

ARKHAM HORROR
THE CIRCLE UNDONE

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2019



“The hidden cults to which these witches belonged often guarded and handed down surprising secrets from elder, forgotten aeons; and it was by no means impossible that Keziah had actually mastered the art of passing through dimensional gates.”

– H. P. Lovecraft, *The Dreams in the Witch House*

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PREFACE

The Circle Undone is a campaign for Arkham Horror: The Card Game for 1–4 players. *The Circle Undone* deluxe expansion contains a prologue scenario, “Disappearance at the Twilight Estate,” and two full scenarios: “The Witching Hour” and “At Death’s Doorstep.”

These scenarios can be played on their own or combined with the six Mythos Packs; “The Secret Name”, “The Wages of Sin”, “For the Greater Good”, “Union and Dissolution”, “In the Clutches of Chaos”, and “Before the Black Throne”. Combined these scenarios form the larger nine part *The Circle Undone*.

Expansion Icon



The cards in *The Circle Undone* campaign can be identified by this symbol before each card’s collector number.

Campaign Setup

To set up *The Circle Undone* campaign, perform the following steps in order.

1. Choose difficulty level.
2. Assemble the campaign chaos bag.

Chaos Bag

- » Easy (I want to experience the story):
+1, +1, 0, 0, -1, -1, -2, -2, -3, , , , .
- » Standard (I want a challenge):
+1, 0, 0, -1, -2, -2, -3, -4, , , , .
- » Hard (I want a true nightmare):
0, 0, 0, -1, -2, -2, -3, -4, -5, , , , .
- » Expert (I want Arkham Horror):
0, -1, -1, -2, -2, -3, -4, -6, -8 , , , .

ADDITIONAL RULES AND CLARIFICATIONS

Haunted

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

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

Alert

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

Story Cards

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

Tarot Slot

Tarot slots are a new type of asset slot introduced in this expansion. The following symbol indicates that an asset fills a tarot slot:



1 Tarot Slot

As with other slots, tarot slots limit the number of asset cards of that slot type an investigator is permitted to have in play simultaneously. **By default, an investigator has only one tarot slot available.** All other rules governing slots apply to tarot slots, as usual.



PROLOGUE

DISAPPEARANCE AT THE TWILIGHT ESTATE



Sunday, November 22nd, 1925. Arkham, Massachusetts.

Though All Hallows' Eve is nearly a month past, a grim melancholy lingers throughout the town. Each morning, a thick fog permeates the streets. Nights are beginning to grow longer, and if you ask around town, you'll hear people swear that it's getting darker, too.

But despite the gloomy mood, progress continues in the sleepy town of Arkham. The election of Nathaniel Rhodes to the United States Senate has upstanding members of the community feeling optimistic about the town's future. And tonight, at his well-appointed estate in French Hill, a man named Josef Meiger hosts the Silver Twilight Lodge's charity gala, an annual members-only event that will turn deadly for several attendees...

- » Each player must choose one of the following neutral investigators to control for the duration of this prologue:
Gavriella Mizrah, Jerome Davids, Penny White, or Valentino Rivas.
- » Throughout this prologue, you will play through this character's story and make choices that will determine their fate. Your choice of investigator has no direct effect on your standard investigator deck, though the results of the prologue will influence the story.
- » Do not assemble an investigator deck for any neutral investigator. Instead, gather the cards listed on its reverse side—these cards will be used in that investigator's unique setup. (All listed cards are level 0 unless otherwise noted.)
- » If there are 3 or fewer players in the campaign, in the "Missing Persons" section of your Campaign Log, cross off the profiles of any of the neutral investigators who were not chosen.

Continue to page 12.

...from page 11.

"Ladies and gentlemen," Josef Meiger announces, raising a glass of champagne in a toast. A hush descends on the room, until only the crackle of the fireplace and whispers of gossip can be heard. "Allow me to welcome you all into my home for this year's charity gala. We have some very upstanding citizens here tonight, and I thank all of you for your hard work and generosity." Cheers and murmurs of agreement fill the room. Many of the guests raise their glasses to Valentino, one of the most esteemed members of the Lodge this year, who sits at the Guest of Honor table, which is nearest to the fireplace.

Josef's assistant, Jerome, blends into the wall behind Josef, discreetly checking his pocket watch. In another corner of the room, the head housekeeper, Penny, walks from table to table, filling empty glasses and collecting dirty salad plates. "Each of you has done great deeds in the name of the Silver Twilight Lodge and our historic city," Josef continues. "Next year, we will continue to shoulder this burden and do what must be done for the sake of progress." Jerome steps forward quietly, interrupting Josef's speech with the unassuming confidence that comes from years of trusted service. He taps Josef lightly on his shoulder and shows him the time. "I'm afraid I am already out of time. Thank you all very much for attending," Josef concludes, bowing. Polite applause rises from the audience, and Josef walks briskly toward the parlor, followed closely by his assistant. Two servants collect coats as late-comers trickle into the manor, and Gavriella—Josef's head of security—watches over the entrance with hard eyes and a clenched jaw. "Has Mr. Sanford arrived?" Josef asks curtly, tapping his polished leather shoe on the floor.

"I'm afraid not," Jerome replies, flipping through the last pages of the estate's guest book. "But he should be here any minute, Mr. Meiger."

"Good. I want there to be no problems whatsoever when he arrives; am I understood?" Josef calls out to Gavriella: "Make sure he is well protected." Gavriella nods, patting the handle of her .45 in her shoulder holster. Josef turns his attention back to his assistant. "And have Penny make sure the main course is kept good and hot while we wait for Mr. Sanford's arrival. Not a single slice is to be served without his presence."

"Not even for Mr. Rivas, sir?" Jerome asks, glancing at Josef over the rim of his thick glasses. Josef pauses for a moment, considering.

"Pour Mr. Rivas another glass of champagne, and I am sure he will not complain. Also, I'm still waiting on those accounts I asked you about earlier today. Don't forget," Josef says, clapping his assistant on the shoulder before walking back into the banquet hall. Jerome nods obediently and heads upstairs.

Soon after, the *dark mist* would appear, and nothing would be the same

» *One at a time, each player must proceed to the intro for their chosen character and read that section aloud:*

- For **Gavriella** continue to page 14.
- For **Jerome** continue to page 16.
- For **Penny** continue to page 18.
- For **Valentino** continue to page 20.

» *Once each player has read their character's intro*

Continue to Setup on page 22.

...from page 13 (Gavriella).

You stand guard as instructed, waiting for Mr. Sanford to appear. By now, the remaining guests have filed into the banquet hall, and you can hear the sounds of merriment and drinking coming from beyond the wooden door behind you. You pay them no mind, remaining vigilant. Years of fighting and discipline have taught you to be ready for anything, even at a harmless banquet like this. Just as you begin to ponder whether your talents are being wasted under Mr. Meiger's employ, a dark mist invades the parlor through the front door and the window frames, flooding the room. At first, you believe it to be only the evening fog seeping through the manor's entryway, until you begin to notice that everything the mist touches seems to have decayed as though aged hundreds of years.

You step back cautiously, keeping a hand on the grip of your weapon just in case. Never in all your years have you seen something like this. An unnatural chill spreads throughout the room, and shivers run up your spine. As the ashen mist finishes pouring in, it coalesces into a singular form: a humanoid figure wrapped in shadows. It raises its hand and points at you with a charred, blackened finger.

You unholster your firearm and point it at the creature, allowing your training to take over. "Don't come any closer!" you shout. The thing watching you from the entrance is unfazed. Its ethereal form begins to glide toward you, dark mist crawling over the carpet in its wake. "I warned you," you growl, and a thunderous shot echoes through the parlor as you squeeze the trigger. The bullet rips a hole in the figure's head like a rush of air billowing through a column of smoke. The mist stitches itself together, and the thing continues to drift your way, reaching out menacingly.

Nothing could have prepared you for combat with such an unnatural enemy. Faced with no other option, you turn and flee up the staircase nearby, pausing to squeeze off several more shots at the top. The bullets that make their target simply pass harmlessly through the ghostly figure, striking the door behind it. A few stray shots shatter a column of the staircase's wooden balustrade.

[Return to page 13.](#)



...from page 13 (Jerome).

You carefully flip through the pages of Mr. Meiger's ledger, looking for the accounts he inquired about. You have served Mr. Meiger faithfully for almost a decade, and he trusts you with sensitive information like this—a point of pride for you. While you are often curious about your employer's business, you have never pried into his personal matters. Not until tonight, anyway.

You adjust your glasses and lean forward as you turn to the page regarding Mr. Meiger's request. Some of the names on the list you recognize: Rivas, Gensler, Fairmont, Rhodes, Wick. But many are names you have never heard of before, let alone seen affiliated with Mr. Meiger's work: Lindquist, Konstantinov, Magro, Atkinson, Lamar...Just how deep do Mr. Meiger's connections go?

Strange as that may seem, it is the list of names on the page afterward that raises your hackles. While it was clear that the names on the previous page are associates of Mr. Meiger's, or at least prominent members of the Lodge, you can only assume that this next series of names is of people your employer is... *targeting*. For what, you cannot say.

You stand next to Josef's desk and record the list in your pocket journal carefully, making sure to keep the names in the exact order they appear in Mr. Meiger's ledger. You hope that your suspicion is nothing more than the absurd imagination of an over-worked secretary. Still, something about all of this has you concerned. That, and the sudden draft of frigid air that has somehow wafted into the room. Your gaze naturally drifts to the window, at which point you scream out in shock and lose your balance, stumbling backward into Mr. Meiger's desk.

Pressed up against the office window is a host of screaming faces emerging from the mist, or perhaps composed of it. Their ghostly hands press against the glass, their eyes hollow and empty. Your reading glasses clatter to the ground and shatter under your heel as you scramble to the other side of the office. You don't realize that you dropped your pocket journal in the chaos until it is too late.

[Return to page 13.](#)

...from page 13 (Penny).

You sigh as the cool New England air embraces you. It has been a very stressful night: stressful enough that you've decided to sneak away from the clamor to grab a quick smoke before heading back to work. You rest your arms along the metal railing of the balcony, your fingers trembling as they hold your cigarette. The dreary gambrel rooftops and Victorian manors of French Hill span the view below you, the unlit windows hiding countless secrets.

You can't remember a night in which your employer was as concerned with every little detail as he is tonight. He is normally so calm, so collected. There's something special about tonight that has him on edge. Is it Mr. Sanford? A shudder crawls through you. For some reason, something about that man gives you the creeps. But Josef has interacted with Mr. Sanford many times before, so that cannot be the reason. What could it be that has Mr. Meiger so worried?

You are torn from your thoughts by the gathering of grey clouds overhead, swiftly blotting out the night sky. As the clouds grow ever closer, you begin to see shapes emerging from the vapor. You squint and lean over the railing for a better view. That is when you notice the true forms of the shapes in the mist: their screaming faces, their clawing hands, all writhing in torment and coming straight for you. You cry out in terror and back up against the wall as the mist envelops the building. A spectral shape emerges from the haze beyond the railing, dressed in bloodstained rags. It begs for rest in a croaking, gasping voice. Your only hope for escape is to retreat back into the manor and call for help...

...from page 13 (Valentino).

"Are you going to break, or are you going to sit there admiring the cue ball all night?" you ask with a mocking smile. Your opponent sets the ivory ball back on the table with a sigh.

"I can't help myself around ivory. You know that, Tino," Adam replies. You rarely see Adam Gensler except during Lodge functions, but you prefer his company to that of the stuffy business types who make up most of the Lodge these days. He makes his shot, the sudden clattering interrupting the din of conversation. "Your shot, Tino. And do try to avoid hitting the nine ball first. You're always so overeager." Adam chuckles as he moves to the other side of the table, making way for you.

"That was one time, my friend, one time." You roll your eyes. Truth be told, you've enjoyed coming to these events for the opportunity to give back to the community, not to hobnob with Arkham's gentry. But hobnobbing has had its perks.

You lean over the table and clear your mind as you line up your shot. The room falls silent as you block out the clamor and the music, focusing all of your attention on the one ball and the corner pocket. You hold your breath and strike the cue ball. It clacks as it hits its target, and the one ball drops effortlessly into the corner pocket. "There, you see?"

It is only then that you realize the silence around you is not just in your mind. All of the light and warmth has been sucked out of the room. Adam is gone, along with everyone else who was present just moments before you took your shot. "Hello?" you call out. A dark mist coils about your ankles as you walk around the billiards table. "If this is a practical joke of some kind, it's in awfully poor taste," you remark. The only response is the deep growl that

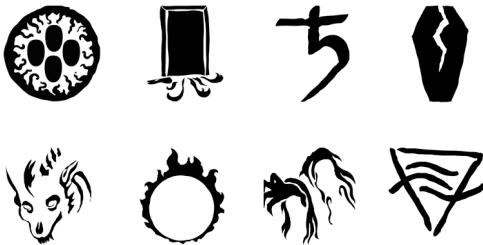
emerges from beneath the table. Morbid curiosity compels you to look underneath it, at which point a dark hound pounces onto your chest, savagely clawing at your torso. You react instinctively, pushing it off of your body as hard as you can. It lands on the billiards table, causing it to collapse under the creature's weight. You slowly back up as the creature rises to its feet once again and jumps off the broken table, its hollow eyes gazing into your soul.

[Return to page 13.](#)



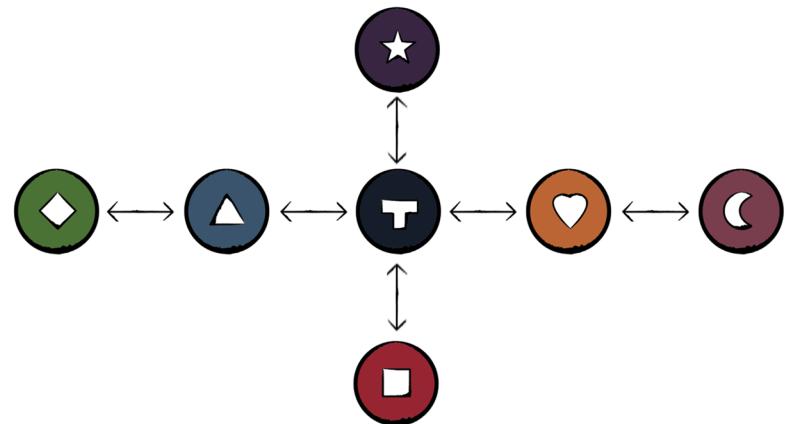
Setup

- » Gather all cards from the following encounter sets: *Disappearance at the Twilight Estate, At Death's Doorstep, Inexorable Fate, Realm of Death, Spectral Predators, Trapped Spirits, The Watcher, and Chilling Cold*. These sets are indicated by the following icons:



- » When gathering the At Death's Doorstep encounter set, only gather the seven **Spectral** locations from that encounter set. Do not gather any of the other cards from that encounter set.
- » Put the seven **Spectral** locations into play.
 - Note: This scenario only uses the seven locations with the **Spectral** trait. Do not set up this scenario using any locations without the **Spectral** trait!
- » Put The Spectral Watcher enemy into play in the Entry Hall.
- » Each player follows the setup instructions on the back of their investigator card.
- » Shuffle the remaining encounter cards to build the encounter deck

Suggested Location Placement



No Way Out

There is no positive resolution for this scenario. Investigators should strive to last as long as they can and gather as many clues as they can before their inevitable demise. Note that while cards can still be added to the victory display during this scenario, experience and victory points will not be gathered for this scenario.

Since these investigators do not have decks, ignore any instruction or effect that would cause them to draw cards or interact with player decks. Additionally, since these investigators do not have discard piles, **each player card that would be placed in their discard pile is removed from the game, instead**.

Good luck. You'll need it.

When the game is complete:

- » *If no resolution was reached, because each investigator was defeated*

Go to page 24.

...from page 23 (No Resolution).

"Mr. Sanford, thank you so much for coming. I know you are a busy man. Your presence at tonight's meeting is very much appreciated." Josef shakes Carl Sanford's hand firmly as he speaks. Sanford merely nods. "I know you've only just arrived, but I have some ... private matters to discuss with you, if that is all right," Josef continues, his narrow eyes shifting back and forth between the men flanking Mr. Sanford.

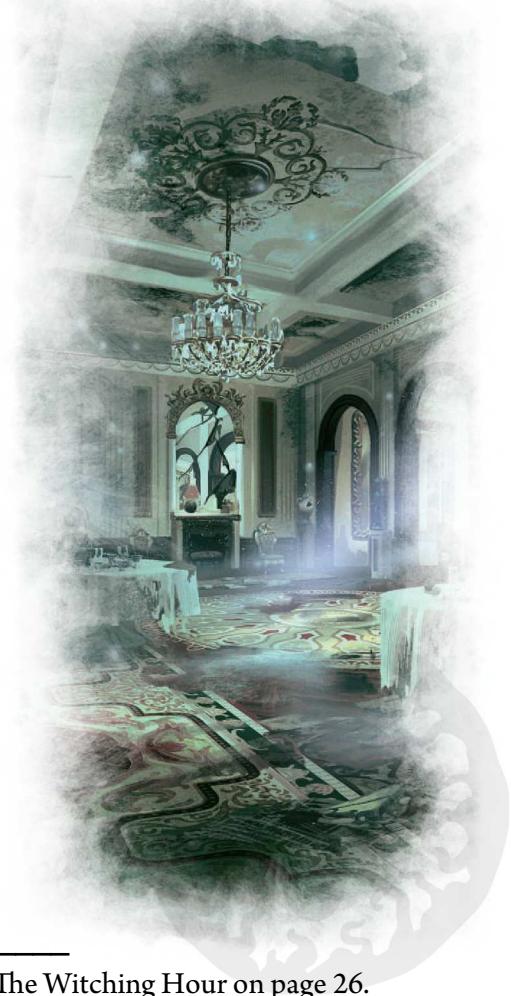
"Very well." The elderly man nods to his two enforcers, who step aside to give him privacy. He cradles his hands behind his back, his stature impressive for his age. His discerning eyes fall on Josef. "What is the matter?"

Josef leans closer. "It's *here*, sir. It's here in this very house."

There is a quiet pause between the two men, and then Carl Sanford smiles.



- » No experience is earned for this prologue.
- » In your Campaign Log, record *X* pieces of evidence were left behind. X is the total number of clues on Act 1a—"The Disappearance."
- » Return each of the player cards used in this scenario to the collection.
- » Each player chooses an investigator from the standard pool of investigators and assembles their investigator deck, as usual.



Proceed to Scenario I - The Witching Hour on page 26.



SCENARIO I

THE WITCHING HOUR

It is a breezy November evening in Arkham—the perfect night for a walk through Independence Square, or so you had thought, up until the moment Anna Kaslow offered to tell your fortune. You agreed, though you would soon come to regret this decision. For each of the cards the Romani soothsayer draws from her deck, she weaves a tale of despair and misfortune. Judgment. Temperance. Justice. The Hermit. The Hanged Man. The Hierophant. The Lovers. The Chariot. The Wheel of Fortune. To complete her tale, Anna draws the top card and lays it in the center of the formation.

Dominating the old, worn card is the ominous image of a towering construct of black onyx. A hellish storm rages over the tower, lightning coursing through the dark clouds. It reads:

THE TOWER · XVI.

Even if the rest of the reading had gone swimmingly, the sight of the center card would have sent a shiver down your spine. As it stands now, it feels more like the closing of a casket over your body.

“You did tell me to give it to you straight,” the soothsayer says. She sits cross-legged in front of you, wearing a stony, grim expression. From her unwavering gaze and her cold eyes, you can tell Anna derives no satisfaction from this reading. “Simple misfortune is the least of your concerns,” she explains. “This is a matter of life and death.” She motions to the cards surrounding The Tower—each of them laid in the reverse position—and stares at them intently. “Arrayed against you is everything that you cannot see. You alone stand in their way,” she says enigmatically.

The Lead Investigator must decide:

» *What can I do to avoid this fate?*

Go to page 28.

» *This is bullshit.*

Go to page 30.

...from page 27 (Fate).

The woman nods and draws the top card of the deck with a steady hand, revealing it to you without looking at it herself. Depicted on the card is a single wooden wand, surrounded by a pattern of broken stained glass. It reads:

ACE OF RODS.

"You must be ready to act," she advises. "Without hesitation. Without regret. When the opportunity arises, you must set into motion the events that will change this fate."



- » In your Campaign Log, record *you have accepted your fate*. Add 2 ♣ tokens to the chaos bag for the remainder of the campaign.
- » Before drawing their opening hand for this scenario, the lead investigator searches the collection for 1 copy of The Tower · XVI and 1 copy of Ace of Rods and adds each of them to their deck, if able. The lead investigator has earned these cards. They do not count toward their deck size. (If one or both of these cards are not available, skip this step.)

...from page 27 (Denial).

The woman smirks. “Yes, in a sense, I suppose it is,” she responds. With a single swift motion, she picks up each of the cards displayed before you, save for The Tower card, and shuffles them back into the deck. “The cards only reveal and advise. They cannot influence or impose.” She locks eyes with you, and her smile vanishes from her face. “In other words, though your fate is not set in stone, I assure you the danger you face is not ‘bullshit.’ It is real.” Her eyes narrow. “It is *very* real.”



» In your Campaign Log, record *you have rejected your fate*. Add 2 tokens to the chaos bag for the remainder of the campaign.

...Your Fate is Sealed.

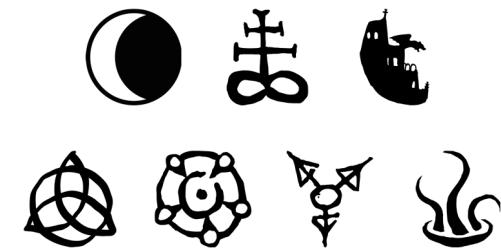
Silence hangs in the air as you peer into The Tower card. The world around you dissolves into emptiness as your eyes fixate on the onyx tower. Rolling thunder echoes in the distance. “Do you understand now?” Anna asks. There is no other sign of the soothsayer: only her strained voice. A bolt of lightning streaks across the sky. “Do you see your fate before you, as I do?”

Another resounding crack of thunder, and you are suddenly awake. Icy rain pelts your body, soaking you through to the bone. You are lying in the mud beside a wooded trail, and there is no other soul in sight...



Setup

» Gather all cards from the following encounter sets: *The Witching Hour*, *Anette’s Coven*, *City of Sins*, *Witchcraft*, *Ancient Evils*, *Striking Fear*, and *The Devourer Below*. These sets are indicated by the following icons:



When gathering *The Devourer Below* encounter set, only gather the 6 Arkham Woods locations. Do not gather any of the other cards from that encounter set.

» Gather all cards from the *Agents of Azathoth* and *Agents of Shub-Niggurath* encounter sets. Set these encounter sets aside, out of play. These sets are indicated by the following icons:



» Set the following cards aside, out of play: each of the Arkham Woods locations and Anette Mason.

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

» Put 5 Witch-Haunted Woods locations into play as follows:

- In player order, each investigator puts 1 random Witch-Haunted Woods location into play in front of him or her, until there are exactly 5 Witch-Haunted Woods locations in play thusly.

In a 1-player game, there should be 5 Witch-Haunted Woods in front of that investigator.

In a 2-player game, there should be 3 Witch-Haunted Woods in front of the lead investigator and 2 Witch-Haunted Woods in front of the other investigator.

In a 3-player game, there should be 2 Witch-Haunted Woods in front of the lead investigator, 2 Witch-Haunted Woods in front of the next investigator, and 1 Witch-Haunted Woods in front of the final investigator.

In a 4-player game, there should be 2 Witch-Haunted Woods in front of the lead investigator, and 1 Witch-Haunted Woods in front of each other investigator.

- Remove each other Witch-Haunted Woods from the game.
- Each investigator begins play at one of the locations in front of him or her, chosen at random.

Lost and Separated

During this scenario, the investigators begin play separated and cut off from one another. This is represented by locations entering play “in front of” each investigator (placed just above their play area).

Act 1a—“Lost in the Woods” has the text: “Locations in front of you are connected to one another.” This text means that regardless of location/connection symbols, the locations in front of you are considered to be connected to one another, and enemies and investigators may move between them. Locations remain connected to one another via their location/connection symbols, as well.

However, Lost in the Woods also has the text: “You cannot enter locations in front of other investigators.” This means that you cannot move to a location in front of another investigator, even if the two locations are connected or if you are moving via a card effect. Note that this restriction does not apply to enemies, who are free to move between connected locations regardless of which investigator those locations are in front of.

When the game is complete:

» *If no resolution was reached because each investigator was defeated, and it was act 1, 2, or 3 when the scenario ended*

Go to page 40.

» *If no resolution was reached because each investigator was defeated, and it was act 4 when the scenario ended*

Go to page 42.

» *If Resolution 1 (R1) was reached*

Go to page 36.

» *If Resolution 2 (R2) was reached*

Go to page 38.

» *If Resolution 3 (R3) was reached*

Go to page 40.

» *If Resolution 4 (R4) was reached*

Go to page 42.

...from page 35 (*Resolution 1*).

Despite her wounds, the leader of the coven rises to her feet. More of the hooded figures emerge from the tree line, eager to defend their leader. “Interloper!” one calls you, pulling off her hood and pointing a gnarled wooden rod in your direction. Her bright-red hair glows in the firelight, embers dancing about her extended hand. “They’re the ones from before, High Priestess: the ones who interfered with our great work.”

The “High Priestess” holds up a single hand, and a hush falls over the other witches. “As always, I admire your perseverance, sister. But I do not believe these are the ones you speak of,” she replies to the red-haired accuser. You lower your weapons as several of the hooded figures approach and surround their leader. They begin chanting in a soft tone as they examine her wounds. The red-haired witch crosses her arms and watches you with a hard glare, her gaze never straying far from you. “I am Anette,” says the leader of the coven, “and these are my sisters. Tell me: Who are you, and why are you here?”

You explain how you awoke in the woods, how you were attacked by terrible creatures, and how you came to the center of this circle in order to break the spell surrounding the woods. Anette’s eyes narrow as she hears your story. “That is impossible. The circle was closed. None could enter the woods while we were completing our spell.” She grits her teeth. “You must go at once. This is not your place.”

“But, High Priestess!—” the red-haired witch exclaims, only to be interrupted by Anette’s gaze. The two lock eyes, a battle of wills that quickly proves Anette victorious.

“Stand down, Erynn,” Anette says with a firm, motherly tone, as though admonishing a child. She turns her attention back to you as the witch named Erynn lowers her head in defeat. “Go. You’ve broken the spell, just as you desired. You can leave the woods now. But I give you one final warning: cross us again, and we will not be so merciful.”

You begin to protest, but before you are able to utter a single word, a dark gale snuffs out the fire at the center of the clearing. Shadows from beyond the tree line suddenly twist and coil into the clearing, tugging at the edges of the witches’ cloaks. One by one, the shadows twist and pull each of the witches into the darkness beyond. In moments, they are gone. You are left with only the soft glow of moonlight to guide you home.

- » In your Campaign Log, record *the witches’ spell was broken*.
- » In your Campaign Log, under “Mementos Discovered,” record *Mesmerizing Flute* and *Ritual Components*. Each investigator earns 1 bonus experience, as they gain insight into Arkham’s mysterious past.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

...from page 35 (Resolution 2).

With the spell broken, the hooded figures turn their attention to you. More of them emerge from the tree line, eager to take vengeance upon you for destroying their plans. “Interloper!” one of them calls you, pulling off her hood and pointing a gnarled wooden rod in your direction. Her bright-red hair glows in the firelight, embers dancing about her extended hand. “You will not escape this time!” she cries, prepared to strike you down.

“Stop!” the leader of the coven yells in a commanding voice, holding up her hand. The red-haired accuser stops in her tracks, and there is a sudden stillness in the clearing around the circle.

“But High Priestess,” the witch persists, “they’re the ones from before. The ones who interfered with our great work.”

The High Priestess places a hand on the red-haired witch’s shoulder. “As always, I admire your perseverance, sister. But I do not believe these are the ones you speak of,” she replies.

The red-haired witch lowers her rod as the High Priestess approaches you, her arms crossed. She watches you with a hard glare, her gaze never straying far from you. “I am Anette, and these are my sisters,” she says. “Tell me: who are you, and why are you here?”

You explain how you awoke in the woods, how you were attacked by terrible creatures, and how you came to the center of this circle in order to break the spell surrounding the woods. Anette’s eyes narrow as she hears your story. “That is impossible. The circle was closed. None could enter the woods while we were completing our spell.” She grits her teeth. “You must go at once. This is not your place.”

“But, High Priestess!—” the red-haired witch exclaims, only to be interrupted by Anette’s gaze. The two lock eyes, a battle of wills that quickly proves Anette victorious.

“Stand down, Erynn,” Anette says with a firm, motherly tone, as though admonishing a child. She turns her attention back to you as the witch named Erynn lowers her head in defeat. “Go. You’ve broken the spell, just as you desired. You can leave the woods now. But I give you one final warning: cross us again, and we will not be so merciful.”

You begin to protest, but before you are able to utter a single word, a dark gale snuffs out the fire at the center of the clearing. Shadows from beyond the tree line suddenly twist and coil into the clearing, tugging at the edges of the witches’ cloaks. One by one, the shadows twist and pull each of the witches into the darkness beyond. In moments, they are gone. You are left with only the soft glow of moonlight to guide you home.

- » In your Campaign Log, record *the witches’ spell was broken*.
- » In your Campaign Log, under “Mementos Discovered,” record *Mesmerizing Flute* and *Scrap of Torn Shadow*. Each investigator earns 1 bonus experience, as they gain insight into Arkham’s mysterious past.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

...from page 35 (Resolution 3).

You collapse to the ground in exhaustion, your head swimming with otherworldly voices and the high-pitched piping of a hundred discordant flutes. Your entire body rattles with the sensation. Blood trickles from your ears, and tears well in your eyes. You try to crawl to safety, but it is to no avail. The piping only grows in volume, the discordant cacophony shattering your eardrums and turning your thoughts to sludge. Eventually, after what feels like hours, weariness claims your consciousness.

When you next awaken, it is by the side of Hangman's Brook, where a small child is shaking you vigorously by the shoulders. "Get back here; don't touch them!" the child's mother calls to the boy, and he recoils from you. Considering the state you're in, you wouldn't be surprised if she thought you some kind of rummy. You brush some of the caked dirt off of your coat and rise begrudgingly to your feet, wandering toward Uptown.

- » In your Campaign Log, record *the witches' spell was cast*.
- » Check the act deck.
 - If it was act 1 or 2 when the scenario ended, no record is made.
 - If it was act 3 when the scenario ended, in your Campaign Log, under "Mementos Discovered," record *Mesmerizing Flute*. Each investigator earns 1 bonus experience, as they gain insight into Arkham's mysterious past.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Proceed to Scenario II - A Death's Doorstep on page 44.

...from page 35 (Resolution 4).

You collapse to the ground in exhaustion, your head swimming with otherworldly voices and the high-pitched piping of a hundred discordant flutes. The sensation fades as the circle's leader approaches, her powerful form looming over you. "We cannot allow the spell to fail. Take them to the edge of the woods and make sure we are not interrupted," she commands several of the other hooded women. They grab you by the arms and hoist you up, dragging you away from the central clearing. You try to resist, but your limbs are numb and sluggish, and the cacophony of sound and sensations assaulting your mind has turned your thoughts to sludge. Eventually, after what feels like hours, you are hurled to the ground, and weariness claims your consciousness.

When you next awaken, it is by the side of Hangman's Brook, where a small child is shaking you vigorously by the shoulders. "Get back here; don't touch them!" the child's mother calls to the boy, and he recoils from you. Considering the state you're in, you wouldn't be surprised if she thought you some kind of rummy. You brush some of the caked dirt off of your coat and rise begrudgingly to your feet, wandering toward Uptown.

- » In your Campaign Log, record *the witches' spell was cast*.
- » In your Campaign Log, under "Mementos Discovered," record *Mesmerizing Flute*. Each investigator earns 1 bonus experience, as they gain insight into Arkham's mysterious past.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Proceed to Scenario II - A Death's Doorstep on page 44.

The Arkham Advertiser

Arkham, Massachusetts, Monday, November 23rd, 1925.

FOUR MISSING WHEREABOUTS UNKNOWN

By Minnie Klein

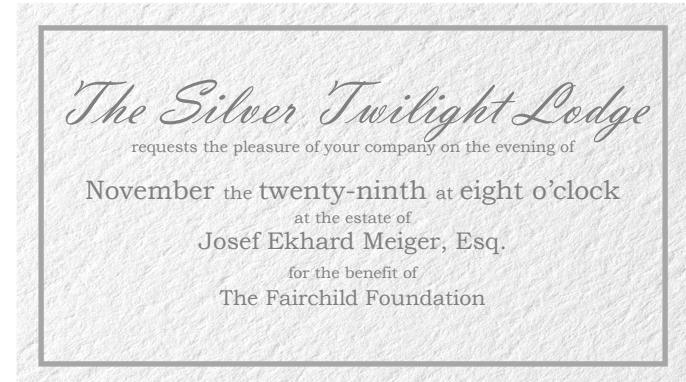
Residents of French Hill are still in a tizzy after the sudden disappearance of several guests and house staff from the home of Mr. Josef Meiger during the night of the annual Silver Twilight charity gala last Sunday. "We are absolutely baffled as to how this could have happened," said Mr. Meiger the day after the disappearances. "That said, we are confident that Sheriff Engle and the Arkham Police will do their due diligence in finding the missing persons." There is still no evidence whatsoever as to the whereabouts of Miss Gavriella Mizrah, Mr. Jerome Davids, Mr. Valentino Rivas, and Mrs. Penny White, all of whom vanished halfway through the event and have not been seen since. The police are offering a substantial reward for any person or persons who come forward with information related to these disappearances. When asked

whether the police were considering the case a homicide, Sheriff Engle had this to say: "There's no reason to suspect foul play is involved just yet. However, given the circumstances, we have to consider every possibility." No other attendees have come forward with statements concerning the gala, which seemed to finish without a hitch despite the disappearances. So far, none of the prominent members of the Silver Twilight Lodge have expressed any concern about the Lodge's upcoming benefit dinner, which was recently moved to the same location: Josef Meiger's estate in French Hill. "I am certain that this event will be a smashing success," Mr. Meiger told the Arkham Advertiser in an interview yesterday. "There is no reason for the fair residents of Arkham to worry."

SCENARIO II

AT DEATH'S DOORSTEP

You fold up the newspaper and shove it aside on your desk, examining the other files you've collected over the last few days concerning the missing persons. It has been several days since your experience in the woods. You have tried to put it all out of mind, but it is impossible. Every night, you dream of a nameless place in the void of space, a faint discordant melody of hypnotizing flutes pulling you forward. Now there are others disappearing from the town without a trace. The disappearances dance along the edges of your thoughts. *No reason to worry*, you ponder, turning the man's words over in your head. You think of the card reader and her warning, and you wonder if you are simply imagining devils where there are none. Regardless, there is only one way to know for sure. You pick up the invitation, examining the silver-embossed stationery and perfect calligraphy.



As you prepare for the night ahead, you cannot help but wonder: Are you taking action to remedy your fate, as the soothsayer advised? Or are you walking willingly into the jaws of a grim destiny?

Continue to Setup on page 46.

Setup

» Gather all cards from the following encounter sets: *At Death's Doorstep*, *Silver Twilight Lodge*, *Spectral Predators*, *Trapped Spirits*, *Inexorable Fate*, and *Chilling Cold*. These sets are indicated by the following icons:



» Set the *Realm of Death* and *The Watcher* encounter sets aside, out of play. These sets are indicated by the following icons:



» Set the seven **Spectral** locations aside, out of play.

» Set the Josef Meiger enemy aside, out of play.

- Note: This card is double-sided and has a story card on its other side. For the best experience, do not look at the other side unless an effect instructs you to do so.

» Put each of the seven non-**Spectral** locations into play (Entry Hall, Victorian Halls, Trophy Room, Billiards Room, Master Bedroom, Balcony, and Office). Each investigator begins play in the Entry Hall.

- Note: This scenario's setup only uses the seven locations without the **Spectral** trait. Each of the **Spectral** locations should be set aside.

» Check the “Missing Persons” section of the Campaign Log:

- Place 6 clues on the Entry Hall if Gavriella Mizrah’s profile is not crossed off.
- Place 6 clues on the Office if Jerome Davids’s profile is not crossed off.
- Place 6 clues on the Billiards Room if Valentino Rivas’s profile is not crossed off.
- Place 6 clues on the Balcony if Penny White’s profile is not crossed off.
- As evenly as possible, remove a total number of clues from the above locations equal to the number of *pieces of evidence that were left behind* in your Campaign Log.

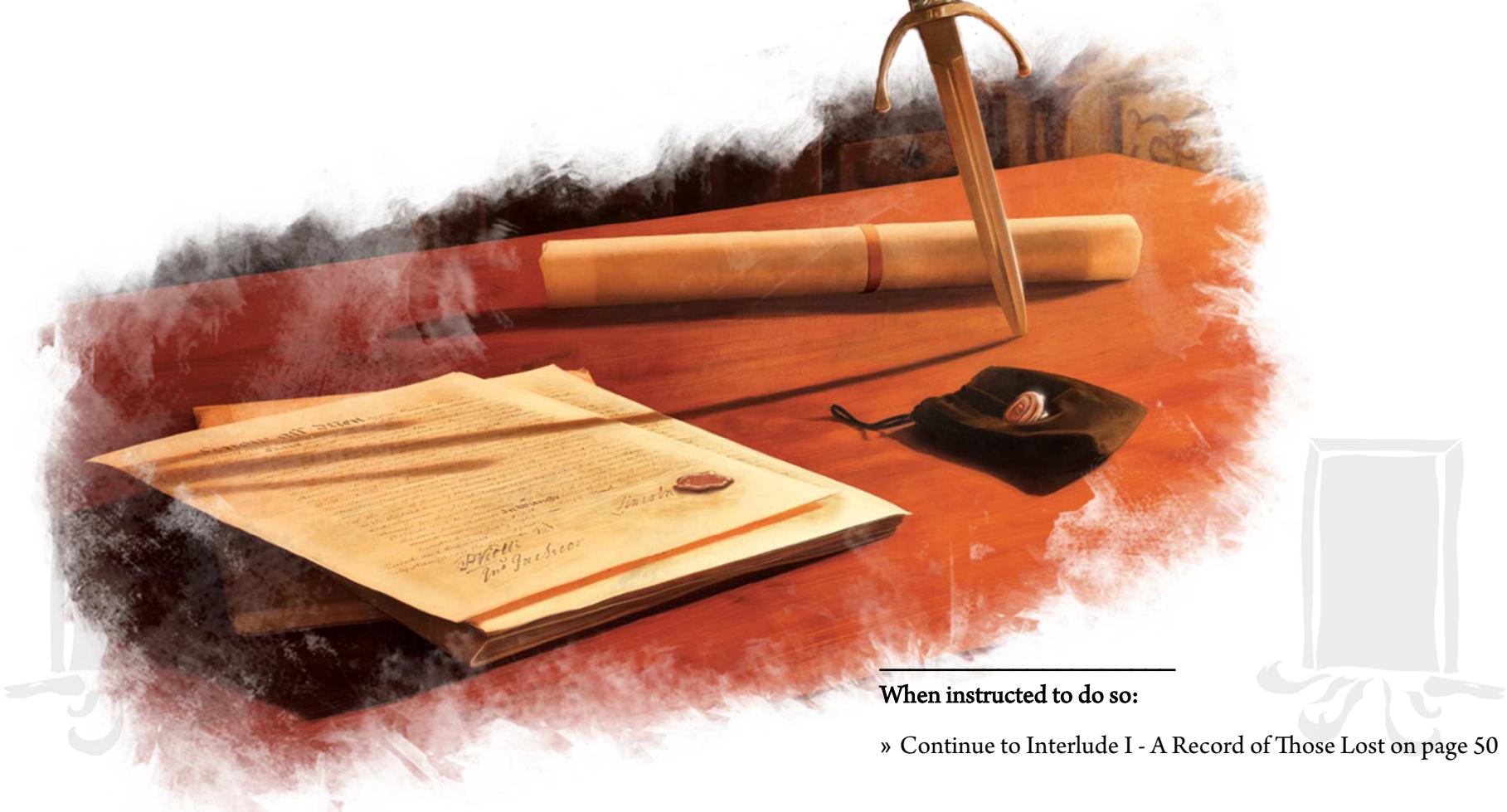
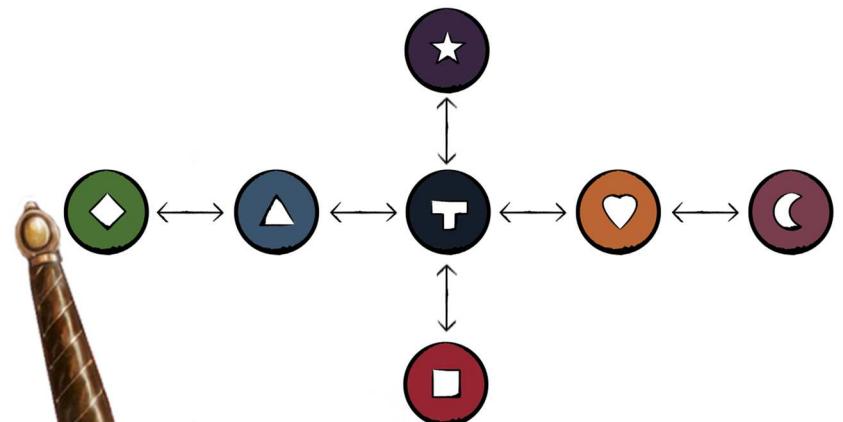
» Shuffle the remainder of the encounter cards to build the encounter deck.



Replacing Locations

Throughout this scenario, you may be instructed to swap set-aside locations with existing ones. When a location is swapped with one that is already in play, it takes its place. All tokens, attachments, investigators, enemies, and other cards at the former location are considered to now be at the new location (attached cards remain attached, for example). No game element is considered to have moved during such a swap.

Suggested Location Placement



A RECORD OF THOSE LOST

Check the “Missing Persons” section of your Campaign Log. In order, read the sections below for each of the characters whose profile is not crossed off:

» If Gavriella Mizrah’s profile is not crossed off and there are no clues on the Entry Hall,

Go to page 52.

» If Jerome Davids’s profile is not crossed off and there are no clues on the Office, read the following:

Go to page 54.

» If Penny White’s profile is not crossed off and there are no clues on the Balcony, read the following:

Go to page 56.

» If Valentino Rivas’s profile is not crossed off and there are no clues on the Billiards Room, read the following:

Go to page 58.

» When all sections have been read

Advance to Act 1b.



When the game is complete:

» If no resolution was reached (each investigator resigned or was defeated) and it was act 1 when the scenario ended

Go to page 62.

» If no resolution was reached (each investigator resigned or was defeated) and it was act 2 when the scenario ended

Go to page 64.

» If no resolution was reached (each investigator resigned or was defeated) and it was act 3 when the scenario ended

Go to page 60.

» If Resolution 1 (R1) was reached

Go to page 60.

» If Resolution 2 (R2) was reached

Go to page 62.

» If Resolution 3 (R3) was reached

Go to page 64.

...from page 50 (*Gavriella*).

The entry hall to the manor is beautifully decorated, but you find it odd that the grand staircase's wooden balustrade has been recently repaired and, by the looks of it, hastily so. While nobody is looking, you follow the handrail up and down the stairs until you spot what you are looking for: several splinters of wood, perhaps dislodged by a bullet. You ascend the staircase once more and position yourself where one would need to be standing in order to fire such a shot. After a moment of observation, a faint glimmer near one of the decorative ferns on the second floor catches your eye. There, you find proof: a bullet casing from a .45 handgun. A gun was indeed fired in the entry hall of the manor—but if that is true, how did nobody hear the shots?

» Under “Missing Persons,” next to Gavriella Mizrah’s profile, record *the investigators are on Gavriella’s trail*.



...from page 50 (Jerome).

Josef Meiger's personal office is pretty tidy for somebody whose personal secretary just went missing. Perhaps he's just a fastidious person...or perhaps he's been scrubbing evidence of some wrongdoing. You find nothing of note in any of Josef's files, but after some perusing, you realize there is one place you haven't checked: the trash. Rooting through the garbage bin yields fruit. Near the bottom is a small pocket journal belonging to Jerome Davids, probably tossed there carelessly by the cleaning staff. You turn to the last page. There, Jerome had recorded a list of names, perhaps transcribed from Josef's records. You don't know what it means yet, but it must be important.

» Under "Missing Persons," next to Jerome Davids's profile, record *the investigators are on Jerome's trail.*

...from page 50 (Penny).

The balcony outside Josef Meiger's bedroom overlooks the rainy streets and somber spires of French Hill. According to eye-witnesses, Penny was last seen entering Josef's bedroom, presumably to tidy it up, or perhaps to look for one of his personal belongings. The cigarette butt on the floor of the balcony tells a different story. Penny came here for a break, and judging from how busy the rest of the staff is, it was probably a much-needed one. If she had been in any danger, could she have climbed or jumped down from the balcony? You peer over the edge. It's possible, but unlikely. A fall from here could break a leg, or worse. She likely would have retreated back into the manor, where she could have called for help...only, nobody saw her exit from the bedroom. Something doesn't add up. You tuck the cigarette butt into your coat pocket, hoping it's actually a lead and not a wild goose chase

» Under "Missing Persons," next to Penny White's profile, record *the investigators are on Penny's trail.*



...from page 50 (*Valentino*).

Tracing Valentino's steps isn't difficult. As the guest of honor (and life of the party, from what you hear) there was always a crowd around him. This makes the story that he "vanished when they weren't looking" all the more unbelievable. In the billiards room, where Valentino was last seen, you corner Adam Gensler, the man he was playing billiards with just before his disappearance. "Look, I already told the cops and the reporters what I saw," he explains, fidgeting and tapping his toes repeatedly. "Tino and I were playing billiards, I looked away, next thing I know he's gone," he insists angrily, returning to his billiards game. "Now where is that damned one ball?" he mutters. It might be nothing, but it looks like Valentino wasn't the only thing to go missing that night.

» Under "Missing Persons," next to Valentino Rivas's profile, record *the investigators are on Valentino's trail*.



...from page 51 (Resolution 1).

As soon as you emerge onto the patio, you are surrounded by grim men in trench coats. Several of them reach into their coat pockets: a warning not to do anything too hasty. Before any threats can be fulfilled, the silence is broken by an icy voice. "Now gentlemen, there is no need for that." The men withdraw to reveal an elderly man you recognize as Carl Sanford, the president of the Silver Twilight Lodge. Despite the dangerous situation, his expression is almost too casual. The complete lack of fear in his posture and his actions suggests a confidence backed by substantial power. His bodyguards take several steps back, allowing you to speak with Mr. Sanford in private.

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



...from page 51 (Resolution 2).

You head out of the manor and are embraced by the brisk evening air. Your investigation has left you exhausted and strangely paranoid. Something about that event felt peculiar to you, though you aren't sure why. Although the guests seemed oblivious, you noticed that the staff was sweaty and jittery, and the Lodge members seemed tense as well. More than once, you noticed their gaze drawn to you, watching your every move. If you didn't know any better, you'd think the Silver Twilight Lodge was having you tailed for some reason. Regardless, you weren't able to find much information about the four disappearances, and you doubt you ever will. Perhaps it was nothing, after all.

» In your Campaign Log, record *the investigators learned nothing of the Lodge's schemes.*

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

Check your Campaign Log:

» *If you are being hunted*

Go to page 90.

» *Otherwise,*

Proceed to Scenario III - The Secret Name on page 100.

...from page 51 (Resolution 3).

You flee toward the manor's entry hall, but the wall of spectral mist still blocks your way. Emerging from the mist are several ghostly faces and arms, writhing and screaming in torment. You turn and are confronted by the empty visage of the hooded Watcher. Before you even realize your doom, the creature's ethereal body is swirling and swooping through the air as though composed of mist itself. The creature reconstitutes before you, and its charred hand grips your throat, holding you aloft with tremendous strength. You kick and dig your nails into the creature's hand, struggling with the ferocity of a cornered animal, but it is no use. The last thing you see is the red glare of the thing's eyes as it drills into your mind.

- » In your Campaign Log, record *the investigators are never seen or heard from again.*
- » Each investigator who resigned earns experience equal to the Victory X value of each card in the victory display.

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 66.

- » *If all investigators resigned*

Proceed to Scenario III - The Secret Name on page 102.

...from page 65 (*Investigator Defeat*).

There is no escape for the inexorable clutches of fate.



» Each investigator who was defeated is **killed**.

Check your Campaign Log:

» *If all investigators were defeated*

Go to page 68.

» *If you are being hunted*

Go to page 90.

» *If there were survivors*

Proceed to Scenario III - The Secret Name on page 102.

...from page 67 (*All Were Lost*).

The creatures in mist claimed it's victims yet again. Who will investigate this disappearance? When will it end?



» The investigators lose the campaign.

THE END

THE PRICE OF PROGRESS



» If at least one investigator has the *Silver Twilight* trait

Go to page 72.

» Otherwise,

Go to page 74.

...from page 71 (Recognition).

"Ah, it's you. I did not expect you to be here, though perhaps I should have," Mr. Sanford says with a hint of surprise in his voice. "I regret that you had to be involved in this unfortunate affair. I did not plan for you to be a part of any of this." You narrow your eyes. You suspect fortune had nothing to do with it. You ask him what will happen to those still trapped inside. "Human progress requires sacrifice," he recites stoically. "It is lamentable when that sacrifice is in blood, but the price in lamentation does not outweigh the yield of our labor."

Go to page 76.

...from page 71 (First Meeting).

"I regret that we must meet under such...unfortunate circumstances," Mr. Sanford says offhandedly. You narrow your eyes. You suspect fortune had nothing to do with it. You ask him what will happen to those still trapped inside. "Human progress requires sacrifice," he recites stoically. "It is lamentable when that sacrifice is in blood, but the price in lamentation does not outweigh the yield of our labor."

Go to page 76.

...from Mr. Sanford.

You didn't come here to listen to Mr. Sanford proselytize about sacrifice. You came here for answers. You demand an explanation, but the elderly man cuts you off with a scowl. "Yes, yes. You speak of the incident last week. That was the creature's first manifestation, and the arrival of the dark mist, which you encountered inside." He glances at the front door to the manor and clears his throat. "The Lodge was not involved in the disappearances that occurred that night," he explains after a short pause. "But we couldn't exactly go to the police and tell them a creature made of mist kidnapped four people in Mr. Meiger's household, could we? So, we had to take matters into our own hands. We suspected that creature was drawn to the crowd, so we recreated the incident in order to understand what happened—to discern its motives." The decision to host another event at Mr. Meiger's estate so soon after the disappearances makes sense to you now. As much as you hate to admit it, there is some logic to the plan the Lodge put into action, although you don't particularly like being used as bait. Who knows how many innocent bystanders were put in mortal danger? Even if the goal was noble, was it worth the sacrifice?

Check the *Silver Twilight* enemies in the victory display and beneath the entry hall:

- » If Josef Meiger is in the victory display
Go to page 78.
- » If Josef Meiger is beneath the Entry Hall,
Go to page 80.
- » If neither of the above is true, and the number of *Silver Twilight* enemies in the victory display is equal to or greater than the number beneath the Entry Hall,
Go to page 78.
- » If none of the above are true, and there are more *Silver Twilight* enemies beneath the Entry Hall than in the victory display,
Go to page 82.

...from page 77.

Before you can reply, one of Sanford's men emerges from the house behind you. He sheathes a long silver blade as he addresses Mr. Sanford. "There is no sign of Josef inside, sir." The man eyes you suspiciously, keeping his hand on the hilt of his sword. His posture reminds you of that of a knight, stoic and rigidly disciplined.

"I see," Sanford replies. He closes his eyes and takes a deep breath before continuing. "A great loss for our order, but one we anticipated. Gather the Lodge's belongings from inside the estate, and I will deal with the consequences." The knight nods and heads back inside. Carl's cold blue eyes turn back toward you. "As for you, I would ask you to leave this place at once. You have done enough harm as it is." Before you can protest, he commands the other men nearby to escort you off the premises, and you have little choice but to comply.

» In your Campaign Log, record *Josef disappeared into the mist.*

» In your Campaign Log, record *the investigators are enemies of the Lodge.*

Check your Campaign Log:

» *If you are being hunted*

Go to page 90.

» *Otherwise,*

Proceed to Scenario III - The Secret Name on page 98.

...from page 77.

You consider Mr. Sanford's words carefully. You believe that he is telling the truth, but you're not sure if the ends justify his means. Before you can reply, Josef steps forward. "I believe our new comrades understand the value of working together," he says politely, standing at your side. "They could have escaped on their own, but they stayed behind to make sure members of the Lodge were safe. Surely we are of the same mind."

"Courage is not the same as sacrifice, Josef," Carl Sanford intones patiently. "Do they have the will to do what is truly right for all of humanity?" The elderly man turns his attention back to you, his cold eyes glinting in the moonlight. He approaches calmly, extending his hand. "Regardless, you have experienced firsthand the danger that we all face. Join us, and we can face it together. With our knowledge combined, we can protect Arkham from this threat."



» In your Campaign Log, record *the investigators rescued Josef.*

» Each investigator earns 2 bonus experience, as they gain insight into the inner workings of the Silver Twilight Lodge.

The investigators must decide (choose one):

» *"I refuse to be a part of this."*

Go to page 84.

» *"I agree."*

Go to page 86.

» *"I agree." (You are lying.)*

Go to page 88.



...from page 77.

You consider Mr. Sanford's words carefully. You believe that he is telling the truth, but you're not sure if the ends justify his means. Before you can reply, Josef Meiger emerges from the house behind you, flanked by two guards wearing expensive suits. One wields a long silver blade as he stands guard. The other observes the situation vigilantly, keeping one hand on the grip of a revolver holstered at his side. Josef recognizes you and addresses you curtly. "You have been poking your head where you don't belong," he threatens, narrowing his dark eyes.

"Stay your tongue, Josef," Sanford interjects. He approaches calmly, extending his hand toward you. "You have experienced firsthand the danger that we all face. Join us, and we can face it together. With our knowledge combined, we can protect Arkham from this threat."

» In your Campaign Log, record that *Josef is alive and well.*

The investigators must decide (choose one):

» "*I refuse to be a part of this.*"

Go to page 84.

» "*I agree.*"

Go to page 86.

» "*I agree. (You are lying.)*"

Go to page 88.

... "I refuse to be a part of this."

Mr. Sanford scowls, returning his hand to his side and narrowing his gaze. "I see. I cannot say I am not disappointed. I thought you would be insightful enough to see the value in working together. But I realize now that my confidence was misplaced." He sighs and gazes past you, toward Josef's manor. "Very well. The Lodge will handle this problem on our own. Return to your state of ignorance. But I warn you: do not get in our way. I am not an enemy you want to have." Before you can protest, Sanford commands the other men nearby to escort you off the premises, and you have little choice but to comply.

» In your Campaign Log, record that *the investigators are enemies of the Lodge*.

Check your Campaign Log:

» *If you are being hunted*

Go to page 90.

» *Otherwise,*

Proceed to Scenario III - The Secret Name on page 98.

... "I agree."

You shake Mr. Sanford's hand. His grip is cold, but strong. The other members of the Lodge seem to relax around you. "We will do great works together, my friends," says Sanford. "Great works indeed."



- » In your Campaign Log, record *the investigators are members of the Lodge*. Add 1 ♠ token to the chaos bag for the remainder of the campaign.

Check your Campaign Log:

- » *If you are being hunted*
Go to page 90.

- » *Otherwise,*

Proceed to Scenario III - The Secret Name on page 92.



... "I agree." (You are lying.)

You shake Mr. Sanford's hand. His grip is cold, but strong. The other members of the Lodge seem to relax around you. "We will do great works together, my friends," says Sanford. "Great works indeed." But out of the corner of your eye, you see one of the Lodge's enforcers gripping his weapon a little tighter.

- » In your Campaign Log, record *the investigators are members of the Lodge*. Add 1 ♠ token to the chaos bag for the remainder of the campaign.
- » In your Campaign Log, record *the investigators are deceiving the Lodge*.

Check your Campaign Log:

- » *If you are being hunted*
Go to page 90.

- » *Otherwise,*

Proceed to Scenario III - The Secret Name on page 92.



... You are Being Hunted.

You are startled from your reverie by the sensation of something crawling up your chest, an icy hand that clasps around your throat. It grips until your breath is trapped and your windpipe starts to crack. Only there is nothing there—just a chilly draft entering the room through the open window. The wind shrill, whistling wind rattles your window frame, penetrating the safety of your home. It almost sounds like the dissonant notes of a dreadful flute: a mindless, haunting music that fills you with inexplicable terror. You rush to the window and slam it shut, hands trembling. Still, the thin, discordant notes echo around you. *This can't be real,* you think. *Not here, not now.* But denial provides no asylum.

The cold creeps its way up your back once again. A thin, grey mist pours into the room, seeping beneath your front door and through the cracks around your window. It crawls along the ground and coils slowly around your ankles, sending shivers up your body. You run into your bedroom, slam the door, and lock it. A few seconds of respite are all you receive before the invader resumes its assault. Over and over, a heavy force slams against the door, shaking the entire room. You press against the door, trying to hold it shut. With each pounding crash, dark mist seeps through cracks appearing in the wood. With a final crash, the door shatters. You are hurled back, landing not on the floor but in a cloud of mist, gripped by a hundred spectral arms that cling into your flesh and tear you limb from limb.

NO!—That can't be right. You are here, reading this very text. A wave of relief washes over you as you realize it is all in your head. Even so, the words compel your mind to torment you with visions of a macabre death. You find yourself glancing at your window, searching for dark mist that is not there. What if the text is

trying to tell you something? Maybe—no, that's impossible. "Real or imagined, your fate approaches all the same."



Check Campaign Log.:

- » *If the investigators are members of the Lodge,*
Go to page 92.
- » *If the investigators are enemies of the Lodge,*
Go to page 98.
- » *If the investigators learned nothing of the Lodge's schemes,*
Go to page 100.
- » *If the investigators are never seen or heard from again,*
Go to page 102.



SCENARIO III

THE SECRET NAME

The upstairs study of the Silver Twilight Lodge is cozy, if a little cramped. The floor is covered in a plush carpet, and several comfortable sofas and small round tables fill the warmly lit room. Portraits of world-weary Lodge members line the walls around you. Carl Sanford, president of the Lodge, sits across from you, idly swirling a glass of Merlot in his wrinkled hand.

"The Silver Twilight Lodge pursues knowledge that can help us elevate our understanding of the universe," Mr. Sanford explains, pausing to take a sip from his wine. "The creature you encountered in Josef Meiger's estate—its appearance is not the only peculiar happening in Arkham as of late. Tell me: have you experienced anything else recently that might be connected to these events?"

The investigators must decide (choose one):

» *Tell the Lodge of the witches in the woods.*

Go to page 94.

» *Tell him you know of no possible connection. (You are lying.)*

Go to page 96

...from page 93 (*You tell the Lodge*).

You tell Mr. Sanford about your experience last week—waking up in the middle of the woods, the strange mist that weaved throughout the trees, the witches and their spell. He leans forward and listens intently as you explain the night’s strange events, your memories still somewhat of a haze. You conclude your story, and the elderly man considers your words. “Interesting,” he says at last. “I know of this coven. They are led by a witch named Anette Mason. Their magic is no trivial thing. They have passed down arcane secrets that can manipulate the energies of the universe. It is dangerous knowledge they possess—knowledge I believe they derived from a powerful witch who fled from Salem over two hundred years ago. Does the name ‘Keziah’ mean anything to you?”

You nod. Everyone in Arkham has at least some passing knowledge of the witch whose ghost supposedly haunts the old condemned “Witch House” in French Hill. Most believe her to be a work of fiction; a tall tale meant to scare young children away from the decrepit house. Mr. Sanford’s steely gaze and humorless tone makes it clear to you that this is not the case. “Perhaps this Anette is a true descendant of Keziah, or perhaps she is simply using her name. In any event, I believe these events are connected. To that end, I have a task for you, on behalf of the Silver Twilight Lodge.” Carl Sanford rises to his feet, using his cane more for show than for balance. You rise as well, ready to perform whatever duties are necessary to get to the bottom of this mystery.

“We need as much information about this coven as we can obtain. If there is any place that will have these answers, it is the house where Keziah herself lived all those years ago.” You nod in agreement—there are too many questions you need answered. What spell were the witches casting that night in the woods? What

is their motive? And what is their connection to the creature that kidnapped those four unfortunate souls? You shake Mr. Sanford’s hand and depart for the Witch House.

» In your Campaign Log, record *the investigators told the Lodge about the coven*. Add 1 ♠ token to the chaos bag for the remainder of the campaign.

Continue to Setup on page 104.

...from page 93 (*You lie to the Lodge*).

You shake your head. You're not sure if the events that took place in the woods are connected, or if they even really happened—some part of you still believes it was all a strange dream. Mr. Sanford examines you with a cold, piercing glare. You get the feeling that he is looking directly through you. "Very well," he says. "Out of curiosity, does the name 'Keziah Mason' mean anything to you?"

You nod. Everyone in Arkham has at least some passing knowledge of the witch whose ghost supposedly haunts the old condemned "Witch House" in French Hill. Most believe her to be a work of fiction; a tall tale meant to scare young children away from the decrepit house. Mr. Sanford's steely gaze and humorless tone makes it clear to you that this is not the case. He motions to an old, worn tome which lies on the table in front of you, open to a page filled with strange inscriptions and arcane glyphs. "I believe the creature you encountered in Josef's manor is tied to Keziah and the secret knowledge she possessed. See for yourself." You pick up the tome and examine the markings on the page closely.

If at least one of the investigators is a Mystic (▲), flip the book upside down and read the text below.

Otherwise, it all looks like gibberish to you; skip to page 97.

The markings on the tome form the basis for some kind of spell or ritual. It involves calling out to the dead—beseeching them for power, for secrets, or perhaps for aid. But who was beseeching whom, and for what purpose?



To this end, I have a task for you, on behalf of the Silver Twilight Lodge." Carl Sanford rises to his feet, using his cane more for show than for balance. You rise as well, ready to perform whatever duties are necessary to get to the bottom of this mystery. "We need as much information about this creature as we can obtain. If there is any place that will have these answers, it is the house where Keziah herself lived all those years ago." You nod in agreement—there are too many questions you need answered. Perhaps this is connected to the spell the witches were casting that night in the woods, after all. If so, what is their motive? And what does this have to do with the creature that kidnapped those four unfortunate souls? You nod to Mr. Sanford and depart for the Witch House.

» In your Campaign Log, record *the investigators hid their knowledge of the coven*.

Continue to Setup on page 104.



SCENARIO III

THE SECRET NAME

After your confrontation with the president of the Silver Twilight Lodge, you travel to the manor of the Arkham Historical Society in Southside. You are positive that the events you experienced in the woods last week have something to do with the creature that kidnapped those four unfortunate souls. It's just a hunch—a feeling that crawls along the back of your neck, imploring you to look away—but you're sure that everything is connected. You're just not sure how.

As you enter, one of the Historical Society's many researchers greets you and asks if she can help in any way. You give a cursory description of the information you're looking for; just enough that she can direct you where to look, but vague enough to leave your motives at the door. "I don't know why you are researching such morbid affairs, but the records you are looking for should be in the library on the third floor," the researcher says.

You thank her and head to the third floor, where you begin to study the history of witchcraft in Arkham. In the late 17th century, Arkham was one of the New England towns caught up in the hysteria of witch trials. Accusations of witchcraft spread like wildfire, and many of the accused were executed by hanging or burning, guilty and innocent alike. But there was one witch whose infamy rose above the rest, and whose mystical power was never in question: Keziah Mason. You recognize the name as the ghost who supposedly haunts the old Witch House in French Hill. You had always thought her to be a work of fiction; a tall tale meant to scare young children away from the condemned house. But the Historical Society's records indicate that Keziah was a real person: a powerful witch who had fled from Salem over two hundred years ago. You are no stranger to real witchcraft. If Keziah Mason has anything to do with the coven you encountered in the woods, you must discover that connection. You leave the manor and head toward French Hill, where the Witch House awaits ...

Continue to Setup on page 104.



SCENARIO III

THE SECRET NAME

Your lead regarding the Silver Twilight Lodge's charity gala turned out to be a bust, but Anna Kaslow's reading still plays out over and over in your mind. You cannot help but feel as though you are missing a piece of this puzzle—something you can use to avoid the dire fate the tarot reader described. Turning your attention back to the coven of witches you encountered in the woods last week, you travel to the manor of the Arkham Historical Society in Southside. Perhaps there is some piece of information you have overlooked that will shed light on their identity, or their motives.

As you enter, one of the Historical Society's many researchers greets you and asks if she can help in any way. You give a cursory description of the information you're looking for; just enough that she can direct you where to look, but vague enough to leave your motives at the door. "I don't know why you are researching such morbid affairs, but the records you are looking for should be in the library on the third floor," the researcher says.

You thank her and head to the third floor, where you begin to study the history of witchcraft in Arkham. In the late 17th century, Arkham was one of the New England towns caught up in the hysteria of witch trials. Accusations of witchcraft spread like wildfire, and many of the accused were executed by hanging or burning, guilty and innocent alike. But there was one witch whose infamy rose above the rest, and whose mystical power was never in question: Keziah Mason.

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You are no stranger to real witchcraft. If Keziah Mason has anything to do with the coven you encountered in the woods, you must discover that connection. You leave the manor and head toward French Hill, where the Witch House awaits ...

Continue to Setup on page 104.



SCENARIO III

THE SECRET NAME

You pin the newspaper article up on your wall along with the rest of the evidence you've found. Whatever is happening in Josef Meiger's manor, it's getting out of hand. First, there were the four disappearances on the twenty-second, at the Silver Twilight Lodge's annual charity gala. Now more have gone missing after a second event at the same estate. Is the Lodge somehow involved? Why else would they move this dinner to Mr. Meiger's estate?

That's not the only headline, either. Strange sightings have been occurring throughout the city: ghostly figures, an ashen mist, and a hunched, cloaked figure whose identity is hotly debated by the community. The name on the tips of everybody's tongues is Keziah Mason—the ghost who supposedly haunts the old Witch House in French Hill. You had always thought her to be a work of fiction; a tall tale meant to scare young children away from the condemned house. But with all of the disappearances and odd sightings occurring throughout town, you're not so sure. Perhaps there is something to this old ghost story, after all.

Continue to Setup on page 104.

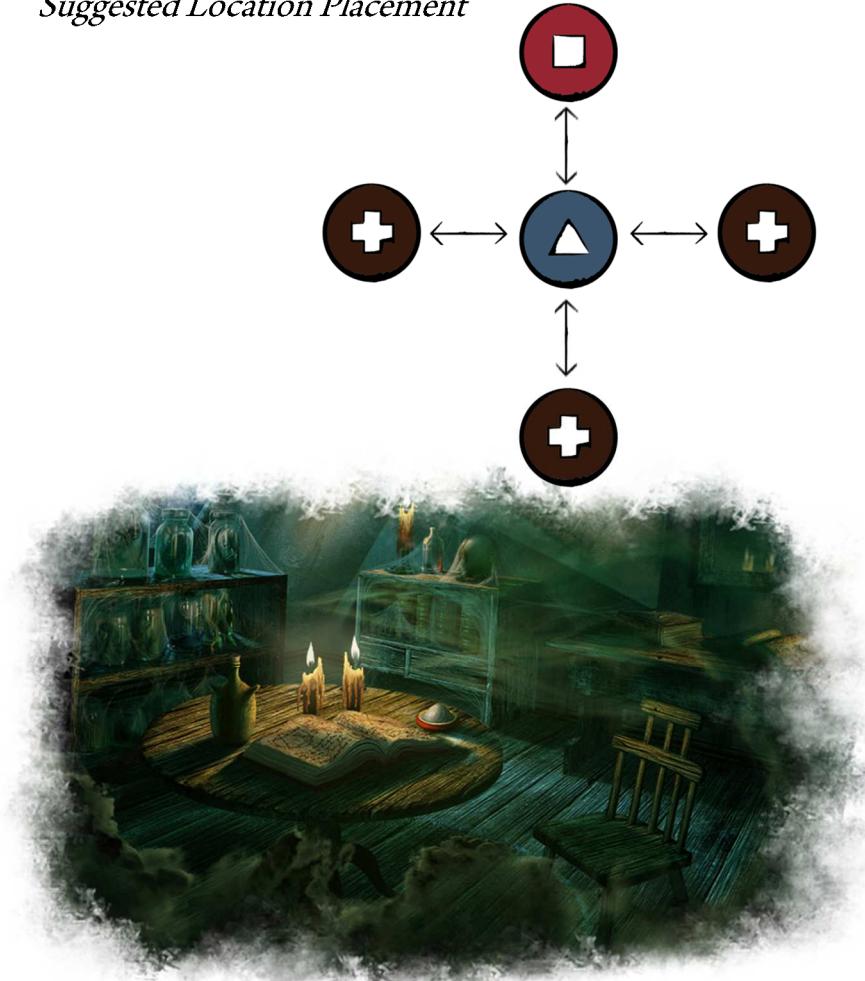
Setup

- » Gather all cards from the following encounter sets: *The Secret Name*, *City of Sins*, *Inexorable Fate*, *Realm of Death*, *Witchcraft*, and *Rats*. These sets are indicated by the following icons:



- » Put Moldy Halls, Walter Gilman's Room, and the three Decrepit Door locations into play. Each investigator begins play in the Moldy Halls.
- » Set the seven “Unknown Places” locations aside as a separate “Unknown Places Deck.” To do this, perform the following:
 - Shuffle the Unknown Places with Witch House Ruins on its revealed side and three other random Unknown Places locations together to form the bottom four cards of the Unknown Places Deck, unrevealed side faceup.
 - Then, place the other three Unknown Places locations on top, in a random order. All seven cards of the Unknown Places deck should be showing only the unrevealed side, so the players do not know which of the Unknown Places is the Witch House Ruins.
- » Set the following cards aside, out of play: Nahab, Site of the Sacrifice, Keziah’s Room, The Black Book, both copies of Strange Geometry, and both copies of Ghostly Presence.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
 - Go to page 106.
- » If Resolution 1 (R1) was reached
 - Go to page 108.
- » If Resolution 2 (R2) was reached
 - Go to page 110.

...from page 105 (No Resolution).

Flashes of vision spark your memory as you are dragged
along the dirty wooden floor. A foul ceremony... ...The house...

NAHAB

a rhythmic chant

the spiraling black vortex.....

a dark revelry

the Primal Chaos

a child's cries

a writhing tunnel inside your chest.



Go to page 108.

...from page 105 (Resolution 1).

You awaken in the muddy lawn at the base of some crooked wooden steps, the front door of the Witch House looming above you. Every fiber of your being is filled with regret. You know you have failed to prevent something awful, though you are not sure exactly what. The evidence of your eyes and ears suggests what you saw inside the Witch House was not concurrent with here and now. Regardless, you've learned several things about Keziah Mason, the witch who once inhabited this old and forsaken house. With your spirit diminished and your body aching, this information will have to suffice. You dare not venture back into this infernal house.



- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- If Brown Jenkin was defeated at least once during this scenario, each investigator earns 1 bonus experience.
- If Nahab was defeated at least once during this scenario, each investigator earns 1 bonus experience.
- » Check the act deck:
 - If it was act 1 when the scenario ended, no additional record is made.
 - If it was act 2 when the scenario ended, in your Campaign Log, under "Mementos Discovered," record *Gilman's Journal*. Additionally, any one investigator may choose to add The Black Book story asset to their deck. This card does not count toward that investigator's deck size. If an investigator chooses to include The Black Book in their deck, add 1 ♀ token to the chaos bag for the remainder of the campaign.
 - If it was act 3 when the scenario ended, in your Campaign Log, under "Mementos Discovered," record *Gilman's Journal* and *Keziah's Formulae*. Additionally, any one investigator may choose to add The Black Book story asset to their deck. This card does not count toward that investigator's deck size. If an investigator chooses to include The Black Book in their deck, add 1 ♀ token to the chaos bag for the remainder of the campaign.

Proceed to Scenario IV - The Wages of Sin on page 112.

...from page 105 (Resolution 2).

When you come to, you are lying on the wooden floor of Walter Gilman's room. The trappings of Keziah's foul practices are nowhere to be found, nor is the fanged, bearded rat – Keziah's "familiar," as you now understand. Just as you are about to rise to your feet, you spot something glinting in a corner of the room. Crawling underneath Gilman's bed, you reach out and grab the trinket. It is a worn nickel crucifix, similar to the ones you saw in the loomfixer's room. You shove it into your pocket before leaving the troubling room and its strange angles behind. You've learned as much as you care to uncover about Keziah Mason, the witch who once inhabited this old and forsaken house. As you step out into the chilly November air, you turn and take one last look at the decrepit Witch House. You fear that though you may never enter this place again, in your thoughts and your dreams, you will never truly leave it behind.

- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as they gain insight into Arkham's mysterious past.
- » In your Campaign Log, under "Mementos Discovered," record *Gilman's Journal*, *Keziah's Formulae*, and *Worn Crucifix*.
- » Any one investigator may choose to add The Black Book story asset to their deck. This card does not count toward that investigator's deck size. If an investigator chooses to include The Black Book in their deck, add 1 ♣ token to the chaos bag for the remainder of the campaign.



Proceed to Scenario IV - The Wages of Sin on page 112.





SCENARIO IV

THE WAGES OF SIN

Ever since your encounter with the ghost in the Witch House, you have been forced to reconsider everything you know about life and death. Keziah Mason died over two hundred years ago, but her spirit remains in the spectral mist—the same mist you encountered in Josef Meiger’s manor. One question lingers in your mind as you consider the events that have transpired: Does Keziah’s spirit linger because of the mist, or is the mist caused by her presence? Which is the disease, and which the symptom?

The more you delve into Arkham’s history of witchcraft and persecution, the more restless you become. Night after night, you are assaulted by terrible dreams—dreams of death and decay, of guilt and sin. There is an evil that dwells in this city, an evil that has long remained hidden in the darkness of Arkham’s past. What’s worse, your inquiry has reached an impasse. You believe that if you can find the coven of witches you saw in the woods that fateful night, you might be able to learn more about Keziah Mason or of this unspoken evil.

As you go through your morning routine, your eyes drift across one of the smaller headlines of today’s newspaper: “Ghost Sightings on Hangman’s Hill? Residents of Uptown claim to have seen human shapes in the thick fog emanating from Hangman’s Brook...” It couldn’t be a coincidence, could it?

Then the realization dawns on you—if it is witches you seek, the only place you can be certain to find them is six feet underground, in the place where professed witches were executed all those years ago. Searching for specters in a graveyard may not be your safest bet, but you’re not sure one can stay safe in this city anymore.

Continue to Setup on page 114.

Setup

- » Gather all cards from the following encounter sets: *The Wages of Sin*, *Anette's Coven*, *City of Sins*, *Inexorable Fate*, *Realm of Death*, *Trapped Spirits*, and *Witchcraft*. These sets are indicated by the following icons:



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

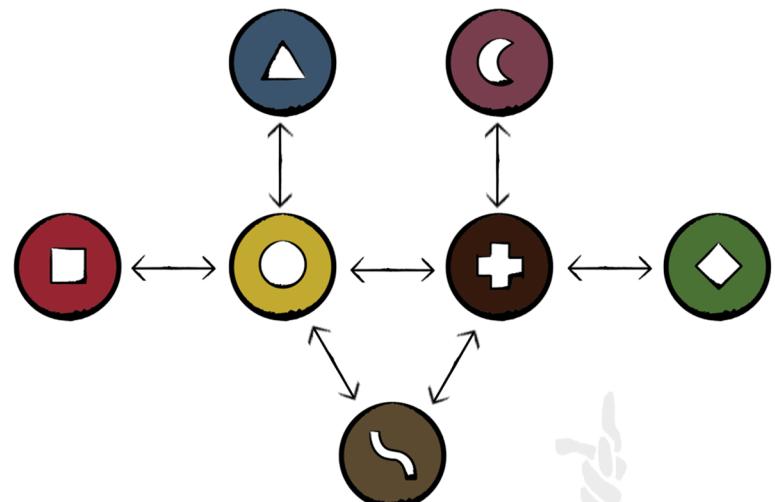


- » Set the four Spectral Web assets aside, out of play.
- » Shuffle the six Heretic enemies and set aside four of them, at random. Remove the other two copies from the game. These cards are double-sided and have story cards on their reverse side. For the best experience, do not look at the story cards on their other side.
- » This scenario utilizes two separate encounter decks.
 - Separate each of the remaining cards with the **Spectral** trait and shuffle them together to build the spectral encounter deck.
(See page 116.)
 - Shuffle each of the remaining non-Spectral cards together to build the standard encounter deck.

- » Randomly choose one of the two The Gallows locations, one of the two Heretics' Graves locations, one of the two Chapel Attic locations, and one of the two Chapel Crypt locations, and put them into play. Remove the other versions of The Gallows, Heretics' Graves, Chapel Attic, and Chapel Crypt from the game. Then, put Haunted Fields, Abandoned Chapel, and Hangman's Brook into play.

- These locations have revealed versions on both sides. One side has the **Spectral** trait, and one side does not. When putting these locations into play, use the revealed sides without the **Spectral** trait.
- Each investigator begins play in Hangman's Brook.

Suggested Location Placement



The Spectral Encounter Deck

During the setup of this scenario, two encounter decks are constructed: a “standard” encounter deck and a “spectral” encounter deck. Generally speaking, whenever an investigator would interact with the encounter deck, that investigator should use the standard encounter deck.

However, at a certain point during this scenario, locations may flip over to their **Spectral** side. While an investigator is at a location with the **Spectral** trait, that investigator should use the spectral encounter deck instead of the standard encounter deck for all purposes, unless otherwise noted. This includes drawing cards from the encounter deck, as well as searching, looking at, revealing, or otherwise interacting with the encounter deck (or encounter discard pile) in any way. This also includes abilities that trigger when the encounter deck runs out of cards. If an effect specifically refers to the standard encounter deck or spectral encounter deck, it interacts with the specified deck regardless of the investigator’s location.

Each of the two encounter decks have their own discard pile. Whenever a card with the Spectral trait would be discarded, it is placed in the discard pile for the spectral encounter deck. All other encounter cards are discarded to the discard pile for the standard encounter deck.

Note: Flipping a location over from one side to another during this scenario does not “reveal” the new location.



When the game is complete:

- » *If no resolution was reached and at least one investigator resigned*

Go to page 118.

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

Go to page 120.

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

Go to page 118.

- » *If Resolution 2 (R2) was reached*

Go to page 120.

...from page 117 (Resolution 1).

Rays of faded sunlight stream through the haze, and the unnatural mist finally recedes. As it does, Hangman's Hill returns to its original state. No other spiteful ghosts emerge to haunt you, and the witches who summoned them have retreated into the shadows once more. You hope that you have done enough to prevent the rest of Arkham to succumbing to this horror.



- » In your Campaign Log, record *X heretics were unleashed unto Arkham*. X is the number of Heretic enemies in play. (If it is act 1, instead record *4 heretics were unleashed unto Arkham*.)
- If X is 3 or less, under “Mementos Discovered,” record *Wisp of Spectral Mist*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

Proceed to Scenario V - For the Greater Good on page 122.



...from page 117 (Resolution 2).

Resigned to your fate, you fall to your knees. The mist parts. Time slows to a crawl as the watcher emerges. Its spectral form glides along the ground, approaching with the slow surety of a ticking clock. You close your eyes, unwilling to look upon your killer. Your fingers dig into your palm, and you brace yourself.

The moment passes.

When you open your eyes again, the creature is gone, along with the spectral mist.

...Have you been spared?



- » In your Campaign Log, record *the investigators survived the watcher's embrace*.
- » In your Campaign Log, record *X heretics were unleashed unto Arkham*. X is the number of Heretic enemies in play. (If it is act 1, instead record *4 heretics were unleashed unto Arkham*.)
- If X is 3 or less, under "Mementos Discovered," record *Wisp of Spectral Mist*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



SCENARIO V

FOR THE GREATER GOOD

Ever since your brush with death at Hangman's Hill, the situation in Arkham has only worsened. In the days since, there have been more reports of "ghost sightings" and even several more disappearances. A thin layer of grey mist lingers over the streets at all hours, day and night. As soon as the sun begins to set each evening, doors are shut and locked. Without truly realizing why, very few people dare venture out at night. Some businesses have even closed their doors to customers during the day, citing "poor weather." Things are getting out of hand.

Check the Campaign Log:

- » *If the investigators are members of the Lodge,*
Go to page 124.
- » *If the investigators are enemies of the Lodge,*
Go to page 126.
- » *If the investigators learned nothing of the Lodge's schemes,*
Go to page 128.
- » *If the investigators were never seen or heard from again,*
Go to page 130.

...from page 123 (Members of the Lodge).

The creature that appeared at the Lodge's charity gala is clearly not bound to Josef Meiger's manor, which means the horrors you've experienced could be just the start of something much worse. It is time to report your findings to the Silver Twilight Lodge. Perhaps they can help interpret the knowledge you've gathered, and inform you as to what your next step should be. With their help, you may be able to save Arkham...

Check Campaign Log. *If the investigators are deceiving the Lodge,* flip the book upside down and read the text below.

Otherwise, skip to page 125.

Lodge, and you intend to discover what that purpose is. There is a sinister purpose that lurks beneath the surface of the mit. Clearly knows more about what is happening than they care to ad-
-... though you suspect the Lodge has other interests. The Lodge



Continue to Setup on page 132.

...from page 123 (Enemies of the Lodge).

The creature that appeared at the Lodge's charity gala is clearly not bound to Josef Meiger's manor, which means the horrors you've experienced could be just the start of something much worse. You're not sure why just yet, but you know the Silver Twilight Lodge is connected to the creature in some way. Perhaps it's time to pay the Lodge a visit—with or without their permission.



Continue to Setup on page 132.

...from page 123 (You know nothing of the Lodge's Schemes).

You can't help but wonder if you missed something important in the home of Josef Meiger. The four disappearances that occurred at the Lodge's charity gala could not have been a coincidence. If those victims encountered a creature like the one you saw at the graveyard, the horrors you've experienced could be just the start of something much worse. You're not sure why just yet, but you are sure that the Silver Twilight Lodge is connected to these events in some way. Perhaps it's time to pay the Lodge a visit—with or without their permission.



Continue to Setup on page 132.

...from page 123 (Never Seen or Heard From Again).

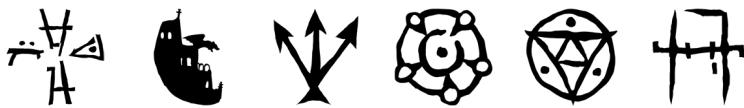
Too many disappearances have occurred at Josef Meiger's estate for it to be a coincidence: first, the four victims at the charity gala, then the ones who attended the benefit dinner one week later. If they encountered a creature like the one you saw at the graveyard, the horrors you've experienced could be just the start of something much worse. You're not sure why just yet, but you are sure that the Silver Twilight Lodge is connected to these events in some way. Perhaps it's time to pay the Lodge a visit—with or without their permission.



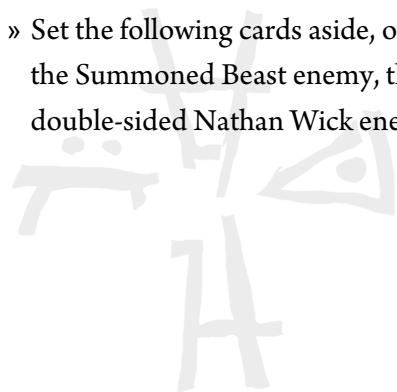
Continue to Setup on page 132.

Setup

- » Gather all cards from the following encounter sets: *For the Greater Good*, *City of Sins*, *Silver Twilight Lodge*, *Ancient Evils*, *Dark Cult*, and *Locked Doors*. These sets are indicated by the following icons:



- » Check Campaign Log. *If the investigators are members of the Lodge*, perform the following:
 - When constructing the act deck, use Act 1a—“Warm Welcome” and remove Act 1a—“Infiltrating the Lodge” from the game.
 - Put the versions of Lodge Gates, Lobby, and Lodge Cellar with the (We’ve Been Expecting You) subtitle into play. Remove the other versions of those locations from the game.
 - Search the gathered encounter sets for the following cards, and remove them from the game: 3 copies of Acolyte, 1 copy of Wizard of the Order, 2 copies of Knight of the Inner Circle, and 1 copy of Cell Keeper.
- » Set the following cards aside, out of play: the Puzzle Box asset, the Summoned Beast enemy, the August Lindquist asset, and the double-sided Nathan Wick enemy.



- » Otherwise, perform the following, instead:

- When constructing the act deck, use Act 1a—“Infiltrating the Lodge” and remove Act 1a—“Warm Welcome” from the game.
- Put the versions of Lodge Gates, Lobby, and Lodge Cellar with the (Members Only) subtitle into play. Remove the other versions of those locations from the game.
- Search the gathered encounter sets for the following cards, and remove them from the game: 3 copies of Lodge Neophyte, 1 copy of Keeper of Secrets, 2 copies of Knight of the Outer Void, and 1 copy of Lodge Jailer.

- » Put the Lodge Catacombs and the Lounge into play. Each investigator begins play at the Lodge Gates. (See suggested location placement on next page.) Set each other remaining location aside, out of play (Library, Vault, Inner Sanctum, and the 2 Sanctum Doorway locations).

- » Set 1 ♠ token, 1 ♦ token, 1 ♣ token, and 1 ♤ token aside, out of play. These tokens should be taken from your collection, not from your chaos bag. These tokens are keys. (See “Keys” on next page.)
- » Shuffle the remainder of the encounter cards to build the encounter deck.

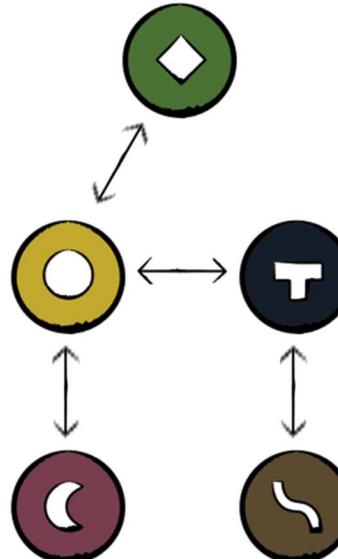


Keys

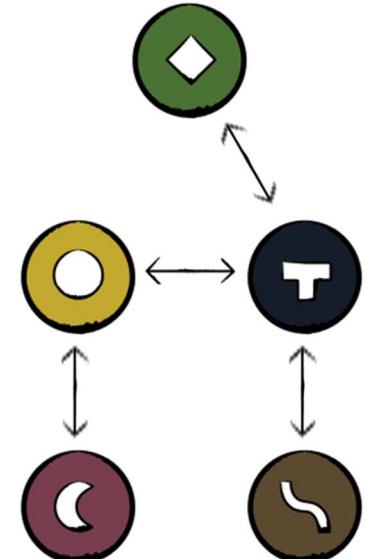
- » The setup of this scenario instructs the players to set aside 1  token, 1  token, 1  token, and 1  token, as keys. These keys are never placed in the chaos bag and do not act as traditional chaos tokens. Instead, they represent keys which investigators can recover and use throughout the scenario.
- » Keys can enter play via several different card effects, and are usually placed on an enemy, location, or story asset. Keys can be acquired in one of three ways:
 - If a location with a key on it has no clues, an investigator can take control of its key as a  ability.
 - If an enemy with a key on it leaves play, the investigator who caused that enemy to leave play must take control of its key. (If the enemy leaves play through some other means, place its key on its location.)
 - Some card effects may allow investigators to take control of keys in other ways.
- » When an investigator takes control of a key, they place that key on their investigator card. If an investigator who controls 1 or more keys is eliminated, place each of those keys on their location. As an  ability, an investigator may give any number of their keys to another investigator at the same location.

Suggested Location Placement

We've been
Expecting You



Member's Only



When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 136.
- » *If Resolution 1 (R1) was reached*
Go to page 138.
- » *If Resolution 2 (R2) was reached*
Go to page 140.
- » *If Resolution 3 (R3) was reached*
Go to page 142.

...from page 135 (No Resolution).

You manage to escape the building and flee on foot. As you run, you can hear a thunderous rumble coming from the manor. Several others burst through the front door behind you, too preoccupied to notice you. One yells to her companions: “Get out and gather at the Unvisited Isle! We have to perform the binding rite with or without the device!”

“What about the guardian?” A man at the gates asks.

“It’s no use,” she replies. “Just go!”

That is when the screaming begins. A spray of blood splatters against the basement window. Those who escaped immediately panic and flee.

You don’t stop or look back. You run until the building has faded behind the dense, grey mist, until you can no longer hear the screams of those still inside, until your legs can barely move.

Is this the kind of “sacrifice” the Silver Twilight Lodge believes in making? And if so, what does this mean for the “binding rite” they seek to complete at the Unvisited Isle?

- » In your Campaign Log, record *the guardian of the trap emerged*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

...from page 135 (Resolution 1).

Every fiber of your being is stretched as the box pulls you in. However, before it can accomplish its task, the lid is suddenly slammed shut by an elderly hand. You reel backward and collapse as the pulling force ceases. When your senses finally return to you, Carl Sanford is standing over you, unflappable as ever. “I see you managed to open the device without defeating its guardian. How fortunate,” he declares. He examines the box closely, removing the key and the coin from the container and recognizing them instantly. “I had a feeling you would be a valuable asset to the Lodge, but it seems I underestimated your resourcefulness. Perhaps it is time that you learn the truth behind our organization. I have a feeling you are destined for great things.” Unexpectedly, Mr. Sanford hands the puzzle box back to you, along with the components that unlocked it. “Come with me. There is much to discuss.”

- » In your Campaign Log, record *the investigators discovered how to open the puzzle box*. Any one investigator may choose to add the Puzzle Box story asset to their deck. This card does not count toward that investigator’s deck size.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

Proceed to Interlude III - The Inner Circle on page 144.

...from page 135 (Resolution 2).

Every fiber of your being is stretched as the box pulls you in. However, before it can accomplish its task, you manage to reach out and slam the lid shut. You shudder uncontrollably as your senses slowly return to you. This box is more dangerous than you could have imagined. In the hands of the Lodge, it could have been a powerful weapon, though you're not sure what they intended to do with it. Just then, you hear several Lodge members approaching. You quickly shift one of the room's bookcases aside and hide behind it before they enter the room. "You're sure you heard something in here? I don't see anybody," one of them says.

"Hm..." the other pauses, presumably inspecting the room for signs of intruders. "Must have been nothing."

"It's all right. We're all a bit on edge since the trap box went missing. Come, we don't want to be late for the ceremony. Tonight is an important night." Their footfalls become softer as they depart. The man's words linger in your thoughts momentarily. What did he mean by tonight being an important night? This could be just as important as the puzzle box they had been attempting to open. You quietly follow the two men as they head deep into the tunnels beneath the Lodge. You struggle to keep up with them while trying to keep your footsteps silent on the stone floor of the passageway. Finally, they enter a large door with the familiar three arrows of Silver Twilight emblazoned along its surface. Ritualistic chanting fills the hall from the other side. You approach softly, placing your ear against the door to listen in.

"Brothers and sisters," an elderly voice announces, "thank you for coming to this hallowed gathering. The time we have long waited for approaches." You recognize the man's voice – it is Carl

Sanford, president of the Silver Twilight Lodge. "For many decades, the Order of the Silver Twilight has pursued knowledge that can elevate humanity. We have defended against threats to our very existence. We have sacrificed everything for this sacred cause. Now, one of these threats terrorizes our city, and once again we must do what has to be done in order to protect it." The crowd responds with solemn approval. "Tonight, we will complete the ritual we began many nights ago at the center of the Unvisited Isle. Tonight, we will finally bind the revenant and learn what it knows. We must not allow the secrets of AZATHOTH to be lost to those who would do humanity harm."

The cult replies with a monotone hymn, and you take this opportunity to flee the Lodge before you are discovered. The conspiracy you have unveiled leaves you with even more questions. If the revenant Mr. Sanford speaks of is what you think it is, binding it will surely protect Arkham, as he claims. But what knowledge do they seek to learn from it? ... and what in the hell is an "AZATHOTH?"

- » In your Campaign Log, record *the investigators discovered how to open the puzzle box*. Any one investigator may choose to add the Puzzle Box story asset to their deck. This card does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

...from page 135 (Resolution 3).

The beast that had emerged from the box was a vicious guardian, slaughtering anyone in its path. Somehow you were able to slay the creature, but the consequences were dire. Many Lodge members were gruesomely killed by the creature's rampage before you were able to put it down. Worse, the device it emerged from was destroyed beyond recognition. You're not sure whether it broke as a result of the beast's emergence or as a result of its death, but either way, it is a regretful outcome. "This didn't work as planned," one of the robed members of the Order states matter-of-factly as you examine the crushed puzzle box.

"That's a hell of an understatement," another adds. She places a hand on your shoulder and gently pulls you away from the remains of the device. "Come on, that's a lost cause," she says.

Her partner ignores your presence and stoically addresses her. "We'll have to get to the Unvisited Isle and complete the binding rite without the trap." She nods and takes one last look at you before the remaining Lodge members flee the building. Is this the kind of "sacrifice" the Silver Twilight Lodge believes in making? And if so, what does this mean for the "binding rite" they seek to complete at the Unvisited Isle?

» In your Campaign Log, record the *guardian of the trap emerged and was defeated*.

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

INTERLUDE III

THE INNER CIRCLE



You have been brought deep into the inner sanctum, where only the highest-ranking members of the Lodge are allowed. Mr. Sanford explains that the Order of the Silver Twilight is far older and more important than the public-facing Silver Twilight Lodge, and that their knowledge extends into the realm of the arcane and the obscure. “For many decades, the Order of the Silver Twilight has pursued knowledge that can elevate humanity. We have defended against threats to our very existence. We have sacrificed everything for this sacred cause. Now, one of these threats terrorizes our city, and we are the only ones who can stop it. You know the creature I speak of.” You nod in affirmation.

“Here is what we know: it was the witches who brought this abomination upon Arkham. We tried to stop their ritual, but unfortunately, we were unsuccessful in binding it. Now it is loose, and we must finish what we started before the witches are able to do the same. But first, I understand you may have some information for us, as well. Please, hand over what you have found. It is important that we collaborate in order to understand this situation.”

The Investigators must decide (Choose One):

» *Give Mr. Sanford everything you have found.*

Go to page 146.

» *Tell him you have nothing to show. (You are lying.)*

Go to page 148.

...from page 145 (Tell Mr. Sanford Everything).

You show Mr. Sanford the evidence you've collected.

"Hm... Yes, I see. It is as I suspected," he murmurs as he inspects the trinkets.

- » Cross off each memento listed under "Mementos Discovered" in your Campaign Log.

Check the Campaign Log:

- » *If the investigators rescued Josef and the investigators told the Lodge about the coven,*

Go to page 150.

- » *Otherwise,*

Go to page 164.

...from page 145 (You have nothing you show).

You don't trust Carl Sanford with these pieces of evidence. Who knows what he intends to do with them? In the hands of the president of the Silver Twilight Lodge, any one of these items could be a deadly instrument. You lie, informing him that your investigation has so far proven fruitless. He clenches his jaw and glares at you for a moment, his cold blue eyes staring daggers into yours. "That is disappointing to hear. But perhaps it is my fault; I should not have imposed such a heavy burden on a neophyte to the Order."

Mr. Sanford rises to his feet, and the other members of the Order follow suit. He addresses the other members of the Inner Circle: "All right. We have no more time to spare. The ritual must be completed at once. We shall use the same site as before—the central pillar of the Unvisited Isle, where the barrier between this world and the next is thinnest. It is likely that the anomaly will pursue us there, so act with caution." Then he turns back to you. "We will require your assistance as well, of course. The device you hold is the key to binding the revenant. You must use it properly when the time comes. Do you understand?" You nod in affirmation. Taking a deep breath to steel your nerves, you prepare for the journey to the Unvisited Isle—a journey toward death itself.

» In your Campaign Log, record *the investigators kept their memoros hidden.*

...from page 147 (Proven Loyalty).

Carl Sanford grins and rises to his feet. “You have proven yourself a loyal asset to our Order. I believe it is time that you ascended to our Inner Circle.” You approach and kneel before Mr. Sanford. He spreads his arms wide and declares, “I hereby appoint to you the rank of Knight of the Inner Circle. Arise once more, knight, and stand tall. You are now one of the elite guardians of humanity, keepers of the truth, and stewards of the Silver Twilight Order.” Another member of the Order offers you a folded blue robe, and you don it solemnly. “Now, I am sure you have many questions for me. We do not have a lot of time to dawdle, but you deserve answers. What do you wish to know?”

You may ask up to three questions of Carl Sanford before his patience wears thin. One at a time, in any order, choose to ask three of the follow questions.

» *What is the creature?*

Go to page 152.

» *What do you want with the creature?*

Go to page 154.

» *What do the witches want with the creature?*

Go to page 156.

» *Did you know about the creature before the charity gala?*

Go to page 158.

» *Where are the four missing persons from the charity gala?*

Go to page 160.

Check your campaign log: You can only ask the following question if *the investigators survived the Watcher's embrace*.

» ... *Why are you looking at me like that?*

Go to page 162

» *After you have asked three questions,*

Go to page 166.

...from page 151 (What is the creature?).

"It is a powerful remnant, left behind from one who perished long ago. The witches could only have summoned it if they had a strong connection to the soul it once belonged to," Mr. Sanford explains. "It could only be one person: Keziah Mason herself."

[Return to page 151.](#)

...from page 151 (What do you want with the creature?).

“First and foremost, we need to bind it to prevent it from doing further harm. That is of paramount importance. Once it is bound, we may be able to learn the secrets it possesses without endangering ourselves or others.”

...from page 151 (What do the witches want with the creature?).

"I am sure they wish to learn its secrets, and draw from its power," he theorizes, stroking his beard. "Perhaps allow one of their own to become possessed by the spirit, and hence gain power over life and death itself."

...from page 151 (the creature before the charity gala?).

“In truth, yes,” Mr. Sanford admits. “But we did not know it would come to us. After interceding in the witch’s summoning rite, we investigated the spectral mist that was left behind for several days. We likely drew too much attention to ourselves, and it was drawn to our presence. Not necessarily a bad thing, in the end.”

...from page 151 (Where are the four missing people?).

“God only knows,” Mr. Sanford replies with a sigh. “Taken by the revenant, perhaps. Or swallowed by the mist.” He considers this for a while, then adds, “I suspect that if they are still alive, they cannot be far from the revenant. For better or for worse, the anomaly seems localized around it.”

...from page 151 (... Why are you looking at me like that?).

Mr. Sanford clears his throat. “I... It is nothing,” he lies.



[Return to page 151.](#)



...from page 147 (Divided Loyalty).

Carl Sanford gives the trinkets and strange components to another member of the Inner Circle, who retrieves them with care and brings them upstairs. “Thank you for your assistance in this matter. We are stronger together than apart; don’t you agree?”

Mr. Sanford rises to his feet, and the other members of the Order follow suit. He addresses the other members of the Inner Circle: “All right. We have no more time to spare. The ritual must be completed at once. We shall use the same site as before—the central pillar of the Unvisited Isle, where the barrier between this world and the next is thinnest. It is likely that the anomaly will pursue us there, so act with caution.” Then he turns back to you. “We will require your assistance as well, of course. The device you hold is the key to binding the revenant. You must use it properly when the time comes. Do you understand?” You nod in affirmation. Taking a deep breath to steel your nerves, you prepare for the journey to the Unvisited Isle—a journey toward death itself

Proceed to Scenario VI - Union and Disillusion on page 168.

...from page 151 (You Asked Your Questions).

Mr. Sanford rises to his feet, and the other members of the Order follow suit. He addresses the members of the Inner Circle, yourself included: “All right. We have no more time to spare. The ritual must be completed at once. We shall use the same site as before—the central pillar of the Unvisited Isle, where the barrier between this world and the next is thinnest. It is likely that the anomaly will pursue us there, so act with caution.” Then he turns directly to you and adds, “The device you hold is the key to binding the revenant. I trust you to use it properly when the time comes.” You and the other members of the circle nod in affirmation. Taking a deep breath to steel your nerves, you prepare for the journey to the Unvisited Isle—a journey toward death itself.

» In your Campaign Log, record *the investigators were inducted into the Inner Circle.*





SCENARIO VI

UNION AND DISSILLUSION

The Unvisited Isle lies in the midst of the Miskatonic River, in between two of the bridges that span the river and connect the Downtown and Rivertown neighborhoods of Arkham. Overgrown with vines, thorns, and unnatural underbrush, the island is home to no residents and very few fauna. Rows of mysterious stone pillars stand sentry throughout the island, rising high above the treetops. Though many theories abound, none know for sure what purpose these stone pillars serve, or who built them. Very few dare to venture onto the shores of the enigmatic island, and those who do return with strange tales: bonfires in the woods at the darkest hours of night—stone altars with deep carvings impossible to translate—empty woods devoid of life, save for the stark-black ravens and whippoorwills who perch on the tree branches and watch trespassers with eager eyes. Unfortunately for you, the stakes are too high for you to heed these many warnings.

The streets of Arkham are emptier and quieter than you have ever seen them before. A familiar grey mist has enveloped the town. The haze grows denser and thicker the closer you get to the river. You move with haste, not wanting to encounter any others on your way to the site of the ritual, whether they be living or dead. You find several rowboats moored by the docks and climb aboard one of them. With the waters unnaturally still and barely any current carrying the boat, rowing toward the island should be a simple endeavor. Even so, the dense fog makes it difficult for you to get your bearings. Soon, you are completely enclosed by the grey mist, unable to see the banks of the river or the coast of the island. Shapes emerge from the fog. Ripples appear on the surface of the water. The gaze of the watcher is upon you.

Just then, a pillar of spectral energy ascends into the sky, clear as day even through the haze. The shapes all turn their attention to this beacon, and you sense the watcher's gaze slipping from your soul. The rite has begun.



You row faster, using the light to guide you. It is time to decide once and for all why you have come—are you here to aid the Silver Twilight Lodge? Or to disrupt them?

This is a point of no return—you will not get the chance to change your mind later. The investigators must decide (choose one):

» “*We have to help complete the Lodge’s ritual.*”

Completing the ritual should bind the Spectral Watcher and prevent it from doing any more harm.

- In your Campaign Log, record that *the investigators sided with the Lodge*.

Continue to Setup on page 172.

» “*We have to stop the Lodge’s ritual.*”

Disrupting the ritual should release the Spectral Watcher’s tether to the mortal realm.

- In your Campaign Log, record that *the investigators sided with the coven*.

Continue to Setup on page 172.

Setup

» Gather all cards from the following encounter sets: *Union and Disillusion*, *Inexorable Fate*, *Realm of Death*, *Spectral Predators*, *Ancient Evils*, and *Chilling Cold*. These sets are indicated by the following icons:

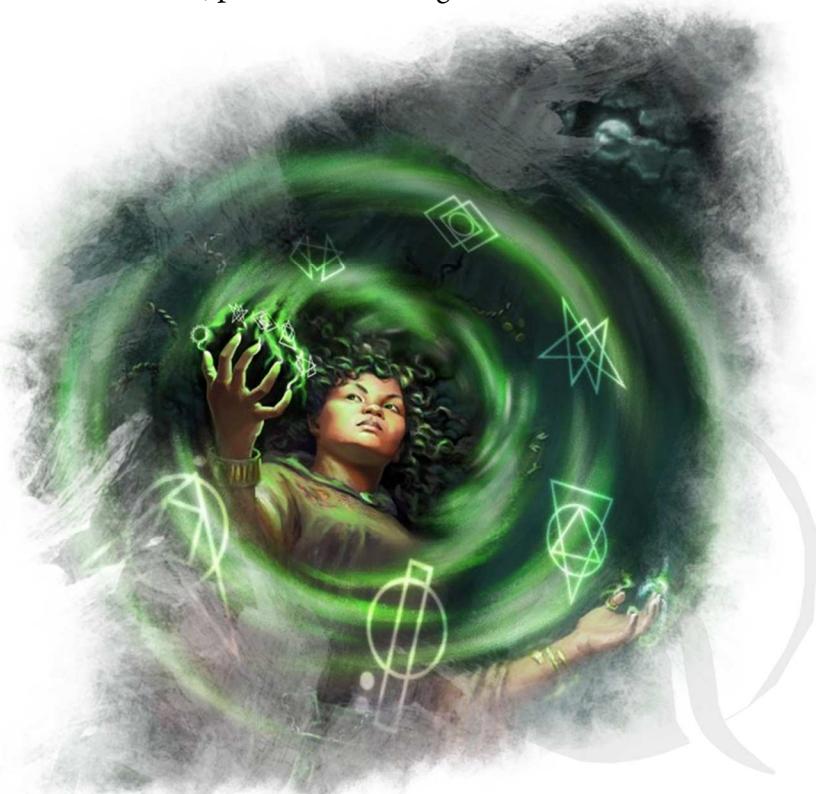


» Check Set the following encounter sets aside, out of play: *Anette's Coven*, *Silver Twilight Lodge*, and *The Watcher*. These sets are indicated by the following icons



- » Set The Geist-Trap location and the Watcher's Gaze treachery aside, out of play.
- » Search the collection for Anette Mason (The Circle Undone #57) and Josef Meiger (The Circle Undone #85) and set them aside, out of play
- » Check the “Missing Persons” section of the Campaign Log. Depending on which characters are crossed off and which are not, perform the following:
 - If Gavriella Mizrah is not crossed off, set the Gavriella Mizrah story asset aside, and place the Gavriella’s Fate story card beneath the scenario reference card.

- If Penny White is not crossed off, set the Penny White story asset aside, and place the Penny’s Fate story card beneath the scenario reference card.
- If Jerome Davids is not crossed off, set the Jerome Davids story asset aside, and place the Jerome’s Fate story card beneath the scenario reference card.
- If Valentino Rivas is not crossed off, set the Valentino Rivas story asset aside, and place the Valentino’s Fate story card beneath the scenario reference card.
- Remove the remainder of the story assets and story cards from the Union and Disillusion encounter set from the game.
- » Check your Campaign Log. For each heretic that was unleashed unto Arkham, place 1 doom on agenda 1a.



» Depending on the following circumstances, a different version of Acts 3 and 4 should be used in this scenario. Each other version of Act 3 or 4 is removed from the game. Check your Campaign Log...

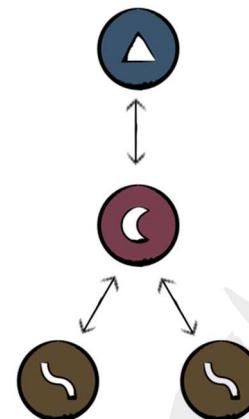
- If the investigators sided with the Lodge, use Act 3—“Beyond the Mist (v. I)” and Act 4—“The Binding Rite.”
- If the investigators sided with the coven, the investigators are deceiving the Lodge, and the investigators were inducted into the Inner Circle, use Act 3—“Beyond the Mist (v. II)” and Act 4—“The Broken Rite.”
- If the above is not true, the investigators sided with the coven, and at least two of the following is true: the investigators are deceiving the Lodge, the investigators hid their knowledge of the coven, or the investigators kept their mementos hidden, use Act 3—“Beyond the Mist (v. III)” and Act 4—“The Broken Rite.”
- If the above is not true and the investigators sided with the coven, use Act 3—“Beyond the Mist (v. IV)” and Act 4—“The Broken Rite.”



» Put the Miskatonic River and Forbidding Shore into play. Each investigator begins play at the Miskatonic River. Then, shuffle the 6 Unvisited Isle locations and choose 2 at random to put into play. Set the rest aside, out of play.

- Check Campaign Log. If *the investigators sided with the coven*, the braziers at Forbidding Shore and both Unvisited Isle locations are already lit. Place a resource token on each of these locations to signify this. (See “Circle / Braziers,” on page 176.)
- » Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



Note: If the investigators sided with the coven, Forbidding Shore and the 2 Unvisited Isle locations should each begin play with a resource token, to signify that the braziers on those locations are already lit



Circle/Braziers

Throughout this scenario, you will find locations with braziers on them, which can be lit or unlit using the ability with the **Circle** action designator on that location. A **Circle** ability is always used to either light or unlight the brazier on that location, and serves no other function. Lighting braziers is an important step in completing the ritual set up by the Silver Twilight Lodge. Whether you want braziers lit or unlit depends on whether you plan on aiding the Lodge or thwarting them.

- » Skill tests on **Circle** actions often require an investigator to test multiple skills at once (such as “Test  + ”). Such a test is considered to be a test of both skill types. Cards with either skill icon may be committed to the test, and both icons are considered matching skill icons.
- » If the brazier on a location is lit, place a resource token on that location to signify that the brazier on that location has been lit.
- » If the brazier on a location is unlit, remove the resource token from that location, to signify that the brazier on that location is no longer lit.
- » If a **Circle** action is unsuccessful, nothing happens.
- » A lit brazier on a location has no game effect on its own, although other card effects may reference whether or not the brazier on your location is lit.
- » A brazier only has two states: lit or unlit. Lighting the brazier on a location with an already lit brazier has no effect, as does unlighting a brazier on a location with no lit brazier.



When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 178.
- » *If Resolution 1 (R1) was reached*
Go to page 180.
- » *If Resolution 4 (R4) was reached*
Go to page 186.
- » *If Resolution 5 (R5) was reached*
Go to page 188.

...from page 177 (No Resolution).

You barely remember sprinting back to shore and getting in your rowboat. It is as though you were possessed—by a fit of madness or by a spirit bent only on survival, you cannot say. You are shaken to your senses by the powerful gale which sweeps across the river, almost capsizing your boat. The spectral pillar marking the site of the Lodge's ritual suddenly bursts outward. Dozens of specters and phantasmal shapes fly across the treetops and glide across the water. You will never forget their shrieks, like hundreds of deathcries sounding at once.



Go to page 188.



...from page 177 (Resolution 1).

The revenant thrashes and writhes in torment, unable to escape with its connection to the spectral realm torn away. Carl Sanford steps forward, opens a thick leather tome, and the ghost's memories—along with the remainder of its form—are unceremoniously pulled into its pages.

"What have you done?!" Anette yells. Several members of her coven surround her. They are embattled, but you have no doubt they would lay down their life to protect their high priestess from harm.

"What have I done? Why, I have cheated the Devil," Sanford responds with a sinister grin. You notice the words of his tome are now glowing with a spectral radiance. "Keziah signed the Black Book of Azathoth in order to learn the secrets of the universe. A fatal error, in my estimation, for it put her in the clutches of one far more powerful than she." He begins to read from the pages as he explains further. "She paid the price, but I shall reap the harvest."

Anette clenches her jaw and turns toward you. "You cannot even begin to fathom the secrets this monster now possesses. Do you truly believe he will use this power for good?" She asks.

The investigators must decide (choose one):

» "Yes."

You may choose this option only if *the investigators were inducted into the Inner Circle*, and cannot choose this option if *the investigators are deceiving the Lodge*.

Go to page 182.

» "No."

Go to page 184.

...from page 181 (Yes).

You stand tall and declare your loyalty proudly. The other members of the Order nod in affirmation. Carl Sanford will lead mankind to an era of peace, and protect them from the threats of the cosmos. It may take time for society to adjust, but humanity can only survive if these secrets are in the hands of the Order.

The witches retreat into the woods, and you are left alone with your brothers and sisters of the Inner Circle. You gather around your leader, and as he reads from the New Creed of the Silver Twilight Order, he informs you of his plans: of the higher beings of the cosmos, of humanity's ascension, of the Great Old Ones, of life and death, of Azathoth and the End of Everything. Step by step, the Order plots the future of the Earth, and you will become instrumental in the new world order.



» In your Campaign Log, record *the true work of the Silver Twilight Lodge has begun.*

» The Silver Twilight Lodge wins the campaign. (Investigators who are truly loyal to the Lodge win the campaign.)



THE END

...from page 181 (No).

Anette is right. Sanford tricked you. This is what he was after all along. Perhaps he considers this “protecting humanity,” but the truth is that he has endangered the lives of others over and over again in order to serve his own greed and lust for power. You shake your head.

“A pity,” Mr. Sanford complains, “I thought you were smarter than this.” You take several steps back, retreating to where the witches are gathered. Sanford turns to the other members of his Order and points to you. “Kill them,” he commands.

“Erynn, give us cover!” Anette barks to the red-haired witch next to her. The witch nods in response and waves a wooden rod in front of her, creating a cloud of mist that masks your presence. “We have to get out of here. Go!” Anette yells.

Your escape is a blur. Robed members of the Silver Twilight cult chase you relentlessly throughout the forsaken woods. You are only barely able to make it back to the shore before they catch up to you. You motion for Anette and the others to join you, but she shakes her head. “We’ll meet again soon.” The edges of the witches’ cloaks bleed into the night sky, and with a swirl of darkness, they vanish one by one.

» In your Campaign Log, record *Carl Sanford possesses the secrets of the universe.*



Go to page 194.

...from page 177 (Resolution 4).

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

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

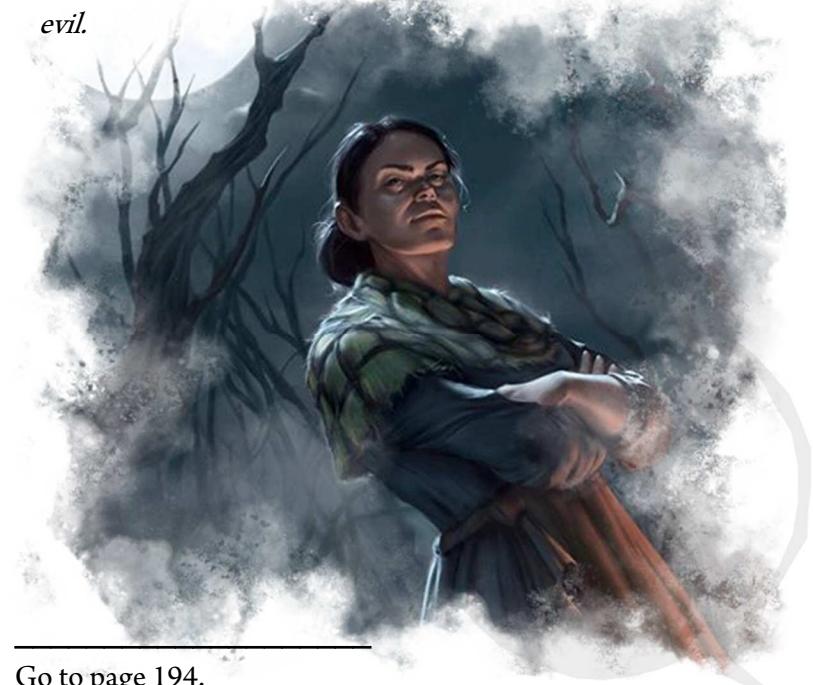
The ghost reaches out to her with a long, skeletal arm. Anette's sisters gasp as their high priestess steps forward and kneels before the being, offering herself. With a sudden rush of energy, the phantom soul is drawn inside Anette. She collapses to the ground, reeling from the spiritual impact. Her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

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

Anette—no, Keziah—turns her attention to you, and her eyes brighten. "You look *familiar*, child. Come, come. Do not be afraid. You have nothing to fear from me." She grins wickedly. Her voice is like knives driving into your soul. You hate to admit it, but Sanford is right. You turn and flee with the rest of the Lodge, hoping you are fast enough to escape the witch's magic.

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

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



Go to page 194.

...from page 177 (Resolution 5).



Check Campaign Log. Compare the following two columns to see which has the most true statements.

- » The witches' spell was broken.
- » The investigators rescued Josef / Josef is alive and well.

- » 1 or fewer heretics were unleashed unto Arkham.
- » 2 or more heretics were unleashed unto Arkham

» *If the left column has more true statements than the right column*

Go to page 190.

» *If the right column has more true statements than the left column*

Go to page 192.

...from page 188 (The Lodge Holds Sway).

When you come to your senses, the wind has subsided and the dark mist has vanished. With the ritual concluded, the island seems to have returned to normal—but was the ritual successful, or did it fail? You make your way to the center of the island to find out what happened. As you arrive, you find Anette and her coven heavily wounded, and the Lodge stands victorious. Carl Sanford holds a thick leather tome in his hands, its pages glowing with arcane power. “What have you done?!” Anette yells. Several members of her coven surround her. They are embattled, but you have no doubt they would lay down their life to protect their high priestess from harm.

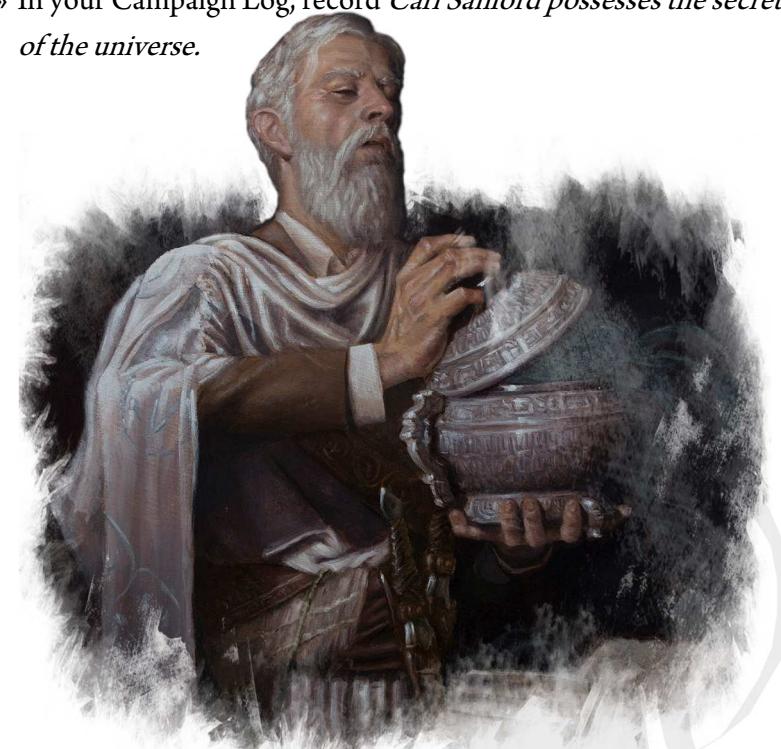
“What have I done? Why, I have cheated the Devil,” Sanford responds with a sinister grin. You notice the words of his tome are now glowing with a spectral radiance. “Keziah signed the Black Book of Azathoth in order to learn the secrets of the universe. A fatal error, in my estimation, for it put her in the clutches of one far more powerful than she.” He begins to read from the pages as he explains further. “She paid the price, but I shall reap the harvest.”

Anette clenches her jaw and turns toward you. “Listen to me. You cannot even begin to fathom the secrets this monster now possesses. You must stop him, no matter the cost.” You hold your tongue, but in the back of your mind, you suspect Anette is right. Sanford has tricked you. This is what he was after all along. Perhaps he considers this “protecting humanity,” but the truth is that he has endangered the lives of others over and over again in order to serve his own greed and lust for power. However, before you can confront Sanford, he turns to the other members of his Order and points to you. “This one is no longer useful,” he explains. “Kill them all.”

“Erynn, give us cover!” Anette barks to the red-haired witch next to her. The witch nods in response and waves a wooden rod in front of her, creating a cloud of mist that masks your presence. “We have to get out of here. Go!” Anette yells.

Your escape is a blur. Robed members of the Silver Twilight cult chase you relentlessly throughout the forsaken woods. You are only barely able to make it back to the shore before they catch up to you. You motion for Anette and the others to join you, but she shakes her head. “We’ll meet again soon.” The edges of the witches’ cloaks bleed into the night sky, and with a swirl of darkness, they vanish one by one.

» In your Campaign Log, record *Carl Sanford possesses the secrets of the universe.*



Go to page 194.

...from page 191 (The Coven Holds Sway).

When you come to your senses, the wind has subsided and the dark mist has vanished. With the ritual concluded, the island seems to have returned to normal—but was the ritual successful, or did it fail? You make your way to the center of the island to find out what happened. As you arrive, you find Carl Sanford and the other members of his Order heavily wounded, and Anette and her coven stand victorious. Anette stands at the center of the clearing, her eyes aglow with mystical power. When she speaks, it is not her voice. “Sisters. Rejoice, for I am reborn,” Keziah says.

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

Anette—no, Keziah—turns her attention to you, and her eyes brighten. “You look *familiar*, child. Come, come. Do not be afraid. You have nothing to fear from me.” She grins wickedly. Her voice is like knives driving into your soul. You hate to admit it, but Sanford is right. You turn and flee with the rest of the Lodge, hoping you are fast enough to escape the witch’s magic.

Your escape is a blur. Witches and spirits chase you relentlessly throughout the forsaken woods. You are only barely able to make it back to the shore before they catch up to you. Other mem-

bers of the Lodge are perhaps not so fortunate. Having scattered in many directions, you’re not sure how many of them escaped, and you don’t see Carl Sanford anywhere, though you suspect he had a plan for this outcome.

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



Go to page 194.

...You Flee the Island.

When you finally return to the banks of the Miskatonic River, you take stock of the situation ...



- » If an investigator's deck contains the Puzzle Box card, remove it from that investigator's deck.
- » Check the "Missing Persons" section of your Campaign Log.
 - If *Gavriella is alive*, any one investigator may choose to add the Gavriella Mizrah asset to their deck. She does not count toward that investigator's deck size. Otherwise, next to Gavriella Mizrah's profile, record *Gavriella is dead*.
 - If *Jerome is alive*, any one investigator may choose to add the Jerome Davids asset to their deck. He does not count toward that investigator's deck size. Otherwise, next to Jerome Davids's profile, record *Jerome is dead*.
 - If *Penny is alive*, any one investigator may choose to add the Penny White asset to their deck. She does not count toward that investigator's deck size. Otherwise, next to Penny White's profile, record *Penny is dead*.
 - If *Valentino is alive*, any one investigator may choose to add the Valentino Rivas asset to their deck. He does not count toward that investigator's deck size. Otherwise, next to Valentino Rivas's profile, record *Valentino is dead*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

Proceed to Scenario VII - In the Clutches of Chaos on page 196.



SCENARIO VII IN THE CLUTCHES OF CHAOS

After what you saw at the Unvisited Isle, your faith in humanity is on thin ice. You feel like a wayward spirit, wandering the streets with no destination in mind. You wish you could just return home and forget everything that has happened in the last few weeks, but you know that is just a pipe dream. After hours of aimless meandering, you snap back to reality when you realize you have wandered into Independence Square. A soft breeze carries a trail of brittle leaves across the grass of the clearing, drawing your eyes upward.

There, sitting amidst a circle of autumn-colored leaves, sits Anna Kaslow. Her eyes are closed in a deep trance, her fingers pressed against the temples of her head. Laid out on the grass in front of her is a wool blanket, and on top of that, a circle of overlapping facedown tarot cards. You approach and take a seat in front of the fortune teller. It's only now that you realize just how sore and tired you are. Every one of your muscles aches with pain, and it takes a significant amount of effort for you to not immediately pass out.

Check the Campaign Log:

» *If the investigators were never seen or heard from again,*
Go to page 198.

» *Otherwise,*
Go to page 200.

...from page 197 (*Never seen nor heard from again*).

You recognize the soothsayer from your investigation into the disappearances at Josef Meiger's manor. It was her advice that led the second set of victims to their doom, or so you suspect.

Oddly enough, she appears to recognize you, as well. She runs her fingers along the circle of cards before her. "I suspect the past few weeks have been quite arduous for you. Are you here for guidance?" You grimace. The last time Anna read somebody's fortune, it did not end well for them. What makes you think you will be any different?

Before you can answer, Anna turns over the card closest to her. It depicts a furtive hooded figure with five swords embedded in the ground around it. Others cower and flee before the victorious figure, and a maelstrom of dark clouds brew over its head.

Above this image, the card reads:

FIVE OF SWORDS

"You may feel as though you have been defeated, but you must not give in to despair. The battle may be over, but your struggle has not yet ended." Misery catches in your throat. You want nothing more than for this nightmare to be over, but Anna's words ring true: you know it will not end unless you put an end to it yourself.

A flash of light burns across the sky, followed swiftly by a resounding crack of thunder. The clouds above are not natural. Phantasmal shapes shift and churn within the mist above. If you listen closely, you can faintly hear their howls of pain and sadness drifting on the wind. "It has begun," Anna utters quietly. You rise to your feet, ignoring your exhaustion, your pain, and your fear

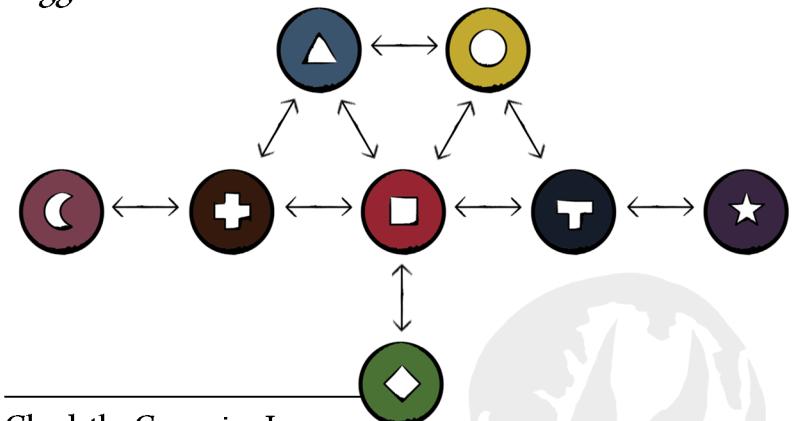
Setup

» Gather all cards from the following encounter sets: In the *Clutches of Chaos*, *Agents of Azathoth*, and *Nightgaunts*. These sets are indicated by the following icons:



» Randomly choose one of the two Rivertown locations, one of the two Merchant District locations, one of the two French Hill locations, one of the two Uptown locations, one of the two Southside locations, and one of the two South Church locations and put them into play. Remove the other versions of Rivertown, Merchant District, French Hill, Uptown, Southside, and South Church from the game. Each investigator begins play in Southside.

Suggested Location Placement



Check the Campaign Log:

» *If Annette Mason is possessed by evil,*
Go to page 202.

» *If Carl Sanford possesses the secrets of the universe,*
Go to page 204.

...from page 197.

Anna opens her eyes. “I was wondering when we would meet again.” You wonder aloud how she could possibly not know, when everything else she has predicted has come to pass. Your remark earns you a hearty chuckle from the soothsayer. “That doesn’t mean I know everything, my dear.” She runs her fingers across the circle of cards. “I suspect the past few weeks have been quite arduous for you. Are you here for more guidance?” You grimace. This all began with a reading of your fortune. What makes you think another reading will make this all go away?

Before you can answer, Anna turns over the card closest to her. It depicts a furtive hooded figure with five swords embedded in the ground around it. Others cower and flee before the victorious figure, and a maelstrom of dark clouds brew over its head.

Above this image, the card reads:

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A flash of light burns across the sky, followed swiftly by a resounding crack of thunder. The clouds above are not natural. Phantasmal shapes shift and churn within the mist above. If you listen closely, you can faintly hear their howls of pain and sadness drifting on the wind. “It has begun,” Anna utters quietly. You rise to your feet, ignoring your exhaustion, your pain, and your fear

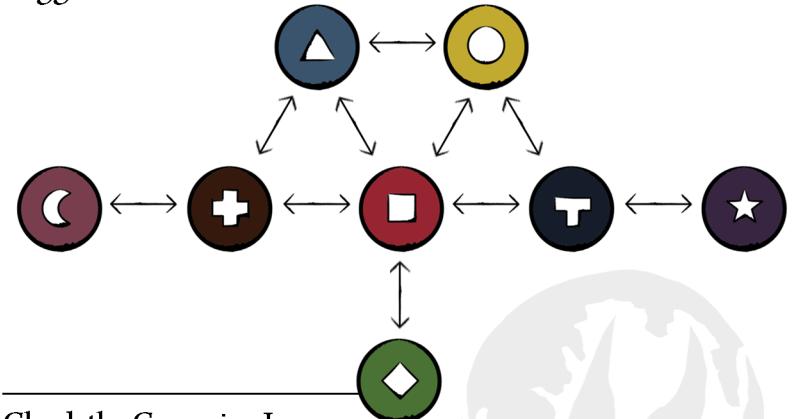
Setup

- » Gather all cards from the following encounter sets: In the *Clutches of Chaos*, *Agents of Azathoth*, and *Nightgaunts*. These sets are indicated by the following icons:



- » Randomly choose one of the two Rivertown locations, one of the two Merchant District locations, one of the two French Hill locations, one of the two Uptown locations, one of the two Southside locations, and one of the two South Church locations and put them into play. Remove the other versions of Rivertown, Merchant District, French Hill, Uptown, Southside, and South Church from the game. Each investigator begins play in Southside.

Suggested Location Placement



Check the Campaign Log:

- » *If Annette Mason is possessed by evil,*
Go to page 202.

- » *If Carl Sanford possesses the secrets of the universe,*
Go to page 204.

...Anette Mason is possessed by evil.

- » Gather all cards from the following additional encounter sets: *Music of the Damned*, *Anette's Coven*, *City of Sins*, and *Witchcraft*. These sets are indicated by the following icons:



- » When constructing the act deck, use Act 1a—"Dark Knowledge (v. I)" and Act 2a—"Beyond the Grave."
- » Put Hangman's Hill (Where It All Ends) and Silver Twilight Lodge (Shrouded in Mystery) into play.
- » Set the Piper of Azathoth enemy aside, out of play.
- » Choose 2 different random locations. Place 1 breach on each of those locations (see Breaches and Incursions on page 206.)
 - If there are 2 investigators in the game, perform this step twice.
 - If there are 3 investigators in the game, perform this step three times.
 - If there are 4 investigators in the game, perform this step three times, choosing 3 different random locations each time, instead of 2.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

Choosing a Random Location

During this scenario, you will often be instructed to choose a random location. This should be done by shuffling together the 8 locations removed from the game during setup (the versions of each location in play not currently being used) and drawing 1 at random. If you are instructed to choose multiple different random locations, shuffle together the 8 locations not currently being used and randomly draw a number of different locations equal to the amount specified.

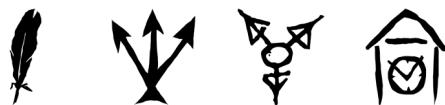


Go to page 206.

...Carl Sanford possesses the secrets of the universe.

- » Gather all cards from the following additional encounter sets:

Secrets of the Universe, Silver Twilight Lodge, Striking Fear, and The Midnight Masks. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the 5 treachery cards (2x False Lead and 3x Hunting Shadow).

Do not gather any of the other cards from that encounter set.

- » When constructing the act deck, use Act 1a—“Dark Knowledge (v. II)” and Act 2a—“New World Order.”
- » Put Silver Twilight Lodge (Where It All Ends) and Hangman’s Hill (Shrouded in Mystery) into play.
- » Set the Piper of Azathoth enemy aside, out of play.
- » Choose 2 different random locations. Place 1 breach on each of those locations (see Breaches and Incursions on page 206.)
 - If there are 2 investigators in the game, perform this step twice.
 - If there are 3 investigators in the game, perform this step three times.
 - If there are 4 investigators in the game, perform this step three times, choosing 3 different random locations each time, instead of 2.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

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During this scenario, you will often be instructed to choose a random location. This should be done by shuffling together the 8 locations removed from the game during setup (the versions of each location in play not currently being used) and drawing 1 at random. If you are instructed to choose multiple different random locations, shuffle together the 8 locations not currently being used and randomly draw a number of different locations equal to the amount specified.



Go to page 206.

Breaches and Incursions

In this scenario, doom does not accrue at the usual rate. Instead, breaches—represented by resource tokens—are placed on locations. When enough breach tokens have been placed on a single location, an **incursion** occurs, which adds doom to that location and causes breaches to open in connecting locations. The investigators' primary goal in this scenario should therefore be to prevent incursions from happening by removing breaches from locations. This can only be done using the abilities on each location.

Placing Breaches

Breaches are primarily placed on locations via the following ability on Agenda 1a: “**Forced** – When doom would be placed on this agenda: Instead, place 1 breach on a number of different random locations equal to 1 more than the number of investigators.” However, card effects can also place breaches directly on locations.

For example: There are two investigators in the game, and it is the mythos phase. During the “place 1 doom on the current agenda” step of the mythos phase, instead of placing doom on Agenda 1a, the investigators must choose 3 different locations, at random. The locations randomly chosen are Southside, Rivertown, and French Hill. Therefore, 1 breach is placed on each of those locations.

When breaches are placed on multiple different locations, they should be placed one at a time. This process can be interrupted if it causes an **incursion**.

Resolving Incursions

Incursions are primarily caused via the following ability on Agenda 1a: “**Forced** – When a breach would be placed on a location with 3 breaches: Instead, resolve an incursion at that location.” However, card effects can also cause an incursion to occur. To re-

solve an incursion at a location, perform the following steps, in order:

- » First, remove all breaches on that location.
- » Second, place 1 doom on that location.
- » Finally, place 1 breach on each connecting location. This can chain-react and cause additional incursions to occur, so beware!
- » Once an incursion is resolved at a location, breaches from other incursions cannot be placed on that location for the remainder of that phase.

For example: A breach is about to be placed on Rivertown, which has 3 breaches on it. Instead, an incursion is resolved at Rivertown. First, all of the breaches on Rivertown are removed. Then, 1 doom is placed on Rivertown. Finally, 1 breach is placed on each of the locations connected to Rivertown. This may cause another incursion at one of those locations

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
 - Go to page 208.
- » If Resolution 1 (R1) was reached
 - Go to page 210.
- » If Resolution 2 (R2) was reached
 - Go to page 212.
- » If Resolution 3 (R3) was reached
 - Go to page 214.
- » If Resolution 4 (R4) was reached
 - Go to page 216.

...from page 207 (No Resolution).



Check the Campaign Log:

» *If Anette Mason is possessed by evil,*
Go to page 214.

» *If Carl Sanford possesses the secrets of the universe,*
Go to page 216.

...from page 207 (Resolution 1).

The spirit cackles as she hears your words, but her laughter is soon cut short. Emerging from the trees, the remainder of Anette's coven—led by the red-haired witch Erynn—surround Anette wordlessly. Erynn gives you a solemn nod, her conviction showing through her stern demeanor. Understanding why they have come, you step aside and allow them to do their work.

One of the witches draws a circle in the dirt around Anette, while the rest bind her with tendrils of searing energy. The revenant shrieks and wails in agony, but the witches dare not cease. Finally, as their chants rise to a crescendo, Erynn pierces the sanctity of the circle with her knife, pressing firmly against the air and straining as though she were attempting to pierce solid stone. Keziah's ghost departs in a whirl of spectral mist, dissipating into thin air with a final cry. Anette's body, unsupported, collapses to the ground. "It's over," you say, placing a hand on Erynn's shoulder.

"No," she replies harshly, gesturing to the sky above. The storm clouds have all disappeared, yet you count not a single star in the night sky. The borders of the horizon frame the empty void above you, a breach so enormous you had not even realized it was there. How long had it loomed over the city while you spent your time warding against lesser incursions?

You ask what can be done to close a breach of such size. She clenches her jaw. "I don't know. But I know who does." She kneels over Anette, raises her hand, and slaps her hard across the face. Anette jerks awake, startled out of her catatonic state.

"Is this what you wanted, sister?" Erynn drags her to her feet, forcing her to look up at the catastrophe she has wrought.

"You know it isn't," Anette replies, her voice ragged. "I only wanted us all to have some semblance of the strength she possessed. I had no desire to use it in the same way she did. But the spirit took control, and I could not resist." She lowers her head in resignation. "I'm sorry, sisters. I failed us all. I was not strong enough."

» The investigators must decide (choose one):

- *"You've done enough harm. We'll handle this from here."*
In your Campaign Log, record *the investigators continued alone.*
- *"We will need your help to fix this."*
In your Campaign Log, record *the investigators asked Anette for assistance.*
- *"You are under arrest."*
You may only choose this option if at least one of the investigators has the **Detective**, **Police**, or **Agency** trait. In your Campaign Log, record *the investigators arrested Anette.*
- *"Then teach me how to be stronger."*
You may only choose this option if at least one of the investigators has the **Sorcerer**, **Miskatonic**, or **Scholar** trait. In your Campaign Log, record *Anette taught you the spells of old.*

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

...from page 207 (Resolution 2).

You wouldn't put it past the president of the Silver Twilight Lodge to lie about the consequences of your actions – after all, he has already deceived you more than once before. You ask him what he means when he says you will all be extinct. He grimaces and tells you to look outside.

The storm clouds have all disappeared, yet you count not a single star in the night sky. The borders of the horizon frame the empty void above you, a breach so enormous you had not even realized it was there. How long had it loomed over the city while you spent your time warding against lesser incursions?

Sanford limps after you, peering up at the night sky. You ask what can be done to close a breach of such size, but before he can respond, coils of darkness emerge from the shadows, twisting into dark cloaks. In seconds you are surrounded by the witches of Anette's coven. The high priestess steps forward, glaring at Carl Sanford with all of the intensity of hell itself.

"Do not trust the word of this sinister worm," she warns you. "Everything he has done, he has done to further his own agenda. He would gladly hold the world hostage if it meant one last chance at power."

Despite his wounds, Sanford rises to his feet and bellows back at her: "What hypocrisy! Do you forget that it was you and your misguided sect who started all of this? Summoning the dead, asking them for power?" He scoffs. "We would have elevated all of humanity. You sought only to elevate yourselves." Sanford turns to appeal to your judgment one last time. "Do not be a fool," he says quietly. "This outcome is not what the Lodge desires. Allow me to help, and together maybe we can return things to normal."

» The investigators must decide (choose one):

- *"You've done enough harm. We'll handle this from here."*
In your Campaign Log, record *the investigators continued alone.*
- *"We will need your help to fix this."*
In your Campaign Log, record *the investigators asked Sanford for assistance.*
- *"You are under arrest."*
You may only choose this option if at least one of the investigators has the **Detective**, **Police**, or **Agency** trait. In your Campaign Log, record *the investigators arrested Sanford.*
- *"You don't deserve to lead us."*
You may only choose this option if at least one of the investigators has the **Sorcerer**, **Silver Twilight**, or **Cultist** trait. In your Campaign Log, record *the investigators assumed control of the Silver Twilight Lodge.*

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

Proceed to Interlude IV - Twist of Fate on page 218.

...from page 207 (Resolution 3).

Anette stands at the center of her circle of witches, her eyes aglow with boundless power. Above, hundreds of phantasmal shapes reach out, a web of power linking the witches and their deceased brethren. The wraiths descend, each claiming a body for themselves, manipulating it to their own ends. The witches' only show of resistance is the blood that drips from their eyes as their unwilling spell reaches its culmination.

"It is time!" The disembodied voice of Keziah declares through Anette's lips. "The Primal Chaos awaits! Hear us, Daemon Sultan!" Her voice rises into the night, and a breach greater than the sky itself opens. The borders of the horizon frame the empty void above. It reaches into infinity, beyond the confines of three-dimensional space. "I have done as you commanded of me," she says to a being who is not present, but can hear her every word. "Now reap this world of the living, and let them suffer for their mistakes." With that, the spectral figures vanish one by one, whisked away by the emptiness above. Anette and her sisters collapse to the ground unceremoniously. A thin, discordant flute warbles throughout the fabric of the world...

- » In your Campaign Log, record *doom draws ever closer*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Proceed to Interlude IV - Twist of Fate on page 218.



...from page 207 (Resolution 4).

Carl Sanford stands at the podium of the Lodge's Inner Sanctum, clad in silver-and-blue robes. Before him, his subjects kneel in subjugation, ready to receive the power promised to them and claim their rightful place in the new world that they will create. The tome Sanford reads from glows with witch-light. "The bonds of mortality have held us back for too long!" He declares as the ceremony reaches its climax. "We will break these bonds and ascend to a higher plane!"

Above the very building they stand in, a breach greater than the sky itself opens. The borders of the horizon frame the empty void above. It reaches into infinity, beyond the confines of three-dimensional space. Then all of the candles in the Lodge's sanctum are snuffed out at once, and the chanting ceases, followed by quiet, nervous murmuring. "What is going on?" Sanford demands, trying desperately to read from the tome in front of him. But it is too late. The Lodge has succeeded only in accelerating their doom. True immortality can only be achieved by those who are worthy. A thin, discordant flute warbles throughout the fabric of the world ...

- » In your Campaign Log, record *doom draws ever closer*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Proceed to Interlude IV - Twist of Fate on page 218.

TWIST OF FATE



You stand underneath the breach, in awe of its presence. Everything the soothsayer predicted has come to pass. "This is a matter of life and death," she had told you. How right she was. Beyond the cosmic ingress, the nucleus of the cosmos awaits. Now you understand what dwells on the other side, gnawing hungrily at the fabric of reality: the doom of all humanity; no, not just humanity. The doom of all life in the universe.

There is a bitter taste in your mouth. Tears well in your eyes. You close your fist so hard your nails dig into your flesh. If you have to die, then die you will. But you're not going to die sitting down.

In your Campaign Log, record *the path winds before you*. Next to this, record a number of tally marks based on the conditions below.

» *If you accepted your fate:*

- You know what you have to do. Record 1 tally mark.

» *If an investigator has The Black Book in their deck:*

- It contains knowledge of the land beyond ordered time and space. Record 1 tally mark.

» *If doom draws ever closer:*

- Azathoth's maw begins to open. Record 2 tally marks.

» *If there are 2 or fewer mementos listed under "Mementos Discovered:"*

- You are woefully unprepared for this journey.
(Nothing happens.)

» *If there are 3-5 mementos listed under "Mementos Discovered:"*

- From the evidence you have uncovered, you understand the path you must take a little better. But there is still much you do not know. Record 1 tally mark.

» *If there are 6 or more mementos listed under "Mementos Discovered:"*

- Your journey is laid bare before you. Record 2 tally marks.

» *If the investigators asked Anette for assistance:*

"Keziah was beseeched to sign a book by the messenger of an ancient being. The Black Book of Azathoth." Just the name of the thing shakes you to your core. Anette clenches her fist. "I was a fool to not have understood before. That was the source of her power. Not witchcraft, but a pact with a terrible, dark god. All of this, these incursions into our world, the broken bonds of death: it is what Keziah wanted all along. It was the silent will of Azathoth," she says resentfully.

- Record 2 tally marks. Then, based on your difficulty level, add the following chaos token to the chaos bag:

Easy: -3. **Standard:** -4. **Hard:** -5. **Expert:** -7.

» *If the investigators asked Sanford for assistance:*

"It is a gateway," Sanford explains, "joining our world and the greater Cosmos. According to some of the most heinous tomes I have read, at the center, there sleeps a creature known as Azathoth." Just the name of the thing shakes you to your core. "I fear we have stirred it in its slumber. All of this, these breaches in space, these broken barriers between worlds: it is all because for just a brief moment, for one fragment of a second, we interrupted Azathoth's dreaming. Do you understand?"

- Record 2 tally marks. Then, based on your difficulty level, add the following chaos token to the chaos bag:

Easy: -3. **Standard:** -4. **Hard:** -5. **Expert:** -7.

...from page 221.

For almost an hour, you stare up into the empty abyss, pondering your options and your fate. A flock of faceless winged creatures circle the field where you sit. They almost move like vultures, waiting for your demise so as to feast on your corpse. They draw ever nearer, and you begin to wonder if they can read the thoughts that hover on the surface of your mind. Rising to your feet, you raise your arm and call out to one of them. This may be the most foolish thing you have ever done, you think to yourself. But your instinct proves to be the right move: the creatures descend on black leathery wings, landing on the wet grass in front of you. One lowers itself until it reaches the height of your shoulders, offering its back to you. Swallowing the very last of your doubts and your fear, you climb aboard the creature. With a swift flap of its wings, it carries you off into the void, beyond the limits of space ... to the domain of Azathoth.



Proceed to Scenario VIII - Before the Black Throne on page 224.



SCENARIO VIII BEFORE THE BLACK THRONE

Onward and onward, your steed carries you into the inky nightmare of the void beyond. You dare not turn and look behind you, for you know that what you see will likely break your heart, or perhaps your mind. Great polypous horrors slide darkly amidst the blackness and loneliness of the cosmos. You had hoped to marvel at a beautiful, glimmering array of stars, but instead you are left with an empty pit in your stomach, as the unabated vastness of the dark, cold universe looms before you. In the distance, a far-off melody rings its chords, a melody you could not possibly recreate in your universe with any known instrument, nor could your ears interpret its notes were it not ringing in your head this very moment.

There is a rush of air as you breach the turret of a nightmarish onyx barrier and descend into an infinite cavern of black stone and impossible architecture. The music grows as you plunge unswerving through an impossible valley, through shoals of shapeless beings, and between things that lurk and dance in the blackness beyond. You cannot help but listen to the strange music, committing each terrible, dissonant note to memory. No thought or dream of humanity can reach you here, in this place that was long ancient when Earth was born. You can only hope to guide your steed to the place where you must go... The throne upon which Azathoth itself sits.

Continue to Setup on page 226.

Setup

- » Gather all cards from the following encounter sets: *Before the Black Throne, Agents of Azathoth, Inexorable Fate, Ancient Evils, and Dark Cult*. These sets are indicated by the following icons:



- » Find the Hideous Palace, Court of the Great Old Ones, and The Black Throne locations. (They are on the revealed side of 3 of the “Cosmos” locations.) Set those locations aside, out of play.
- » Put the Cosmic Ingress location into play. Each investigator begins play at the Cosmic Ingress.
- » Shuffle the remaining location cards into a separate deck, Cosmos-side faceup. This deck is called the Cosmos.
- » Take the set-aside Hideous Palace and the top card of the Cosmos, and shuffle them so you cannot tell which is which. Then, put them into play along with facedown player cards from the top of the lead investigator’s deck, as depicted on page 228. Facedown player cards represent empty space.
- » Set the Piper of Azathoth enemy aside, out of play.
- » Put Azathoth into play next to the agenda deck. For the remainder of the scenario, Azathoth is in play, but is not at any location.
- » Check Campaign Log. For each tally mark recorded next to *the path winds before you*, place 1 resource on the scenario reference card.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

The Cosmos

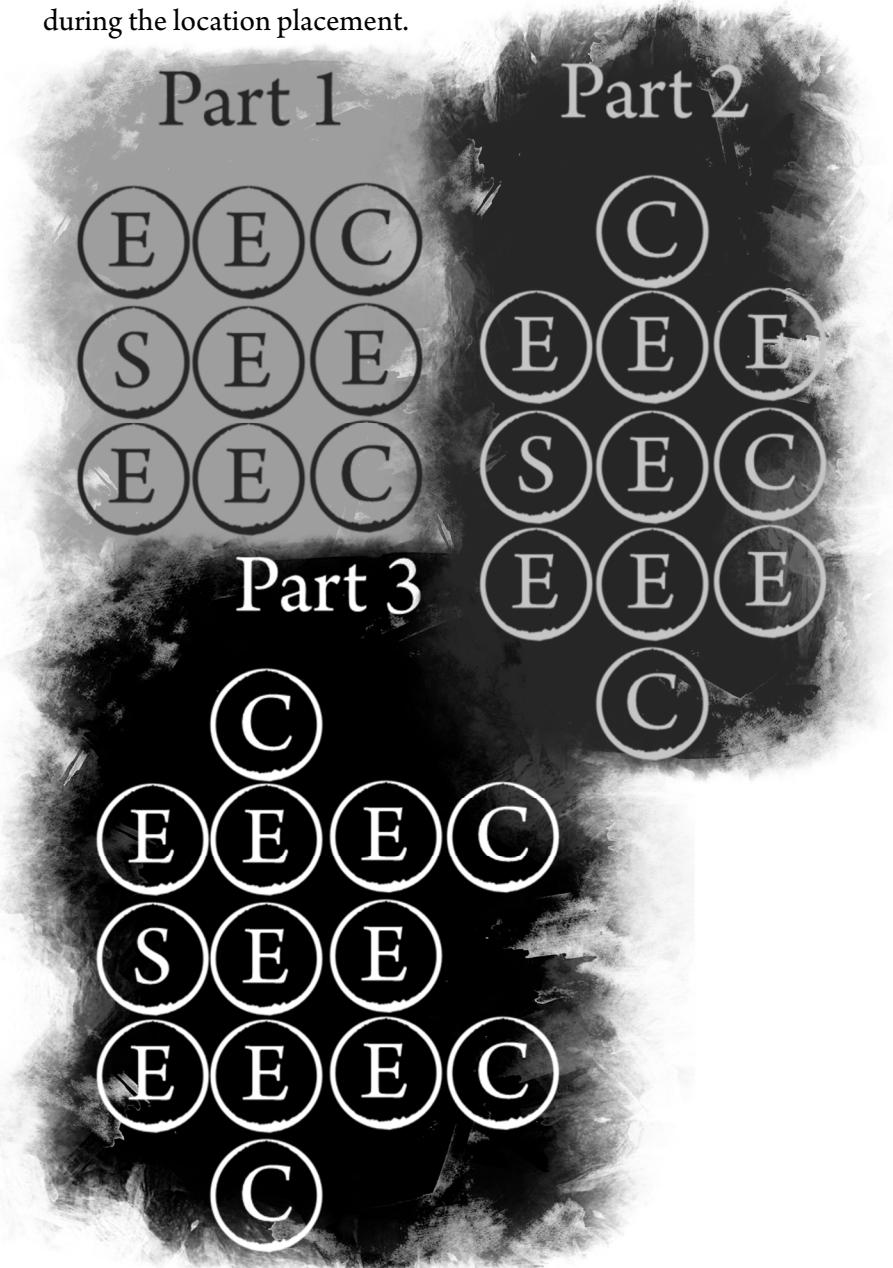
Throughout this scenario, new locations will enter play from the top of the Cosmos, a separate deck consisting of double-sided locations. This is primarily done via the ability on each act: “► Spend X clues: Draw the top X cards of the Cosmos. Choose one to put into play using its connection instructions, and move to it. Shuffle the rest back into the Cosmos.”

The revealed side of each Cosmos location has a “**Cosmos –**” instruction which tells the investigator where to connect that location. (For example, “**Cosmos – Connect above**” would mean the newly drawn location should be placed immediately above the investigator’s location, whereas “**Cosmos – Connect to the right**” would mean the newly drawn location should be placed immediately to the right of the investigator’s location.) A new location cannot enter play in a position already occupied by a location. If a location’s connection instructions are impossible to fulfill, shuffle that location back into the Cosmos and cancel the effects of the move.

“**Cosmos –**” instructions are only resolved when a location is being drawn from the Cosmos. When revealing a Cosmos location that is already in play, do not follow its “**Cosmos –**” instructions.

Location Placement for Setup

The following abbreviations are used in the setup of this scenario. E denotes Empty Space. S denotes starting location for the players. C denotes facedown cosmos locations that are placed during the location placement.



Empty Space

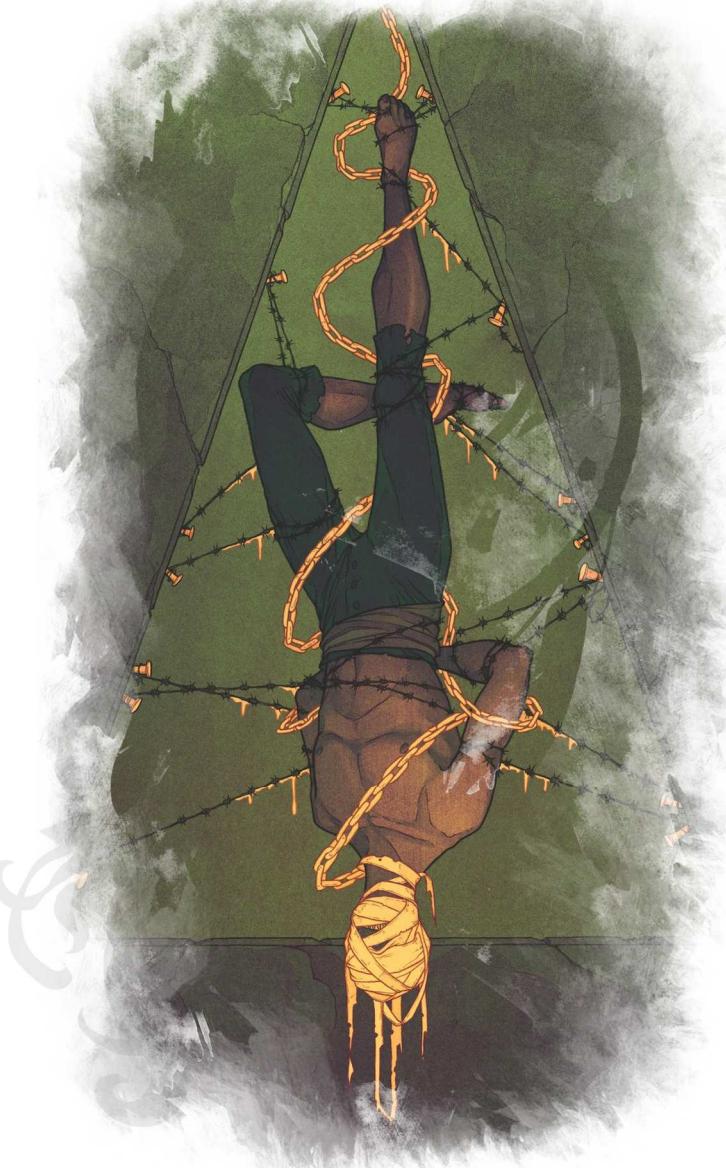
During this scenario, you will sometimes be instructed to place “empty space” into play. This is done by taking the top card of the active investigator’s deck and putting it into play facedown, in the indicated position. If there is no active investigator, the top card(s) of the lead investigator’s deck should be used, instead. Empty space is not a location, and cannot be entered by enemies or investigators unless otherwise noted. It does, however, count as a location for the purposes of determining the distance between two locations. A location can enter play in a position occupied by empty space. Should this happen, the empty space card is shuffled back into its owner’s deck.

When the game is complete:

- » *Before resolving any other resolution, if at least one investigator was defeated, then the defeated investigator reads*
Go to page 230.
- » *If Resolution 1 (R1) was reached*
Go to page 232.
- » *If Resolution 2 (R2) was reached*
Go to page 234.
- » *If Resolution 3 (R3) was reached*
Go to page 236.
- » *If Resolution 4 (R4) was reached*
Go to page 238.

...from page 229 (Investigator Defeat).

Your steed does not catch you when you fall. Down and down and down, through endless voids of sentient blackness, you fall. And fall. And fall. You beg and scream and plead and pray for an end, even for a floor upon which to crash upon, but it never comes. You will still be falling when the universe ends.



» Each investigator who was defeated is driven **insane**.

» *If all investigators were defeated*

Go to page 232.

» *If there were survivors and another resolution was reached*

For Resolution 2 (R2) go to page 234.

For Resolution 3 (R3) go to page 236.

For Resolution 4 (R4) go to page 238.

...from page 229 (Resolution 1).

The Primal Chaos awakens. Its hunger is unbearable. It unhinges its cosmic jaw. The maw opens wide. The universe is silenced. Aeons pass. All is still. At the center of the empty cosmos, the Blind Idiot God is lulled to sleep once more. It dreams. Within its dream, a burst of cosmic energy expands outward in all directions. A universe is born.

Nebulae collapse and become stars. New worlds are forged, and new beings evolve to inhabit them. Inevitably, one learns of Azathoth. Its worship grows. In the end, all will succumb to madness or join you in oblivion...

For in the grand scheme of fate,
we are but specks of dust adrift
in the aether, living only
by the whim of an
uncaring cosmos.

- » In your Campaign Log, record *Azathoth devoured the universe*.
- » Each investigator is **killed**.
- » The investigators lose the campaign.



THE END

...from page 229 (Resolution 2).

It was not until recently that you understood the purpose of the awful piping which you have heard constantly throughout your investigation. It is a lullaby of sorts, meant to keep the oblivious god from waking. For just a brief moment, the pipers' song was interrupted, and Azathoth began to stir. Now you understand why Anna came to you that fateful night and begged to read your fortune. She knew the part you would have to play when you arrived here.

Sitting down at the edge of the creature's nighted throne, you take out your flute, and begin to play.

In this place where time and hunger and age and weariness are mortal aspects of no concern to you, it is your duty to continue to play. Without fail. Without end.

- » In your Campaign Log, record the *lead investigator has joined the pipers of Azathoth*.
- » In your Campaign Log, record *Azathoth slumbers... for now*.
- » The lead investigator is driven **insane**.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have saved the universe from being devoured.
- » Each investigator suffers 2 mental trauma, as they understand that one day Azathoth will inevitably wake.
- » The investigators win the campaign!

Continue to Epilogue on page 258.

...from page 229 (Resolution 3).

You refuse to allow this creature to destroy everything you have ever loved. You gather together what you need for your ritual—a bit of shadowy essence from the witches' cloaks, a fragment of spectral mist from the wraiths you banished, and the knowledge you've gained from delving into Arkham's past. Slowly, quietly, you weave your wall together, stitching darkness with blood, blood with souls, souls with onyx stone. It takes ages to complete. When you are done, your reward is oblivion. A stillness and silence so pure, so perfect, no disturbance can penetrate it. The barrier cannot hold Azathoth—nothing truly can—but perhaps now it will not stir when fools on Earth call forth its name or draw from its power. With your task complete, you turn and face the darkness, summoning your steed. It is time to go home.

- » In your Campaign Log, record *Azathoth slumbers... for now.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have saved the universe from being devoured.
- » Each investigator suffers 2 physical trauma, as their nightmarish journey home takes its toll on their bodies.
- » The investigators win the campaign!

Continue to Epilogue on page 258.

...from page 229 (Resolution 4).

You have reached the nighted throne of Azathoth, but there is no easy way to reach the creature from here—and even if you did, you're not sure what you could do to stop it. You cannot kill it, and even attempting to harm it would only risk stirring it. Desperate, you turn to Keziah's Black Book for answers. A quill appears in your hands as you open the tome, and a voice from beyond reaches your ears. "Sign it with your blood. Take a new secret name, and your desire shall become truth. You and your world will be spared." You know it is the voice of evil, the voice Walter Gilman heard which surely led to his demise, the voice which seduced Keziah Mason and led to this path in the first place...but what other choice to you have?

The investigators must decide (choose one):

» "*It must be done.*"

Go to page 240. This will doom **you**.

» "*I refuse!*"

Go to page 232. This will doom the **universe**.

...from page 239 (Your Doom).

Pricking your arm with the quill, you sign in blood.



- » In your Campaign Log, record *Azathoth slumbers... for now.*
- » In your Campaign Log, record *the investigators signed the Black Book of Azathoth.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 10 bonus experience, as they have learned the innermost secrets of the Black Book.
- » Each investigator suffers 2 physical trauma and 2 mental trauma—the consequences of their pact with Azathoth's messenger.
- » The investigators win the campaign...?

Continue to Epilogue on page 258.







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:

—Scenario I - The Witching Hour—

- » Set up the scenario as normal.
- » Continue to page 26.

—Scenario II - At Death's Doorstep—

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , .
- » All 4 profiles are “crossed off” in your Campaign Log.
- » *No pieces of evidence were left behind*
- » Continue to page 44.

—Scenario III - The Secret Name—

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .
- » *The investigators are enemies of the Lodge.*
- » Continue to page 98.

—Scenario IV - The Wages of Sin—

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .
- » Three mementos are listed under “Mementos Discovered.”
- » Continue to page 112.

—Scenario V - For the Greater Good—

» Assemble the chaos bag using the following tokens:

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

» The investigators must decide (choose one):

- *The investigators are members of the Lodge.*
- *The investigators are not members of the Lodge.*

» Continue to page 122.

-Scenario VI - Union and Disillusion-

» Assemble the chaos bag using the following tokens:

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

» All 4 profiles are “crossed off” in your Campaign Log.

» *The investigators were not inducted into the Inner Circle, the investigators are not deceiving the Lodge, and Josef is alive and well.*

» Continue to page 168.



Scenario VII - In the Clutches of Chaos

» Assemble the chaos bag using the following tokens:

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

» The investigators must decide (choose one):

- *Anette Mason is possessed by evil.*
- *Carl Sanford possesses the secrets of the universe.*

» Continue to page 196.

Scenario VIII - Before the Black Throne

» Assemble the chaos bag using the following tokens:

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

» The investigators may choose the number of tally marks recorded next to *the path winds before you*.

- For an easier and less random experience, choose 5 or 6.
- For an average experience, choose 3 or 4.
- For a harder and more random experience, choose 1 or 2.
- For the ultimate challenge, choose 0.

» Continue to page 224.



Design Notes

Well, that got dark. Sorry about that.

For each campaign of *Arkham Horror: The Card Game*, we tend to be inspired by different styles of horror. For *The Circle Undone*, we took inspiration from two styles in particular: “Gothic horror” and “existential horror.” After several campaigns traveling to remote destinations, we wanted to return to Arkham—a city filled with dark, bloody secrets—and really expand upon its history. For this reason, we took inspiration from ghost stories and tales of gothic horror, both of which often deal with the past as a primary motivator.

Rumors of witchcraft and black magic feature prominently in Arkham’s past, so it was natural to include a coven of witches as one of the campaign’s primary antagonists. However, this is a tricky subject. The witches of Lovecraft’s writings were ostensibly the witches of Salem’s witch trials fully realized: women who had made a pact with the Devil. Real-world Wiccans and pagans would rather not be associated with this image of a “witch,” which isn’t even remotely representative of real witchcraft. But this is a setting inspired by Lovecraft’s mythos, so we still wanted to include witchcraft in our vision of Arkham. To that end, we made it a point to keep Lovecraft’s version, but *only* as superstition. With the exception of Keziah Mason, our witches are simply sorceresses; no more. They are mostly women as a way of setting them apart from the Silver Twilight Lodge, a fraternal organization with a patriarch at its head. The two groups are different in many ways, but one might also say they are two sides of the same coin.

Since these two factions were our primary antagonists, we decided to use an ancient one without motives or desires of any

kind. As soon as Azathoth became the focal point of our story, the tone turned to existential horror, asking questions such as: Why are we here? What is the point of anything? After all, we’re all going to die someday. This turned out to be a natural complement to what was originally a ghost story, and fit exceptionally well with Azathoth as a final “boss.” After all, how does one fight against *inevitability itself?*

We hope you have all enjoyed playing *The Circle Undone* as much as we enjoyed making it. I promise the next campaign won’t be quite as depressing. In fact, I wager it’ll be the campaign of your dreams ...

– MJ Newman





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Special thanks to all of our beta testers





EPILOGUE



Check the Campaign Log. In order, read each of the following entries only if the investigators won the campaign and the related campaign log entry is true.

- » *If the investigators arrested Anette.*
Go to page 260.
- » *If the investigators assumed control of the Silver Twilight Lodge.*
Go to page 262.
- » *If the investigators survived the watcher's embrace.*
Go to page 264.
- » *If you are being hunted.*
Go to page 266.
- » *If the investigators signed the Black Book of Azathoth.*
Go to page 268.
- » *After you have read all that are true*
Go to page 270.

...from page 258 (Anette).

"Gone? What do you mean she's gone?!" Sheriff Engle demands. "See for yourself," the officer replies. He guides the sheriff through a long hallway flanked by holding cells. "She was guarded at all hours, trust me. One moment she was there, the next..." He stops in front of Anette's cell, and watches as Sheriff Engle's jaw drops. Smeared along the walls of the cell is a sticky red substance, painted in a delicate pattern. The woman is nowhere to be seen.



[Return to page 259.](#)

*...from page 259 (*The Lodge*).*

You nod to the knight as he places the file you had requested onto your hardwood desk. Finding all of Carl Sanford's records hadn't been easy, but now all of the secrets of the Order were within your grasp. "What is the next step?" he asks, eager to serve. You inform him that there is to be a meeting in the sanctum this very night. "Very well. I will summon our most loyal members." You dismiss him and turn to look out the window of your new office. The city of Arkham is as grim and moody as ever ... but at least now you can protect it from the forces that lay beyond the Earth.



[Return to page 259.](#)

...from page 259 (Anna).

Anna regards you calmly as you enter. As always, her prescience is disconcerting, but by now you have gotten used to it. "I've been expecting you for some time," she admits. "I suppose you have questions for me. Very well. Ask away. Though I imagine that by now you must know the answer." She neither offers you a seat nor a drink. You begin to describe your situation, though the truth of your condition is plain to see for somebody with her gifts (and few else). You had hoped for another explanation—any explanation at all—but it was only a desperate clinging to hope, without justification. Anna gives you a pitying grimace and shakes her head. "Surely by now you must understand. You have completed your task. Your business here has concluded. Now is the time for you to rest and be at peace."

Peace? No, you cannot be at peace! There is still so much left for you to do...!



[Return to page 259.](#)

...from page 259 (HUNTED).

No matter what you do, the creature's assault on your mind never ceases. Its gaze haunts you everywhere you look. It controls your every thought—your hopes, your bonds, your fears, your ambitions. A reminder of your futile existence. Each night, you toss and turn, unable to wrench free from this sensation of worthlessness. Your thoughts turn to a grim, uncertain future. A future without life. A future without you. It is the one ordeal every mortal must endure, and yet the one experience no mortal could possibly describe. Ghosts? Realms beyond our mortal coil? Nothing but a last resort for a mind desperate to cling to life.



When the creature next invades, you have come to a new conclusion. An icy draft surrounds you as the thing coalesces before you. Your throat constricts and tears well in your eyes, but you stand tall. You are unafraid. The creature gazes at you curiously, and the piping of infernal flutes fades into silence. It extends its clawed hand, and you shake it. You will never truly be free from its grasp, but perhaps you and the creature can work in agreement. Perhaps you can tame your fear. It doesn't matter if the world has no point. It's yours, dammit, and nothing will stop you from altering it to your liking.



[Return to page 259.](#)

...from page 259 (Signed the Book).

In your dream, a tall man approaches. His grin is full of malice. "It is time to pay your due," he announces. "You got what you wanted. Now it is my turn."



[Return to page 259.](#)

...from page 259.



AZATHOTH
SLUMBERS...

...FOR NOW.
THE END