



ROLAND BANKS

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.

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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, , , , , , , .

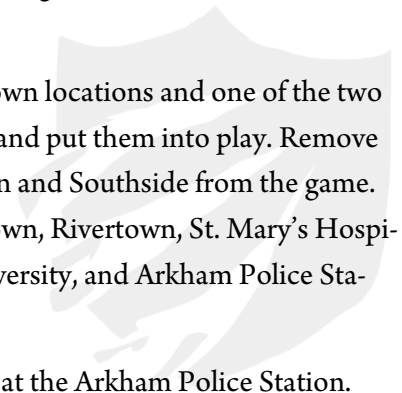


Scenario Setup

- » 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)
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- » If no resolution was reached and Roland resigned.
Go to page 70.
- » If Resolution 1 (R1) was reached
Go to page 70.
- » If Resolution 2 (R2) was reached
Go to page 72.



...from page 69 (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 69 (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.

