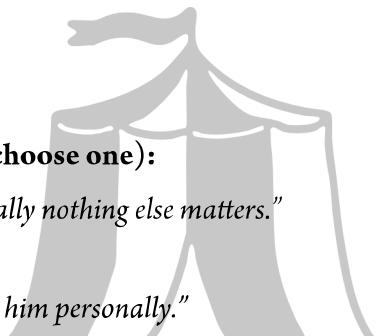
The investigators must decide (choose one):

» "Maybe he's so dedicated that literally nothing else matters."

Go to page 94.

» "Maybe we just represent failure to him personally."

Go to page 96.



...fanaticism.

You suggest that since Blake serves Shub-Niggurath, this ritual is millennia in the making. He would rather die than allow the cult to fail a second time, and as such he would follow the tome of Apuleius to the letter in his task.

»The investigator with De Cultus Bestiae in their deck swaps it with De Cultus Bestiae (*Interpretation of Conviction*).

There's no end to the theories you could imagine about the prophecies and Blake. What you've supposed is just as likely to be true as not, after all. You and Thea agree to shelve these thoughts as you apply your brains to the more immediate problems.

»Add a ☩ token to the chaos bag for the remainder of the campaign.





Continue to Scenario V - Piper at the Gates of Dawn on page 98.

You suggest that for a man as confident and prepared as Blake is, your presence in the prophecy represents more than simple prose. Your theft of Apuleius' tome also lends a personal aspect to the situation, and helps drive his existing vendetta against you.

- » The investigator with *De Cultus Bestiae* in their deck swaps it with *De Cultus Bestiae* (*Interpretation of Obsession*).

There's no end to the theories you could imagine about the prophecies and Blake. What you've supposed is just as likely to be true as not, after all. You and Thea agree to shelve these thoughts as you apply your brains to the more immediate problems.

- » Add a ☠ token to the chaos bag for the remainder of the campaign.





Continue to Scenario V - Piper at the Gates of Dawn on page 98.



SCENARIO V

PIPER AT THE GATES OF DAWN

You depart the hotel in the afternoon sun. The streets are as busy as you'd expect for a metropolis on a Sunday, but you have other things on your mind. Given your treatment on the railways west, Blake is not content to let you live, but at the same time, has been reluctant to act within large cities. You've essentially reached a stalemate, and not one that Blake can afford to wait out. Still, with the final circus show tonight and the eclipse tomorrow, you'd be a fool not to keep a close eye on him.

The circus grounds lie a short distance outside the city limits, but as you approach the road leading to it, you find a total lack of activity. Surely some early spectators or curious onlookers would be gathered outside, but there is nothing at all. A pit grows in your stomach as you approach the circus grounds and find them silent. From the open gates, you survey an empty site, like the one the police found in Arkham after their departure.

One circus poster remains hanging beside the abandoned grounds, with the word CANCELED painted in red diagonally across it. Panic begins to flood your system. You had counted on Blake's ego to see the spectacle to the end, but has he really given you the slip? Without any leads, you'd have to comb all of southern California – an option you can't afford to pursue with only one day remaining. You earnestly hope that some clue was left in their hurry to leave, and you step forward to investigate.

The instant you cross the threshold, light and sound flood your senses. Your eyes open blearily to see the entire circus before you – and impenetrable iron bars behind you. Memories of the illusions from the circus' night in Arkham return, and the truth dawns on you. The New Moon Circus was here and fully prepared, masking their appearance to the Los Angeles public with those same illusions. Only you would have entered the abandoned grounds so soon before a canceled show, and now you're in Blake's domain once more. What's the plan now?

The investigators must decide (choose one):

» "*No time to be cautious now. We hit him hard and fast.*"

If there are 1 or more ♠ tokens in the chaos bag, remove 1 of them and add a ♣ token to the chaos bag for the remainder of the campaign.

» "*Recklessness is what he wants from us. Slow and steady.*"

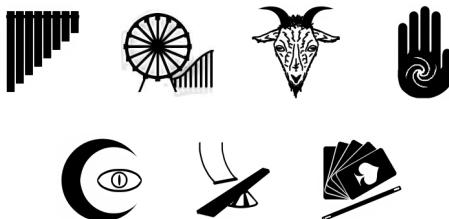
If there are 1 or more ♣ tokens in the chaos bag, remove 1 of them and add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 100.

Setup

» Gather all cards from the following encounter sets: *Piper at the Gates of Dawn*, *Circus Grounds*, *Children of the Goat*, *Illusory Tricks*, *Lunatic Night*, *New Moon Daredevils*, and *New Moon Entertainers*. These sets are indicated by the following icons:



» Put the three The Big Top locations into play along with Carousel, Games Gallery, Animal Cages, Performer Trailers, and Circus Gates (*Doorway to Doom*).

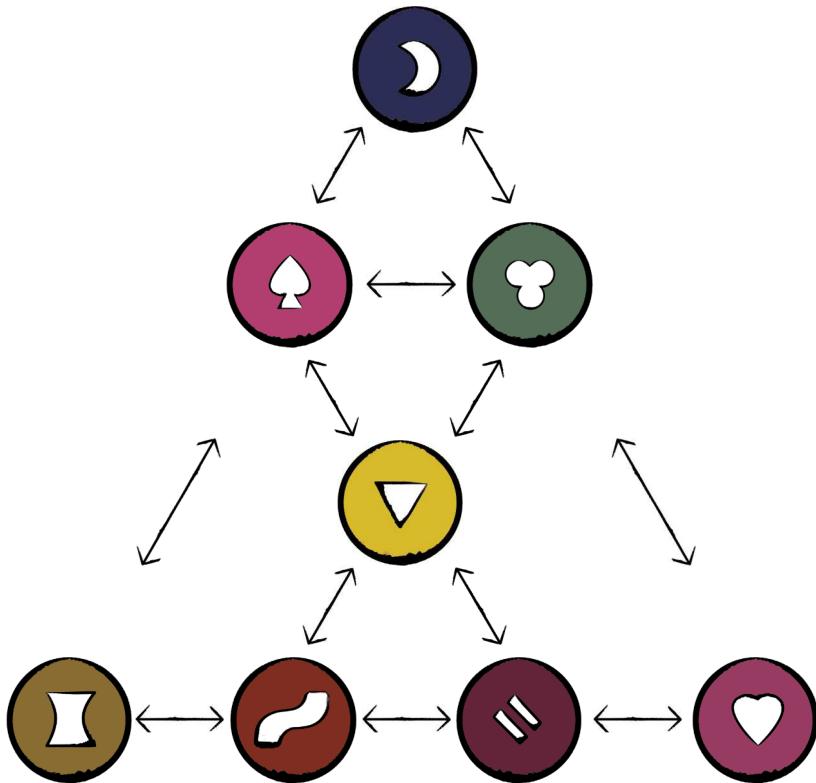
- Each investigator begins play at Circus Gates.

» Check the Campaign Log. If *the ringmaster had...*

- ...0 days to prepare, use “Act 2 – Audience Participation (v.I)” for this scenario. Remove each other copy of act 2 from the game.
- ...between 1 and 4 days to prepare, place that many resources on the scenario reference card. Use “Act 2 – Audience Participation (v.II)” for this scenario. Remove each other copy of act 2 from the game.
- ...5 or more days to prepare, place that many resources on the scenario reference card. Use “Act 2 – Audience Participation (v.III)” for this scenario. Remove each other copy of act 2 from the game.

» Set the Sylvester Blake enemy aside, out of play.

» Shuffle the remainder of the encounter cards to build the encounter deck.



When the game is complete:

» If no resolution was reached (each investigator was defeated) ...
... and it was during **Act 1**,

Go to page 102.

... and it was during **Act 2**,

Go to page 104.

Otherwise,

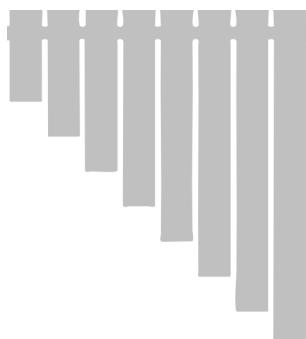
Go to page 106.

» If Resolution 3 was reached,

Go to page 106.

» If Resolution 4 was reached,

Go to page 108.



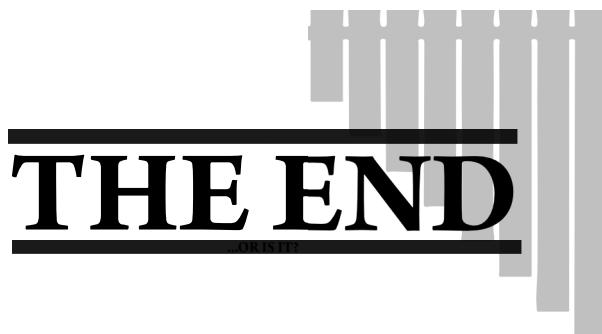
...from page 101 (Resolution 1).



You are trapped. Everywhere you turn, a new illusion waits. Around every corner, a member of the circus waiting to dispatch you. Blindly you stumble through a fog of light and sound, whirling ever faster.

“Destiny, was it?” You turn to see Blake striding toward you, his form little but a growing shadow in the spectacle. “Like the priestess of Diana and the fortune teller foresaw, we met, and indeed we clashed. But neither said anything about you leaving alive.”

- » In your Campaign Log, record that *the investigators could not escape the circus.*
- » Each investigator is **killed**.
- » The investigators lose the campaign.



...from page 101 (Resolution 2).

This was a trap to begin with, and there is no shame in escaping it alive. You leap through the circus gates, returning once again to the lazy Sunday afternoon in Los Angeles. Only a stray dog and a half-awake vagrant bear witness to your escape from that illusory hell, and perhaps it's better that way. Inciting a panic would only grant the circus a better smokescreen to escape. You're already hard pressed to determine where their ritual will take place, and you can't waste any time in finding it.

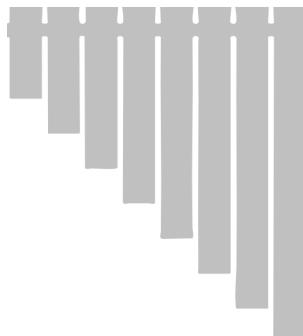
»In your Campaign Log, record that *the investigators clashed with Blake*.



Exhausted from escaping the circus trap, you trudge back to the hotel, weighed down as much mentally as physically. You have less than a day before the eclipse, and no leads to where it could take place. There is one hope, however. With Blake running the circus across the country and fattening the monsters as he traveled, he couldn't be organizing the ritual here in California directly. There simply wouldn't be time enough for everything. A branch of the cult of Shub-Niggurath must have been long established here in Los Angeles, preparing for the eclipse.

You settle into your room to ponder the problem, weighing time and risk in frustrating repetition. Not long into your meditations, Thea sits up with a quizzical expression and carries the book over to you. "Remember how the cult in ancient Rome disguised itself as one of Bacchus? What if they're using the same tactic now, hiding in plain sight as another organization like it?"

- »Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if each The Big Top location was revealed during the scenario.
- »Add a  token to the chaos bag for the remainder of the campaign.



... Resolution 3 or No Resolution.

You flee the circus for your life, making for the revealed exit ahead of the monster that Blake has become. You may have imagined something horrible at work from a worshiper of Shub-Niggurath, but for Blake himself to be an incarnation of the Black Goat is deeply disturbing. The revelation also lends some clarity to Blake's fervent belief in the prophecies of old. In one form or another, he – or it, rather – may have been present for those events.

The instant you pass through the revealed entrance, the spectacle ceases and the calm ambiance of the Los Angeles afternoon greets you. You wait tensely, still ready to fight or flee, but the circus grounds lie silent. Even in this form, Blake may not want to risk revealing anything that would betray the coming ritual – the very thing that you must discover before tomorrow.

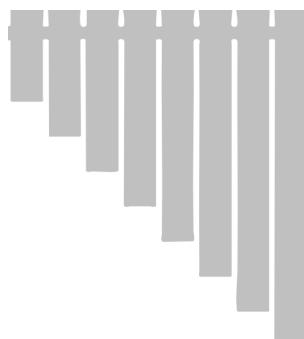
- » In your Campaign Log, record that *the investigators unmasked Blake.*
- » Each investigator earns 1 bonus experience as they have learned the truth about the ringmaster.



Exhausted from escaping the circus trap, you trudge back to the hotel, weighed down as much mentally as physically. You have less than a day before the eclipse, and no leads to where it could take place. There is one hope, however. With Blake running the circus across the country and fattening the monsters as he traveled, he couldn't be organizing the ritual here in California directly. There simply wouldn't be time enough for everything. A branch of the cult of Shub-Niggurath must have been long established here in Los Angeles, preparing for the eclipse.

You settle into your room to ponder the problem, weighing time and risk in frustrating repetition. Not long into your meditations, Thea sits up with a quizzical expression and carries the book over to you. "Remember how the cult in ancient Rome disguised itself as one of Bacchus? What if they're using the same tactic now, hiding in plain sight as another organization like it?"

- »Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if each The Big Top location was revealed during the scenario.
- »Add a  token to the chaos bag for the remainder of the campaign.



Continue to Scenario VI - Bacchanalia on page 110.

...from page 101 (Resolution 4).

The Black Goat screams and writhes, its form disrupted and shifting in a slurry of animal features. As the thing roils, the illusions surrounding the circus blur and dissolve, like smoke in a strong wind. The face of the goat shifts briefly to a crude visage of Blake once more before one final screech bellows out, and its form is suddenly gone.

Stripped away from the circus grounds, the vanishing illusions reveal ripped tents, cracked lights, and an air of decay lingering in the aftermath. No trace of the other performers or savage monsters remain, leaving you alone to ponder the end of the ringmaster.

The revelation that Sylvester Blake was an incarnation of the Black Goat is unsettling to say the least, but explains just why he – or it, rather – believed so fervently in prophecies and visions. As an extension of Shub-Niggurath, it has existed for millennia, likely even guided the ancient cult that Apuleius helped to destroy. The cosmic events surrounding this ritual factored into everything that Blake did with the circus. And even without Blake, the ritual will continue... but where?

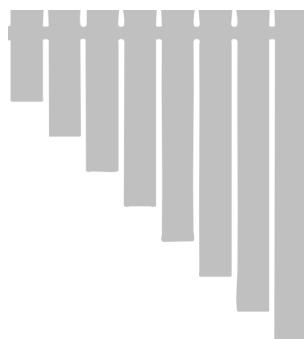
»In your Campaign Log, record that *the investigators struck down Blake.*



Exhausted from escaping the circus trap, you trudge back to the hotel, weighed down as much mentally as physically. You have less than a day before the eclipse, and no leads to where it could take place. There is one hope, however. With Blake running the circus across the country and fattening the monsters as he traveled, he couldn't be organizing the ritual here in California directly. There simply wouldn't be time enough for everything. A branch of the cult of Shub-Niggurath must have been long established here in Los Angeles, preparing for the eclipse.

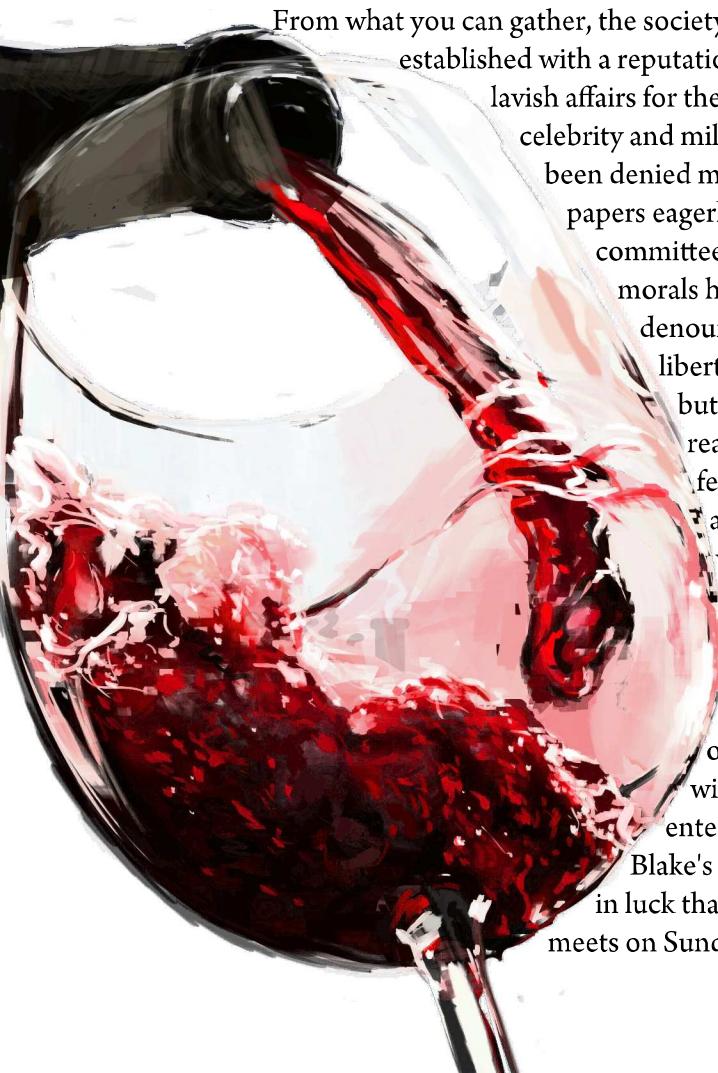
You settle into your room to ponder the problem, weighing time and risk in frustrating repetition. Not long into your meditations, Thea sits up with a quizzical expression and carries the book over to you. "Remember how the cult in ancient Rome disguised itself as one of Bacchus? What if they're using the same tactic now, hiding in plain sight as another organization like it?"

- »Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if each The Big Top location was revealed during the scenario.
- »Add a  token to the chaos bag for the remainder of the campaign.



SCENARIO VI **BACCHANALIA**

There's not a moment to lose now. You make a tour of the city's newspaper stands and delve into the society pages. If there's any big organization dedicated to Shub-Niggurath, it has to be exclusive, perhaps even secretive to avoid any ignorant socialite joining them by mistake, and likely has some obvious connection only noticeable to those looking for it. One name among the newspapers catches your eye more than the others – the Liber Pater Society.



From what you can gather, the society is long-established with a reputation for hosting lavish affairs for the elite. Many a celebrity and millionaire have been denied membership, the papers eagerly tell, and committees for public morals have often denounced their libertine activities, but never to any real effect. The few pictures available of their weekly galas depict scenes of Roman decadence, connecting the old cult alibi with modern entertainment of Blake's caliber. You're in luck that the society meets on Sunday nights.

» If 1 or more **Socialite** or **Silver Twilight** investigators were chosen for this campaign,

Flip this book over and read the text below.

additional resources.

» **Socialite** or **Silver Twilight** investigators begin this scenario with 2

from the circus and wilderness.

social hoolnobbing and prying into hidden affairs. It's almost a relief to

It's hardly your kind of crowd, but you're accustomed to

You return to the hotel at once and prepare your best available clothes for the society affair. Though not exactly formal, Thea's fortune teller robes do fit the old Roman theme of their parties. She looks in the mirror self-consciously as you converse.
“I've never been to something so... extravagant. Or maybe corrupt is more like it. The Four Leaf Circus wasn't exactly high class, but they had standards. What about you? Y'all don't have any... vices, do you?”

Each investigator may choose **any amount** of the following:

» “*Of course not.*”

Remember that you have “a vice for revelry.”

» “*Not a bit.*”

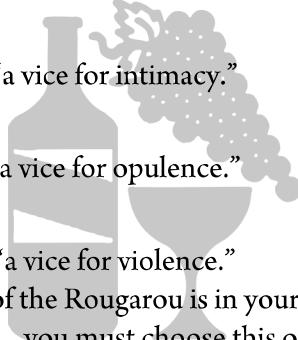
Remember that you have “a vice for intimacy.”

» “*Don't worry.*”

Remember that you have “a vice for opulence.”

» “*I'll be fine.*”

Remember that you have “a vice for violence.”



If the Curse of the Rougarou is in your deck,
you must choose this option.

Proceed to Setup on page 112.

¹¹²
Setup

»Gather all cards from the following encounter sets: *Bacchanalia*, *Cult of Shub-Niggurath*, *New Moon Entertainers*, *Panicked Masses*, and *Primordial Evils*. These sets are indicated by the following icons:



»Put the Vestibule, Banquet Hall, Statuary Gardens, Private Parlor, Collection Hall, and Upper Balcony locations into play.

- Each investigator begins play at Vestibule.

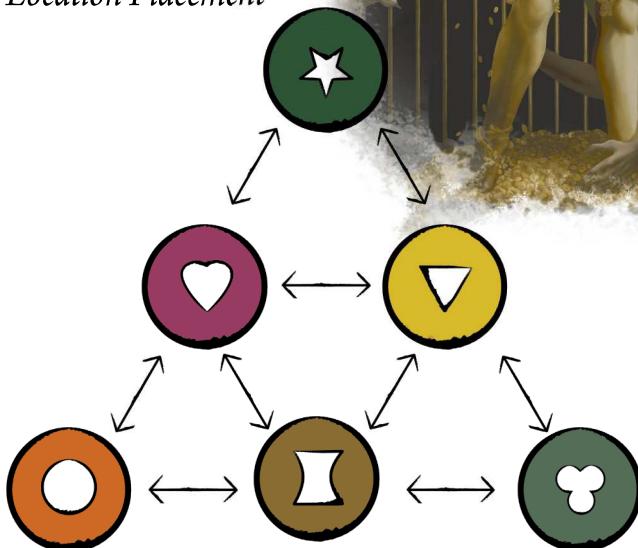
»Shuffle the five **Socialite** story assets and put each one into play at a different location other than Vestibule. Place 1 clues on each of these assets.

»Set the following cards aside, out of play: Each copy of Terrified Captives and Wild Hysteria, each **Restricted** location, Goatspawn Corruptor.

»Shuffle the remainder of the encounter cards to build the encounter deck.



*Suggested
Location Placement*



When the game is complete:

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

... and it was before **Act 3**,

Go to page 114.

... Otherwise,

Go to page 116.

» If Resolution 1 was reached,

Go to page 114.

» If Resolution 2 was reached,

Go to page 116.



... Resolution 1 or No Resolution before act 3.

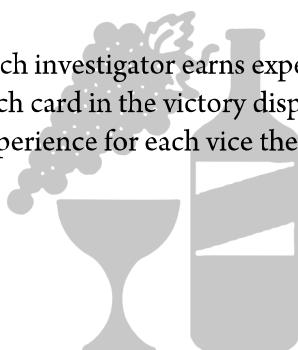
You stumble out the front door of the manor, struggling to find your wits and scrambling to defend yourself, but you find that nothing pursues you. The party-goers are so devoted to their wild activity that none of them can find the time or inclination to chase you. You seize the strange chance and retreat to safety.

This unfortunately puts you back to where you were hours ago, having learned nothing substantial from the party. However, knowing that the Liber Pater Society is in fact a branch of the Cult of Shub-Niggurath, they won't fail to attend the ritual to their foul deity. You take up a quiet vigil through the night as you lick your wounds, waiting for the members to depart to the ritual site en masse. This will spread you thin, to be sure, but the alternative is to abandon your quest in the final stretch.

»In your Campaign Log, record that *the investigators must follow the cult.*

Thoughts of destiny and prophecy occupy your mind late into the night. For all your wits, is everything arranged to lead you to this confrontation? Or has it all depended on someone acting of their own accord, simply hoping for the best? You're not certain which you like better.

»Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience for each vice they picked at the start of the scenario.





Continue to Interlude - Good Omens on page 116.

... Resolution 2 or No Resolution during act 3.

You retire from the party at an almost leisurely pace that feels quite out of place with the last two weeks of frantic peril. The society – and the cult – must feel secure in the upcoming ritual to behave so frivolously. Regardless of how they feel, you depart with the knowledge of their site, and a welcome feeling of accomplishment. From here, it's back for as much sleep as you can gather. It will be a busy morning tomorrow.

» In your Campaign Log, record that *the investigators discovered the ritual's location.*

Thoughts of destiny and prophecy occupy your mind late into the night. For all your wits, is everything arranged to lead you to this confrontation? Or has it all depended on someone acting of their own accord, simply hoping for the best? You're not certain which you like better.

» Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience for each vice they picked at the start of the scenario.





Continue to Interlude - Good Omens on page 118.

INTERLUDE GOOD OMENS



The first rays of sunlight begin to warm the city as you begin your journey northward. Thea is focused intently on the final page of Apuleius' account, mouthing the Latin words and lingering on each one. After a long pause, she finally turns toward you.



» Each card in this interlude can be found in the *Destiny and Prophecy* encounter set, indicated by this icon:



If an investigator's deck contains Amalethea Weaver...

» ... (*Aspirant of Courage*),

Go to page 120.

» ... (*Aspirant of Wisdom*),

Go to page 121 and flip the book upside down.

¹²⁰

...from page 119 (more to do).

"I've been trying to control my visions more directly. It's been working, but there's just... too many of them. I lose the details if I try to take it all in. How would y'all decide which visions are the most important ones?"



The investigators must decide (choose one):

» "Focus on using the visions to keep us protected."

Go to page 122.

» "Focus on using the visions to fight these monsters."

Go to page 123 and flip the book over.

[Go to Page 125.](#)

»“Take the visions as they are, beyond the prophecy.”

[Go to Page 124 and flip the book right side up.](#)

»“Try to square the visions with the written prophecy.”

The investigators must decide (choose one):

“I just... don’t know how to interpret them. What would you do with the visions and the prophecies?”

“I’ve been trying to open myself up to my visions more, let them play out fully and reveal things I didn’t see before.”

...from page 119 (more to see).

...from page 120 (prior warning).

Thea nods, folding the book with a serene smile. "I'll do exactly that. Even though I'm the one supposed to be guiding you, you've given me plenty of guidance. But it's my turn for sure now. We'll be ready for anything they can cook up."

» The investigator with Amalthea Weaver in their deck swaps her with Amalthea Weaver (*Oracle of Purity*).



Your own thoughts stray to the old tome, and you wonder aloud just what the cult knows that you don't. After all, the tome was in Blake's possession for who knows how many years.

If an investigator's deck contains De Cultist Bestiae...

» ... (*Interpretation of Conviction*),

Go to page 126.

» ... (*Interpretation of Obsession*),

Go to page 127 and flip the book upside down.

» ... (*Interpretation of Obsession*),
Go to page 126 and flip the book right side up.

» ... (*Interpretation of Conviction*),
Go to page 126 and flip the book right side up.

If an investigator deck contains De Cultist Bestiary...

Your own thoughts stray to the old tome, and you wonder aloud just what the cult knows that you don't. After all, the tome was in Blake's possession for who knows how many years.



Thea nods, shutting the book with a brave smile. "I'll do exactly that. Even though I'm the one supposed to be guiding you, you've given me plenty of guidance. But it's my turn for sure now. They won't be able to twitch without us knowing it."

"The investigator with Amalthea Weaver (*Oracle of Resolute*). The investigator swaps her deck.

...from page 120 (saw it coming).

¹²⁴

...from page 121 (written in ink).

"I've been trying to control my visions more directly. It's been working, but there's just... too many of them. I lose the details if I try to take it all in. How would y'all decide which visions are the most important ones?"

»The investigator with Amalthea Weaver in their deck swaps her with Amalthea Weaver (*Oracle of Enlightenment*).



Your own thoughts stray to the old tome, and you wonder aloud just what the cult knows that you don't. After all, the tome was in Blake's possession for who knows how many years.

If an investigator's deck contains De Cultist Bestiae...

» ... (*Interpretation of Conviction*),

Go to page 126.

» ... (*Interpretation of Obsession*),

Go to page 127 and flip the book upside down.

» ... (*Interpretation of Obsession*),
Go to page 126 and flip the book right side up.

» ... (*Interpretation of Conviction*),
Go to page 126 and flip the book right side up.

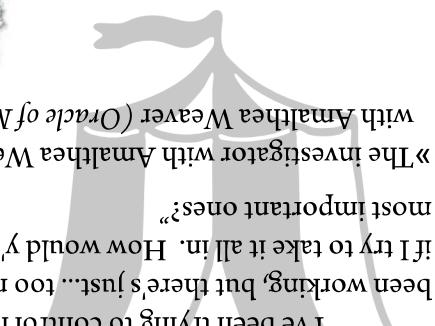
If an investigator deck contains De Cultist Bestiæ ...

Your own thoughts stray to the old tome, and you wonder aloud just what the cult knows that you don't. After all, the tome was in Blake's possession for who knows how many years.



“I've been trying to control my visions more directly. It's been working, but there's just... too many of them. I lose the details if I try to take it all in. How would y'all decide which visions are the most important ones?”

“The investigator with Amalthea Weaver in their deck swaps her with Amalthea Weaver (*Oracle of Mystery*).
“I've been trying to control my visions more directly. It's been working, but there's just... too many of them. I lose the details if I try to take it all in. How would y'all decide which visions are the most important ones?”



...from page 121 (written in smoke).

... the infinite.

If you're right in Blake's devotion being his driving motivation, then his followers will put their effort into the ritual foremost, and rely on the foul spell to carry them to victory.



The investigators must decide (choose one):

» "We must rely on forces beyond humanity for guidance."

Go to page 128.

» "We must rely on our own strengths in this fight."

Go to page 129 and flip the book upside down.

[Go to Page 131.](#)

»“We must prepare to face giants.”

Go to Page 130 and flip the book right side up.

»“We must prepare to face thousands.”

The investigators must decide (choose one):

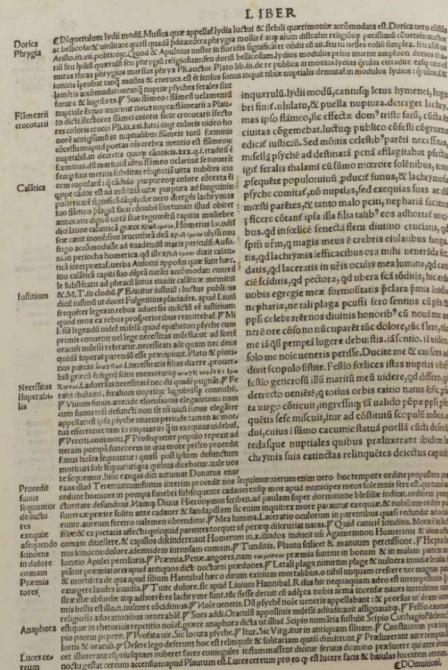


If you're right in Blake's vengeance being his driving motivation, then his followers will rely on the physical agents of their god, the goatspawn and the malignant dark young for victory.

...the endless.

The tome has guided you this far, in a sense, and you see no reason to deviate from that now. The incantations of the book will be needed now more than ever.

»The investigator with De Cultus Bestiae in their deck swaps it with De Cultus Bestiae (*Prophecy of the Beyond*).



You and Thea share quiet, if tired, conversation as you proceed north out of Los Angeles in the growing daylight. The clear sky does little to assuage your worries of the coming fight.

»Add a ☽ token to the chaos bag for the remainder of the campaign.

Continue to Scenario VII - Red Sunrise on page 132.

Shub-Niggurath is named in the tome as the black goat of a thousand young, and you must expect to face and defeat countless enemies before the day is out.

»The investigator with De Cultus Bestiae in their deck swaps it with De Cultus Bestiae (*Prophecy of the Horde*).



You and Thea share quiet, if tired, conversation as you proceed north out of Los Angeles in the growing daylight. The clear sky does little to assuage your worries of the coming fight.

»Add a token to the chaos bag for the remainder of the campaign.

Continue to Scenario VII - Red Sunrise on page 132.

SCENARIO VII

RED SUNRISE





It takes several hours to reach the border of the great redwood forests. The profane prophecy did mention a red forest, but you didn't expect such a literal result from the cryptic old text. The scope and scale of the trees is humbling, and reminds you of the colossal dark young that the circus bred. The prospect of meeting them in broad daylight isn't any more appealing whatsoever.

The forest is quiet as you take the trodden trail north. Even the song of birds that would normally fill the air is absent. It's said that animals go silent when predators are about, and the monstrosities the cult keeps are as terrible as predators come. They'd consume every living thing for miles if only they could. You'd be wise to proceed with caution, and yet the sun is already halfway up the sky.

The investigators must decide (choose one):

» "*Time is of the essence. The eclipse isn't waiting for us.*"

Add a ♠ token to the chaos bag for the remainder of the campaign.

» "*These woods are filled with danger. Easy does it.*"

Add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 134.

Setup

»Gather all cards from the following encounter sets: *Red Sunrise*, *Children of the Goat*, *Illusory Tricks*, *New Moon Daredevils*, *Primordial Evils*, and *Savage Woods*. These sets are indicated by the following icons:



»For each set of locations with matching names, choose one copy at random and remove it from the game. Put the remaining locations into play, along with the Forgotten Trail and Ritual Clearing locations (see *Suggested Location Placement on the next page*).

- Each investigator begins play at Forgotten Trail.

»Choose four of the Path Forward story cards at random and remove them from the game. Shuffle each of the remaining copies together and place one of them facedown beside each row of 2 or more locations. These cards are in play, but not at any location.

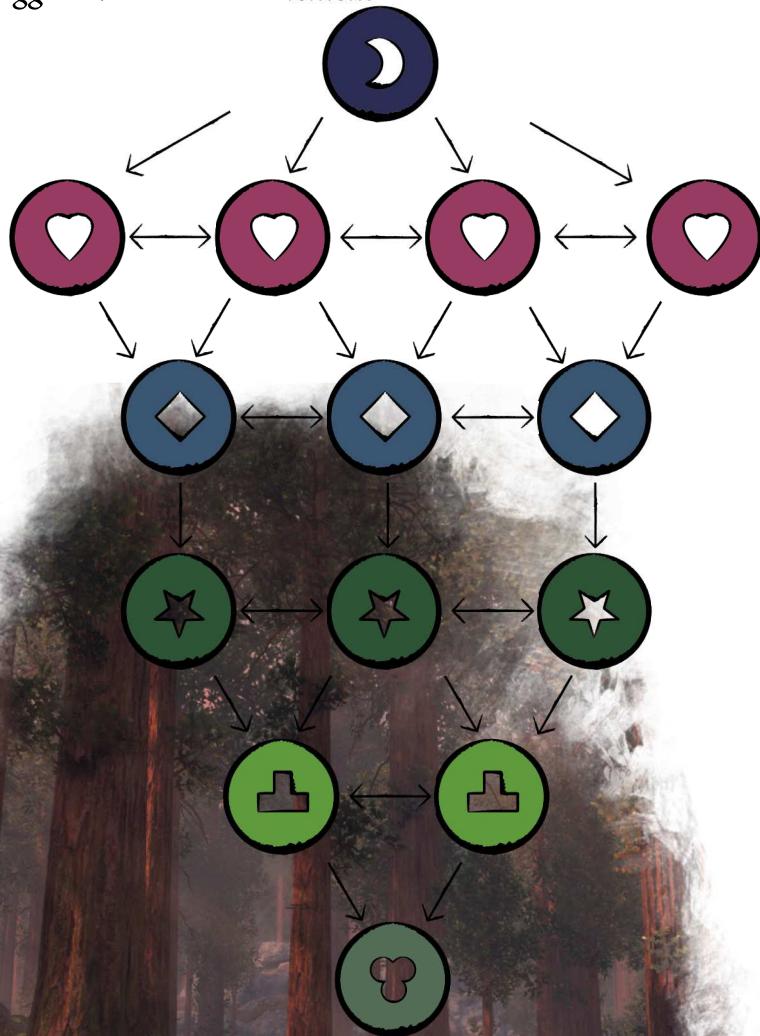
Rows

In this scenario, certain cards refer to rows of locations. These are locations with the same name placed next to each other horizontally.

A single card without adjacent cards is still considered to be in a row. Some card effects may refer to a row being above or below another row. In this case, above is nearer to Ritual Clearing, and below is nearer to Forgotten Trail.

Suggested Location Placement

135



» Check the Campaign Log.

- If *the investigators discovered the ritual's location*,
use “Agenda 1 – Fading Sunlight (v.I)” for this scenario.
Remove each other copy of agenda 1 from the game.
- If *the investigators must follow the cult*,
use “Agenda 1 – Fading Sunlight (v.II)” for this scenario.
Remove each other copy of agenda 1 from the game.

» Check the Campaign Log.

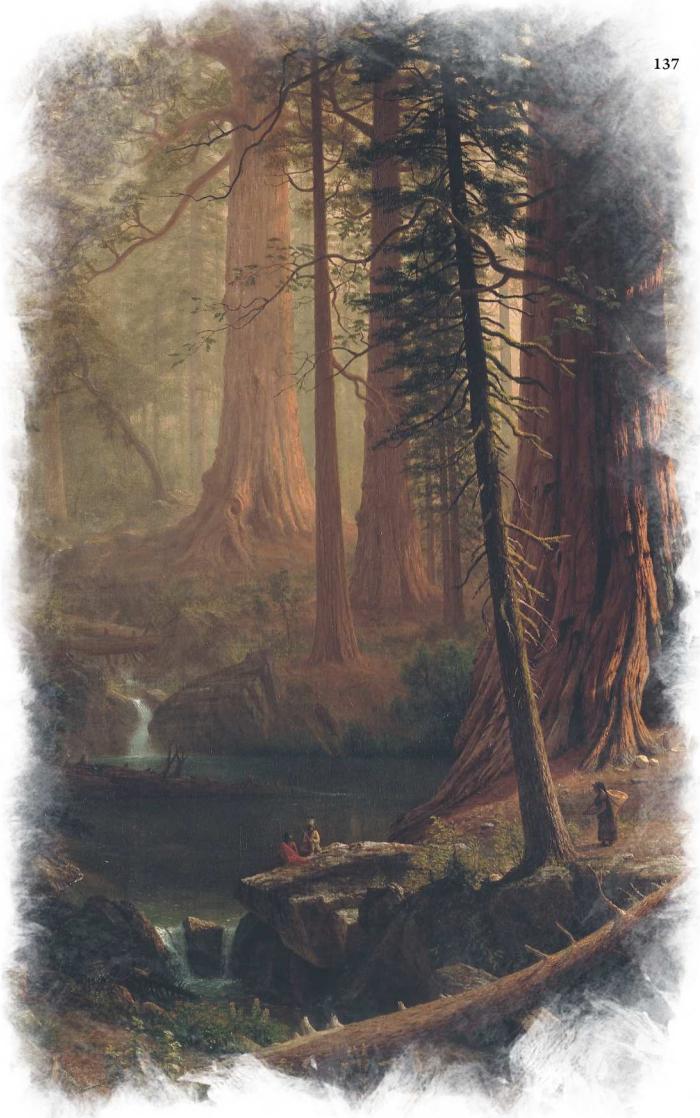
- If *the investigators struck down Blake*,
use “Act 1 – Forest of Giants (v.I)” for this scenario. Remove
each other copy of act 1 from the game.
- If *the investigators unmasked Blake*,
use “Act 1 – Forest of Giants (v.II)” for this scenario. Remove
each other copy of act 1 from the game.
- If *the investigators clashed with Blake*,
use “Act 1 – Forest of Giants (v.III)” for this scenario. Remove
each other copy of act 1 from the game.

» Check the Campaign Log. Place 4 doom on agenda 1a. Reduce
this amount by X, where X groups of citizens were saved from the
circus.

» Set the following cards aside, out of play: Each copy of The Cult
En Masse, Devotee of the Thousand.

» Shuffle the remainder of the encounter cards to build the
encounter deck.





When the game is complete:

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

Go to page 138.

» If Resolution 1 was reached,

Go to page 138.

» If Resolution 2 was reached,

Go to page 140.

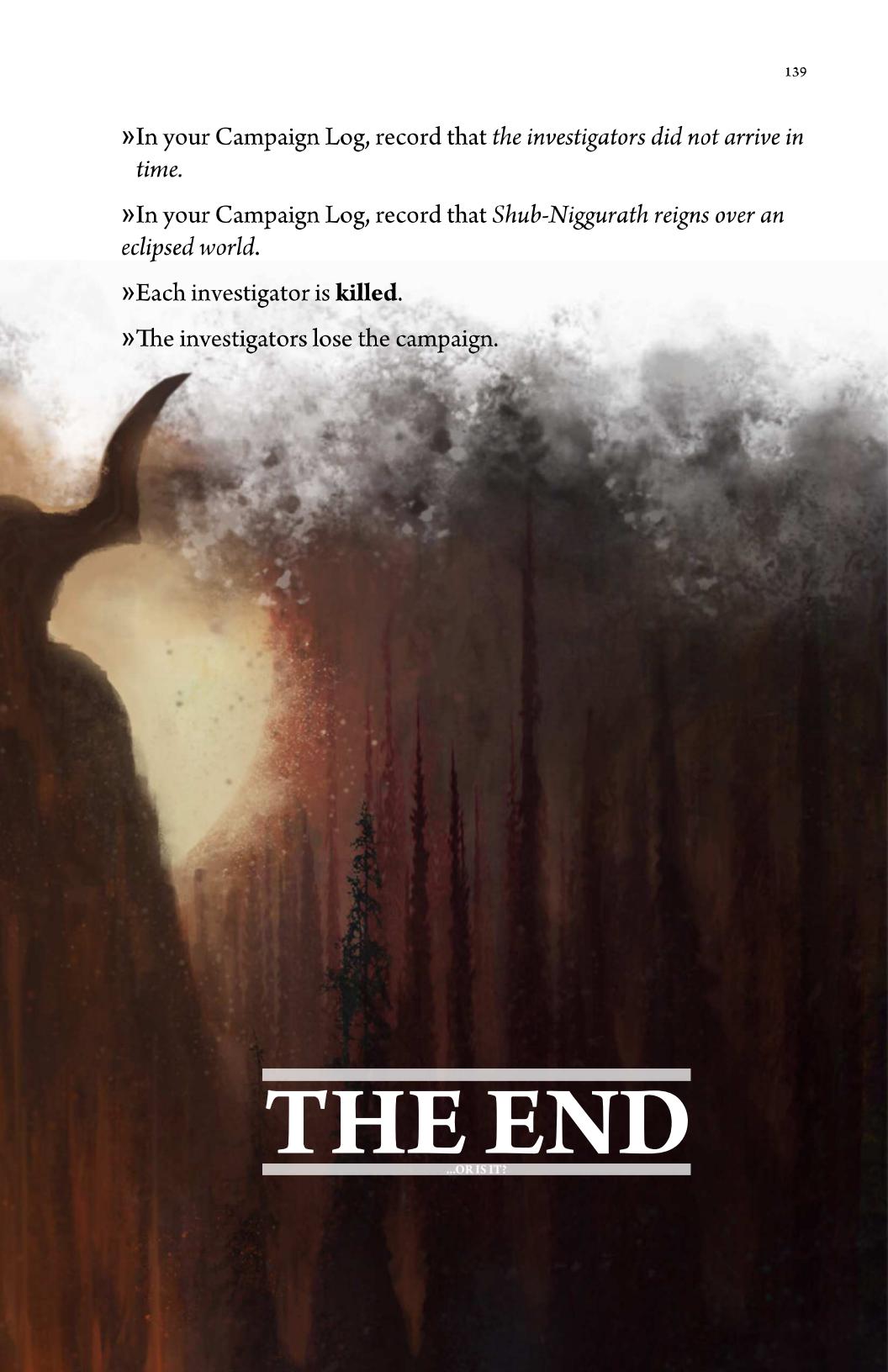


... Resolution 1 or No Resolution.

The moon and sun align, and with the ritual complete, they will never again part. The thousands of dark young flow out from the forest, overwhelming you from endless strength alone, and paving the way for their aberrant mother. The world soon succumbs to the monstrosities flowing from every forest on Earth with unending ferocity and hunger.



- » In your Campaign Log, record that *the investigators did not arrive in time.*
- » In your Campaign Log, record that *Shub-Niggurath reigns over an eclipsed world.*
- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END

...OR IS IT?

...from page 137 (Resolution 2).

The forest, which had been deathly silent since sunrise, erupts with a cacophony of unnatural noises. Some you feel in your bones more than your ears, others deep in your psyche, triggering fight-or-flight instincts. Thea grips the tome as she looks out into the dimming forest. “The cult can summon Shub-Niggurath to any forest during the night of a new moon... and the eclipse sure makes it that way... we can’t let them finish this ritual!” You may have interrupted the profane ceremony, but as long as the eclipse is ongoing, there is a chance the cult can still complete it. The next few minutes will determine the fate of the world.



- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If The Cult En Masse enemy is not in the victory display, record that *the cult rallies* in your Campaign Log.
- » Add a  token to the chaos bag for the remainder of the campaign.



Continue to Scenario VIII - Thousand to One on page 142.



SCENARIO VIII **THOUSAND TO ONE**

Among the towering redwoods, Shub-Niggurath has been called by the faithful cult, and while the ritual has been disrupted, they are not yet thwarted. For six short minutes, you must prevent the cult and the thousand young from retaking the ritual clearing and completing their dark deed. That alone will save the world.



If an investigator's deck contains ...

»*Monstrous Transformation*,

Go to page 144.

»*Lady Esprit*,

Go to page 146.

»*Neither Card*,

Go to page 148.



...from page 143 (*pure lunacy*).

The sight of the blank moon shrouding
the sun sends a feral chill racing down your
spine. Instinct tells you that now is not the
time for caution or control.

ONLY WILD SURVIVAL

»You may begin the game with
Monstrous Transformation in your
hand as an additional card.

Thea clenches her fists tensely, watching the dark redwood forest dim before her eyes. “This is it... this is what the priestess got a glimpse of all those years ago. And she must have seen y'all doing... something, but whatever it was, it must have helped. Otherwise she would have told Apuleius a story of doom and gloom.” It's still difficult to believe that anything in the last two weeks was truly foretold in antiquity, but if the priestess saw you doing something and then surviving an encounter with Shub-Niggurath, then you have little reason to avoid it. Fate or chance make little difference to you in this dire situation. What does matter is how you approach this siege.





The investigators must decide (choose one):

» "We have to focus our defenses, no matter the stress."

If there is a ♠ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

» "We have to stretch our equipment as thin as possible."

If there is a ♠ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 150.

Lady Esprit's head is raised toward the eclipse, though her eyes are closed in concentration. "Halfway between worlds. We must petition Papa Legba and Erzulie."

» You may begin the game with Lady Esprit in your hand as an additional card.

Thea clenches her fists tensely, watching the dark redwood forest dim before her eyes. "This is it... this is what the priestess got a glimpse of all those years ago. And she must have seen y'all doing... something, but whatever it was, it must have helped. Otherwise she would have told Apuleius a story of doom and gloom." It's still difficult to believe that anything in the last two weeks was truly foretold in antiquity, but if the priestess saw you doing something and then surviving an encounter with Shub-Niggurath, then you have little reason to avoid it. Fate or chance make little difference to you in this dire situation. What does matter is how you approach this siege.





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» "We have to stretch our equipment as thin as possible."

If there is a ♠ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 150.



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The investigators must decide (choose one):

» "We have to focus our defenses, no matter the stress."

If there is a ♠ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

» "We have to stretch our equipment as thin as possible."

If there is a ♠ token in the chaos bag, remove it and add a ♠ token to the chaos bag for the remainder of the campaign.

After the decision is made:

Proceed to Setup on page 150.

Setup

» Gather all cards from the following encounter sets: *Thousand to One*, *Children of the Goat*, *Cult of Shub-Niggurath*, *Lunatic Night*, and *Savage Woods*. These sets are indicated by the following icons:



- » Put the Primal Forest, High Thicket, Sparse Woodland, Silent Clearing, Mossy Glen, and Fallen Copse locations into play.
- Each investigator begins play at Silent Clearing.
- » Put Shub-Niggurath into play at Primal Forest.
- » Put one copy of Ravenous Brood into play at High Thicket, either side face up.
- » Check your Campaign Log. For each word recorded under “Destinies,” find the story card with the corresponding word and resolve its story text. Remove each other story card from the game.
- » Check your Campaign Log. If *the cult rallies*, place 2 doom on agenda 1a.
- » Set the following cards aside, out of play: Each other copy of Ravenous Brood, The Prophecy Fulfilled, and The Prophecy Unfulfilled.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator was defeated),
Go to page 152.
- » If Resolution 1 was reached,
Go to page 152.
- » If Resolution 2 was reached,
Go to page 154.

... Resolution 1 or No Resolution.

Exhausted and overwhelmed, you collapse to the ground of the redwood forest, clinging to the last vestige of life. The terror and pain are fleeting, as you get your last glimpse of the permanent eclipse before Shub-Niggurath and the thousand young descend upon you. You are at least spared the death and madness that sweep the world under its permanent shroud. The age-old plot culminated by Sylvester Blake and the New Moon Circus has come to pass, and no prophecies can deny the horrid reality that is Shub-Niggurath, the mother of a thousand young.



- » In your Campaign Log, record that *the investigators were devoured by the thousand young.*
- » In your Campaign Log, record that *Shub-Niggurath reigns over an eclipsed world.*
- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END

...OR IS IT?

...from page 151 (*Resolution 2*).

Grueling seconds pass as you repel the dark young and the cultists of Shub-Niggurath from retaking the ritual circle. The short minutes in full view of the vile entity fill you with a primal terror that has no recourse but to fight for your life. And then, as quietly and subtly as it started, the eclipse has ended. The maddened braying of Shub-Niggurath is suddenly absent, and the dark young with it. Only the bodies of cultists and their ruined ritual remain to tell the tale of what transpired in these brief minutes.

Thea collapses to the forest floor from exhaustion and relief building on each other, with tears in the corners of her eyes. "It's over... I hope to God it's over, at least. I don't know if I could stand another minute near that... that terrible thing." You ease yourself down next to Thea, even more tired and shaken, but no less relieved. You didn't have a Roman legion at your command, but you hope that your scattering of the cult and destruction of the ritual was every bit as effective as Apuleius' attempt two thousand years ago. With any luck, it will be another two thousand years until the cult of Shub-Niggurath can attempt anything this vile again.

Slow minutes pass in the early afternoon sun, and the redwood forest takes on a different character entirely. If you told anyone of your harrowing battle in this isolated and now-peaceful place, anyone would reasonably think you a liar at best. You and Thea don't have to exchange any words to understand that the events of the eclipse must remain secret. At least to those who aren't prepared for the disturbing truth. Perhaps you could write a book.



- » In your Campaign Log, record that *the investigators ended the ritual.*
- » In your Campaign Log, record that *Shub-Niggurath vanished with the eclipse.*
- » 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 world from Sylvester Blake's plot to unleash Shub-Niggurath.
- » Each investigator suffers any combination of 3 physical and/or mental trauma from the intense strain of surviving the assault of Shub-Niggurath and its brood.
- » The investigators win the campaign!



Continue to the Epilogue on page 166.



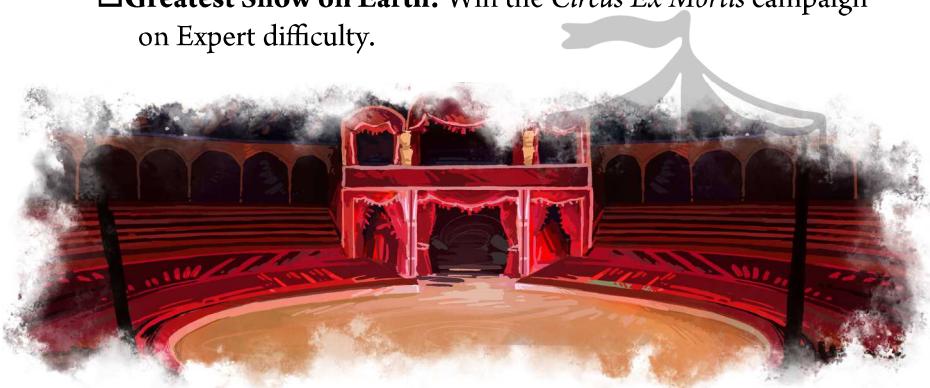


ACHIEVEMENTS

The following is a list of achievements for the *Circus Ex Mortis* campaign you may strive toward as you play. As you complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- Scapegoat:** Play the *Circus Ex Mortis* campaign as Jenny Barnes and defeat Sacrificial Beast at a location with a copy of Terrified Captives attached.
- Moonlight Sonata:** Play the *Circus Ex Mortis* campaign as Jim Culver and reveal three or more ☽ tokens while resolving Final Rhapsody.
- Graveside Chat:** Play the *Circus Ex Mortis* campaign as Marie Lambeau and have Baron Samedi and Lady Esprit in play at the same time.
- Wolf of Wall Street:** Play the *Circus Ex Mortis* campaign and have Monstrous Transformation and Lone Wolf in play at the same time while you control 20 or more resources.
- Destined Karma:** Get +3 skill value from the ability on Amalthea Weaver during a skill test that defeats The Black Goat.
- Time Out!:** Activate the ➤ ability on De Cultus Bestiae while you are engaged with 3 or more enemies.
- Wax and Wane:** Cancel 1 ☽ token and release 2 ☽ tokens during a single skill test using Invocation of Diana.
- Shoot the Moon:** Reveal four or more ☽ tokens during a single skill test.
- Utter Lunatic:** Release all six ☽ tokens from your investigator card at the end of a single round.
- Clown College:** Evade a New Moon Clown using Disguise.

- Natural Selection:** Defeat a New Moon Beast Tamer via an ability on a *Creature* asset you control.
 - Lactose Intolerant:** Cancel two or more copies of Milk of Shub-Niggurath during a single scenario.
 - Deep Sleepers:** Reach Resolution 2 of *Harm's Way* without any investigator being attacked by a Towering Dark Young.
 - Pain Train:** Earn 3 or more trauma during *All Points West*.
 - Vice Squad:** Reach Resolution 2 of *Bacchanalia* with each investigator choosing all four vices.
- Many Futures:** Obtain each final version of Amalthea Weaver.
- | | |
|--|--|
| <input type="checkbox"/> Oracle of Purity | <input type="checkbox"/> Oracle of Enlightenment |
| <input type="checkbox"/> Oracle of Resolve | <input type="checkbox"/> Oracle of Mystery |
- Many Pasts:** Obtain each final version of De Cultus Bestiae.
- | | |
|--|---|
| <input type="checkbox"/> Prophecy of the Beyond | <input type="checkbox"/> Prophecy of the Horde |
| <input type="checkbox"/> Prophecy of the Eternal | <input type="checkbox"/> Prophecy of the Behemoth |
- G.O.A.T.:** Place 8[•] or more damage on Shub-Niggurath in a single round.
 - Steal the Show:** Win the *Circus Ex Mortis* campaign with only *Performer* investigators chosen for the campaign.
 - Greatest Show on Earth:** Win the *Circus Ex Mortis* campaign on Expert difficulty.



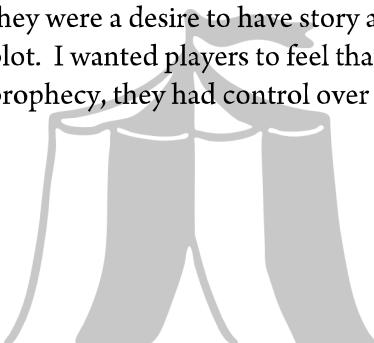
DESIGN NOTES

Thanks for playing! *Circus Ex Mortis* is another idea I've had in mind for a while, as both a chance to add the flair and mystique of the circus to the mythos, and an interesting connection to Shub-Niggurath, an ancient one that has a relatively limited scope for having such a large stake in the mythos.

On the subject of Shub-Niggurath, there is some gray area concerning the Black Goat that I decided to include in the campaign. Some text refers to the Black Goat as another aspect of the all-mother, while others refer to it as a separate and distinctly male entity acting as a sort of figurehead for the cult. This led to the idea of disguising the Black Goat as Sylvester Blake to lead the circus in its mission.

Several elements of the plot developed more or less simultaneously to support each other, such as the ancient Roman history and the modern Liber Pater Society (which itself is a pastiche of the Hellfire Club with a thematic link to the cult). I have a particular fascination with fitting things both to Arkham canon and to real life events, so many elements like Apuleius and the eclipse in southern California at that exact date are historical fact, only adjusted to the mythos.

That same sort of simultaneous design also came together for both Amalthea Weaver and De Cultus Bestiae. Their inclusion was as much to make the story more personal to the investigators as they were a desire to have story assets that developed alongside the plot. I wanted players to feel that despite all the talk of destiny and prophecy, they had control over the future.



Unlike some other campaigns which take place almost entirely in secret or in remote places, the nature of the circus being a very public event and Blake's scheme to raise the dark young on spectators of the traveling circus led to involving bystanders more than usual. It was more of a challenge than I expected though to make the involvement of bystanders constant without making each mission a tedious escort.

Once again, thank you for playing and for feedback if you have it. See you in the next campaign!



CREDITS

»**Arkham Horror: The Card Game Design:** Nate French and MJ Newman.

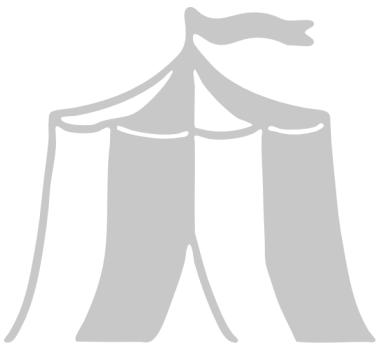
»**Campaign Design:** Tyler Gotch (The Beard)

»**Moon Token Design:** Hauke

»**Playtesters:** Tofu Mushroom, Pugtato, Flanfy, Aughhh, Gold, TerranChef, Deutereum, Antimarkovnikov, Erik T, Zyloemm, BardofSnow, Jefferson, DanDanRevolution, MickeytheQ, Drust, SimonD, thenumber1nick, Buteremelse, Karrius, Jared Boyce, Marcus Lemmon, Harrison F, Chad Reverman





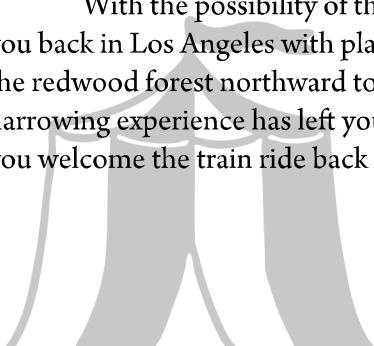




EPILOGUE



With the possibility of the Liber Pater Society waiting for you back in Los Angeles with plans of vengeance, you instead depart the redwood forest northward toward San Francisco. Your harrowing experience has left you wary of the forests in general, and you welcome the train ride back east across open country.





If an investigator's deck contains ...

»*Monstrous Transformation*,

Go to page 168.

»*Lady Esprit*,

Go to page 170.

»*Neither Card*,

Go to page 172.

...from page 167 (under wraps).

The savage urges have been largely subdued since the battle under the eclipse, but you know that this is something you will have to contend with constantly, perhaps for the rest of your life. Until you discover a cure for the curse of the Rougarou, there will have to be blood, one way or another.

Thea has remained a constant – if quiet – companion for the journey back to Arkham. Since Blake's acquisition of the Four Leaf Circus, Thea's life had been funneled toward the eclipse ritual. Everything had built to that moment, and now she is adrift. Even Thea's visions don't suggest any distinct events to come. Her future is an open book, so to speak, though she still keeps a close hand on De Cultus Bestiae.



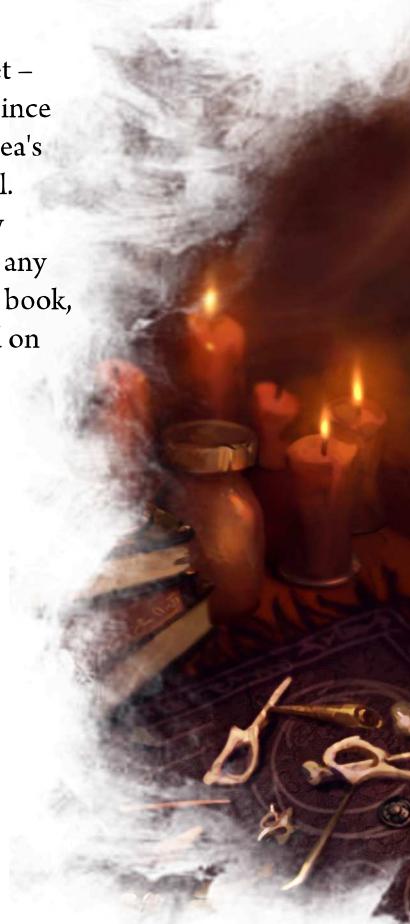


Check the Campaign Log:

- » If the prophecy was fulfilled,
Go to page 174.
- » If the prophecy was unfulfilled,
Go to page 176.

Lady Esprit has kept a more aloof mood than usual since the ordeal in the redwood forest. By the time your journey reaches St. Louis once again, the bokor remains on the platform as you board the train to Chicago. "Papa Legba stands at the crossroads and points the way to where I'm needed most. But don't you worry none. If you need me, then the roads will lead me to you once again."

Thea has remained a constant – if quiet – companion for the journey back to Arkham. Since Blake's acquisition of the Four Leaf Circus, Thea's life had been funneled toward the eclipse ritual. Everything had built to that moment, and now she is adrift. Even Thea's visions don't suggest any distinct events to come. Her future is an open book, so to speak, though she still keeps a close hand on De Cultus Bestiae.





Check the Campaign Log:

»If the prophecy was fulfilled,
Go to page 174.

»If the prophecy was unfulfilled,
Go to page 176.

¹⁷² ...from page 167 (*a long silence*).

Thea has remained a constant – if quiet – companion for the journey back to Arkham. Since Blake's acquisition of the Four Leaf Circus, Thea's life had been funneled toward the eclipse ritual. Everything had built to that moment, and now she is adrift. Even Thea's visions don't suggest any distinct events to come. Her future is an open book, so to speak, though she still keeps a close hand on De Cultus Bestiae.





Check the Campaign Log:

- » If the prophecy was fulfilled,
Go to page 174.
- » If the prophecy was unfulfilled,
Go to page 176.



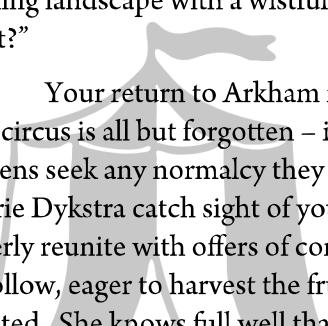
Thea rubs a hand smoothly on the weathered cover of the tome. “It’s strange to think of all those ancient folks putting such trust in us. Neither the priestess nor Apuleius really knew what the cult was doing or how it could be stopped, but they just... hoped.”

“I suppose I do know that hope, at least. Y’all really came through.”

»Each investigator earns 2 bonus experience for realizing their part in events beyond true understanding.

While the both of you close this somewhat literal chapter of your lives, the question of the future still remains. You ask Thea what she intends to do if she accompanies you all the way to Arkham. “I’m still trying to figure that part out. I don’t think I can just go back to the circus life after everything that’s happened. If I still get visions that are even half as important as the ones with you and Blake, then they’ll be worth more than circus admission price. Though I suppose I’ve still got to eat in the meantime.”

You suggest introducing Thea to some of your allies in Arkham, such as Dr. Henry Armitage. With her proficiency in Latin – and more experience in occult matters than anyone could reasonably hope – Thea would be a boon to the Miskatonic Library. The fortune teller’s eyes drift to the train windows, gazing over the rushing landscape with a wistful expression. “Never know until I try, right?”



Your return to Arkham is met with very little fanfare at all. The circus is all but forgotten – intentionally, in many cases – as the citizens seek any normalcy they can find in this town. Ralph and Carrie Dykstra catch sight of you at the Northside platform and eagerly reunite with offers of congratulations. Minnie Klein is soon to follow, eager to harvest the fruit of the journalistic seeds she planted. She knows full well that her editor Doyle Jeffries won’t print a word of it, but her own curiosity is satisfied if nothing else.

The two brief meetings are more meaningful than anyone around you can guess, but without your experiences, hardly enough to draw a glance.

Thea departs for Southside with plenty of thankful goodbyes, seeking a temporary room at Ma's boarding house until she can settle on a new situation, and leaving you alone for the first time in nearly a month.



Check the Campaign Log:

- » If the prophecy was fulfilled,
Go to page 178.
- » If the prophecy was unfulfilled,
Go to page 180.

Thea holds the tome with both hands, contemplating it like a headstone. “I don’t know what the priestess really did and didn’t see, but I think it served its purpose. Even if all those flowery words did was getting you to that forest, then it doesn’t really matter what was truth and what was just hope. I can’t blame the priestess for wanting a future beyond the cult’s ambitions.”

While the both of you close this somewhat literal chapter of your lives, the question of the future still remains. You ask Thea what she intends to do if she accompanies you all the way to Arkham. “I’m still trying to figure that part out. I don’t think I can just go back to the circus life after everything that’s happened. If I still get visions that are even half as important as the ones with you and Blake, then they’ll be worth more than circus admission price. Though I suppose I’ve still got to eat in the meantime.”

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Check the Campaign Log:

»If the investigators clashed with Blake or the investigators unmasked Blake, and the cult rallies,

Go to page 178.

»Otherwise,

Go to page 180.

You walk the familiar roads to your home in Rivertown, enjoying the brief respite in the cool September air. Arkham is gloomy even in the best of weather, making it the perfect climate for the many subtle and insidious evils that lurk throughout. You're almost glad for evils that instead present themselves like the circus, boldly and colorfully as a poisonous reptile. Had a plot like this developed in total secrecy, there would have been little hope of uncovering the truth. It's a reminder to be vigilant, and to never take events at face value.

There's a sucker born every minute, the circus saying goes.



»In your Campaign Log, record that *the New Moon Circus was never seen again.*



You walk the familiar roads to your home in Rivertown, enjoying the brief respite in the cool September air. It gives you time to think on the past events, particularly those surrounding Sylvester Blake himself. Despite your victory in the forest, Blake disappeared without a trace, and you're certain you haven't seen the last of him. The ringmaster is as vindictive as he is cunning, and you had better watch your back as long as there's any chance of his reappearance.

It may or may not be in the guise of the New Moon Circus, but evil wears many faces.



- » In your Campaign Log, record that *the New Moon Circus may someday return.*
- » The investigator with Amalthea Weaver in their deck must add a copy of THE TOWER • XVI to their deck.
- » The investigator with De Cultus Bestiae in their deck must add a copy of THE DEVIL • XV to their deck.



THE END