

STAND-ALONE IV

GUARDIANS OF THE ABYSS

Investigators must stop an ancient prophecy from coming to life in Guardians of the Abyss, a compilation of two unique scenarios originally released. Each of these scenarios can be played separately as standalone scenarios, or inserted into any campaign as side-stories.

A day of reckoning is coming...

Campaign Mode

When either of these two scenarios are played as a side-story during a campaign, play them as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

The Night's Usurper can be played as a side-story without playing The Eternal Slumber, but once The Night's Usurper is played during a campaign, The Eternal Slumber cannot be played afterwards.

- » To add The Eternal Slumber as a side-story each investigator must pay **2 experience**.
- » To add The Night's Usurper as a side-story each investigator must pay **2 experience**.

Stand-Alone Mode

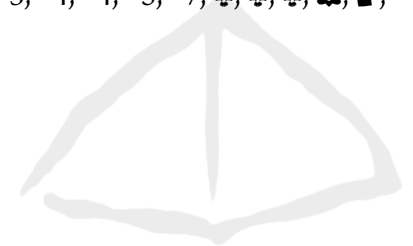
- » Construct the chaos bag with your chosen difficulty.

» **Standard:**

+1,+1, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, -6, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠, ♠.

» **Hard:**

+1, 0, 0, -1, -1, -2, -2, -2, -3, -3, -4, -4, -5, -7, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠, ♠.



Explore

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

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

- » Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a “successful” exploration.
- » If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.
- » If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.
- » When a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.
- » Alternatively, you can play with the following “Return to” rules.
When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.
“Forced” - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.”



Example:

Act 1a—“Search for the Gate” has the following ability:

“**➤: Explore.** Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.”

Ursula Downs is at the Expedition Camp and wishes to find a new location to travel to. She spends her first action to explore, drawing the top card of the exploration deck. The card she draws is Desert Oasis. Because Desert Oasis is a location that is not connected to the Expedition Camp, it is placed next to the exploration deck, and Ursula draws the next card in the exploration deck. This time, she draws the Sandstorm treachery card, which she resolves as normal and places in the encounter discard pile. Her exploration is unsuccessful, and she must shuffle the Desert Oasis that she drew previously back into the exploration deck.

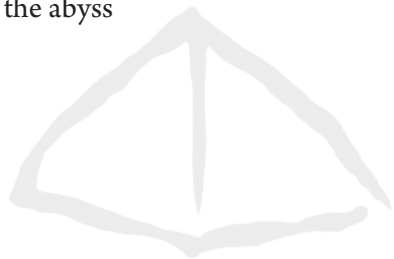
Ursula decides to explore one more time, spending a second action. This time, she draws Nile River, which is connected to the Expedition Camp. Her exploration is successful. Nile River is put into play with clues on it equal to its clue value, and Ursula immediately moves from the Expedition Camp to the Nile River.

Strength of the Abyss

During this scenario, resources on the scenario reference card represent the current strength of the abyss. When you are instructed to add strength to the abyss or remove strength from the abyss, adjust the number of resource tokens on the scenario reference card accordingly. The strength of the abyss has no inherent game effect on its own, though certain encounter card effects may grow stronger or change depending on the current strength of the abyss. Beware—as the abyss grows in strength, so too will the forces set against you. Should it grow too powerful, you will surely fail as Guardians of the Abyss.

“Taken by the Abyss”

If an effect states that a defeated investigator or **Ally** asset has been “taken by the abyss,” that character has been afflicted by a curse which puts them in a comatose state. When an investigator or **Ally** asset is taken by the abyss, first add 1 strength to the abyss. Then, if that card was unique, record in the campaign log that “(card name) was taken by the abyss.” An investigator who has been taken by the abyss is treated as if they were killed or driven insane. Additionally, for the remainder of the campaign, players cannot play copies of any unique **Ally** asset who has been taken by the abyss



Story Cards

Story cards are a new cardtype in this scenario. 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. (Note: When a location or enemy that is in play is flipped over to a story card on its other side, that location or enemy is still considered to be in play while that story card is being resolved.)



» *To continue to The Eternal Slumber*

Go to page 78.

» *To continue to The Night's Usurper*

Go to page 88.



GUARDIANS OF THE ABYSS - A
THE ETERNAL SLUMBER

Greetings,

I'm sorry. I know it has been some time since my last correspondence. I am writing to you now because there is nobody I can trust here in Cairo. I don't even know if this letter will make it to you safely. I can only hope it does, for all our sakes.

There's something wrong in this city. It started a few weeks ago. The head curator of the Museum of Egyptian Antiquities fell asleep and simply never awoke. I thought nothing of it at first, just a medical curiosity, a mystery the doctors would solve in due time. But then it happened again. And again. More and more, people all across the city started falling into comas. Now it's happening every night... And as I write to you, they are taking my husband John to the hospital.

I'm scared. I don't want to fall asleep and never wake up again. But more than that, I'm worried that these are people purposely inflicting this curse on others. And if so, Why? Please, I am begging you. I need your help.

Yours sincerely,

Jessie Burke

Continue to page 80.

Setup

- » Gather the following encounter sets: *The Eternal Slumber*, *Sands of Egypt*, *Brotherhood of the Beast*, and *Abyssal Tribute*. These sets are indicated by the following icons, respectively:



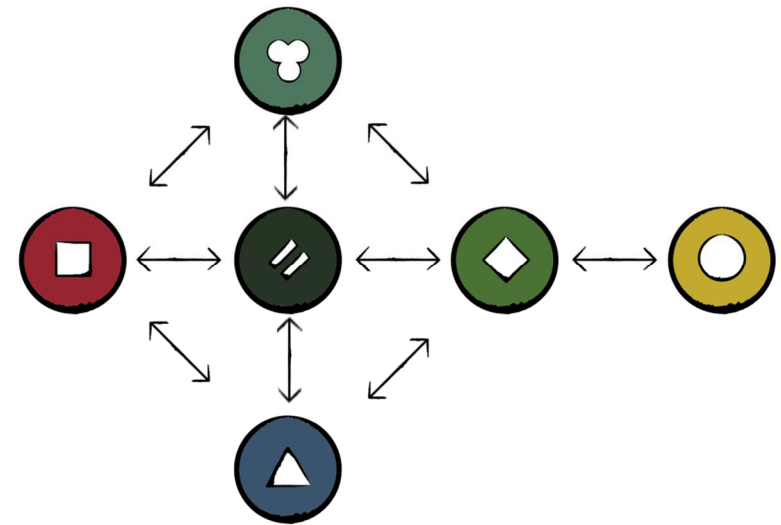
- » Put the following locations into play: Streets of Cairo, Outskirts of Cairo, Temple Courtyard, Museum of Egyptian Antiquities, Cairo Bazaar, and Expedition Camp. Each investigator begins play in the Streets of Cairo.

- Alternatively, you can play with the following “Return to” rules. When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.
“Forced” - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.”

- » Set the following cards aside, out of play: Neith, John & Jessie Burke, Ancient Ankh, both copies of Abyssal Revenant, and each of the 7 single-sided locations (Nile River, Sands of Dashur, Dunes of the Sahara, Untouched Vault, Faceless Sphinx, Desert Oasis, and Sandswept Ruins).
- » Find the 6 double-sided **Brotherhood** enemies (Professor Nathaniel Taylor, Dr. Layla El Masri, Dr. Wentworth Moore, Nadia Nimr, Farid, and Nassor). These enemies have story cards on their reverse sides. For the best experience, do not look at the story cards on their reverse sides. Shuffle these 6 enemies together and place them beneath the scenario reference card.

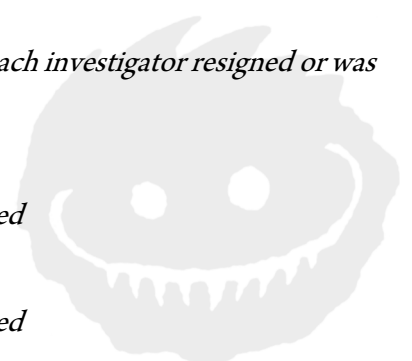
- » For each investigator in the game, place 1 resource token on the scenario reference card, under “Strength of the Abyss.” For the remainder of this scenario, resources on the scenario reference card represent the current strength of the abyss.
- » Shuffle the remainder of the encounter cards to form 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 82.
- » *If Resolution 1 (R1) was reached*
 Go to page 84.
- » *If Resolution 2 (R2) was reached*
 Go to page 86.



...from page 81 (*No Resolution*).

The city of Cairo sleeps and will never wake. In the west, the Brotherhood rejoices, for their prophecy is about to be fulfilled. And deep in the land of dreams, their Chosen grips his weapon for the first time.



- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » In your Campaign Log, record *dreamers in the abyss* (X). X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.
- » In your Campaign Log, record that *the Brotherhood's schemes continue unabated*.

Check the Campaign Log:

- » *If all the investigators were taken by the abyss*
Go to page 98.
- » *Otherwise,*
Continue to Guardians of Abyss - B on page 88.

...from page 81 (Resolution 1).

Jessie Burke cries with joy as her husband opens his eyes for the first time in weeks. “J... Jessie?” John trembles as he tries and fails to stand. His wife places a hand on his shoulder to steady him. “I thought you would never wake,” she admits, wiping tears from her eyes. “If it weren’t for our friends here, you’d still be under.” John turns to you, his expression dire. “Then you’re the only ones who can stop what is coming,” he says cryptically. “In my dreams, I saw him. The one they called Xzharah.” He swallows hard. “And he is like nothing we’ve ever seen before.”



- » In your Campaign Log, record that *the curse of slumber was lifted*. Cross off all “(card name) was taken by the abyss” notes in your Campaign Log.
- » Any one investigator may choose to add John & Jessie Burke 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.
- » In your Campaign Log, record *dreamers in the abyss (X)*. X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.



Continue to Guardians of Abyss - B on page 88.

...from page 135 (Resolution 2).

Neith rises to her feet. Most of her power has been drained, but the strength of several dreamers still sustains her. "They have planned for centuries. Their day of reckoning is coming. Nothing can stop that. Not I. Certainly not you." You notice she speaks as if she were a third party, and you press further. "Do you think I had a choice?" She scoffs. "None can withstand Xzharah. You will see. He will bend your will just as he did mine." Her shadow grows and warps, misshapen. "It is the Abyss he wants. If you wish to stop him, head west. Xzharah awaits beyond the Gate." Neith's shadow consumes her body whole, and she vanishes from sight. Only her amulet remains.



- » In your Campaign Log, record that *you are aware of Xzharah's plans*.
- » Any one investigator may choose to add the Ancient Ankh to their deck. It 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.
- » In your Campaign Log, record *dreamers in the abyss (X)*. X is the strength of the abyss when the scenario ended.
- » In your Campaign Log, record *Brotherhood Agents Who Escaped*: and list the names of each unique **Cultist** enemy that was in play or beneath the scenario reference card when the game ended.



Continue to Guardians of Abyss - B on page 88.



GUARDIANS OF THE ABYSS - B

THE NIGHT'S USURPER

Winlock fiddles with his mustache for a moment while he considers your words. As the leader of the expedition currently scouring through Dashur, the decision of whether or not to let you join the expedition is up to him. “Look, I read through the evidence you gathered. I know about what happened in Cairo. I believe your story. But, still...” He lets out an exasperated sigh. “I just don’t know how I’m going to convince the rest of the expedition crew. Ancient temples is one thing, but a gate to another dimension? This ‘Xzharah’ fellow? None of this can be real, right?”

Your research and your experience says otherwise. The threat is real. There is a secret organization operating within Egypt—The Brotherhood of the Beast—and if they are not stopped, their newfound “Chosen One” will begin a campaign of destruction that ends with the Earth.

You insist one last time to be allowed access to the expedition’s resources. “Alright, alright,” Winlock relents. “I don’t know what it is you’re looking for out there in the desert, but I hope you find it.” You shake your head in reply. You’d rather come up empty-handed.

Continue to page 90.



Setup

- » Gather the following encounter sets: *The Night's Usurper*, *Sands of Egypt*, *Brotherhood of the Beast*, and *Abyssal Gifts*. These sets are indicated by the following icons, respectively:



- » Put the Expedition Camp into play. Each investigator begins play in the Expedition Camp.
- » Set the following cards aside, out of play: Khopesh of the Abyss, Summoned Nightgaunt, the single-sided Eldritch Gate location, the double-sided Xzharah enemy, each of the 5 double-sided **Otherworld** locations, and both copies of Dreaded Shantak. Xzharah and the **Otherworld** locations have story cards on their reverse sides. For the best experience, do not look at the story cards on their reverse sides.
- » Create the exploration deck. This is done by shuffling together each of the 7 remaining single-sided locations, along with 1 copy each of the following treachery cards: Abyssal Reach, The Black Wind, Terror Under the Pyramids, and Swarm of Locusts.
- Alternatively, you can play with the following “Return to” rules.
When building the exploration deck remove all treachery cards and shuffle them into the encounter deck.
“**Forced** - After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.”
- » Place a number of resource tokens on the scenario reference card, as follows.

- If you are playing in Campaign Mode, place resources equal to the number listed in parentheses next to “*dreamers in the abyss*” in your Campaign Log.
 - If you are playing in Standalone Mode, place 1 resource for each investigator in the game.
- » Find the 6 double-sided Brotherhood enemies. These enemies have story cards on their reverse sides. Some of these enemies are placed beneath the scenario reference card, as follows. The rest are removed from the game.
- If you are playing in Campaign Mode, place each of the enemies listed next to “*Brotherhood Agents Who Escaped*” in your Campaign Log beneath the scenario reference card.
 - If you are playing in Standalone mode, shuffle these 6 enemies together and place 3 of them beneath the scenario reference card without looking at them.
- » Shuffle the remainder of the encounter cards to form the encounter deck.

When the game is complete:

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

...from page 91 (Resolution 1).

“It’s just an arch. Why’re you so worked up, boss?”

Winlock crossed his arms. Something about all of this felt wrong. He was sure that this was the place those folks from Arkham were looking for—a delicately patterned archway that led nowhere at all—and yet, Winlock was certain there was something on the other side. “It’s not Egyptian,” he noted, staring at the thing with narrow eyes. “It doesn’t even look...human.”

“You believed those loons? Look boss, it’s nothing!” one of his men laughed.

“Is it?” Winlock snapped, eyes wide.

“Is it?”



» In your Campaign Log, record that *the Day of Reckoning is coming*.

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

Check the Campaign Log:

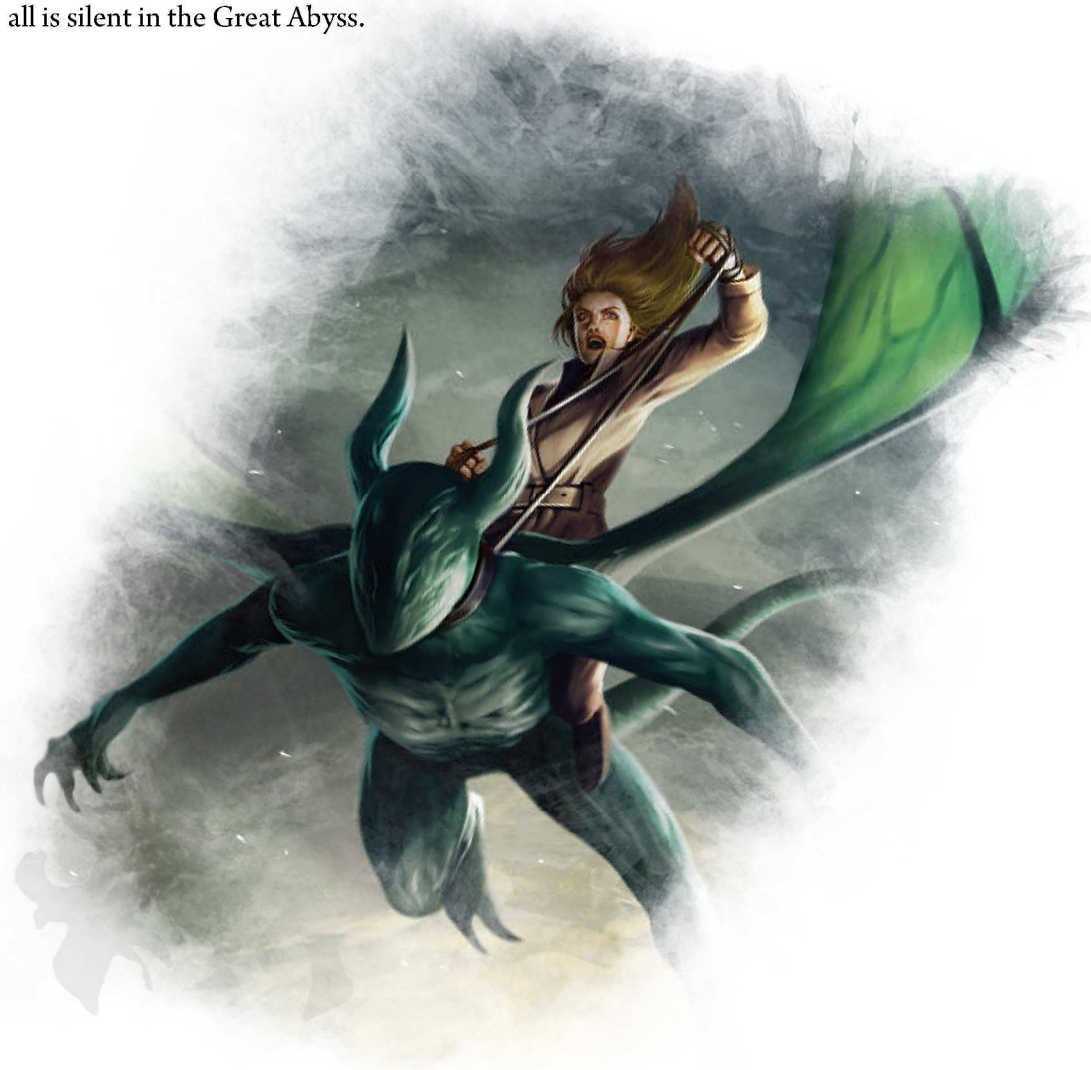
» *If all the investigators were taken by the abyss*
Go to page 98.



...from page 91 (*Resolution 2*).

The essence fades from Xzharah's body. Swirling clouds of mist surround him and force him to his knees. Creatures of the abyss appear wordlessly at your side, surrounding Xzharah with a quiet, expressionless hate. Xzharah's sword betrays him and falls from his grip, the blade fracturing as it clatters to the ground.

"... The prophecy must be fulfilled..." It is the last of his vile whispers. His physical form vanishes into the realm's ethereal mist, and all is silent in the Great Abyss.



- » In your Campaign Log, record that *the Abyss was saved*. Cross off all "(card name) was taken by the abyss" notes in your Campaign Log.
- » Any one investigator may choose to add Summoned Nightgaunt 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 91 (Resolution 3).

Xzharah places an ice-cold hand on your shoulder as you kneel before him. “You have proven your loyalty,” he decrees. Creatures of the abyss surround you, heads bowed in reverence to their new master. There are none left to oppose him. “Few of your kind have the wit or the will to see beyond the present. To see our prophecy fulfilled. But you are worthy enough to have your eyes opened. Far worthier than the fools I have trusted in the past.” He bids you to stand, and places the handle of his blood-soaked sword in your hands. “Now arise, Servant of the Beast, and take your place among us.



- » In your Campaign Log, record that *you joined forces with Xzharah*.
- » Any one investigator may choose to add the Khopesh of the Abyss to their deck. It 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.



...all were taken by The Abyss.

Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men.

» All investigators are driven **Insane** and are **Killed**.

» The investigators lose the campaign.



THE END

GUARDIANS OF THE ABYSS

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