

ARKHAM HORROR
CHALLENGE SCENARIOS

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2020-202?



*You glimpse your reflection in the mirror,
but it's not quite as you remember.
You can't pinpoint the difference,
but something inexpressible has subtly altered.
And now that it's gone,
you're not sure you'll ever get back to where you were...*

TABLE OF CONTENTS

Preface	6
Read or Die (Daisy Walker).....	10
All or Nothing (Skids O'Toole)	20
Bad Blood (Agnes Baker)	30
By the Book (Roland Banks).....	40



PREFACE

Challenge scenarios are special print-and-play scenarios that utilize existing products in the *Arkham Horror: The Card Game* collection, along with additional print-and-play cards, to create new content. These scenarios are designed with certain prerequisites in mind, in order to craft a challenging puzzle-like experience.

Each challenge scenario is centered around an individual investigator who must be chosen as one of the investigators when playing this scenario. These scenarios can be played either as a part of a campaign or as a stand-alone scenario.

Expansion Symbol



The cards in the “parallel investigator” series can be identified by this symbol before each card’s collector number.

Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- » When building a parallel investigator deck, you may choose whether to use the original version or the parallel version of both her front side and her back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.
- » Regardless of which version you use, you may also optionally upgrade the investigators' signature cards to their new advanced signature cards (replacing the original versions). These versions are indicated by the Advanced keyword. They are included only as a set—if you choose to upgrade your signature card, you must also upgrade your signature weakness. Doing so costs no experience, and may be done at any point during a campaign. However, once this upgrade is made, it cannot be undone unless you are instructed otherwise.

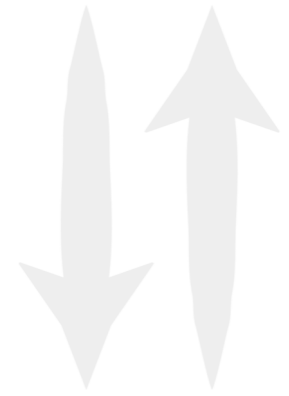
Campaign Mode (Side-Story)

- » A stand-alone scenario can be played between any two scenarios of an *Arkham Horror: The Card Game* campaign as a side-story.
- » Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign unless explicitly stated otherwise.
- » When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.



Stand-Alone Mode

- » A stand-alone scenario can be played entirely independent of a campaign.
- » When building a deck for a standalone game, an investigator may use higher level cards in his or her deck (so long as they observe the deckbuilding restrictions of the investigator) by counting the total experience of all the higher level cards used in the deck, and taking additional random basic weaknesses based on the following table:
 - 0-9 experience: 0 additional random basic weaknesses
 - 10-19 experience: 1 additional random basic weakness
 - 20-29 experience: 2 additional random basic weaknesses
 - 30-39 experience: 3 additional random basic weaknesses
 - 40-49 experience: 4 additional random basic weaknesses
- » A player cannot include 50 or more experience worth of cards in a stand-alone deck.
- » After the decks are constructed refer to the stand-alone setup at the start of the chosen scenario.





CHALLENGE SCENARIO I

READ OR DIE

You've spent your entire life reading. As a child, it was but a simple interest in harmless stories. Grisly stories, to be sure, but harmless nonetheless. Your fascination with horror and the macabre earned you the nickname "Spooks" among your friends and classmates. But as you grew, so too did this fascination, until it bordered on obsession. Your appetite for horror evolved from mystery and make-believe to something more. Something real.

When you discovered John Dee's translation of *The Necronomicon*, you knew you'd finally found the true horror you had been secretly yearning for. If only you'd known what would be

in store for you once you'd read that dreadful tome. You would have locked it back up in Henry Armitage's restricted collection in the Orne Library and never opened it again.

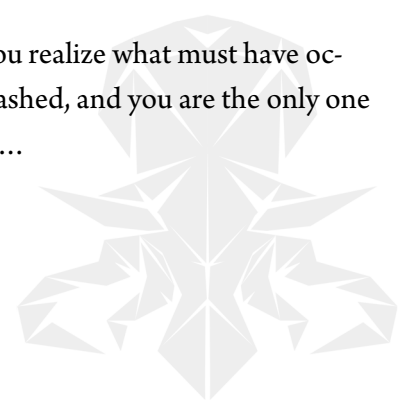
Or so you like to think. But even you cannot doubt the allure of the *Kitab al-Azif*. The Book of the Dead. That is why, when Dr. Armitage summoned you to the Orne Library, the dread in your bones predicted precisely what had occurred.

"I don't understand how this could have happened," Dr. Armitage says as he surveys the destruction. The entire restricted collection is in tattered disarray. The *Necronomicon* lies open on a nearby table, its metal clasps broken apart. You run your fingers along its leathery, skin-like pages. Your eyes flit along the words in a familiar dance:

"They walk unseen and foul in lonely places
where the Words have been spoken
and the Rites howled through at their Seasons.
The wind gibbers with Their voices,
and the earth mutters
with Their consciousness."

Your throat tightens as you realize what must have occurred. Something has been unleashed, and you are the only one who can figure out how to stop it...

Continue to page 12.































Scenario Prerequisites

- » Daisy Walker must be chosen as one of the investigators when playing this scenario.
- » Daisy Walker's deck must include at least 4 **Tome** assets. **Tome** weaknesses do not count toward this total

Campaign Mode

- » To add *Read or Die* as a side-story to a campaign costs **Daisy Walker 3 experience**, and each other investigator only **1 experience**.

Stand-Alone Mode

- » Construct the chaos bag with your chosen difficulty.
- » **Easy:**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , , .
- » **Standard:**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .
- » **Hard:**
0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , , .
- » **Expert:**
0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , , .

Investigator Setup

- » Remove each non-weakness **Tome** asset from Daisy Walker's deck. Set each of these assets aside, out of play.

Scenario Setup

- » Gather all cards from the following encounter sets: *Read or Die*, *Extracurricular Activity*, *Sorcery*, *The Beyond*, *Bishop's Thralls*, *Whippoorwills*, *Ancient Evils*, *Locked Doors*, *Agents of Yog-Sothoth*, and *Armitage's Fate*. Each of these sets except for *Read or Die* can be found in *The Dunwich Legacy Deluxe Expansion*. These sets are indicated by the following icons:



- » Remove the original scenario reference card from the *Extracurricular Activity* encounter set from the game. Use the new scenario reference card provided in the downloadable *Read or Die* encounter set.
- » Remove the original act and agenda deck from the *Extracurricular Activity* encounter set from the game. Build the act and agenda decks using only the new act and agenda cards provided in the downloadable *Read or Die* encounter set.
- » Remove the Faculty Offices (The Hour is Late) location, the Alchemy Labs location, the Alchemical Concoction story asset, The Experiment enemy, and the Professor Warren Rice story asset from the game. These cards are not used in this challenge scenario.

- » Put each of the remaining locations into play: Miskatonic Quad, Orne Library, Humanities Building, Student Union, Science Building, Administration Building, Dormitories, and Faculty Offices (The Night is Still Young).
 - Daisy Walker begins play at the Orne Library.
 - Each other investigator begins play at the Miskatonic Quad.
 - **Since Dormitories and Faculty Offices start the game in play and Alchemy Labs is removed from the game, ignore any Forced abilities that would put these locations into play.**
- » Shuffle each of the set-aside **Tome** assets previously removed from Daisy Walker's deck and place 1 of them facedown beneath each location except for the Miskatonic Quad, starting with the locations farthest from the Orne Library. Place each remaining set-aside Tome asset facedown beneath the Orne Library.
 - *For example, if Daisy Walker previously set 12 **Tome** assets aside, 1 would be placed facedown beneath each location except for Miskatonic Quad, and the remaining 6 would be placed beneath Orne Library.*
- » Put the "Jazz" Mulligan story asset into play at the Science Building.
- » Place the Namer of the Dead enemy (provided in the downloadable Read or Die encounter set) into play at the Orne Library, unengaged and exhausted.
- » Daisy Walker takes control of the Dr. Henry Armitage story asset. (If Dr. Henry Armitage is already part of an investigator's deck, search that investigator's deck for Dr. Henry Armitage and put him into play under Daisy Walker's control.)

»

- » Shuffle the remainder of the encounter cards to build the encounter deck.
- » You are now ready to begin.



When the game is complete:

- » *If not resolution was reached (each investigator resigned or was defeated)*
Go to page 18.
- » *If Resolution 1 (R1) was reached*
Go to page 16.
- » *If Resolution 2 (R2) was reached*
Go to page 18.

...from page 15 (*Resolution 1*).

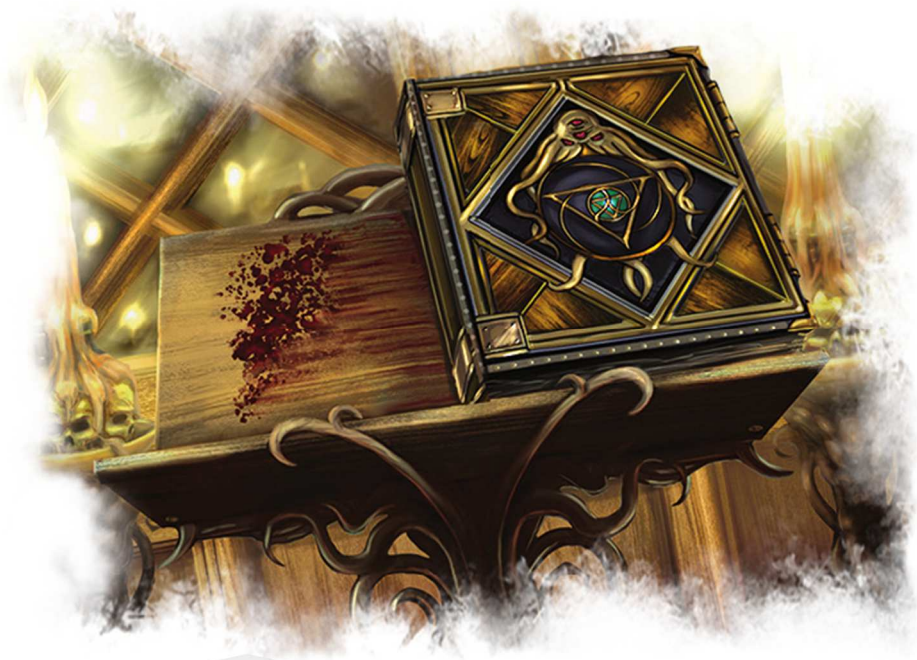
When you wake, the floor of the library is a mess of scattered paper and torn books. The Necronomicon lies in front of you, its metal clasp sealing it shut once more. Hopefully, whatever presence had been unleashed is safely stored within. But you can't risk the grimoire staying here—it is far too dangerous to be left alone. You stuff the tome into your tote bag, knowing only you can keep it safe...or keep others safe from it

- » Daisy Walker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of **Tome** assets she had in play at the end of the game, whichever is higher.
- » Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- » Daisy Walker **may** either upgrade Daisy's Tote Bag to its advanced version, or downgrade the advanced version of The Necronomicon (John Dee Translation) to its original version



...from page 15 (*Resolution 2*).

You stuff the tome back into your tote bag. You can only hope that the entity that was unleashed won't cause further harm...



- » Daisy Walker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of Tome assets she had in play at the end of the game, whichever is higher.
- » Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- » Daisy Walker **must** either upgrade The Necronomicon (John Dee Translation) to its advanced version, or downgrade the advanced version of Daisy's Tote Bag to its original version.





CHALLENGE SCENARIO II

ALL OR NOTHING

“You’re willing to do whatever it takes to make things right. Your mother’s massive hospital debts won’t pay themselves off, so you’ve come up with a plan: gambling. The adrenaline rush of going all in and risking everything on the mercy of the cards is also a nice perk. Lately it feels as though life has dealt you a bad hand, but you’re often able to turn terrible hands into winning ones. Who needs skill when Lady Luck is on your side?”

Your game of choice is blackjack. Somehow the right cards tend to come up at the right time, and you try to hide your elation when the dealer busts yet again. You seem to go on a hot streak every night as stacks of chips grow ever taller in front of you. Such hot streaks go a long way in paying your debts, but your luck often draws the ire of both the dealer and fellow players alike. You know when to stop.

Over the years, you’ve acquired a reputation for winning that some call “cheating.” As a result, you’ve been forced to keep a low profile and gamble at a rotating list of venues. There is one venue which you revel winning at over all others: the Clover Club. Vast amounts of money are at stake every night at the speakeasy, but it’s controlled by the O’Bannion gang. Intimidating. Unscrupulous. Ruthless. No one wants to draw the attention of the gang, as your reputation surely does.

But the Clover Club has a bottom line that, above all else, must be maintained. The brazen O’Bannions are not fond of being taken advantage of, and will use any means necessary to prevent it.

Continue to page 22.































Scenario Prerequisites

- » “Skids” O’Toole must be chosen as one of the investigators when playing this scenario.

Campaign Mode

- » To add *All or Nothing* as a side-story to a campaign costs “Skids” O’Toole **3 experience**, and each other investigator only **1 experience**.

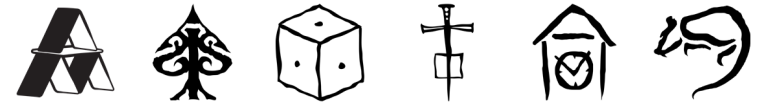
Stand-Alone Mode

- » Construct the chaos bag with your chosen difficulty.
- » **Easy:**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , , .
- » **Standard:**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .
- » **Hard:**
0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , , .
- » **Expert:**
0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , , .



Scenario Setup

- » Gather all cards from the following encounter sets: *All or Nothing*, *The House Always Wins*, *Bad Luck*, *Naomi’s Crew*, *The Midnight Masks*, and *Rats*. Each of these sets except for *All or Nothing* can be found in the Core Set and *The Dunwich Legacy Deluxe Expansion*. 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 the locations, act, agenda, and scenario reference cards from that set.

- » You may optionally decide to gather the cards included in the *Return to the House Always Wins* encounter set, as well, if your collection includes them. This set is indicated by the icon to the right. If you do, perform the following additional steps:
 - Remove the “Return to” setup card from the game.
 - Remove the original version of the Clover Club Lounge from the game and use the new version of the Clover Club Lounge instead.
 - Set the Clover Club Stage aside, out of play.
 - Include the new treachery cards with the remainder of the encounter cards.
 - Remember that “Skids” O’Toole has “cheated.”



- » Remove the original scenario reference card from The House Always Wins encounter set from the game. Use the new scenario reference card provided in the downloadable All or Nothing encounter set.
- » Remove the original act and agenda deck from The House Always Wins encounter set from the game. Build the act and agenda decks using only the new act and agenda cards provided in the downloadable All or Nothing encounter set.
- » Remove the Peter Clover asset and the Dr. Francis Morgan story asset from the game. These cards are not used in this challenge scenario.
- » Set the following cards aside, out of play: each copy of the Back Hall Doorway location, each copy of the Clover Club Bouncer enemy, and the Siobhan Riley enemy.
- » Put each of the remaining locations into play: Darkened Hall, Clover Club Lounge, Clover Club Bar, Clover Club Cardroom, and La Bella Luna.
 - Each investigator begins play in La Bella Luna.
- » Put the Clover Club Pit Boss enemy into play in the Clover Club Lounge.
- » Shuffle the remainder of the encounter cards to build the encounter deck.
- » You are now ready to begin.



When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 28.
- » *If Resolution 1 (R1) was reached*
Go to page 26.
- » *If Resolution 2 (R2) was reached*
Go to page 28.

...from page 25 (*Resolution 1*).

Heart pounding and exhilaration coursing through your veins, you don't know what gives you more of a rush: winning money from the O'Bannions or escaping from them. This night is proof of what you've always thought: "Skids" O'Toole always wins...



- » Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- » If the number of resources on Act 2a is (choose one) ...
 - 10 🎲 or more, "Skids" O'Toole begins the next scenario with 1 additional resource.
 - 20 🎲 or more, "Skids" O'Toole begins the next scenario with 2 additional resources.
 - 30 🎲 or more, "Skids" O'Toole begins the next scenario with 3 additional resources.
 - 40 🎲 or more, "Skids" O'Toole earns 1 bonus experience and begins the next scenario with 4 additional resources.
 - 50 🎲 or more, "Skids" O'Toole earns 2 bonus experience and begins the next scenario with 5 additional resources.
 - 60 🎲 or more resources, "Skids" O'Toole earns 3 bonus experience and begins the next scenario with 6 additional resources.
- » "Skids" O'Toole **may** either upgrade On the Lam to its advanced version, or downgrade the advanced version of Hospital Debts to its original version



...from page 25 (*Resolution 2*).

You've failed to go unnoticed. Within minutes, you are surrounded by the O'Bannion's heartless enforcers and dragged into a dark room. The brutes clench their fists and roll up their sleeves. You close your eyes and brace for the hard lesson they're about to teach you: Lady Luck is no use at the Clover Club.

You end up in a heap of trash outside the back alley entrance of the club. All things considered, it could have been worse. Bruised and battered, you remove the Clover Club from your rotating list. Gambling isn't worth it if the stake is your life. You know firsthand that, at the Clover Club, the house always wins...



- » Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- » “Skids” O’Toole **must** either upgrade Hospital Debts to its advanced version, or downgrade the advanced version of On the Lam to its original version.





CHALLENGE SCENARIO III

BAD BLOOD

You've always known there was something... different ... about you. From a young age, in your dreams, you saw another realm. Another life. One of magick and majesty, of conquest and persecution. The moment you found that strange, old key—the moment you recognized the filigree along its handle, the pattern of its teeth—you knew those dreams weren't dreams at all, but memories. Memories of another life. Of a place called "Hyperborea." And as the memories returned, the magic did, too.

For months you practiced in secret, delving into your memories and honing your powers. But lately, your dreams have turned dark and grisly. Your former self was not as caring or forgiving as you. She was ruthless. Power-hungry. Terrible to be-

hold. You've taken it upon yourself to wield these strange powers only to help others, and not to hurt them.

But you're not the only one whose memories have started to return. Elspeth Baudin first visited the diner a few weeks ago. In the beginning, she was just a patron like any other. She ordered eggs, bacon and a black coffee, not unlike many of the other customers at Velma's. But there was something in her eyes— some spark of recognition or curiosity—that made you wary of her.

Then came the questions.

First, she asked about the key you wore on a chain around your neck. You gave her your best smile and told her your usual lie—that it was a family heirloom, a harmless trinket with no worth but its sentimental value. But that didn't deter her. She started prying about your life, about your family ... about your dreams.

Elspeth was no normal patron. She wasn't making small talk. She was looking for answers, just the same as you. So you did some digging of your own. But there were no records of Elspeth being a resident of Arkham, and the few people you found who knew of her spoke only in hushed, frightened voices, and gave you very little to work with.

Then came a call from the Curiositie Shoppe in Northside. Elspeth had been searching for more artifacts like your own "hierloom," even going so far as to utter the name Hyperborea. She is searching for something that can unlock more of her memories, just like you ... but she is *not* like you. That sinister smirk of hers, the way her contacts trembled with fear at the mention of her name—you shudder to think what somebody with foul intentions could do with the sort of powers your memories hold ...

Continue to page 32.





























Scenario Prerequisites

- » Agnes Baker must be chosen as one of the investigators when playing this scenario.

Campaign Mode

- » To add *Bad Blood* as a side-story to a campaign costs Agnes Baker **3 experience**, and each other investigator only **1 experience**.

Stand-Alone Mode

- » Construct the chaos bag with your chosen difficulty.
- » **Easy:**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , , .
- » **Standard:**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .
- » **Hard:**
0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , , .
- » **Expert:**
0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , , .

Scenario Setup

- » Gather all cards from the following encounter sets: *Bad Blood*, *Threads of Fate*, *Pnakotic Brotherhood*, *The Midnight Masks*, *Locked Doors*, *Nightgaunts*, and *Dark Cult*. 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) and the following locations: Northside, Downtown (First Bank of Arkham), Easttown, Miskatonic University, and Rivertown. Do not gather the rest of the locations or the act, agenda, and scenario reference cards from that set.

- » Remove the original scenario reference card from the *Threads of Fate* encounter set from the game. Use the new scenario reference card provided in the *Bad Blood* encounter set.
- » Put Northside, Downtown, Easttown, Miskatonic University, Rivertown, Town Hall, Velma's Diner, and Curiositie Shoppe into play.
 - Each investigator begins play in Velma's Diner.

- » Search the reverse sides of the original act deck from the *Threads of Fate* encounter set for the following locations: Eztli Exhibit, Black Cave, Train Tracks, and Arkham Police Station. Choose one at random and put it into play, ignoring its **revelation** ability. Remove the remainder of the original act and agenda cards from the *Threads of Fate* encounter set from the game.
- » Build the act and agenda decks using only the new act and agenda cards provided in the *Bad Blood* encounter set.
- » Remove the Ichtaca (The Forgotten Guardian) story asset and the Expedition Journal story asset from the game.
- » Place the Elspeth Baudin enemy (provided in the downloadable *Bad Blood* encounter set) into play at the Curiositie Shoppe.
- » Place 1 resource on each location in play, as a “memory.”
- » Shuffle the remainder of the encounter cards to build the encounter deck.
- » You are now ready to begin.

Collecting Memories

In this scenario, Agnes and Elspeth are racing to collect memories.

- » Agnes can collect memories using the  ability on act 1a.
- » Elspeth collects memories automatically via the **Forced** abilities on agenda 1a; when the combined modifier of chaos tokens on her location is 6 or more (ignoring +/–).
- For the purposes of counting their modifiers only, treat these chaos tokens as having been revealed during a skill test.

Patrol

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

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

When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 38.
- » *If Resolution 1 (R1) was reached*
Go to page 36.
- » *If Resolution 2 (R2) was reached*
Go to page 38.

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

It would be so simple. You could end her right now. Prevent her from menacing others with her powers...But then, would you be any different? You lower your hand, and the magic disperses into the cold air. "Why?" she asks, her voice cracked with pain. You shake your head and tell her that she is wrong. True power is the ability to make peace, not the ability to wage war. "Fool," she barks, clambering to her feet. "You are a weakling, after all. And you will regret letting me live." You watch her amble off with only fragments of her former life in her head. Her powers are considerably drained, but she still poses a problem. Perhaps you should have dealt with her, as she said. Still, you breathe a sigh of relief. You don't want this power to change who you are. You won't let yourself become like her. No matter what.



- » Agnes Baker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of memories she had collected at the end of the game, whichever is higher.
- » Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- » Agnes Baker **may** either upgrade Heirloom of Hyberborea to its advanced version, or downgrade the advanced version of Dark Memory to its original version

...from page 35 (*Resolution 2*).

Elsbeth has you at her mercy. She raises her hand, her magic threatening to tear you apart. She smirks. You close your eyes and brace yourself...but no killing blow comes. Instead, she yanks you to your feet and wipes dust off your apron. "Come now," she purrs with a devilish grin. "You are no whimpering animal. Don't you remember what you truly are? What we truly are?" Then, without any further punishment, she departs, leaving you with only fragments of your former life.



- » Agnes Baker earns experience equal to either the combined Victory X value of each card in the victory display, or equal to the number of memories she had collected at the end of the game, whichever is higher.
- » Each other investigator only earns experience equal to the combined Victory X value of each card in the victory display.
- » Agnes Baker **must** either upgrade Dark Memory to its advanced version, or downgrade the advanced version of Heirloom of Hyberborea to its original version





CHALLENGE SCENARIO IV

BY THE BOOK

Red tape is stifling. Ever since you arrived in Arkham, your cases have gotten harder and harder to navigate. You thought you would be tracking down smugglers and mobsters, not imaginary monsters. But the longer your absurd cases remain open, the more you begin to think maybe they aren't so absurd, after all. And perhaps that means the monsters aren't imaginary, either.

The Bureau has countless guidelines for handling cases of all sorts, but it is eerily silent on the matter of human sacrifices. So when you were told about the bodies found inside the Black Cave, you weren't sure where to begin. Questioning the locals and loved ones of the deceased yielded nothing of value. The evidence left behind in the cave was unhelpful, to say the least—offerings and writings proclaiming the sacrifices to be gifts, along with depictions of a monstrous tree. So you did what you do best: you put your nose to the ground and found the thread connecting all of the deaths.

One man lies at the center of all of the victims: Mr. Damien Grey. The congressman is not from Arkham, has no relatives or loved ones in the area, and is on no committee that would require his presence in town. And yet, he's been staying in Arkham for the past few months, his purpose unknown. And he is connected to each of the victims through no more than two degrees of separation, which smells fishy to you. Fishier still is the police escort that follows Mr. Grey through town 24/7, despite the fact that there have been no threats on the congressman's well-being.

You have to get to the bottom of this mystery, and soon. Now you see that damned tree everywhere. More people go missing by the day, and some have even claimed to see goatlike monsters prowling the alleyways. But if Mr. Grey is indeed behind this, you'll have to be careful. Falsely accusing a politician would certainly spell the end of your career. Time to do what you came to do: dig up the proof, discover the truth, and bring the culprits in for questioning. Every "i" dotted, every "t" crossed.

Continue to page 42.





























Scenario Prerequisites

- » Roland Banks must be chosen as one of the investigators when playing this scenario.

Campaign Mode

- » To add *By the Book* as a side-story to a campaign costs Roland Banks **3 experience**, and each other investigator only **1 experience**.

Stand-Alone Mode

- » Construct the chaos bag with your chosen difficulty.
- » **Easy:**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , , .
- » **Standard:**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .
- » **Hard:**
0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , , .
- » **Expert:**
0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , , .

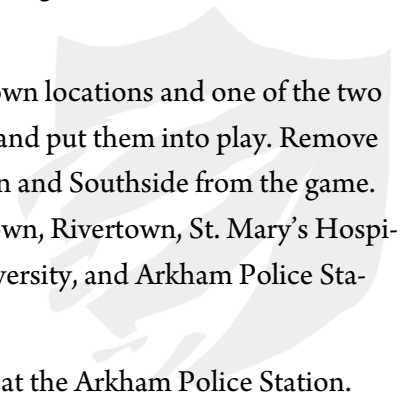


Scenario Setup

- » Gather all cards from the following encounter sets: *By the Book*, *The Midnight Masks*, *Agents of Shub-Niggurath*, *Cult of Umôrdhoth*, *Chilling Cold*, *Dark Cult*, *Nightgaunts*, and *Striking Fear*. Each of these sets except for *By the Book* can be found in the core set. These sets are indicated by the following icons:



- » Remove the original scenario reference card from *The Midnight Masks* encounter set from the game. Use the new scenario reference card in the *By the Book* encounter set.
- » Remove the original act and agenda deck from *The Midnight Masks* encounter set from the game. Build the act and agenda decks using only the new act and agenda cards provided in the *By the Book* encounter set.
- » Remove the Your House location and both copies of the Mysterious Chanting treachery from the game. These cards are not used in this challenge scenario.
- » Choose one of the two Downtown locations and one of the two Southside locations at random and put them into play. Remove the other versions of Downtown and Southside from the game. Then, put the Northside, Easttown, Rivertown, St. Mary's Hospital, Graveyard, Miskatonic University, and Arkham Police Station locations into play.
 - Each investigator begins play at the Arkham Police Station.



- » Shuffle the 9 **Cultist** enemies from the *Cult of Umôrdhoth* and Dark Cult encounter sets together, then place one of those enemies facedown underneath each location in play, as a conspirator.
- You may optionally decide to gather the cards included in the *Return to the Cult of Umôrdhoth* encounter set, as well. This set is indicated by the icon to the right. If you do, shuffle the 3 cards from this encounter set with the 9 **Cultist** enemies from above, and remove 3 of the 12 cards at random from the game without looking at them. Then place one of the remaining enemies facedown underneath each location in play, as a conspirator.
- » Roland Banks begins the game with 1 clue (from the token pool).
- » Shuffle the 24 remaining encounter cards to build the encounter deck.
- » You are now ready to begin.



When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 48.
- » *If no resolution was reached and Roland resigned.*
Go to page 46.
- » *If Resolution 1 (R1) was reached*
Go to page 46.
- » *If Resolution 2 (R2) was reached*
Go to page 48.

...from page 45 (*Resolution 1*).

Your evidence presented and the case closed, you return to your typical day-to-day of investigating bootleggers and common criminals. Those responsible for the murders—those you could catch, anyway—are safely behind bars. With the proof you collected, not even Mr. Grey's extensive influence can pardon their crimes.

But returning to your usual cases has proven difficult. Nagging worries pull at your thoughts. Something compelled Mr. Grey and the others to commit these heinous crimes. To sacrifice human lives in the pursuit of some dark, sinister purpose.

A rot lies beneath the surface of this town like mold hides in the foundations of an old, rotting house. With so much left unknown, how can you be sure the guidelines of the Bureau account for what you've seen? What if next time, you have to break the rules to get to the truth? What will you do then?



- » Roland Banks earns experience equal to the combined Victory X value of each enemy in the victory display.
- » Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- » If the number of Cultist enemies in the victory display is ...
 - **4–5**, Roland Banks begins the next scenario with 1 additional card in hand.
 - **6–7**, Roland Banks begins the next scenario with 2 additional cards in hand.
 - **8–9**, Roland Banks begins the next scenario with 3 additional cards in hand.
 - **10**, Roland Banks begins the next scenario with 3 additional cards in hand. Choose and remove any non-symbol token from the chaos bag, for the remainder of the campaign.
- » If Mr. Grey is in the victory display, Roland Banks **may** either upgrade Roland's .38 Special to its advanced version, or downgrade the advanced version of Cover Up to its original version.



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

No amount of procedure or training could have prepared you for the monsters that emerged during your investigation—both the human ones and the literal ones. Despite your best efforts, you were forced to close the case and lay low. Any further involvement might have been the very end of you. Mr. Grey and his goons may never face the proper consequences for their heinous acts. But at least now you know of the true rot that lies beneath the surface of this town. You'll be better prepared next time. Rules or no rules.



- » Roland Banks earns experience equal to the combined Victory X value of each enemy in the victory display.
- » Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- » Roland Banks **must** either upgrade Cover Up to its advanced version, or downgrade the advanced version of Roland's .38 Special to its original version.

