

ARKHAM HORROR
THE SCARLET KEYS
SETUP AND DOSSIERS

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2022



“...by May or June I realized that there was, all over the world, a surprising and unwonted burst of activity on the part of bizarre, furtive, and esoteric mystical organisations ordinarily quiescent and seldom heard from.”

—H. P. Lovecraft for Hazel Heald, “Out of the Aeons”

TABLE OF CONTENTS

—TSK: Setup and Dossiers—

Preface	6
Dossiers.....	10
World Map.....	60
File #05–A: Riddles and Rain	72
Interlude: The Foundation.....	98
File #59–Z: Congress of the Keys	110
Epilogue	206
Status Reports.....	218
Additional Rules.....	64
New Cardtype: Keys.....	64
Concealed X and Mini Cards	66
Alert	70
Patrol	70
The Red-Gloved Man	71
Tracking Time	84
Embarking and Travel.....	60
Stand-Alone Mode	184
Achievement List	194
Design Notes.....	198
Credits	202

—TSK: Scenarios and Casefiles—

File #11–B: Dead Heat.....	8
File #14–C: Ruses and Reclamation.....	32
File #16–D: Sanguine Shadows.....	48
File #20–E: The Great Work	80
File #21–F: Dealings in the Dark.....	88
File #26–G: Quid Pro Quo.....	116
File #27–H: Dead and Gone	124
File #28–I: Dancing Mad	134
File #32–J: The Coiled Serpent	152
File #33–K: On Thin Ice	160
File #36–L: Strange Architecture	188
File #37–M: Special Delivery.....	196
File #38–N: Dogs of War	206
File #44–O: Theory of Annihilation.....	242
File #45–P: Metamorphos.....	248
File #46–Q: Shades of Suffering.....	254
File #49–R: Ringing Hollow	274
File #50–S: Blood, Sweat, and Tea.....	282
File #51–T: Romulus and Remus	290
File #52–U: The Safehouse.....	296
File #53–V: Whistle on the Wind	300
File #54–W: Infernal Machinery.....	306
File #55–X: Paranatural Selection.....	310
File #56–Y: Without a Trace	316



PREFACE

The Scarlet Keys is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Scarlet Keys* contains the following ten scenarios: “Riddles and Rain”, “Dancing Mad,” “Dead Heat,” “Dealings in the Dark,” “Dogs of War,” “On Thin Ice,” “Sanguine Shadows,” “Shades of Suffering,” “Without a Trace,” and “Congress of the Keys.” Each of these scenarios may also be played on its own in Stand-Alone Mode.

Around the World

The Scarlet Keys expansion differs from its predecessors in that it features an open-ended, non-linear campaign. Following the “Riddles and Rain” prologue, investigators are provided with a map of the world, and from there they may choose to **embark** to various locations. The order in which the locations are chosen determines the order in which these scenarios are played, and may also alter the story and gameplay of each scenario before culminating in an epic finale. Choose wisely, and good luck!

Expansion Icon



The cards in *The Scarlet Keys Campaign Expansion* can be identified by this symbol before each card’s collector number.



The cards in *The Scarlet Keys Investigator Expansion* can be identified by this symbol before each card’s collector number.

Campaign Setup

To set up *The Scarlet Keys* 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 wield the Keys):

+1, +1, 0, 0, -1, -1, -2, -2, , , , , , .

» Standard (I want to be bound in Red):

+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , .

» Hard (I want to face the Outside):

0, 0, 0, -1, -2, -2, -3, -3, -4, -5, , , , , , .

» Expert (I want to be Hollowed):

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, , , , , , .

Continue to Additional Rules on page 64.

Continue to File #5-A: Riddles and Rain on page 72.

STRANGE THINGS DONE

-LISA SMEDMAN



Rex Murphy walked down the pier, suitcase in one hand and portable typewriter, secure in its leather carry case, in the other. His roving reporter's eye took in the passengers bustling along the wooden planks of Seattle's Pier 2, noting details for the story he planned to write. Those bound for Alaska included miners in hob-nailed work boots and flannel shirts; cannery workers with duffel bags slung over their shoulders and wool caps on their heads; and the occasional tourist.

Rex's gaze picked out the unusual: a thin man in an expensive-looking suit, with a bright red cravat knotted at his throat - his snappy clothing a sharp contrast to that of the rough and ready workers - and an orthodox priest wearing a black cape and fur hat,

his long black beard covering his chest, a reminder that Alaska had once been part of the former Russian empire. The priest strode along the pier, an elaborately carved staff thumping the boards with each heavy step. Closer to the end of the pier, a man in a frayed woolen sweater watched as a shipboard crane lifted wooden crates, each containing a barking dog. Sailors shouted to each other over the din, and the smell of seaweed, creosote and coal smoke hung in the air.

Rex checked his ticket. The ship the dogs were being loaded onto was the one: the SS Martha. When he'd booked passage north with the Alaska Steamship Line, he'd expected something a bit bigger, a bit grander. A modern liner with staterooms and smoking parlor. The Martha looked more like a sailing ship, wooden hulled and only about a hundred feet long, with tall masts fore and aft. Smoke rose from her single funnel as the crew got up steam preparatory to departure. Her hull was scraped and her paint flaking; Rex imagined the antiquated ship had seen a few decades of service, grinding her way through drift ice to the remote ports she served.

The Martha looked old enough for Robert Service to have sailed aboard her. Rex was following the route the poet had taken north in 1904, first by ship to Skagway, then by train to Whitehorse, capital of the Yukon. Rex hoped his usual bad luck didn't manifest on this trip...

The Investigators must decide:

» Continue to read the story,

Go to page 189 in the Secrets in Scarlet book.

» Pay attention and follow where you're supposed to go,

Go to Additional Rules on page 64 or,

Go to File #5-A: Riddles and Rain on page 72.



FOUNDATION DOSSIERS

Contained on the following pages of this Campaign Guide, there are a number of Foundation Dossiers, the first of these is presented to the right. Investigators are allowed to read the Foundation Dossiers, at any time. However, they can only continue to the related scenario or interlude if it is available on your map.

After reading the dossier you can decide to travel to that location and continue to the related scenario or interlude; or you may return to the Map and consider a different destination.

Use these dossiers to help guide your actions and plan your route through The Scarlet Keys Campaign.

File #11-B

Subject Class: Red

Real Identity: Unknown

Last Known Location: Marrakesh, Morocco

Description: Subject #11-B (hereinafter "Amaranth") is a woman of European descent; appears to be in early 20s. Typically seen wearing a large red flower that partly obscures her face.

Paradimensional Capabilities: Power to [REDACTED]

[REDACTED] Channels [REDACTED] via [REDACTED]
[REDACTED] to [REDACTED] and [REDACTED] from
[REDACTED] No recorded limits to this [REDACTED] data
limited only to minor events. Subject [REDACTED]
via tactile contact, which limits [REDACTED] of
Possible [REDACTED] ramifications.

Sightings:

1. November 23, 1923: Arkham, MA. Agents witnessed subject healing wounds of [REDACTED] member,

[REDACTED] nearby trees. Elevated [REDACTED]
activity reported in the months following.

2. January 11, 1924: Lisbon, Portugal. Local cell apprehended subject. [REDACTED] contact confirmed. One cell member immediately deceased; second victim remains catatonic. Subject eluded questioning.

3. Unconfirmed sighting in Marrakesh. Further intel required. Immediate assistance requested.

Approach Procedure: Subject is incredibly dangerous. Engage only with extreme caution. Physical contact prohibited. More information available in San Francisco office (File #26-G2)

If File #11-B is available on your map:

» Continue to File #11-B,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 8.

» Return to the Map and consider a different destination,
Go to page 60.

File #12-Z

Subject Class: [REDACTED]

Real Identity: [REDACTED]

Last Known Location: [REDACTED]

Description: [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Paradimensional Capabilities: [REDACTED]

File #13-Y

Location: [REDACTED]

Description: [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Before The Great War, [REDACTED]

If File #13-Y is available on your map:

» Continue to File #13-Y,

Retrieve The Scarlet Keys: Scenarios and Case Files

Campaign Guide and go to page 46.

» Return to the Map and consider a different destination,

Go to page 60.

File #14-C

Description:

is a [REDACTED] red
[REDACTED]
[REDACTED] key

File #15-X

Subject Class:

Real Identity:

Description:

field r-
diological centres near [REDACTED]

■ mobile radiography

If File #14-C is available on your map:

» Continue to File #14-C,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 32.

» *Return to the Map and consider a different destination,
Go to page 60.*

File #16-D

Subject Class: Yellow

Real Identity: Unknown

Last Known Location: Buenos Aires, Argentina

Description: Subject #16-D (hereinafter "Girl in Carmine Coat") is a woman of apparently Argentinian descent (possible human origin?), early 20s, approximately 165cm in height. [REDACTED] presence undetected (as of yet). Coterie paraphernalia consists of stark red coat and matching hat possessive of paradi-dimensional faculty (see details below). Called "La Chica Roja" by locals (no doubt a reference to her attire, although it is unclear whether such title is a term of endearment or infamy).

Paradi-dimensional Capabilities: Reports by local authorities suggest Girl in Carmine Coat is capable of either [REDACTED] or [REDACTED]. Local authorities appear incapable of capturing subject despite repeated attempts. (Can she manipulate [REDACTED] and [REDACTED]? Or is she simply that good at evading detection?) Subject seems to wish to avoid conflict; as of yet, no deaths or harm to any locals can be traced to Girl in Carmine Coat. (Cannot rule out potential for violent escalation.)

Sightings: Girl in Carmine Coat is responsible for several high profile burglaries in Buenos Aires. Reports by local papers indicate she is still at large.

Approach Procedure: Despite her apparent [REDACTED] association, Girl in Carmine Coat does not appear to be hostile. She has been heard speaking fluent Spanish, Portuguese, French, and English. For these reasons, we believe subject can be interrogated and/or reasoned with. Recommend capture and questioning regarding [REDACTED] motives.

Persons of Interest: Oficial Principal Matias Bolívar (ma-tee-as boh-lee-vahr), principal officer in charge of Girl in Carmine Coat's capture. (Possible asset?)

If File #16-D is available on your map:

» Continue to File #16-D,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 48.

» Return to the Map and consider a different destination,

Go to page 60.

File #17-W

Subject Class: [REDACTED]

Real Identity: [REDACTED]

Description: The [REDACTED], also known as the Great Crash, [REDACTED]

If File #17-W is available on your map:

» Continue to File #17-W,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 47 and flip the book.

» Return to the Map and consider a different destination,

Go to page 60.

File #18-V: [REDACTED]

File #18-V

Description: [REDACTED]

[REDACTED]

File #19-U

Description: [REDACTED]

[REDACTED]

History: While scattered movements and organiza-
tions dedicated to [REDACTED]

Elizabeth Cady Stanton [REDACTED] key [REDACTED]

If File #19-U is available on your map:

- » Continue to File #19-U,
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 46.
- » Return to the Map and consider a different destination,
Go to page 60.

File #20-E

Description: Built in 1844 by [REDACTED]
[REDACTED]; in their works
within sight of [REDACTED]

Sightings: A member of [REDACTED]
[REDACTED] 0 0 0 0
[REDACTED]

If File #20-E is available on your map:

» Continue to File #20-E,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 80.

» *Return to the Map and consider a different destination,
Go to page 60.*

File #21-F

Subject Class: Green

Real Identity: Şahin, Ece (shah-heen, eh-jay)
Last Known Location: Constantinople, Turkey

Description: Subject #21-F (hereinafter "Lady in Vermillion Veil" or real name "Ece Sahin") is a woman of Turkish descent, 34 years of age, approximately 161cm in height. It is unknown whether this is subject's [REDACTED] or a disguise or false identity. At all times, subject wears traditional [REDACTED] red color, likely a paradigmensionally bound object designating coterie membership.

Paradimensional Capabilities: Lady in Vermillion Veil appears to either possess no such capabilities, or has successfully hidden such capabilities from Foundation intelligence.

Sightings: Ece Şahin is a well known and renowned art collector and museum curator operating in the Turkish and Islamic Art Museum.

evidence to back up such assumptions.)

Approach Procedure: Ece has already reached out to Foundation envoys. Dispatch to confront and question intentions.

If File #21-F is available on your map:

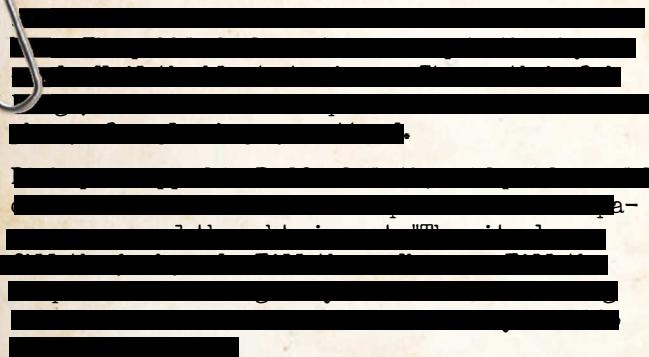
» Continue to File #21-F,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 88.

» *Return to the Map and consider a different destination,
Go to page 60.*

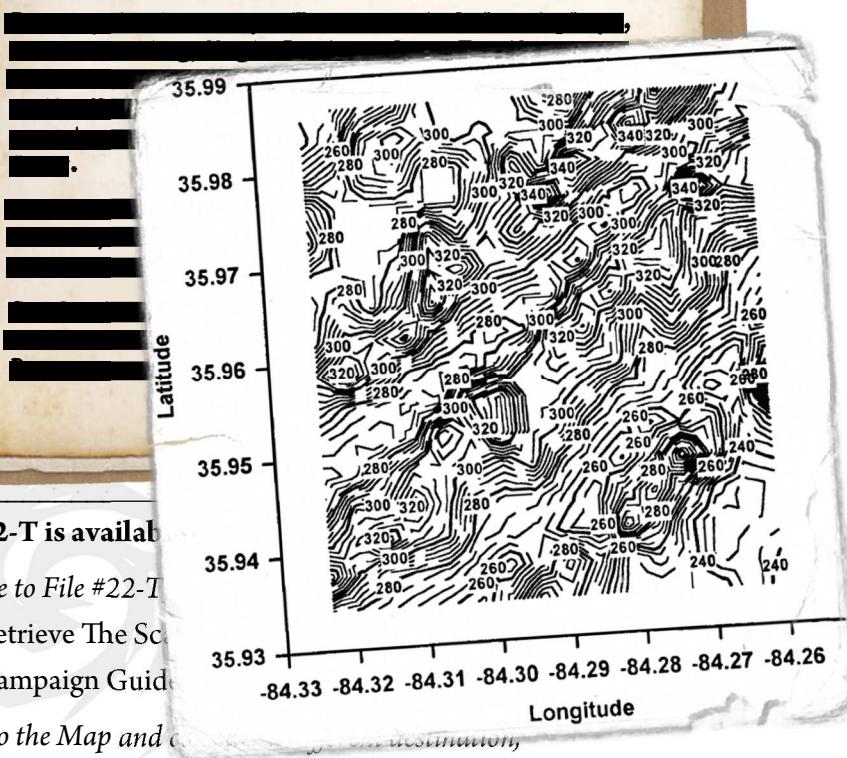
File #22-T

Description: [REDACTED]



Inscription reads as follows,

Brightest and best are the children of the morning.
Dawn on our darkness and lend us thine aid.



If File #22-T is available

» Continue to File #22-T

Retrieve The Scarlet Keys:

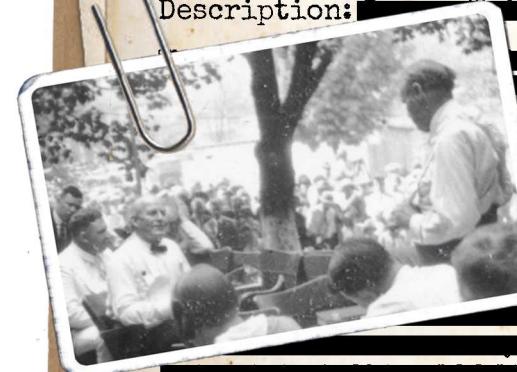
Campaign Guide

» Return to the Map and consider a different destination,

Go to page 60.

File #23-S

Description: [REDACTED]



[REDACTED]
[REDACTED] was found guilty [REDACTED]

[REDACTED] The trial served its purpose [REDACTED]

[REDACTED]
[REDACTED] The case was thus seen both as a [REDACTED] and [REDACTED] on whether [REDACTED] should be [REDACTED].

If File #23-S is available on your map:

» Continue to File #23-S,

Retrieve The Scarlet Keys: Scenarios and Case Files

Campaign Guide and go to page 47 and flip the book.

» Return to the Map and consider a different destination,

Go to page 60.

File #24-R

Description: ■



[REDACTED] George Eastman House,
Rochester, New York.

The [REDACTED] agent is the [REDACTED] at the [REDACTED]

If File #24-R is available on your map:

» Continue to File #24-R,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 46.

» *Return to the Map and consider a different destination,
Go to page 60.*

File #25-Q

Description:

File #25-Q:

If File #25-Q is available on your map:

» Continue to File #25-Q,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to [The Scarlet Keys](#).

» *Return to the Map and consider a different destination,
Go to page 60.*

File #26-G1-

Sanctum Class: Green

Sanctum Locations: [REDACTED]; San Francisco, California; [REDACTED] Moscow, Russia;

Description: Sanctums #26-G1 through G6 are Foundation offices and storehouses for paradigm dimensional artifacts. Do not disclose locations of sanctums with non-Foundation personnel under penalty of [REDACTED]

Approach Procedure: Agent in charge of sanc-
tum will meet you upon arrival. Entry in-
structions attached.

File #27-H

Sanctum Class:

Sanctum Location:

Description: Two miles west of Am

10 of 10

If File #26-G is available on your map:

- » *Retrieve The Scarlet Keys: Scenarios and Case Files and check your location,*
 - » *If you are in San Francisco,* Go to page 118.
 - » *If you are in Moscow,* Go to page 122.
 - » *Return to the Map and consider a different destination,*
 - Go to page 60.

If File #27-H is available on your map:

- » *Continue to File #27-H,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 124.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #28-I

Subject Class: Yellow

Real Identity: Delgado Álvarez, Desiderio
(del-gah-doh al-vah-rez, deh-see-deh-ree-oh)
Last Known Location: Havana, Cuba

Description: Subject #28-I (hereinafter "Man in Blood-Soaked Suit" or "Desiderio Delgado Alvarez") is a man of Cuban descent, approximately 42 years old and 192cm in height. Typically seen in a black suit accessorized with apparent coterie paraphernalia, including tie and hat, all with red accents.

Paradimensional Capabilities: Man in Blood-Soaked Suit does not appear to possess any extraordinary powers aside from peak physical performance, and unusually high skill and accuracy with firearms. (enhanced?) Approach with caution.

Sightings: Mr. Álvarez is a longtime resident of Havana. However, no records exist pertaining to subject's childhood or early life. (Likely destroyed upon induction into Coterie, but possibility remains of [REDACTED].) Either way, his identity may be an alias.) Mr. Álvarez is known to frequent a nightclub known as Cafe Luna. Note: Foundation has no knowledge pertaining to any Key in Havana, however, Mr. Álvarez is likely to know location of other Keys. Approach Procedure: Open negotiations with subject to acquire location of Coterie vaults and/or hideouts. If he does not cooperate, subdue and interrogate. More information available in Moscow office (File #26-G4).

If File #28-I is available on your map:

» Continue to File #28-I,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 134.

» Return to the Map and consider a different destination,
Go to page 60.

File #29-P

Description: [REDACTED]

Starting in the late 19th century there had been reports of the [REDACTED]

If File #29-P is available on your map:

» Continue to File #29-P,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 240.

» Return to the Map and consider a different destination,
Go to page 60.

File #30-O:

File #30-O

Description: [REDACTED]

[REDACTED]
 [REDACTED]
 [REDACTED]
 [REDACTED] an armed
 insurrection [REDACTED] was the pre-
 cipitating event of the [REDACTED] War.

[REDACTED]
 [REDACTED]
 [REDACTED]
 [REDACTED] The pro-
 visional government remained [REDACTED]

If File #30-O is available on your map:

- » Continue to File #30-O,
 Retrieve The Scarlet Keys: Scenarios and Case Files
 Campaign Guide and go to page 46.
- » Return to the Map and consider a different destination,
 Go to page 60.

File #31-N:

File #31-N

Description: Red Co [REDACTED]

Description: [REDACTED]

[REDACTED]
 [REDACTED]
 [REDACTED]
 [REDACTED] A shape was roughly [REDACTED] it was only
 roughly [REDACTED].

Was he a violent man? [REDACTED]

If File #31-N is available on your map:

- » Continue to File #31-N,
 Retrieve The Scarlet Keys: Scenarios and Case Files
 Campaign Guide and go to page 47 and flip the book.
- » Return to the Map and consider a different destination,
 Go to page 60.

File #32-J

Asset Name: Flint, Li

Area of Operation: Shanghai, China

Profile: Recently acquired agent in charge of undisclosed cell reporting directly to Commissioner Taylor.

Current Assignment: According to recent report, asset has split from rest of cell and is currently in Shanghai investigating whereabouts of subject #46-Q.

Notes: Asset loyalty to Foundation cause is unsure. Extreme vigilance recommended.



If File #32-J is available on your map:

» Continue to File #32-J,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 152.

» Return to the Map and consider a different destination,

Go to page 60.

File #33-K

Subject Class: Yellow

Real Identity: Unknown

Last Known Location: Anchorage, Alaska

Description: Description: Subject #33-K (hereinafter "Thorne") is a tall, gaunt person with androgynous features and fair complexion. Prefers practical, loose-fitting clothing. Subject appears to be of [REDACTED] descent and conjectured to be far older than they appear (collaborating source suggests D.O.B. in [REDACTED]). Subject wears a distinct red cravat around their neck, often obscuring their face.

Paradimensional Capabilities: Subject possesses acute sensitivity to [REDACTED]. Coterie leverages these capabilities to locate [REDACTED] artifacts and track movement of [REDACTED].

Sightings: Numerous sightings across the globe. Profiled as one of the most mobile Coterie members. Despite notorious secrecy, Thorne has a reputation for appraising and acquiring [REDACTED]. Analysis suggests they are amenable to business exchange and receptive to haggling. Recent activity suggests Coterie is in a state of [REDACTED].

Approach Procedure: You and Thorne likely have similar objectives. Extreme caution suggested. Thorne is likely to negotiate but only on their terms.

If File #33-K is available on your map:

» Continue to File #33-K,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 160.

» Return to the Map and consider a different destination,

Go to page 60.

File #34-M-7.5

Term	Percentage
Brain	98
Brain activity	97
Brain damage	95
Brain function	94
Brain injury	93
Brain research	92
Brain waves	91
Memory	85

Behold the temple where the old one stood
is it not a [REDACTED]?

Is it not a big improvement on

Is it not a

for the whole world to see?

for the whole world to see.

File #35-L

Description: [REDACTED]

A photograph of a document page featuring several horizontal black redaction bars. The first bar from the top contains a metal paperclip. In the bottom right corner, there is a white triangular piece of paper.

 e going to come
back to



File #36-L

Description: ■

Descending from the modernist movement, [REDACTED] is said to be a reaction against [REDACTED]

If File #36-L is available on your map:

- » *Retrieve The Scarlet Keys: Scenarios and Case Files and check your location,*
 - » *If you are in Bombay,* Go to page 188.
 - » *If you are in Stockholm,* Go to page 192.
 - » *Return to the Map and consider a different destination,* Go to page 60.

File #37-M

Asset Name: Taylor, Qiana

Area of Operation: See current assignment status.

Profile:

Current Assignment:

Tokyo, Japan; ■
Lagos, Nigeria.

If File #37-M is available on your map:

- » *Retrieve The Scarlet Keys: Scenarios and Case Files and check your location,*
 - » *If you are in Tokyo,* Go to page 196.
 - » *If you are in Lagos,* Go to page 200.
 - » *Return to the Map and consider a different destination,* Go to page 60.

File #38-N

Subject Class: Red

Real Identity: Unknown

Last Known Location: Alexandria, Egypt

Description: Subject #38-N (hereinafter "Beast in Cowl of Crimson") is a roughly humanoid figure, approximately 183cm in height, clothed in a red cloak. The hood of this cloak effectively masks the figure's identity (very likely to be ██████████). Only appendage as of yet observed is a set of ██████████ claws ██████████, hence the moniker. ██████████ seems likely.

Paradimensional Capabilities: Beast in Cowl of Crimson appears to have high aptitude for physical confrontation. Prior encounters have led to ██████████. Victims are ██████████ and ██████████, or ██████████ and ██████████. ██████████. Extreme caution is advised.

Sightings: Beast in Cowl of Crimson is prime suspect in several gruesome murders throughout Alexandria.

Note: Paradimensional implement (aka "Key") known to exist in Alexandria. Coterie element may be using key to ██████████.

Approach Procedure: Subdue subject with extreme prejudice and acquire paradigmensional implement for further study.

If File #38-N is available on your map:

» Continue to File #38-N,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 206.

» Return to the Map and consider a different destination,

Go to page 60.

File #39-K

Description: ██████████

Begun probably in the autumn of 1926, ██████████

██████████ and the longest Lovecraft work to feature protagonist ██████████

██████████ and the longest Lovecraft work to feature protagonist ██████████

██████████ and the longest Lovecraft work to feature protagonist ██████████

██████████ dream.

██████████

██████████

██████████

██████████

██████████

██████████

██████████

██████████

██████████

If File #39-K is available on your map:

» Continue to File #39-K,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 241 and flip the book.

» Return to the Map and consider a different destination,

Go to page 60.

File #40-J

Description: [REDACTED]

[REDACTED]

If File #40-J is available on your map:

- » Continue to File #40-J,
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 240.
- » Return to the Map and consider a different destination,
Go to page 60.

File #41-♦

Subject Class: [REDACTED]

Real Identity: [REDACTED], Abarran

Last Known Location: Monte Carlo, Monaco

Description: Subject #41-♦ (hereinafter "Abarran") is a man from the Basque [REDACTED] and is the owner of the Défis de la Roulette Casino. Always seen wearing a ring containing a large red ruby.

Paradimensional Capabilities: Power to manipulate [REDACTED] at the [REDACTED] casino. The patrons who win big have a tendency to meet a sudden—and grisly—[REDACTED] leaving with [REDACTED] no matter how improbable [REDACTED]. Since the day it opened, the casino has been [REDACTED], and the more we learn, the more it seems worth determining [REDACTED] coincidence, or the result of [REDACTED]

Sightings:

November 1, 1923: Madrid, Spain. Agents witnessed subject winning a game of chance [REDACTED]
Agent overheard Abbaran leaving [REDACTED] so as to, "not attract too much attention from the [REDACTED]."

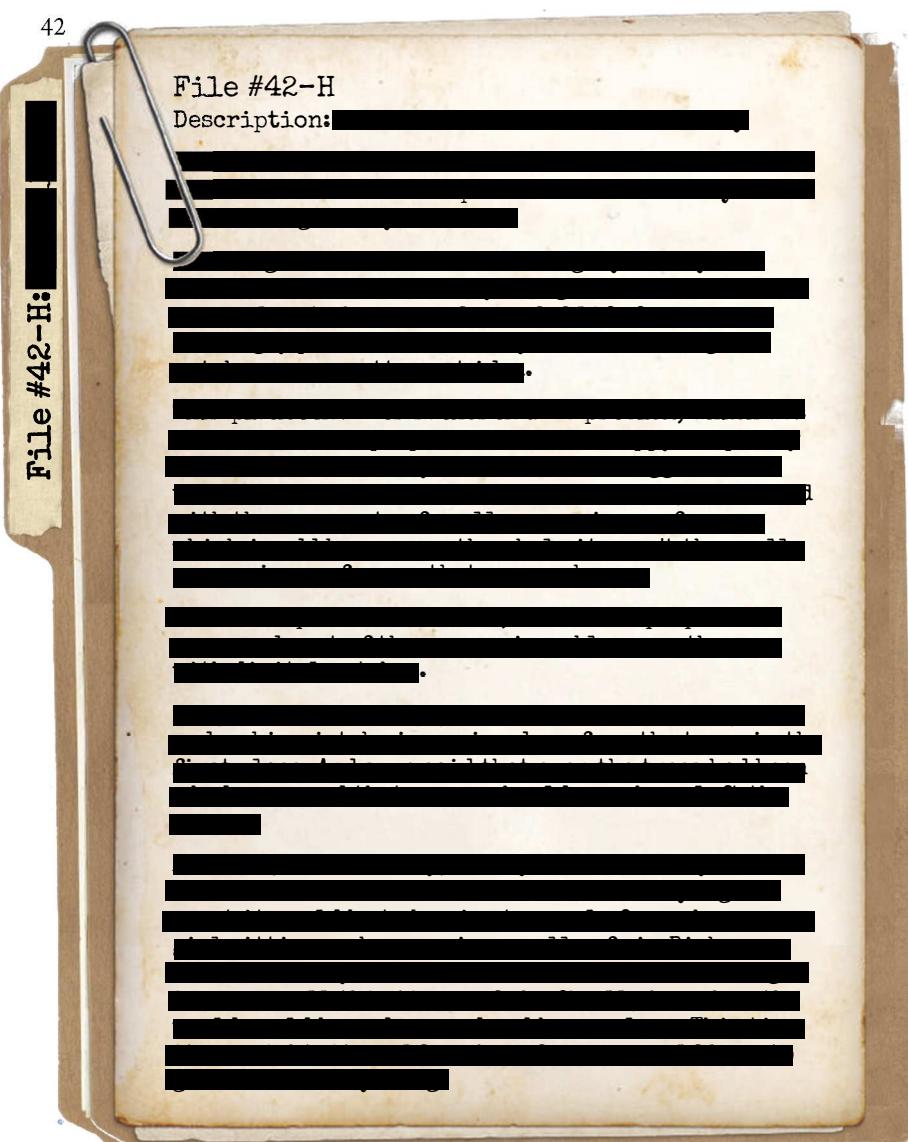
Approach Procedure: Contact local informant for further information and plans for infiltration of the Casino.

If File #41-♦ is available on your map:

- » Continue to File #41-♦,
Retrieve the Stand-Alone Adventures 2020-2024
Campaign Guide and go to page 104.
- » Return to the Map and consider a different destination,
Go to page 60.

File #42-H:

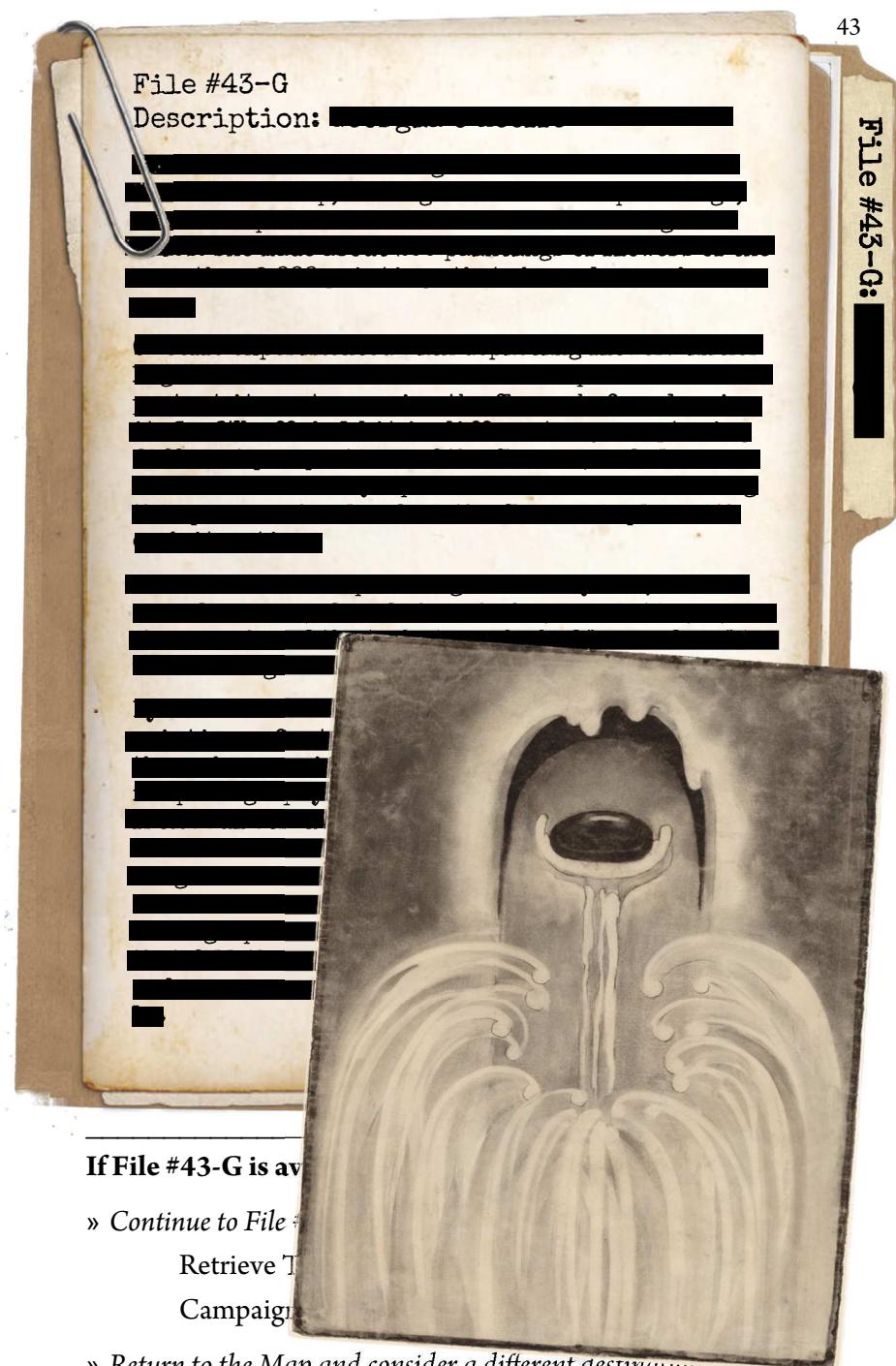
File #42-H
Description: ■



If File #42-H is available on your map:

- » *Continue to File #42-H,*
Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 47 and flip the book.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #43-G
Description



If File #43-G is av

- » Continue to File:
 - Retrieve T
 - Campaign
 - » Return to the Map and consider a different destination,
 - Go to page 60.

File #44-0

Asset Name: Irawan, Dewi

Area of Operation: Southern Hemisphere

Profile: Prominent zoologist has published several surveys regarding disappearing wildlife. Zoologist claims entire species and the memory of their existence are being erased. Possible paracausal disturbance.



If File #44-O is available on your map:

- » *Continue to File #44-O,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 242.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #45-P

Origin: Derived from the Ancient Greek μεταμόρφωσις, "transformation, transforming", from μετα- (meta-), "after" and μορφή (morphe), "form".

Description: ■

If File #45-P is available on your map:

- » *Continue to File #45-P,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 248.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #46-Q

Subject Class: [REDACTED]

Real Identity: [REDACTED]

Last Known Location: [REDACTED]

[REDACTED]

Description: [REDACTED]

File #47-F

Description: [REDACTED]

If File #46-Q is available on your map:

» Continue to File #46-Q,

Retrieve The Scarlet Keys: Scenarios and Case Files

Campaign Guide and go to page 254.

» Return to the Map and consider a different destination,

Go to page 60.

If File #47-F is available on your map:

» Continue to File #47-F,

Retrieve The Scarlet Keys: Scenarios and Case Files

Campaign Guide and go to page 240.

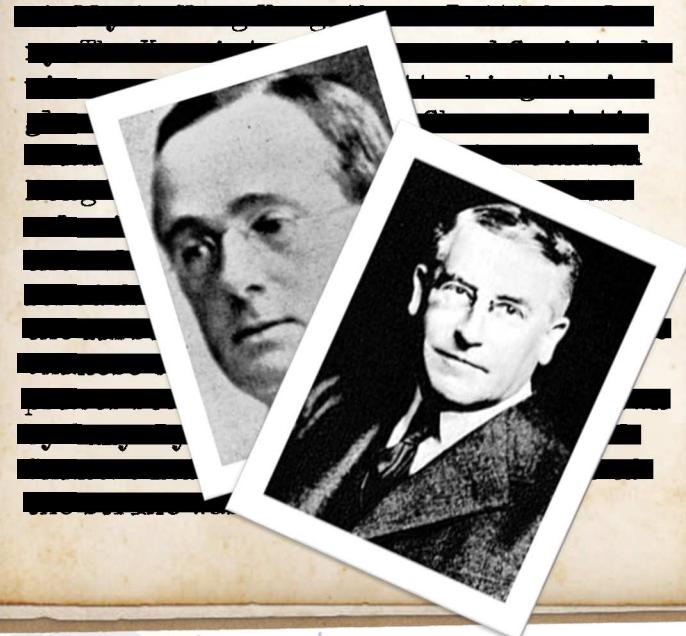
» Return to the Map and consider a different destination,

Go to page 60.

File #50-S: Blood, Sweat, and Tea

File #50-S
Descriptio

Descriptio



File #50-T
Subjects: ■

Subjects:

If File #50-S is available on your map:

- » *Continue to File #50-S,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 282.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

If File #50-T is available on your map:

- » *Continue to File #50-T,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 290.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #52-U

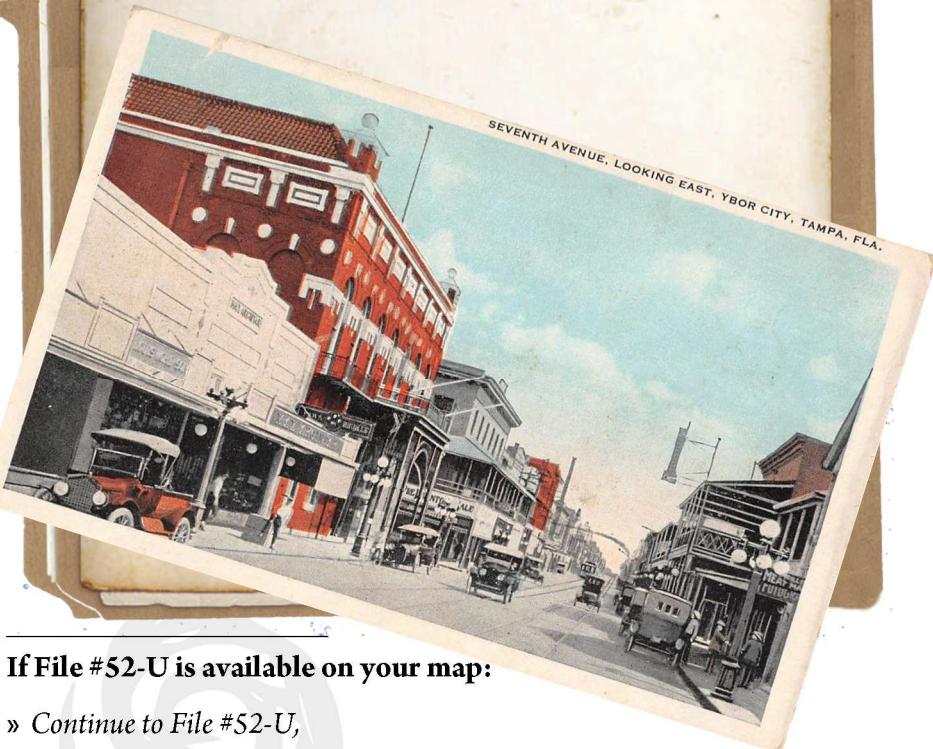
Sanctum Class: Yellow

Sanctum Location: Ybor City, Florida

Description: Sanctum #52-U is an abandoned cigar factory in Ybor City, north of McKay Bay.

Sightings: Subject #28-I known to frequent sanctum. Be on alert.

Approach Procedure: Enter with caution and search for signs of paradimensional implements. Take any and all evidence into Foundation custody.



If File #52-U is available on your map:

» Continue to File #52-U,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 296.

» Return to the Map and consider a different destination,

Go to page 60.

File #53-V

Subject Class: Undetermined

Real Identity: Uperetria, Aliki Zoni (oo-peh-reh-treeah, a-lee-kee zoh-nee)

Last Known Location: Kathmandu, Nepal

Description: Subject #53-V (hereinafter "Maid With Scarlet Sash") appears as a teenage girl of unknown descent wearing a white dress and red sash [REDACTED]

Paradimensional Capabilities: [REDACTED]

Sightings: Locals in region have reported seeing a "spirit" matching subject's description, heralded by a high-pitched whistling sound. Unclear if [REDACTED]

Approach Procedure: Subject Risk Class unconfirmed. Do not approach.

If File #53-V is available on your map:

» Continue to File #53-V,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 300.

» Return to the Map and consider a different destination,

Go to page 60.

File #54-W

Subject Class: Green

Real Identity: Masai, Tuwile(muh-sah-ee, t-wayl)

Last Known Location: Nairobi, Kenya

Description: Subject #54-W (hereinafter "Tuwile Masai") is a slim man of Kenyan descent, middle-aged, and 176cm in height. Coterie signifiers include large red spectacles, [REDACTED] of [REDACTED], and [REDACTED] with Coterie operatives.

Subject has written and published openly under their name in numerous geological and archaeological periodicals.

Paradimensional Capabilities: No known reports. Subject appears to possess no such capabilities, or has successfully hidden [REDACTED] from Foundation intelligence.

Sightings: Tuwile Masai teaches under a fellowship at Oxford University and has published numerous surveys on work at and around Lake Victoria.

Approach Procedure: Masai has spurned all Foundation contact thus far. Operatives may wish to approach only if Masai has reason to trust them.

If File #54-W is available on your map:

» Continue to File #54-W,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 306.

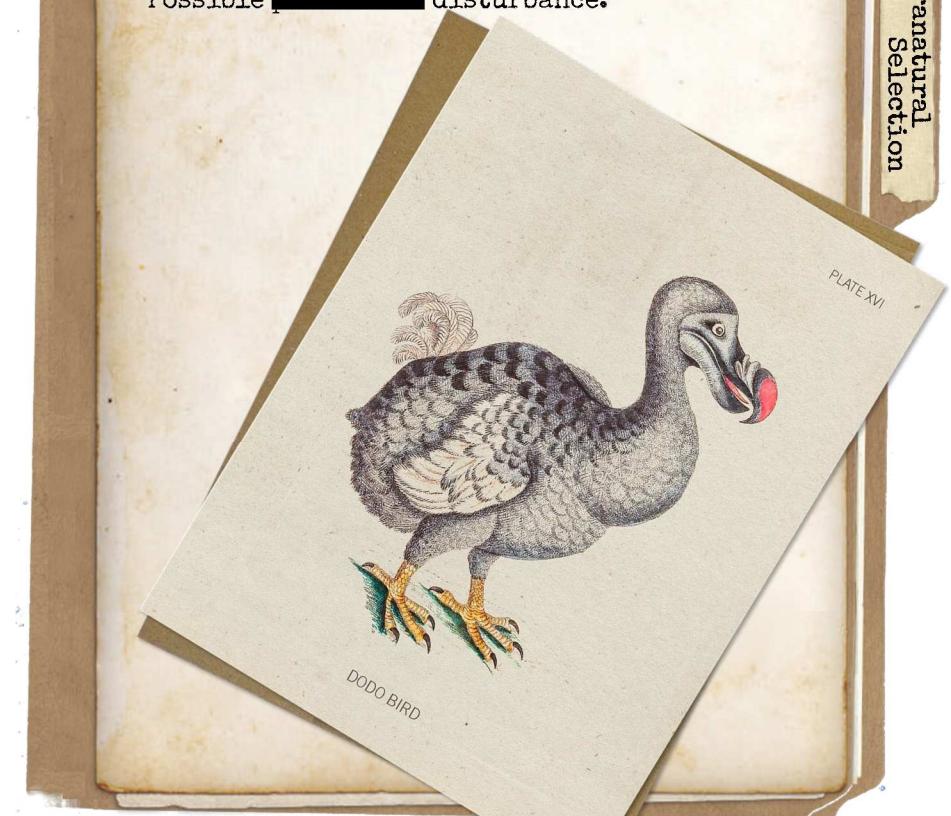
» Return to the Map and consider a different destination,
Go to page 60.

File #55-X

Asset Name: Irawan, Dewi

Area of Operation: Southern Hemisphere

Profile: Prominent zoologist has published several surveys regarding disappearing wildlife. Zoologist claims entire species and the memory of their existence are being erased. Possible [REDACTED] disturbance.



If File #55-X is available on your map:

» Continue to File #55-X,

Retrieve The Scarlet Keys: Scenarios and Case Files Campaign Guide and go to page 310.

» Return to the Map and consider a different destination,
Go to page 60.

File #56-Y

Subject: የአጀንቃቄዎች ፊልምዎችና ስነዎች

Description:



If File #56-Y is available on your map:

- » *Continue to File #56-Y,*
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 316.
 - » *Return to the Map and consider a different destination,*
Go to page 60.

File #57-D

Subject Name: _____

If File #57-D is available on your map:

- » *Continue to File #57-D,*
 Retrieve The Scarlet Keys: Scenarios and Case Files
 Campaign Guide and go to page 47 and flip the book over.
 - » *Return to the Map and consider a different destination,*
 Go to page 60.

File #58-C-~~EPA~~

Description: [REDACTED]

FILE #58-C:

File #59-Z

Sanctum Class: Red

Sanctum Location: [REDACTED]

Description: Sanctum #59-Z is [REDACTED]

FILE #59-Z: Congress
of the Keys

[REDACTED] The explosion is generally attributed to
[REDACTED] The explosion is generally attributed to
[REDACTED]

If File #58-C is available on your map:

- » Continue to File #58-C,
Retrieve The Scarlet Keys: Scenarios and Case Files
Campaign Guide and go to page 46.
- » Return to the Map and consider a different destination,
Go to page 60.

If File #59-Z is available on your map:

- » Continue to File #59-Z,
Go to page 110.
- » Return to the Map and consider a different destination,
Go to page 60.

WORLD MAP

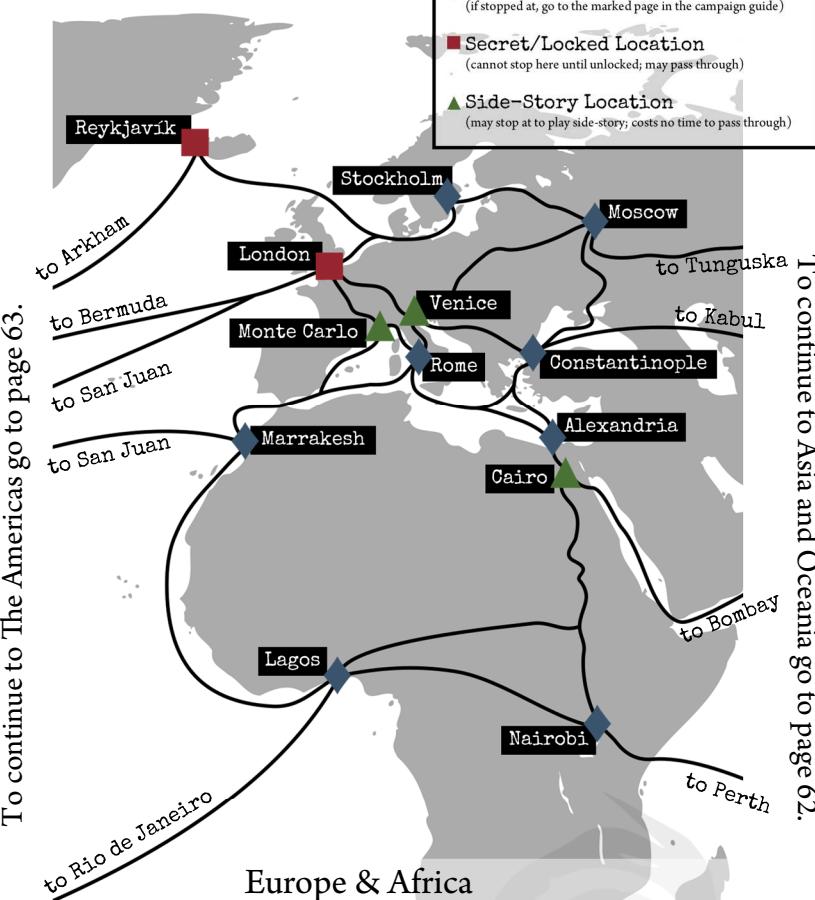
Embarking and Travel

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

At each space on the map, there is an associated number and letter combination (see the table at the bottom of the map) that will guide you to a particular page in this Campaign Guide. You do not have to stop at every space you travel through; however, if you wish to stop traveling and see what is at that space, turn to the page of the Campaign Guide that matches the indicated number and follow the story text there. (Or use the table of contents on page 5 to help you find the appropriate page.) This might lead you to an interlude or to a scenario. There is no perfect path to follow, so follow your gut... just be wary of how much time you spend (see “Tracking Time” on page 82).

- » Some locations are marked by a red square and the lack of a letter. You can only travel to such a location once you permitted to do by a Campaign Log entry.
 - » Some locations, marked by a green triangle, represents the sites of possible side stories (*found in other Arkham Horror: The Card Game standalone products.*) If you wish to incorporate a side story into this campaign, simply travel to the appropriate location on the map and spend additional time equal to the normal experience cost for playing that side story (instead of spending the experience cost).

- » If you are not stopping at one of these locations to embark on a side-story, you may skip it and continue traveling along the path. If so, count it as one contiguous path, not as two separate paths.
 - » Once you have stopped at a location, you cannot stop there again for the remainder of the campaign unless instructed otherwise.

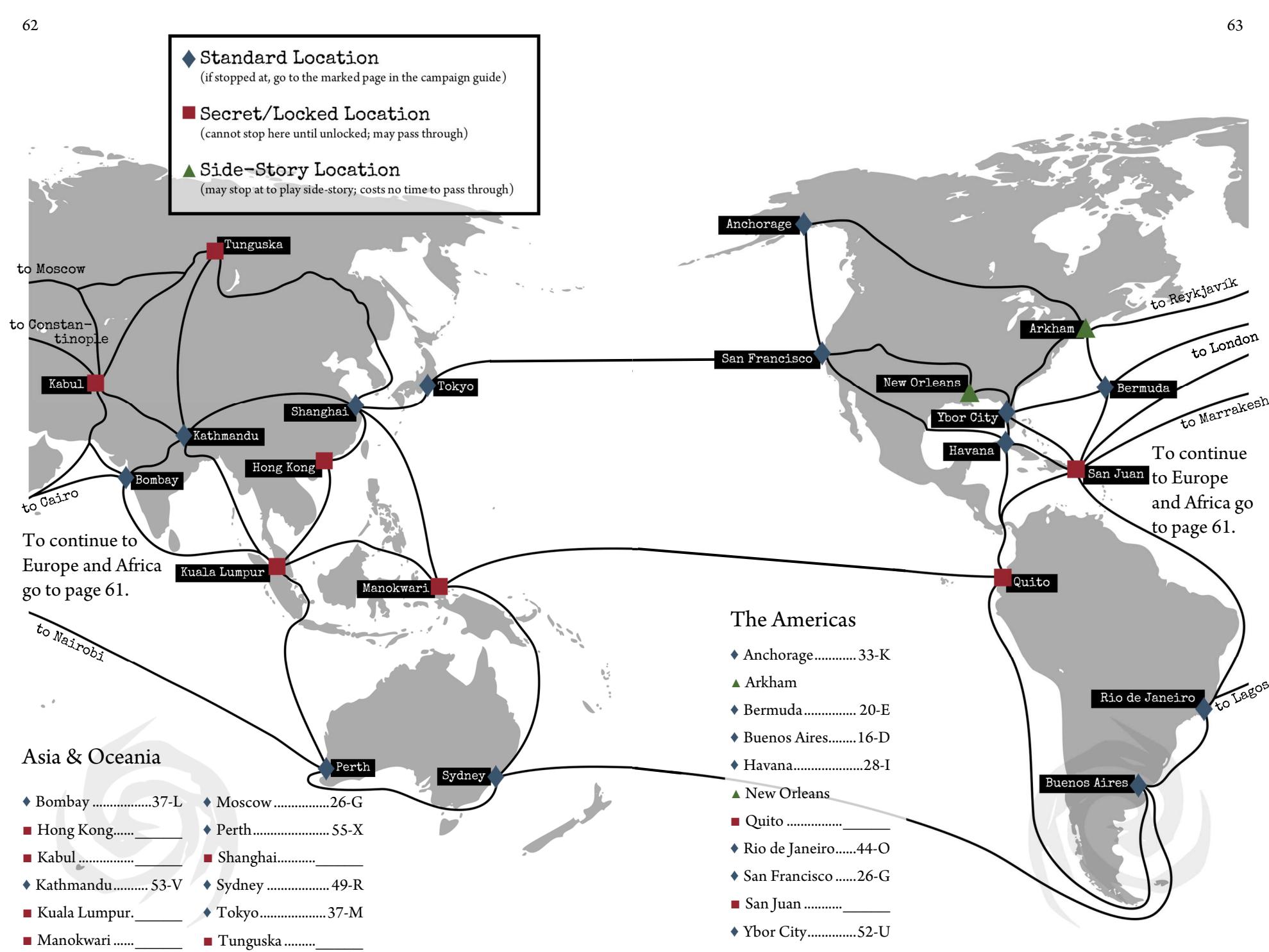


To continue to The Americas go to page 63.

^aTo continue to Asia and Oceania go to page 62.

Europe & Africa

♦ Alexandria	38-N	♦ Moscow	26-G
♦ Constantinople	21-F	♦ Nairobi	54-W
♦ Lagos	37-M	■ Reykjavík	_____
■ London	_____	♦ Rome	51-T
♦ Marrakesh	11-B	♦ Stockholm	36-L
▲ Monte Carlo	41-♠	▲ Venice	_____



ADDITIONAL RULES AND KEYWORDS

New Cardtype: Keys

The Scarlet Keys campaign feature a new cardtype: keys. Keys are powerful artifacts that may be “shifted” to either aid or hinder investigators, depending on whom they are attached to and whether their **Stable** or **Unstable** side is faceup.



- » During the resolution of a scenario, a key may become bound to a single bearer, whose name is marked in the Campaign Log. A key may be bound to an investigator, a story asset, or an enemy.
- » A key always enters play attached to its bearer (as marked in the Campaign Log). At the start of each scenario, each investigator who is the bearer of 1 or more keys attaches those keys to their investigator card. Whenever a story asset or enemy enters play, if it is the bearer of 1 or more keys, those keys also enter play attached to their bearer.
 - If a key's bearer is an investigator or a story asset, it enters play **Stable** side faceup.
 - If a key's bearer is an enemy, it enters play **Unstable** side faceup.
- » A key cannot leave play unless its bearer leaves play. If the bearer of 1 or more keys leaves play, each key they control is set aside, out of play. (*Those keys do, however remain bound to their bearer for future scenarios unless explicitly noted otherwise.*)

- » While a key is attached to an investigator, that investigator may trigger its shift ability during any player window as a **W** ability. This I called “shifting” the key. As part of this ability’s resolution, it will instruct the investigator to flip the key to its other side, so its other shit ability is active. The investigator will then have to perform the shift ability on its **Unstable** side in order to flip it back over again.
 - While a key is attached to a story asset, it may ve shifted by any investigator who controls that asset in the same way.
 - Each key (by title) attached to an investigator or story asset can only be shifted once per round.
- » While a Key is under an enemy’s control, its shift ability only resolves when a card or game effect instructs an investigator to shift that key, after which it remains **Unstable** side faceup.
 - A key attached to an enemy cannot be flipped to its **Stable** side.
 - There is no limit to the number of times a key attached to an enemy can be shifted.
- » Some card effects may directly flip a key attached to an investigator or story asset from its **Stable** side to its **Unstable** side, or visa versa. This is not the same as shifting a key, and does not resolve its shift ability.

Concealed X

Concealed X is a keyword that appears on some enemy cards in *The Scarlet Keys* campaign. Concealed enemies represent hidden enemies whose true location is a mystery until the investigators work to expose where – and in some chases, who – they truly are.

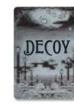
When a scenario includes one or more concealed enemies, investigators are instructed to set aside several concealed mini-cards. These mini-cards are double-sided. The facedown side represents the possible location of a concealed enemy. The revealed side reveals the mini-card's true nature - an enemy's true location, or simply a decoy.



A facedown concealed mini-card



An enemy card marks the location of the enemy in the shadows.



A decoy marks the location of nothing of consequence - a harmless bystander, or per-

When an investigator draws an enemy with the concealed X keyword (or is instructed to resolve an enemy's concealed keyword), they span that enemy into a game area above the agenda deck not at any location. This area is called “**the shadow**,” and represents enemies the investigators know exist somewhere on the map, but are unsure where. Then, that investigator takes the set-aside concealed mini-card that matched that enemy, along with X decoys (where X is defined by that enemy's concealed X value), shuffles them facedown, and puts them into play distributed as evenly as possible among each location in play, starting with the locations nearest to them. Then, at each of those locations that already had 1 or more concealed mini-cards, they shuffle each of them facedown as well.

For example: Amina draws Coterie Agent (A), which has “Concealed 2.” She first spawns the Coterie Agent into the shadows. Then, she takes the set-aside Coterie Agent (A) mini-card, along with 2 decoys, shuffles them facedown and places one at each of the three location nearest to her. Then if any of those locations already had 1 or more concealed mini-cards she would shuffle each concealed mini-card at those locations, as well.



Enemies in the shadows observe the following additional rules:

- » Enemies in the shadows are considered to be in play, but not at any particular location. They cannot move until they leave the shadows.
- » Enemies in the shadows can qualify as the “nearest” enemy, but only if there are no other enemies in play at any location.
- » Enemies in the shadows cannot be damaged or leave play via player card effects.

Concealed Mini-Cards

While in play, concealed mini-cards represent the possible location of an enemy in the shadows. In order to deal with such an enemy, its true location must first be discovered by exposing its mini-card. This can be done via one of three methods: fighting, evading, or investigating.

- » Concealed mini-cards are not enemies and cannot be engaged like enemies. However, any investigator at the same location as a concealed mini-card may attempt to expose it by successfully attacking or evading it (as if it were an engaged enemy), or by successfully investigating its location. The difficulty to successfully attack or evade a concealed mini-card is equal to the shroud value of its location.
- An investigator may also use a card effect that automatically evade an enemy, deals damage to an enemy, or discovers a clue at a location in order to instead expose a concealed mini-card.
- » If an investigator chooses to expose a concealed mini-card, that effect replaces the standard effects of the action or ability that exposed it. (i.e., if an enemy's mini-card is exposed by evasion or damage, the matching enemy is not evaded, nor does it take damage. If a mini-card is exposed by discovering clues or investigating, no clues are discovered.)
- » If a concealed mini-card is exposed (via any of the above methods), flip it to its reversed side.
 - If it is a decoy, set it aside, out of play, with no effect.
 - If it is an enemy's mini-card, that enemy is now exposed. Place the matched enemy in the shadows at that mini-card's location, then set that mini-card aside, out of play. (*That enemy is no longer in the shadows, and is now at the location where its mini-card was located*). Then, if there are no other enemies in the shadows, set all remaining concealed min-cards in play aside, out of play.
- » Only one concealed mini-card may be exposed pre effect unless explicitly stated. (i.e., an effect that deals 3 damage to each enemy at a location does not expose all concealed mini-cards at that location; only one.)

For example: There is a Coterie Agent and Coterie Assassin in the shadows. There is a concealed mini-card at Kymani's location and another concealed mini-card at a connecting location.

First, Kymani plays an event that discovers a clue at their location, but instead of discovering a clue, they choose to expose the concealed mini-card at their location, flipping it over. That mini-card is a decoy, and is set aside without effect.



Next, they move to the connecting location with the other concealed mini-card over... revealing the Coterie Assassin's mini-card!

The Coterie Assassin's mini-card is set aside, and the Coterie Assassin in the shadows is moved to Kymani's location, engaging them. Because there is another enemy in the shadows, they do not remove any of the other concealed mini-cards from play.



Alert

Some enemies have the alert keyword. Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for the 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.

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 via a path that is blocked by a card ability, the enemy does not move.

The Red-Gloved Man

During *The Scarlet Keys* campaign, investigators will confront a number of dangerous and mysterious member of the secret society known as the Red Coterie. One such member is the iconic Red-Gloved Man. As a result, while playing *The Scarlet Keys* campaign, investigators cannot purchase or include The Red-Gloved Man asset (*The Dunwich Legacy* card #310) in their decks.



Proceed to File #5-A - Riddles and Rain on page 72.



FILE #5-A

RIDDLES AND RAIN

The dark stifles. It moves like a living creature, constricts the air as if you were inside a shapeless cocoon. A figment of your anxious and overactive imagination, you hope. But everything about this meeting puts your nerves on edge. You almost didn't accept the mysterious invitation, but recent events have forced your hand. It's been several months since the disappearances began, and all of your leads in Arkham have dried up.

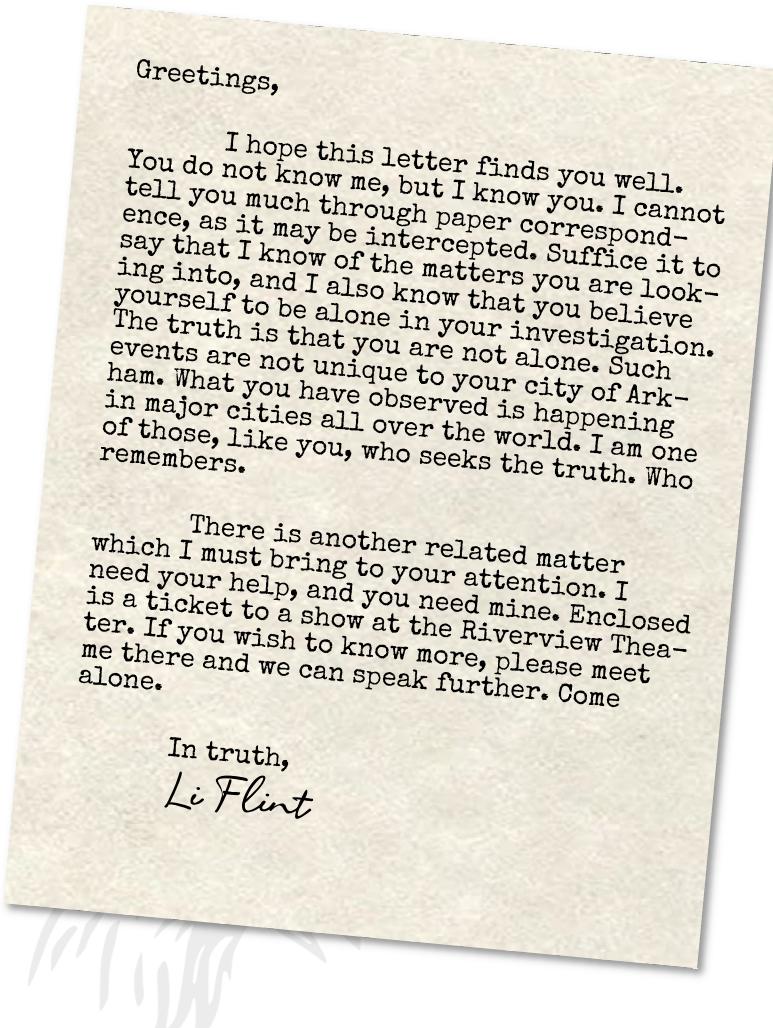
It started in the winter of 1924 with several vehicles in Southside: two Studebakers, a Cadillac, and a Rolls Royce, all of them top-of-the-line. One moment they were there, the next... nothing, save for a single deflated wheel. The police believed it to be the work of bootleggers looking for more vehicles to add to their routes, but the cars were too nice, would draw too much attention. Perhaps they were taken down to Boston or New York and flipped for a pretty penny, and that's just what you figured happened... until the disappearances continued.

Next to go was a streetlamp outside the Ward Theatre in Downtown. Then, two pets—a dog and a cat, whisked away almost simultaneously right out from under their owners' noses, not two doors down from one another. You learned the news when you saw the missing posters plastered all over College Street. On a whim, you interviewed the owners. No sign of foul play, and it was unlikely for them to have run away. Something stank about all of it.

Then people started to disappear. A child from Easttown. A student in Miskatonic University. The chief of Arkham's fire department. And as the police closed each case with no clues or suspects, a curious thing began to happen. One by one, as time marched on, the things that went missing vanished not only from Arkham, but from memory. The owners of those vehicles suddenly claimed to have never owned them. The pets, the people, all of them were wiped from the memories of every single person in town.

Everyone but you. You, and you alone, remembered.

Perhaps it was simply the way of things. Humans are fickle and forgetful by nature. But it couldn't be so simple. It was just too... strange. Coincidental. That's when the letter arrived.



The ticket in the envelope was indeed for a private showing at Arkham's new movie palace in Downtown. With no other leads and no good reason to avoid going, you have decided to accept the mysterious invitation...

» *If there is only one investigator in the game,*

Go to page 76.

» *If there is more than one investigator in the game, the lead investigator must decide (choose one),*

- *Go alone, as requested.*

Go to page 78.

» *Go with backup.*

Go to page 80.

...from page 75 (on your own).

Just as you are beginning to suspect that you have been played, you see a shadow approaching from the aisle. The figure spots you at once, sliding into the seat in front of you. He wears wide, horn-rimmed glasses and a high-collared jacket over a silk vest. His brown hair is cut short and parted to one side, and he sports a handsome, neatly trimmed beard. To your relief, no other figures emerge from the shadows.

You ask if you are speaking to Li Flint, earning a slight nod from the man in front of you. He does not turn to speak, instead letting his voice carry softly over the silent images on screen. "Indeed," he says. "Inspector Li Flint, with the International Criminal Police Commission. And I'm sure you have a great many questions, but we are unfortunately short on time. Doubly so if you are working alone. Prudent, however; you should trust no one, given the circumstances. No, not even me."

Flint produces a file fat with documentation and slides it between the two seat cushions in front of you. Inside is a wealth of information regarding cases similar to the ones you have been investigating. Photos of vehicles, factory machines, and public figures, all missing. All forgotten. And just as Flint's letter promised, the file includes reports from all over the world. London. Shanghai. Bruges. Rio de Janeiro. Cairo. The list goes on and on. "There's more," he says after giving you time to read. "Flip to the end."

You do, and what greets you there are two photographs clipped together. The first is of a street in London, distorted by some sort of interference. A light shines above the street corner, and around it, the picture appears to be pinched, like a miniature vortex is pulling reality toward it. The other is a photograph of a

man on the other side of that same street corner, ducking into the shadows. He wears a tailored grey suit and a wide-brimmed hat that obscures his face. The only discernible detail you can make out from the photo is the man's distinctive red gloves. Rare as it is for a photograph to have color, you wonder if the long exposure time is what led to the strange blurring effect. "This was taken by my partner several days ago. Just before he, too, vanished. Whatever is going on, you can be sure that man with the red gloves is somehow involved."

Getting to the point, you ask Inspector Flint what exactly he wants from you. "To work together. Share what we know. Sparingly few seem to know the truth." You agree. If what the man says is true, and events like this are happening all over the world, getting to the bottom of it will require more than just you. "To that end, I would ask that you come to London with me. That man with the red gloves has been sighted in the area, and he's not alone. I would bet good money that he knows something about where my partner is. Arrangements have already been made. There are steamship tickets in that file. The ship departs from Boston in two days."

The investigators must decide (choose one):

» *Take his offer.*

Go to page 82.

» *Go to London on your own terms.*

Go to page 84.

...from page 75 (came alone).

Just as you are beginning to suspect that you have been played, you see a shadow approaching from the aisle. The figure spots you at once, sliding into the seat in front of you. He wears wide, horn-rimmed glasses and a high-collared jacket over a silk vest. His brown hair is cut short and parted to one side, and he sports a handsome, neatly trimmed beard. To your relief, no other figures emerge from the shadows.

"You came alone. Good," the man in front of you speaks quietly without turning, letting his voice carry softly over the silent images on screen. "Trust is in such meager measure these days. It is good to know that we can share some." You ask if you are speaking to Li Flint, earning a slight nod from the man. "Indeed," he says. "Inspector Li Flint, with the International Criminal Police Commission. And I'm sure you have a great many questions, but we are unfortunately short on time."

Flint produces a file fat with documentation and slides it between the two seat cushions in front of you. Inside is a wealth of information regarding cases similar to the ones you have been investigating. Photos of vehicles, factory machines, and public figures, all missing. All forgotten. And just as Flint's letter promised, the file includes reports from all over the world. London. Shanghai. Bruges. Rio de Janeiro. Cairo. The list goes on and on. "There's more," he says after giving you time to read. "Flip to the end."

You do, and what greets you there are two photographs clipped together. The first is of a street in London, distorted by some sort of interference. A light shines above the street corner, and around it, the picture appears to be pinched, like a miniature vortex is pulling reality toward it. The other is a photograph of a

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Getting to the point, you ask Inspector Flint what exactly he wants from you. "To work together. Share what we know. Sparingly few seem to know the truth." You agree. If what the man says is true, and events like this are happening all over the world, getting to the bottom of it will require more than just you. "To that end, I would ask that you come to London with me. That man with the red gloves has been sighted in the area, and he's not alone. I would bet good money that he knows something about where my partner is. Arrangements have already been made. There are steamship tickets in that file. The ship departs from Boston in two days."

The investigators must decide (choose one):

» *Take his offer.*

Go to page 82.

» *Go to London on your own terms.*

Go to page 84.

...from page 75 (brought backup).

Just as you are beginning to suspect that you have been played, you see a shadow approaching from the aisle. The figure spots you at once, sliding into the seat in front of your party. He wears wide, horn-rimmed glasses and a high-collared jacket over a silk vest. His brown hair is cut short and parted to one side, and he sports a handsome, neatly trimmed beard. To your relief, no other figures emerge from the shadows.

"I thought I told you to come alone," the man in front of you speaks without turning, letting his voice carry over the silent images on screen. The hard edge in his voice suggests he is not happy with your choice, but after a moment, he relents. "I get it. You are prudent not to trust me. You should trust no one, under the circumstances, myself included." You ask if you are speaking to Li Flint, earning a slight nod from the man. "Indeed," he says. "Inspector Li Flint, with the International Criminal Police Commission. And I'm sure you have a great many questions, but we are unfortunately short on time."

Flint produces a file fat with documentation and slides it between the two seat cushions in front of you. Inside is a wealth of information regarding cases similar to the ones you have been investigating. Photos of vehicles, factory machines, and public figures, all missing. All forgotten. And just as Flint's letter promised, the file includes reports from all over the world. London. Shanghai. Bruges. Rio de Janeiro. Cairo. The list goes on and on. "There's more," he says after giving you time to read. "Flip to the end."

You do, and what greets you there are two photographs clipped together. The first is of a street in London, distorted by some sort of interference. A light shines above the street corner,

and around it, the picture appears to be pinched, like a miniature vortex is pulling reality toward it. The other is a photograph of a man on the other side of that same street corner, ducking into the shadows. He wears a tailored grey suit and a wide-brimmed hat that obscures his face. The only discernible detail you can make out from the photo is the man's distinctive red gloves. Rare as it is for a photograph to have color, you wonder if the long exposure time is what led to the strange blurring effect. "This was taken by my partner several days ago. Just before he, too, vanished. Whatever is going on, you can be sure that man with the red gloves is somehow involved."

Getting to the point, you ask Inspector Flint what exactly he wants from you. "To work together. Share what we know. Sparingly few seem to know the truth." You agree. If what the man says is true, and events like this are happening all over the world, getting to the bottom of it will require more than just you. "To that end, I would ask that you come to London with me. That man with the red gloves has been sighted in the area, and he's not alone. I would bet good money that he knows something about where my partner is. Arrangements have already been made. There are steamship tickets in that file. The ship departs from Boston in two days."

The investigators must decide (choose one):

» *Take his offer.*

Go to page 82.

» *Go to London on your own terms.*

Go to page 84.

...trust.

You accept the file and tell Inspector Flint that you will report to him with anything you find. With haste, you get your affairs in order and take the very next train to Boston. Flint has already given you more evidence to advance your case than a month of investigation in Arkham. If working together with the ICPC will help solve this mystery, you have no qualms about putting your trust in him. You make it to London with time to spare and immediately set to work.

Tracking Time

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

If you fill in a box that has a symbol (in the form of a Greek letter), proceed to the Status Reports section of the Campaign Guide (on page 219), find the status report matching that letter, and read the text that follows.

- » Trust is born of naïveté. Remove 1  token from the chaos bag and add 1  token. (*This token can be later removed through an act of secrecy. However, you may become stronger if you stick to your convictions.*)
- » Mark 1 **time** in your Campaign Log now.

Continue to Setup on page 86.



...skepticism.

You take the file, but do not follow Inspector Flint's request. After all, you have only just met the man and you are not sure what to believe. If events are as dire as he says, you've taken enough of a risk already in speaking with him directly. Instead of departing from Boston, you find passage on an ocean liner headed for Plymouth, then hitch a bus ride to London. The trip takes quite a while longer, but at least you know you haven't been tailed—by Flint, or by an associate of this red-gloved man.

Tracking Time

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

If you fill in a box that has a symbol (in the form of a Greek letter), proceed to the Status Reports section of the Campaign Guide (on page 219), find the status report matching that letter, and read the text that follows.

- » Deception breeds uncertainty. Remove 1 ♠ token from the chaos bag and add 1 ♡ token. (*This token can be later removed through an act of trust. However, you may become stronger if you stick to your convictions.*)
- » Mark 2 **time** in your Campaign Log now.

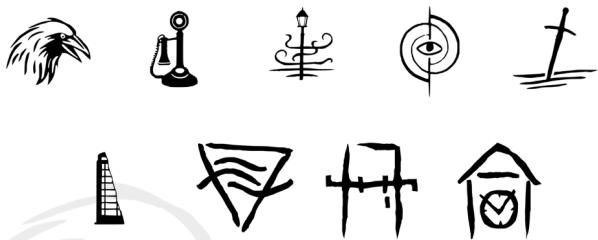
Continue to Setup on page 86.





Setup

» Gather all cards from the following encounter sets: *Riddles and Rain*, *Crimson Conspiracy*, *Dark Veiling*, *Outsiders*, *Shadow of a Doubt*, *Strange Happenings*, *Chilling Cold*, *Locked Doors*, and *The Midnight Masks*. These sets are indicated by the following icons:



When gathering The Midnight Masks encounter set, only gather the five treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather the locations, acts, agendas, and scenario reference cards from that set.

- » Set the *Crimson Conspiracy* and *Outsiders* encounter sets aside, out of play.
- » Put the Rainy London Streets location into play.
 - Each investigator begins play at Rainy London Streets.
 - Set each other location aside, out of play.
- » Set The Red-Gloved Man enemy and The Eye of Ravens key aside, out of play.
- » Gather each decoy mini-card and each of the following mini-cards: The Red-Gloved Man and Coterie Agents (A, B and C). Set them aside, out of play.
- » Shuffle the remaining encounter cards to build the encounter deck.
- » You are now ready to begin.

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
 - Go to page 88.
- » If Resolution 1 (R1) was reached
 - Go to page 90
- » If Resolution 2 (R2) was reached
 - Go to page 92.
- » If Resolution 3 (R3) was reached
 - Go to page 94.
- » If Resolution 4 (R3) was reached
 - Go to page 96



...from page 87 (*No Resolution*).

As the night goes on, the feeling that you are being watched—hunted—only grows. Recalling the photos Inspector Flint showed you of vanished and forgotten people all over the world, you decide that perhaps caution would be best. You head back to your meeting place in Trafalgar Square, keeping your head down the entire time. You might not have much to report to Inspector Flint, but it's better than the alternative.

You wait impatiently for Inspector Flint to arrive, your nerves on edge. Something must have happened to him. But you still remember him—that's good. You tap your foot nervously as you strain to recall his face, the sound of his voice, the events that led you here. Tap tap tap. Perhaps you should be out there looking for him. What if he is in trouble? Tap tap tap. Maybe he is already gone. Perhaps only you remember him. And what of the man with the red gloves? Tap tap tap. You wait. And wait. And wait.

You barely notice the chair across from you sliding out until Flint takes his seat. To your relief, he is unharmed, although you suspect he has not slept in some time. Lines of worry are creased along his forehead, and his eyes are bloodshot and wide with fear. Yours feel the same.

Breaking the tense air with a joke, you inform Inspector Flint that he is late. He chuckles and nods. “Apologies. Another detective with the ICPC is...missing,” he explains, exhaustion and anxiety giving his voice a bitter edge. “Please tell me you have something for me.”

You sigh and give your report. Flint cradles his fingers and rubs them idly as you explain what you have learned. “This proves that the man with the red gloves is not working alone,” he says.

Just then, a woman’s voice interrupts from across the room. “That is an understatement,” she says, her voice cold and dry. The woman, dressed in a black suit, wide-brimmed hat, and matching black trousers, flashes an unidentifiable silver badge with one hand, and levels the barrel of a handgun at you with the other. She has ebony-dark skin, cold eyes underscored by heavy bags, and short, curly hair. Two other suits flank her, both of whom say nothing and stand like statues as she speaks. Both of them rest their hands on pistols holstered beneath their suit jackets. You realize with sudden terror that you are alone in the once-busy tea room. Everyone else has cleared out. Flint’s hands immediately shoot into the air, and yours quickly follow.

“Where is the man with the red gloves now?” the woman asks. “And who exactly are you?”

You and Flint share a worried glance. What exactly have you gotten yourselves into?

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The Red-Gloved Man is the bearer of The Eye of Ravens. Update the Campaign Log accordingly. From now on, whenever a character becomes the bearer of a Key, keep that Key handy for the rest of the campaign, as it will begin play attached to that character. (*In future scenarios, if The Red-Gloved Man enters play, The Eye of Ravens begins play attached to him.*)
- » In your Campaign Log, record *you haven’t seen the last of the Red-Gloved Man.*
- » Mark 2 **time** in your Campaign Log.

Proceed to Interlude - The Foundation on page 98.

...from page 87 (Resolution 1).

You search for the man with the red gloves through every possible hiding place and down every shadowed corridor, but he is well and truly gone. It is as if he vanished into thin air. You wonder for a moment if he was somehow erased from existence like the other disappearances, but you don't believe so. There is no mark. No ectoplasmic remains. He simply was there, and then he was not.

You give up searching for him and instead examine the object that clattered to the ground during your scuffle. It is a small ruby marble, no larger than an eye. Indeed, you investigate the crypt that the man was rummaging through, and find that the marble's size matches the eyesockets of the long-deceased corpse inside. They must have been buried with it, meaning perhaps this marble is what the man with the red gloves saught all along...but why?

Investigating further, you find neither name nor epitaph identifying the corpse buried here, only the following lines of what appears to be poetry chiseled into the lid of the body's coffin:

With red we are bound.

Through red we are one.

Thus in red do we bury our kin and our ken.

May you rest, until you are needed once more.

Before you have time to even consider what this might mean, you hear the telltale rumbling of the secret passageway shifting upstairs once more, and the pounding of heavy footsteps down the stairwell. You arm yourself and prepare for a fight. To your surprise, it is Inspector Flint who greets you, held at gunpoint by a woman dressed in a black suit, wide-brimmed hat, and matching

black trousers. She has ebony-dark skin, cold eyes underscored by heavy bags, and short, curly hair. Two other suits flank her, both of whom say nothing and stand like statues as she enters the crypt. She flashes an unidentifiable silver badge and motions for you to stay put. "Where did the man with the red gloves go?" she asks. "And who are you?"

"Can I put my hands down now?" Inspector Flint says.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » Choose an investigator to be the bearer of The Eye of Ravens and update the Campaign Log accordingly. From now on, whenever a character becomes the bearer of a Key, keep that Key handy for the rest of the campaign, as it will begin play attached to that character. (*In future scenarios, The Eye of Ravens begins play attached to the investigator it is bound to.*)
- » In your Campaign Log, record *you haven't seen the last of the Red-Gloved Man.*
- » Mark 1 **time** in your Campaign Log.



Proceed to Interlude - The Foundation on page 98.

...from page 87 (Resolution 2).

You make a show of advancing slowly and peacefully. No matter where you stand, you cannot seem to reach an angle where the light shines on this man's face. "I suppose you—wish to know—why I am here," the man says. Each word is pronounced with a grating, unearthly cadence; stress falling on the wrong syllables; long pauses punctuating each phrase. You nod. He motions to a crypt at the far end of the room. "Curiosity," he threatens, "the first shift—the first curse—in a string of curses."

You approach the coffin within the crypt with trepidation. Is this a trap? There is no name or epitaph identifying the corpse buried here. Only the following lines of what appears to be poetry chiseled into the lid of the coffin:

With red we are bound.

Through red we are one.

Thus in red do we bury our kin and our ken.

May you rest, until you are needed once more.

You ask the man with the red gloves what it means. "He is—needed—once more," the man croaks. You lift the lid of the coffin. Inside is an old and forgotten corpse, likely hundreds of years old. Glinting in the dim candlelight, you spot a false ruby eye staring up at you. "A—gift," the man behind you says quietly. Looking away with disgust, you reach down and pull the marble out of the corpse's eyesocket. When you turn to ask the man what the object is, he is gone; vanished into thin air like those missing before him. Only there is no mark, no ectoplasmic remains, no evidence of escape. He simply was there, and then he was not.

Before you have time to even consider where he could have gone, you hear the telltale rumbling of the secret passageway

shifting upstairs once more, and the pounding of heavy footsteps down the stairwell. You arm yourself and prepare for a fight. To your surprise, it is Inspector Flint who greets you, held at gunpoint by a woman dressed in a black suit, wide-brimmed hat, and matching black trousers. She has ebony-dark skin, cold eyes underscored by heavy bags, and short, curly hair. Two other suits flank her, both of whom say nothing and stand like statues as she enters the crypt. She flashes an unidentifiable silver badge and motions for you to stay put. "Where did the man with the red gloves go?" she asks. "And who exactly are you?"

"Can I put my hands down now?" Inspector Flint says.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » Choose an investigator to be the bearer of The Eye of Ravens and update the Campaign Log accordingly. From now on, whenever a character becomes the bearer of a Key, keep that Key handy for the rest of the campaign, as it will begin play attached to that character. (*In future scenarios, The Eye of Ravens begins play attached to the investigator it is bound to.*)
- » In your Campaign Log, record *you haven't seen the last of the Red-Gloved Man.*
- » Mark 1 **time** in your Campaign Log

Proceed to Interlude - The Foundation on page 98.



...from page 87 (Resolution 3).

You search for the man with the red gloves through every possible hiding place and down every shadowed corridor, but he is well and truly gone. It is as if he vanished into thin air. You wonder for a moment if he was somehow erased from existence like the other disappearances, but you don't believe so. There is no mark. No ectoplasmic remains. He simply was there, and then he was not.

You give up searching for him and instead examine the crypt that the man was rummaging through. Inside is an old and forgotten corpse, likely hundreds of years old. You don't have the object here to do a perfect size comparison, but you are quite sure that the ruby marble the red-gloved man stole before disappearing would have fit inside one of the corpse's eyesockets. Indeed, examining the corpse, you see that one such socket is covered in webs and sickly with rot, while the other remains strangely smooth on the inside. Whatever that marble is, it must have been what the man with the red gloves sought all along... but why?

Investigating further, you find neither name nor epitaph identifying the corpse buried here, only the following lines of what appears to be poetry chiseled into the lid of the body's coffin:

With red we are bound.

Through red we are one.

Thus in red do we bury our kin and our ken.

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Before you have time to even consider what this might mean, you hear the telltale rumbling of the secret passageway shifting upstairs once more, and the pounding of heavy footsteps down the stairwell. You arm yourself and prepare for a fight. To your sur-

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"Can I put my hands down now?" Inspector Flint says.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The Red-Gloved Man is the bearer of The Eye of Ravens. Update the Campaign Log accordingly. From now on, whenever a character becomes the bearer of a Key, keep that Key handy for the rest of the campaign, as it will begin play attached to that character. (*In future scenarios, if The Red-Gloved Man enters play, The Eye of Ravens begins play attached to him.*)
- » In your Campaign Log, record *you haven't seen the last of the Red-Gloved Man.*
- » Mark 1 **time** in your Campaign Log.

Proceed to Interlude - The Foundation on page 98.

...from page 87 (Resolution 4).

You wait impatiently for Inspector Flint to arrive, your nerves on edge. Something must have happened to him. But you still remember him—that's good. You tap your foot nervously as you strain to recall his face, the sound of his voice, the events that led you here. Tap tap tap. Perhaps you should be out there looking for him. What if he is in trouble? Tap tap tap. Maybe he is already gone. Perhaps only you remember him. And what of the man with the red gloves? Tap tap tap. You wait. And wait. And wait.

You barely notice the chair across from you sliding out until Flint takes his seat. To your relief, he is unharmed, although you suspect he has not slept in some time. Lines of worry are creased along his forehead, and his eyes are bloodshot and wide with fear. Yours feel the same.

Breaking the tense air with a joke, you inform Inspector Flint that he is late. He chuckles and nods. "Apologies. Another detective with the ICPC is... missing," he explains, exhaustion and anxiety giving his voice a bitter edge. "Please tell me you have something for me."

You sigh and give your report. Flint cradles his fingers and rubs them idly as you explain what you have learned. "This proves that the man with the red gloves is not working alone," he says.

Just then, a woman's voice interrupts from across the room. "That is an understatement," she says, her voice cold and dry. The woman, dressed in a black suit, wide-brimmed hat, and matching black trousers, flashes an unidentifiable silver badge with one hand, and levels the barrel of a handgun at you with the other. She has ebony-dark skin, cold eyes underscored by heavy bags, and short, curly hair. Two other suits flank her, both of whom say noth-

ing and stand like statues as she speaks. Both of them rest their hands on pistols holstered beneath their suit jackets. You realize with sudden terror that you are alone in the once-busy tea room. Everyone else has cleared out. Flint's hands immediately shoot into the air, and yours quickly follow.

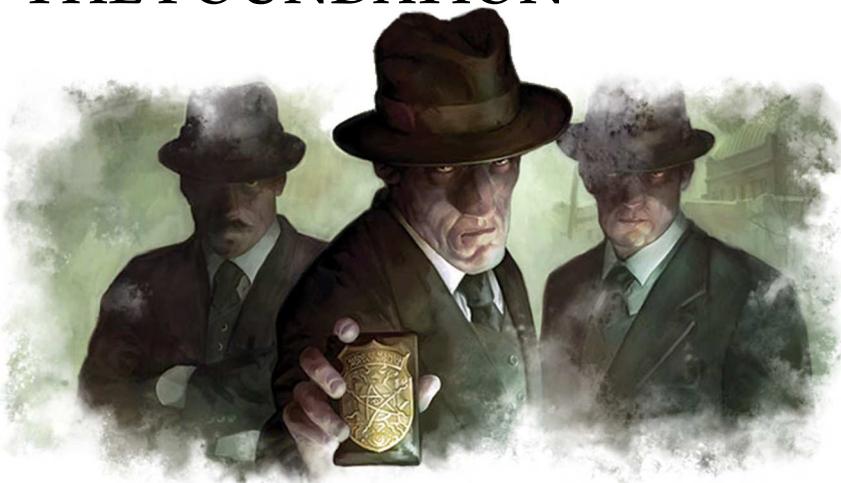
"Where is the man with the red gloves now?" the woman asks. "And who exactly are you?"

You and Flint share a worried glance. What exactly have you gotten yourselves into?

- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The Red-Gloved Man is the bearer of The Eye of Ravens. Update the Campaign Log accordingly. From now on, whenever a character becomes the bearer of a Key, keep that Key handy for the rest of the campaign, as it will begin play attached to that character. (*In future scenarios, if The Red-Gloved Man enters play, The Eye of Ravens begins play attached to him.*)
- » In your Campaign Log, record *you haven't seen the last of the Red-Gloved Man.*
- » Mark 2 **time** in your Campaign Log.

Proceed to Interlude - The Foundation on page 98.

THE FOUNDATION



"Talk," the woman commands.

"I'm a detective with the ICPC," Flint barks back. "Flint, Li Flint. And you're going to be in a lot of trouble when they hear about this."

"I assure you, I will not. And you?" she asks, glaring in your direction. You explain that you are independent investigators working with Flint. She takes a moment to read your gaze—presumably to tell if you are lying. She, like Flint, seems low on trust. Finally, after a long, bated moment, she holsters her firearm. Flint's hands drop to his sides. You let out a breath you didn't know you were holding.

"We have been after that red-gloved man for quite some time. This is the first time we have gotten this close. He seems to have a knack for slipping away." She nods to the two suits flanking her—a tall, athletic, pale-skinned woman and a sharp, clean-shaven man—and motions toward the walls. They keep a hand on their holsters as they scour the perimeter of the room. "And who is 'we,'

exactly?" Inspector Flint asks. You've been wondering the very same thing. Your interrogator has a British accent, but she doesn't seem to be part of any local outfit you've ever heard of.

She waits for confirmation from her two subordinates before continuing. "All clear, ma'am," the man states. She sighs and crosses her arms. "All right. What I am about to tell you cannot leave this room under any circumstances. Am I clear?"

Flint shrugs. "Under penalty of what, exactly?"

"Summary execution," she states without hesitation. Your throat closes tight. Even your partner flinches for a moment.

"Well then. I suppose we don't have much of a choice, do we?" He glances at you. You nod; you might as well hear what she has to say.

"I am Commissioner Taylor, and these are agents Hudson and Antonova. We are with the **Foundation**, an international agency devoted to the discovery, research, and containment of objects with parimensional capability."

"What kind of baloney?" Flint practically laughs. But the woman who calls herself Taylor shows no sign of humor.

"After the Great War, many treaties and accords were signed. Paris. Versailles. But keeping the peace wasn't the only goal. There were ... oddities, you see. During the war. Things that did not add up. The Foundation's purpose is to find these 'things that do not add up' and ensure that they cannot be used for such purposes ever again."

"Well, this is a hell of a con you buttons have cooked up," Flint says, but the darker tone in his voice indicates he doesn't even believe himself. And you're inclined to agree—the fact that

Commissioner Taylor even knows of the Red-Gloved Man at all is proof that she has inside knowledge.

You decide that it's more likely she is telling the truth than lying, and ask what she intends to do with you.

She paces in uncomfortable silence before finally letting out a sigh. "Well, I certainly can't have your investigation running parallel to my own. And you might have information that could be pertinent to our work. So I say we work together."

"Work together? Or work for you?" Flint asks pointedly, his eyes narrowing.

She allows herself a smile. "You are a clever man, I'll give you that." She nods to Agent Hudson, who produces several badges and hands them to you. "You'll be your own cell of the Foundation, operating under our authority, but with independence. All you need to do is agree to report your findings to us." She locks eyes with Flint appraisingly. "You'll be our point of contact."

You ask Taylor what you get out of the arrangement, besides the lifted threat on your lives. "We'll hand over the intel we have on the organization the Red-Gloved Man works for and provide travel papers that can get you anywhere in the world, no questions asked, at no expense."

Flint eyes the badge like one might an explosive, turning it over and over in his hands. "Two minutes ago you were pointing a gun at me, now you're offering me a job?"

"Yes. Well? Are you in?"

You pull Flint aside to speak with him in private. The discussion is short and hushed, full of conjecture and paranoid theories about this "Foundation" and their true motives. But in the end, you decide to accept her offer. If it will help you get to the bottom

of whatever is going on, it is the only real choice.

"Very well then," Taylor explains. "The Red-Gloved Man is just one operative of his organization. Or, perhaps, its leader—that we are unable to determine. They call themselves the **Red Coterie**, so named due to the red garments they wear. They are after artifacts scattered across the world which possess paradimensional capabilities—the very same kind of objects we seek to find and contain. We call them Keys."

You ask Commissioner Taylor what she means by the term paradigmatical. "Imagine a cake with many layers," she explains. "Everything we see and feel exists on one layer. But there are many more layers above and below ours. Something that is paradigmatical exists on one layer, but draws energy from other, parallel layers. As a result, these Keys operate outside the laws of our dimension. Cause and effect. If left unchecked, they can be used to inflict terrible harm on the world. Our job—your new job—is to get them out of the hands of the Coterie and keep them secure in Foundation custody."

If these Keys are as powerful as the Foundation believes, you agree that they should be kept in safe hands. But you cannot help but wonder what this has to do with the disappearances you've been investigating, if anything. Flint locks eyes with you and gives you the slightest shake of his head. He has no intention of telling them.

The investigators must decide (choose one):

» Tell Taylor about the disappearances.

Go to page 102.

» Do not tell Taylor about the disappearances.

Go to page 104.

...from page 101 (Trust).

You decide it's best to tell Commissioner Taylor why you were looking into the Red-Gloved Man to begin with. Flint lets out an audible sigh. She mulls it over for a few moments, then shakes her head. "That is something to look into, but your primary objective is to acquire the Keys the Coterie is searching for, at all costs. Am I understood?" Taylor further explains that she will forward any relevant information to Flint's office, with some "sensitive details" omitted, of course. She will also provide the ICPC with the requisite papers regarding Flint's new "position."

"Oh, and Agent Flint," she says on her way out, addressing him by his new title. "Your cell may have the independence to act on their own accord, but do not forget that you report directly to me. I expect you to do so without reservation should you discover anything of import."

He nods, only the slightest hint of resistance giving him away.

- » Remove 1 ♦ token from the chaos bag. Add 1 ♦ token (if there are already 4, each investigator earns 1 experience instead).
- » In your Campaign Log, record *the cell told the truth to Taylor.*

Go to page 106 to meet with your cell.

...from page 101 (Skepticism).

You shut your mouth tight. What she doesn't know can't hurt her. Commissioner Taylor tells Flint that she will forward any relevant information to his office, with some "sensitive details" omitted, of course. She will also provide the ICPC with the requisite papers regarding Flint's new "position."

"Oh, and Agent Flint," she says on her way out, addressing him by his new title. "Your cell may have the independence to act on their own accord, but do not forget that you report directly to me. I expect you to do so without reservation should you discover anything of import."

He nods, but given your reluctance, you expect he'll omit "sensitive details" as well

- » Remove 1 ♠ token from the chaos bag. Add 1 ♦ token (if there are already 4, each investigator earns 1 experience instead).

- » In your Campaign Log, record *the cell hid the truth from Taylor.*

Go to page 106 to meet with your cell.

...gathering leads.

The next morning, your “cell” meets at the tea room near Trafalgar Square where you had originally intended to meet the previous night. Together, you go over the documentation provided to Flint by this “Foundation.”

“It’s all a bit difficult to believe, if I’m being honest,” Flint says, “but everything checks out. The travel papers, the job transfer, all of it. Not even my boss questioned it for a moment. I guess we’re secret agents now, eh?”

You agree; unbelievable as it might seem, it’s no less strange than the matters you had already been looking into. “Right. Well, I think the best thing to do is to split up. Shanghai is where I grew up. I have connections there I can leverage. So I’ll head there first. Where you want to investigate next is up to you. Meet up with me later, and we can figure out where to go from there.”

The Foundation has several leads concerning the whereabouts of the Red Coterie.

- » One is likely in Inspector Flint’s home city of **Shanghai**, where there have been many rumors about the existence of a secret cabal led by a mysterious woman with a red parasol.
- » In **Alexandria**, there have been a rash of beastly killings throughout the city. The Foundation has reason to believe a member of the Coterie is involved.
- » A string of high-profile burglaries in **Buenos Aires** has led the Foundation to believe that one of the Coterie members is responsible. It is likely a Key is the primary target.
- » A member of the Coterie has a sanctum in **Nairobi**. Perhaps there you might learn what they have planned.
- » The Foundation have procured the journal of a prospector recently working in **Anchorage**. Perhaps the site of a Key?
- » A Coterie agent operating out of **Istanbul** has already reached out to Foundation operatives. A defector, perhaps? Or it could be a trap.
- » Locals in **Kathmandu** have reported seeing a “spirit” matching the description of another Coterie agent.
- » A deadly Coterie agent has been sighted in **Marrakesh**. Reports of tomb robberies and strange overgrowth have the local Foundation operatives on edge.
- » A Coterie agent has made a name for himself in **Havana**, where rum and other illicit goods are being smuggled into the United States.

Proceed to the World Map on page 60 and **embark**.



CONGRESS OF KEYS

You would never have found the secret hideout of the Red Coterie without the intel Commissioner Taylor sent you. The compound lies deep underground in the heart of Siberia, not far from the mysterious crater that marks the site of the notorious Tunguska event—a blast, or perhaps impact, the true nature of which has been shrouded in mystery for over a decade. Maybe there is a connection between this strange event and the Coterie's presence—no, knowing the kind of dangerous artifacts the Coterie possesses, there is no doubt in your mind. The question is: which came first?

The compound's entrance is masked by heavy snow and remote wilderness, but eventually, you find it—an unmarked steel door embedded in the side of a snowy hilltop, almost impossible to see from afar. You are surprised to find the door unlocked... but the moment you enter, you are set upon by Coterie guards with suspicious eyes and familiar red clothing. "We've been expecting you," one of them says with a wicked grin. "Come. The Congress is about to begin."

You have little choice but to follow. The guards lead you deeper and deeper into the complex, down steep, narrow stairways of worked stone and through dark, drab corridors, until finally you reach a large, windowless chamber lit faintly by mercury vapor lamps. Scarlet tapestries line the walls, along with several glass cases and shelves containing old relics and historical artifacts. Dominating the room is an enormous central table, an elaborate pattern of lines and rings carved meticulously along its surface. Standing around this central table are a host of figures, some familiar to you, others unrecognizable. All of them bear red. The door leading into the chamber slams shut behind you, and your heart surges in your throat. "Your timing is

impeccable," a voice among the gathered Coterie states. "We were just about to begin the vote."

You inquire as to the nature of this vote, your mouth suddenly dry. You cannot shake the feeling that you have come here merely to look your own doom in the eyes. "A meeting has been called. To account for your crimes against the Coterie, or to be commended, if that is the will of the Congress. We will now entertain any who wish to speak on your behalf, or against you." From behind, you are suddenly restrained and a gag is placed over your mouth. "Just a formality, I promise you," the guard drawls with a grin.

» *The Coterie will cast votes to determine your fate.*

Read the relevant passage from each of the following sections, in order, and **record all of the votes received**. Each "yea" vote represents a Coterie member who wishes to see you disposed of. Each "nay" vote represents a Coterie member who wishes to keep you safe. An abstaining vote, or a vote of silence, is neither a yea or a nay.

Look to the Claret Knight and the Beast in a Cowl of Crimson:

» *If the cell aided the Knight,*

Go to page 114.

» *If the cell fended off the Beast,*

Go to page 115 and flip the book upside down.

» *If the you haven't seen the last of the Claret Knight,*

Go to page 116.

» *If the dogs are at war,*

Go to page 117 and flip the book upside down.

» *If none of the above are true,*

Go to page 118.



FILE #59-Z

CONGRESS OF KEYS

You awaken in darkness. A sack is removed from your head and cast aside, and your cheek is squeezed and struck once or twice for good measure. "Wake up," a sinister voice commands. You blink unconsciousness away and realize, with some panic, that you and your partners are bound to chairs. A gag prevents you from making any noise louder than a muffled cry.

As your eyes adjust to the dim light, you realize you must be underground. The large, windowless chamber is made of clean, worked stone, lit faintly by mercury vapor lamps. Scarlet tapestries line the walls, along with several glass cases and shelves containing old relics and historical artifacts. Dominating the room is an enor-

mous central table, an elaborate pattern of lines and rings carved meticulously along its surface. Standing around this central table are a host of figures, some familiar to you, others unrecognizable. All of them bear red. Your heart surges in your throat. "You have been brought here to account for your crimes against the Coterie," the voice states, "or to be commended, if that is the will of the Congress. We will now entertain any who wish to speak on your behalf, or against you."

» *The Coterie will cast votes to determine your fate.*

Read the relevant passage from each of the following sections, in order, and **record all of the votes received**. Each "yea" vote represents a Coterie member who wishes to see you disposed of. Each "nay" vote represents a Coterie member who wishes to keep you safe. An abstaining vote, or a vote of silence, is neither a yea or a nay.

Look to the Claret Knight and the Beast in a Cowl of Crimson:

» *If the cell aided the Knight,*

Go to page 114.

» *If the cell fended off the Beast,*

Go to page 115 and flip the book upside down.

» *If the you haven't seen the last of the Claret Knight,*

Go to page 116.

» *If the dogs are at war,*

Go to page 117 and flip the book upside down.

» *If none of the above are true,*

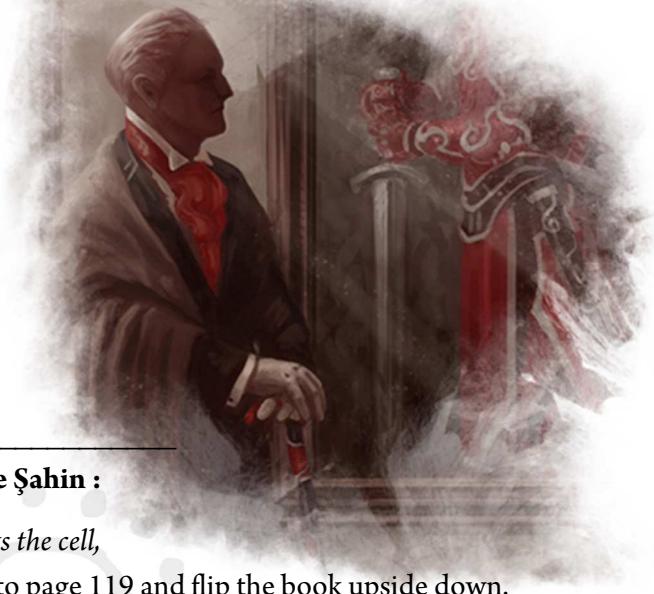
Go to page 118.

...the cell aided the Knight.

The elderly “knight” from Alexandria steps forward, commanding the attention of the entire chamber. “My esteemed associates. The individuals gathered here before us, despite their... unfortunate affiliation ...are indeed worthy of our respect and recognition. Were it not for their assistance, our sanctum in Alexandria might have fallen. To one of our own, I might add. I believe this demonstrates their value.” Some of the others nod in agreement. The assembled members look around for a rebuttal, but none arrives. Perhaps the Beast is nursing its wounds .

» **The Claret Knight votes “nay.”**

» **The Beast in a Cowl of Crimson abstains by default.**



Look to Ece Şahin :

» *If Ece trusts the cell,*

Go to page 119 and flip the book upside down.

» *If Ece does not trust the cell,*

Go to page 120.

» *If neither of the above are true,*

Go to page 121 and flip the book upside down.

Go to page 121.

» *If neither of the above are true,*

Go to page 120 and flip the book right side up.

» *If Ece does not trust the cell,*

Go to page 119.

» *If Ece trusts the cell,*

Look to Ece Şahin :



» **The Beast in a Cowl of Crimson votes “yea.”**

» **The Claret Knight abstains by default.**

steer the rest to reason ...but he is not present.

You scan for the elderly knight from Alexandria, hoping he might

sound, a shiver worming up your spine. “There must be blood.”

crimson hood. “Blood,” it simply states. You wince at the general

A rumbling voice emanates from the shrouded beast in its

...the cell failed to send off the Beast.

...you haven't seen the last of the Claret Knight.

"The course of action is clear," the elderly, well-dressed "knight" from Alexandria states. "They are untrustworthy and aim to wrench control away from us. They must be disposed of." On the opposite end of the table, the hooded, crimson-shrouded figure of the knight's enemy growls. "For once, we agree on something," it rumbles, its voice feral and inelegant. The knight's eyes narrow. "Do not let it go to your head," he warns.

» **The Claret Knight votes "yea."**

» **The Beast in a Cowl of Crimson votes "yea."**



Look to Ece Şahin :

» *If Ece trusts the cell,*

Go to page 119 and flip the book upside down.

» *If Ece does not trust the cell,*

Go to page 120.

» *If neither of the above are true,*

Go to page 121 and flip the book upside down.

Go to page 121.

» *If neither of the above are true,*

Go to page 120 and flip the book right side up.

» *If Ece does not trust the cell,*

Go to page 119.

» *If Ece trusts the cell,*

Look to Ece Şahin :

» **The Beast in a Cowl of Crimson abstains by default.**

» **The Claret Knight abstains by default.**

think of the state of Alexandria.

Perhaps their conflict consumed the both of them. You shudder to remember states. You wonder if either one of them is even still alive.

There is a moment of silence as you and the gathered Cote-d'Alma. "It seems two among us have decided not to attend," one member scans their numbers for the two operating in Alexan-

...the dogs are at war.

...none of the above are true.

I do not take pleasure in violence,” says an elderly, well-dressed man in red. “I believe these before us might be valuable assets.” On the opposite end of the table, a crimson-hooded figure rumbles, “That is why you are weak.” Its countenance, shrouded in shadow, turns to acknowledge you. In the dim light, all you see is a set of terrible, dripping fangs. “Blood must flow.”

» **The Claret Knight votes “nay.”**

» **The Beast in a Cowl of Crimson votes “yea.”**

» Flip a coin and update the Keys section of your Campaign Log as follows:

- If it is heads, the bearer of The Light of Pharos is “The Claret Knight.”
- If it is tails, it is “The Beast in a Cowl of Crimson.”

Look to Ece Şahin :

» *If Ece trusts the cell,*

Go to page 119 and flip the book upside down.

» *If Ece does not trust the cell,*

Go to page 120.

» *If neither of the above are true,*

Go to page 121 and flip the book upside down.

[Go to page 125.](#)

» *If none of the above are true,*

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

» *If Amaranth has left the Cotterie,*

[Go to page 123.](#)

» *If the lovers are reunited,*

[Go to page 122 and flip the book right side up.](#)

» *If you haven’t seen the last of Amaranth,*

Look to Amaranth :



» *Ece Şahin votes “nay.”*

als.”
they and, unlike some of our members, morally upstanding individual chose to hand it over to my custody. I believe them to be trustworthy and who responded. Rather than take the artifact for themselves, they was in danger of being found by a third party. These are the agents the Foundation because the Twisted Antiprism hidden in Istanbul
“...if Ece trusts the cell.”

» If Ece doesn't trust the cell,

Ece's eyes are downcast as the rest of the table turn to face her. "I..." she begins, stammering. "I abhor violence, and therefore refuse to participate in the kind of despicable acts some of our members seem to enjoy," she says pointedly, ruffling a few of the other members' feathers. But then her eyes snap up to meet yours, sadness and resolve hardening her face. "But the individuals before us cannot be trusted. And so I find myself unable to exonerate their actions." Then quieter, she breathes, "I'm sorry."

» Ece Şahin abstains.



Look to Amaranth :

» If you haven't seen the last of Amaranth,

Go to page 122.

» If the lovers are reunited,

Go to page 123 and flip the book upside down.

» If Amaranth has left the Coterie,

Go to page 124.

» If none of the above are true,

Go to page 125 and flip the book upside down.

» Go to page 125.

» If none of the above are true,

Go to page 124 and flip the book right side up.

» If Amaranth has left the Coterie,

Go to page 123.

» If the lovers are reunited,

Go to page 122 and flip the book right side up.

» If you haven't seen the last of Amaranth,

Look to Amaranth :



» Ece Şahin votes "nay".

"If we purport to be a morally righteous organization," the woman in the vermillion veil articulates politely, "we cannot deny each and every thing that stands in our way. Progress requires understanding and cooperation. And I abhor violence. We should be working with these individuals, not against them."

...none of the above are true.

...if you haven't seen the last of Amaranth.

Amaranth grins wickedly as her eyes fall on you. "Oh, I have been waiting for this moment," she drawls, her eyes flashing. "Meddlesome fools. Did you think your interference in our plans would go unpunished?"

» **Amaranth enthusiastically votes "yea".**



Look to Thorne :

» If you haven't seen the last of Thorne,

Go to page 126.

» If the cell made a deal with Thorne,

Go to page 127 and flip the book upside down.

» If Thorne disappeared,

Go to page 128.

» If none of the above are true,

Go to page 129 and flip the book upside down.

Go to page 129.

» If none of the above are true,

Go to page 128 and flip the book right side up.

» If Thorne disappeared,

Go to page 127.

» If the cell made a deal with Thorne,

Go to page 126 and flip the book right side up.

» If you haven't seen the last of Thorne,

Look to Thorne : _____



» Razim Farhi votes "yea."

» Amaranth votes "yea."

None could stand in our way. And with them gone, none ever will.

Do we make a lesson of them? Razim croaks in response: "My love.

Do we spare the fools who stood in our way? Amaranth asks. "Or

adoring glances at one another. "What do you think, Razim dearest?

Corpse of Razim Farhi leers sparingly at you between sickeningly

standing together, Amaranth and the preserved living

...if the lovers were reunited.

...if Amaranth has left the Coterie.

"Where is Amaranth?" one of the others says aloud, causing a murmur to rise among the Coterie. "She has never missed a meeting." Under your gag, you allow yourself to smile. At least Eryn was finally able to get away from the Coterie's grasp and assume her real identity at last.

» Amaranth abstains by default.

Look to Thorne :

» If you haven't seen the last of Thorne,

Go to page 126.

» If the cell made a deal with Thorne,

Go to page 127 and flip the book upside down.

» If Thorne disappeared,

Go to page 128.

» If none of the above are true,

Go to page 129 and flip the book upside down.

Go to page 129.

» If none of the above are true,

Go to page 128 and flip the book right side up.

» If Thorne disappeared,

Go to page 127.

» If the cell made a deal with Thorne,

Go to page 126 and flip the book right side up.

» If you haven't seen the last of Thorne,

Look to Thorne : _____



Paignan Log accordingly.

» Amaranth is the bearer of The Last Blossom. Update the Cam-

» Amaranth votes "Yea."

know too much. Kill them and get it over with."

we not?" Her beauty belies her vile tone and harsh tongue. "They

of color gracing her outfit. "We operate in secrecy for a reason, do

dress. The bloomings, red flower adorning her hair is the only splash

Next to speak is a beautiful, pale skinned woman in a black

...if none of the above are true.

...if you haven't seen the last of Thorne.

Thorne adjusts the cuffs of the dress shirt under their long coat. "The Foundation has earned our mistrust by interfering with our plans. We should eliminate this cell and move forward with the collection." They meet your gaze, steady and unwavering. "I warned you not to get in our way, did I not?"

» **Thorne votes "yea."**



Look to Aliko Zoni Uperetria:

» If Aliko is on your side,

Go to page 130.

» If you haven't seen the last of Aliko,

Go to page 131 and flip the book upside down.

» If neither of the above are true,

Go to page 132.

Go to page 132 and flip the book right side up.

» If neither of the above are true,

Go to page 131.

» If you haven't seen the last of Aliko,

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

» If Aliko is on your side,

Look to Aliko Zoni Uperetria:



» **Thorne votes "nay."**

ing the Key there safe in our custody."

aided our efforts in Anchorage, and even saw the wisdom in keep-

different. And they have proven themselves to be quite useful. They

Researchers. Local authorities. Criminals. These before us are no

operations require that we collaborate with many across the globe.

The one known as Thorne steps forward. "Our extensive

...if the cell made a deal with Thorne.

...if Thorne disappeared.

You are surprised to count Thorne among those gathered here. Last you saw of them, they had simply vanished north of Anchorage, and yet here they are, completely silent despite what the two of you went through.

» **Thorne remains eerily silent.**



Look to Aliki Zoni Uperetria:

» *If Aliki is on your side,*

Go to page 130.

» *If you haven't seen the last of Aliki,*

Go to page 131 and flip the book upside down.

» *If neither of the above are true,*

Go to page 132.

Go to page 132 and flip the book right side up.

» *If neither of the above are true,*

Go to page 131.

» *If you haven't seen the last of Aliki,*

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

» *If Aliki is on your side,*

Look to Aliki Zoni Uperetria:



Log according

» Thorne is the bearer of The Sable Glass. Update the Campaign

» **Thorne abstains.**

this one out."

firsthand of their capabilities and truthworthiness. As such, I will sit

foolish of me to vote one way or another without knowing

with these before us," they say, gesturing toward you. "It would be

match their sheet-white skin, speaks next. "I have had no dealings

The one wearing a red cravat, with platinum-blonde hair to

...if none of the above are true.

...if Aliko is on your side.

With ethereal grace, Aliko Zoni Uperetria steps out of the shadows, a golden-hued blade sheathed on her back. Her scarlet sash drifts along a breezeless wind. She whispers something soft and quiet in her usual lexicon of forgotten prose. One of the assembled Coterie translates: "Uperetria states that..." they skew their eyebrows up in surprise. "...that those assembled before us are truly loyal servants to the cause, as we are." Murmurs erupt around you.

» **Aliko votes "nay."**



Look to Desiderio Delgado Álvarez:

» If Desi is in your debt. Find the copy of Desiderio Delgado Álvarez you stored in a safe place and look at its other side,

- If the other side of Desiderio Delgado Álvarez is his story asset version,

Go to page 133 and flip the book upside down.

- If the other side of Desiderio Delgado Álvarez is his encounter version,

Go to page 134.

» If you haven't seen the last of Desiderio Delgado Álvarez,

Go to page 134.

» If none of the above are true,

Go to page 135 and flip the book upside down.

Go to page 135.

» If none of the above are true,

Go to page 134 and flip the book right side up.

» If you haven't seen the last of Desiderio Delgado Álvarez,

Go to page 134 and flip the book right side up.

version,

- If the other side of Desiderio Delgado Álvarez is his encounter

version,

- If the other side of Desiderio Delgado Álvarez is his story asset

you stored in a safe place and look at its other side,

» If Desi is in your debt. Find the copy of Desiderio Delgado Álvarez

Look to Desiderio Delgado Álvarez:



» Aliko remains eerily silent.

sash drifting lazily in the stillness.

chamber. You would think she were a statue, were it not for her room, apart from the rest. An uncanny silence permeates the to regard the ghostly-quiet girl who stands in the corner of the weeks now." To your surprise, the gathered members indeed turned another asks. "We have been attempting to contact her for here?" "If you haven't seen the last of Desiderio Delgado Álvarez," she is

"...if you haven't seen the last of Aliko.

» If none of the above are true,

From the shadows emerges a gossamer figure, dressed in white, a golden-hued blade sheathed on her back and a veil of raven hair over her eyes. Her scarlet sash drifts along a breezeless wind. Her words are heralded by a shrill, muted whistling, and she speaks in a language you have never before heard. One of the Coterie who seems to understand her tallies this as a vote against you.

» Aliko votes “yea.”



Look to Desiderio Delgado Álvarez:

» If Desi is in your debt. Find the copy of Desiderio Delgado Álvarez you stored in a safe place and look at its other side,

- If the other side of Desiderio Delgado Álvarez is his story asset version,

Go to page 133 and flip the book upside down.

- If the other side of Desiderio Delgado Álvarez is his encounter version,

Go to page 134.

» If you haven't seen the last of Desiderio Delgado Álvarez,

Go to page 134.

» If none of the above are true,

Go to page 135 and flip the book upside down.

» Go to page 137.

» If above is not true,

» Go to page 136 and flip the book right side up.

» If the cell meddled in Abbaran's affairs,

Look to Abbaran Artigortagakoa:



» Desiderio Delgado Álvarez votes “nay.”

they had my back.”

They helped me out—not that I needed it or anything. Point is, on here. Almost got snatched by you-know-what back in Havana. These ones are all night,” he says. “There’s bigger shit goin’ rette. “If Desi is in your debt.

...if Desi is in your debt.

...Desi doesn't seem himself.

Your eyes snap over to Desi, hoping he will speak on your behalf. But he merely lights a cigarette and gazes into the wall behind you.

» **Desiderio Delgado Álvarez remains eerily silent.**



Look to Abarran Arrigorriagakoa:

» *If the cell meddled in Abarran's affairs,*

Go to page 136.

» *If above is not true,*

Go to page 137 and flip the book upside down.

[Go to page 137.](#)

» *If above is not true,*

[Go to page 136 and flip the book right side up.](#)

» *If the cell meddled in Abarran's affairs,*

[**Look to Abarran Arrigorriagakoa:**](#)



Update the Campaign Log accordingly.

» *Desiderio Delgado Álvarez is the bearer of The Mirroring Blade.*

» **Desiderio Delgado Álvarez votes "Yea."**

The smoke wafts into the darkness above the table. "This is a waste of time. Aren't you all always going on about eliminating unknown factors? Get rid of 'em so we can focus on what really matters."

"Should I know who the hell these people are?" a man in a suit with a red tie says, lighting a cigarette and taking a long puff.

...if none of the above are true.

...if the cell meddled in Abarran's affairs.

Suddenly, the large, imposing figure of Abarran Arrigorriagakoa slams his fist on the ceremonial table in the center of the chamber. "These interlopers! They tried to ruin me! Tried to take away my fortune, my chosen!" His face is flushed red and trembling with rage, his knuckles white. "I will punish them myself! I will rip them limb from limb! I will—" the man continues his rant for some time before his rage simmers to indignation.

» **Abarran Arrigorriagakoa votes "yea."**



Look to the Red-Gloved Man:

» *If you haven't seen the last of the Red-Gloved Man,*

Go to page 138.

Go to page 138 and flip the book right side up.

» *If you haven't seen the last of the Red-Gloved Man,*

Look to the Red-Gloved Man:



» **Abarran Arrigorriagakoa abstains.**

You,

*has a sinister grin on his face. You almost wish he had voted to kill
us, we may even use them as leverage ... yes, leverage ... he trials
learn how to continue our great work than to question them? Per-
bound before us? Why dispose of such a gift? What better way to
dering voice commanding the attention of all. "Our enemies,"*

*more been given a great and illustrious boon," he states, his thun-
adorning his left index finger. "As Fortune's Chosen, we have once
king frame is dwarfed only by the lustre of the enormous ruby ring
...if the above is not true.*

...if you haven't seen the last of the Red-Gloved Man.

You cannot see the Red-Gloved Man's face, but you imagine a great and terrible smile.

» **The Red-Gloved Man remains eerily silent.**



Look to La Chica Roja:

Check the Campaign Log and tallied votes:

- » If the cell knows the true nature of the Coterie,
Go to page 158.
- » Otherwise, if 3 or more Coterie members are *eerily silent*,
Go to page 160.
- » If neither of the above are true,
Continue to page 139.

» *If you haven't seen the last of La Chica Roja,*

Go to page 140.

» *If you haven't seen the last of The Sanguine Watcher,*

Go to page 141 and flip the book upside down.

» *If you The Sanguine Watcher's torment continues,*

Go to page 142.

» *If none of the above are true,*

Go to page 143 and flip the book upside down.

...if you haven't seen the last of *La Chica Roja*.

You almost didn't notice *La Chica Roja* standing between two of the other Coterie members, enshrined in darkness. She tips the rim of her hat over her eyes, but a smirk plays on her lips.
 "These ones thought they could catch me. Just like the coppers and the feds." Another voice on the opposite of the table, belonging to a balding man with small red spectacles, rises to challenge hers.
 "They were interfering with Coterie business," he growls. "Nah," she replies, "they were interfering with a personal grudge. If you got a problem with me, red-eyes, take it up with me, not them."

» **La Chica Roja abstains.**

» **The Sanguine Watcher votes "yea."**



Look to Tzu San Niang:

- » If you haven't seen the last of *Tzu San Niang*,
 Go to page 144.
- » If *Tzu San Niang* has you under her sway,
 Go to page 145 and flip the book upside down.
- » If *Tzu San Niang* is under your sway,
 Go to page 146.
- » If none of the above are true,
 Go to page 147 and flip the book upside down.

Go to page 147.

» If none of the above are true,

Go to page 146 and flip the book right side up.

» If *Tzu San Niang* is under your sway,

Go to page 145.

» If *Tzu San Niang* has you under her sway,

Go to page 144 and flip the book right side up.

» If you haven't seen the last of *Tzu San Niang*

Look to Tzu San Niang:



» *The Sanguine Watcher* votes "yea."

» *La Chica Roja* votes "nay."

Do any of you even care?"

bastardo has been up to?

idea what kinds of things this sick

her fingers. "Do any of you have any

of her hat so hard, it crumples beneath

She scowls at him, gripping the crown

with venom. "A last play for attention?"

are gruesomely hollow. "Foolish girl," he utters, his words dripping

cleans them with a blood-red cloth. Behind them, his eye sockets

the table, the *Sanguine Watcher* takes off his ruby spectacles and

tightens than half of us claim to be." Standing on the other side of

us. These agents might not wear red, but I guarantee they're more

Foundation's not our biggest enemy. That title belongs to some of

onto the table, and *La Chica Roja* emerges from the shadows. "The

Suddenly, a wide-brimmed hat with a scarlet band slams

"If you haven't seen the last of *The Scarlet Watcher*.

...if *The Sanguine Watcher's torment continues.*

From a dark corner of the room, La Chica Roja emerges, her familiar wide-brimmed hat covering her eyes as she speaks. "I was dealing with one of our own in Buenos Aires. One who was acting against our best interests," she explains. "These agents here saw the truth of the situation and tried to aid me. They may not wear red, but I guarantee they're more righteous than half of us claim to be." Another voice from the assembled few asks whom of their number the woman speaks of. "Our 'friend' with no eyes," she says with a scowl. "He's still tormenting Buenos Aires, I imagine. But do any of you even care?"

» **La Chica Roja votes "nay".**

» **The Sanguine Watcher abstains by default.**



Look to Tzu San Niang:

» If you haven't seen the last of Tzu San Niang,

Go to page 144.

» If Tzu San Niang has you under her sway,

Go to page 145 and flip the book upside down.

» If Tzu San Niang is under your sway,

Go to page 146.

» If none of the above are true,

Go to page 147 and flip the book upside down.

Go to page 147.

» If none of the above are true,

Go to page 146 and flip the book right side up.

» If Tzu San Niang is under your sway,

Go to page 145.

» If Tzu San Niang has you under her sway,

Go to page 144 and flip the book right side up.

» If you haven't seen the last of Tzu San Niang

Look to Tzu San Niang:

date the Campaign Log accordingly.

» The Sanguine Watcher is the bearer of The Weeping Lady. Up-

» The Sanguine Watcher abstains.

» La Chica Roja abstains.

seems to pay you any further heed.

the attention off you, before the proceedings continue. Neither one

of them stare hatefully at one another for some time, taking

others gathered here who wear red just as an excuse to cause cha-

rowing directly at the bespectacled man. "Just you. You and the

brim of her hat up so everyone can see her dark brown eyes nar-

scarlet hatband. "Acting against us, you say? Wrong." She tips the

countenance from view by the brim of a wide-brimmed hat with a

ring against us?" he cries. The woman steps forward, hiding her

"Why are these ones on trial here when it is she who has been act-

pointing a witty, jagged finger at another of the assembled Coterie.

A balding man with small ruby spectacles is next to speak,

» If none of the above are true.

...if you haven't seen the last of Tzu San Niang.

You are not surprised to see Tzu San Niang counted among those gathered before you. One who feels fear might take the chance to lay low after their escape, but not someone like her. "Ah, yes, these meddlesome insects." Her melodic voice is delightfully charming despite the violence behind her words. "They interfered with my business. For these transgressions, no punishment is harsh enough."

» **Tzu San Niang enthusiastically votes "yea."**



Look to Tuwile Masai :

» If Tuwile Masai is on your side,

Go to page 148.

» If none of the above are true,

Go to page 149 and flip the book upside down.

Go to page 149.

» If none of the above are true,

Go to page 148 and flip the book right side up.

» If Tuwile Masai is on your side,

Look to Tuwile Masai :



» **The lead investigator votes "yea" in Tzu San Niang's stead.**

Your heart leaps into your throat as Tzu San Niang approaches you, mesmerizing you with every breath. The compulsion to aid her, to serve her, rises within you once more. "Ah, my pets." She taps her parasol on the ground and kneels in front of you. "You may have fled me, but you will never escape me. You know this, do you not?" You head nods, despite yourself. You bite into your gag, but the compulsion is overwhelming. Tzu grins. "Why don't you tell everyone what we should do with you?" She coos, and removes once more and runs her fingers delicately through your hair before returning to her place among the Coterie. You shudder in revulsion.

...if Tzu San Niang has you under her sway.

...if Tzu San Niang is under your sway.

There is an awkward pause as the Coterie confer. "Has anyone seen Tzu San Niang?" someone asks. You feel a pang of guilt, followed by satisfaction. She was never here.

» **Tzu San Niang abstains by default.**

Go to page 149.

» If none of the above are true,

Go to page 148 and flip the book right side up.

» If Tuwile Masai is on your side,

Look to Tuwile Masai :



Campaign Log accordingly.

» Tzu San Niang is the bearer of The Shade Reaper. Update the

» Tzu San Niang votes "yea."

without even glancing your way. Your hopes shatter.

might speak reason. "Just end them and be done with it," she says

time with such a paltry matter;" Hope rises in your heart that she

our captivationg the entire audience, "but why are we wasting our

with a charming, alluring voice. "I am sorry," she begins, her glam-

A woman holding a red parasol over her head speaks next,

...if none of the above is true.

Look to Tuwile Masai :

» If Tuwile Masai is on your side,

Go to page 148.

» If none of the above are true,

Go to page 149 and flip the book upside down.

...if Tuwile Masai is on your side.

Professor Masai steps out of the shadows, light glinting on his thick red spectacles. He looks you up and down as if seeing you for the first time. "I know them only by reputation. But that reputation suggests that they have shown some measure of mercy and understanding to us. I recommend we respond in kind."

» **Tuwile Masai votes "nay."**

- and *Thorne, Tuwile Masai, and The Claret Knight all voted "nay,"*
If you do, go to page 154 and flip the book right side up.
You may attempt to join the Coterie.
- and *La Chica Roja, Ece Şahin, and Desiderio Delgado Álvarez all voted "nay,"*
If you do, go to page 152 and flip the book right side up.
You may try to convince them to overthrow the Coterie.
- *and La Chica Roja, Ece Şahin, and Desiderio Delgado Álvarez all voted "nay,"*
If the "nays" have it...
Go to page 150 and flip the book right side up.
» If it is a tie, or if the "yeas" have it, you have been deemed a liability.

Tally the votes. Depending on how the votes were cast:

Tally the votes. Depending on how the votes were cast:

» *If it is a tie, or if the "yeas" have it, you have been deemed a liability.*

Go to page 150.

» *If the "nays" have it...*

- *and La Chica Roja, Ece Şahin, and Desiderio Delgado Álvarez all voted "nay,"*
You may try to convince them to overthrow the Coterie.

If you do, go to page 152.

- *and Thorne, Tuwile Masai, and The Claret Knight all voted "nay,"*
You may attempt to join the Coterie.

If you do, go to page 154.

- Otherwise, you have been deemed an asset.

Go to page 156.

Go to page 156 and flip the book right side up.

- Otherwise, you have been deemed an asset.

If you do, go to page 154 and flip the book right side up.

- You may attempt to join the Coterie.

and Thorne, Tuwile Masai, and The Claret Knight all voted "nay,"
If you do, go to page 152 and flip the book right side up.

- You may try to convince them to overthrow the Coterie.

voted "nay,"
If the "nays" have it...
Go to page 150 and flip the book right side up.

» *If it is a tie, or if the "yeas" have it, you have been deemed a liability.*

Tally the votes. Depending on how the votes were cast:

» **Tuwile Masai votes "yea."**

to let go."

should be dealt with swiftly and humanely. They are too dangerous

boarding school antics, I believe that any threat to the Coterie

glasses steps out of the shadows. While this entire ritual marks of

A thin, clean-cut gentleman with dark skin and striking red

...if none of the above is true.

...don't worry. This will be quick.

With the voting complete, you are shoved to the floor. You struggle against your bonds, but are unable to free yourself, and vastly outnumbered, besides. There is no hope of escape. A cold blade is placed at the edge of your neck. “You who seek to harm our noble cause have been accused and charged with numerous crimes against the Coterie,” a voice states with dreadful gravity. The blade bites against your skin. A trail of blood trickles down your neck. “The punishment is death. May the crimson stain of your legacy be washed away.” You close your eyes and brace yourself.

Just then: a crash. Shouting and sounds of battle erupt throughout the room, a storm of clashing steel and gunfire. You are sent reeling as your would-be executioner is attacked by an unseen foe. You struggle again to free yourself, but are unable... until moments later, when you are dragged out of the chamber. Your bonds are cut, and you are brought to your feet by none other than the woman in the vermillion veil herself. Ece ushers you down the hall, whispering over the chaos of the battle. “We have to get out of here.” Several of the others who wear red follow in your wake, looking over their shoulders the entire time.

You ask what is going on as another rumble shudders throughout the halls. “The one with the red gloves, he...” she trails off, her hand trembling as she grips your arm. “He’s not what we thought he was. That man always creeped me out, but—to think—how could we have not known—?”

You ask her to start again, slower. “He attacked us,” she says, meeting your gaze as you duck into a quiet hall filled with scarlet tapestries. “The others fought him off, but... there was something strange about him. He was not human. It was some-

thing else entirely. It stole as many implements as it could and escaped, like...” she shudders. “...just like one of the creatures we seek to destroy.”

Thoughts run unbidden through your mind. If the man with the red gloves—or whatever it truly is—is after the remaining Keys, you have to stop it, at any cost. You pull away from Ece and begin marching back. “What are you doing?” she calls out. “The rest of them won’t show you any mercy, you know.” But your intentions are clear.

“If you’re going after that thing,” one of the others says to you, “then we’re coming, too.”

» In your Campaign Log, record *the cell escaped the Red Coterie*.



Continue to Setup (v. I) on page 164.

...it is time for new leadership.

Murmuring and debate erupt throughout the assembled Congress. The gag is taken out of your mouth, and your bindings are cut. With some reluctance, you are brought before the ceremonial table and given the chance to speak on your behalf. Your eyes seek out the members of the Coterie you know to be genuinely good, and as soon as the room is silent, you appeal to their sense of justice. For too long, the Red Coterie has allowed its members to wreak havoc and spread misery among the people simply to further their own ends. For too long, they have used their collected power not to guard humanity, but to plague it. As you speak, several of the people you have met nod amongst themselves. "They're right," the girl in the red coat announces, gesturing at several of the others who look on with sneers. "You all say you are motivated by a duty to humanity, yet you tolerate the presence of those who only do others harm. If this is the kind of organization you really are, I no longer wish to be a part of it."

Ece nods along. "I agree. This is no longer a righteous organization." She joins La Chica Roja's side, along with several others. Among them is Desi, who simply tips the brim of his hat in your direction and slips you a subtle wink.

"Cleaning up the streets of scum has been my life's work," he declares, his eyes narrowing. "Maybe it's time I start cleaning this place up, too." A tense silence lingers in the chamber as the two sides stare one another down, but it's clear that your side out-numbers the other. For a moment, you fear that the ensuing chaos will be impossible to survive.

Luckily, no such battle erupts. Seeing the wisdom in flight, your foes carefully filter out of the room, whispering, mumbling and hissing with vitriol. "You may wear red," one of them spits, "but you will never be strong enough to stop what is coming without us. You are weak. You will be the doom of us all."

Ece steps in front of the rest, shaking her head. "No. It is you who are weak. And by purging you from our ranks, we have only become stronger."

» In your Campaign Log, record *the cell overthrew the Red Coterie.*



...you have proved yourself.

Murmuring and debate erupt throughout the assembled Congress. The gag is taken out of your mouth, and your bindings are cut. With some reluctance, you are brought before the ceremonial table and given the chance to speak on your behalf. Your eyes seek out the members of the Coterie who have seen your potential up close, and as soon as the room is silent, you appeal to their sense of logic and reason. You have been nothing but a valuable asset to the Red Coterie, and what's more, you bring experience with the Foundation and the potential for both organizations to cooperate further. You seek the same goals as they do, and as your enemies from beyond gather to erase humanity from existence, only by working together can you stop this threat. As you speak, several of the people you have met nod in agreement. "They are, of course, correct," Professor Masai speaks on your behalf. "We have let ourselves be motivated too long by petty desires while the threat of annihilation looms over us."

Several of the others look on with disgust as more speak up. "We have inducted far worse into our ranks," says the knight with many names. "These before us have proven themselves in more ways than one, and we need every ally we can get."

"Agreed," Thorne states, their voice level and calm as always. "I would call those on trial 'trustworthy partners' before I call them foes." Their gaze meets yours, a meticulous smile hiding the vicious nature you know them to possess. Thorne would do anything to get what they want, and right now, what they want is you.

The members of the Coterie you have wronged shout and curse in bitter protest, but they are clearly outnumbered. A tense silence lingers in the chamber as the two sides stare one another down. For a moment, you fear it may even come to blows. "You

may seek to wear red," one of them spits, "but you will never be one of *us*."

"If you no longer wish to be a part of this organization," Professor Masai states, "You know where the door is." Your detractors sit in hateful silence as the proceedings continue. The knight beckons you forward and inducts you into their order in a lengthy, solemn ritual. "With red we are bound," he recites with gravitas, "through red we are one. Thus in red do we embrace our kin and our ken." You are told to forsake your old life to take up a new one, for the betterment and guidance of all humanity. You think on your life, on the events that led you to this place, on those you hold dear and the many things you will leave behind. Then, you acquiesce.

- » Each investigator chooses an article of clothing depicted in their investigator art. Your keys are now bound through this mundane implement through occult esoterica. Its color becomes scarlet-red from now until the end of time.
- » In your Campaign Log, record *the cell joined the Red Coterie*.



Go to page 162.

...you are an asset.

Murmuring and debate erupts throughout the assembled members of the Coterie. The gag is taken out of your mouth, and your bindings are cut. With some reluctance, you are brought before the ceremonial table and addressed by the Congress, who tell you that you will be spared so long as you declare your intent to aid and never again interfere in their mission. Given the alternative, you have no choice but to agree. The members of the Coterie you have wronged exclaim in protest, but it is clear they are outnumbered.

» In your Campaign Log, record *the Red Coterie spared the cell.*



...if the truth be know.

Before the next member is even given the chance to speak, a figure emerges from behind the man with the red gloves, and something small and dark is placed against the base of his skull. There is a thunder in your ears as the gunshot rings out across the chamber. The man's face explodes not in grotesquerie, but in a flood of distorted mist that crests outward and reforms above the man's hollowed body. It takes the vague shape of a many-armed spiral, like a galaxy of stars pinching all of reality around its otherworldly form. The clothes the Red-Gloved Man previously wore crumple to the ground, empty.

The rest of the assembled Coterie draw their weapons and attack the entity, but it quickly escapes the chamber, reassembling its ectoplasmic form before your very eyes on its way out. Several more of the things follow suit, the attire of their previous forms falling, limp and hollow, to the floor. From the shadows emerges the true figure of the Red-Gloved Man. "They are here," he states with surprising nonchalance, reloading his sidearm. "Among us. Perhaps the rest of you might have noticed, had you kept your gaze on our mission." He shares with you a knowing glance and the barest hint of an impish grin. "These 'accused' are to thank for my return to this realm. Without them, you might all be dead. This trial is over." There is no debate whatsoever.

The gag is taken out of your mouth, and your bindings are cut. You are brought before the ceremonial table, standing by the man's side. "What are they after? Where have you been?" one of the Coterie asks.

"They are after our world. Perhaps every world," he replies, pulling his scarlet gloves taut around his hands. "But now is our chance to strike back. To follow them to their home and end this threat, once and for all." Nods and murmurs of consent ripple throughout the assembly.

» In your Campaign Log, record *the Red Coterie spared the cell.*



Continue to Setup (v. III) on page 170.

...too quiet.

Before the next member is even given the chance to speak, the Red-Gloved Man reaches out to grip their skull with uncanny strength, his arms lengthening into spindly wires of ectomatter. He crushes their skull inside the palm of his hands, staining his gloves a deeper crimson than ever before. The body slumps to the ground, and chaos ensues.

You watch in horror as more of the assembly begin to contort and reshape themselves, ambushing everyone around them in a macabre display. A storm of shouting, clashing steel, and gunfire erupts throughout the room. Each slain member of the Congress is erased in their entirety. You are sent reeling as your captors, too, are expunged from reality. You crawl along the ground as the fray rages on, eventually finding a shard of glass upon which to cut your bonds. By the time you free your companions and rise to your feet, the entities have fled. The last thing you see is the shapeless elongated remnants of the Red-Gloved Man escaping out the door you came from.

You survey the damage, but surprisingly, there isn't much to look at. Save for you and a few articles of discarded and forgotten red attire, the chamber is completely empty.

To your horror, you recall none of their names or monikers.

Not a single one.

» In your Campaign Log, record *the Red Coterie was destroyed from within.*



Continue to Setup (v. III) on page 170.

...thus concluded.

With the trial proceedings over, the Congress finally reaches other affairs. “There is still the matter of the Outsiders,” one among them states. “We have assembled our strength in order to prepare for the inevitable, but how can we be certain our dimension is of any interest to them? We cannot seek to understand such abstruse entities.”

You chime in, telling the Congress of everything you have seen during your travels and your operations with the Foundation: the strange happenings across the globe have only grown in frequency, and you have reason to believe they are intelligent and malicious—not mindless and incomprehensible. What’s worse, they appear to be after the very same keys as everyone else.

“If they are stirring, preparing for war,” another member declares, “then we must do the same. We have among our assembly bearers of the most powerful artifacts this order has uncovered. Let us put them to good use and exterminate this threat once and for all.” Nods and murmurs of consent ripple throughout the assembly.

“But if they are intelligent entities as our new friends claim they are, how could they possibly know so much of our inner workings?” Your detractor argues. A dreadful hunch stirs in your mind. You scan the room and remark that one among the Congress is missing. The rest of the assembly follows your gaze, with several of them standing to search the chamber more thoroughly. One of them confirms your suspicions by raising a single red glove, discarded and forgotten as though mundane, immaterial.

The woman in the vermillion veil is the first to understand your thread of logic. “Spread out,” she shouts, her voice warbling. “Find him. Learn where he is headed. And be ready for anything.”

It doesn’t take long before the doorway is found—a shimmering portal of extradimensional energy, ebbing with eldritch power. “It’s closing,” one of the others observes. Indeed, the doorway seems to be shrinking as it steadily swirls, and soon enough there will be nothing left of it. “We don’t have much time.”



Continue to Setup (v. II) on page 168.

Setup (v. I)

» Gather all cards from the following encounter sets: *Congress of the Keys*, *Red Coterie*, *Scarlet Sorcery*, *Spatial Anomaly*, *Spreading Corruption*, and *Locked Doors*. These sets are indicated by the following icons:



» Put the **Lair** versions of Scarlet Halls and the three Coterie Sanctuary locations into play.

- Remove the **Sanctum** versions of these locations from the game.
- Each investigator begins play at Scarlet Halls.

» Build the act deck using only Act 1a—"Secrets and Lies (v. I)." Remove each other version of Act 1a from the game.

» Gather each decoy mini-card and each of the following mini-cards: City of Remnants (L, M, and R), Mimetic Nemesis, and The RedGloved Man. Set them aside, out of play.

» Find each **Coterie** enemy from the *Red Coterie* encounter set who voted "yea," along with The Red-Gloved Man.

This set is indicated by the following icon:



- Do not gather any of the **Coterie** enemies from this set who voted "nay," abstained, or were eerily silent (*not counting The Red-Gloved Man*).
- The lead investigator spawns The Red-Gloved Man in the shadows and resolves its concealed keyword (*as granted by act 1a*).

- Shuffle the rest of the gathered **Coterie** enemies. One at a time, in player order, each investigator other than the lead investigator draws 1 of them, spawning them as normal.
- Shuffle the rest of the gathered **Coterie** enemies (those not drawn in the previous step) into the encounter deck.
- Note that the following characters may vote "yea," but do not have enemy cards in this encounter set: Tuwile Masai, Abarran Arrigorriagakoa, and Razin Farhi.

» For each member of the Coterie who voted "nay," find their **Conspirator** story asset version and put them into play under any investigator's control. (Note: These story assets are scattered across various encounter sets. Some of them are on the reverse sides of enemy cards.)

- Note that Tuwile Masai may vote "nay," but does not have a **Conspirator** story asset.

» Set the three **Otherworld** locations from the Congress of the Keys encounter set and the Mimetic Nemesis enemy aside, out of play.

» Shuffle the remaining encounter cards to build the encounter deck.

Continue Setup on page 166.

- » Now create the second encounter deck, as follows. Gather all cards from the following encounter sets: *Agents of the Outside*, *Beyond the Beyond*, *Outsiders*, *Secret War*, *Ancient Evils*, and *Striking Fear*. These sets are indicated by the following icons:



When gathering the *Striking Fear* encounter set, only gather the following cards (2x Frozen in Fear and 2x Dissonant Voices). Do not gather 3x Rotting Remains from that set.

- » Find each of the nine City of Remnants locations from the *Beyond the Beyond* encounter set. Shuffle these locations together, with their unrevealed sides faceup, to form a deck. This deck is called the Otherworld deck. Place this deck near the scenario reference card.
- » Shuffle the remaining encounter cards from these gathered sets together to form a second encounter deck. Keep this deck set aside, out of play, for now.
- » The rules for “Location Adjacency in the Realm of the Outsiders” and “Locations in the Shadows” can be found on page 174. Make sure to read (or refresh yourself on) these rules before playing this scenario.
- » You are now ready to begin.



When the game is complete:

- » Before resolving any other resolution, if at least 1 investigator was defeated. The defeated investigator reads *Investigator Defeat* first.

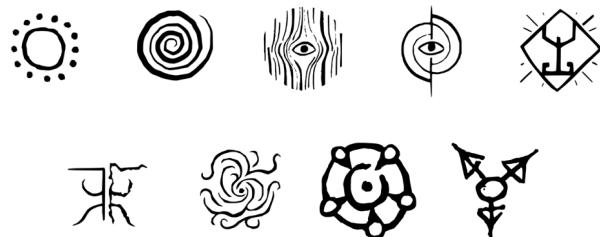
Go to page 176.

- » If Resolution 1 (R1) was reached

Go to page 178.

Setup (v. II)

- » Gather all cards from the following encounter sets: *Congress of the Keys*, *Agents of the Outside*, *Beyond the Beyond*, *Outsiders*, *Red Coterie*, *Secret War*, *Spreading Corruption*, *Ancient Evils*, and *Striking Fear*. These sets are indicated by the following icons:



When gathering the *Striking Fear* encounter set, only gather the following cards (2x Frozen in Fear and 2x Dissonant Voices). Do not gather 3x Rotting Remains from that set.

- » Put the **Sanctum** versions of Scarlet Halls and the three Coterie Sanctuary locations into play.
- Remove the **Lair** versions of these locations from the game.
- Each investigator begins play at Scarlet Halls.
- » Build the act deck using only Act 1a—"Secrets and Lies (v. II)." Remove each other version of Act 1a from the game.
- » Gather each decoy mini-card and each of the following mini-cards: City of Remnants (L, M, and R), Mimetic Nemesis, and The Red Gloved Man. Set them aside, out of play.
- » Find each **Coterie** enemy from the *Red Coterie* encounter set who voted "yea," along with The Red-Gloved Man. This set is indicated by the following icon:



- Note that the following characters may vote "yea," but do not have enemy cards in this encounter set: Tuwile Masai, Abarran Arrigor-riagakoa, and Razin Farhi.

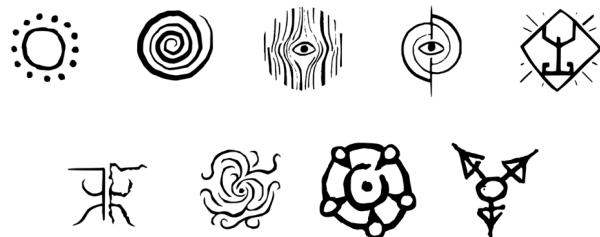
- » For each member of the Coterie who voted "nay," find their **Conspirator** story asset version and put them into play under any investigator's control. (Note: These story assets are scattered across various encounter sets. Some of them are on the reverse sides of enemy cards.)

- Note that Tuwile Masai may vote "nay," but does not have a **Conspirator** story asset.

Continue Setup on page 172.

Setup (v. III)

» Gather all cards from the following encounter sets: *Congress of the Keys*, *Agents of the Outside*, *Beyond the Beyond*, *Outsiders*, *Red Coterie*, *Secret War*, *Spreading Corruption*, *Ancient Evils*, and *Striking Fear*. These sets are indicated by the following icons:



When gathering the *Striking Fear* encounter set, only gather the following cards (2x Frozen in Fear and 2x Dissonant Voices). Do not gather 3x Rotting Remains from that set.

» Put the **Sanctum** versions of Scarlet Halls and the three Coterie Sanctuary locations into play.

- Remove the **Lair** versions of these locations from the game.
- Each investigator begins play at Scarlet Halls.

» Build the act deck using only Act 1a—"Secrets and Lies (v. III)." Remove each other version of Act 1a from the game.

» Gather each decoy mini-card and each of the following mini-cards: City of Remnants (L, M, and R), Mimetic Nemesis, and The Red Gloved Man. Set them aside, out of play.

» Find each **Coterie** enemy from the *Red Coterie* encounter set who voted "yea," along with The Red-Gloved Man. This set is indicated by the following icon:



- Do not gather any of the **Coterie** enemies from this set who voted "yea," "nay," or abstained.
- The lead investigator spawns The Red-Gloved Man in the shadows and resolves its concealed keyword (*as granted by act 1a*).
- Shuffle the rest of the gathered **Coterie** enemies. One at a time, in player order, each investigator other than the lead investigator draws 1 of them, spawning them as normal.
- Shuffle the rest of the gathered **Coterie** enemies (those not drawn in the previous step) into the encounter deck.

» Check the Campaign Log. *If the Red Coterie spared the cell*, find the **Conspirator** story asset version of The Red-Gloved Man, along with each other member of the Coterie who was not gathered during the above step. Put each of them into play under any investigator's control. (*Note: These story assets are scattered across various encounter sets. Some of them are on the reverse sides of enemy cards.*)

- For the remainder of this scenario, ignore the unique symbol on both versions of The Red-Gloved Man. (*If The Red-Gloved Man is the bearer of any keys, attach them only to his enemy version.*)
- *Note: The list of possible Conspirator story assets is as follows: The Claret Knight, Ece Şahin, Thorne, Aliko Zoni Uperetria, Desiderio Delgado Alvarez, La Chica Roja, and The Red-Gloved Man.*

Continue Setup on page 172.

- » Set the three **Otherworld** locations from the Congress of the Keys encounter set and the Mimetic Nemesis enemy aside, out of play.
- » Shuffle the remaining encounter cards to build the encounter deck.
- » The rules for “Location Adjacency in the Realm of the Outsiders” and “Locations in the Shadows” can be found on page 174. Make sure to read (or refresh yourself on) these rules before playing this scenario.
- » You are now ready to begin.



When the game is complete:

» Before resolving any other resolution, if at least 1 investigator was defeated. The defeated investigator reads Investigator Defeat first.

Go to page 176.

» If Resolution 1 (R1) was reached

Go to page 178.

Locations in the Shadows

During this scenario, investigators must traverse the deceptively labyrinthine and illusory home world of the Outsiders. To represent the difficulty of exploring this alien dimension, three City of Remnants locations are placed in the shadows at all times (taken from the top of the Otherworld deck) and concealed mini-cards are arranged adjacent to locations, rather than placed at them. Exposing these concealed mini-cards is the key to finding a route through this otherworldly place.

- » Concealed mini-cards adjacent to a location are considered to be at that location for the purposes of card abilities and game rules. Use the shroud value of your current location when attempting to expose an adjacent concealed mini-card.
- » When a City of Remnants mini-card is exposed, set it aside and find the City of Remnants in the shadows whose position in the shadows matches that mini-card (L for left, M for middle, and R for right). Put that location into play in the position where its mini-card was (unrevealed side faceup).
 - If there were any other concealed mini-cards in that position, move them so they are arranged as evenly as possible in empty spots adjacent to the newly placed City of Remnants.
- » After a City of Remnants location leaves the shadows, place the top card of the Otherworld deck in the shadows in the position where the just-exposed City of Remnants was (without looking at its other side). Then, resolve its concealed keyword, placing each of its concealed mini-cards arranged as evenly as possible in empty spots adjacent to the just-exposed City of Remnants.
 - There must always be three City of Remnants locations in the shadows, if possible.

- » More than one concealed mini-card may occupy the same spot, but no concealed mini-cards may occupy a spot where a location already is present.

Location Adjacency in the Realm of the Outsiders

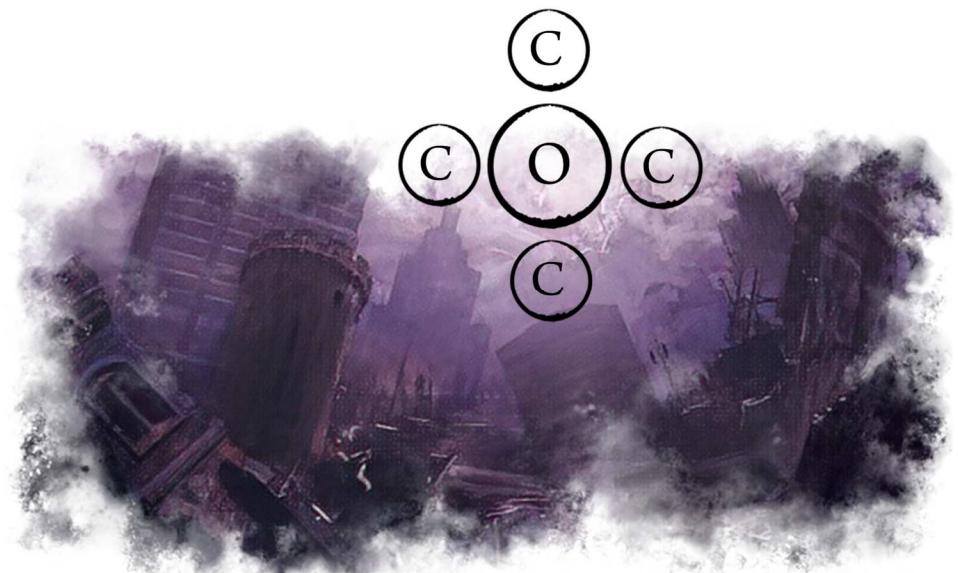
Throughout this scenario, locations are arranged in a pattern of rows and columns, along with concealed mini-cards.

Each location is connected to each location adjacent to it.

- » Adjacent locations share a side (left, right, above, or below). Locations that share only a corner are not adjacent.
- » During this scenario, concealed mini-cards are also placed adjacent to one or more locations as above, instead of placed at locations as normal.

Suggested Location Placement for the Outside

The following abbreviations are used in the setup of this scenario. O denotes an Otherworld location with Concealed X. C denotes a concealed card.



...Investigator Defeat.

With no dimension left for your body to exist within, every fiber of your being is torn apart. Your memories and thoughts drip through endless oblivion from now until the end of all things. But your consciousness, your awareness, remains. An infinite, eternal prison of nothingness.



- » Each investigator who was defeated is driven **insane** and is never seen or heard from again. All memory of their existence is purged from reality.

When all of the above is resolved:

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

Go to page 180.

- » *If Resolution 1 (R1) was reached*

Go to page 178.



...Resolution 1.

The feeling of being flung across worlds does not cease until you strike solid ground. Though your weary body protests, you scamper to your feet and scan your surroundings, ready for anything. But when you realize where you are, you are shocked to find...

» Lay out the world map on a flat surface. Each investigator tosses a coin or chaos token onto the map. Wherever it lands, that is where that investigator ended up. (If it lands in an ocean, they ended up by chance on a random boat.)

It takes several weeks for you to contact the other members of your cell who survived the collapsing of the Outsiders' realm. It seems that, at least for now, their scheme has been dismantled. Perhaps a long-earned vacation is in order, but first there is one last order of business to resolve...

- » In your Campaign Log, record that *the Outsiders were stopped*.
- » Each investigator suffers 2 physical trauma and 2 mental trauma, as they may never truly recover from their paradigm dimensional ordeal.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, having saved their dimension from a terrible fate.
- » The investigators win the campaign!

Proceed to the Epilogue on page 206.

...Resolution 2.

"There, that is the last of them," Agent Hudson says as he slams his stamp down onto the expense report. "I understand the need for secrecy, but I must once again request we hire assistants for this secretarial work, Commissioner." He hands the bundle of documents to Taylor, who sits behind her stark black desk, wearing a grave expression.

"More eyes means more leaks. We keep this crew tight for a reason, Hudson. Do not lose sight of what is important." She flips through the documents for a moment, furrowing her brow. "Where is the report on asset 32-J's cell?"

"32-J?" the man pulls a small notebook from his back pocket and flips to a page near the middle. "No such designation exists."

Taylor grimaces. "No, that's not right. There was ... we met them in London. You were there ..." After a moment, she shakes her head in utter confusion. "Hm. Strange. I don't remember who they were."

"You have been working too hard," the agent replies with a small grin. "Take some time off, Commissioner. We can handle things without you for a week or so."

» In your Campaign Log, record *the cell was hollowed*.

» The investigators lose the campaign.



THE END





STANDALONE MODE

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

To set up a *The Scarlet Keys* Standalone scenario, perform the following steps in order.

1. Assemble the campaign chaos bag.

- » Standard (I want to be bound in Red):
 - +1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♡, ♢, ♣.
 - » Hard (I want to face the Outside):
 - 0, 0, 0, -1, -1, -2, -2, -3, -4, -5, ♠, ♠, ♠, ♡, ♢, ♣.

2. The Investigators must decide (choose one):

- » To Trust: Add 1 ♠ token and remove 1 ♡ token.
- » To be Skeptical: Add 1 ♡ token and remove 1 ♠ token.

3. The Investigators may spend time to upgrade their decks with experience and add Keys.

- » A maximum of 34 **time** may be spent.
- » For each experience point per investigator added to deck(s) after their initial deckbuilding; mark one **time**. (ex: If deck A has 10xp and deck B has 20xp, then you would mark 15 **time**.)
- » For every 10xp added to a deck add 1 additional random basic weakness. (As is usually done in stand-alone mode.)
- » For every 7 **time** spent an investigators may add one **Key** to any investigator's deck.
- To do so, gather the **Keys** from each scenario and from the *Globetrotting* encounter set. The *Globetrotting* encounter set is indicated by the following icon:
- Check the scenario you are intending to play and remove the **Key(s)** listed in the set-up from the gathered cards.
- After the **Key(s)** listed in the setup are removed, select the number of **Keys** bought. Choose an investigator to take control of each **Key** and add it to their play area.
- » When you fill in a box under “Time Passed” with one of the following symbols (in the form of Greek letters), proceed to the status report matching that letter, and apply the game text that follows.

7 Time - Status Report Alpha (α): Add 1 ♠ token

10 Time - Status Report Epsilon (ε): Gather the *Red Coterie* encounter set. Check the scenario you are intending to play and remove the **Coterie** card listed in the setup from the gathered cards. Randomly select one card to into the encounter deck without looking at it. The *Red Coterie* encounter set is indicated by the following icon:

15 Time - Status Report Beta (β): Add 1 ♠ token.

20 Time - Status Report Zeta (ζ): From the remaining keys select one at random for the coterie member from Status Report Epsilon (ε) to be the bearer of.

24 Time - Status Report Gamma (γ): Add 1 ♠ token. Each investigator must add 1 copy of the *Paradimensional Understanding* weakness to their deck. It does not count toward their deck size. These cards can be found in the *Globetrotting* encounter set, indicated by the following encounter set icon:

—05A - Riddles in Rain—

» Can only be played with 6 or less **time**.

» Continue to Setup on page 86.

—11B - Dead Heat—

» If you're adding a **Key** or **Coterie** card to this scenario, remove The Last Blossom and Amaranth from the gathered cards.

» Continue to Setup on page 16 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

—16D - Sanguine Shadows—

» If you're adding a **Key** or **Coterie** card to this scenario, remove The Weeping Lady, La Chica Roja, and The Sanguine Watcher from the gathered cards.

The Investigators must decide (choose one):

» *To tell Ofical Bolívar everything and collaborate,*
Add 1 ♡ token and remove 1 ♢ token.

» *Give some information but hide your true purpose,*
Add and remove nothing.

» *Insist he tells you what he knows and give him nothing,*
Add 1 ♢ token and remove 1 ♡ token.

» Continue to Setup on page 56 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

—21F - Dealings in the Dark—

» If you're adding a **Key** or **Coterie** card to this scenario, remove The Twisted Antiprisim from the gathered cards.

The Investigators must decide (choose one):

» *Help Ece find the Key,*

Record the cell is working with Ece in your Campaign Log,
remove 1 ♢ from the chaos bag and add 1 ♡.

» *Tell Ece you will help her find the Key (You are lying),*

Record the cell is deceiving Ece in your Campaign Log,
Remove 1 ♡ from the chaos bag and add 1 ♢.

» *Search for the Key without her help,*

Record the cell refused Ece's offer in your Campaign Log.

» Continue to page Setup on page 99 of The Scarlet Keys:
Scenarios and Case Files Campaign Guide .

—28I - Dancing Mad—

» If you're adding a **Key** or **Coterie** card to this scenario, remove The Mirroring Blade and Desidario Delgado Álvarez from the gathered cards.

Check the **time in your campaign log:**

» *If less than 20 time has passed,*

Continue to Setup on page 142 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

» *More than 20 time has passed,*

Continue to Setup on page 144 of The Scarlet Keys:
Scenarios and Case Files Campaign Guide .

—33K - On Thin Ice—

- » If you're adding a **Key** or **Coterie** card to this scenario, remove The Sable Glass and Thorne from the gathered cards.
- » Continue to Setup on page 166 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

—38N - The Dogs of War—

- » If you're adding a **Key** or **Coterie** card to this scenario, remove The Light of Pharos, The Claret Knight, and The Beast in a Cowl of Crimson from the gathered cards.

The Investigators must decide (choose one) and continue directly to the setup:

- » Help the Claret Knight against the Beast,

Remove 1 ♦ from the chaos bag and add 1 ♦ and,

If less than 20 **time** has passed go to page 220 of The Scarlet Keys: Scenarios & Case Files Campaign Guide.

If more than 20 **time** has passed go to page 226 of The Scarlet Keys: Scenarios & Case Files Campaign Guide.

- » Take the Light of the Pharos for yourself,

Remove 1 ♦ from the chaos bag and add 1 ♦ and,

If less than 20 **time** has passed go to page 224 of The Scarlet Keys: Scenarios & Case Files Campaign Guide.

If more than 20 **time** has passed go to page 226 of The Scarlet Keys: Scenarios & Case Files Campaign Guide.

—46Q - Shades of Suffering—

- » If you're adding a **Key** or **Coterie** card to this scenario, remove The Shade Reaper and Tzu Sun Niang from the gathered cards.
- » *Agent Flint is missing.*
- » Continue to Setup on page 258 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

—56Y – Without a Trace—

- » If you're adding a **Key** or **Coterie** card to this scenario, remove Aliki Zoni Uperetria from the gathered cards.

The Investigators must decide (choose one):

- » *Blow the whistle and summon Aliki to your side,*

In your Campaign Log, record *the cell blew the whistle.*

- » *Dispose of the whistle and do this alone,*

In your Campaign Log, record *Agent Quinn has your back.*

Any one investigator may choose to add the Agent Ari Quinn story asset to their deck. It does not count toward their deck size.

This card can be found in the *Globetrotting* encounter set, indicated by the following encounter set icon: 

- » Continue to page 322 of The Scarlet Keys: Scenarios and Case Files Campaign Guide .

—59Z – Congress of the Keys—

- » Can only be played with 15 or more **time**.
- » If a **Key** is selected by an investigator during setup, it remains in that investigator's control. Otherwise, put it under the control of its bearer.

The Member of the Coterie will vote to decide your fate. And reveal which key they bear. For each member flip a coin to randomly pick one of the two options below. Tally all of the votes received. Each “yea” vote represents a Coterie member who wishes to see you disposed of. Each “nay” vote represents a Coterie member who wishes to keep you safe. An abstaining vote, or a vote of silence, is neither a yea or a nay.



- » The Claret Knight votes (*Yea/Nay*).
- » The Beast in the Cowl of Crimson votes (*Yea/Abstains*).
- » (*The Beast/The Claret Knight*) is the bearer of the Light of the Pharos.
- » Ece Şahin votes (*Nay/Abstains*). Ece bears The Twisted Antiprism.
- » Amaranth votes (*Yea/Abstains*). Amaranth bears The Last Blossom.
- » Thorne votes (*Yea/Nay*). Thorne bears The Sable Glass.
- » Aliki Zoni Uperetria votes (*Yea/Nay*).
- » Desiderio Delgado Álvarez votes (*Yea/Nay*). Desi bears The Mirroring Blade.
- » Abarran Arrigorriagakoa votes (*Yea/Abstains*).
- » The Red Gloved Man bears The Eye of Ravens.
- » La Chica Roja votes (*Nay/Abstains*).
- » The Sanguine Watcher votes (*Yea/Abstains*). The Sanguine Watcher is the bearer of the Weeping Lady.
- » Tzu San Niang votes (*Yea/Abstains*). Tzu San Niang is the bearer of The Shade Reaper.
- » Tuwile Masai votes (*Yea/Nay*).

Depending on how the votes were cast:

- » *If it is a tie, or if the “yeas” have it,*
You have been deemed a liability .
Continue to Setup v. I page 164.
- » *If the “nays” have it,*
You have been deemed an asset.
Continue to Setup v.II on page 168.



ACHIEVEMENTS

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

- Clued In:** Do not spend or drop a single clue via treachery cards in Riddles and Rain.
- Take That, Ghulat:** Ensure that not a single civilian is slain in Dead Heat.
- What's in a Name?:** Tell Amaranth her real name in Dead Heat.
- Porque No Los Dos?:** Defeat both copies of Desi simultaneously in Dancing Mad.
- Lost and Found:** Take control of the Twisted Antiprism without a single clue on Clues Unveiled in Dealings in the Dark.
- I Like Tower Defense Games:** Defend The Claret Knight without any Key Locuses being destroyed in Dogs of War v. I.
- Play With Your Food:** Steal The Light of Pharos from either The Claret Knight or The Beast in a Cowl of Crimson while they have exactly 1 health remaining in Dogs of War v. II or v. III.
- More Like "Destroyed" Chimera:** Defeat all five forms of the Void Chimera in a single session of On Thin Ice.
- Who Watches the Watcher?:** Unlock a secret final act in Sanguine Shadows.
- Under My Umbrella:** Do not let Tzu San Niang devour a single Geist enemy in Shades of Suffering.
- All Hollow:** Learn about a place where Outsiders dwell and travel there to unlock Without a Trace.
- Red Looks Good on Me:** Join the Red Coterie in Congress of the Keys.

- Bloody Red Revolution:** Overthrow the Red Coterie in Congress of the Keys.
- With Your Powers Combined...:** Shift 5 keys in a single turn.
- Gift of Gab:** Ensure that Commissioner Taylor orders you to "talk" 3 times during a single campaign.
- "I'm Just Here for the Local Cuisine":** In a single campaign, sample cuisine and/or visit bars or cafes from the following locations: Marrakesh, Havana, Buenos Aires, Tokyo, and Kuala Lumpur.
- Speed Demon:** Win The Scarlet Keys campaign with only 17 or fewer time passed.
- Trust Nobody:** Win The Scarlet Keys campaign with 4  tokens in the chaos bag and without ever removing any  tokens.
- Trust Everybody:** Win The Scarlet Keys campaign with 4  tokens in the chaos bag and without ever removing any  tokens.
- Here is Your Badge:** Win The Scarlet Keys campaign and earn yourself a permanent position in the Foundation.
- Key to My Heart:** Collect each of the following keys throughout The Scarlet Keys campaign:
 - The Eye of Ravens
 - The Last Blossom
 - The Light of Pharos
 - The Sable Glass
 - The Weeping Lady
 - The Twisted Antiprism
 - The Shade Reaper
 - The Mirroring Blade
 - The Bale Engine
 - The Ruinous Chime
 - The Wellspring of Fortune
- Line in the Sand:** Win The Scarlet Keys campaign with at least three Ultimatums active.
- Global Expertise:** Win The Scarlet Keys campaign on Expert difficulty.



Design Notes

"Physics depends on a universe infinitely centered on an equals sign."

— Mark Z. Danielewski, *House of Leaves*

Well, we finally did it. I've been wanting to make this campaign ever since we first envisioned *Arkham Horror: The Card Game*—at the time, *Eldritch Horror* was my favorite Arkham game, and I loved how the enormous scope interwove with the world-ending stakes to create such a memorable and dynamic experience. That kind of format was never possible in this game before, but as soon as we shifted to the campaign-in-a-box model, I immediately started jotting down ideas.

The Congress of the Keys, or the “Red Coterie” as they came to be known internally, were originally created for *Call of Cthulhu: The Card Game* back in the days before this game existed. In their original appearance, not much was ever explicitly stated about them, save for the fact that they collected seven Keys across seven continents, and served a greater force. I had always wanted to do more with them, but it never felt right to just hamfist them into a completely unrelated story, so they were used sparingly—mostly in player card artwork. Finally, when the stars aligned and we were ready to create our epic globetrotting adventure, I decided it was time to truly explore the Red Coterie: who are they, and what are they after?

This campaign reimagines them as an Illuminati-esque secret society. They are still after “Keys,” and several of the past members re-emerge once more to take the spotlight. However, we decided to divorce *The Scarlet Keys* story from the Congress’s original introduction in *Call of Cthulhu: The Card Game*, so we could have the freedom to tell our own story and truly explore their identities. The most interesting thing about this re-pilot of the Red Coterie is that I wanted each member to feel individual and unique; a personality all their own, with no leader or unifying force behind them.

This sets them apart from most of the other organizations investigators have faced thus far, and enables players to reason with them independently of one another.

Unlike most campaigns, the trial scene in the finale scenario is actually one of the first interludes I started outlining and writing. I really wanted it to feel like a reckoning—the players have interacted with a huge cast of characters, and every single action they have taken for or against them is tallied in the end. It was an enormous undertaking! This was our way of ensuring that the non-linear nature of the campaign still gave us meaningful decisions and consequences that followed players from scenario to scenario.

The formation and inclusion of the Foundation as a foil to the Red Coterie came about as I began to outline the introductory scenario to the campaign. After all, somebody had to take the investigators out of their quiet town of Arkham and send them on a globetrotting adventure, and the mere existence of the Foundation answers a lot of unasked questions about how the investigators get their information and travel across the globe so easily. It ended up being a perfect fit, and the team was inundated with references to secret government organizations and conspiracies in other games, movies, and television shows. I decided to lean heavily into this theme, which is how the intel dossiers, the design of the campaign log, and even the basic structure of the campaign guide itself came about.

Many of the other mechanics explored in this cycle, from the concealed keyword to the world map, followed naturally from the themes of secrecy and mystery we wished to explore, and of course the epic scale of the campaign. For a variety of reasons, this campaign is extremely meaningful and personal to me—I truly hope you have enjoyed playing it as much as the rest of the team and I had putting it together. I know one of them is planning a feast of sorts. I wonder what will be on the menu.

— MJ Newman



Credits

- » **Expansion Design and Development:** Aaron Haltom, Josiah “Duke” Harrist, and MJ Newman with Jeremy Zwirn
- » **Producer:** Molly Glover
- » **Editing:** Andrea Dell’Agnese and Julia Faeta
- » **Proofreading:** Jeremiah J. Shaw
- » **Card Game Manager:** Colin Phelps
- » **Arkham Horror Story Review:** Kara Centell-Dunk and Philip D. Henry
- » **Cultural and Sensitivity Review:** Enrique Bertran, Ingrid Cruz, Athar Fikry, Ouissal Harize, Hong Di-Anne, Cyrus McGoldrick, Kavelina Torres, Calvin Wong Tze Loon 黃子倫, and the members of the FFG Cultural Sensitivity Panel
- » **Creative Director of Story and Setting:** Katrina Ostrander
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- » **Graphic Design Manager:** Mercedes Opheim
- » **Cover Art:** Jake Murray
- » **Art Direction:** Steve Hamilton, Jeff Lee Johnson, and Kate Swazee
- » **Managing Art Director:** Tony Bratt
- » **Quality Assurance Specialist:** Zach Tewalthomas
- » **Production Management:** Justin Anger and Austin Litzler
- » **Visual Creative Director:** Brian Schomburg

- » **Senior Project Manager:** John Franz-Wichlacz
- » **Product Strategy Director:** Jim Cartwright
- » **Executive Game Designer:** Nate French
- » **Head of Studio:** Chris Gerber
- » **Playtesters:** Kayli Ammen, Avita Amoeba, John Bagley, Dalia Berkowitz, Julius Besser, Yitzchak Besser, Dane Bicott, Shannon Bicott, Michael Boggs, Shelley Danielle, Benjamin Davan, Michael Feldman, Jeremy Fredin, Matt Froese, Rod Jordan, Bob Juranek, Joe Kennedy, Nate Langreder, Cayce Lent, Jamie Lewis, Kenny Ling, Josh McCluey, Caitlyn “La Chica Verde” McGrath, Tyler Moore, Josh Parrish, Jamie Perconti, Chad Reverman, Devin Stinchcomb, Owen Weldon, and Ben Wiebracht.





EPILOGUE

"Talk," Commissioner Taylor commands. You shift in your uncomfortable metal chair, the glaring light of her interrogation lamp nearly blinding you. One wall of the sterile interrogation chamber is covered by a black mirror that reflects you and the Commissioner sitting across a desk from one another, your faces blanched under heavy white light. Knowing the Foundation, several operatives are watching and recording your every move from behind the mirror. A thick dossier lies unopened on the desk between you and Taylor.

Check the Campaign Log:

» *If the cell joined the Coterie,*

Go to page 207 and flip the book upside down.

» *Otherwise,*

Go to page 208.

File Closed.

agreed to work together.

» In your Campaign Log, record the Red Coterie and The Foundation
you say? Are you in?"

"The Foundation and the Coterie, as partners. What do
an intense look.
You sense something else in her voice. Is it respect? She gives you

Beyond the commissioner's steely-eyed professionalism,
enough; perhaps it is time that we worked together."

This is as an opportunity. We have been at odds with the Coterie long
enough in her voice as she looks eyes with you. "Instead, let us view
along with your prior rank and compensation." You detect a hint of
distrust that your role at the Foundation is terminated forthwith.
"This, then, is no longer a briefing, but a negotiation. Un-

You.
A heavy silence falls as the commissioner makes a near-
imperceptible nod at the black mirror to her left, then looks back to
if not impossible."

"I... see," she visibly suppresses a grimace. You see her gaze
linger on your crimson robes.
"You were hired for your curiosity,
ingenuity, and independence. A statement which—may I remind
you—is not to be taken as any form of compliment or commenda-
tion. It was an assumed risk that you might fall in with the Red Co-
terie, but one which I assured senior command was highly unlikely,
terie, but one which I assured senior command was highly unlikely,
tion. It was an assumed risk that you might fall in with the Red Co-
terie, but one which I assured senior command was highly unlikely,
tion. It was an assumed risk that you might fall in with the Red Co-
terie, but one which I assured senior command was highly unlikely,
tion. It was an assumed risk that you might fall in with the Red Co-

casual indifference.
missioner's eye arches as you lean back in your seat in a gesture of
press what was clearly the greatest threat to humanity. The com-
plain your work and your role in assisting the Red Coterie to sup-
port Foundation cell. She looks genuinely caught off-guard as you ex-
pected when she conscripted a random set of people into a
Rather than answer directly, you ask instead what Taylor
from page 206 (joining).

...from page 206 (let's review your work).

You find yourself awkwardly repeating events and names as you struggle to relay your experience to the commissioner. Throughout it all, Taylor remains silent, listening to your various rabbit trails and accounts of events with an air of reserve. When you have finished, she slides a glass of water across the desktop toward you. You see your shadowy reflection glimmer within the black mirror in the corner of your eye.

"What an ... unrestrained account," she says matter-of-factly. A heavy silence falls as the commissioner makes a near-imperceptible nod at the black mirror to her left, then looks back to you.

"The Foundation thanks you for your service. Understand that everything you have done during your tenure with the Foundation is classified, and you are bound under threat of execution to never share this account with another soul: living or dead." She locks eyes with you. "Do you understand?"

You nod, and the commissioner goes on. "It goes without saying, but I must inform you that your temporary 'cell' has been disavowed and all assets acquired during your Foundation service will be retained for further study and research. Your account of all events involving paracausal disturbance will be extracted, analyzed, and preserved for future analysis."

- » In your Campaign Log, record *Foundation Trust* and *Cell Deception*.
- » For each of the following that is recorded in your Campaign Log mark 1 tally next to *Foundation Trust*.
 - *The cell is assisting Agent Sirry.*
 - *The cell told the truth to Taylor.*
 - *Agent Quinn has your back.*
 - *The cell is delivering intel is crossed off.*
- » For each of the following that is recorded in your Campaign Log mark 1 tally next to *Cell Deception*.
 - *The cell hid the truth from Taylor.*
 - *The cell is off-mission.*
 - *The cell aided the knight.*
 - *Ece trusts the cell.*
 - *The cell made a deal with Thorne.*
 - *Aliki is on your side.*
 - *Desi is in your debt.*
 - *Tuwile Masai is on your side.*

Check the Campaign Log:

- » If the number of tallies next to **Foundation Trust** is equal to or greater than the number of tallies next to **Cell Deception**,
Go to page 210.
- » Otherwise,
Go to page 211 and flip the book upside down.

...from page 209 (Trust).

Commissioner Taylor produces a black leather briefcase from behind the desk, opens it, and slides a Foundation badge across the table to you. "Bureaucratic flim-flam, of course. Your cell has been dissolved and you have received approval to join the Foundation with full clearance, full stop. Whether or not you wish to join is irrelevant; you have seen and accomplished too much to return to civilian life."

The badge gleams in the harsh light as you turn it over in your hand. It has surprising heft. The sudden weight of everything that has happened hits you as your thumb plays over the grooves and ridges of the metal surface. Taylor flips open the dossier on the table and continues.

"Your date of hire is yesterday. Don't worry: you will receive backpay as well as a sizeable compensation package for your work on the case. Which—on that—we are considering labeling 'The Scarlet Keys.' It has a nice ring to it, though it is a bit extravagant for my taste."

The faintest hint of a smile tugs at the commissioner's lips.
"Well, what have you got to say? Cat got your tongue?"

» In your Campaign Log, record *the cell was given a permanent position.*

File Closed.

File Closed.

» In your Campaign Log, record *the cell was dismantled.*
May we never meet again."

locked with yours. "The Foundation thanks you for your service. I suited step through the door behind you, flooding the room with light. The commissioner gives you a firm handshake, her eyes Taylor stands up, and you stand with her. Several burly

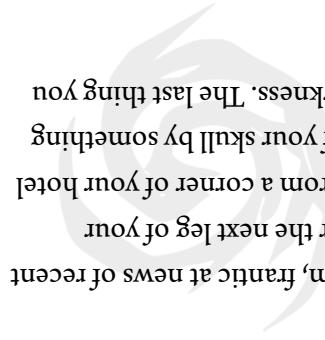
cases might have made your career. In my estimation, you have created far more trouble than you resolved."
word, collusion, was tossed around. Had you toed the line, this summary executed for your recklessness handling of this case. The easily here. If the higher-ups had their say, you would have been

"In truth, I must inform you that you are getting off rather You interrupt and try to explain yourself. The commission-

er holds up one hand to silence you.
handedly at your appearance.
time or thinking. Oh, and stop wearing that," she says, gesturing off alias, and take up a profession that does not allow you so much free recommended you go somewhere quiet and forgettable, assume an the world, no questions asked. Given your troublesome curiosity, I These are one-way tickets that will take you anywhere in

Commissioner Taylor opens the dossier in front of her and slides a set of tickets across the table to you.
"from page 209 (Distrust)."





Status Report Omega (Ω)

As you head into your hotel room, frantic at news of recent events, you mentally begin to prepare for the next leg of your trip... when suddenly, a shape emerges from a corner of your hotel room, and you are cloaked on the side of your skull by something heavy and smooth. You collapse into darkness. The last thing you see is a splash of red.

» Add **I** token to the chaos bag.

» You are out of time. Immediately travel directly to Tunguska.

Go to File #59-Z on page 112 and flip the book right side up.

As you return to your hotel, the concierge waves you down and hands you a telegram.

MEET IN HONG KONG MAY REQUIRE AID STOP

TRAIL PICKED UP HOT ON HER HEELS STOP

PARASOL IS KEY STOP

This must be from Inspector Flint. Perhaps you should travel to Hong Kong and learn more, if you can spare the time.

» In the Southeast Asia section of the Campaign Log, find Hong Kong. In its spot, write "50-S." You are now allowed to travel to this location whenever you embark.

Return to the World Map on page 60 and **embark**.

[Return to the World Map on page 60 and **embark**.](#)

Status Report Theta (Θ)

As you head to your hotel room, you spot a red envelope slipped under your door. Inside is a simple message: "My people in Ybor City know about the new passphrase and know you're coming. Drop by when you get the chance." It's signed "Desi."

Status Report Epsilon (ϵ)

As you traverse the streets, you flinch at every shifting shadow and every passerby wearing red. You're definitely being followed, and you have no lack of enemies who might fit the bill...

» For the remainder of the campaign, whenever you are setting up a scenario, perform the following: gather each of the enemies in the *Red Coterie* encounter set whose name matches those who you “haven’t seen the last of” in your Campaign Log, choose one at random, and shuffle it into the encounter deck for this scenario. *The Red Coterie* encounter set is indicated by the following encounter set icon:



Return to the World Map on page 60 and **embark**.

Return to the World Map on page 60 and embark.



counter set, indicated by the following encounter set icon:

their deck size. These cards can be found in the *Globetrotting* encounter set, indicated by the following icon: Each investigator must add 1 copy of the *Paradimensional Unit* to their deck to add weaknesses to their deck. It does not count toward

» Add 1 ♠ token to the chaos bag.

ded and then reassembled. But why? replicated, but different, off, like they had been completely disman- people returning, having changed. Buildings and objects, too — The reports continue. Now it's not just missing people, but

Status Report Gamma (γ)

Status Report Zeta (ζ)

You return to your hotel after a long day of travel and investigation, only to find your room in shambles. A grim feeling sprouts in your gut. Someone has clearly turned your room upside-down in search of something, and you’re pretty sure you know what. You rush to the safe where you have been storing the paradi-dimensional artifacts you aren’t carrying on your person. To your horror, it is empty, apart from a single red card. Reaching out to Foundation contacts, you believe you have tracked the culprit to one of four likely Coterie sanctums. Perhaps if you’re quick, you can recover what was stolen from you.

- » Check the Keys section of the Campaign Log and find each of the Keys whose bearer is an investigator. Choose 1 at random (2 instead if the investigators control 5 or more Keys in total). That Key(s) has been stolen.
- » Gather each of the enemies in the Red Coterie encounter set whose name matches those who you “haven’t seen the last of” in your Campaign Log and choose one at random. This is the identity of the character who stole your Key(s).
- » Update the Keys section of your Campaign Log such that the bearer of the Key(s) that were stolen is the randomly chosen enemy.
- » In the Central Asia, Americas, and North Atlantic sections of the Campaign Log, find Kabul, Quito, San Juan, and Reykjavik. In each of these spots, write “14-C.” You are now allowed to travel to these locations whenever you embark.

Return to the World Map on page 60 and **embark**.

STATUS REPORT

When you fill in a box under “Time Passed” with one of the following symbols (in the form of Greek letters), proceed to the status report matching that letter, and read the text that follows.

- » **Status Report Alpha (α):** Go to page 219.
- » **Status Report Beta (β):** Go to page 219 and flip the book upside down.
- » **Status Report Epsilon (ε):** Go to page 216.
- » **Status Report Gamma (γ):** Go to page 216 and flip the book upside down.
- » **Status Report Zeta (ζ):** Go to page 217.
- » **Status Report Theta (Θ):** Go to page 215.
- » **Status Report Psi (ψ):** Go to page 215 and flip the book upside down.
- » **Status Report Omega (Ω):** Go to page 214 and flip the book upside down.



Status Report Alpha (α)

As your travels continue, the Foundation receives more and more reports of strange disappearances. With each new dossier you read, you worry that it is only a matter of time before there is nothing left.

- » Add 1 ♠ token to the chaos bag.

Return to the World Map on page 60 and **embark**.

Return to the World Map on page 60 and **embark.**

- ka... but be wary of how much time you spend.)*
- You may wish to investigate further before proceeding to Tunguska. Location whenever you embark. (Note: This will end the campaign.)
- In its spot, write “S9-Z.” You are now allowed to travel to this section of the Campaign Log, find Tunguska.

- » Add 1 ♠ token to the chaos bag.

You receive a coded missive from Commissioner Taylor here: “Agents—not long ago, a massive explosion occurred near the Podkamennaya Tunguska River in Siberia. It is classified as an impact event, but this is just a cover story. Our intel now indicates Coterie involvement. I have reason to believe this may be the site of one of their sanctums. Perhaps even their primary safehouse.”

You have clearance to investigate the site, but be prepared for anything.

Status Report Beta (β)