

ARKHAM HORROR
THE DUNWICH LEGACY

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2017



“I’m going to burn his accursed diary, and if you men are wise you’ll dynamite that altar-stone up there, and pull down all the rings of standing stones on the other hills. Things like that brought down the beings those Whateleys were so fond of...”

—H. P. Lovecraft, “The Dunwich Horror”

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PREFACE

The Dunwich Legacy is a campaign for *Arkham Horror: The Card Game* for 1–4 players. “Extracurricular Activity” and “The House Always Wins” can be found in *The Dunwich Legacy* deluxe expansion. “The Miskatonic Museum,” “The Essex County Express,” “Blood on the Altar,” “Undimensioned and Unseen,” “Where Doom Awaits,” and “Lost in Time and Space” can be found in the six Mythos Packs of the same titles within *The Dunwich Legacy* cycle.

Expansion Icon

 The cards in *The Dunwich Legacy* campaign can be identified by this symbol before each card’s collector number.

Campaign Setup

To set up *The Dunwich Legacy* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

Chaos Bag

» Easy (I want to experience the story):

+1, +1, 0, 0, -1, -1, -2, -2, , , , , .

» Standard (I want a challenge):

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

» Hard (I want a true nightmare):

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

» Expert (I want Arkham Horror):

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

Optional Variant

This optional variant splits the investigators into two groups to separate and play the first two scenarios simultaneously. It can only be played if there are two or more investigators in the group.

The investigators must decide (choose one):

» To play the campaign as originally intended,

Proceed to the Prologue on page 8.

» To play the Optional Variant,

Proceed to page 138.



PROLOGUE

Dr. Henry Armitage pours himself a glass of pinot and sits down at his desk, gesturing for you to sit across from him. “I apologize for the short notice,” he begins. His face is pale, his forehead sweaty and wrinkled with worry.

Armitage—the head librarian of Miskatonic University, and a former mentor of yours—privately contacted you in the hopes of gaining your assistance. Eager to help, you made your way to his home in Southside. Upon entering, you were surprised to find his home in disarray. Books and notes litter his desk, and an empty bottle of wine has tipped over onto the ground by the fireplace. You’d always known Armitage to be neat and well-organized.

The elderly man takes a moment to collect his thoughts. “I am looking for two of my colleagues—Dr. Francis Morgan, professor of archaeology, and Warren Rice, professor of languages. Warren was supposed to meet up with me over supper earlier today to discuss several important findings, but he has since gone missing. At first I thought nothing of it, but I have a nagging feeling something else is going on. A very... **familiar** feeling.” You’ve never seen Armitage quite this worried before. His hands tremble as he reaches for the glass on his desk, and he sips from it nervously. “I tried to find Francis, hoping he knew where Warren was, but he too is out of touch. Francis has been spending a lot of time in some gambling den, or so I am told.

“I sent for you because I am worried Warren might be in trouble. I would appreciate it greatly if you could find him for me. You may also wish to ask Francis for help, if you can reach him.”

The investigators must decide (choose one):

» *Professor Warren Rice was last seen working late at night in the humanities department of Miskatonic University. Let's search for him there.*

Proceed to Scenario I A - Extracurricular Activity
on page 10.

» *Dr. Francis Morgan was last seen gambling at the Clover Club, an upscale speakeasy and gambling joint located downtown. Let's go talk to him.*

Proceed with Scenario I-B: The House Always Wins
on page 24.



SCENARIO I A

EXTRACURRICULAR ACTIVITY

Dr. Armitage is worried his colleague, Professor Warren Rice, might be in trouble, so he has asked for your help in finding his friend. He seems unreasonably nervous about his colleague's disappearance considering Professor Rice has only been "missing" for a matter of hours ...

Setup

» Gather all cards from the following encounter sets: *Extracurricular Activity*, *Sorcery*, *The Beyond*, *Bishop's Thralls*, *Whippoorwills*, *Ancient Evils*, *Locked Doors*, and *Agents of Yog-Sothoth*. These sets are indicated by the following icons:



» Depending on the following circumstances, a different version of Faculty Offices should be used in this scenario.

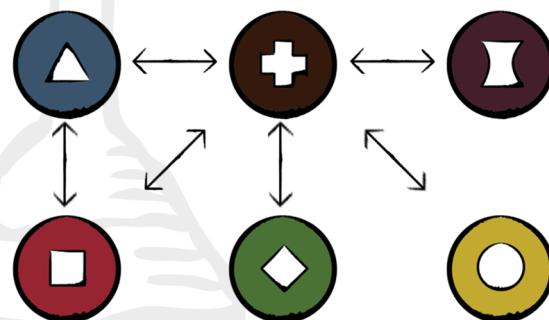
- If Extracurricular Activity is the first scenario of the campaign, use Faculty Offices (*The Night is Still Young*). Set it aside, out of play. Remove Faculty Offices (*The Hour is Late*) from the game.
- If you have completed The House Always Wins, use Faculty Offices (*The Hour is Late*). Set it aside, out of play. Remove Faculty Offices (*The Night is Still Young*) from the game.

» Set the following cards aside, out of play: "Jazz" Mulligan, Alchemical Concoction, The Experiment, Professor Warren Rice, Dormitories, and Alchemy Labs.



- » Put the Miskatonic Quad, Orne Library, Humanities Building, Student Union, Science Building, and Administration Building locations into play. Each investigator begins play at the Miskatonic Quad.
- » Shuffle the remainder of the encounter cards to build 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 14.
- » If Resolution 1 (R1) was reached
 - Go to page 16.
- » If Resolution 2 (R2) was reached
 - Go to page 18.
- » If Resolution 3 (R3) was reached
 - Go to page 20.
- » If Resolution 4 (R3) was reached
 - Go to page 22.

...from page 13 (No Resolution).

As you flee from the university, you hear screaming from the northern end of the campus. An ambulance passes you by, and you fear the worst. Hours later, you learn that a ‘rabid dog of some sort’ found its way into the university dormitories. The creature attacked the students inside and many were mauled or killed in the attack.

- » In your Campaign Log, record that *Professor Warren Rice was kidnapped*.
- » In your Campaign Log, record that *the investigators failed to save the students*. You are haunted by guilt. Add 1 ♡ token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as they reflect on the night’s events.

Check the Campaign Log.

- » If this is the first scenario of the campaign,
Proceed to Scenario I B - The House Always Wins on
page 24.
- » Otherwise,
Proceed to Interlude I - Armitage’s Fate on page 38.

...from page 13 (Resolution 1).

You find Professor Rice bound and gagged in the closet of his office. When you free him, he informs you that the strange men and women wandering around the campus had been stalking him for hours. They cornered him in his office and tied him up, although for what purpose, Rice isn't sure. You inform him that Dr. Armitage sent you, and Rice looks relieved, although he suspects that Dr. Morgan might be in danger as well. Because the strangers on campus seem to have been targeting Professor Rice, you decide that the best course of action is to escort him away from the campus as quickly as possible. As you leave the university, you hear screaming from the northern end of the campus. An ambulance passes you by, and you fear the worst. Hours later, you learn that a 'rabid dog of some sort' found its way into the university dormitories. The creature attacked the students inside, and many were mauled or killed in the attack.

- » In your Campaign Log, record that *the investigators rescued Professor Warren Rice*. Any one investigator may choose to add Professor Warren Rice to their deck. This card does not count toward that investigator's deck size.
- » In your Campaign Log, record that *the investigators failed to save the students*. You are haunted by guilt. Add 1 ♡ token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

...from page 13 (Resolution 2).

You pull each of the dormitory's fire alarms and usher the students out of the building's north exit, hoping to make your way off campus. Many of the students are confused and exhausted, but you believe an attempt to explain the situation will do more harm than good. Minutes later, a terrible screech echoes across the campus, piercing and shrill. You tell the students to wait and head back to the dormitories to investigate. Oddly, you find no trace of the strange creature—a prospect that worries you more than it relieves you. You hurry to the faculty offices to find Professor Rice, but there is no sign of him anywhere.

- » In your Campaign Log, record that *Professor Warren Rice was kidnapped*.
- » In your Campaign Log, record that *the students were rescued*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

Check the Campaign Log.

- » If this is the first scenario of the campaign,
Proceed to Scenario I B - The House Always Wins on
page 24.
- » Otherwise,
Proceed to Interlude I - Armitage's Fate on page 38.

...from page 13 (Resolution 3).

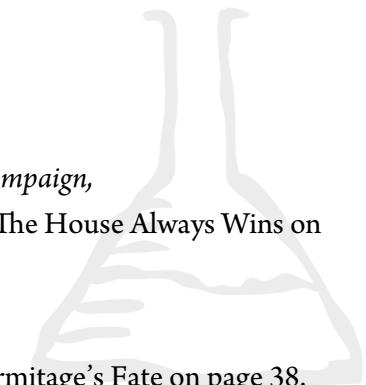
After defeating the strange and terrifying creature from the Department of Alchemy, you rush to the faculty offices to find Professor Rice. By the time you get to his office, there is no sign of him anywhere.



- » In your Campaign Log, record that *Professor Warren Rice was kidnapped*.
- » In your Campaign Log, record that *the Experiment was defeated*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display

Check the Campaign Log.

- » If this is the first scenario of the campaign,
Proceed to Scenario I B - The House Always Wins on
page 24.
- » Otherwise,
Proceed to Interlude I - Armitage's Fate on page 38.



...from page 13 (Resolution 4).

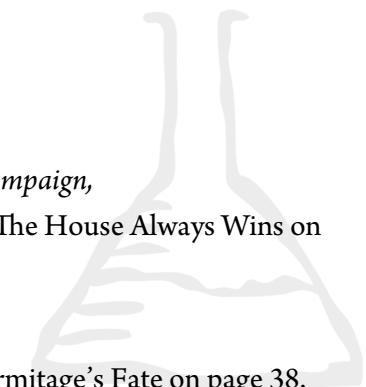
You awaken hours later, exhausted and injured. You're not sure what you saw, but the sight of it filled your mind with terror. From other survivors, you learn that a 'rabid dog of some sort' found its way into the university dormitories. The creature attacked the students inside, and many were mauled or killed in the attack.



- » In your Campaign Log, record that *the investigators were unconscious for several hours*.
- » In your Campaign Log, record that *Professor Warren Rice was kidnapped*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as they reflect on the night's events.
- » In your Campaign Log, record that *the investigators failed to save the students*. You are haunted by guilt. Add 1 ♡ token to the chaos bag for the remainder of the campaign.

Check the Campaign Log.

- » *If this is the first scenario of the campaign,*
Proceed to Scenario I B - The House Always Wins on
page 24.
- » *Otherwise,*
Proceed to Interlude I - Armitage's Fate on page 38.





SCENARIO I B

THE HOUSE ALWAYS WINS

Dr. Armitage suggested you track down his associate Dr. Francis Morgan. He's not sure whether Dr. Morgan is in trouble, but he's not particularly happy with his colleague's present choice of company. He's in the Clover Club, a notorious gambling joint somewhere downtown. Finding the club's exact location isn't easy—you have to grease a few palms just to learn which of the Downtown restaurants operates as the club's front. That restaurant is La Bella Luna, a somewhat upscale Italian eatery by the theatre. You change into your Sunday best and make your way there.

In front of La Bella Luna stands a man in a pinstripe suit who sizes you up as you approach. "Enjoy yourselves," he says with a snake-like grin as he holds open the restaurant's front door

Setup

» Gather all cards from the following encounter sets: *The House Always Wins*, *Bad Luck*, *Naomi's Crew*, and *Rats*. These sets are indicated by the following icons:



» Set the *Hideous Abominations* and *Striking Fear* encounter sets aside, out of play. These sets are indicated by the following icons:



» Put the Clover Club Lounge, Clover Club Bar, Clover Club Cardroom, and La Bella Luna locations into play. Each investigator begins play in La Bella Luna.

» Put Clover Club Pit Boss into play in the Clover Club Lounge.

» Set the following cards aside, out of play: Darkened Hall, Peter Clover, Dr. Francis Morgan, and each copy of Back Hall Doorway.

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



Note: At the start of this scenario, agenda 1a grants each **Criminal** enemy the aloof keyword, which stops those enemies from automatically engaging you. At some point, those enemies may lose the aloof keyword. Remember that enemies who are no longer aloof will automatically engage investigators at their location, as per normal.

When the game is complete:

- » If no resolution was reached (each investigator resigned before act 3 or 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.
- » If Resolution 3 (R3) was reached
Go to page 34.
- » If Resolution 4 (R3) was reached
Go to page 36.

...from page 27 (No Resolution).

You barely made it out of the club alive.



Continue to page 30.

...from page 27 (Resolution 1).

You flee to the end of the block and pause to recover. Before you can catch your breath, the ground shakes with a thunderous crash. People emerge from their homes and storefronts to see what the ruckus is, and a crowd forms on the street. You head to the front of the crowd and are horrified to see the building from which you fled just minutes earlier reduced to rubble. There is no sign of Dr. Morgan anywhere

- » In your Campaign Log, record that *the O'Bannion gang has a bone to pick with the investigators.*
- » In your Campaign Log, record that *Dr. Francis Morgan was kidnapped.*
- » If any player “cheated,” add 1 ♠ chaos token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as they reflect on the night’s events.

Check the Campaign Log.

- » *If this is the first scenario of the campaign,*
Proceed to Scenario I A - Extracurricular Activities
on page 10.
- » *Otherwise,*
Proceed to Interlude I - Armitage’s Fate on page 38.

...from page 27 (Resolution 2).

“What in the world...?” Dr. Morgan finally breaks out of his daze as you make your way to safety. You ask him what he remembers, and he sputters and shakes his head. “It’s all a haze,” he explains, visibly exhausted. “I was having the run of my life! Perhaps I had one too many shots. But, those creatures—I haven’t seen anything like that since...” He trails off, and you can tell that his mind is racing. His eyes widen with realization and his face pales. “I may not be in the best shape, but I’ll help with your investigation. Whatever it takes.”

- » In your Campaign Log, record that *the O’Bannion gang has a bone to pick with the investigators.*
- » In your Campaign Log, record that the *investigators rescued Dr. Francis Morgan.* Any one investigator may choose to add Dr. Francis Morgan to their deck. This card does not count toward that investigator’s deck size.
- » If any player “cheated,” add 1 ♣ chaos token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



...from page 27 (Resolution 3).

Although you were unable to find Dr. Morgan in the club, the man you rescued is grateful for your help. He introduces himself as Peter Clover, the owner of the establishment you'd just left. Despite the situation, he maintains an air of quiet professionalism. As you make your way towards the street, a well-polished Chrysler B-70 rolls up to you, and a gorgeous woman with long brown hair and narrow eyes exits. She is flanked by dangerous-looking men who slip their hands under their suit jackets when they see you. "Peter," she says with a sigh of relief, "Good, you're okay. I heard there was trouble?" She turns and glares at you with deadly eyes. "Who are they?" Mr. Clover dusts off his vest, unworried. "Naomi, my dear, these are friends of mine. They..." he clears his throat. "They escorted me off the premises," he explains after a short pause. "They have earned our gratitude." The woman crosses her arms and takes a moment to size you up before giving you a smirk. "Very well then. I must thank you for taking care of Peter. Run along now; we'll handle things from here." She nods to the goons flanking her and they walk past you toward the club's rear entrance, pulling firearms out from underneath their coats. You're not sure what 'handling things' means, but you're pretty sure you don't want to be here when the gunfire starts.

You thank Naomi and Peter, and head off.



- » In your Campaign Log, record that *Naomi has the investigators' backs.*
- » In your Campaign Log, record that *Dr. Francis Morgan was kidnapped.*
- » If any player "cheated," add 1 ♠ chaos token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



Proceed to Interlude I - Armitage's Fate on page 38.

...from page 27 (Resolution 4).

You are pulled from the debris by several firefighters, one of whom exclaims, “We’ve got a live one!” A few of them patch you up, and the cops ask you what happened. You’re certain they wouldn’t believe your story about horrible monstrosities demolishing the building from within. Unsure of what to say, you give a vague statement about not remembering much. “We’re bringing you to St. Mary’s,” one of the nurses says, pointing to a nearby ambulance. Knowing now how dire the situation is, you slip away while she is distracted by something else in the rubble ...

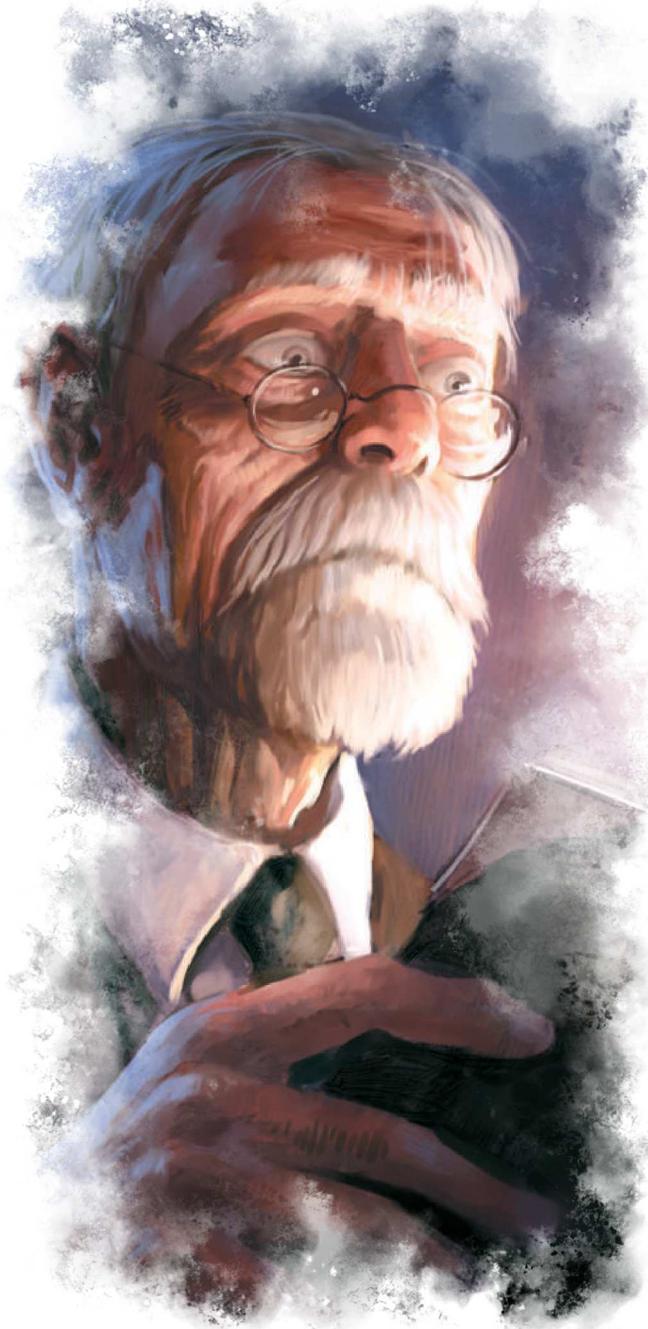
- » In your Campaign Log, record that *the O’Bannion gang has a bone to pick with the investigators.*
- » In your Campaign Log, record that *Dr. Francis Morgan was kidnapped.*
- » If any player “cheated,” add 1 ♠ chaos token to the chaos bag for the remainder of the campaign.
- » Each investigator suffers 1 physical trauma.
- » In your Campaign Log, record that *the investigators were unconscious for several hours.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as they reflect on the night’s events.

Check the Campaign Log:

- » *If this is the first scenario of the campaign,*
Proceed to Scenario I A - Extracurricular Activities
on page 10.
- » *Otherwise,*
Proceed to Interlude I - Armitage’s Fate on page 38.

INTERLUDE I

ARMITAGE'S FATE



Check the Campaign Log:

» If the investigators were unconscious for several hours,
Go to page 40.

» Otherwise,
Go to page 42.



...from page 39 (you were unconscious for several hours.)

You are more than a little rattled by your experiences in the university and the Clover Club. You're not sure what to make of whoever—or whatever—was after Rice and Morgan. Worried about Dr. Armitage, you swiftly make your way back to his home. When you arrive, you find that the latches of his front door have been busted open, and his living area and study have been ransacked. Dr. Armitage is nowhere to be found. Searching his home, you find a journal the intruders didn't steal tucked beneath several other documents in the bottom drawer of Armitage's desk. The journal appears to be written in a strange language you cannot decode, using a script you've never seen in your entire life. Fortunately, it seems Dr. Armitage had already gone through the trouble of translating it into English. Apparently, it belongs to one "Wilbur Whateley." The journal—along with Armitage's many notes—tells a startling tale, one you would scarcely believe had it not been for your harrowing experiences earlier tonight...

» In your Campaign Log, record that *Dr. Henry Armitage was kidnapped.*

» Each investigator earns 2 bonus experience as reading Wilbur's journal gives them insight into the hidden world of the mythos.

...from page 39.

When you arrive at Dr. Armitage's home in Southside, you find him sitting at his desk, pale-faced and sweating with worry. He is grateful to you for searching for his colleagues, but he doesn't look relieved. With a long pause, he straightens his glasses and explains: "I'm afraid I must apologize. There's something I didn't mention to you earlier." Dr. Armitage then spins a tale you would scarcely believe had it not been for your harrowing experiences earlier that night...

» In your Campaign Log, record that the investigators *rescued Dr. Henry Armitage*. Any one investigator may choose to add Dr. Henry Armitage to their deck. This card does not count toward that investigator's deck size. It can be found in the *Armitage's Fate* encounter set, indicated by this icon:





SCENARIO II

MISKATONIC MUSEUM

Several months ago, Armitage and his colleagues stopped a rampaging horror from tearing through Dunwich, a backwater town several hours north and west of Arkham. At first you imagine this beast as a rabid bear, or worse, but the professor's description of the creature paints a different picture.

It all began when a man named Wilbur Whateley entered the Orne Library looking for Olaus Wormius's Latin translation of a book called the *Necronomicon*. Wilbur already possessed a beaten-up English translation by Dr. John Dee, but it was insufficient for his purposes.

Armitage turned the man away, fearing what use the strange man had for the book. Whateley returned in secret, hoping to steal the book, but was attacked by a hound guarding the university. Armitage, Rice, and Morgan later discovered Whateley's body. A description of the foul corpse—semi-anthropomorphic and covered in fur, with a leathery hide and greenish-grey tentacles—causes you to question whether or not Whateley was truly human.

The notes written by Dr. Armitage in the journal stress Whateley's desire to get his hands on the *Necronomicon* for some terrible purpose. As you read on, it seems that Dr. Armitage brought the university's copy of the tome to Harold Walsted—the curator of the Miskatonic Museum—for safekeeping in the museum's Restricted Hall. Although you are worried about your mentor, you are equally worried that Armitage's kidnappers might get their hands on this *Necronomicon*. You decide to head to the museum to prevent them from acquiring it.

Continue to Setup on page 48.





SCENARIO II

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"My colleagues and I were quick to put the ordeal behind us," Armitage says with a sigh. "But it seems that things haven't fully resolved themselves. I'll tell you the rest later, but for now, it is imperative that we get our hands on that copy of the *Necronomicon*. If my instincts are correct, the assailants you've encountered will be searching for it. After all that transpired, I didn't feel safe keeping it at the library, so I brought it to my good friend, Harold Walsted. He is the current curator of the Miskatonic Museum. I thought it would be safe in the museum's Restricted Hall, but now I'm not so sure. You must retrieve it at all costs! I fear terribly what they could do with the rites contained in its pages..."

Continue to Setup on page 48.



Setup

» Gather all cards from the following encounter sets: The *Miskatonic Museum*, *Bad Luck*, *Sorcery*, *The Beyond*, *Chilling Cold*, and *Locked Doors*. These sets are indicated by the following icons:



» Put one of the two Administration Office locations and one of the two Security Office locations into play at random. Remove the other versions of Administration Office and Security Office from the game. Then, put the Museum Entrance and Museum Halls locations into play. Each investigator begins play at the Museum Entrance.

» Set the 6 “Exhibit Hall” locations aside as a separate “Exhibit Deck.” To do this, perform the following:

- Shuffle the Exhibit Hall (*Restricted Hall*) and 2 other random Exhibit Hall locations together to form the bottom 3 cards of the Exhibit Deck, unrevealed side faceup.
 - Then, place the other 3 Exhibit Hall locations on top, in a random order. All 6 cards of the Exhibit Hall deck should be showing only the unrevealed side, so that the players do not know which Exhibit Hall is the Exhibit Hall (*Restricted Hall*).
- » Set the following cards aside, out of play: Harold Walsted, Adam Lynch, The Necronomicon (*Olaus Wormius Translation*), and Shadow-spawned.

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



“The Void”

Some cards in this scenario reference an area called “the void.” The void is an out-of-play area next to the act and agenda deck which the Hunting Horror enemy can enter and leave via card effects. While the Hunting Horror is in the void, it is considered out of play and cannot be affected by player cards or investigator actions.

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
 - Go to page 50.
- » If Resolution 1 (R1) was reached
 - Go to page 52.
- » If Resolution 2 (R2) was reached
 - Go to page 54.

...from page 49 (No Resolution).

Whatever the creature in the museum was, you had neither the will nor the tools to destroy it. It seems you must give up any hope of recovering the *Necronomicon*. Even so, there are others depending on you. Gathering your courage, you prepare for your next task.



» In your Campaign Log, record that *the investigators failed to recover the Necronomicon*.

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



Proceed to Scenario III - The Essex County Express on page 56.

...from page 49 (Resolution 1).

As long as this translation of the *Necronomicon* exists, there will be sorcerers and other foul agents like Whateley seeking it. In the end, you know what must be done to protect humanity from the threats you've seen. You find a trash bin and fill it with books and documents, throwing the *Necronomicon* on top. It takes several matches to set the contents of the bin alight. The flames fill the room with heat and the creeping shadows retreat from its light. You watch the book burn for some time, its pages turning to ash. You can only hope you've made the right decision.

- » In your Campaign Log, record that *the investigators destroyed the Necronomicon*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.



...from page 49 (Resolution 2).

The *Necronomicon* is more than just a book; it is a tool. Within its pages is a wealth of information about the forces and creatures you have encountered. Knowing how useful it could be in your endeavors, how could you possibly bring yourself to destroy it? Besides, as long as you keep the book safely in your possession, you will still be foiling those who wish to use it for nefarious purposes.

- » In your Campaign Log, record that *the investigators took custody of the Necronomicon*.
- » The investigators have earned The *Necronomicon (Olaus Wormius Translation)* card. Any one investigator may choose to add The *Necronomicon (Olaus Wormius Translation)* to their deck. This card does not count towards that investigator's deck size.
- » You have given in to the temptation of power. Add 1  chaos token to the chaos bag for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.





SCENARIO III

THE ESSEX COUNTY EXPRESS

Recent events in the Museum have forced you to re-evaluate Armitage's tale about Dunwich. It cannot be a coincidence—Wilbur Whateley, the Necronomicon, the creature from Dunwich, and the people and creatures who attacked here in Arkham—everything must be connected. You're certain now where you must head: the lonely and dismal town of Dunwich Village.

You consider telling the Massachusetts State Police what you know, but the negative consequences outweigh the potential gain. Given the nature of your story, they would likely write your stories off as an absurd hoax. Worse, they could lock you up.

After all, you were present in an illegal speakeasy, and you also trespassed in the museum. Instead, you decide to head to Dunwich yourself, in order to investigate further.

You pack everything you think you might need and manage to get some rest for the night. In the morning, you head to the train station in Northside and purchase a last-minute express ticket. Dunwich is several hours by train northwest along the Miskatonic River Valley. There is no train station in Dunwich, but you manage to phone one of Armitage's acquaintances in the small village: a man by the name of Zebulon Whateley who was present during the events several months ago.

Armitage's notes indicate that the Whateley family is spread across many branches, some decadent and unscrupulous, others "undecayed" or otherwise untouched by nefarious and diabolic rites. According to Armitage, Zebulon's branch of the family lay somewhere between the decayed and undecayed Whateleys, who knew of the traditions of his ancestors, but was not corrupted by them. He agrees to pick you up at the closest station and drive you into town.

As the train departs from Arkham, you feel the events of the previous night catching up to you, and exhaustion sets in. But before you can safely reach your destination, the train car suddenly rumbles and shakes, startling you out of your reverie. The train loudly skids to a violent halt, and you hear a rattling noise behind you...

Continue to Setup on page 58.



Setup

- » Gather all cards from the following encounter sets: *The Essex County Express*, *The Beyond*, *Striking Fear*, *Ancient Evils*, and *Dark Cult*. These sets are indicated by the following icons:



- » Put one of the three Engine Car locations into play at random. Remove the other versions of Engine Car from the game. Then, put six of the eight Train Car locations into play at random, in a straight line to the left of the Engine Car. Remove the remaining two Train Car locations from the game.
- » Reveal the leftmost Train Car. Each investigator begins play in that location. (If that location has a ‘forced’ effect that triggers upon entering that location, ignore it.)
- » Set all 4 copies of Across Space and Time aside, out of play.
- » Based on your difficulty level, add the following chaos token to the chaos bag, for the remainder of the campaign.

Easy: -2. **Standard:** -3. **Hard:** -4. **Expert:** -5.

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



Moving on the Train: “Left” and “Right”



During this scenario, locations are lined up from left to right, with the Engine Car as the rightmost location. Whenever a card effect refers to “the location to the left,” or “the location to the right,” it refers to the location immediately to your location’s left or right. Any card effects that reference a direction (left or right) should be interpreted from the perspective of the diagram above.



When the game is complete:

- » If at least 1 investigator was defeated
Go to page 60.
- » If Resolution 1 (R1) was reached
Go to page 62.
- » If Resolution 2 (R2) was reached
Go to page 64.



...from page 59 (Investigator Defeat).

Your experience beyond the gate is simultaneously terrifying and impossible to recall with clarity. A hypnotic spectacle of lights, otherworldly sensations, and altered geometry dances at the tattered edges of your mind. An unearthly voice from beyond rings in your ears, its significance an enigma...



When you awaken, you find yourself in the woods, several miles from the Miskatonic River. Destroyed train cars surround you. They are crumpled as if from a severe impact; they are also decayed as if years of rust and squalor have claimed them. There is no sign of the other passengers.

- » Each investigator who was defeated has acquired the Across Space and Time weakness and must add 1 copy of it to their deck. This card does not count toward that investigator's deck size.
- » Each investigator who was defeated earns 1 bonus experience as their experience beyond the gate grants them insight into the cosmos.
- » If an investigator with The Necronomicon (*Olaus Wormius Translation*) in their deck was defeated, in your Campaign Log, record that the Necronomicon was stolen. The Necronomicon (*Olaus Wormius Translation*) must be removed from that investigator's deck.
- » If an investigator with the Dr. Henry Armitage card, the Professor Warren Rice card, or the Dr. Francis Morgan card in their deck was defeated, in your Campaign Log, record that the character in question *was kidnapped*. The associated card must be removed from that investigator's deck.

When all of the above is resolved:

- » *If no resolution was reached (each investigator was defeated)*
Go to page 64.
- » *If Resolution 1 (R1) was reached*
Go to page 62.
- » *If Resolution 2 (R2) was reached*
Go to page 64.

...from page 59 (Resolution 1).

You breathe a sigh of relief as the gate behind the train collapses harmlessly upon itself. The few passengers who survived the ordeal seem unable to comprehend what just happened. One passenger mentions “a pipe bursting in the rear car,” and that quickly becomes the explanation for the innocent and ignorant, those who either cannot or choose not to delve further into the mystery. You, on the other hand, know better... although in hindsight, you wish you didn’t.

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



Proceed to Scenario IV - Blood on the Altar on page 66.

...from page 59 (Resolution 2).

Rattled, you begin walking alongside the train tracks, making your way towards Dunwich.



- » In your Campaign Log, record that *the investigators were delayed on their way to Dunwich.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

Proceed to Scenario IV - Blood on the Altar on page 66.





SCENARIO IV

BLOOD ON THE ALTAR

When you finally reach Dunwich, you are greeted by Zebulon Whateley and Earl Sawyer, another man from the village who had met with Dr. Armitage during the incident several months ago. “Things ain’t lookin’ too good here,” Earl tells you.

“Some folk up and went missin’ a few nights ago. ‘Dem whippoor-wills won’ shut up. Dunno what yer doin’ here, but last time you Arkham folk came ‘round it was bad news. Very bad news.” His eyes blink rapidly, and he coughs and looks away.

“Look, why don’t you rest fer the night an’ look fer whatever it is yer looking fer t’morra,” Zebulon chimes in, putting a wrinkled hand on your shoulder. You begin to protest, but your aching muscles and weary mind won’t allow you to refuse. The elderly man offers to take you in for the night, and drives you to his home at the outskirts of Dunwich village. The town is disheveled and eerie, and you find yourself wishing you hadn’t come here at all. You fall asleep on the ride over and scarcely remember anything else from that night.

When you awaken, you find that Zebulon’s house is abandoned, and there is no sign of the elderly man, or of Mr. Sawyer. Fearing the worst, you head into the village of Dunwich to investigate, hoping to find answers.

Continue to Setup on page 68.

Setup

- » Gather all cards from the following encounter sets: *Blood on the Altar*, *Dunwich*, *Whippoorwills*, *Nightgaunts*, and *Ancient Evils*.

These sets are indicated by the following icons:



- » Check Campaign Log. *If the O'Bannion gang has a bone to pick with the investigators*: Seeking vengeance, the gang from the Clover Club has followed you to Dunwich. Gather all cards from the Naomi's Crew encounter set and shuffle them into the encounter deck. This set is indicated by the following icon:



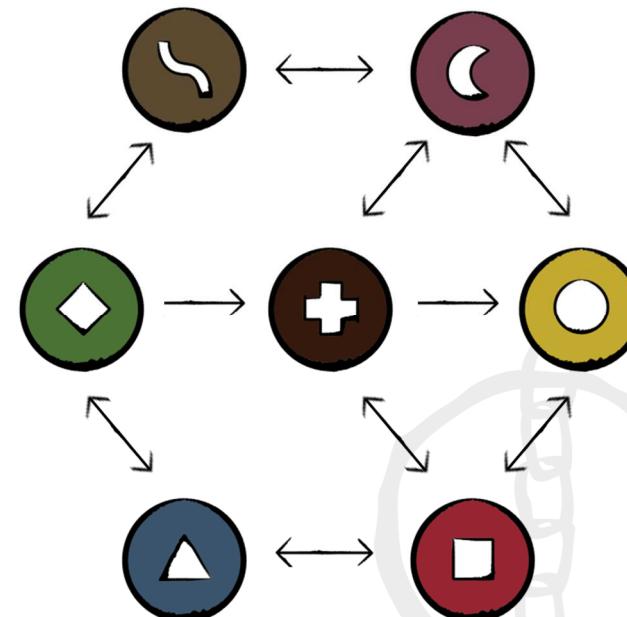
- » Check the Campaign Log. Gather the cards for each character who “was kidnapped” according to your Campaign Log. Form a facedown pile of “potential sacrifices,” consisting of each of those cards, along with the Zebulon Whateley card and the Earl Sawyer card.
- » Set the following cards aside, out of play: Silas Bishop, The Hidden Chamber, Key to the Chamber, and Powder of Ibn-Ghazi.
- » Check Campaign Log. *If the investigators were delayed on their way to Dunwich*: Add 1 doom to agenda 1a.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

- » Put Village Commons into play. Each investigator begins play in the Village Commons.

- » Remove one of the two copies of each other location from the game at random. Then, choose one of the six remaining locations at random, and remove it from the game as well. Put the remaining locations into play.

- » Take the previously set-aside The Hidden Chamber and Key to the Chamber cards, along with the top 3 cards of the encounter deck. Shuffle them and randomly deal 1 card facedown underneath each location in play except Village Commons.

Suggested Location Placement





The Hidden Chamber

This scenario includes a single-sided location (*The Hidden Chamber*) which has been dealt facedown underneath a random location. The *Hidden Chamber* only has a revealed side, and has a **Revelation** effect that puts it into play when drawn.

When put into play, a single-sided location is put into play with its revealed side faceup, because it has no unrevealed side. Otherwise, it functions as a normal location in every other way.

When the game is complete:

- » If no resolution was reached (each investigator resigned or was defeated)
Go to page 72.
- » If Resolution 1 (R1) was reached
Go to page 74.
- » If Resolution 2 (R2) was reached
Go to page 76.
- » If Resolution 3 (R3) was reached
Go to page 78.



...from page 71 (No Resolution).

The cries of the whippoorwills fade into the distance, and the town of Dunwich is filled with an eerie silence. All that can be heard is the dry whistle of the chill wind and the slow rustling of dead leaves. There is no sign of the missing townsfolk, nor will there be ever again.



- » In your Campaign Log, record that *the ritual was completed*.
- » If there were any potential sacrifices remaining at the end of the game, place them underneath the agenda deck.
- » In your Campaign Log, under “Sacrificed to Yog-Sothoth,” record the names of each unique card that is underneath the agenda deck. Each of those cards are removed from all players’ decks and can no longer be included in any players’ decks for the remainder of the campaign.
- » If Dr. Henry Armitage is not listed under ‘Sacrificed to Yog-Sothoth’ in your Campaign Log, record that *Dr. Henry Armitage survived The Dunwich Legacy*.
- » If an investigator with The Necronomicon (*Olaus Wormius Translation*) in their deck was defeated, in your Campaign Log, record that *the Necronomicon was stolen*. The Necronomicon (*Olaus Wormius Translation*) must be removed from that investigator’s deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as they gain insight into the hidden world of the Mythos.

Proceed to Scenario V - Undimensioned and Unseen on page 92.

...from page 71 (Resolution 1).

As you land the finishing blow, the creature's body explodes into hundreds of squirming ropelike appendages, wriggling across the ground and climbing up the walls. You're so startled that you aren't fast enough to prevent them from escaping the room. Even so, whatever that creature was, you're glad it's now dead.



- » In your Campaign Log, record that *the investigators put Silas Bishop out of his misery*.
- » In your Campaign Log, under “Sacrificed to Yog-Sothoth,” record the names of each unique card that is underneath the agenda deck. Each of those cards are removed from all players’ decks and can no longer be included in any players’ decks for the remainder of the campaign.
- » If an investigator with *The Necronomicon (Olaus Wormius Translation)* in their deck was defeated, in your Campaign Log, record that *the Necronomicon was stolen*. *The Necronomicon (Olaus Wormius Translation)* must be removed from that investigator’s deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as they gain insight into the hidden world of the Mythos.

Proceed to Interlude II - The Survivors on page 80.

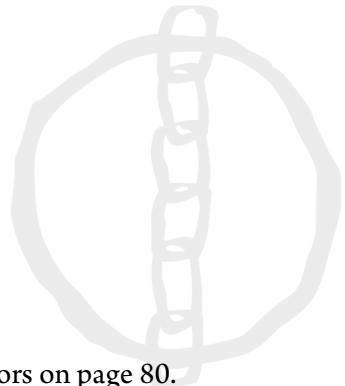
...from page 71 (Resolution 2).

With the creature that once was Silas lashing out at you from its chains, you have little time to react. Knowing that the Necronomicon might have a spell or incantation that could subdue Silas, you fend off the abomination long enough to find a passage that can help. With no time to spare, you recite the Latin incantation, and find that the words come effortlessly to your tongue, as though recalled from an earlier memory. The creature's body begins to shrink and melt away as the incantation builds, its cries terrifying and haunting. In the end, all that is left is the disfigured corpse of a man—Silas Bishop. You find a silver pendant emblazoned with an odd constellation tucked into his shirt. You take it with you, hoping to find a use for it.



- » In your Campaign Log, record that *the investigators restored Silas Bishop*.
- » In your Campaign Log, under “Sacrificed to Yog-Sothoth,” record the names of each unique card that is underneath the agenda deck. Each of those cards are removed from all players’ decks and can no longer be included in any players’ decks for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as they gain insight into the hidden world of the Mythos.

Proceed to Interlude II - The Survivors on page 80.



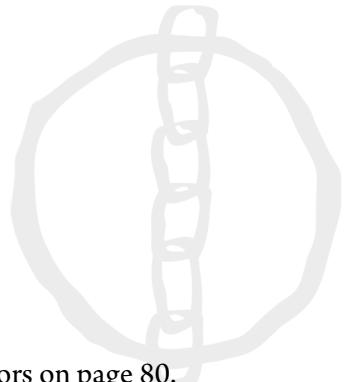
...from page 71 (Resolution 3).

With the creature that once was Silas lashing out at you from its chains, you have little time to react. Hoping there is something in the chamber you can use to your advantage, you fend off the abomination long enough to find a journal; many of its passages are written in Latin. It appears to be a handwritten excerpt from the Necronomicon, its purpose unknown. With no time to spare, you recite the incantation, stumbling over the words and feeling your throat tighten with each sentence. The creature's body begins to shrink and melt away as the incantation continues, its cries terrifying and haunting. In the end, all that is left is a pile of wet and sticky ichor, and a rotten stench.



- » In your Campaign Log, record that *the investigators banished Silas Bishop*.
- » In your Campaign Log, under “Sacrificed to Yog-Sothoth,” record the names of each unique card that is underneath the agenda deck. Each of those cards are removed from all players’ decks and can no longer be included in any players’ decks for the remainder of the campaign.
- » If an investigator with *The Necronomicon (Olaus Wormius Translation)* in their deck was defeated, in your Campaign Log, record that *the Necronomicon was stolen*. *The Necronomicon (Olaus Wormius Translation)* must be removed from that investigator’s deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as they gain insight into the hidden world of the Mythos.

Proceed to Interlude II - The Survivors on page 80.



INTERLUDE II

THE SURVIVORS



Inside the chamber that contained the terrible beast, you find the missing townsfolk and the others from Arkham; they are bound and shackled. You also find several documents that suggest the creature you found isn't the only one of its kind in Dunwich. You free the creature's victims from their bonds, and they offer you their thanks. You begin to plan your next move.

Check Campaign Log:

For each of the following 5 characters who are **not listed** under "Sacrificed to Yog-Sothoth," read their associated passage.

» *If Dr. Henry Armitage is not listed*

Go to page 82.

» *If Professor Warren Rice is not listed*

Go to page 84.

» *If Dr. Francis Morgan is not listed*

Go to page 86.

» *If Zebulon Whateley is not listed*

Go to page 88.

» *If Earl Sawyer is not listed*

Go to page 90.

» *When you have read all the associated passages*

Proceed to Scenario V - Undimensioned and Unseen
on page 92.

...from page 81 (*Dr. Henry Armitage was not sacrificed*).

"It is far worse than we had thought," Dr. Armitage says, pale and trembling. "Wilbur Whateley was only the beginning. There were more, many more in Dunwich, who knew of the 'Great Old Ones' and who desired power and knowledge above all else, the Earth be damned. I knew I should have burned that wretch's journal. But thanks to its contents, I know how we can stop them. We are the only ones who can! Now quickly, help me with this solution—the powder is the key, yes, the powder is the only way..."



- » In your Campaign Log, record that *Dr. Henry Armitage survived The Dunwich Legacy*. If the Dr. Henry Armitage card is not already in an investigator's deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator's deck size.
- » If the Powder of Ibn-Ghazi card is not already in an investigator's deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator's deck size.

[Return to page 81.](#)



...from page 81 (*Professor Warren Rice was not sacrificed*).

Professor Rice adjusts his glasses and studies the documents and arcane manuscripts left in the chamber. “I thought this nightmare was over and done with,” he sighs. “But we have a duty to see this through. We have to stop these creatures, or it won’t be just Dunwich in trouble. The powder mixture Armitage created to see the creatures will be our saving grace,” he explains, and sets off to the task of recreating the powder.



- » In your Campaign Log, record that *Professor Warren Rice survived The Dunwich Legacy*. If the Professor Warren Rice card is not already in an investigator’s deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator’s deck size.
- » If the Powder of Ibn-Ghazi card is not already in an investigator’s deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator’s deck size.

[Return to page 81.](#)



...from page 81 (Dr. Francis Morgan was not sacrificed).

"Thank you for everything you've done," Dr. Morgan says, taking count of your provisions and ammunition. "Last time, we needed some of that strange powder Armitage concocted to even see the beast that terrorized Dunwich. If there's more of those things out there, we're going to need that powder. I think I remember how he made it..."



- » In your Campaign Log, record that *Dr. Francis Morgan survived The Dunwich Legacy*. If the Dr. Francis Morgan card is not already in an investigator's deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator's deck size.
- » If the Powder of Ibn-Ghazi card is not already in an investigator's deck, any one investigator may choose to add that card to their deck. It does not count toward that investigator's deck size.

[Return to page 81.](#)



...from page 81 (Zebulon Whateley was not sacrificed).

“Dunwich’s had its fair share of oddities,” Zebulon explains to you with a quavering voice, “but I ain’t ever seen anything as sick and twisted as this...this...**thing**.” He gives the creature’s remains one last sickened glance before closing the door to the chamber behind him, shuddering. He locks eyes with you, his expression grim. “Whoever dun this gotta pay. I’ll do all I can to help.”



» In your Campaign Log, record that *Zebulon Whateley survived The Dunwich Legacy*. Any one investigator may choose to add the Zebulon Whateley card to their deck. It does not count toward that investigator’s deck size.

[Return to page 81.](#)



...from page 81 (*Earl Sawyer was not sacrificed*).

"I never could'a made it if it weren't for you," Earl says with a stammer, shaking your hand repeatedly. "If'n there's anything I can do to repay yeh, just ask away. I ain't much of a fighter or anythin', but I'll do all I can. Jus' ... don't make me look at anythin' like that **beast** again, a'right?"



» In your Campaign Log, record that *Earl Sawyer survived The Dunwich Legacy*. Any one investigator may choose to add the Earl Sawyer card to their deck. It does not count toward that investigator's deck size.

[Return to page 81.](#)





SCENARIO V

UNDIMENSIONED AND UNSEEN

Your search of the village of Dunwich has uncovered a number of documents, journal entries, and esoteric theories. Reading through these materials leaves you exhausted and emotionally drained. Most of the content was written by a single source—a man named Seth Bishop. When you ask around town, you learn that Seth is a citizen of Dunwich. Along with several others, Seth had witnessed firsthand the devastation wrought by the events of “the Dunwich horror,” as Armitage had dubbed the incident.

Curiously, since that time, very few people had seen Seth around town, and those who did claimed his eyes had been bloodshot and his face sweaty and pale.

You don’t doubt that somebody who has seen what Seth has seen would appear nervous or paranoid. But the more you read of his frantic and unhinged writings, the more you believe he is involved in recent events. His writings speak of having “gathered the remains” and of using arcane methods to “imbue the fathers’ essence” into other creatures, and eventually, into other people. The explanations and diagrams that follow are unfathomably complex and defy understanding.

Before you are able to find Seth and confront him, several men and women from the village approach you in a panic. “It’s back!” one of them wails. You recognize him as Curtis Whateley, of the undecayed branch. “Whatever it was that killed them Fryes, it’s back! Up and smashed the Bishops’ home like it were made o’ paper!” Curtis and the other townsfolk are clamoring amongst themselves, raising their voices in a panic.

The investigators must decide (choose one):

- » *You try to calm down the townsfolk in order to learn more.*
Go to page 94.
- » *You try to warn the townsfolk and convince them to evacuate.*
Go to page 96.

...from page 93 (*Calmed the Townfolk*).

You aim to calm the townsfolk so they can explain to you what is going on. They inform you that there was a rumbling to the north, and when they went to investigate they found the Bishops' farmhouse had been torn to shreds. A trail of heavy tracks led into nearby Cold Spring Glen. "You know what to do, right? You Arkham folk stopped that thing last time," one of the townsfolk says. Curtis shakes his head and bites at his lip.

"We couldn't even see that hellish thing until the old professor sprayed that there powder on it," He says. "To this day, I wish I hadn't seen it at all..." Something must be done to stop the monster's rampage. But, if the documents you found are true, there may be more than one such creature on the loose....

» Record in your Campaign Log that *you calmed the townsfolk*.



Continue to Setup on page 98.



...from page 93 (Warned the Townfolk).

You warn the townsfolk that they are in grave danger, and urge them to flee Dunwich while they can. Several of them immediately heed your advice, remembering the terrible monstrosity that had previously endangered the town. Curtis drops to his knees in despair, sweating feverishly. "It's that **thing** again, ain't it? It's come back fer us," Curtis stutters. "I hope you've got some of that powder the old professor had last time. We couldn't even see the damned thing until he sprayed it. To this day, I wish I hadn't seen it at all..." Something must be done to stop the monster's rampage. But, if the documents you found are true, there may be more than one such creature on the loose

» Record in your Campaign Log that *you warned the townsfolk.*



Continue to Setup on page 98.



Setup

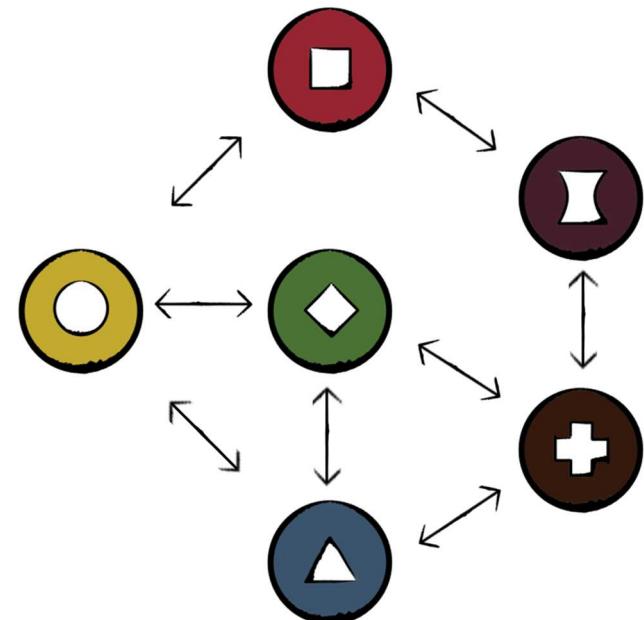
- » Gather all cards from the following encounter sets: *Undimensioned and Unseen*, *Whippoorwills*, *Beast-thralls*, *Dunwich*, and *Striking Fear*. These sets are indicated by the following icon:



- » 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.
- » An investigator with the Powder of Ibn-Ghazi in their deck may search their deck for it and put it into play.
- » Each investigator searches the collection for a random basic **Madness**, **Injury**, or **Pact** weakness and adds it to their deck for the remainder of the campaign.

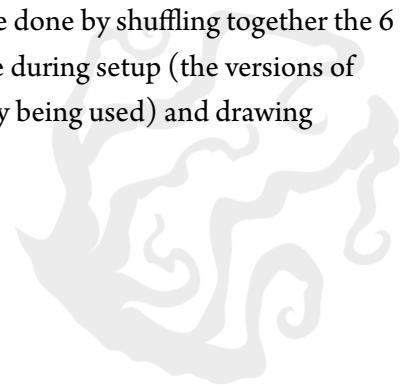


Suggested Location Placement



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.





- » Check the number of names recorded under “Sacrificed to Yog-Sothoth” in your Campaign Log.
 - If there are 4 or more names listed, set 2 copies of Brood of Yog-Sothoth aside, out of play. Then, remove the final 3 copies of Brood of Yog-Sothoth from the game.
 - If there are exactly 3 names listed, put 1 copy of Brood of Yog-Sothoth into play in Cold Spring Glen, and set 2 copies of Brood of Yog-Sothoth aside, out of play. Then, remove the final 2 copies of Brood of Yog-Sothoth from the game.
 - If there are exactly 2 names listed, put 1 copy of Brood of Yog-Sothoth into play in Cold Spring Glen, and set 3 copies of Brood of Yog-Sothoth aside, out of play. Then, remove the final copy of Brood of Yog-Sothoth from the game.
 - If there are 1 or fewer names listed, put 1 copy of Brood of Yog-Sothoth into play in Cold Spring Glen, put 1 copy of Brood of Yog-Sothoth into play in Blasted Heath. Then, set the final 3 copies of Brood of Yog-Sothoth aside, out of play.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

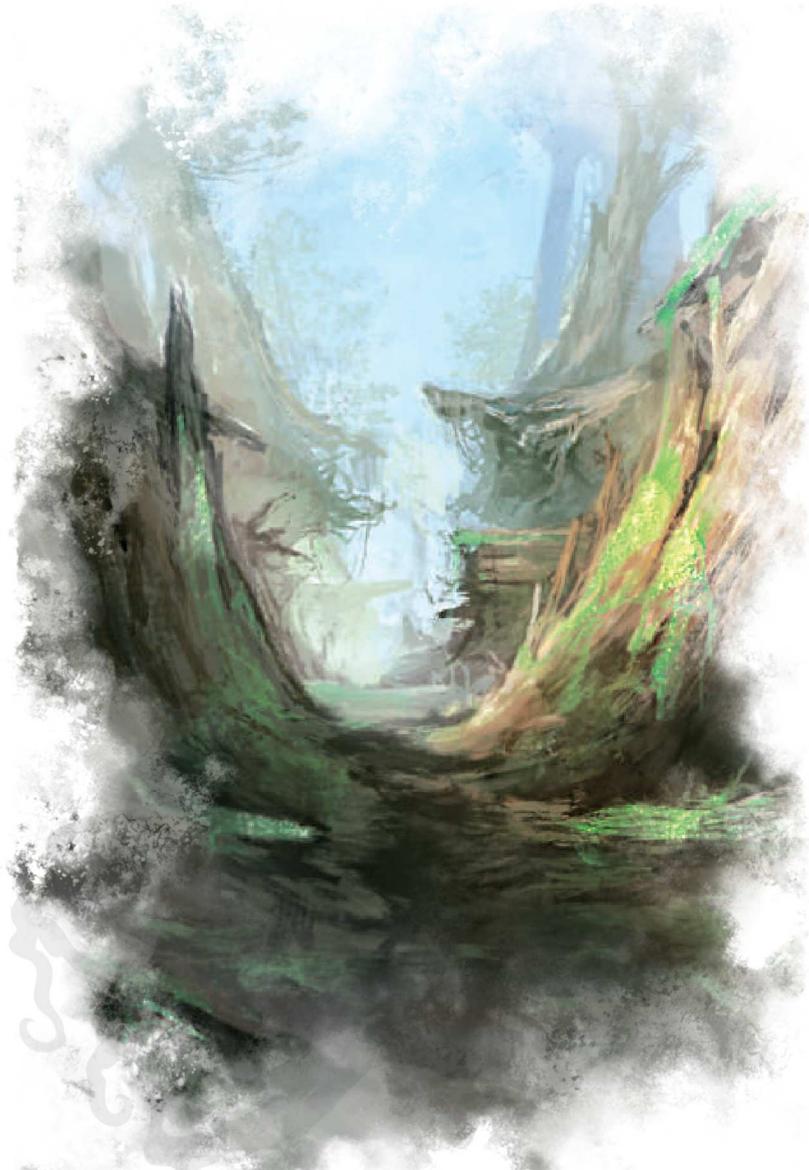
When the game is complete:

- » *If no resolution was reached (each investigator resigned or was defeated)*
 - Go to page 102.
- » *If Resolution 1 (R1) was reached*
 - Go to page 102.
- » *If Resolution 2 (R2) was reached*
 - Go to page 104.



...from page 101 (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.

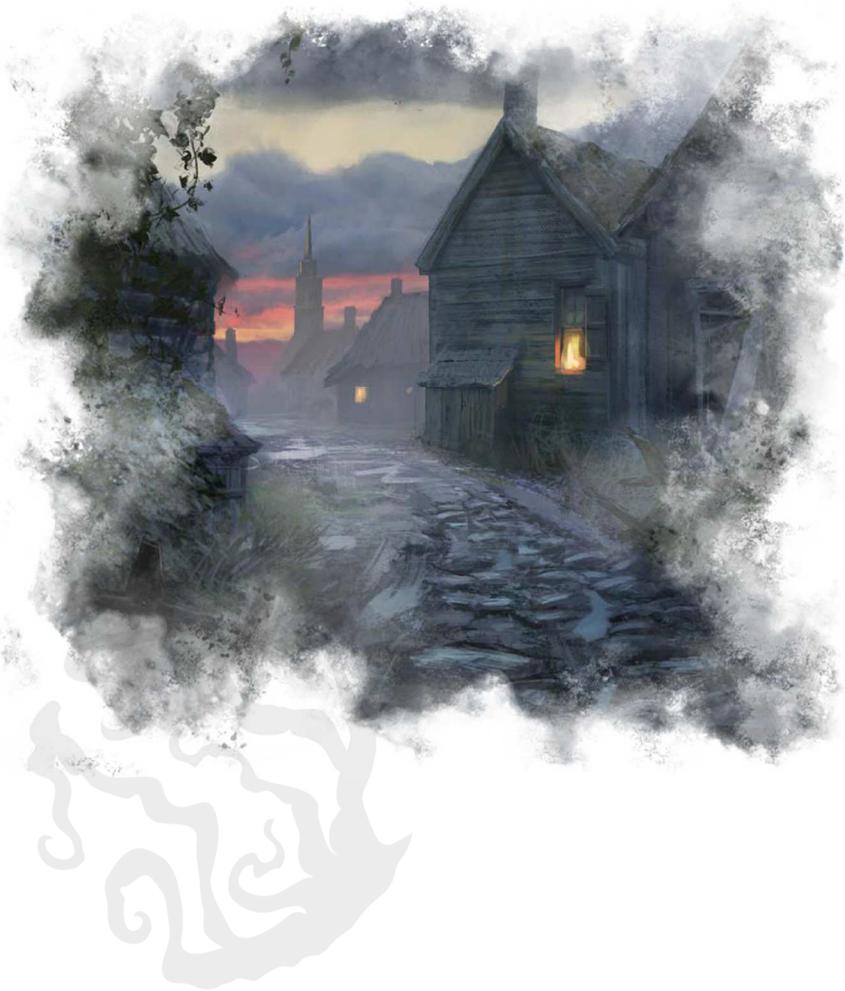


- » In your Campaign Log, record that X brood escaped into the wild.
X is the total number of Brood of Yog-Sothoth still in play or set aside.
- » If an investigator's deck contains the Powder of Ibn-Ghazi card, remove it from that investigator's deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display

Proceed to Scenario VI - Where Doom Awaits on page 106.

...from page 101 (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*.
- » If an investigator's deck contains the Powder of Ibn-Ghazi card, remove it from that investigator's deck.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display

Proceed to Scenario VI - Where Doom Awaits on page 106.



SCENARIO VI

WHERE DOOM AWAITS

You awaken to the sound of screeching. Fearing the worst, you grab your equipment and head out into the streets of Dunwich. As soon as you step outside, you sense a foulness in the cold night air: an awful, pungent smell that can scarcely be described and a heaviness to the atmosphere that makes it difficult to breathe. The citizens of Dunwich have sealed their doors, and the town feels quiet and lonesome. In the distance, a faint glow emanates from a hilltop above the village.

You know of this hill from both your interactions with Zebulon and Armitage's records. It is called Sentinel Hill. The tales speak of satanic rites being performed there—rites in which great ritual-pyres light up the night sky while the ground rumbles furiously below.

Flocks of whippoorwills perch on the rooftops of the village around you, watching ominously as you climb inside Zebulon's old and beat-up truck. As you drive towards Sentinel Hill, more screeching fills the sky with an awful pitch that is painful to your ears. Everything you have read about and experienced in Dunwich has led to this. If the foul ritual Seth seeks to perform has anything to do with what Armitage and his colleagues prevented several months back, it involves the favor of an ancient creature—Yog-Sothoth. Failing to stop this ritual may spell doom...not only Dunwich, but for the entire world.

Check the Campaign Log:

» *If Naomi has the investigators' back*

Go to page 108.

» *Otherwise,*

Go to page 110.

...from page 107 (Naomi has your back).

The path leading up Sentinel Hill is narrow and too torn up for Zebulon's truck, so you park at the base of the hill and prepare to make the rest of the trip on foot. Just then, you notice that you are not alone. Several men and women emerge from the woods behind you, brandishing firearms and lining you up in their sights. You raise your hands and brace for the worst. "Wait," one of them says, raising his hand to the others. "I recognize you from the Clover Club." He grins toothily and lowers his weapon. "Naomi sends her regards."

Curious, you ask what the gangsters are doing here. "Ms. O'Bannion had us investigate the attack on her fiance's club," he explains. "Turns out there were some men in Arkham behind the whole thing. Some Bishop fellow and his lackeys. We tailed them all the way to this dump." Before he can explain further, the all-too-familiar ratta-tat of a tommy gun echoes across the hill. "That'll be Vinny. Come on, boys!" He beckons to the others to follow and runs up the hill. Shaking your head, you do the same. These mobsters don't know what they're getting into.

- » The lead investigator gains a clue from the token bank (2 clues instead if there are 3 or 4 investigators in the game)



Continue to Setup on page 110.

Setup

- » Gather all cards from the following encounter sets: *Where Doom Awaits*, *Beast-thralls*, *Sorcery*, *Bishop's Thralls*, *Striking Fear*, *Ancient Evils*, and *Chilling Cold*. These sets are indicated by the following icons:



- » Put Base of the Hill, Ascending Path, and Sentinel Peak into play. Each investigator begins play at Base of the Hill.
- » Remove 1 copy of Diverging Path from the game, at random. Set the other 3 copies of Diverging Path aside, out of play.
- » Remove 1 copy of Altered Path from the game, at random. Set the other 3 copies of Altered Path aside, out of play.
- » Set Seth Bishop aside, out of play.
- » Based on your difficulty level, add the following chaos token(s) to the chaos bag for the remainder of the campaign:

Easy: -3. **Standard:** -5. **Hard:** -6. **Expert:** -7.
- » Check Campaign Log. For each *Brood of Yog-Sothoth* that escaped into the wild, add 1 doom to agenda 1a.

» Depending on the following circumstances, a different version of Act 2 should be used in this scenario. Each other version of Act 2 is removed from the game.

- Check Campaign Log. If the investigators restored Silas Bishop, use Act 2—Ascending the Hill (v. I)
- If the above is not true, check Campaign Log. If the investigators failed to recover the Necronomicon, or if the Necronomicon was stolen, use Act 2—Ascending the Hill (v. II)
- If neither of the above are true, use Act 2—Ascending the Hill (v. III)

» Check Campaign Log. If the investigators put Silas Bishop out of his misery, remnants of the creature's body have mutated and grown at Sentinel Hill. Put 1 "Conglomeration of Spheres" enemy from the *Hideous Abominations* encounter set into play at Ascending Path. Shuffle the rest of that set into the encounter deck. This set is indicated by the following icon:



When the game is complete:

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

Go to page 114.
- » If Resolution 1 (R1) was reached

Go to page 112.
- » If Resolution 2 (R2) was reached

Go to page 114.

...from page 111 (Resolution 1).

The poorly bound tome appears to be the written records of Old Whateley, the man who taught Wilbur the ancient secrets of sorcery. You find a passage describing a place outside of time and space, where worlds converge and Yog-Sothoth dwells. Only by reaching this nexus at the edge of reality can you unmake the tear that has split open the world. Feeling as if you may be going to your doom, you muster a final ounce of courage and step into the gate.

- » In your Campaign Log, record that *the investigators entered the gate.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display

Proceed to Scenario VII - Lost in Time and Space on page 116.

...from page 111 (Resolution 2).

The sorcerers from Dunwich, seeking arcane power from beyond this realm, have accomplished what Wilbur and Old Whateley could not. Through blood sacrifice and indescribable experiments, the dark power the sorcerers sought is now within their reach. However, they will never get the chance to truly wield this power. In beseeching Wilbur's father for knowledge, they have drawn the creature forth from its extradimensional realm. Yog-Sothoth emerges from the open rift above Sentinel Hill, blotting out the sky and enveloping the world. Now it has come to Earth, and it rules where humanity once tread.



- » In your Campaign Log, record that Yog-Sothoth tore apart the barrier between worlds, and became one with all reality.
- » Each investigator is driven **insane**.
- » The investigators lose the campaign.

THE END



SCENARIO VII

LOST IN TIME AND SPACE

Passing through the gate is unlike anything you've ever experienced. You feel your body twisting and distorting, churning through realities as the gate pulls you to its ultimate destination—a place beyond the scope of human imagination. Suddenly, all is quiet and the chaos of the journey is replaced with a sense of solitude and dread. You are in an unfathomable place, vast beyond your

ability to reason and utterly alien besides. The landscape is surreal and strange, the architecture impossible. You are so far from home that home has become a threadbare dream you can barely recall. Even should you find a way out of this awful place, you may never be the same again.

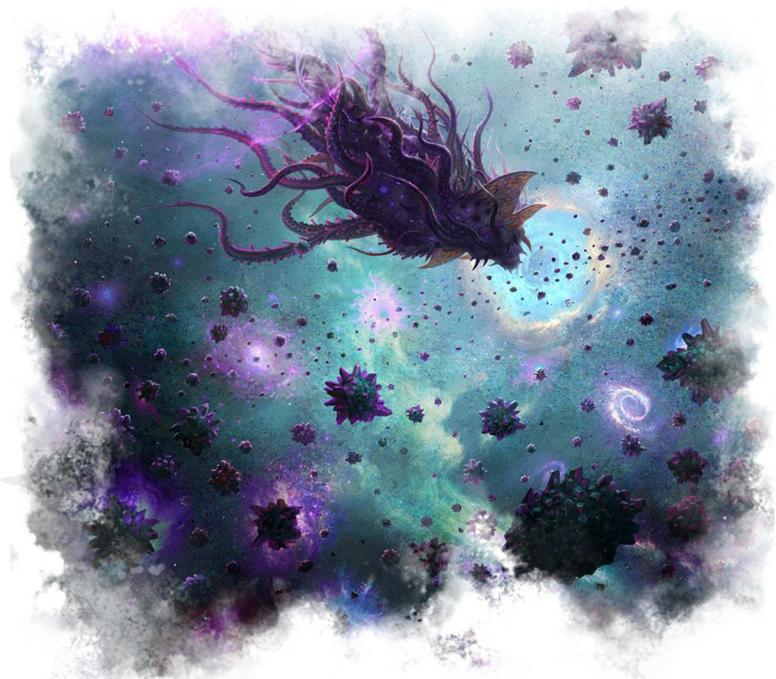
Continue to Setup on page 118.

Setup

- » Gather all cards from the following encounter sets: *Lost in Time and Space*, *Sorcery, The Beyond*, *Hideous Abominations*, and *Agents of Yog-Sothoth*. These sets are indicated by the following icons:



- » Put Another Dimension into play. Each investigator begins play in Another Dimension.
- » Set the following cards aside, out of play: The Edge of the Universe, Tear Through Time, and Yog-Sothoth.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Locations in the Encounter Deck

This scenario includes several single-sided locations that are shuffled into the encounter deck along with the rest of the gathered encounter sets. These locations only have a revealed side, and have a **Revelation** effect that puts them into play when drawn.

When put into play, a single-sided location is put into play with its revealed side faceup, because it has no unrevealed side. Otherwise, it functions as a normal location in every other way.

When the game is complete:

- » Before resolving any other resolution, if at least 1 investigator was defeated. The defeated investigator reads Investigator Defeat first.
Go to page 120.
- » If Resolution 1 (R1) was reached
Go to page 122.
- » If Resolution 2 (R2) was reached
Go to page 124.
- » If Resolution 3 (R3) was reached
Go to page 126.
- » If Resolution 4 (R4) was reached
Go to page 128.



...from page 119 (Investigator Defeat).

Where did you come from? Why are you here? Are you dreaming, or is this place real? Now that you think about it, haven't you been here before? Or perhaps you've been here all along. Now you remember. This is your real home. The path you now walk is but one ledge, with many more below. You only have to fall and you will be where you belong. One more step ...



» Each defeated investigator is **killed**.

» If no resolution was reached (each investigator was defeated and the investigators were at Act 1, 2, or 3 when the scenario ended

Go to page 128.

» If no resolution was reached (each investigator was defeated and the investigators were at Act 4 when the scenario ended

Go to page 124.

» If Resolution 1 (R1) was reached

Go to page 122.

» If Resolution 2 (R2) was reached

Go to page 124.

» If Resolution 3 (R3) was reached

Go to page 126.

» If Resolution 4 (R4) was reached

Go to page 128.

...from page 119 (Resolution 1).

Lying on your back in a patch of wet grass, you find yourself staring longingly at the night sky. Somehow, you are once again atop Sentinel Hill, unable to recall exactly how you got here. You are mesmerized by the night sky. Seconds become minutes, and minutes become hours. Eventually, you are found and lifted to your feet by a group of Dunwich citizens. “What happened? What are ya doin’ here?” they ask you, frightened but curious. You can’t seem to find the right words to describe the events that occurred beyond the gate... if they ever truly occurred. There doesn’t appear to be any trace of Seth Bishop, of the creatures you fought earlier, or of the phantasmal and otherworldly gate. But every time you sleep, you dream—and when you dream, it all comes rushing back



- » In your Campaign Log, record that *the investigators closed the tear in reality.*
- » Each investigator suffers 2 physical trauma and 2 mental trauma, as they never fully recovers from their time spent outside the realm of reality.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they saved the world from being torn apart.
- » The investigators win the campaign!

Check the Campaign Log:

- » *If you calmed the townsfolk*
Go to page 154.
- » *If you warned the townsfolk*
Go to page 156.



...from page 119 (Resolution 2).

Several of the villagers from Dunwich heard the ruckus on Sentinel Hill and went to investigate. What they found there answered none of their questions.

“What d’you think happened?” a frightened Curtis Whately asks as they examine the hilltop. The other villagers shake their heads, unable to say. “Last thing I saw, the sky’d open’d up an’ there was a bright flash,” one of them says, looking up at the starry sky from the top of Sentinel Hill.

“Those Arkham fellas ain’t nowhere to be seen,” Curtis adds, looking down at the cracked stone altar. “Not even of a hint of ‘em. Mr. Bishop and his pals, now, that’s a diff’rent story.” The young man motions toward several corpses on the ground.

“Think we should get ahold of those coppers outta Aylesbury?”

“Why, so they can laugh at us again?” Curtis spits. “They ain’t never gonna believe us ‘bout all this anyway.” He glances at the stone altar, fidgeting nervously. “Better t’ forget about the whole thing. C’mom, let’s bury the dead and get outta here.”



- » The investigators win the campaign...and are never seen or heard from again.

Check the Campaign Log:

- » *If you calmed the townsfolk*
Go to page 154.

- » *If you warned the townsfolk*
Go to page 156.



...from page 119 (Resolution 3).

The creature erupts in a cosmic fury of sound, color, and distorted space, hurling you back and away from it. You watch in horror as one of its arms tears through the fabric of the world, and its amorphous shape funnels through the rift, pulling the threads of the world along with it. You try to cling to something, but you are inexorably sucked into the rift. You feel as if your body is stretching and your mind is being crushed. Then, everything goes black.



- » In your Campaign Log, record that *Yog-Sothoth has fled to another dimension.*
- » Each investigator is **killed**.
- » The investigators win the campaign...and are never seen or heard from again.

Check the Campaign Log:

- » *If you calmed the townsfolk*
Go to page 154.
- » *If you warned the townsfolk*
Go to page 156.

...from page 119 (Resolution 4).

The sorcerers from Dunwich, seeking arcane power from beyond this realm, have accomplished what Wilbur and Old Whateley could not. Through blood sacrifice and indescribable experiments, the dark power the sorcerers sought is now within their reach. However, they will never get the chance to truly wield this power. In beseeching Wilbur's father for knowledge, they have drawn the creature forth from its extradimensional realm. Yog-Sothoth emerges from the open rift above Sentinel Hill, blotting out the sky and enveloping the world. Now it has come to Earth, and it rules where humanity once tread.



- » In your Campaign Log, record that *Yog-Sothoth tore apart the barriers between worlds, and became one with all reality.*
- » Each surviving investigator is driven **insane**.
- » The investigators lose the campaign.

THE END



STANDALONE MODE

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

Scenario I A - Extracurricular Activities

- » Set up the scenario as normal.
- » Continue to page 10.

-Scenario I B - The House Always Wins-

- » Set up the scenario as normal.
- » Continue to page 24.

-Scenario II - The Miskatonic Museum-

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .
- » *Dr. Henry Armitage was kidnapped.*
- » Continue to page 44.

Scenario III - The Essex County Express

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .
- » Continue to page 56.

—Scenario IV - Blood on the Altar—

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -3, -4, , , , , , , .
- » When building the pile of “potential sacrifices,” use all five of the following characters: Dr. Henry Armitage, Dr. Francis Morgan, Professor Warren Rice, Zebulon Whately, and Earl Sawyer.
- » *The investigators were not delayed on their way to Dunwich.*
- » *The O’Bannion gang does not have a bone to pick with the investigators.*
- » Do not read Interlude II - The Survivors
- » Try to save as many potential sacrifices as you can!
- » Continue to page 66.

Scenario V - Undimensioned and Unseen

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -3, -4, , , , , , , .
- » *3 characters were sacrificed to Yog-Sothoth.*
- » *Dr. Henry Armitage has been sacrificed to Yog-Sothoth.*
- » Do not include the Powder of Ibn-Ghazi in any player’s deck
- » Do not take any additional weaknesses as instructed in this scenario’s setup.
- » Try to slay as many Brood of Yog-Sothoth as you can!
- » Continue to page 92.

—Scenario VI - Where Doom Awaits—

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , , .
- » Use Act 2—Ascending the Hill (v.III) in this scenario. Remove each other version of Act 2 from the game.
- » *Naomi does not have the investigators’ back.*
- » *No Brood of Yog-Sothoth escaped into the wild.*
- » *The investigators did not put Silas Bishop out of his misery.*
- » Continue to page 106.

-Scenario VII - Lost in Time and Space-

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , , .
- » Throughout this scenario, there may be additional instructions or narrative on agenda cards that reference events in the Campaign Log. *None of these events happened.* Ignore these instructions in their entirety.
- » Do not read the campaign epilogue, even if you win the scenario.
- » Continue to page 116.

OPTIONAL VARIANTS

This fan made optional variant can only be played by groups of two or larger. This variant should only be played after you have completed *The Dunwich Legacy* at least once. The investigators will divide into two groups to locate the professors.



SCENARIO I A & B

NO TIME TO WASTE

You and your companions stand together on the abandoned streets of Southside. You take a quick nervous look at the dimly lit windows and foreboding exterior of the house across the street. Comparing the letters from your former mentor, you verify that it is indeed the same address you were told to come to. The concern expressed in the letters leads you to believe this could not wait until tomorrow.

You look nervously around and start to knock. The door opens swiftly, and a frightened eye peaks out at you through the small crack. You jump back started as the door opens. "What took you so long? Come in. Quickly." says a familiar elderly man.

Dr. Henry Armitage, the head librarian of Miskatonic University, pours himself a glass of pinot and sits down at his desk, gesturing for you to sit across from him. "I apologize for the short notice," he begins. His face is pale, his forehead sweaty and wrinkled with worry.

Upon entering, you were surprised to find his home in disarray. Books and notes litter his desk, and an empty bottle of wine has tipped over onto the ground by the fireplace. You'd always known Armitage to be neat and well-organized.

The elderly man takes a moment to collect his thoughts. "I am looking for two of my colleagues—Dr. Francis Morgan, professor of archaeology, and Warren Rice, professor of languages. Warren was supposed to meet up with me over supper earlier today to discuss several important findings, but he has since gone missing. At first I thought nothing of it, but I have a nagging feeling something else is going on. A very... **familiar** feeling." You've never seen Armitage quite this worried before. His hands tremble as he reaches for the glass on his desk, and he sips from it nervously. "I tried to find Francis, hoping he knew where Warren was, but he too is out of touch. Francis has been spending a lot of time in some gambling den, or so I am told.

"I sent for you because I am worried Warren might be in trouble. I would appreciate it greatly if you could find him for me. You may also wish to ask Francis for help, if you can reach him."

With the urgency expressed in the letters and the ominous warning given to you by Dr. Armitage, you decide to split up to before hope of finding the professors fades entirely.

» The investigators must split into two groups to cover more ground. One group will play Scenario I A and the other will play Scenario I B. After both have completed their scenario they will meet back up and combine their campaign logs and experience. There are some minor differences to how the scenarios are setup and played due to these changes

- While playing Scenario I A - Extracurricular Activities, resolve Act 2b as if you have completed The House Always Wins.
- While playing Scenario 1 B - The House Always Wins, resolve both options on Act 2b, and put both Act 3a cards into play. If only one objective is completed then read the corresponding act. If both are completed, read and record both but only resolve the final two items once.



The investigators must split up:

» *Professor Warren Rice was last seen working late at night in the humanities department of Miskatonic University. Let's search for him there.*

Proceed to Scenario I A - Extracurricular Activity on page 10.

» *Dr. Francis Morgan was last seen gambling at the Clover Club, an upscale speakeasy and gambling joint located downtown. Let's go talk to him.*

Proceed with Scenario I-B: The House Always Wins on page 24.

» *Once you have completed both scenarios,*
Proceed to page 142

...from page 141

You are more than a little rattled by your experiences in the university and the Clover Club. You're not sure what to make of whoever—or whatever—was after Rice and Morgan. Worried about Dr. Armitage, you swiftly make your way back to his home. When you arrive, you find that the latches of his front door have been busted open, and his living area and study have been ransacked. Dr. Armitage is nowhere to be found. Searching his home, you find a journal the intruders didn't steal tucked beneath several other documents in the bottom drawer of Armitage's desk. The journal appears to be written in a strange language you cannot decode, using a script you've never seen in your entire life. Fortunately, it seems Dr. Armitage had already gone through the trouble of translating it into English. Apparently, it belongs to one "Wilbur Whateley." The journal—along with Armitage's many notes—tells a startling tale, one you would scarcely believe had it not been for your harrowing experiences earlier tonight...

- » Check the Campaign Log, if *Naomi has the investigator' backs*: cross off from your Campaign Log that *the O'Bannion gang has a bone to pick with the investigators*.
- » Check the Campaign Log, if *the investigators rescued Dr. Francis Morgan*: cross off from your Campaign Log that *Dr. Francis Morgan was kidnapped*.
- » In your Campaign Log, record that *Dr. Henry Armitage was kidnapped*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display from the scenario they didn't play.
- » Check your campaign log. If *the investigators were unconscious for several hours*: each investigator earns 2 bonus experience from the expert care they received at St. Mary's.



Proceed to Scenario II - Miskatonic Museum on page 44.

Design Notes

Congratulations on completing the first full campaign for *Arkham Horror: The Card Game*! For this campaign, we wanted to take players to a setting that should be familiar for fans of the Arkham Horror setting—the disturbing and forsaken village of Dunwich, Massachusetts.

“The Dunwich Horror” is one of our favorite H. P. Lovecraft stories, because it is one of only a few where the protagonists actually succeed—they defeat the monster, save the day, and survive to tell the tale. And yet, somehow, this doesn’t lessen the tension or horror of the tale one bit.

This is the aspect of “The Dunwich Horror” that made us want to write this campaign as a sequel to its events, as opposed to recreating it. Dr. Armitage and his colleagues succeeded, but at what cost to their own livelihoods? Would this event continue to haunt them? What of those who would seek vengeance upon the professors from Arkham for foiling their plans?

We also wanted to provide players with narrative feedback on their choices and on their performance. This led to the mechanic of characters from “The Dunwich Horror” getting kidnapped if you failed to save them or took too long. It was important that at least one of the three professors get kidnapped, in order to provide the investigators with a motive to travel to Dunwich, and to add tension to later scenarios.

As for the campaign’s antagonist, we always knew we wanted one of the characters from the “The Dunwich Horror” to be the one behind our story’s events. Some liberties were taken in interpreting the original story, but in the end Seth Bishop was the best choice. We are told little of Seth from the text, but we know

that his home is closest to Wilbur Whateley’s, which may have allowed him some opportunity to learn from Wilbur’s grandfather. Then there’s this little bit of dialogue from Chauncey Sawyer:

“An’ he says, says he, Mis’ Corey, as haow he sot to look fer Seth’s caows, frighted ez he was; an’ faound ’em in the upper pasture nigh the Devil’s Hop Yard in an awful shape. Haff on ’em’s clean gone, an’ nigh haff o’ them that’s left is sucked most dry o’ blood, with sores on ’em like they’s ben on Whateley’s cattle ever senct Lavinny’s black brat was born.”

Of course, we are led to believe that the Bishop cattle was slaughtered by the beast kept in Wilbur’s barn, but what if this wasn’t the case? What if this was Seth’s first attempt at some kind of foul experiment? What if Wilbur had left some sort of instructions for other like-minded citizens of Dunwich, in the event that the creature in his barn broke free? These questions are the seeds of this campaign.

In any event, it’s up to the players to interpret the events of *The Dunwich Legacy* and develop their own theories as to what exactly happened in Dunwich, and what happened while the investigators were lost in time and space. There are numerous references to the original story littered throughout the campaign—see if you can find them all!

We hope you’ve enjoyed delving into the mysteries of Dunwich, and look forward to sharing the next campaign with you.



Credits

- » **Arkham Horror: The Card Game Design:** Nate French and MJ Newman
- » **Expansion Design:** MJ Newman
- » **Editing:** Nate French, Kevin Tomczyk, and Katrina Ostrander
- » **Proofreading:** Molly Glover
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EPILOGUE

Six months had passed, and life for Curtis Whateley was finally returning to normal. Since they'd hushed up the incident and the authorities kept their distance from these parts, Mr. Osborn had auctioned off the Ericks and Bishop families' belongings. Joe took a few trinkets for himself, of course, but Curtis wanted nothing to do with it. Folk already didn't trust him on account of his family's sins, even though he'd been attending church on the regular and had stayed far away from anything resembling the arcane.

Even so, Curtis could not shake a sense of foreboding. He'd seen the devastation that befell the Ericks, Bishop, and Frye homes. He'd even seen firsthand the creature the folks from Arkham had banished. Some days, his thoughts led him to Wilbur Whateley's farm, where he would stand outside and stare for hours, too scared to enter, but too curious to leave. Maybe there was something in there that could make these terrible visions depart. Something that could give him strength enough to resist the nightmares. Curtis decided he would find it



THE END

EPILOGUE

Gené knelt closer to the ground to examine the sign in the dirt. The shape of the sign was foreign to her, and the tracks that had led to it were unlike any she'd ever seen. Coupled with the report from the university...she wasn't sure what to think. "Ms. Beauregard," her assistant called out to her, "have you found something?"

Gené stood and turned to face the freshman who'd been assigned to her. He was a good kid and a bit callow, but a hard worker and eager to prove himself. "This place was supposed to be cordoned off," Gené responded. "Nobody's lived here for months. And yet, see for yourself: their primitive rites continue to this day."

The student approached and joined Gené in examining the sign, flipping through the pages of his journal to reference its symbols. "What do you think it means?" he asked. She shook her head. Outsiders rarely traveled to Dunwich, and all the signposts leading to the village had been taken down. But these days, even the townsfolk who had called this place home had abandoned it.

"I don't know," Gené admitted. "But somebody is here, and this isn't the first sign we've seen like this. Stories say there's an altar where the townsfolk would conduct pagan rituals atop that hill. Maybe we'll find more up there."

THE END

