

ARKHAM HORROR
CHALLENGE SCENARIOS

CAMPAIGN GUIDE

Based on the works of
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*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...*

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PREFACE

Challenge scenarios are special 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.

A designer challenge scenario reimagines an existing scenario adding ultimatums, additional setup, and deckbuilding restrictions. These scenarios can be played only as a stand-alone scenario.

A print-and-play 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.

Ultimatums

An Ultimatum is a restriction, limitation, or additional rule that makes the game harder for the investigators. Ultimatums are permanent throughout the duration of the scenario.

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.

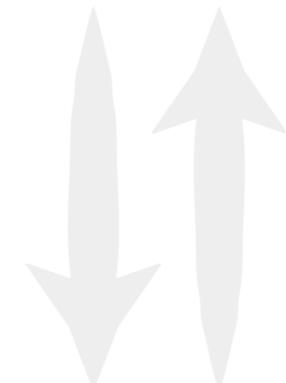
Campaign Mode (Side-Story)

- » 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.





DESIGNER CHALLENGE THEN IT MULTIPLIED

UNDIMENSIONED AND UNSEEN

“It’s a frightful thing to have alive, but it isn’t as bad as what Wilbur would have let in if he’d lived longer. You’ll never know what the world has escaped. Now we’ve only this one thing to fight, and it can’t multiply.”

—H.P. Lovecraft, “The Dunwich Horror”

This first designer challenge is simple. Just kidding—it’s an absolute nightmare! Invisible Broods of Yog-Sothoth have escaped into the wilds of Dunwich, and you must stop their rampage... but there are far more of them than you could have possibly anticipated, and you are woefully unprepared.

To play this challenge, you will need one copy of the *Arkham Horror: The Card Game Core Set*, *The Dunwich Legacy*, and the *Undimensioned and Unseen Mythos Pack*, as well as one investigator deck per player.

At the time this designer challenge was issued (27th of July 2018) the following products were available. The whole of *The Dunwich Legacy Cycle*, *The Path to Carcosa Cycle*, and *Return to the Night of the Zealot*. Part of *The Forgotten Age* including the deluxe expansion, *Threads of Fate* and *The Boundary Beyond*. If you want to play the challenge as it was initially issued build your deck from only these packs.

Ultimatum

While building your deck for the challenge scenario the following Ultimatum is in effect.

» **Ultimatum of the Keeper’s Challenge** – Investigator decks cannot include any of the following cards:

Elusive (*Core Set*, 50)

Astral Travel (*The Path to Carcosa*, 34)

Cat Burglar (*Core Set*, 55)

Mists of R’lyeh (*The Forgotten Age*, 29)

Lure (*The Essex County Express*, 156)

Think on your Feet

(*The Dunwich Legacy*, 25)

Shortcut (*The Dunwich Legacy*, 22)

Shortcut (2) (*The Pallid Mask*, 232)

Survival Instinct (*Core Set*, 81)

Survival Instinct (2)

(*Undimensioned and Unseen*, 235)

Pathfinder (*The Miskatonic Museum*, 108)

Continue to page 12.

Stand-Alone Mode

- » Construct the chaos bag.
- 0, 0, 0, -1, -1, -2, -3, -4, -4, -5, , , , , .
- » Do not include the Powder of Ibn-Ghazi in any player's deck.
- » *Dr. Henry Armitage has been sacrificed to Yog-Sothoth.*

Setup

- » Gather all cards from the following encounter sets: *Undimensioned and Unseen*, *Whippoorwills*, *Beast-thralls*, *Dunwich*, and *Striking Fear*. Each of these sets can be found in *The Dunwich Legacy Deluxe Expansion* and the *Undimensioned and Unseen Mythos Pack*. These sets are indicated by the following icon:



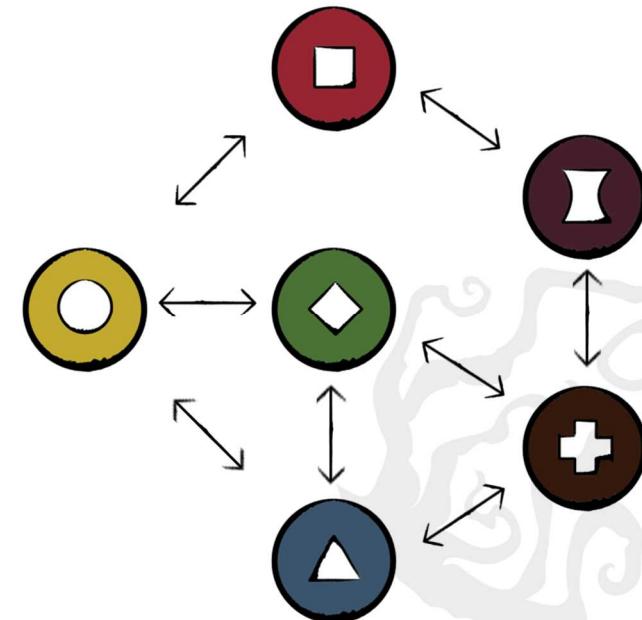
- » Put one of the two versions of the following locations into play at random: Dunwich Village, Cold Spring Glen, Blasted Heath, Ten-Acre Meadow, Devil's Hop Yard, and Whateley Ruins. Remove the other versions of each of those locations from the game. Each investigator begins play in Dunwich Village.
- » Set each copy of Esoteric Formula aside, out of play.

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 6 locations removed from the game during setup (the versions of each location in play not currently being used) and drawing 1 at random.



Suggested Location Placement



Ultimatums

While playing the challenge scenario the following Ultimatum is in effect.

- » **Ultimatum of Invisibility** – Each Brood of Yog-Sothoth gains the Elite trait and is immune to all player card effects except for the effects of Esoteric Formula.
- » **Ultimatum of Multiplication** – Instead of the standard setup instructions, begin the game with all five Brood of Yog-Sothoth cards in play: one in each of the five locations besides Dunwich Village. For the remainder of the scenario, whenever an effect would cause you to spawn a set-aside Brood of Yog-Sothoth, you must instead place one doom on the current agenda.
- » **Ultimatum of Agony** – When assigning damage or horror from a single source, investigators must assign as much damage or horror as possible to a single card before any excess damage or horror may be assigned to a different card.
- » Shuffle the remainder of the encounter cards to build the encounter deck.
- » Slay as many Brood of Yog-Sothoth as you can!



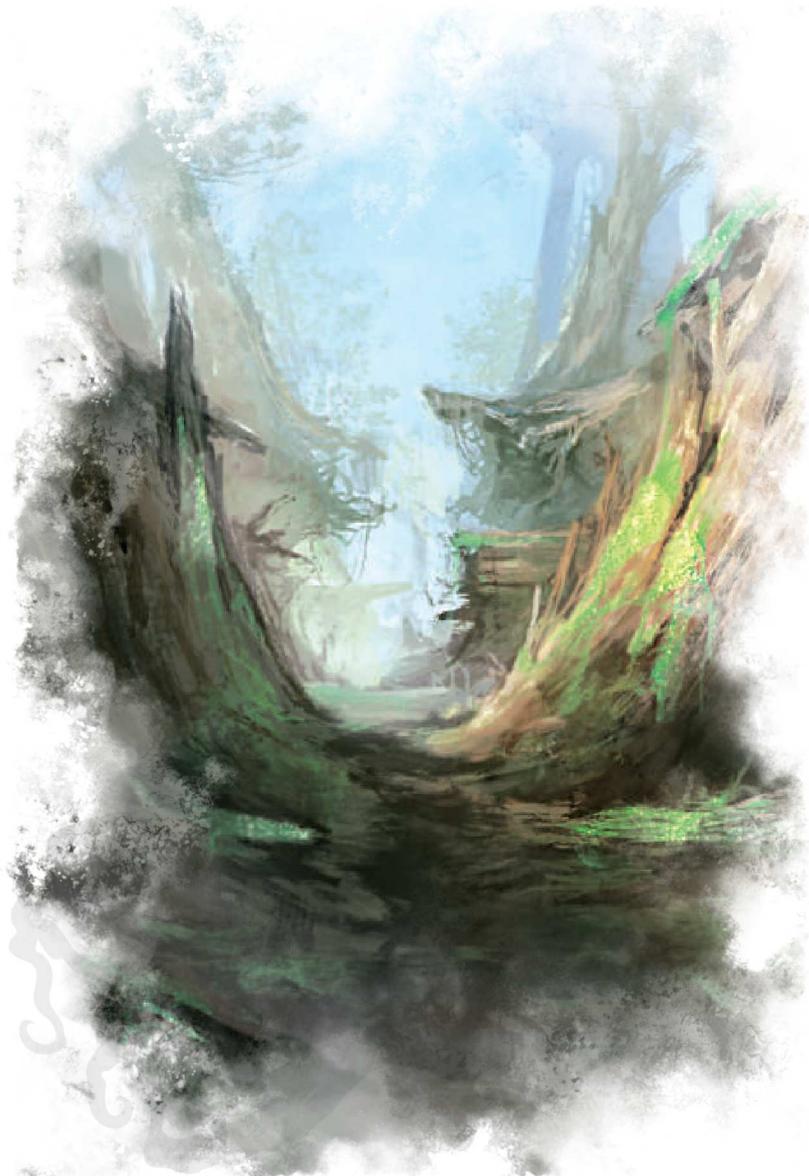
When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
Go to page 16.
- » *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).

You did all you could to stop the rampaging monsters, but there were more of them than you realized and you weren't able to slay them all. Exhausted and terrified, you retreat to Zebulon's home and hope to survive the night.



- » In your Campaign Log, record that X *brood escaped into the wild*. X is the total number of Brood of Yog-Sothoth still in play or set aside.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display
- » The investigators fail the challenge. Better luck on your next attempt!

...from page 15 (Resolution 2).

After slaying what seems to be the last of the rampaging monsters you retreat to Zebulon's home, exhausted and rattled by your experience.



- » In your Campaign Log, record that *no brood escaped into the wild.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display
- » The investigators successfully completed challenge! Congrats!



DESIGNER CHALLENGE

DEATH ITSELF

THE PALLID MASK

There a painless death awaits him who can no longer bear the sorrows of this life. If death is welcome let him seek it there.

—Robert W. Chambers, *The King in Yellow*

This designer challenge will test your speed and your evasiveness. You have been trapped in the vast and labyrinthine catacombs of Paris, and an invulnerable specter of Death itself is hot on your heels.

In order to play this challenge, you will need one copy of the *Core Set*, *The Path to Carcosa* deluxe expansion, *The Pallid Mask* Mythos Pack, and one investigator deck per player (note that there are some additional deckbuilding restrictions due to the ultimatums below). Good luck!

At the time this designer challenge was issued (14th of September 2018) the following products were available. The whole of *The Dunwich Legacy Cycle*, *The Path to Carcosa* Cycle, and *Return to the Night of the Zealot*. Part of *The Forgotten Age* including the deluxe expansion, *Threads of Fate*, *The Boundary Beyond*, *Hearts of the Elders* and *The City of Archives*. If you want to play the challenge as it was initially issued build your deck from only these packs.

Ultimatum

While building your deck for the challenge scenario the following Ultimatum is in effect.

» **Ultimatum of the Keeper's Challenge** – Investigator decks cannot include any of the following cards:

Key of Ys (Dim Carcosa, 315)

Streetwise (Blood on the Altar, 189)

Cat Burglar (Core Set, 55)

Shotgun (Core Set, 29)

Continue to page 22.

Stand-Alone Mode

» Construct the chaos bag.

0, 0, 0, -1, -1, -2, -3, -3, -4, -4, -5, , , , , , , , 

» Randomly choose one of the following tokens and add two of the chosen token to the chaos bag.



» The lead investigator adds The Man in the Pallid Mask (*The Path to Carcosa*, 59) weakness to his or her deck.

» *You awoke inside the catacombs*



Setup

» Gather all cards from the following encounter sets: *The Pallid Mask*, *Ghouls*, *Hauntings*, and *Chilling Cold*. Each of these sets can be found in *The Path to Carcosa Deluxe Expansion* and *The Pallid Mask Mythos Pack*. These sets are indicated by the following icons:



» Search *The Last King* encounter set for Ishimaru Haruko (Just Skin and Bones) and set her aside, out of play. This set is indicated by the icon to the right.

» The bearer of The Man in the Pallid Mask weakness searches his or her deck for it and sets it aside, out of play.

» Find the Tomb of Shadows and the Blocked Passage (each one is the revealed side of a Catacombs location). Set them aside, out of play.

» Put a random Catacombs location (other than the set-aside Tomb of Shadows or Blocked Passage) into play, Catacombs side faceup. For the remainder of the Scenario, that location is referred to as “the starting location.” Place a resource token on this location to mark it as the starting location.

Do not place investigators here yet.

- » Set all of the other locations aside as a separate “Catacombs Deck.” To do this, perform the following:
 - Shuffle the set-aside Tomb of Shadows, the set-aside Blocked Passage, and 3 other Catacombs locations together to form the bottom 5 cards of the Catacombs Deck, Catacombs side faceup.
 - Then, place all of the other Catacombs locations on top, in a random order. All of the cards in the Catacombs Deck should be showing only the Catacombs side, so that the players do not know which is which.
- » Each investigator begins play at the starting location.

*(Remember to trigger the **Forced** effect on that location when it is revealed.)*

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



Location Adjacency in the Catacombs

During this scenario, locations will be arranged in a set pattern, with new locations from the Catacombs Deck emerging to the left, right, above, or below existing locations, as they are revealed. A location that is put into play to the left, right, above, or below another location should be set next to that location in the manner described, with no other locations in between them.

A location that is next to another location in this manner is considered **adjacent**. Locations are only adjacent orthogonally (left, right, above, and below), and are not adjacent diagonally. During this scenario, adjacent locations are considered to be connected to one another.

You cannot put a location into play where an existing location already is. If you are given the choice to place a location from the Catacombs Deck in one of multiple spots, and one of those spots is occupied by an existing location, you cannot choose that spot. You must choose a spot unoccupied by a location, if able. If all of the specified spots are occupied by existing locations, the **Forced** effect fails and no new Catacombs locations are put into play.





Ultimatums

While playing the challenge scenario the following Ultimatum is in effect.

- » **Ultimatum of Death** – After setup, immediately advance Agenda 1a to Specter of Death (The Pallid Mask, 241b) and spawn it at your starting location, exhausted. Agenda 2a (The Pallid Mask, 242) gains +6 doom threshold. Specter of Death gains the following text: “Forced – When Specter of Death is defeated: Instead of adding it to the victory display, heal all damage from it and exhaust it. It does not ready during the next upkeep phase.”
- » **Ultimatum of The Man** – For the purposes of Corpse Dweller’s (The Pallid Mask, 259) spawn ability, The Man in the Pallid Mask does not count as a Humanoid enemy. Additionally, while it is Act 2, The Man in the Pallid Mask cannot leave the Tomb of Shadows (The Pallid Mask, 257).

When the game is complete:

- » *If no resolution was reached (Each investigator was defeated)*
Go to page 28.
- » *If Resolution 1 (R1) was reached*
Go to page 30.
- » *If Resolution 2 (R2) was reached*
Go to page 32.

...from page 27 (*No Resolution*).

You are shaken awake by a police officer and lifted to your feet. You feel as though the weight of a train has slammed into your head. The pain is unbearable. The man shines a flashlight in your eyes and asks you several questions in French. Dazed as you are, you find it difficult to answer. He points toward the staircase nearby and pushes you away from the catacombs. You stumble onto the Rue de la Tombe-Issoire and slowly make your way to a hotel where you can stay the night.

Several days of research later, the meaning of the strange diagrams you saw within the catacombs still escapes you. You feel as though you have been led on a wild goose chase. Just as you are about to give up, you see a faded yellow book on the table nearest to you. You are stunned to discover that it is the unabridged script of *The King in Yellow*. Drawn on the cover in black ink is the very same diagram whose meaning you have been struggling to interpret for several sleepless nights. Who had placed it here? How had it come to your hotel room? Regardless, you know what you must do. The play holds the secrets—it has all along—and yet like a fool you have avoided reading Act II out of superstition. Its words cannot harm you any more than the creatures and fanatics you have already encountered. Trembling, you open to the second part, and begin to read.

- » In your Campaign Log, record that *you know the site of the gate*.
- » Each investigator must choose whether or not to read Act II of *The King in Yellow*. At least one investigator must read Act II. In your Campaign Log, record the names of each investigator who chose to read Act II. Each investigator who read Act II searches the collection for a random basic **Madness** or **Pact** weakness, and adds it to his or her deck (does not count toward deck size). Each investigator who read Act II earns 2 additional experience as they gain insight into the machinations of the Tattered King.
- » Remove all ♠, ♦, and ♣ tokens from the chaos bag. Then, add 2 ♦ tokens to the chaos bag.
- » If *Ishimaru Haruko (Just Skin and Bones)* is in the victory display, record her name in your Campaign Log, under “VIPs Slain.”
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators fail the challenge. Better luck on your next attempt!

...from page 27 (*Resolution 1*).

The burned skull holds the key to everything. You are sure of it. You have tried every method available to you in studying the diagram it bears, but the answer eludes you still. You have brought the skull to experts, occultists, and professors. You have even tried speaking with the skull on more than one occasion. Exasperated, you place the skull on your night table and try to get some sleep for the first time since escaping the catacombs. As you fall asleep, you cannot shake the sight of the diagram etched in the skull's forehead.

You awaken with a spark of inspiration and rush to the Musée du Louvre, a famous Parisian museum housing tens of thousands of paintings, drawings, and archaeological finds. You spend days exploring the museum—every display, every collection, every single object of art that might hold a clue to the diagram's meaning. Finally, you see it: a painting depicting a beautiful island town weathering a torrential storm. Waves crash against the stone of the outer wall, the tide threatening to swallow the island whole. Lightning flashes around the tower of the abbey above the village. A whirlwind of black clouds churns in the sky above. The diagram from the burned skull you hold in your hands is recreated perfectly in the stained glass of the abbey. The title of the piece is "The Path Is Open."

- » In your Campaign Log, record that *you know the site of the gate*.
- » Remove all ♠, ♦, and ♣ tokens from the chaos bag. Then, add 2 ♠ tokens to the chaos bag.
- » If *Ishimaru Haruko (Just Skin and Bones)* is in the victory display, record her name in your Campaign Log, under "VIPs Slain."
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators successfully completed challenge! Congrats!

...from page 27 (Resolution 2).

You fall ceaselessly through the empty abyss. No air slows your descent or courses through your hair. It is a passageway devoid of reality. Finally, you pass through an invisible gateway and enter another realm. Looming above and below you are two skylines, one a warped reflection of the other. A vortex of swirling black clouds and crashing waves lies in between them. You study both sides—the familiar city and its strange mirror. Could this be the path to Carcosa? A passageway between realities, where realms converge? If so, all that is left is to find where this gate appears on Earth. You fall into the vortex below.

You are shaken awake by a police officer and lifted to your feet. You feel as though the weight of a train has slammed into your head. The pain is unbearable. The man shines a flashlight in your eyes and asks you several questions in French. Your eyes widen with realization and you wrest your arm free from the confused man's grip. "I have to go at once!"

- » In your Campaign Log, record that *you know the site of the gate*. Add two tally marks under "Chasing the Stranger."
- » Remove all ♠, ♦, and ♣ tokens from the chaos bag. Then, add 2 ♦ tokens to the chaos bag.
- » If *Ishimaru Haruko (Just Skin and Bones)* is in the victory display, record her name in your Campaign Log, under "VIPs Slain."
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » The investigators successfully completed challenge! Congrats!



DAISY WALKER

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.

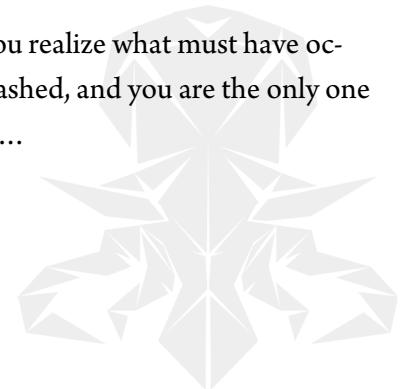
Or so you like to think. But even you cannot doubt the allure of the Kitab al-Azif. The Book of the Dead. That is why, when Dr. Armitage summoned you to the Orne Library, the dread in your bones predicted precisely what had occurred.

"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 36.



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, -1, -1, -2, -2, , , , , .

» Standard:

+1, 0, 0, -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 42.

» If Resolution 1 (R1) was reached
Go to page 40.

» If Resolution 2 (R2) was reached
Go to page 42.

...from page 39 (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 39 (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.





“SKIDS” O’TOOLE

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 46.

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, -1, -1, -2, -2, , , , , ;

» Standard:

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

» Hard:

0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , ;

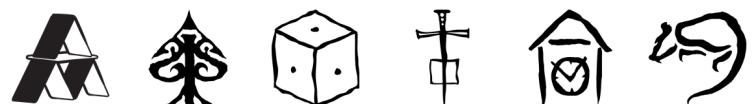
» Expert:

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 52.
- » *If Resolution 1 (R1) was reached*
Go to page 50.
- » *If Resolution 2 (R2) was reached*
Go to page 52.

...from page 49 (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 49 (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.





AGNES BAKER

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 56.

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, -1, -1, -2, -2, , , , , , .

» Standard:

+1, 0, 0, -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*. Each of these sets except for *Bad Blood* can be found in *The Forgotten Age Expansion* and the *Treads of Fate* mythos pack. 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 Ichataca (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 62.
- » *If Resolution 1 (R1) was reached*
Go to page 60.
- » *If Resolution 2 (R2) was reached*
Go to page 62.

...from page 59 (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 Hyperborea to its advanced version, or downgrade the advanced version of Dark Memory to its original version

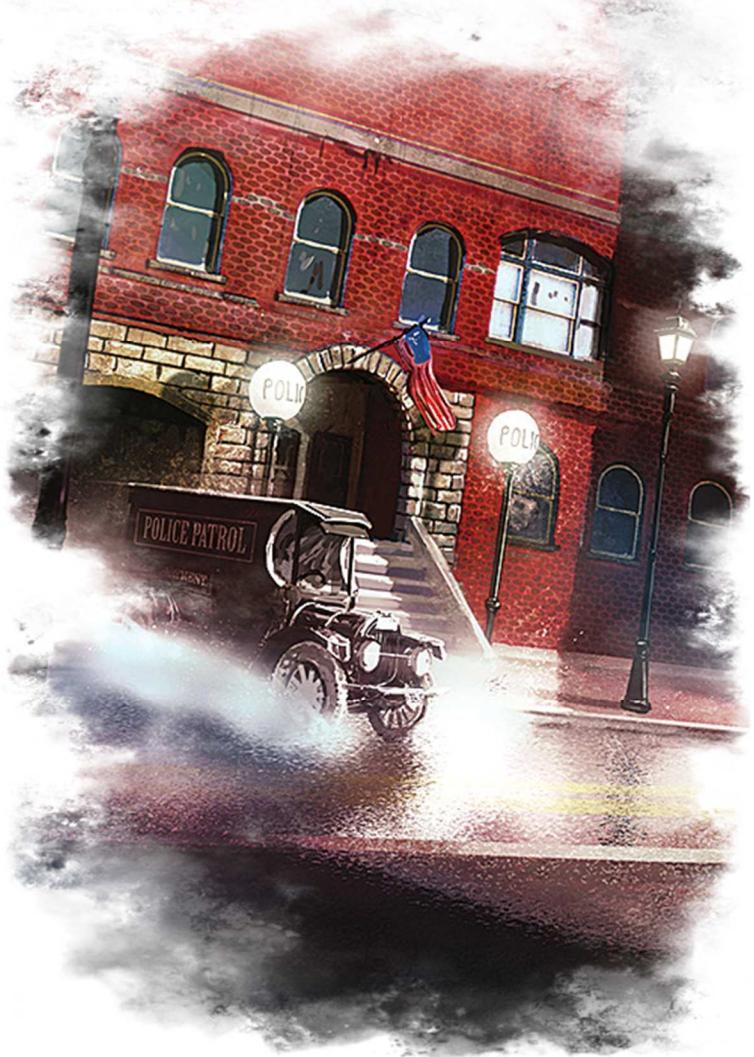
...from page 59 (Resolution 2).

Elspeth 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





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. Falsefully 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 66.

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, -1, -1, -2, -2, , , , , ;

» Standard:

+1, 0, 0, -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 72.
- » *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. Naging 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.





WENDY ADAMS

RED TIDE RISING

People don't care about the ones who get left behind. That's the first thing you learned on the street, after you left the orphanage. You've had to fend for yourself, do whatever you can to scrape by. So far, with just your wits and the amulet Mama left you before they took her away, you've managed to survive. Occasionally, someone will show some compassion and throw a coin or two into your cup. One glorious morning, a nice lady leaving Velma's

gave you her leftover sausage and eggs. But for the most part, you've only had yourself to rely on. The other street rats might be in the same boat as you, but you would hesitate to call any of them friends, save for maybe James, and that is a stretch. No—hunger, loneliness, boredom, and doubt are your best and only friends. And despite all that, it's still somehow better than the orphanage.

Then the fateful day arrived. It began like any other, with you and James working your way through Rivertown, "collecting" anything you might be able to sell to Oliver Thomas. The rest would surely go to Marvin's gang—a bunch of street kids who banded together to bully the rest—but there is one trinket among your earnings that sparks your eye: a photograph. Not just any photograph, but one of your father.

It is unmistakable. There is no doubt in your mind. In the photo, your father stands in front of a building you don't recognize. The sign behind him looks to be in a different language, so probably someplace far, far away. There's no way of telling how recently the photo was taken. It is worn, dirty, and nicked in several places. You turn it over and there, scrawled in familiar handwriting, you read: "Soon the Red Tide rises. Stay safe, my little girl."

You beg James to tell you where the photo came from, and he claims a man in a long wool coat and a dark brown derby dropped it in your cup sometime before you ran into Marvin's gang. You set off at once, asking around to find the man in the derby. Your only lead is that he hopped on a bus near Easttown. The decrepit, unmarked bus that runs to the harbor town of Innsmouth. You scrounge up as many coins as you can and board the only bus to the old, forsaken seaport. If Dad is still out there, you have to find him. You *have* to!

Continue to page 76.

Scenario Prerequisites

- » Wendy Adams must be chosen as one of the investigators when playing this scenario.

Campaign Mode

- » To add *Red Tide Rising* as a side-story to a campaign costs Wendy Adams **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, -1, -1, -2, -2, , , , , , .

» Standard:

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

» Hard:

0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , .

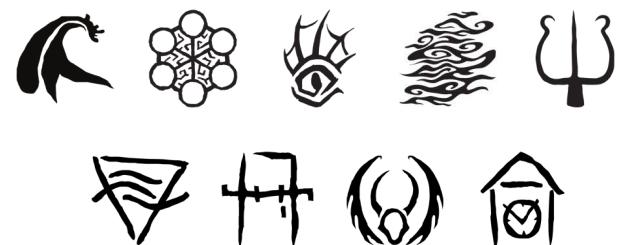
» Expert:

0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , .



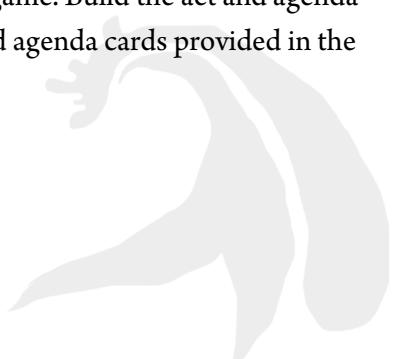
Scenario Setup

- » Gather all cards from the following encounter sets: *Red Tide Rising*, *The Vanishing of Elina Harper*, *Agents of Dagon*, *Fog over Innsmouth*, *The Locals*, *Chilling Cold*, *Locked Doors*, *Nightgaunts*, and *The Midnight Masks*. Each of these sets except for *Red Tide Rising* can be found in *The Innsmouth Conspiracy Expansion*. These sets are indicated by the following icons:



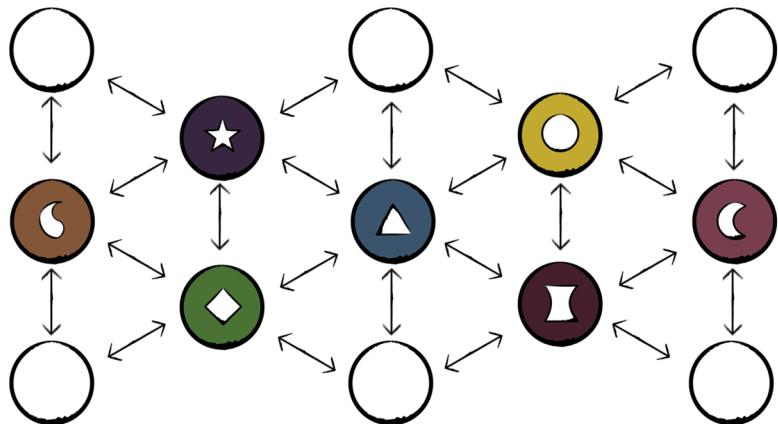
When gathering *The Midnight Masks* encounter set, only gather the five treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather any of the other cards from that encounter set.

- » Remove the scenario reference card from *The Vanishing of Elina Harper* encounter set from the game. Use the new scenario reference card provided in the *Red Tide Rising* encounter set.
- » Remove all of the acts and agendas from *The Vanishing of Elina Harper* encounter set from the game. Build the act and agenda decks using only the new act and agenda cards provided in the *Red Tide Rising* encounter set.



- » Put the following locations into play: Innsmouth Square, Marsh Refinery, Innsmouth Harbour, Fish Street Bridge, First National Grocery, Gilman House, and The Little Bookshop.

Suggested Location Placement



Note: Locations in this diagram with empty circles represent the six possible **Hideout** locations. They do not begin in play. They may or may not enter play during the course of the scenario, depending on the actions of the investigators.

- » Prepare the Leads deck. This is done by performing the following steps:
 - Find the 6 unique enemies with the **Suspect** trait and the 6 single-sided locations with the **Hideout** trait.
 - Shuffle these 12 cards together to form a deck. This deck is called the Leads deck. Place it near the scenario reference card.

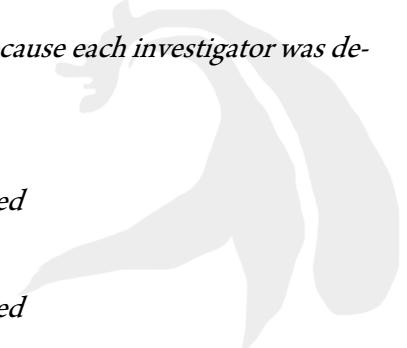
- » Draw the top card of the Leads deck, resolving its revelation ability.
 - If it is a location, Wendy Adams begins play at that location.
 - If it is an enemy, Wendy Adams begins play at that enemy's location.
 - Each other investigator begins play at Innsmouth Square.
- » Set each of the following **Monster** enemies aside, out of play: Winged One and both copies of Hunting Nightgaunt.
- » Set Angry Mob aside, out of play (*can be found on the other side of the Finding Agent Harper reference card*).
- » Depending on the number of investigators (treat the number of investigators as 1 higher if playing Hard difficulty, and 2 higher if playing Expert):
 - If there is only 1 investigator, no change is made.
 - If there are 2 investigators, begin with 1 doom on agenda 1.
 - If there are 3 investigators, begin with 2 doom on agenda 1.
 - If there are 4 investigators, shuffle 1 random set-aside Monster enemy into the Leads deck.
 - If there are 5 investigators (*but not really*), shuffle 1 random set-aside **Monster** enemy into the Leads deck and begin with 1 doom on agenda 1.
 - If there are 6 investigators (*but not really*), shuffle 1 random set-aside **Monster** enemy into the Leads deck and begin with 2 doom on agenda 1.
- » Remove the Thomas Dawson and Elina Harper story assets from the game.



- » Put the double-sided Mysterious Photo story asset (*provided in the Red Tide Rising encounter set*) into play, under the control of Wendy Adams.
 - Wendy Adams may choose which side it enters play on.
 - Mysterious Photo cannot leave play except if Wendy Adams is eliminated. (*If Mysterious Photo leaves play in this way, each surviving investigator should resign, as they have no method by which to continue their objective.*)
- » 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 and at least one investigator resigned,*
Go to page 82.
- » *If no resolution was reached because each investigator was defeated,*
Go to page 84.
- » *If Resolution 1 (R1) was reached*
Go to page 82.
- » *If Resolution 2 (R2) was reached*
Go to page 84.



...from page 81 (*Resolution 1*).

You didn't find Dad, but you were able to find the next best thing: the man in the brown derby. You approach casually, hoping he'll ignore you like everyone else tends to do, so you can confront him. You follow him into a dark alley and immediately realize he's leading you somewhere hidden away from prying eyes. "Didn't think you'd follow me," he says once you're alone.

The questions come pouring out of you. Does he know your father? Where is he? Why the photo? What is the *Red Tide*? But he simply holds up a finger to his lips. "Shhh, kid. You're gonna get me killed." He sighs, removes his cap, and runs his trembling fingers through oily hair. "Look, all I can tell you is...your Dad, he fell in with some bad people. Some real scary people. But he wanted out. And the only way out..." he grimaces and shakes his head. "You gotta understand. He can't come home. You'd be in danger. So would he. But...he still wanted you to know that he loves you. So..."

You wipe a stray tear that threatens to crawl down your cheek. The man looks terrified. He's either a world-class actor, or he's telling the truth. You ask him one last question—who are the bad people Dad fell in with?—but the moment you ask, he shakes his head and backs away. "I've already said too much!" is the last thing he says before he flees.



- » Ignore the Victory X value of each Suspect and Hideout card in the victory display. Instead...
 - ...Wendy Adams earns 1 experience for each card in the victory display beyond the 3rd.
 - ...Each other investigator earns 1 experience for each card in the victory display beyond the 5th.
- » If Wendy Adams was defeated, she **must** either upgrade Abandoned and Alone to its advanced version, or downgrade the advanced version of Wendy's Amulet to its original version.
- » If Wendy Adams was not defeated, she **may** either upgrade Wendy's Amulet to its advanced version, or downgrade the advanced version of Abandoned and Alone to its original version.



...from page 81 (Resolution 2).

You wait for your pursuers to round the corner before making your way stealthily back to the bus stop and getting on the next bus to Arkham. You crumple the sides of Dad's photo in anger. A stray teardrop trails down your cheek. You still have no real leads. Who was the man in the derby and the wool coat that morning? What have you gotten yourself mixed up with? But, glancing once more at the photo, one hope still lingers in your mind: Dad is alive. He has to be.



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