



STAND-ALONE II

CARNEVALE OF HORRORS

“Look,” Sheriff Engel insists, “I know it sounds crazy, but that’s really all there is to it.” He sighs and sits back down, pouring a cup of joe for you and one for himself. “A dame in Uptown spotted a cracked egg wearing this mask and holdin’ a bloody butcher’s cleaver,” he says, motioning to the black leather mask sitting on his deck. It has a comically long nose and a strange symbol scrawled in yellow on its forehead.

“So, she calls it in. My boys and I picked him up on the corner of Saltonstall & Garrison.” The sheriff’s jaw clenches and his brows furrow as he recounts the story. “Fella did nothing but laugh as we slapped the bracelets on him. Called himself Zanni. Said nothing except the ‘carnival is coming,’ whatever the hell that meant. Wasn’t until the next day we found the victim’s body. Defense wanted him in a straightjacket. We were happy to oblige.”

There isn’t much time to spare. If your research is right there is more to this case than meets the eye. This “Zanni” wasn’t talking about Darke’s Carnival, but rather the Carnevale of Venice, which begins just before the next full moon...

















Continue to page 20.



Campaign Mode

- » To add the Carnevale of Horror as a side-story to a campaign each investigator must pay **3 experience**.

Stand-Alone Mode

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



Setup

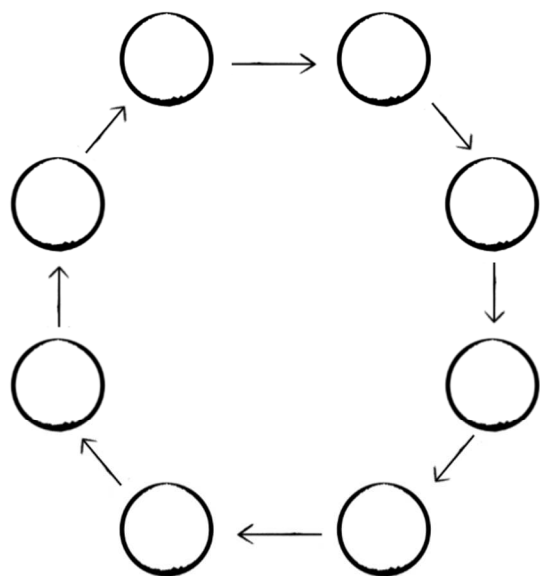
- » Gather all cards from the *Carnevale of Horrors* encounter set indicated by this icon:



- » Choose 1 location at random and remove it from the game. If San Marco Basilica or Canal-side is chosen, randomly choose a different location instead.
- » Put the other 8 locations into play in a random circular formation (see page 22). Each investigator begins play at San Marco Basilica. Put Abbess Allegría Di Biase into play at San Marco Basilica.
- » Shuffle the 7 Masked Carnevale-Goers and put 1 into play at each location other than San Marco Basilica, Masked Carnevale-Goers side face-up. Do not look at their other sides.
- » Set the following cards aside, out of play: Cnidathqua, Pantalone, Medico Della Peste, Bauta, Gilded Volto.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Suggested Location Placement



Location Setup

In this scenario, locations are placed in a circle. Due to the parade during the Carnevale, each location is connected only to the location in the clockwise direction this means that investigators and monsters can only travel (or count the nearest location) in the clockwise direction unless otherwise directed.

Counter-Clockwise

Some cards instruct the players to find the nearest location in the counter-clockwise direction. This is an exception to the above rule and should be followed as though location are connected counter-clockwise.

Across From

The location “across from” another location is the farthest location, equidistant in both the clockwise and counter-clockwise directions. For the purposes of this scenario, “across from your location” and “across from you” have the same meaning.

When the game is complete:

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

Go to page 24.

» *If Resolution 1 (R1) was reached*

Go to page 26.

» *If Resolution 2 (R2) was reached*

Go to page 28.

...from page 23 (*No Resolution*).

You sputter awake as a oar gently taps your shoulder. “Tutto bene?” The gondolier holding the oar says with a concerned expression. You nod and drag yourself onto the docs from his gondola, drenched and aching all over. The city is devastated. Most of the boats in the canal are wrecked, and the streets are covered not in confetti, but in blood...



- » In your Campaign Log, record that *many were sacrificed to Cnidathqua during the Carnevale*.
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » Move 1 innocent Reveler from underneath the act deck to underneath the agenda deck, if able.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*
Go to page 32 (Abbess Satisfied).

...from page 23 (*Resolution 1*).

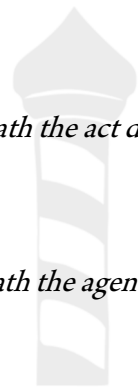
The city is still recovering from the events during the eclipse. With nearly all evidence of the creature melted away by the hot sun, many attribute the violence during the Carnevale to local crime lord Cascio Di Boerio and his crew. Those that know the truth know better than to speak of the elder creature that lives in Laguna Veneta. With any luck, its name will never be spoken again.



- » In your Campaign Log, record that *the sun banished Cnidathqua into the depths*.
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*
Go to page 32 (Abbess Satisfied).



...from page 23 (*Resolution 2*).

The creature recoils as globules of its jelly-like flesh rip and tear from its body, splashing into the lagoon. It makes no sound as its torn body sinks into the depths. The chanting in the city plunges into mournful silence. As you return to the canal-side streets, black feathers fall from the sky where bright confetti once fluttered. You can only wonder how long it will take for the creature to recover.



- » In your Campaign Log, record that *Cnidathqua retreated to nurse its wounds*.
- » Each investigator earn experience equal to the Victory X value of each card in the victory display.
- » In player order, each investigator may choose one of the following **Mask** cards to add to their deck: Pantalone, Medico Della Peste, Bauta, or Gilded Volto. The chosen card does not count towards that investigator's deck size

When the game is complete:

- » *If there are no Innocent Revelers underneath the act deck and at least one underneath the agenda deck,*
Go to page 30 (Sacrifices Made).
- » *If there are no innocent Revelers underneath the agenda deck and three underneath the act deck,*
Go to page 32 (Abbess Satisfied).

...*Sacrifice Made.*

Too many lives were lost during the eclipse to spot the machinations of Cnidathqua's servants. The beast has been fed, its minions empowered. You find yourself hoping you don't live long enough to see the fallout of your failure.



- » Each investigator searches the collection for a random basic **Madness**, **Injury**, or **Monster** weakness and adds it to their deck for the remainder of the campaign.



“Grazie mille—thank you for all your help,” Allegría says as you return to the basilica. “Thanks to you, there were few casualties. I shudder to think what might have happened had you not arrived. Should you ever require assistance, please do not hesitate to ask.”



» Any one investigator may choose to add Abbess Allegría Di Biase to their deck. This card does not count toward that investigator’s deck size.

