

## *Embarking and Travel*

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

At each space on the map, there is a number and letter combination that will guide you to a particular page in this Campaign Guide. You do not have to stop at every space you travel through; however, if you wish to stop traveling and see what is at that space, turn to the page of the Campaign Guide that matches the indicated number and follow the story text there. (Or use the table of contents on page 5 to help you find the appropriate page.) This might lead you to an interlude or to a scenario. There is no perfect path to follow, so follow your gut ... just be wary of how much time you spend .

## *Tracking Time*

Throughout this campaign, tracking the passage of time is of crucial importance. As time marches on, these paranormal events will grow more and more dangerous, and machinations beyond your understanding will progress. Additionally, some opportunities may only be open to you during certain windows of time. When you are instructed to mark one or more **time** in your Campaign Log, fill in that many boxes under the “Time Passed” header.

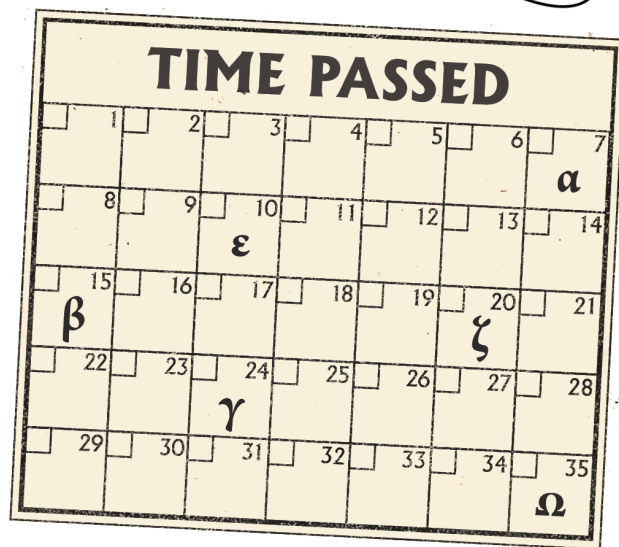
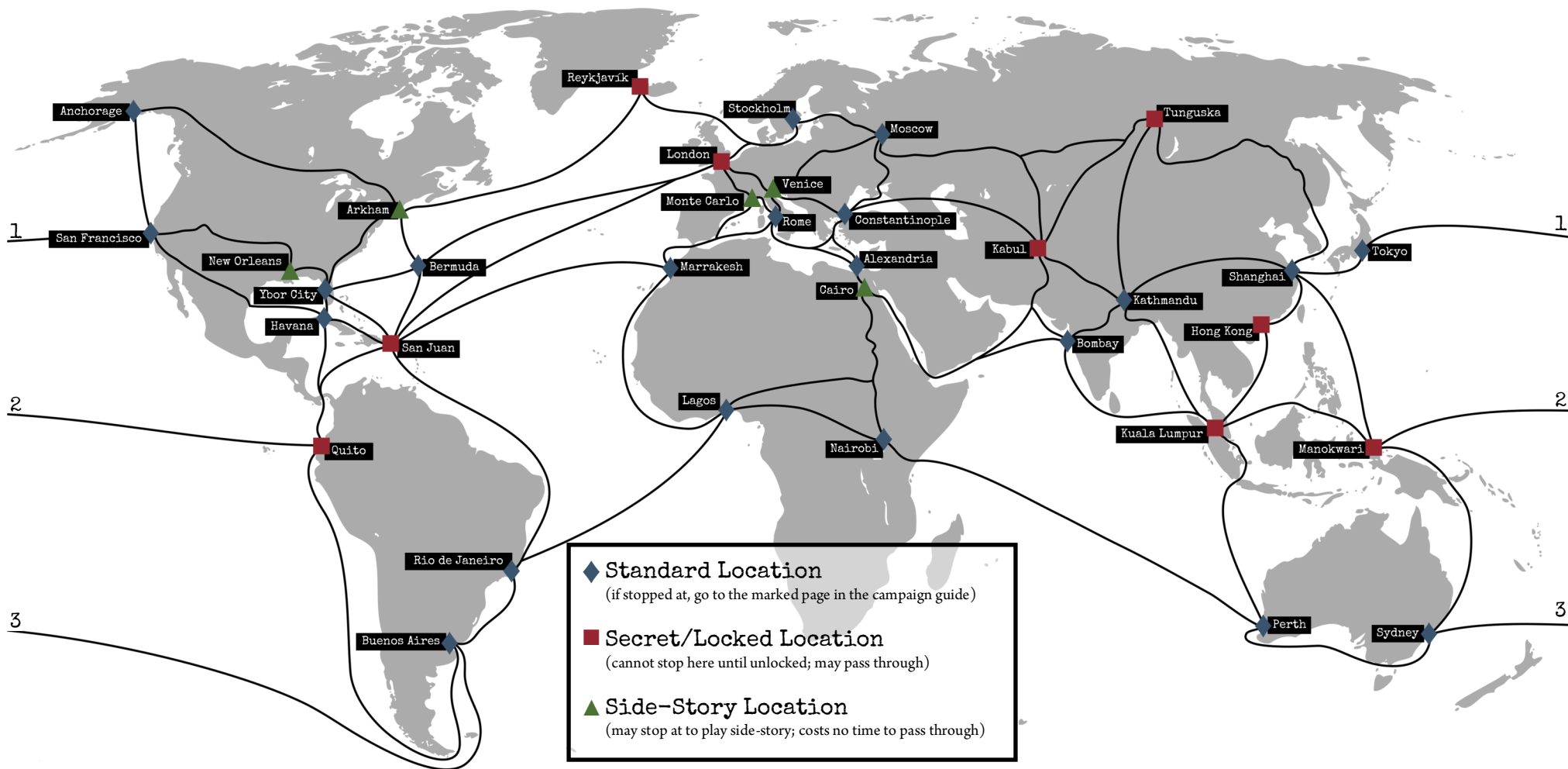
If you fill in a box that has a symbol (in the form a Greek letter), proceed to the Status Reports section of the Campaign Guide (on page 69 in the official guide and on page XXX in the choose your own adventure version), find the status report matching that letter, and read the text that follows.



# ARKHAM HORROR THE SCARLET KEYS CAMPAIGN MAP

Fantasy Flight Games  
ROSEVILLE, MN

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### Location Dossier Reference Numbers

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

◆ Alexandria ..... 38-N  
 ◆ Anchorage ..... 33-K  
 ▲ Arkham  
 ◆ Bermuda ..... 20-E  
 ◆ Bombay ..... 37-L  
 ◆ Buenos Aires ..... 16-D  
 ◆ Constantinople ..... 21-F  
 ◆ Havana ..... 28-I  
 ■ Hong Kong ..... \_\_\_\_\_

■ Kabul ..... \_\_\_\_\_  
 ◆ Kathmandu ..... 53-V  
 ■ Kuala Lumpur ..... \_\_\_\_\_  
 ◆ Lagos ..... 37-M  
 ■ London ..... \_\_\_\_\_  
 ■ Manokwari ..... \_\_\_\_\_  
 ◆ Marrakesh ..... 11-B  
 ▲ Monte Carlo ..... 41-♠\*  
 ◆ Moscow ..... 26-G

◆ Nairobi ..... 54-W  
 ▲ New Orleans  
 ◆ Perth ..... 55-X  
 ■ Quito ..... \_\_\_\_\_  
 ■ Reykjavik ..... \_\_\_\_\_  
 ◆ Rio de Janeiro ..... 44-O  
 ◆ Rome ..... 51-T  
 ◆ San Francisco ..... 26-G  
 ■ San Juan ..... \_\_\_\_\_

■ Shanghai ..... \_\_\_\_\_  
 ◆ Stockholm ..... 36-L  
 ◆ Sydney ..... 49-R  
 ◆ Tokyo ..... 37-M  
 ■ Tunguska ..... \_\_\_\_\_  
 ▲ Venice  
 ◆ Ybor City ..... 52-U

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