

A FAN MADE CAMPAIGN FOR
ARKHAM HORROR
THE CARD GAME

CYCLOPEAN FOUNDATIONS

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

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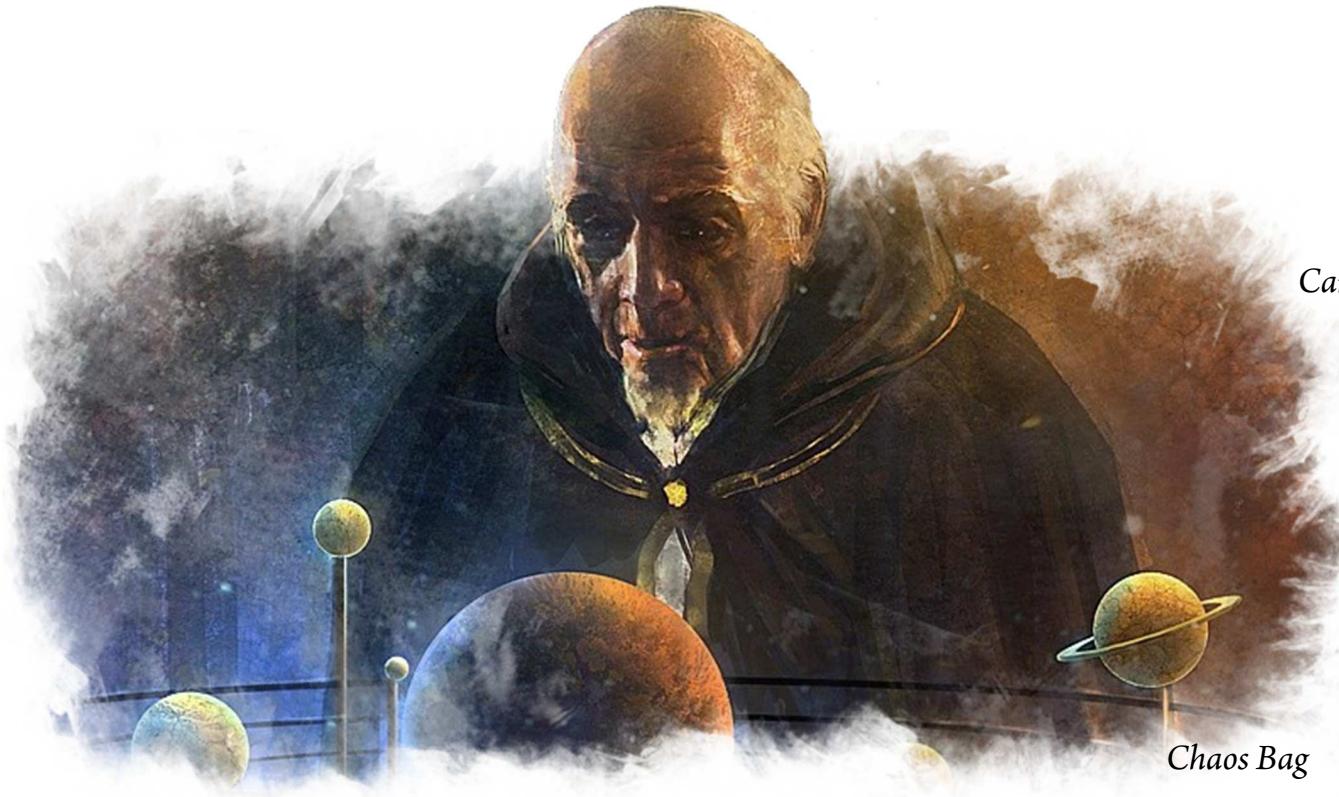


"...for instead of describing any definite structure or building, he dwells only on broad impressions of vast angles and stone surfaces - surfaces too great to belong to any thing right or proper for this earth, and impious with horrible images and hieroglyphs. I mention his talk about angles because it suggests something Wilcox had told me of his awful dreams. He had said that the geometry of the dream place he saw was abnormal, non-Euclidean, and loathsome - redolent of spheres and dimensions apart from ours."

—H. P. Lovecraft, "The Call of Cthulhu "

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PREFACE

Cyclopean Foundations is an eight-part campaign for *Arkham Horror: The Card Game* for 1 - 4 players. This campaign is based on *The Call of Cthulhu* by H. P. Lovecraft and draws from real-life events, conspiracy folklore, and other Arkham properties.

Expansion Icon

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



Campaign Setup

To set up the *Cyclopean Foundations* 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 scratch the surface):
+1, +1, 0, 0, -1, -1, -2, -2, , , , , , .
- » Standard (I want delve into mystery):
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , .
- » Hard (I want to glimpse the impossible):
0, 0, -1, -1, -2, -2, -3, -4, -5, , , , , , .
- » Expert (I want to breach a different reality):
0, -1, -1, -2, -2, -3, -4, -5, -7, , , , , , .

Continue to Additional Rules on page 8.

Continue to Campaign Specific Rules on page 15.

Continue to the Prologue on page 16.

ADDITIONAL RULES

Note: Not all listed rules here are included in this campaign. Use this section as a reference, should a keyword you don't recognize be used.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Explore

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

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

- » Each Explore ability indicates a particular type of location that you are seeking to draw. If a location of that type is drawn, it is put into play, and you move to that location. This is considered a “successful” exploration.
- » If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. **Repeat this process until a location of the indicated type is drawn, or**

a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.

- » If a treachery card is drawn, it is resolved as normal. If it is discarded, **place it in the encounter discard pile** as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.
- » If an enemy is drawn from the exploration deck, it is resolved as normal. If it is discarded, **place it in the encounter discard pile** as you would normally. This is considered an “unsuccessful” exploration.
- » As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

Flood Tokens

Throughout this campaign scenario card effects can flood locations. Each location has one of three different flood levels: it is either unflooded, partially flooded, or fully flooded. A location’s flood level can be tracked using the double-sided tokens included in the deluxe box. **A location’s flood level has no inherent game effect.** However, some card effects may change or become stronger while you are at a flooded location, particularly if that location is fully flooded.

- » A location with no flood token is unflooded.
- » If a location becomes partially flooded, place a flood token on it with a partially flooded side faceup to designate this.
- » If a location becomes fully flooded, place a flood token on it with the fully flooded side faceup (or if it is already partially flooded, flip its flood token over) to designate this.

- » If a location's flood level is "increased," it changes from unflooded to partially flooded, or from partially flooded to fully flooded. A fully flooded location cannot have its flood level increased.
- » If a location's flood level is "decreased," it changes from fully flooded to partially flooded, or from partially flooded to unflooded. If a location becomes unflooded, remove its flood token.
- » For the purposes of card effects, both partially flooded locations and fully flooded locations are considered to be "flooded."

Haunted

Haunted is a new ability that appears on some locations. Each time an investigator fails a skill test while investigating a location, after applying all results for that skill test, that investigator must resolve all "**Haunted** –" abilities on that location.

A location is "haunted" for the purposes of other card effects if it has at least one "**Haunted** –" ability (printed or otherwise).

Hidden

An encounter card or weakness with the hidden keyword has a revelation ability that secretly adds that card to your hand. This should be done without revealing that card or its text to the other investigators.

- » While a hidden treachery is in your hand, treat it as if it were in your threat area. Its constant abilities are active, and abilities on it can be triggered, but only by you.
- » While a hidden enemy is in your hand, it is not considered to be engaged with you or in your threat area, and it does not attack unless otherwise specified. However, its constant abilities are active, and abilities on it can be triggered, but only by you.

- » A hidden card counts toward your hand size, but it cannot leave your hand by *any* means except those described on the card. When discarded, a hidden card is placed in its appropriate discard pile.

For the best experience, players are encouraged to stay "in character" and not share information about hidden cards in their hand.

Keys

This expansion introduces key tokens that represent important objects or pieces of information that can be claimed and used during scenarios.

Key tokens have two sides. When facedown, all seven keys have the same universal key symbol, so they can be randomized without the investigators knowing which is which. When faceup, each key is color coded with a unique color.

If a scenario uses one or more keys, the setup of that scenario indicates how many are set aside and whether they should be faceup or randomized facedown. Keys can enter play via several different card effects, and they are usually placed on an enemy, location, or story assets. Keys can be acquired in any of three ways:

- » If a location with a key on it has no clues, an investigator may take control of each of the location's keys as a  ability.
- » If an investigator causes an enemy with a key on it to leave play, that investigator must take control of each of the keys that were on the enemy. (If it leaves play through some other means, place its keys on its location.)
- » Some card effects may allow an investigator to take control of keys in other ways.

When an investigator takes control of a key, they flip it faceup (if it is facedown) and place it on their investigator card. If an investigator who controls one or more keys is eliminated, place each of their keys on their location. As an ➤ ability, an investigator may give any number of their keys to another investigator at the same location.

Keys have no inherent game effect. However, some cards may change depending on which keys an investigator controls. Additionally, keys may sometimes be required in order to progress during a scenario.

Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

- » If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.
- » If an enemy with patrol would be compelled to move to a location which is blocked by a card ability, the enemy does not move.

Seal

As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing it. If there is a choice of which token to seal, the card's controller chooses. If the specified token is not in the chaos bag, the card cannot enter play. A sealed chaos token is not considered to be in the cha-

os bag, and therefore cannot be revealed from the chaos bag as part of a skill test or ability. When a chaos token is “released,” it is returned to the chaos bag and is no longer considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed on it are immediately released.** Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Swarming X

An enemy with the swarming X keyword is actually a pack of enemies operating in unison. After you put an enemy with the swarming X keyword into play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy they are underneath is called the “host enemy.” Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- » If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- » Each swarm card underneath the host enemy acts as a separate instance of that enemy for most purposes. Each swarm card has the same values and text as its host card.
- » Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.

- » Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy or to the host enemy itself.
- » Anytime a swarm card leaves play, place it on the bottom of its owner's deck. If you are unsure of the owner of the swarm card, you may look at it to determine its owner.
- » The host enemy and all of its swarm cards move, engage, and exhaust as a single entity.

Story Cards

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

Veiled

Many of the locations in this scenario have the veiled keyword. This keyword represents that a location contains unknown lore or assistance that must be sought out by the investigators before it can be of use to them.

As a  ability, an investigator at a veiled location with no clues on it may flip that location over, resolving the text on its other side.

CAMPAIGN SPECIFIC RULES

Notice

Some resolutions and interludes in the *Cyclopean Foundations* campaign will instruct players to add or remove **Notice** to or from the Campaign Log. This is done by marking on the meter on the second page of the Campaign Log.

Later in the campaign, some scenarios may be changed or altered depending on how much **Notice** the investigators have. **Notice** is shared among all of the investigators, and it is not tied to any specific investigator. **Notice** has no game effect except when explicitly referenced by the Campaign Guide or by a card effect.

Non-Euclidean

Non-Euclidean is a new ability that appears on some locations. When an investigator would move from a location, that investigator must resolve all “**Non-Euclidean** –” abilities on that location.

A location is “non-Euclidean” for the purposes of other card effects if it has at least one “**Non-Euclidean** –” ability (printed or otherwise).

Continue to the Prologue on page 16.

PROLOGUE

Saturday, November 12th, 1927.

Arkham, Massachusetts.

The various archaeological expeditions of Miskatonic University frequently captured the public's imagination for their theories taken to exotic lands and curiosities returned from the same. The ancient trophies were always certain to be exotic and interesting, but were often few and far between. Over the past eight months, however, the university received generous funding from an entrepreneur named James Wycliffe to finance multiple expeditions throughout the globe. Each enterprise returned a success, improving the reputations of everyone involved and stocking the displays of the Miskatonic Museum with fresh exhibits. So highly anticipated was their most recent expedition to Mycenae in Greece, that some of the university's more eager professors nearly canceled their classes for the day that the expedition was due back in Arkham. It was fortunate that they did not, as the expedition failed to appear.

While you may have expected a delay due to bad weather or a shipwreck at very worst, what you didn't expect was the letter addressed to you personally from James Wycliffe himself. You didn't see a courier come or go, but the letter was waiting on your doormat first thing the very next morning.



Your unique services are urgently required.

The reputations of myself and the Mycenae expedition are at stake, so this information cannot be made public, and cannot involve the police. The expedition returned to Kingsport and sent its cargo upriver to Arkham, but nothing arrived at the university. Foul play is suspected. Search the Miskatonic riverfront for any evidence of the expedition cargo and identify the thieves if possible. Again, secrecy is paramount.

Thank you and good luck,
James Wycliffe

The vague manifest of the missing items and the generous cash advance both included with the letter only build on your suspicion. Why does Wycliffe suspect foul play? Why does he insist that such a high-profile mission be kept a secret? And why would he come to you specifically? Your experience with investigation usually dips into paranormal territory. If Wycliffe's expedition uncovered anything of this nature, then who could learn about it quickly enough to hijack it? The questions rack up, but you have no current course of action but to prepare for a busy evening.

Continue to the Scenario I - Lost Moorings on page 18.



SCENARIO I

LOST MOORINGS

Your preparations take you a good portion of the day, and by the time you are ready to set out for the Miskatonic riverfront, the gray November skies have begun to trickle rain and the wind has strengthened considerably. At its current rate, this approaching storm will reach its full strength during your investigations. Preferable as it would be to wait out the bad weather, each delay only reduces your chances of finding the missing cargo.

You step out into the streets of Arkham and pull your coat a little tighter as you review the information from Wycliffe once more. The Mycenaë expedition returned directly from Greece, and offloaded the cargo at Kingsport from the ocean liner to a cargo barge. This barge was taken up the Miskatonic river by a towboat named the *Myra Louise*. This towboat is the same one that delivered the previous expedition findings, and has been operating on

the Miskatonic River for over twenty years without incident. That doesn't change the fact, however, that the *Myra Louise* missed its scheduled arrival in Arkham last night and has not been seen since its departure from Kingsport.

The key to unraveling the cargo's disappearance and your own misgivings about Wycliffe's job for you both lie with finding the missing towboat. You proceed from your house toward the river, guarding yourself against the elements with a curious feeling growing at the back of your mind. An atmosphere of unease has settled over Arkham this evening, worse than the usual air of superstition. Some of the people you pass act like sleepwalkers, barely conscious of their surroundings and talking to themselves in stilted bursts. Others stare at you with suspicion and fear, only averting their eyes once you notice them. And perhaps it's your imagination, but are there dark shapes moving in the river?

Continue to Setup on page 20.

Setup

- » Gather all cards from the *Lost Moorings*, *Awakened Madness*, *Spawn of R'lyeh*, *Storm and Sea*, and *Unfriendly Ports* encounter sets. These sets are indicated by the following icons:



- » Set the following cards aside, out of play: Main Deck, Wheelhouse, Engine Room, Bill Bledsoe, Tomasz Rybicki.
- » Put the Waterfront, Arkham Quay, Shipping Warehouses, Drydocks, Fishing Piers, and The Gutted Trout locations into play.
- Each investigator begins play at Waterfront.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

Evidence

Throughout the *Cyclopean Foundations* campaign, you will occasionally be instructed to read “evidence” sequences such as the ones below. Each flashback contains a piece of your fractured memories.

» To read Evidence I

Go to page 22 and flip the book upside down.

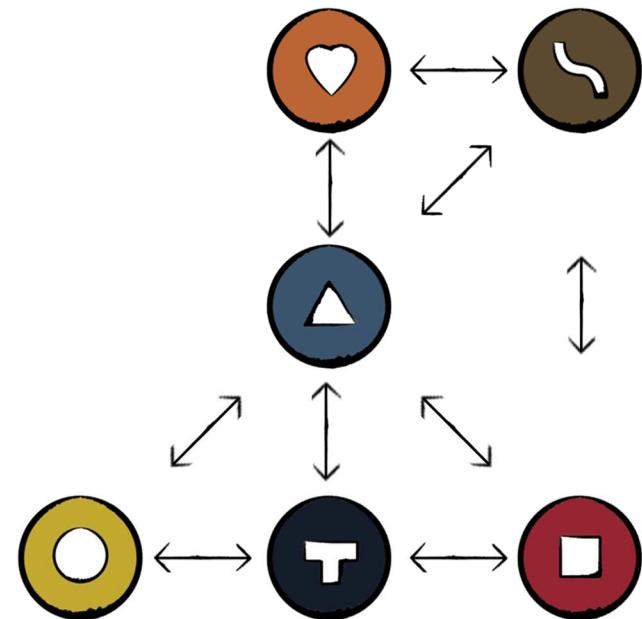
» To read Evidence II

Go to page 23.

» To read Evidence III

Go to page 23 and flip the book upside down...

Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated),
 - If the investigators resigned or were defeated before act 3,
Go to page 24.
 - Otherwise,
Go to page 26.
- » If Resolution 3 (R3) was reached,
Go to page 28.

EVIDENCE ON BOARD

Read these interludes only when you are instructed to do so.



[Return to page 20 and flip the book right side up.](#)

» Remember that you "inspected the ship."

As you walk the main deck and venture into its cabins, the ship's architecture doesn't seem to come together correctly. Corridors that you expect to join stay apart despite all appearances, and you stumble over seemingly flat boards. On closer inspection at various spots on the deck, you find small fragments of a soapy green stone embedded in the wood. Your vision wobbles slightly merely left behind by whoever attacked the ship, but what is certain is that the fragments are a sign of arcane tampering. You're not sure if these stones were placed here on purpose, or as you gaze at the stones, focusing the dizzy feeling from earlier. What brought them into conflict with these mutants is anyone's guess, however. Were they both laying claim to the same prize? Or were they working together and came to a dispute?

"...from page 20 (*Evidence I*)."

...from page 20 (*Evidence II*).

Though the wheelhouse does seem barren at a glance, you find a strongbox bolted firmly in place near the helm. The box is solidly locked, and it isn't until you scour the rest of the towboat that you find the body of the Myra Louise's captain, with the matching key still in his coat pocket. The strongbox contains most of the paperwork concerning the ship's business, among which you find a manifest of the cargo taken for the Mycenaean expedition. When compared with the list that James Wycliffe included in his letter, you find some discrepancies, most notably sealed crates containing several tons of carved stone blocks. In fact, this stone seems to be the majority of the expedition cargo, making you wonder why Wycliffe didn't mention it at all.

» Remember that you "found the cargo manifest."

[Return to page 20.](#)

[Return to page 20 and flip the book right side up.](#)

» Remember that you "examined the corpses."

What at first seemed like a fight between two parties now looks to be three instead. Corpses in the practical outfits of sailors are grouped together in one corner while bodies in tailored suits and trenchcoats lie mixed with those of horrible fleshlike creatures. Judging from the broken tommy guns and quality of their suits, these men were members of Arkham's infamous O'Bannion gang. What brought them into conflict with these mutants is anyone's guess, however. Were they both laying claim to the same prize? Or were they working together and came to a dispute?

"...from page 20 (*Evidence III*).

...from page 21 (No Resolution before Act 3).

Everything seemed to conspire against you in your search tonight. False leads, dead ends and a lack of direct witnesses kept you running in circles long enough for the thugs, monsters, and elements to push you to your limit. You beat a hasty retreat to Velma's Diner to recuperate and think of a new approach. Black coffee soothes your body and mind all at once, and you sit silently thinking of where to try next. Out of all the possibilities, only one checks all the boxes: the O'Bannion gang. With the amount of riverfront property they control, their armed force to hijack the ship, and their capacity for threatening witnesses into silence, it's a likely – and dangerous – lead to follow.

As you reach your decision to pursue the gangsters, you glance out the window of the diner by chance. Through the constant rain, you spot a dark figure in a trenchcoat, just at the edge of your vision. The glow of a cigarette partially lights its face, looking straight ahead and focused intently on you. The moment you rise from your seat, the figure turns and strides away. How long have you been followed? And by whom? The O'Bannions? Someone else? *Something* else? You take another sip of warm coffee to counter the fresh chill that rattles down your back.



- » In your Campaign Log, record that *the investigators failed to find the Myra Louise*.

- » In your Campaign Log, record that *the investigators have been observed*.
- » Add 1 ♠ 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.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

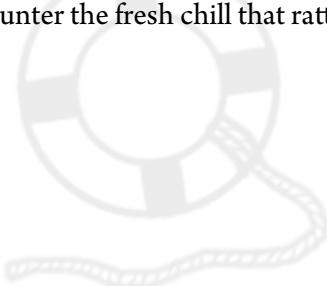
Proceed to Scenario II - Going Twice on page 30.



...from page 21 (No Resolution after Act 3).

Despite finding the lost ship, the constant assaults forced you to withdraw before you were able to fully explore it. You pull yourself together and retreat to the warmth and relative safety of Velma's Diner. Black coffee soothes your body and mind all at once, and you sort through what information you were able to gather. One memory in particular comes to mind, from when you first entered the ship, of the body in the expensive suit being dumped overboard. The only possibility that reaches your mind is the O'Bannion gang. Only a gangster would be that well-dressed at the scene of a crime. Whether or not they were working with or against the other man on the ship, the O'Bannions were definitely involved, and the only way to sort out the mystery is to confront them directly.

As you reach your decision to pursue the gangsters, you glance out the window of the diner by chance. Through the constant rain, you spot a dark figure in a trenchcoat, just at the edge of your vision. The glow of a cigarette partially lights its face, looking straight ahead and focused intently on you. The moment you rise from your seat, the figure turns and strides away. How long have you been followed? And by whom? The O'Bannions? Someone else? *Something* else? You take another sip of warm coffee to counter the fresh chill that rattles down your back.



- » In your Campaign Log, record that *the investigators found the Myra Louise*.
- » Mark one **Notice** in your Campaign Log.

- » In your Campaign Log, record that *the investigators have been observed*.
- » Add 1 ♠ 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.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.



Proceed to Scenario II - Going Twice on page 30.

...from page 21 (Resolution 3).

Satisfied with your examination of the Myra Louise, you return to land before the night can throw any other surprises at you. From there, you pay a visit to Velma's Diner to refresh yourself and go over the information you gathered. What you found on the ship provided just as many mysteries as answers, and you still don't feel much closer to recovering the expedition's stolen findings. You do have an idea of where to search next, however, thanks to the brutish man you first clashed with on the ship. When you approached, you saw him dumping a body in an expensive suit over the side of the ship. Only a gangster would be that well-dressed at the scene of a crime, and only the O'Bannion gang would be so bold as to hijack a publicly celebrated expedition. If anyone knows where the missing cargo is, it's those gangsters. Your course is clear.

As you reach your decision to pursue the gangsters, you glance out the window of the diner by chance. Through the constant rain, you spot a dark figure in a trenchcoat, just at the edge of your vision. The glow of a cigarette partially lights its face, looking straight ahead and focused intently on you. The moment you rise from your seat, the figure turns and strides away. How long have you been followed? And by whom? The O'Bannions? Someone else? *Something* else? You take another sip of warm coffee to counter the fresh chill that rattles down your back.

- » In your Campaign Log, record that *the investigators explored the Myra Louise*.
- » If the investigators found all five pieces of evidence, each investigator gains 1 bonus experience.
- » Mark one **Notice** in your Campaign Log.

- » In your Campaign Log, record that *the investigators have been observed*.
- » Add 1 ♠ 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.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.



SCENARIO II

GOING TWICE

If the O'Bannions have laid their hands on the expedition cargo, then they are surely aware of its worth. Any loot of high enough value will be stored somewhere secure but accessible, alongside other valuable items that the thieves intend to fence. Moreover, the amount and variety of the stolen artifacts would make finding a single buyer nigh impossible.

The most likely conclusion is that the O'Bannions will sell the artifacts piecemeal to collectors who know not to ask questions. The one situation where these threads come together is a black market auction run by the gangsters. You make the usual trade of dollars for rumors to learn about where such an auction is being held, and head back to your home to prepare.

Having spent the early evening on the waterfront, you arrive fashionably late to the event. A few other finely-dressed late-comers file alongside you toward the O'Bannions' cover business, a private art gallery. Two hulking mobsters stand at the entrance, sizing you up as you approach. The thought occurs that they likely won't let you inside with any weapons. The question now is how to proceed.

The Investigators must decide (Choose one):

» *"Best not to arouse suspicions. We'll surrender our weapons."*

Remember that you "cooperated with the O'Bannions."

» *"We'll cause a distraction and slip inside."*

Remember that you "caused a ruckus outside."

» *"There's got to be another way inside."*

Remember that you "took time to find another way in."

» *"Once and a decisions has been made,*

Continue to Setup on page 32.



Setup

- » Gather all cards from the *Going Twice*, *Archaic Evils*, *Awakened Madness*, *Deep Dreams*, and *Shadowy Agents* encounter sets. These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 3 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:

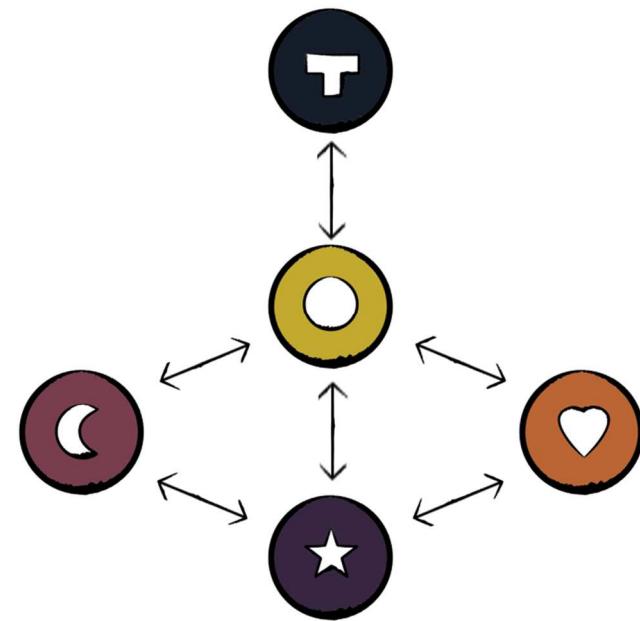


- » Set the following cards aside, out of play: Storage Vault, Warped Idol, O'Bannion Sentry, Broker's Office, Nora Shanley.
- » If the investigators "caused a ruckus outside," during this scenario, use "Agenda 2 - Sold Out (v. II)." Otherwise, use "Agenda 2 - Sold Out (v. I)." Remove the other Agenda 2 from the game.
- » Create the Auction Deck. This is done by taking four of the eight Auction Lot story assets and shuffling them together.
- » If the investigators "took time to find another way in," create the Auction Deck with only three Auction Lots instead.
- » Remove each unused Auction Lot from the game.

- » Put the Private Lobby, Smoking Lounge, Display Room, Auction Hall, and Service Corridor locations into play. If the investigators "took time to find another way in," each investigator begins play at Display Room. Otherwise, each investigator begins play at Private Lobby.
- » Put Ernie Vickers into play at Smoking Lounge.
- » If the investigators "cooperated with the O'Bannions," before drawing opening hands, each investigator searches his or her deck and play area for all *Weapon* assets. Place each of those assets facedown beneath Private Lobby.
- » If the investigators "caused a ruckus outside," put a copy of Keeping Tabs into play next to the agenda deck.
- » 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),
Go to page 36.
- » If Resolution 1 (R1) was reached,
Go to page 38.
- » If Resolution 2 (R2) was reached,
Go to page 40.

...from page 35 (No Resolution).

The O'Bannions haul you outside.

You stumble as you escape the auction house, slipping down to the pavement for a brief moment. The gangsters crowd around the open doors as they watch you recover, but don't make any further attempt to pursue you. The group leader takes a step forward and points to you vindictively. "Now you listen good, pal. We've seen you all over the building. And those other spooks too. And you been fightin' each other, which means that you're after the same thing that they were – all that stone junk."

You freeze at the mention of the stone, but the man only narrows his eyes. "Hardly anybody knows about that stone, which means that Wycliffe must have sent you. You crawl back to that stuffed shirt and tell him that he ain't welchin' on our deal. He'll pay double what we agreed if he wants to see any o' that cargo. Nobody crosses the O'Bannions. Understand?" The gangsters turn back toward the auction house, leaving you to your affairs.

You compose yourself as you process the gangster's words. Wycliffe hired the O'Bannions to steal the expedition cargo? Then why did he hire you to find it? And if he knew that the O'Bannions had it, why didn't he say so? These questions only lead to other questions, all answers eluding you as you pat down your soggy outer clothes.

- » In your Campaign Log, record that *the investigators left the auction early.*
- » Add an  token to the chaos bag for the remainder of the campaign.
- » Remove one **Notice** from your Campaign Log.

» *If the investigators resigned or were defeated before Act 3,*

Go to page 42.

» *Otherwise,*

Go to page 44.

...from page 35 (Resolution 1).

You stumble as you escape the auction house, slipping down to the pavement for a brief moment. The gangsters crowd around the open doors as they watch you recover, but don't make any further attempt to pursue you. The group leader takes a step forward and points to you vindictively. "Now you listen good, pal. We've seen you all over the building. And those other spooks too. And you been fightin' each other, which means that you're after the same thing that they were – all that stone junk."

You freeze at the mention of the stone, but the man only narrows his eyes. "Hardly anybody knows about that stone, which means that Wycliffe must have sent you. You crawl back to that stuffed shirt and tell him that he ain't welchin' on our deal. He'll pay double what we agreed if he wants to see any o' that cargo. Nobody crosses the O'Bannions. Understand?" The gangsters turn back toward the auction house, leaving you to your affairs.

You compose yourself as you process the gangster's words. Wycliffe hired the O'Bannions to steal the expedition cargo? Then why did he hire you to find it? And if he knew that the O'Bannions had it, why didn't he say so? These questions only lead to other questions, all answers eluding you as you pat down your soggy outer clothes.

- » In your Campaign Log, record that *the investigators left the auction early*.
- » Add an  token to the chaos bag for the remainder of the campaign.
- » Remove one **Notice** from your Campaign Log.

...from page 35 (Resolution 2).

You try to explain to the broker the nature of your investigation with as few details as possible, but she scrutinizes each word until your purpose at the auction is clear. You begrudgingly tell Ms. Shanley about your brief investigation of the riverfront before arriving at the auction, which causes a puzzling shift in her expression. She sits in quiet thought for a moment, before casting her steely gaze back up at you. "No, your story isn't credible. Wycliffe wouldn't have sent you to the river in the first place."

You press Ms. Shanley on how she knows what Wycliffe would do, and show her the documents from Wycliffe as proof of your story. Her confusion deepens as she appraises the papers, and she leans back into her chair for another drag on her cigarette. The woman scrutinizes your face once more as she exhales before replying. "What I'm about to tell you does not leave this room. Am I understood?" You nod curtly, though Ms. Shanley takes her time before responding again. "Wycliffe is the man who hired us to take the artifacts in the first place. Here." The broker opens her desk and pulls out a check for a sizeable sum, with Wycliffe's signature clearly printed at the bottom, a perfect match for the one on your letter. Ms. Shanley allows you to view the check for a few seconds before she returns it to her desk and stands stiffly. "If you want any further information, I suggest you ask Wycliffe directly. I have enough to worry about without this backward deal adding to it. And I suggest you leave before you give security any extra reasons to ice you."

» In your Campaign Log, record that *the investigators interviewed the broker.*

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

...you left without the proof you needed.

As you depart the auction, a second thought keeps worming its way to the front: the shadowy group that you faced at the auction is not with the O'Bannions after all. This group is well-prepared and subtle, and without your interference in their plans, they most likely seized every last artifact the gangsters had stockpiled. You only hope that this does not contribute much to whatever plan they pursue.

Recent events may have brought you closer to the truth, but your enemies still managed to repossess the vast majority of the Mycenaean stone before you even arrived. They vanished as quickly as they appeared, which would have left you with a cold trail were it not for the revelation about Wycliffe. The time has come to dispel the air of conspiracy that has saturated your investigation from the very start. You set off for Wycliffe's estate without delay.

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

- » In your Campaign Log, record that *the investigators interviewed the broker*.
- » For each Auction Lot asset the investigators control at the end of the scenario (choose one):
 - In your Campaign Log, cross off one entry where an investigator "took out a loan." Remove that Auction Lot from the game.
 - Move that Auction Lot to the victory display.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. If there are 3 or more Auction Lot assets in the victory display, each investigator earns 1 bonus experience. If the investigators did not win any Auction Lot assets at all during the scenario, each investigator earns 2 bonus experience.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

...you left with proof.

Your visit to the auction may have been in part frustrating, but you managed to lay claim to some hard evidence at last. You are still learning how best to handle the statuette, as its construction is utterly alien. You're unsure if any human hand could have carved such a thing, or if it even originates on Earth at all. The one thing you are sure of is that the world seems to bend slightly around the stone, and something like that is better kept in your hands than the enemy's.

Recent events may have brought you closer to the truth, but your enemies still managed to repossess the vast majority of the Mycenaean stone before you even arrived. They vanished as quickly as they appeared, which would have left you with a cold trail were it not for the revelation about Wycliffe. The time has come to dispel the air of conspiracy that has saturated your investigation from the very start. You set off for Wycliffe's estate without delay.

- » Any one investigator may choose to add Warped Idol to his or her deck. This card does not count toward that investigator's deck size.
- » Mark one **Notice** in your Campaign Log.

- » In your Campaign Log, record that *the investigators interviewed the broker.*
- » For each Auction Lot asset the investigators control at the end of the scenario (choose one):
 - In your Campaign Log, cross off one entry where an investigator "took out a loan." Remove that Auction Lot from the game.
 - Move that Auction Lot to the victory display.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. If there are 3 or more Auction Lot assets in the victory display, each investigator earns 1 bonus experience. If the investigators did not win any Auction Lot assets at all during the scenario, each investigator earns 2 bonus experience.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.



SCENARIO III

PRIVATE LIVES

Though the rain subsided while you were at the auction, the late night air is still damp and frigid. Your mind dwells on the many possible confrontations with Wycliffe as you march briskly toward his estate in French Hill. It's difficult to predict conversations with a man that you know so little about. James Wycliffe isn't even a native of Arkham, having moved here from out of state several years ago. You believe him to be a retired architect from Pennsylvania, from what the articles about his earlier expeditions stated, but it's clear that he's something more than that. The one thing that is certain is that he knows the truth about these strange events tonight.

Wycliffe's manor slowly comes into view as you round the corner to his street. Its design straddles the line between compliance with the French Hill aesthetic and the flair of modern art deco architecture, designed by Wycliffe himself. Your appreciation is understandably minimal as you tread the garden path up to the front door. You seize the brass knocker, intending to wake the whole household if need be, but the door swings open limply at first touch.

The questions that had been percolating in your mind all night evaporate in a flash. There, just beyond the mantle in the dim light of the street lamp behind you, lies the body of James Wycliffe. His face is frozen in a mask of terror, and it is clear from the bloodied holes in his evening jacket that his death was anything but natural. You stand in stunned silence until a creak from the upper floor echoes down at you. Whoever murdered Wycliffe is still here. But why? Your mind races through the facts until you arrive at a single new objective. Wycliffe may be dead, but the answers to your questions must still be somewhere within his mansion. Whether the murderers want to learn the truth for themselves or simply destroy it, you had certainly better find it before they do.

The murderers seem to know plenty about Wycliffe, but you still need to make up lost ground. You begin at once with the corpse. At first the body seems bare of anything but clothes, until a glint from the street lamp reflects off of Wycliffe's fingers. A silver ring etched with strange symbols shines up at you. Anything unusual could be instrumental in unraveling this mystery, and so you pocket the ring before beginning your search of the manor in full.

Continue to Setup on page 48.

Setup

- » Gather all cards from the *Private Lives*, *Archaic Evils*, *Deep Dreams*, *Shadowy Agents*, and *Unnatural Stone* encounter sets.

These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 4 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:

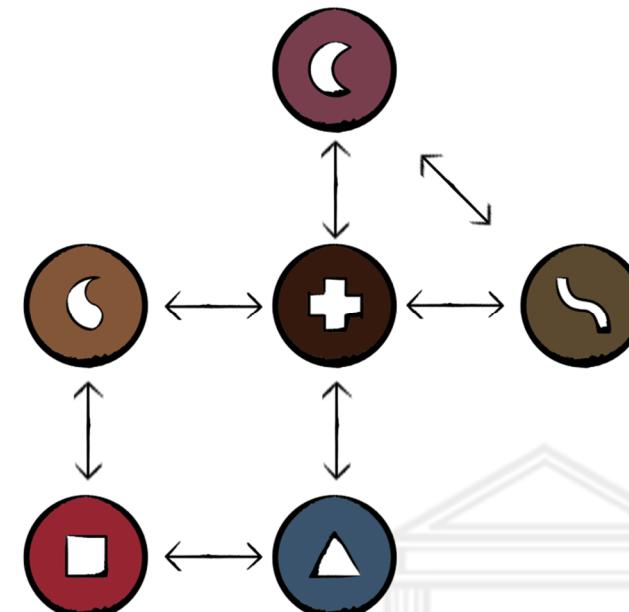


- » Check the Campaign Log.
 - If you have 3 or fewer **Notice**, during this scenario, use "Agenda 1 – Active Crime Scene (v.I)" and Tick Tock Men (*Sticking to Schedule*). Remove the other Agenda 1 and Tick Tock Men from the game.
 - If you have 4 or more **Notice**, during this scenario, use "Agenda 1 – Active Crime Scene (v.II)" and Tick Tock Men (*You're on Their Time*). Remove the other Agenda 1 and Tick Tock Men from the game.



- » Set the following cards aside, out of play: Tick Tock Men, Private Study.
- » Put the Entry Hall, Living Room, Second Floor Hallway, Drafting Room, Master Bedroom, and Servant's Quarters locations into play.
 - Each investigator begins play at Entry Hall.

Suggested Location Placement



- » One investigator must add Wycliffe's Ring to his or her deck.
This card does not count toward that investigator's deck size.
That investigator begins the game with Wycliffe's Ring in his or
her hand, as an additional card.
- » Shuffle the remainder of the encounter cards to build the en-
counter deck.

Evidence

Throughout the *Cyclopean Foundations* campaign, you will occasionally be instructed to read “evidence” sequences such as the ones below. Each flashback contains a piece of your fractured memories.

» To read **Evidence I**

Go to page 52 and flip the book upside down.

» To read **Evidence II**

Go to page 53.

» To read **Evidence III**

Go to page 54 and flip the book upside down.

» To read **Evidence IV**

Go to page 55.

» To read **Evidence V**

Go to page 55 and flip the book upside down.



When the game is complete:

- » If no resolution was reached (each investigator was defeated),
Go to page 56.
- » If Resolution 1 (R1) was reached,
Go to page 56.
- » If Resolution 2 (R2) was reached,
Go to page 58.
- » If Resolution 2 (R2) was reached,
Go to page 60.

WYCLIFFE'S EVIDENCE

Read these interludes only when you are instructed to do so.



Return to page 50 and flip the book right side up.

» Remember that you "studied the architecture."

these designs?

organize many of them. What reason did Wycliffe have to include tomes, adorn every inch of the stonework, though you do not recall kind. Odd symbols and images, resembling excerpts from occult tomes. The designs are both intricate and intriguing, a far cry entryway. You take several minutes to study the ornate arches in the

...from page 50 (Evidence I).

...from page 50 (Evidence II).

Among the mountains of papers, you uncover a small stack of newspaper excerpts. The articles concern topics that you yourself would normally investigate. Many are reports of cult activities from various newspapers around the world. Photographs of profane idols and claims of dark influence fill each page. Worse still are the stories of mysterious deaths from those even tangentially connected to these events. Wycliffe has meticulously examined the articles, highlighting several passages and events that bear some resemblance to the trials you've faced tonight, particularly those concerning ancient ruins, vile fish creatures, and a malevolent deity whose followers call it *Cthulhu*. The papers here show that Wycliffe was by no means a cultist, rather someone who had discovered this grim reality by mistake.

» Remember that you "read the news clippings."

Return to page 50.

Return to page 50 and flip the book right side up.

» Remember that you "try to look at the evidence."

φως απλώς είπην και τινα ασφαλεία ήταν σκοτεινής εποχής.
της γενιάς μας από την αποκάλυψη είτε από το θαυματόφορο παγκοσμιούτινα και την πολυάκτικη βρούσης είτε από
διαφορετικές λαβώντας από τη σοφία της φύσης ή από την
μάζα που έχει εγκάλιστα. αλλά κατανοείτε πότε και πώς η
Οι επιστήμες, τα οποία και την καθηγήτρια της στην πόλη της Αθηνών,
τον απειρόν, και δεν επιστρέφεται στην πόλη της Αθηνών.
του ζωής σα είναι καλό να την ξεπερνάεις ή να την περιέχεις
αρχαιότητα του αρχαριού την οποία θα γνωρίζεις σα γνωρίζεις
Το τιο εξεκίνηντα πράγμα το οποίο, ρομήω, είναι να
...from page 50 (Evidence I).

...from page 50 (**Evidence M**).

ΒΡΕΘΗΚΕ ΜΥΣΤΗΡΙΟ ΕΡΗΜΕΝΟ ΣΤΗ ΘΑΛΑΣΣΑ

Ο άγρυπνος φτάνει με αβοήθητο οπλισμένο γιοτ της Νέας Ζηλανδίας στη ρυμουλκηση.

'Ένας επιζών και ένας νεκρός βρέθηκε στο πλοίο. Ιστορία του Απελπισμένη μάχη και θάνατοι στη θάλασσα.

Ο Διασωμένος Ναυτικός Αρνείται Στοιχεία Παράξενης Εμπειρίας. Περίεργο είδωλο που βρέθηκε στην κατοχή του. Ερευνα ακολουθώ. » Remember that you "δεν ξέρεις να διαβάζεις ελληνικά."

Return to page 50 and flip the book right side up.

[Return to page 50 and flip the book right side up.](#)

» Remember that you "searched the secret room."

this significant breakthrough?

not been touched in weeks. Why did Wycliffe abruptly stop after equally strangely, much of the room is covered in dust, as if it had learned how to carve the stone to hold this strange property.

space is bending ever so slightly around it. Wycliffe had somehow daws on you as you run your fingers over one of the stones that various drawers beside mason's tools and scientific papers. It a study. Fragments of carved stone lie scattered throughout the The hidden room appears to be as much a workshop as it is

[...from page 50 \(Evidence III\).](#)

...from page 50 (**Evidence IV**).

In the headboard of Wycliffe's bed, you uncover a panel in the wood that conceals a thin leather-bound journal. Its entries cover his thoughts since he moved to Arkham, and there is a clear transition within the last two weeks where his pleasant optimism about the expeditions is replaced with a deep dread. The short form doesn't reveal all the details you would have liked, but he writes that he has discovered the terrible truth of his former colleagues, and that he must keep the Mycenaean artifacts from them.

» Remember that you "read Wycliffe's journal."

Return to page 50.

[Return to page 50 and flip the book right side up.](#)

» Remember that you "found Wycliffe's Wallet."

stay out of sight until the coast is clear. voice quavers and he buries his face in his hands. You tell him to would have imagined that any of that would lead to... "The valets' merging to seek some atlases or geographical book, but I never days. He would shut himself in his room for hours at a time, only have listened to his warnings, but he had been so erratic these past and the valet gives a despairing sigh. "The poor man... I should tion of duty. "Master James... is he...?" You shake your head cut- there. The elderly man looks up at you bleakly, but with the motiva- It takes you several minutes to treat the valet's injury and rouse him to his senses, taking care to not alert the assassins fur- rous from page 50 (Evidence V).

...from page S1 (Resolution 1).

The assassins proved to be more than you could handle given the ordeals you've already undergone tonight, but you retreat from Wycliffe's manor with your life. No amount of evidence will be of any use if you can't survive to apply it. You bind your wounds and try to recover from the aura of madness that lingered around the estate. Whoever – or whatever – these assassins work for holds a terrible power over the mind. You may not fully comprehend the enemy, but you will have to pursue them all the same if you wish to dispel this conspiracy and avenge Wycliffe.

With dawn breaking over Arkham and exhaustion dragging at your body, you finally return to your home for some well-deserved sleep. It has been an arduous night in all regards, but you can recuperate in the relative safety of day. Rest may not come easy, but it is vital for you to be in peak condition to fight the conspiracy that still looms around you.

- » In your Campaign Log, record that *the investigators were forced to withdraw*.
- » Mark one **Notice** in your Campaign.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log..

...from page S1 (Resolution 2).

You consider yourself both lucky and unlucky that Wycliffe hid the details of this conspiracy as well as he did. It's been an ordeal for you, to say the least, but had he not done so, the assassins might have erased the evidence before you even set foot in the manor. Through the long hours of searching, you uncovered the key details of the plan that Wycliffe hatched to hijack his own expedition.

Wycliffe had attempted a dangerous gambit to use the O'Bannions to keep the stone away from this organization and to use you as a smokescreen. He never intended for you to find the Mycenaean artifacts at all, but to be an excuse to keep these men off the trail. Unfortunately for him, they found the stone and murdered him for his interference. His gambit did pay off in a way he could have known, as you have solved his mystery and now can accomplish what he could not. Now, you must find who controls these assassins and what they plan to do with the stone.

With dawn breaking over Arkham and exhaustion dragging at your body, you finally return to your home for some well-deserved sleep. It has been an arduous night in all regards, but you can recuperate in the relative safety of day. Rest may not come easy, but it is vital for you to be in peak condition to fight the conspiracy that still looms around you.

- » In your Campaign Log, record that *the investigators understand the truth.*
- » Mark two **Notice** in your Campaign.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log..

...from page S1 (Resolution 3).

You left no avenue unchecked in determining the truth of Wycliffe's plan. Through your diligence and determination, you now know the full series of events that led up to the architect's murder. Wycliffe's funding of the expeditions was done at least in part for the benefit of his former associates. This continued until the most recent one, during which he discovered some secret and resolved to keep the artifacts out of their hands. He hired the O'Bannions to hijack the shipment, and then subsequently hired you to both make himself appear innocent and to discourage his former colleagues from attempting to find the stone themselves. You don't know what he intended to do with the stone after that, but he may have been banking on the O'Bannions' violent reputation to keep it safe.

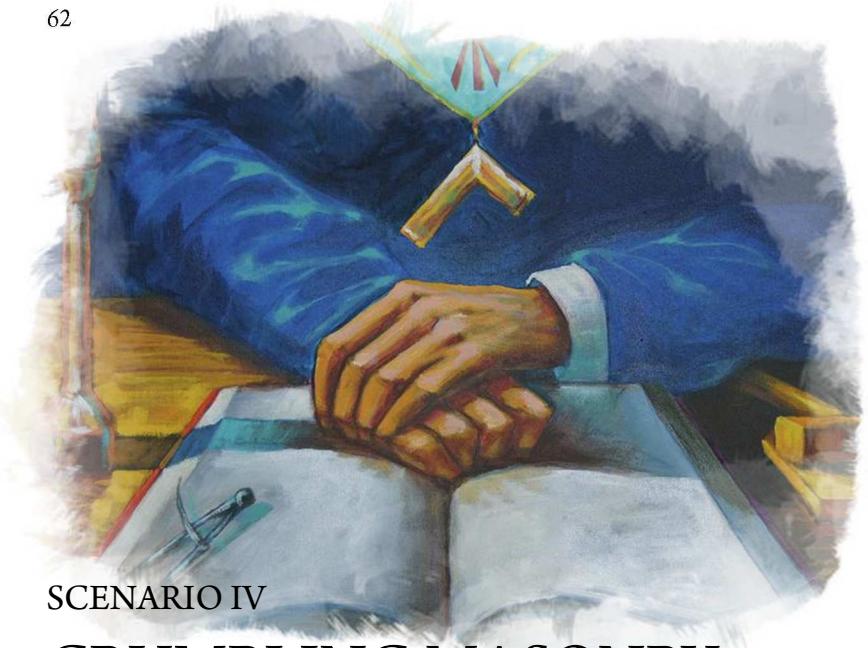
Despite Wycliffe's efforts, he wasn't able to outwit your enemies for very long. It concerns you how quickly this organization was able to act, and how many agents they fielded against you. They seem to be everywhere, always plotting and moving. Your thoughts flash back to the cult reports in the drafting room, and you recall the similar way that the servants of *Cthulhu* operated, always in the shadows and always ready to strike. The gruesome fishlike creatures you battled at the riverfront lend credence to this theory.

Cult or not, the question you must now ask is where these men have taken the Mycenaean stone and just what they intend to do with it. From what you can surmise based on Wycliffe's experiments with the stone in his study and his own architecture, the spatial warping property is central to their plan, and he likely taught them to reproduce this effect before his discovery of their secrets. You also can guess based on Wycliffe's geographical research that

their plot will culminate somewhere far from Arkham, but he hadn't figured that point out before his death. Your only lead now is to trace where Wycliffe met with his former comrades and interrogate them yourself.

With dawn breaking over Arkham and exhaustion dragging at your body, you finally return to your home for some well-deserved sleep. It has been an arduous night in all regards, but you can recuperate in the relative safety of day. Rest may not come easy, but it is vital for you to be in peak condition to fight the conspiracy that still looms around you.

- » In your Campaign Log, record that *the investigators know the full story*. Each investigator earns 1 bonus experience from their complete insight into the mythos.
- » Mark three **Notice** in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.



SCENARIO IV CRUMBLING MASONRY

You sleep the morning through to make up for the eventful night, but even in daytime your dreams are plagued by monolithic vistas and dissonant words that you cannot recognize. A vision flashes through your head of a hellish being with piercing eyes, and your body jolts awake before you can fully observe the horror. Your heartbeat gradually slows and you wipe away cold sweat from your brow. Only action can stop this insidious madness. Your next destination is wherever Wycliffe's former associates meet, but to know that, you must know more about Wycliffe himself. As he only moved to Arkham recently, the city archives and historical society are unlikely to have any information about his past, and his only mention in the papers comes from the expedition articles. You sit in silent thought at the table until a ray of midday sun reflects up at you. Wycliffe's silver ring sits on the table where you left it this morning. You lift the ring and inspect it more closely, noting the occult symbols and the Latin inscription.

The imagery on the ring begins to connect to Wycliffe's profession. Was he a Freemason? The masonic brotherhoods are well known for their secrecy and penchant for symbolism. What's more, tall tales of the Freemasons ruling the world from behind the scenes have been told almost as long as the organization has existed. You try to wave away the superstition, but the pieces fit too well to fully discount. The enemy is well-supplied, well-prepared, widespread, secretive, and above all else intelligent. Freemasons are all of these things, and have the exact skill set required to shape the warped stone that you encountered several times last night. Certain as it may seem, a problem arises. If Wycliffe was a Freemason, he would have been so for most of his life, but he only discovered this plot some weeks ago. The entirety of the Freemasons can't be behind this conspiracy, but rather select members who have infiltrated their brotherhood.

You rush through food and preparations, leaving for the Northside train station at once. Wycliffe came from Pennsylvania, as the papers stated, which happens to be the home of the oldest and largest masonic order in the country. The conspirators will be at the grand lodge in Philadelphia. With the distance you have to cover, it is well after sunset when you arrive at West Philadelphia Station. From there, it is only a short walk to the masonic temple. It looms above Broad Street like a gothic cathedral, but lights shine from inside, the very picture of tranquility to the outside world.

The task of exposing the traitors will not be simple, especially as you are a complete outsider, but the stakes are paramount. These traitors hold all the secrets of the conspiracy. Through them you may at last discover just why the distorting stone is so important and how they intend to use it.

Continue to Setup on page 64.

Setup

- » Gather all cards from the *Crumbling Masonry*, *Architects of Chaos*, *Awakened Madness*, and *Unnatural Stone* encounter sets. These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 7 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:



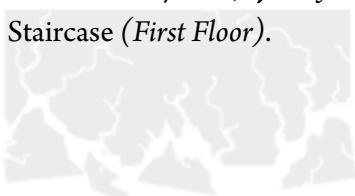
- » Set the *Cult of Cthulhu* encounter set aside, out of play. This set is indicated by the following icon:



- » Put the Broad Street Entrance, both copies of Grand Staircase, Temple Offices, Grand Banqueting Hall, Oriental Hall, Masonic Library & Museum, Corinthian Hall, and Renaissance Hall locations into play.

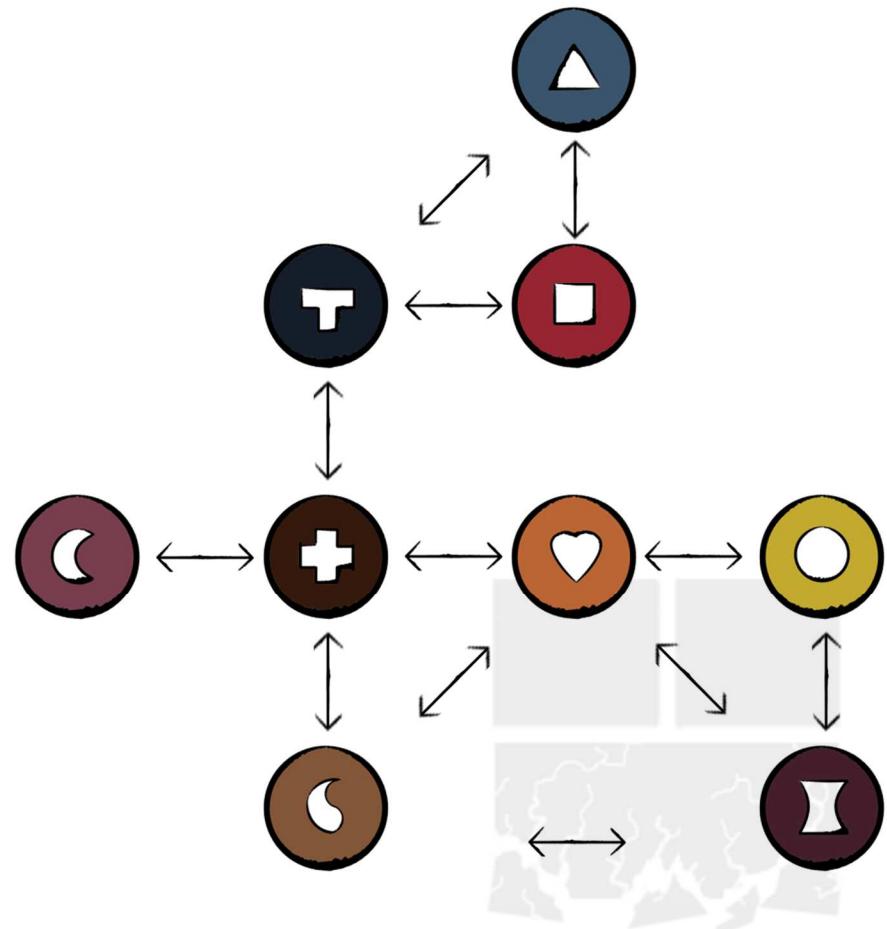
- Each investigator begins play at Broad Street Entrance.

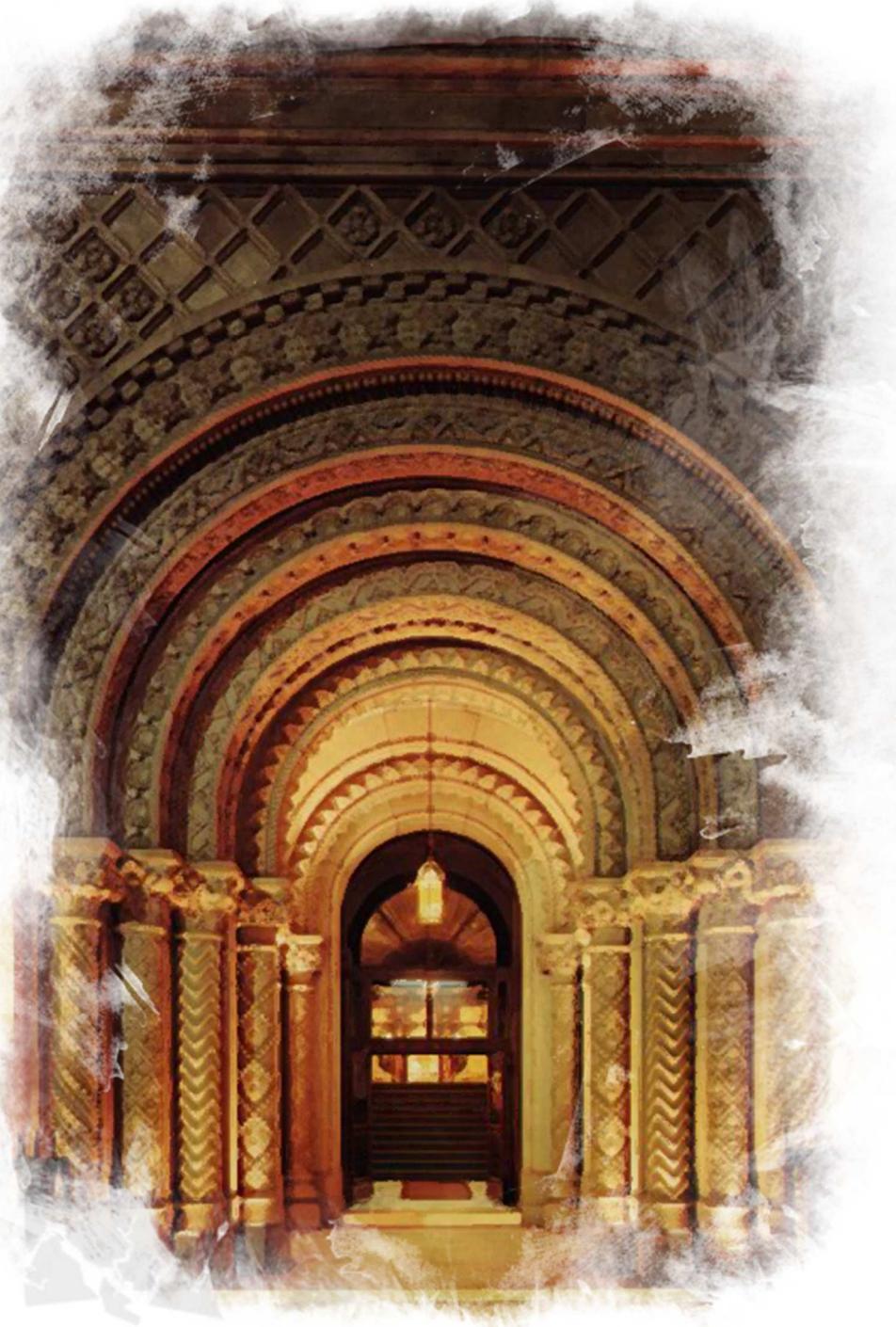
- » Put Luther Lynch (*Tyler of the Grand Lodge*) into play at Grand Staircase (*First Floor*).



- » Create the Traitor Deck. This is done by randomly taking three of the six **Traitor** enemies and shuffling them together. Remove the other three **Traitor** enemies from the game.
- » Shuffle the six **Freemason** assets and randomly place one each at Temple Offices, Grand Banqueting Hall, Oriental Hall, Masonic Library & Museum, Corinthian Hall, and Renaissance Hall.

Suggested Location Placement





» Check the Campaign Log.

- If you have 3 or fewer **Notice**, shuffle Marked (*Possible Threat*) into the encounter deck when building it. Remove all other copies of Marked from the game.
- If you have between 4 and 6 **Notice** shuffle Marked (*Definite Threat*) into the encounter deck when building it. Remove all other copies of Marked from the game.
- If you have 7 or more **Notice**, shuffle Marked (*Priority Threat*) into the encounter deck when building it. Remove all other copies of Marked from the game.

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

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated),
 - If the investigators resigned or were defeated before act 2,
Go to page 68.
 - Otherwise,
Go to page 70.
- » If Resolution 1 (R1) was reached,
Go to page 68.
- » If Resolution 2 (R2) was reached,
Go to page 70.
- » If Resolution 3 (R3) was reached,
Go to page 72.



...from page 67 (Resolution 1).

No amount of reason or force could persuade the burly man to grant you entry, and you reluctantly retreat, deciding to ask again during normal visitation hours.

When you return the next morning, you find the front door unlocked, but the halls of the temple utterly silent. Not a footstep or breath can be heard apart from your own as you traverse the grand lodge. Where are the traitors, or the other masons for that matter?

For minutes you search the building until finally, a weak groan and slight scraping sound from inside one of the lodge offices. You bust the door in and find the Tyler once again, lying in a pool of his own blood and clutching at a gash in his side. He looks up to you with narrowed eyes, but his expression drops as he coughs out a spurt of blood. You crouch to try to assist him, but his wound is clearly fatal. The Tyler raises his head one last time and looks to you with fading vision, uttering a single word: "Singapore." His duty fulfilled, he slumps to the ground, groaning his last breath.

You rise with frustration in mind. Another death at the hands of these madmen. How many more will perish for the sake of their conspiracy? Your one consolation as you leave the temple behind is that you now know where to find them.

If nothing else was clarified tonight, you finally have some insight into the agents and madmen who have shadowed your recent actions. They prey on the unsuspecting, and those vulnerable to influence through strange dreaming, but you can now take steps to guard yourself against their methods. They will find you more a thorn in their side than ever before.

- » Add a ♪ token to the chaos bag for the remainder of the campaign.
- » In your Campaign Log, record that *the investigators failed to stop the traitors' plan*.
- » Draw each card in the Traitor Deck. In your Campaign Log under "Cultists Alive," record the name of each card drawn.
- » Remove one **Notice** from your Campaign Log.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if Luther Lynch (*In Defense of the Order*) was in play at the end of the scenario.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

Proceed to Scenario V - Across Dreadful Waters on page 90.

...from page 67 (Resolution 2).

For better or worse, you swatted the hornets' nest. Despite being overwhelmed, you forced the traitors' hands and exposed their identities to the rest of the grand lodge. You exit the masonic temple and retreat to a safe distance while you compose yourself and keep watch.

Gradually, the other Freemasons make their way outside, dazed and confused, but there is no sign of the infiltrators or their cult allies. You assume that with their preparations and connections that they had other escape routes. After an hour of patiently gathering the remaining masons, you head back inside to survey the aftermath.

If nothing else was clarified tonight, you finally have some insight into the agents and madmen who have shadowed your recent actions. They prey on the unsuspecting, and those vulnerable to influence through strange dreaming, but you can now take steps to guard yourself against their methods. They will find you more a thorn in their side than ever before.

- » In your Campaign Log, record that *the investigators exposed the traitors*.
- » Draw each card in the Traitor Deck. In your Campaign Log under "Cultists Alive," record the name of each card drawn and each **Traitor** asset still in play at the end of the scenario.
- » For each name listed under "Cultists Killed," mark one **Notice** in the Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if Luther Lynch (*In Defense of the Order*) was in play at the end of the scenario.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

Proceed to Interlude - A House Divided on page 74.

...from page 67 (Resolution 3).

Silence returns in the wake of the cultists' retreat, but for the first time since your adventure started, you feel comforted by it. After the incidents last night, the conspirators are the ones on their back feet this time. But there is still work to be done. You roam the now-quiet halls of the masonic temple, locating and gathering the remaining masons to hold a mass interview. Most of them are utterly bewildered, especially at seeing their former colleagues side with the crazed cultists and wield such mind-bending power. Your mind is focused more on the opportunity you now have. The cultists were forced to flee without covering their trail, meaning you have the chance to sift through the evidence without someone actively trying to kill you.

If nothing else was clarified tonight, you finally have some insight into the agents and madmen who have shadowed your recent actions. They prey on the unsuspecting, and those vulnerable to influence through strange dreaming, but you can now take steps to guard yourself against their methods. They will find you more a thorn in their side than ever before.



- » In your Campaign Log, record that *the investigators expelled the traitors*.
- » Mark one **Notice** in your Campaign Log. For each name listed under "Cultists Killed," mark one additional **Notice**.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience if Luther Lynch (*In Defense of the Order*) was in play at the end of the scenario.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

Proceed to Interlude - A House Divided on page 74.



INTERLUDE

A HOUSE DIVIDED



Interviewing the entire order of Freemasons would be unlikely to give you the results you need, so you narrow your scope to the remaining officers. You escort the three men to one of the temple's conference rooms where they sit morosely, still contemplating the evening's events. You can tell by the deeply disturbed looks and lack of words that this has been their first exposure to eldritch powers, compounded by the betrayal of their lifelong associates. There will be a time for explanation on your part, but right now, they need to tell you everything they know about the traitors.

Check Campaign Log:

The investigators will interview the remaining members of the Lodge who proved to not be Cultists. For each of the following characters who are **not** listed under "Cultists Alive" or "Cultists Killed" read their statement.

- » *If Ulysses Hill is not listed,*
Go to **The Grand Master's Statement** on page 76.
- » *If Hector Sutton is not listed,*
Go to **The Deputy Grand Master's Statement** on page 78.
- » *If Wallace Thorpe is not listed,*
Go to **The Senior Grand Warden's Statement** on page 80.
- » *If Rodney Duvall is not listed,*
Go to **The Junior Grand Warden's Statement** on page 81.
- » *If Glen Conroy is not listed,*
Go to **The Grand Treasurer's Statement** on page 82.
- » *If Paul Kellerman is not listed,*
Go to **The Grand Secretary's Statement** on page 84.
- » *When you have read all the associated passages*
Go to page 86.

...from page 75 (*The Grand Master's Statement*).

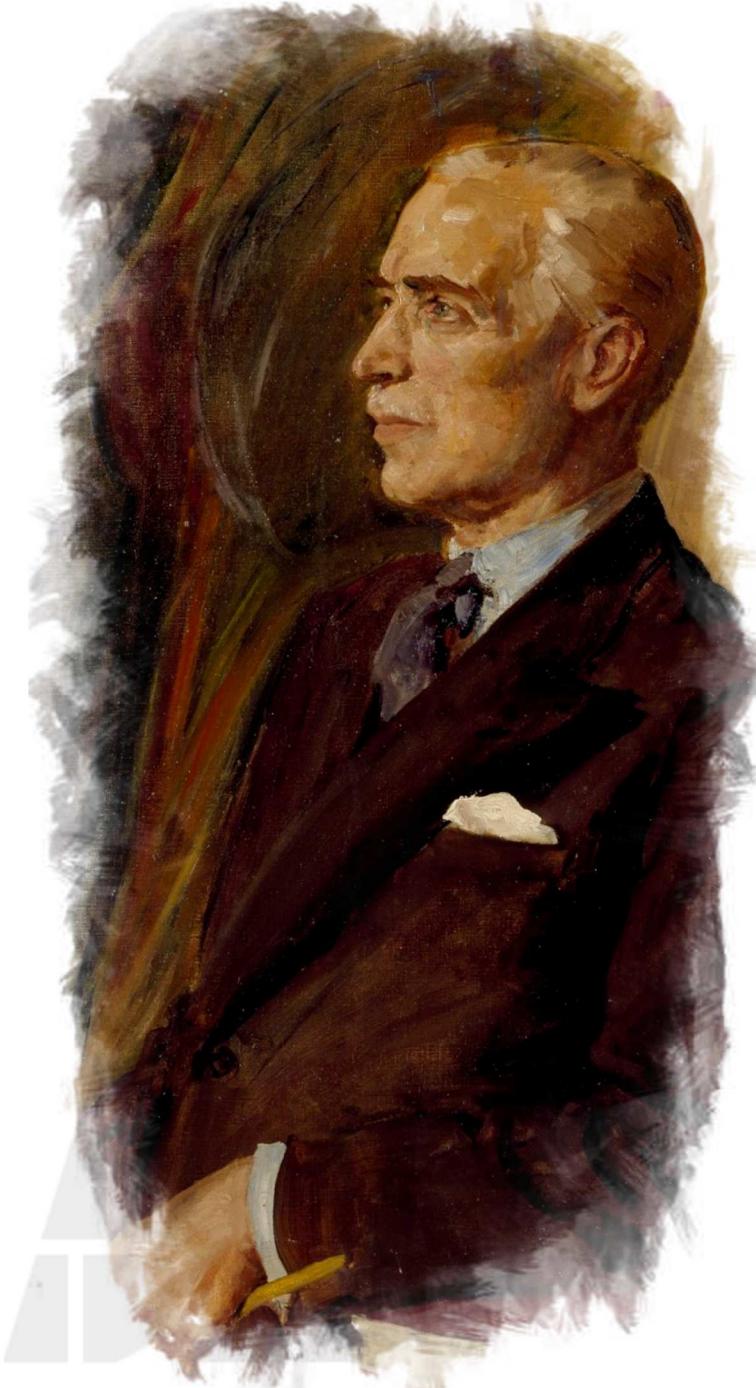


Ulysses clenches his fist tightly before pounding the table in anger. "I'm a damned fool! Letting this evil sprout under my very nose. They made a mockery of this institution, of the very oaths they took to work for humanity's future, for the sake of this... profanity!" He pounds his fist on the table once more to punctuate his anger before slumping back in his chair. His face tightens in concentration until it smooths again with sudden realization. "Profanity... that name they spoke, I've heard it before..." Ulysses again tries to focus his thoughts, waving you away while he thinks.

[Return to page 75.](#)



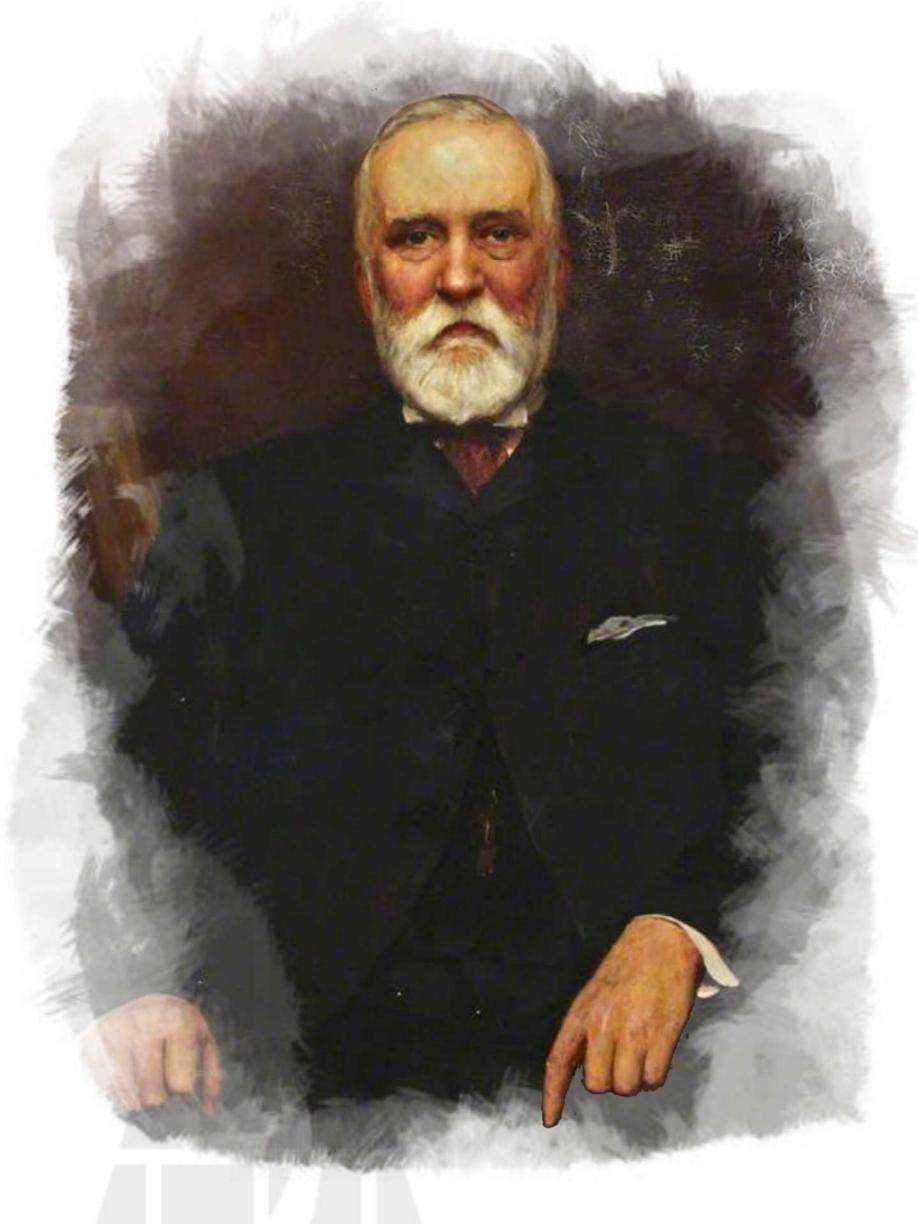
...from page 75 (*The Deputy Grand Master's Statement*).



Hector shakes his head in disbelief. "I didn't think anything of the increased membership we've had in the past few years, but for this many of them to be just... subversive madmen. It's one thing for a man to be insane, but for these men to share the same insanity is simply beyond me." Hector rubs his temples quietly before pausing as a thought occurs. "I remember thinking some time ago that they all shared something else... somewhere they'd all visited before. Where was it again?"

[Return to page 75.](#)

...from page 75 (The Senior Grand Warden's Statement).



Wallace sits stiffly and grimly, in deep contemplation. "I am not a man who concerns himself with human behavior, unless that behavior concerns itself with me. The only unusual behavior that I recall are the questions I was asked about theoretical science and mathematics. Bending space and other such nonsense." He sighs in frustration. "I am an architect, not some crackpot theorist. And yet they insisted, and were highly specific about..." Wallace's voice trails off at the end as he returns to thinking, focused on his memories.

[Return to page 75.](#)

...from page 75 (*The Junior Grand Warden's Statement*).



Rodney sighs and stares sadly at the table. "I should have been more vigilant. But we'd been friends for decades, and it never crossed my mind that they would betray our trust. When they made those alterations to the grand banqueting hall, I didn't bat an eye. But ever since then, there's been something... off about that hall." Rodney scratches his forehead in thought. "Those designs are familiar still... where did I see them last..."

[Return to page 75.](#)

...from page 75 (*The Grand Treasurer's Statement*).



Glen sits slumped back in his chair, utterly confused. "I had nothing to do with these nutcases, you've got to believe me! I just don't understand how they managed to do all this without using the lodge's funds. I watch every penny that changes hands for our business, and not a single thing's been out of place!" Glen's face scrunches as he thinks back, and he sits up in his chair a little. "Well... maybe one thing. There were the travel expenses I approved yesterday... and it was for those three."

[Return to page 75.](#)



...from page 75 (The Grand Secretary's Statement).



Paul wrings his hands idly and bites his lower lip nervously. "I can't imagine how they managed to coordinate this inside the lodge without my knowing. Nothing even one quarter so large has ever escaped my notice before. They must have organized this somewhere else. It's the only explanation I can accept. But where..." He grits his teeth as he thinks, until an idea drops his jaw. "Those telephone calls... they have to be connected. Those three even told me to let them handle the calls themselves. That should have been my first indication!"

[Return to page 75.](#)

...from page 75 (*Interviews Concluded*).

Your discussion has certainly jogged their memories. Almost at once the three men all point to a single location: Singapore. This plot will come to a head halfway around the world. Moreover, the other comments from the remaining officers add to the evidence you've gathered since yesterday, giving you some idea of what the cultists' plan is.

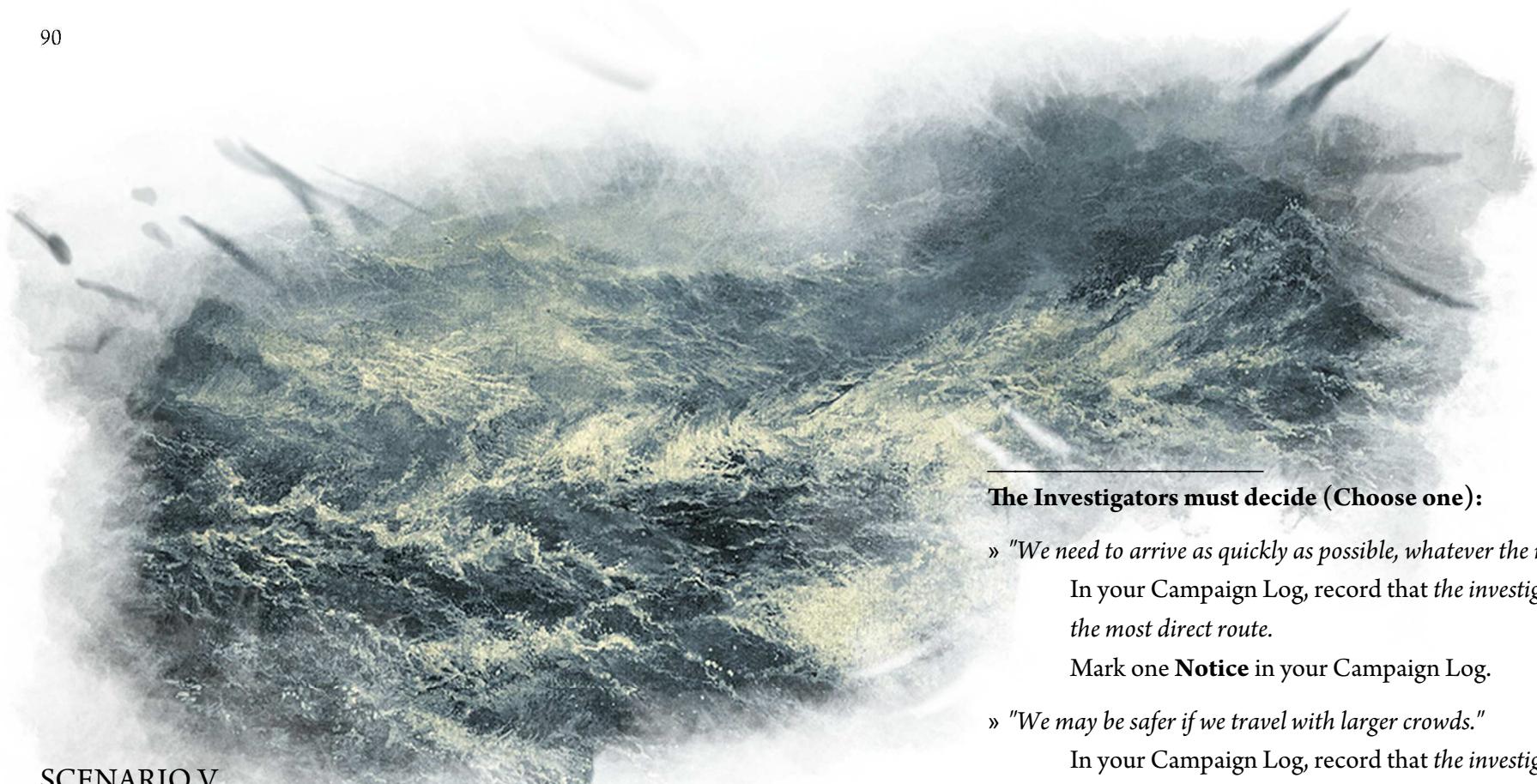
The masonic traitors serve *Cthulhu*, a dread entity that has existed since before humanity and haunts the dreams of susceptible people as it stirs in its dreaming death. It once nearly awakened some years ago, when its island tomb of R'lyeh rose from beneath the Pacific, but it quickly sank, taking Cthulhu back with it. It seems that the monster's devotees are not content to wait the hundreds or thousands of years it would take for the island to rise again. You have seen for yourself the spatial warping property that the strange stone holds. The involvement of the architects can only lead you to a single conclusion: They intend to construct something from that stone that will warp space to bring R'lyeh back to the surface and awaken their master.

You announce to the three officers your intentions to pursue the traitors to Singapore, though you leave out the details they likely couldn't cope with. They voice some discontentment at you continuing to meddle with Freemason affairs without being initiated, but they have little choice. You have proven yourself capable where they have failed. The officers cannot offer you much direct assistance while they attempt to put their house back in order, but they offer you a symbolic token: an icon formerly belonging to one of the traitors, the symbol of the masonic order. The grand lodge of Philadelphia may not be the only masonic lodge to have been compromised by the cultists, but if the lodge in Singapore can assist you, this symbol will convince them to help.

- » Add a ♪ token to the chaos bag for the remainder of the campaign.
- » Any one investigator may choose to add Compass of the Grand Lodge to his or her deck. This card does not count toward that investigator's deck size. It can be found in the *Grand Compass* encounter set, indicated by this icon:



Proceed to Scenario V - Across Dreadful Waters on page 90.



SCENARIO V

ACROSS DREADFUL WATERS

Singapore, halfway around the world from Arkham.

Whether the city itself is the focus of the cultists' plot or some other place nearby, your course is clear. You return to Arkham immediately and prepare everything you'll need for the long journey before telephoning the harbor in nearby Kingsport. There are three ships slated to depart tonight: a light steamer headed for the Canary Islands, a passenger ship en route to Europe, and a cargo ship bound for Panama. You'll be able to change ships at each port to gradually make your way to Singapore, but which route will improve your odds the most?

The Investigators must decide (Choose one):

» *"We need to arrive as quickly as possible, whatever the risk."*

In your Campaign Log, record that *the investigators chose the most direct route.*

Mark one **Notice** in your Campaign Log.

» *"We may be safer if we travel with larger crowds."*

In your Campaign Log, record that *the investigators chose the most populous route.*

» *"We may throw them off if we take a less traveled route."*

In your Campaign Log, record that *the investigators chose the least predictable route.*

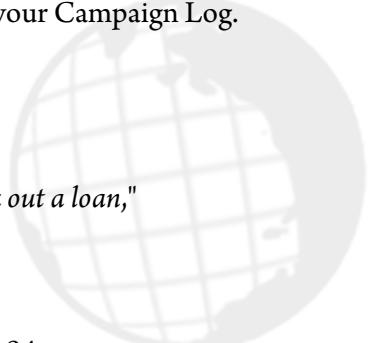
Remove one **Notice** from your Campaign Log.

» *Check the Campaign Log:*

- If at least one investigator "took out a loan,"
Go to page 92.

- Otherwise,

Continue to Setup on page 94.



...from page 91 (*Time to Collect*).

You step out the door of your home to find a trio of men waiting patiently on the sidewalk out front. It's only a slight relief that the cultists haven't caught up with you yet, as you recall Ernie Vickers from the O'Bannions' auction house. The loan shark takes a step forward and adjusts his glasses, eyes dead set on you. "Skip town once, shame on you. Skip town twice, shame on me.

It would be damaging to my reputation if I let you wander with my money, so why don't we settle your account before you go on your merry way?" Ernie gives a small, cruel smile, and his cronies step up alongside him. They squeeze their fists idly, clearly hoping that you can't or won't pay up.



- » Each investigator who "*took out a loan*" must search the collection for a copy of Indebted, Mob Enforcer, or Internal Injury and add it to his or her deck.

Continue to Setup on page 94.

Setup

- » Gather all cards from the *Across Dreadful Waters*, *Cult of Cthulhu*, *Shadowy Agents*, *Spawn of R'lyeh*, *Storm and Sea*, and *Unfriendly Ports* encounter sets. These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 11 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:

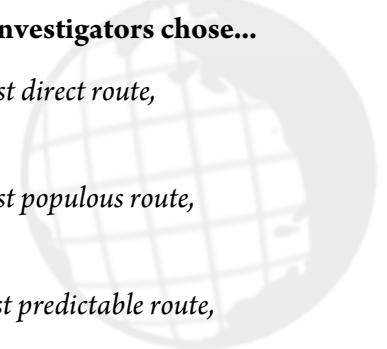


- » Set aside each copy of the Lingering Fatigue weakness.
- » Check the Campaign Log. For every 4 **Notice** (rounded down) that you have, place 1 doom on agenda 1a.



Depending on which route the investigators chose...

- » If the investigators chose *the most direct route*,
Go to page 96.
- » If the investigators chose *the most populous route*,
Go to page 104.
- » If the investigators chose *the least predictable route*,
Go to page 112.



...from page 95 (The Most Direct Route).

» Put the Central Hill, South Shore, and Harborside locations into play.

- Each investigator begins play at Central Hill.

» Build the Act Deck with the following cards,

"Act 1 - Globetrotting (v.I),"

"Act 2 - The Las Palmas Problem,"

"Act 3 - The Cape Town Problem," and

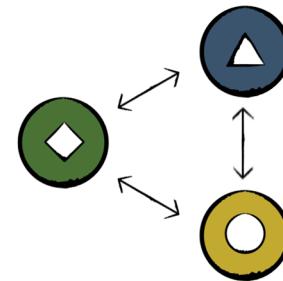
"Act 4 - The Zanzibar Problem."

» Set each **Las Palmas**, **Cape Town**, and **Zanzibar** location and story card aside, out of play. Remove each other act, location, and story card from the game.

» Since *the investigators chose the most direct route*, place 1 additional doom on agenda1a.

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

Kingsport Location Placement



» When the Act is advanced,

Continue to Las Palmas on page 98.

When the game is complete:

» If an investigator was defeated (*resolve first before other resolutions*),

Go to page 120.

» If Resolution 1 (R1) was reached,

Go to page 122.

» If Resolution 2 (R2) was reached,

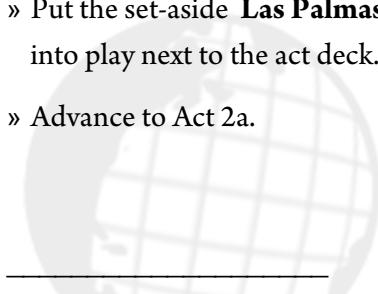
Go to page 124.



...from page 97 (Las Palmas).

You settle down in one of the small rooms reserved for the rare passenger that books a trip on the private steamboat. You hope that the steamer will outpace your pursuers and give you a solid lead to Singapore.

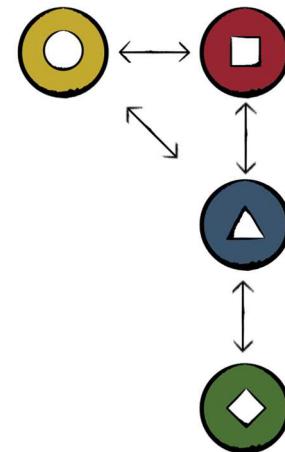
- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Kingsport** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Kingsport** location with no clues on it and Victory X to the victory display. Remove each other **Kingsport** location from the game.
- » Put each of the set-aside **Las Palmas** locations into play.
(Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Las Palmas** story card (Poisoned Supplies!) into play next to the act deck.
- » Advance to Act 2a.



» When the Act is advanced,

Continue to Cape Town on page 100.

Las Palmas Location Placement



When the game is complete:

- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

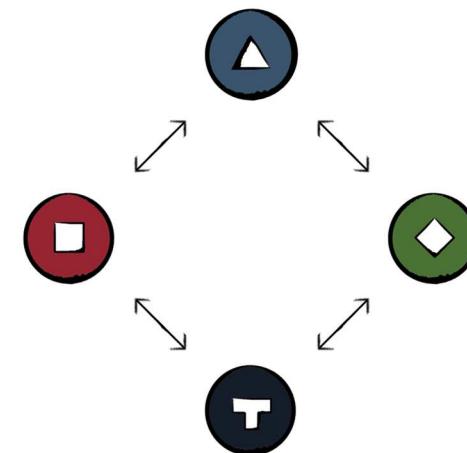


...from page 99 (Cape Town).

Once the local police confirm that the poisoner has been dealt with, supplies are acquired and you set sail with minimal delays. Still, you can't help but wonder how much time this incident bought your enemies.

- » Each investigator loses all of their clues.
 - » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
 - » Each investigator at a **Las Palmas** location is defeated and takes 1 physical or 1 mental trauma (your choice).
 - » Move each **Las Palmas** location with no clues on it and Victory X to the victory display. Remove each other **Las Palmas** location from the game.
 - » Put each of the set-aside **Cape Town** locations into play.
(Location placement on the next page the Campaign Guide.)
 - » Put the set-aside **Cape Town** story card (Sabotaged Engines!) into play next to the act deck.
 - » Advance to Act 3a.
-
- » *When the Act is advanced,*
Continue to Zanzibar on page 100.

Cape Town Location Placement



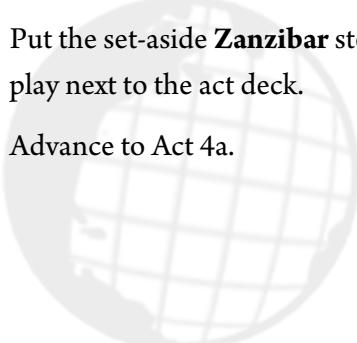
When the game is complete:

- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

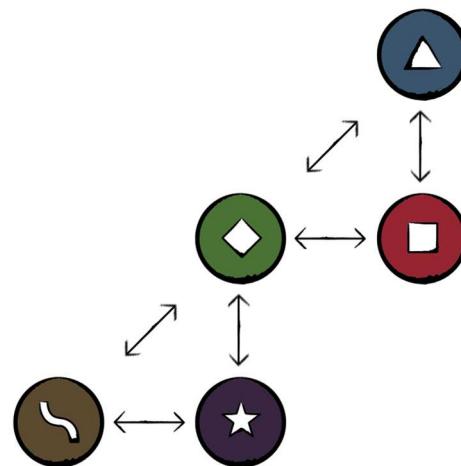
...from page 101 (Zanzibar).

You keep a vigilant watch at the harbor while the repairs are made to ensure that no further bombs are planted. This culprit was more careful than the last, as you find no sign of them by the time the engines are fixed. The captain orders immediate departure to not give the bomber another window to act.

- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Cape Town** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Cape Town** location with no clues on it and Victory X to the victory display. Remove each other **Cape Town** location from the game.
- » Put each of the set-aside **Zanzibar** locations into play. (Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Zanzibar** story card (Framed for Murder!) into play next to the act deck.
- » Advance to Act 4a.



Zanzibar Location Placement



When the game is complete:

- » If an investigator was defeated (*resolve first before other resolutions*),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.



...from page 95 (The Populous Route).

» Put the Central Hill, South Shore, and Harborside locations into play.

- Each investigator begins play at Central Hill.

» Build the Act Deck with the following cards,

"Act 1 - Globetrotting (v.II),"

"Act 2 - The Gibraltar Problem,"

"Act 3 - The Port Said Problem," and

"Act 4 - The Bombay Problem."

» Set each **Gibraltar**, **Port Said**, and **Bombay** location and story card aside, out of play. Remove each other act, location, and story card from the game.

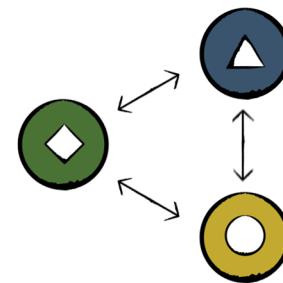
» Shuffle the remainder of the encounter cards to build the encounter deck.



» When the Act is advanced,

Continue to Gibraltar on page 106.

Kingsport Location Placement



When the game is complete:

- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

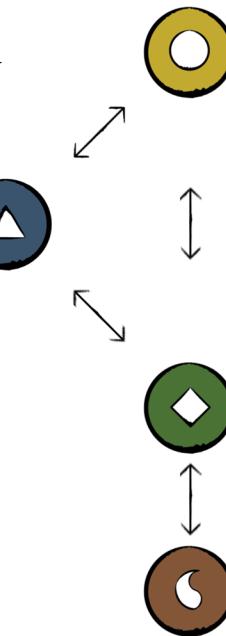


...from page 105 (Gibraltar).

You close the door to your cabin and collapse onto the bed with a sigh of relief. You can't be sure how many enemy agents are concealed among the passengers, but you have some consolation in your private room.

- » Each investigator loses all of their clues.
 - » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
 - » Each investigator at a **Kingsport** location is defeated and takes 1 physical or 1 mental trauma (your choice).
 - » Move each **Kingsport** location with no clues on it and Victory X to the victory display. Remove each other **Kingsport** location from the game.
 - » Put each of the set-aside **Gibraltar** locations into play. (Location placement on the next page the Campaign Guide.)
 - » Put the set-aside **Gibraltar** story card (Harbor Blockade!) into play next to the act deck.
 - » Advance to Act 2a.
-
- » *When the Act is advanced,*
Continue to Port Said on page 108.

Gibraltar Location Placement



When the game is complete:

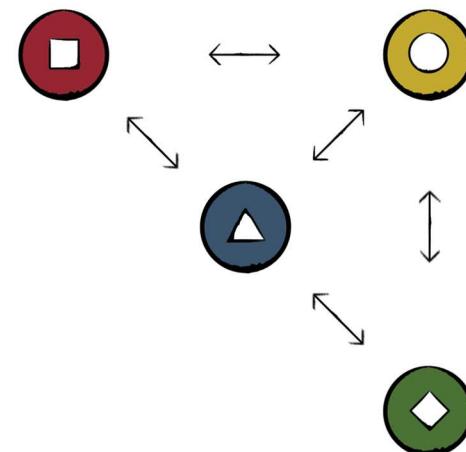
- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

...from page 107 (Port Said).

The old sea mines make quick work of the wreckage, blasting the hull apart and clearing the harbor for safe passage once more. You encourage the captain to depart as soon as possible on the off-chance that the cultists have a second tanker ready and waiting.

- » Each investigator loses all of their clues.
 - » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
 - » Each investigator at a **Gibraltar** location is defeated and takes 1 physical or 1 mental trauma (your choice).
 - » Move each **Gibraltar** location with no clues on it and Victory X to the victory display. Remove each other **Gibraltar** location from the game.
 - » Put each of the set-aside **Port Said** locations into play.
(Location placement on the next page the Campaign Guide.)
 - » Put the set-aside **Port Said** story card (Blackmailed Official!) into play next to the act deck.
 - » Advance to Act 3a.
-
- » *When the Act is advanced,*
Continue to Bombay on page 110.

Port Said Location Placement



When the game is complete:

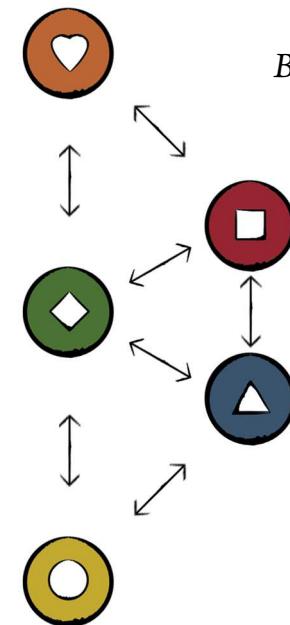
- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

...from page 109 (Bombay).

With the harbormaster's family rescued, he reopens the Suez Canal quickly and quietly. You return to the liner to prepare yourself for whatever trials and tribulations await in India.

- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Port Said** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Port Said** location with no clues on it and Victory X to the victory display. Remove each other **Port Said** location from the game.
- » Put each of the set-aside **Bombay** locations into play. (Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Bombay** story card (Assassins Close In!) into play next to the act deck.
- » Advance to Act 4a.

Bombay Location Placement



When the game is complete:

- » If an investigator was defeated (*resolve first before other resolutions*),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

...from page 95 (The Least Predictable Route).

» Put the Central Hill, South Shore, and Harborside locations into play.

- Each investigator begins play at Central Hill.

» Build the Act Deck with the following cards,

"Act 1 - Globetrotting (v.III),"

"Act 2 - The Colón Problem,"

"Act 3 - The Suva Problem," and

"Act 4 - The Sydney Problem."

» Set each **Colón**, **Suva**, and **Sydney** location and story card aside, out of Remove each other act, location, and story card from the game.

» Since *the investigators chose the least predictable route*, remove 1 doom from agenda 1a.

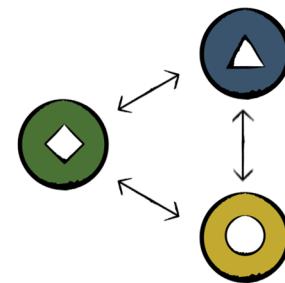
» Shuffle the remainder of the encounter cards to build the encounter deck.



» When the Act is advanced,

Continue to Colón on page 114.

Kingsport Location Placement



When the game is complete:

» If an investigator was defeated (*resolve first before other resolutions*),
Go to page 120.

» If Resolution 1 (R1) was reached,
Go to page 122.

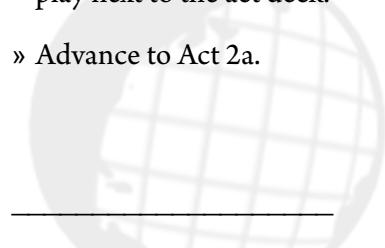
» If Resolution 2 (R2) was reached,
Go to page 124.



...from page 113 (Colón).

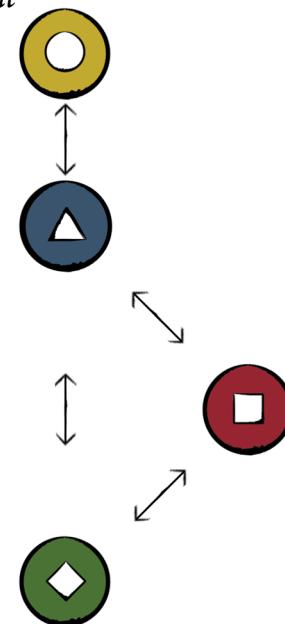
Cargo ships don't often carry passengers, but you offer the captain more than enough to cover your fare to Panama, and he grants you a spot in the crew's hammocks. It's hardly first class, but you hope your enemies aren't counting on it.

- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Kingsport** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Kingsport** location with no clues on it and Victory X to the victory display. Remove each other **Kingsport** location from the game.
- » Put each of the set-aside **Colón** locations into play. (Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Colón** story card (Ambush in the Canal!) into play next to the act deck.
- » Advance to Act 2a.



-
- » When the Act is advanced,
Continue to Suva on page 116.

Colón Location Placement



When the game is complete:

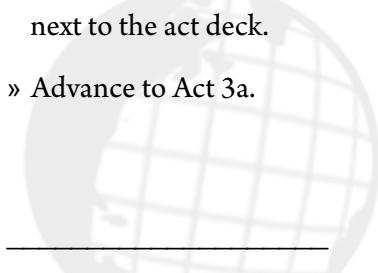
- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.



...from page 115 (Suva).

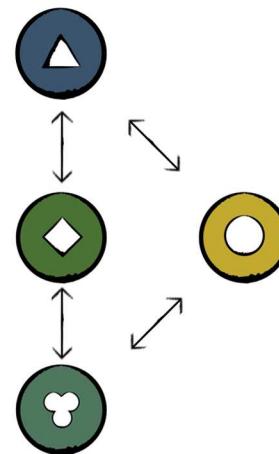
Finally beaten back, the remaining assailants scatter into the nearby jungle or sink back into the water. You board the next ship south through the canals and hope that you've seen the last of the cult's nearby agents.

- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Colón** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Colón** location with no clues on it and Victory X to the victory display. Remove each other **Colón** location from the game.
- » Put each of the set-aside **Suva** locations into play. (Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Suva** story card (Deep One Attack!) into play next to the act deck.
- » Advance to Act 3a.



-
- » When the Act is advanced,
Continue to Sydney on page 118.

Suva Location Placement



When the game is complete:

- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

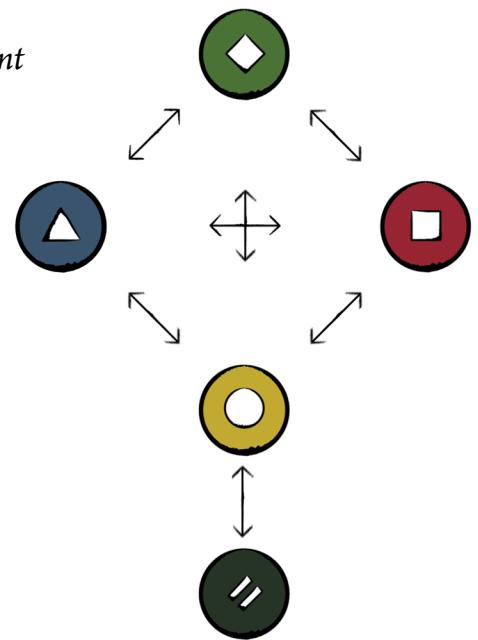


...from page 117 (Sydney).

The seemingly-endless horde of monstrous fish creatures finally subsides, leaving the island quiet once again, but for the sounds of storm and sea. You shudder to imagine how many such creatures still lurk in the Pacific, but you are free to continue on your journey for now.

- » Each investigator loses all of their clues.
- » Remove all doom from the current agenda. For each enemy in play, you must (choose one):
 - That enemy stays in play. Move that enemy to Harborside if it is not already at Harborside.
 - Discard that enemy and place 1 doom on the current agenda.
- » Each investigator at a **Suva** location is defeated and takes 1 physical or 1 mental trauma (your choice).
- » Move each **Suva** location with no clues on it and Victory X to the victory display. Remove each other **Suva** location from the game.
- » Put each of the set-aside **Sydney** locations into play. (Location placement on the next page the Campaign Guide.)
- » Put the set-aside **Sydney** story card (Feverish Dreams!) into play next to the act deck.
- » Advance to Act 4a.

Sydney Location Placement



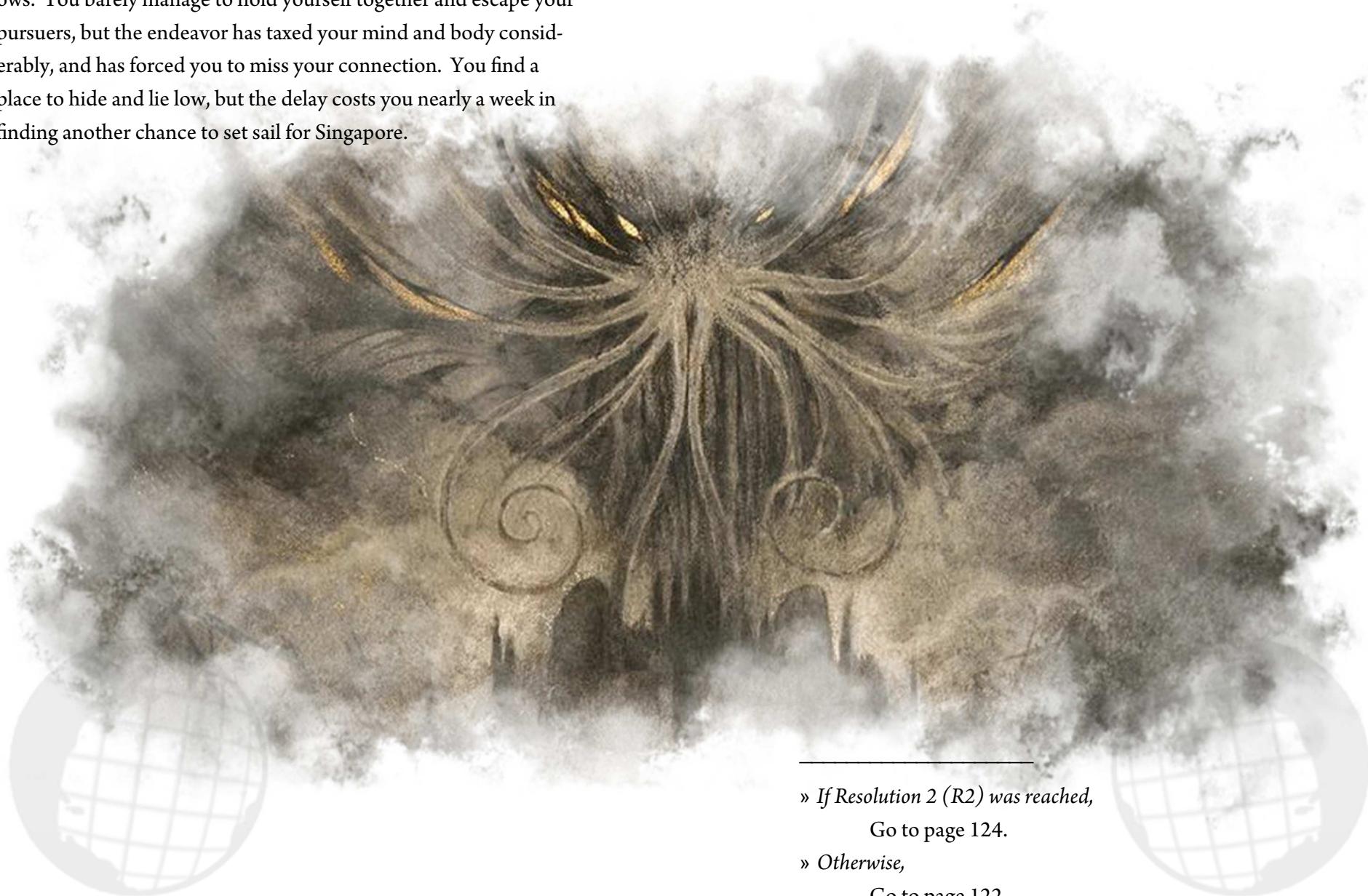
When the game is complete:

- » If an investigator was defeated (resolve first before other resolutions),
Go to page 120.
- » If Resolution 1 (R1) was reached,
Go to page 122.
- » If Resolution 2 (R2) was reached,
Go to page 124.

...Investigator Defeat.

The relentless agents of Cthulhu pursue you at each port, always lurking and always ready to strike from the crowds or shadows. You barely manage to hold yourself together and escape your pursuers, but the endeavor has taxed your mind and body considerably, and has forced you to miss your connection. You find a place to hide and lie low, but the delay costs you nearly a week in finding another chance to set sail for Singapore.

- » Each investigator who was defeated must add a set-aside copy of Lingering Fatigue to his or her deck. That card does not add toward that investigator's deck size.



» *If Resolution 2 (R2) was reached,*

Go to page 124.

» *Otherwise,*

Go to page 122.

...Resolution 1.

Regrettably, neither you nor your allies were able to keep pace with your original schedule.

As you bide your time until the next ship arrives, you wonder just how much the masonic traitors and their cult allies will be able to press this advantage. Any minute lost could mean the difference between victory and doom, but until you arrive in Singapore, you must grapple with your doubts and fears patiently.



It seems as though the whole world had conspired to stop your journey, but it is an encouraging fact in one regard. You must pose a very real threat to the cult's plan if they take every opportunity to delay you. What isn't clear to you however is why the cultists chose Singapore as their rallying point. Where is their ultimate destination, and why do they need to be there exactly?

» In your Campaign Log, record that *the investigators were severely delayed*.

» Remove one **Notice** from your Campaign Log for each card remaining in the act deck.

» Consult the following chart and add a chaos token to the chaos bag for the remainder of the campaign based on difficulty level and the current act when the game ended.

	Easy	Standard	Hard	Expert
Act 1	-6	-7	-8	-8
Act 2	-5	-6	-7	-8
Act 3	-4	-5	-6	-7
Act 4	-3	-4	-5	-6

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

» If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log. If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

Proceed to Scenario VI - Blood From Stones on page 128.

...Resolution 2.

Through the many trials and tribulations, you've managed to keep the situation at each port under control and continue your journey as planned. You collapse onto the bed of your cabin on the final ship to Singapore, grateful for the chance to recover.



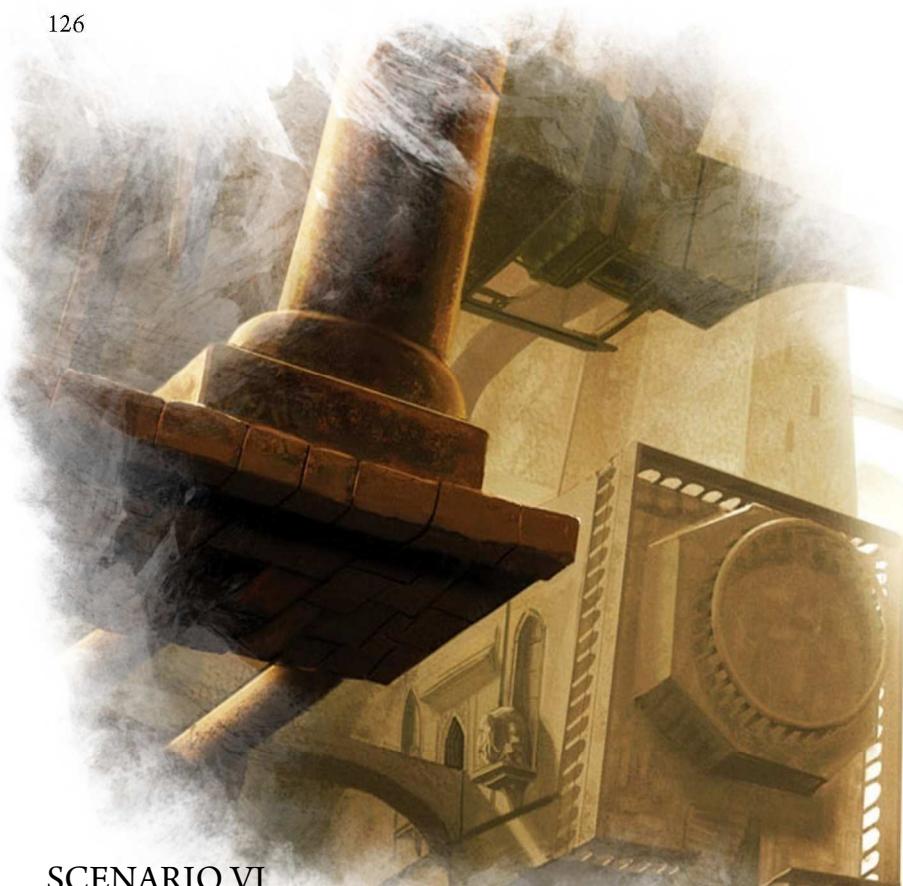
It seems as though the whole world had conspired to stop your journey, but it is an encouraging fact in one regard. You must pose a very real threat to the cult's plan if they take every opportunity to delay you. What isn't clear to you however is why the cultists chose Singapore as their rallying point. Where is their ultimate destination, and why do they need to be there exactly?

- » In your Campaign Log, record that *the investigators arrived on schedule*.
- » Mark one **Notice** in your Campaign Log.
- » Based on the difficulty level, add the following chaos token to the chaos bag for the remainder of the campaign.
- » Based on your difficulty level, add the following chaos token to the chaos bag for the remainder of the campaign:

Easy: -2 **Standard:** -3 **Hard:** -4 **Expert:** -5

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

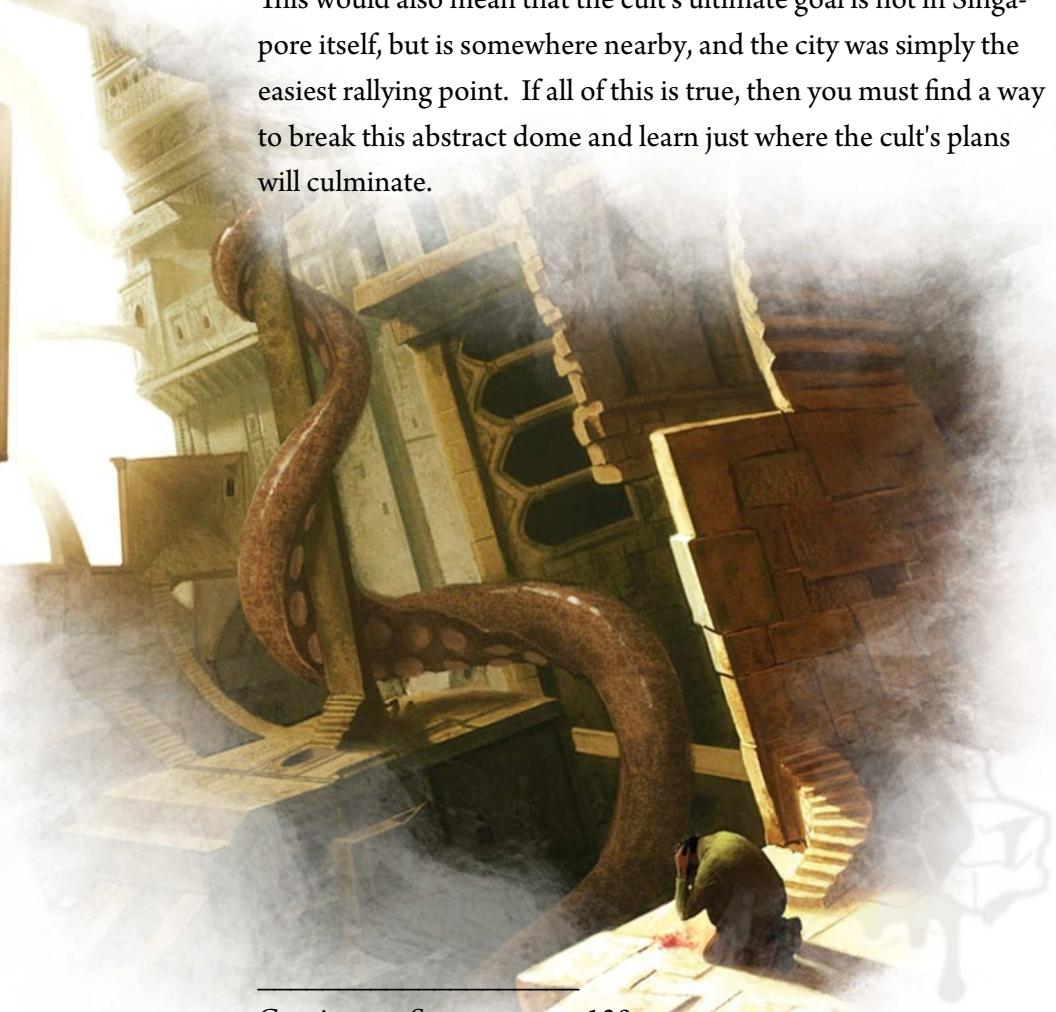
Proceed to Scenario VI - Blood From Stones on page 126.



SCENARIO VI

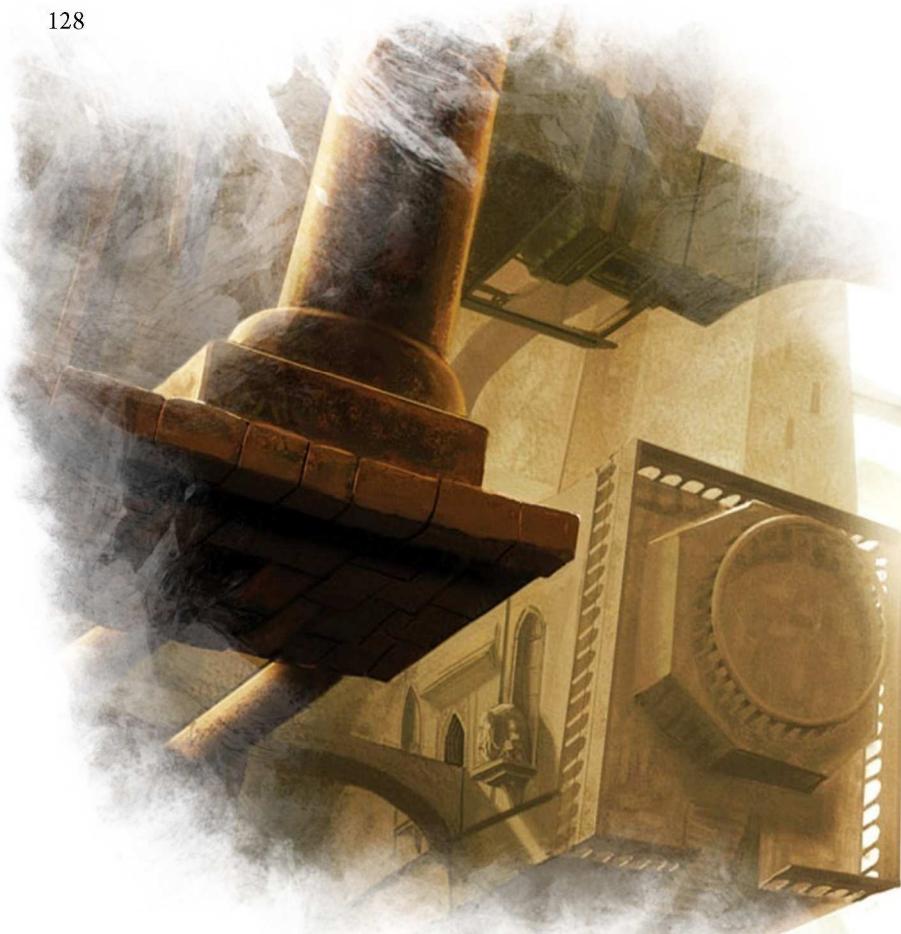
BLOOD FROM STONES

The stormy gray skies that have hung over your entire voyage persist as your ship makes port at Singapore. You find yourself bolstered in spite of the weather, reassured by your escapes from the cult pursuers. Perhaps here you may finally go back on the offensive. You book yourself into a modest hotel by the waterfront and resume your investigations, but unlike the other stops in your journey, the enemy is nowhere to be found. Surely here at the trail's end there must be some sign, some trace of this ever-present network of assassins, but where? You are returning to your dockside hotel when the answer manifests before you.



Continue to Setup on page 130.

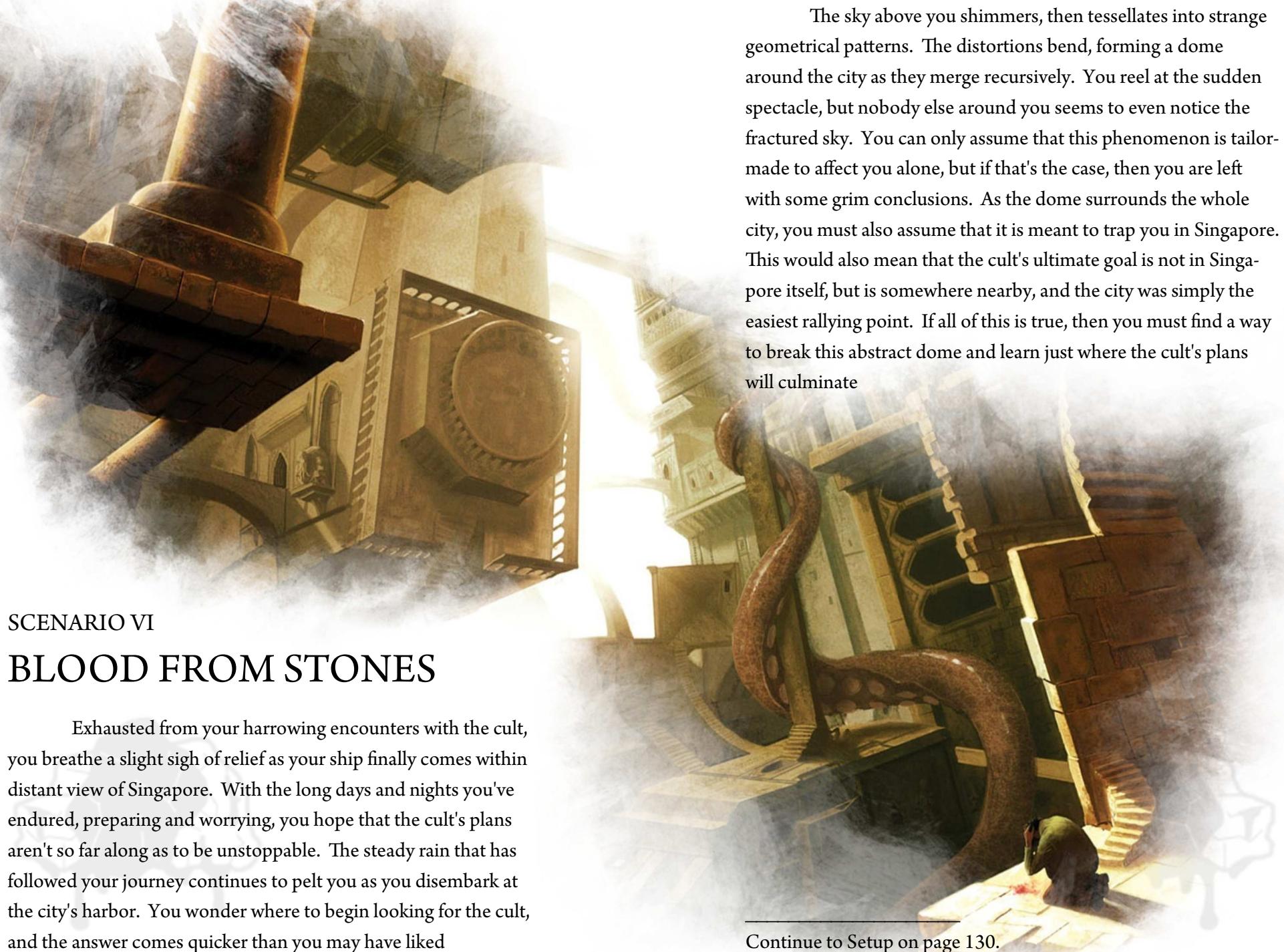
The sky above you shimmers, then tessellates into strange geometrical patterns. The distortions bend, forming a dome around the city as they merge recursively. You reel at the sudden spectacle, but nobody else around you seems to even notice the fractured sky. You can only assume that this phenomenon is tailor-made to affect you alone, but if that's the case, then you are left with some grim conclusions. As the dome surrounds the whole city, you must also assume that it is meant to trap you in Singapore. This would also mean that the cult's ultimate goal is not in Singapore itself, but is somewhere nearby, and the city was simply the easiest rallying point. If all of this is true, then you must find a way to break this abstract dome and learn just where the cult's plans will culminate.



SCENARIO VI

BLOOD FROM STONES

Exhausted from your harrowing encounters with the cult, you breathe a slight sigh of relief as your ship finally comes within distant view of Singapore. With the long days and nights you've endured, preparing and worrying, you hope that the cult's plans aren't so far along as to be unstoppable. The steady rain that has followed your journey continues to pelt you as you disembark at the city's harbor. You wonder where to begin looking for the cult, and the answer comes quicker than you may have liked



The sky above you shimmers, then tessellates into strange geometrical patterns. The distortions bend, forming a dome around the city as they merge recursively. You reel at the sudden spectacle, but nobody else around you seems to even notice the fractured sky. You can only assume that this phenomenon is tailor-made to affect you alone, but if that's the case, then you are left with some grim conclusions. As the dome surrounds the whole city, you must also assume that it is meant to trap you in Singapore. This would also mean that the cult's ultimate goal is not in Singapore itself, but is somewhere nearby, and the city was simply the easiest rallying point. If all of this is true, then you must find a way to break this abstract dome and learn just where the cult's plans will culminate

Continue to Setup on page 130.

Setup

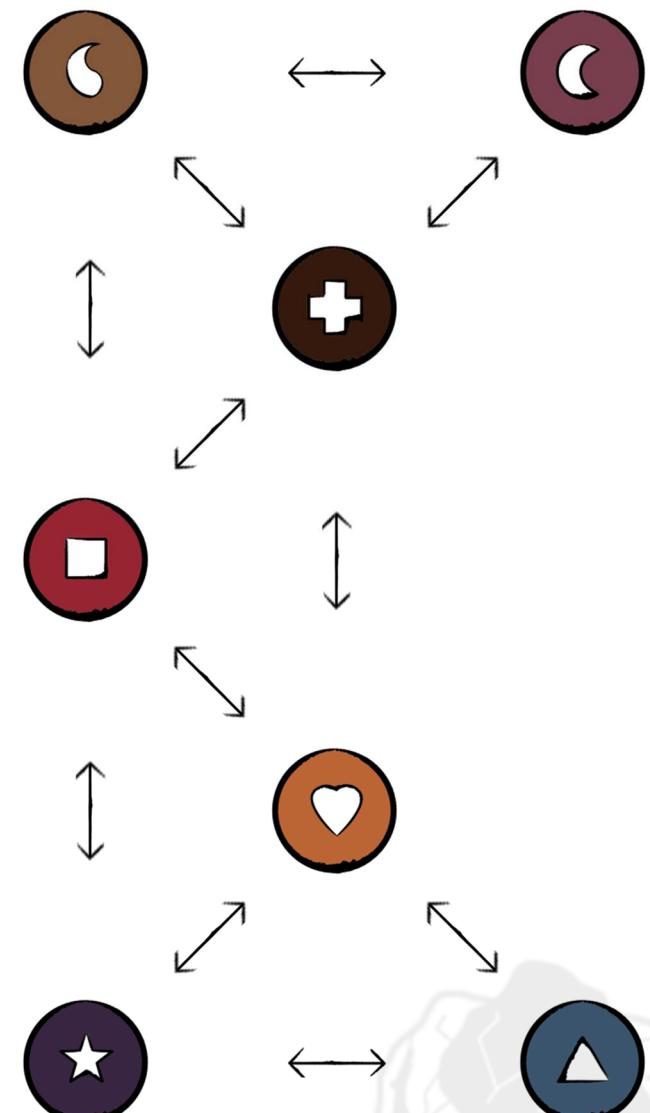
- » Gather all cards from the *Blood From Stones*, *Archaic Evils*, *Architects of Chaos*, *Deep Dreams*, *Shadowy Agents*, and *Unfriendly Ports* encounter sets. These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 14 or more **Notice**, also gather the cards from the **Countermeasures** encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:



- » Choose three of the five story cards at random, put them into play below the agenda and act decks, and seal a ♡ token on each one. Remove the other two story cards from the game.
- » Put the Singapore Harbor, Thian Hock Keng, The Cenotaph, Freemason's Hall, Convent of the Holy Infant, Sultan Mosque, and The Istana locations into play.
 - Each investigator begins play at Singapore Harbor.
- » Set the following cards aside, out of play: Barrier Architect, Madding Designs.

Suggested Location Placement



» Check the Campaign Log.

- If you have 9 or fewer **Notice**, no changes are made.
- If you have between 10 and 16 **Notice**, each investigator begins this scenario with 1 fewer card and 1 fewer resource.
- If you have 17 or more **Notice**, each investigator begins this scenario with 2 fewer cards and 2 fewer resources.

» Check the Campaign Log.

- If *the investigators were severely delayed*, place 3 doom on agenda 1a.
- If *the investigators chose the least predictable route*, place 1 doom on agenda 1a.
- If *the investigators chose the most direct route*, remove 1 doom from agenda 1a.

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

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated),
Go to page 134.
- » If Resolution 1 (R1) was reached,
Go to page 134.
- » If Resolution 2 (R2) was reached,
Go to page 136.

...from page 133 (Resolution 1).

The geometric patterns of the dome close in on your mind, squeezing your consciousness and sending jolts of pain through your head. You strain to keep your wits through the ordeal until suddenly, the sensation stops. You open your eyes to the same sight of non-Euclidean angles, but now folded into a sphere around you. Beyond the translucent dome you can see nothing but an infinite void. Are you in another dimension? Another reality?

Minutes pass in tense silence before you dare attempt to move. You find that physically moving your arms and legs achieves nothing, but focusing your mind on motion propels you slowly around the sphere. You may not even be present in this space physically, but you are trapped nevertheless. With no other possible goal, you focus your mind on the barrier. You force your mind to accept its impossible existence, trying to determine how the barrier works and hopefully use that knowledge to free yourself.

For hours you grapple with the geometric dome, learning the flow of patterns and sequence of convergences. Gradually, you find an imperfection -- a small gap in the barrier. As it was created by human minds, the dome can never truly be perfect. You hurl yourself at the gap, sliding between angles that you rightly shouldn't be able to.

The non-Euclidean designs clash inside your mind once again, but this time once the cascade stops, the sounds of Singapore fade back in around you, along with the light patter of drizzling rain. Your eyes open to find yourself lying in an alleyway not far from the harbor. How long were you in that extradimensional pocket? And where have your enemies gone?

- » In your Campaign Log, record that *the cult's project nears completion.*
- » Remove one **Notice** from your Campaign Log.

...from page 133 (Resolution 2).

With the shattering of the barrier, the agents of the cult blend back into the crowds of Singapore, leaving you confused, but relieved. The city took no notice of the attack against you, but surely there must be some evidence left behind. You return to Singapore's masonic lodge to investigate any connections to the traitors, only to discover that many of their members disappeared around the same time that your pursuers did. You give a brief explanation to the lodge's grand master of the events at the Philadelphia branch, sparing the more otherworldly details, and insist on conducting your own search inside.

In one of the building's many basement rooms, you finally find what James Wycliffe first hired you to find: the missing artifacts. Piles of twisted stone blocks and impossibly carved figurines lie scattered about, along with detailed notes on their construction. Included with the notes are architectural plans of a sort for monolithic stone pillars, constructed and positioned to bend space in the area between them. Your suspicions about the spatial warping stone are confirmed at last. This plan will allow them to move R'lyeh from the bottom of the Pacific Ocean up to the surface, and awaken their master *Cthulhu*.

Unfortunately, the cultists were careful about not writing down any hints as to where their project will culminate. You pore over the blueprints to find something -- anything that could help you stop their plans. In the footnotes of one of the technical drawings, you discover a small diagram depicting a failsafe for experimenting with the non-Euclidean stone.

This ward acts as an anchor to keep the architects safe while they twist reality. This spell might be useful in countering the reality-twisting magic the cultists have used against you.

- » In your Campaign Log, record that *the investigators found the missing artifacts*.
- » Mark one **Notice** in your Campaign Log.
- » Any one investigator may choose to add Immutable Sigil to his or her deck. This card does not count toward that investigator's deck size.

...interlocking puzzle pieces.

The ultimate destination of the cult's project still troubles you. The site is still unknown to you, but it must be both large enough to raise the sunken island of R'lyeh, but somewhere that the public or authorities wouldn't see. Moreover, it must also be somewhere that the cult could easily move people and supplies to. You hope that the cult hasn't found a way to twist space to fully hide their project. For lack of better leads, you return to Singapore harbor to see if anyone has seen the cultists departing all at once.

You step up to the notice board, ready to scour the list of ships for details, when an announcement catches your eye. All ship travel through the Sunda Strait is suspended for the foreseeable future due to major volcanic activity in the area. The Krakatoa volcano, which famously erupted and sank over forty years ago, is active once again, with a new volcanic island expected to form from the remaining caldera.

The pieces begin to connect. An easily accessible location that the public is currently prohibited from visiting, and with the volcanic activity providing as much fresh stone as the architects need. With its close proximity to Singapore, the Krakatoa caldera is the perfect candidate, but you must confirm your suspicions. You arrange a meeting with the harbormaster, and after a small bribe, he informs you that a group of American entrepreneurs recently departed to mine pumice from the caldera. The arrangements were made months ago in spite of the expected volcanic activity, and the harbormaster shows you the proof of permission -- signed by one of the masonic traitors! This breakthrough confirms your suspicions and gives you your destination. You must get to the Krakatoa basin to bring an end to this plot.

- » If there is a **Traitor** enemy in the victory display, remove that enemy's name from "Cultists Alive," record that name under "Cultists Killed," and mark two **Notice** in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

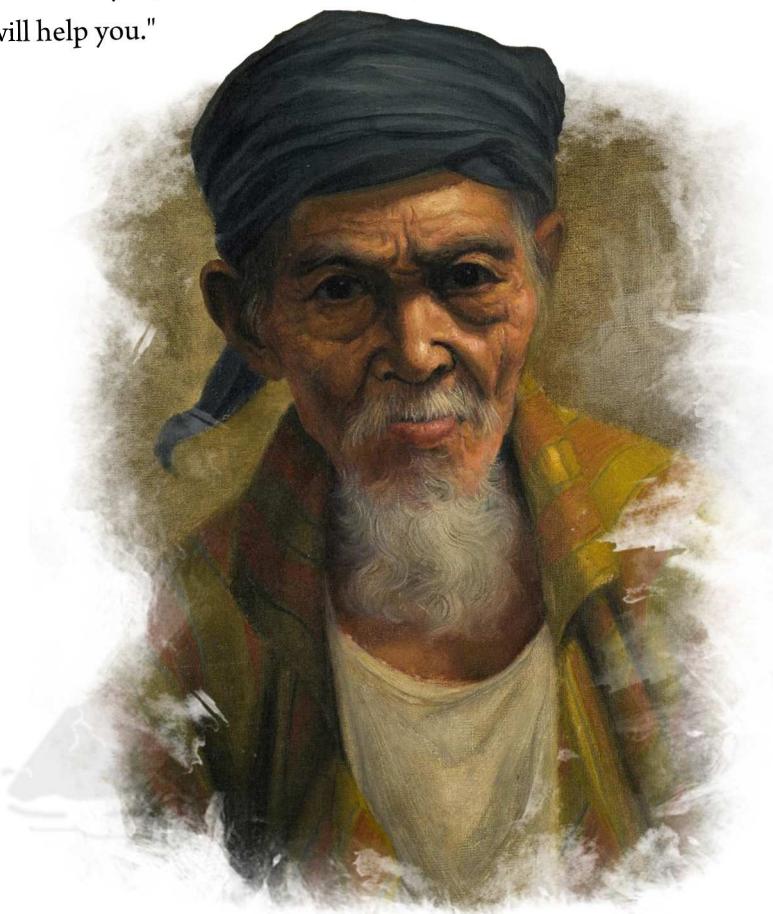


SCENARIO VII
PYROCLASTIC FLOW

Continue to page 142.

...into the storm.

With the cult's destination known, you scour the Singapore harbor for any ship willing to take you to Krakatoa. With the travel warning and the worsening weather, you have difficulty finding any ships ready to leave port, much less travel to the Sunda Strait. After several increasingly desperate hours, you finally meet a weathered fisherman named Sukiman who agrees to hear you out. The old Indonesian man pays close attention as you speak, but seems to study you more than the words you say. You offer Sukiman as much as you can, but he simply holds his hand up. "You must be truly desperate, or perhaps a fool," he muses, eyes still locked on you, "but I trust that almighty God has sent you to me. I will help you."



You waste no time in casting off from Singapore, setting immediate course for the Sunda Strait. The days in transit give you time to prepare yourself and Sukiman for the ordeals ahead. It's difficult to summarize your goal without sounding like a crackpot theorist, but the fisherman responds with a troubled look on his face. "There are a great many things in this world that I do not understand, but I understand the sea above all else. It has been a companion to me through many long voyages, and I know its rhythm and swell like I know my own heartbeat. Its rhythm has faltered." Sukiman pauses, brow furled in concentration. "Only once before have I seen it falter, years ago when madness struck the artists of Singapore. One drowned himself in the harbor beside my boat. I can still remember his expression. It was the same as yours when you first approached me, only filled with despair. The madness stopped at the same time that the sea regained its rhythm, but I never forgot. That is why I agreed to help you. You know what has affected the sea, and you mean to stop it. Again, I trust that God has brought you to me for this task, to return the seas to normal -- and perhaps much more."

You stand beside him in silence, contemplating his words and the burden that lies on your shoulders. Preventing the rise of Cthulhu was not what you signed up for when you accepted Wycliffe's offer nearly two months ago, but the stakes are clear. Stop the architects or the world will be embroiled in madness. A sudden gasp from Sukiman rouses your attention, and he points ahead to the sea before the ship. Unmistakably, the horizon is bending.

Continue to Setup on page 144.



Setup

» Gather all cards from the *Pyroclastic Flow*, *Cult of Cthulhu*, *Spawn of R'lyeh*, and *Storm and Sea* encounter sets. These sets are indicated by the following icons:



» Set the *Architects of Chaos* and *Unnatural Stone* encounter sets aside, out of play. These sets are indicated by the following icons:



» Check the Campaign Log. If you have 17 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:



- » Create the Voyage deck. This is done by gathering each single-sided card with the **Voyage** trait. Choose one location and one treachery at random and remove them from the game. Shuffle the remaining **Voyage** cards together.
- » Put the Sukiman's Ship location into play.
- » Investigators begin play at Sukiman's Ship.
- » Put Sukiman into play at Sukiman's Ship.
- » Set the following cards aside, out of play: Each **Krakatoa** location, Star Spawn of Cthulhu.
- » Check the Campaign Log.

- If *the cult's project nears completion*, during this scenario, use "Act 3 -- Deconstruction (v.I)." Remove the other Act 3 from the game.
- Otherwise, during this scenario, use "Act 3 -- Deconstruction (v.II)." Remove the other Act 3 from the game.

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

When instructed to do so:

» Continue to Scenario Interlude - End of the Line on page 148.

Or if the game is complete before being instructed to advance:

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

Go to page 146.

...from page 145 (*Investigator Defeat*).

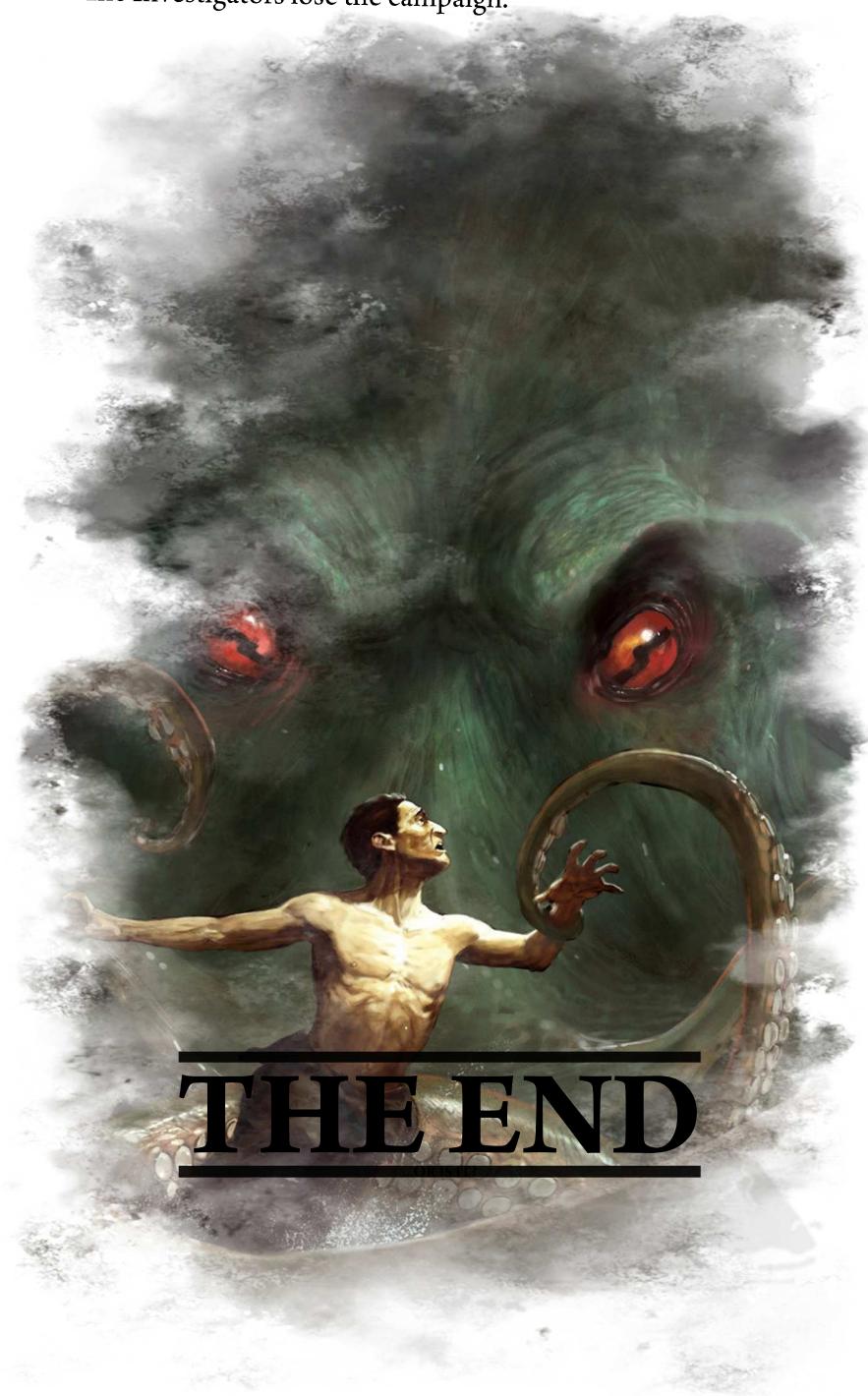
You collapse to the deck of Sukiman's ship, battered and straining to keep your wits about you under the maddening assault. The shifting dimensions, constant attacks, and the unrelenting elements all have proved too much to overcome. You hear a dull shout from Sukiman to see that space has shifted once more, placing you in the path of an enormous fiery boulder. The projectile blasts through the ship, shattering the front half of the ship and igniting what little remains. The force of the impact hurls you deep into the water, but as you try to swim for the surface, you find yourself only sinking further. The bisecting dimensions keep shunting you deeper underwater. Deeper and darker, until your last bit of stamina fails. The sea claims you, and soon thereafter, dread

Cthulhu claims the sea.



» Each investigator is **killed**.

» The Investigators lose the campaign.



SCENARIO INTERLUDE

END OF THE LINE



Sukiman brings his ship alongside the rocky shore of the island, close enough for you to jump over and wade in. You tell Sukiman to get well clear of the island, unsure of what will happen whether you succeed or fail in stopping the architects. The old fisherman grabs your hands with both of his and nods. "I pray for your success. Find your way to the sea when your work is done, and the sea shall lead me to you." You leap into the water -- already warm from the nearby volcanic activity -- and Sukiman's ship pulls away, quickly vanishing in the fractured space around the island. The volcano towers above you, though now at this distance you can see that its slopes don't meet naturally. The peak seems to be cobbled together from who knows how many segments of other volcanoes. You hope that the mountain holds together as you attempt to scale it.

- » Remove Sukiman, Sukiman's Ship, and each card beneath Sukiman's Ship from the game.
- » Remove the *Spawn of R'lyeh* and *Storm and Sea* encounter sets from the game. These sets are indicated by the following icons:

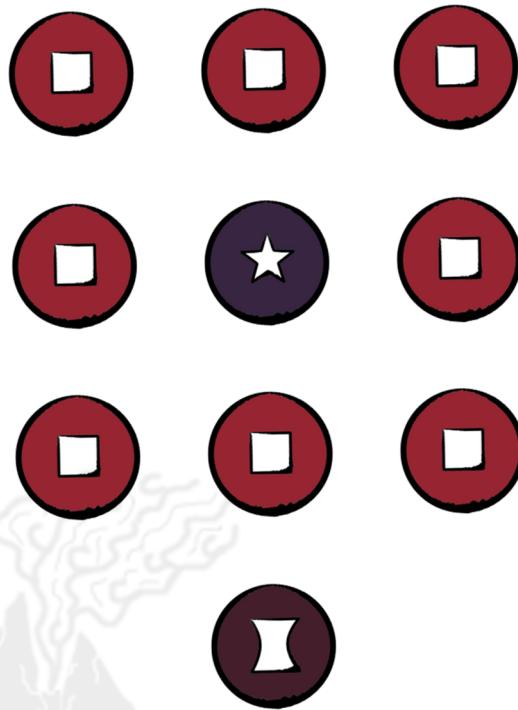


- » Shuffle the set-aside *Architects of Chaos* and *Unnatural Stone* encounter sets into the encounter deck, along with the encounter discard pile. These sets are indicated by the following icons:



- » Gather each of the set-aside **Krakatoa** locations. Remove two of the Twisted Caldera locations from the game at random. Shuffle the remainder of the Twisted Caldera locations and put them into play, along with the Volcanic Shore and Impossible Summit locations (see the Suggested Location Placement section below). Move each investigator and non-weakness enemy in play to Volcanic Shore. Discard each other enemy.

Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
 - Go to page 152.
- » If Resolution 2 (R2) was reached
 - Go to page 152.
- » If Resolution 3 (R3) was reached
 - Go to page 154.

...from page 151 (Resolution 2).

The overwhelming sensation finally climaxes with a fantastic rush of air. You are blown backward at high speed, just ahead of a tremendous explosion -- but not a volcanic one. A wall water shifts in suddenly before you, rushing toward you at nearly the same speed, mere inches from your face. The torrent falls before you do, softening the impact but threatening to drown you as the water flows its disjointed course. You struggle in the unnatural current for minutes on end before your hands finally grip onto -- or perhaps around -- a rocky formation. You maintain your grip until the deluge recedes, and the cacophony fades until you can only hear the familiar ambiance of the sea. Carefully, you relax your grip and open your eyes.

Before you lies an unsettling vista, jagged and alien, but perhaps most unsettling because it is familiar. You have seen this unnatural landscape many times in the visions and dreams that have haunted you since the very beginning. R'lyeh, the sunken island tomb of Cthulhu, has risen to the surface. Water drains down the impossible angles of its rock formations while deep sea flora and fauna lie scattered and dying around its landscape. The architects have succeeded.



- » In your Campaign Log, record that *the architects' project was fully completed*.
- » Add a  token to the chaos bag for the remainder of the campaign.
- » For each **Traitor** enemy in the victory display, remove that enemy's name from "Cultists Alive," record that name under "Cultists Killed," and mark two **Notice** in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

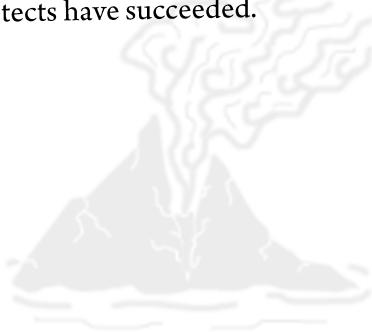
Proceed to Scenario VIII - Tomb of Dead Dreams on page 156.



...from page 151 (Resolution 3).

Your vandalism of the carefully-designed monolith triggers a collapse and reordering of the world around the pillar. You are thrown to the ground from the force of the event, as a tremendous explosion sounds from all around you -- though not a volcanic one. Water rockets upward, funneling completely around the narrow patch of rock you lie on. Chunks of loose stone flow toward you, only to suddenly disappear and continue away on a different trajectory. Even in its ruined state, the unnatural stone bends space around itself, keeping you in a pocket untouched by the torrential water. Gradually, the current slows and suspends for a tense moment before falling away. Shapes begin to clarify through the draining water -- shapes that should be impossible, but you know can only exist in one place on Earth.

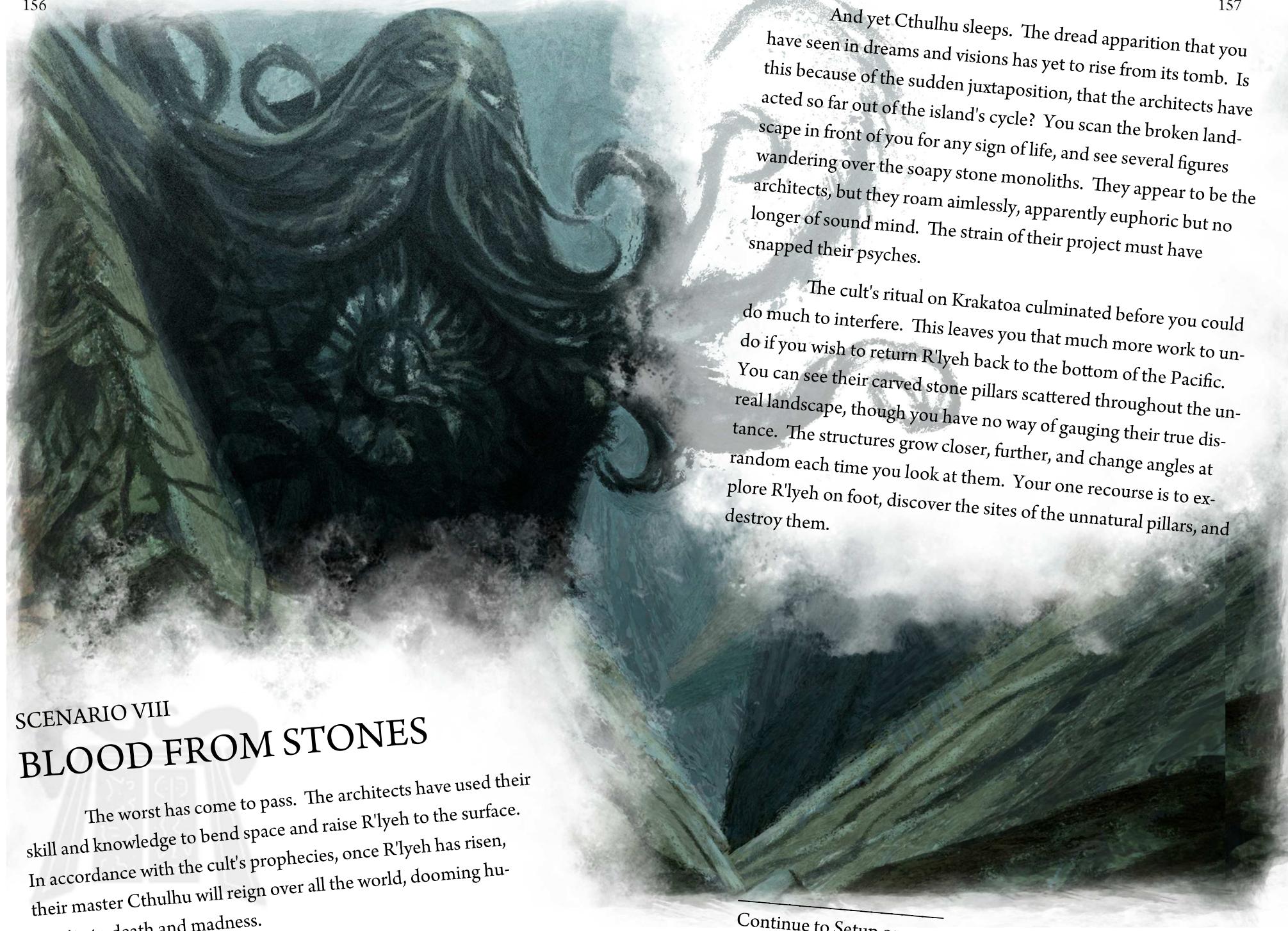
Before you lies an unsettling vista, jagged and alien, but perhaps most unsettling because it is familiar. You have seen this unnatural landscape many times in the visions and dreams that have haunted you since the very beginning. R'lyeh, the sunken island tomb of Cthulhu, has risen to the surface. Water drains down the impossible angles of its rock formations while deep sea flora and fauna lie scattered and dying around its landscape. The architects have succeeded.



- » In your Campaign Log, record that *the architects' project was sabotaged*.
- » Each investigator earns 1 bonus experience from their insights into the architects' designs.
- » Mark two **Notice** in your Campaign Log.
- » Add a ♠ token to the chaos bag for the remainder of the campaign.
- » For each **Traitor** enemy in the victory display, remove that enemy's name from "Cultists Alive," record that name under "Cultists Killed," and mark two **Notice** in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » If any investigator earned 3 or more experience during this scenario, mark one **Notice** in your Campaign Log.
- » If any investigator earned 6 or more experience during this scenario, mark one additional **Notice** in your Campaign Log.

Proceed to Scenario VIII - Tomb of Dead Dreams on page 158.





SCENARIO VIII

BLOOD FROM STONES

The worst has come to pass. The architects have used their skill and knowledge to bend space and raise R'lyeh to the surface. In accordance with the cult's prophecies, once R'lyeh has risen, their master Cthulhu will reign over all the world, dooming humanity to death and madness.

And yet Cthulhu sleeps. The dread apparition that you have seen in dreams and visions has yet to rise from its tomb. Is this because of the sudden juxtaposition, that the architects have acted so far out of the island's cycle? You scan the broken landscape in front of you for any sign of life, and see several figures wandering over the soapy stone monoliths. They appear to be the architects, but they roam aimlessly, apparently euphoric but no longer of sound mind. The strain of their project must have snapped their psyches.

The cult's ritual on Krakatoa culminated before you could do much to interfere. This leaves you that much more work to undo if you wish to return R'lyeh back to the bottom of the Pacific. You can see their carved stone pillars scattered throughout the unreal landscape, though you have no way of gauging their true distance. The structures grow closer, further, and change angles at random each time you look at them. Your one recourse is to explore R'lyeh on foot, discover the sites of the unnatural pillars, and destroy them.

Continue to Setup on page 160.



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Your interference in the cult's project on Krakatoa forced the architects to finish an incomplete ritual. As you stand atop the ruins of a broken pillar, you can sight three others flitting amid the warped landscape. These anchors must be the failsafes the cult set up to keep R'lyeh transposed to the surface. They are the only easily discernible structures on the unnatural island, though they seem to fade and shift with each step you take. The pillars are hidden by the impossible topography of R'lyeh, leaving you no other option but to scour the island yourself. You must send R'lyeh back to the bottom of the sea, or else doom awaits the world.

Continue to Setup on page 160.

Setup

- » Gather all cards from the *Tomb of Dead Dreams*, *Archaic Evils*, *Awakened Madness*, *Cult of Cthulhu*, *Deep Dreams*, *Spawn of R'lyeh*, and *Unnatural Stone* encounter sets. These sets are indicated by the following icons:



- » Check the Campaign Log. If you have 20 or more **Notice**, also gather the cards from the *Countermeasures* encounter set that match the classes of investigators chosen for this scenario. This set is indicated by the following icon:



- » Set the following cards aside, out of play: *Cthulhu*, each copy of *Inescapable Reach*.
- » Each investigator searches the collection for a random basic **Madness** weakness and adds it to his or her deck for the remainder of the campaign.
- » Check the Campaign Log. For every 12 **Notice** you have, search the collected cards for a copy of *Iä! Iä!* and put it into play.

- » Put the *Ruins of R'lyeh* location into play oriented Up and the Cyclopean Acropolis location into play oriented Down. (See "Orientation" for further information.) Randomly choose ten of the twelve Warped Island locations and put them into play with the following orientations: Three Left, three Right, two Up, two Down. The placement of these locations does not matter, as R'lyeh's geography defies logic. Each investigator begins play at Ruins of R'lyeh.

Orientation

In this scenario, the orientation of cards is referenced by several game effects. The four orientations are up, left, right, and down. These orientations are determined by the position of the top of the card relative to the rest of the card, in reference to the bottom of the playing area.



A card's orientation has no effect on its own but may be referenced by other cards. When an effect rotates a card (either clockwise or counter-clockwise), turn that card 90 degrees in the appropriate direction.



» Check the Campaign Log.

- If the architects' project was sabotaged, randomly choose three of the six Impossible Pillar locations and set them aside, out of play. Remove each other Impossible Pillar from the game.
- If the architects' project was fully completed, randomly choose four of the six Impossible Pillar locations and set them aside, out of play. Remove each other Impossible Pillar from the game.

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

When the game is complete:

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

Go to page 164.

» If Resolution 1 (R1) was reached,
Go to page 164.

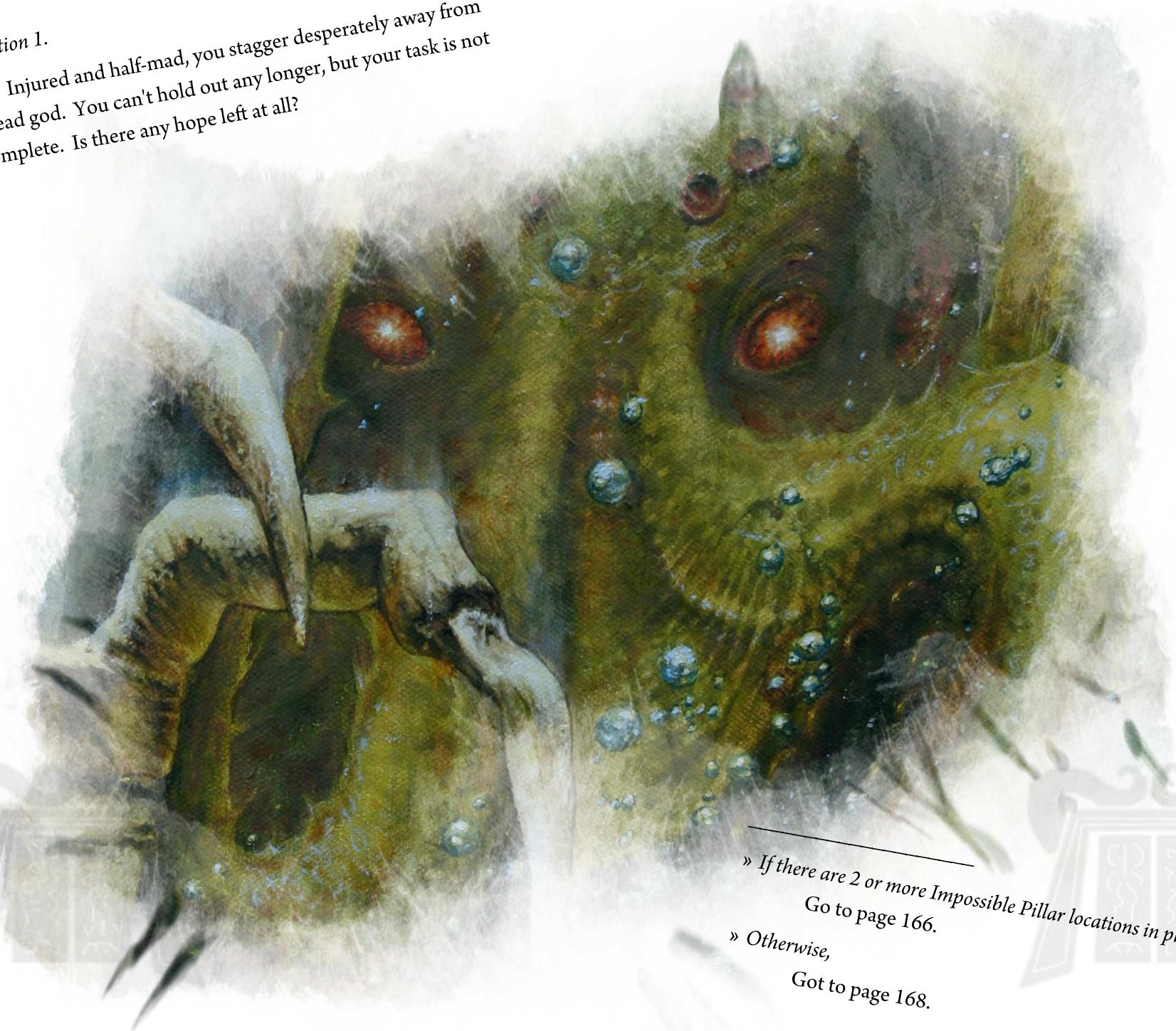
» If Resolution 2 (R2) was reached,
Go to page 166.

» If Resolution 3 (R3) was reached,
Go to page 168.

» If Resolution 4 (R4) was reached,
Go to page 170.

...Resolution 1.

Injured and half-mad, you stagger desperately away from the dread god. You can't hold out any longer, but your task is not yet complete. Is there any hope left at all?



-
- » If there are 2 or more Impossible Pillar locations in play,
 Go to page 166.
 - » Otherwise,
 Go to page 168.

...Resolution 2.

Despair overtakes you as the warped pillars still flit at random through the fractured terrain. There is too much work to be done, and you can barely comprehend the island or even the mere presence of Cthulhu. You drop to your knees as the stress and strain press in on your mind. What reality have you fought for? What reality is possible when this accursed unnatural island and its master exist? The world may as well cease for how little it matters now.

As your brain fractures and you collapse to the soapy stone landscape, Cthulhu strides onward to the shores of R'lyeh and out into the twisting waves. The voices of its maddened devotees on the island hail the coming of the new age that they have long awaited. In every dark corner of the earth, jubilant voices call the same chant again and again: "Cthulhu fhtagn! Cthulhu fhtagn!" Soon, all voices on earth join in this chant as their dreams drive them mad, and the deep dragon of R'lyeh obliterates any that oppose it. Humanity's reign over Earth is at an end.

- » In your Campaign Log, record that *Cthulhu reigns over all humanity*.
- » Each investigator is driven **insane**.
- » The investigators lose the campaign.

THE END

...Resolution 3.

The final twisted pillar looms just ahead of you, the lynch pin of the architects' plot. You scramble forward, emboldened by this fact. Whether or not in service of something terrible and otherworldly, twisted human ingenuity conceived this mad plan, and your own wits shall undo this conspiracy at last. Dread Cthulhu lumbers after you ponderously but inevitably.

Now at the base of the monolith, you cling to the stone structure and await the monster. Humanity and its creations are far beneath the notice of Cthulhu, and you must hope that the same is true for even the creations of its followers. The daemon towers above you and its webbed claw falls upon you like a landslide. Pain lances through your every nerve, but you hear the crack of stone as Cthulhu's powerful hand carves away half of the pillar's base. Reality unfolds around you as the stone collapses. The cloudy sky above you shifts suddenly to dim green water, then inky blackness. R'lyeh has returned beneath the Pacific, and you along with it. Crushing ocean pressure takes its toll immediately, but your last vision before death overtakes you is the glowing eyes of Cthulhu just above you... slowly closing.

- » In your Campaign Log, record that *Cthulhu slumbers in the deep once more.*
- » Each investigator is **killed**.
- » The investigators win the campaign at the cost of their own lives.

THE END

...Resolution 4.

Space unfolds around you in a terrifying cascade, stone flowing like water as the dim green glow of R'lyeh illuminates each facet. The lord of mad dreams towers above you, assailing your mind maliciously as it swings its great arm down. But the blow never lands.

Your eyes snap open and you gasp in shock, only to be met with silence and steady rocking. The light drizzle of rain on glass and the rhythmic creaking of wood sounds dully around you. You are in a ship's cabin, lying on a small cot. You sit up and try to recount your last memories as the cabin door opens. "By God, you live after all!" the familiar raspy voice of Sukiman precedes him as he steps down into view. Still dazed, you fall back to the cot and ask the old sailor just what had happened.

"The sea led me to you, as I said it would," Sukiman says, crouching beside you, "I waited for nearly half a day before that strange island disappeared -- and the volcano with it. You were adrift in the caldera when I found you. God knows how you survived such a cataclysm, but you are fortunate indeed." He claps your shoulder with a hearty laugh and descends further into the cabin to find you food and drink.

You close your eyes as you wait, thinking on the trials and hardships you faced these past two months, of the dark dreams beginning to fade, and of the conspiracy that all began with a simple letter. Does this evil lurk in every corner of the world, simply waiting for a chance to surface? If so, you pray that they are not so widespread and organized as the cult of Cthulhu was. You have a long journey ahead of you back to Arkham, and if any vengeful members of the cult survive, you hope that you escape their notice.

- » In your Campaign Log, record that *the investigators escaped from R'lyeh*.
- » In your Campaign Log, record that *Cthulhu slumbers in the deep once more*.
- » Each investigator takes 1 physical and 2 mental trauma as they never fully recover from escaping Cthulhu and the island of R'lyeh.
- » 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 ended the architects' plot and returned R'lyeh to the deep.
- » The investigators win the campaign!

Continue to Epilogue on page 182.



Design Notes

Thanks for playing! Cyclopean Foundations is the culmination of a couple years of ideas brewing. Though I do enjoy adapting existing works to the Arkham universe, this more original story was one of the first things I considered when I started making Arkham content. Making a Cthulhu-centered campaign was always a hurdle in itself just because of Cthulhu's status as the main Lovecraft antagonist, but the experience I got from adapting the other works gave me the confidence to try something new.

Hands down my favorite thing about the original Call of Cthulhu story was the non-Euclidean stone, as you no doubt have guessed. Through all the writing and games I've seen adapted from the story though, the stone was always a footnote, so I made it the focus in the campaign. Other story elements -- like the forces of Cthulhu controlling things from the shadows worldwide -- connected with popular myths and legends about the Freemasons, which also connected to the stone just through their profession.

For the amount of fiction that went into this campaign, it also took a tremendous amount of real world research, particularly with geography and events. I knew early on that I wanted to take the investigators halfway around the globe, and a chase through various real-world ports was also reminiscent of the wider-scale Eldritch Horror board game. Each port was mapped out to the actual relative positions of real landmarks from the 1920's. Even the layout of the masonic lodge in Philadelphia is accurate, thanks to actual floor plans posted on wikipedia and photographs of each room from the grand lodge's own tour website. Even the dates that the campaign takes place were chosen specifically to line up with the real-world emergence of new islands in the Krakatoa basin at the end of 1927.

Many of the mechanics in the campaign were chosen just for the flavor, but one in particular was chosen because of how Arkham Horror has evolved over the years. Many players stack as much victory as they can just on principle, so I thought to add a mechanic that makes the choice of getting victory more than a question of "do we have time for it?" I doubt many people will appreciate getting less victory, but having a campaign play differently -- and able to be replayed differently -- is always a factor in my designs.

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
- » **Editing:** Spencer Wilkinson, Pugtato
- » **Playtesters:** Daniel Martinez, Spencer Wilkinson, Argus, Axolotl, Dr. Jack Science, Drust, Erdjo, Gold, Iados Kairon, Jam, Makima, MegaWazzaby, MickeyTheQ, Pugtato, Roakana, SimonD, TerranChef, TheBudiez, hunter5a, socraticmethod, Thraj, Tofu Mushroom, Tranman, Puerto Mateo, Doomkeeper, Frying Tonight, Wallymunster, PlayingBoardGames, Kardian, ZoraVEVO, LordHypnos, Jefferson, Sergey, Olivia Juliet, the-number1nick, MoulOfMlem, QggOne, Jmarsh, Shiroialice, Makima, Jam, Davi, Dicegods, Dizzy





EPILOGUE

In contrast to your initial journey to Singapore, you take a much slower route back to Arkham. Though the immediate danger has passed, you still don't know how the cult of Cthulhu coordinates worldwide. Anyone you pass at the docks could be secretly among their ranks, waiting to strike at any time. Long tense weeks pass before you finally make berth at Kingsport and return to the snowy streets of Arkham once more.



Check the Campaign Log:

» *If you have less than 20 Notice,*

Go to page 184.

» *Otherwise,*

Go to page 186.

...from page 183 (Still Waters).

With the blanket of February snow, Arkham seems starkly silent after the months you've spent at sea and in bustling ports. You let yourself into your home and get the boiler running again before you begin to unpack -- and not just your luggage. There is a great deal you have discovered, and you must catalog it to be prepared for the cult's future designs.



THE END

...from page 183 (Deep Currents).

Despite the tranquility, you've never felt more tense walking through Arkham in broad daylight. You listen carefully for any footsteps but your own, keeping your head down and avoiding stopping until you are safely home with the door bolted. You peek through the curtains to scan the street, and barely visible through the snow, a lone figure in a trenchcoat stares back at you before dousing a cigarette and striding slowly away.

» Each investigator searches the collection for a random basic **Humanoid** weakness and adds it to his or her deck.



THE END