



STAND-ALONE VIII

WAR OF THE OUTER GODS

A cataclysmic war between three arcane cults is ravaging Earth, and only you can find a way to end it.

Factions

This scenario introduces three warring factions, each with their own set of enemies, treacheries, and agendas. These factions can be differentiated by color— **green**, **blue**, or **red**.

- » The **Cult of Magh'an Ark'at** is the **green** faction. **Green** cards can also be identified by their scales and tendrils.
- » The **Cult of Silenus** is the **blue** faction. **Blue** cards can also be identified by their star and constellation patterns.
- » The **Cult of Ezel-zen-rezl** is the **red** faction. **Red** cards can also be identified by their hive patterns and insect wings.
- » Unless otherwise noted, each faction's cards operate like normal cards of their type (enemies, treacheries, or agendas).

If investigators are instructed to perform a sequence “in faction order,” first resolve that sequence for the **green** faction. Then resolve that sequence for the **blue** faction. Finally, resolve that sequence for the **red** faction. (*Note: this is also the order of agendas from top to bottom as depicted during setup.*)

Faction Agendas

During setup, three different agenda decks are assembled, one for each faction (**green**, **blue**, and **red**). These agenda decks represent the progress of each faction towards their goals.

- » During the “place doom on the current agenda” step of the mythos phase, place 1 doom on each agenda, in faction order.
- » During the “check doom threshold” step of the mythos phase, check the doom threshold for each agenda one at a time, in faction order (or if you are playing Epic Multiplayer Mode, in the order announced by the event organizer.)

- » While there are three agendas in play, doom on player cards does not contribute to the doom thresholds of any of those agendas.
- » If a card effect instructs an investigator to place doom on “the current agenda,” the players may choose which agenda to place it on.
- » When an agenda advances, all doom on each other agenda remains. Remove all doom from each other card in play (player cards, enemies, and locations) as normal.

“In the lead”

Each faction is trying to advance through their agenda deck before their opposition can do the same. The faction that is “in the lead” is the faction that has advanced the farthest through their agenda deck. If there is a tie between two or more factions, the tied faction with the most doom on their agenda is the faction in the lead. If there is still a tie, the faction with the most enemies in play is the one in the lead.



Warring

Warring is a keyword ability that causes the warring factions to move toward and attack one another during the enemy phase.

During the “hunter enemies move” step of the enemy phase, each ready, unengaged enemy with the warring keyword moves once towards the nearest warring enemy of a different faction.

- » Warring enemies move in faction order.
- » Warring enemies already at a location with one or more enemies belonging to a different faction do not move.
- » If there are multiple equidistant enemies who qualify as a target for this movement, the lead investigator chooses a target for the enemy to move towards.
- » If there are not enemies who qualify as a target for this movement, the enemy does not move.
- » If a warring enemy would be compelled to move to a location where the move is blocked by a card ability, the enemy does not move.

During the “resolve enemy attacks” step of the enemy phase, each unengaged enemy with the warring keyword attacks a warring enemy at its location of a different faction.

- » Warring enemies attack in faction order.
- » If there are multiple enemies who qualify as a target for this attack, the warring enemy attacks the enemy (of a different faction) with the least remaining health. If there is a tie, the lead investigator may choose the target of the attack.

- » An attack made in this way deals damage equal to the attacking enemy’s combined damage and horror values.
- » **If an enemy attacks and defeats another enemy (other than a swarm card), place 1 doom on the agenda matching the attacking enemy’s faction.**

Example

A **Disciple of the Swarm** is in the Streets of New York City, a **Hune-Stitched Herald** is in Arkham, and **Zealot of Paradise** is in the Streets of Montréal. Each of them has the warring keyword, and each is ready and unengaged.

During the “hunter enemies move” step of the enemy phase, each of these enemies moves once towards the nearest warring enemy of a different faction. In this case, the **Zealot of Paradise** enemy moves first, to Arkham. The **Hune-Stitched Herald** does not move, since there is already an enemy at its location. Finally the **Disciple of the Swarm** moves to Arkham, as well.

During the “resolve enemy attacks” step of the enemy phase, each of these enemies attacks a warring enemy of a different faction. First the **Zealot of Paradise** attacks the **Disciple of the Swarm** for 1 damage, since it has fewer remaining health than the **Hune-Stitched Herald**. Next, the **Hune-Stitched Herald** also attacks the **Disciple of the Swarm**, dealing 3 damage. This defeats the **Disciple of the Swarm** before it gets a chance to attack and causes 1 doom to be placed on the **blue agenda**.

Swarming X

The swarming X keyword represents a pack of enemies operating in unison. After an enemy with the swarming X keyword enters play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy those swarm cards are underneath is called the “host enemy.” Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- » If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- » Each swarm card underneath the host enemy acts as a separate instance of that enemy. Each swarm card has the same values and text as the host card. *(For example, if an investigator is engaged with a host enemy with 2 swarm cards underneath it, that investigator is engaged with 3 enemies in total.)*
- » Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.
- » Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy, or if all its swarm cards are gone, to the host enemy itself. *(For example, Roland Banks uses a .45 Automatic to attack a Trylogog with 2 swarm cards. The attack deals 2 damage. The first point of damage defeats 1 of the 2 swarm cards, so the excess point of damage may be dealt to another swarm card, defeating it as well.)*
- » Anytime a swarm card leaves play, place it on the bottom of its owner’s deck. If you are unsure of the owner of the swarm card,

you may look at it to determine its owner.

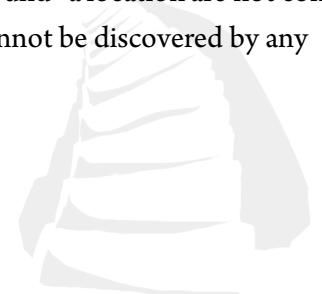
- » The host enemy and all of its swarm cards move, engage, and exhaust as a single entity. *(For example, if a host enemy or any of its swarm cards are evaded, all of them exhaust and become disengaged.)*
- » When Victory X appears on an enemy with the Swarming X keyword, this text is only active for the host card. Swarm cards cannot enter the victory display and are never worth victory points.

Wards

Wards allow investigators to reduce the amount of doom placed on agendas. When doom would be placed on an agenda, for each ward on that agenda, prevent that amount of doom from being placed. Then remove wards from that agenda equal to the amount of doom prevented.

“Place around this location”

If investigators are instructed to place 1 or more clues “around” a location, those clues should be placed such that they are physically bordering the location card, but not placed onto the location card itself. Clues that are “around” a location are not considered to be “on” the location and cannot be discovered by any means.



Game Mode

War of the Outer Gods can be played as either a stand-alone scenario or as a side-story inserting into any campaign. When played as a stand-alone this scenario can be played in one of two ways : with a single group of 1–4 players in Single Group Mode, or with any number of players split into groups of 1–4 players each in Epic Multiplayer Mode.

Campaign Mode

» Playing *War of the Outer Gods* as a side-story costs each investigator **3 experience**.

Stand-Alone Mode

» Construct the chaos bag with your chosen difficulty.

» **Easy:**

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☠, ♣, ☆.

» **Standard:**

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ♣, ☆.

» **Hard:**

0, 0, -1, -1, -2, -2, -3, -4, -5, -6, ☠, ☠, ☠, ♣, ☆.

» **Expert:**

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



» If the investigators are playing in epic multiplayer mode

Go to page 42.

» If the investigators are playing in single group or campaign mode

Go to page 46.

Epic Multiplayer Mode

To play *War of the Outer Gods* in *Epic Multiplayer Mode*, first divide the investigators into separate groups. At least 1 investigator must be assigned to each group, and no more than 4 investigators may be assigned to a single group. While it is possible to play with groups of differently numbered players, it is recommended that players be split between groups as evenly as possible. Each group requires 1 copy of this product in order to play. Then, designate one person to be the “event organizer”. The event organizer is responsible for tracking the doom placed on each group’s agendas (see page 44 for details). During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from the other groups. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- » Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- » Investigators may freely communicate between groups.
- » Each of the three agenda decks (**green**, **blue**, and **red**) has its own global doom threshold which is calculated based on the number of participating groups at the start of the event. **The doom threshold for each agenda card is 6 per group.** This doom threshold is shared between all of the groups, and doom placed on each agenda is tracked by the event organizer.
 - Note that this threshold is based on the number of groups participating, not the number of investigators.
 - Whenever the event organizer records doom on an agenda and counts it toward the global doom threshold, that doom is removed from the agenda card.

- » If an entire group is defeated during act 1 or act 2, add doom the agenda of the faction in the lead equal to the number of player in that group.

For example: 16 total players would be split between 4 groups of 4. At the start of the event, the event organizer sets the global doom threshold for each agenda to 24 and announces this value to the players once they are ready to begin playing. Doom placed on any group’s copy of any agenda contributes to that agenda’s global doom threshold. The event organizer is tasked with keeping track of the doom that is placed on each agenda as the event progresses, and notifies the players when any particular agenda deck has accumulated enough doom to advance.

- » If an **Ancient One** enemy is summoned, it has a global health value which is calculated based on the total number of participating investigators among all groups at the start of the event. This health value is shared between all of the groups. Damage placed on any copy of that **Ancient One** is tracked by the event organizer.

Time Limit

When playing in *Epic Multiplayer Mode*, the players (or your event organizer) may impose a time restriction for the game. The default time limit is **180 minutes**. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. When this time limit has passed, either all of the investigators are defeated, or the event organizer may decide to have any investigators that are still playing advance directly to the version of agenda 3b for the faction that is in the lead, after which those investigators have **30 minutes** to defeat the **Ancient One** that has been summoned.

Tips for the Event Organizer

If you are organizing *War of the Outer Gods* in *Epic Multiplayer Mode*, here are some tips to help your event run as smoothly as possible.

- » Use dials, a whiteboard, or paper and pencil to keep track of the amount of doom that has been accumulated toward each agenda.
- » Track the global doom threshold of each agenda by periodically asking each group how much doom is on each agenda. Then, record that doom and remove the doom from each group's copy of each agenda.
 - Periodically inform the investigators how close each agenda is to advancing. When the global doom threshold for a particular agenda has been met, announce this to all of the groups and inform them that they should advance that agenda the next time they reach the “check doom threshold” step of the mythos phase. Any excess doom that is still on their agenda should carry over to the next agenda in the agenda deck.
 - It can be helpful to use a whiteboard or similar display to show the progress of each agenda deck. One way to do this is to create three separate meters (one **green**, one **blue**, and one **red**) and split it into three sections—one-third for each agenda in the agenda deck. This lets players visualize how close each agenda is to advancing while also informing them which enemy faction is in the lead overall.
- » If you are playing with 12 or fewer players, it is possible to run the event and also participate. Have one group track the doom accumulated toward each of the three agenda decks. Communication is key!

- » If you are playing with more than 12 players, it is recommended that one person be designated the event organizer and keep track of all three values. In particularly large events with more than 48 players, it can be helpful to have 3 event organizers, each keeping track of one of the three agenda decks.



Continue to page 46.

Over a decade after the Great War, another kind of war has come to Earth—a conflict wrought by factions long hidden in the shadows of society.

It began with the murders in Arkham—over a dozen bodies in half as many days. The police thought the perpetrator to be a serial killer at first, until the sixth victim’s corpse turned up as a mangled heap of meat and viscera, like a meal chewed up and spit back out. No human could have performed such a grisly murder.

When similar killings started to sprout up in other cities across North America, you sought to uncover the truth. A serial killer could not be in Arkham, Providence, Montréal, and New York City all at once. This had to be the work of an organization. But that wasn’t all you discovered: there were commonalities between many of the victims, sorting them into three distinct groups.

In Providence, many victims were older and well-educated. In Montréal, those killed lived in the woods outside the city, or had professions dealing with nature or biology in some capacity. In New York, bodies turned up deep in the sewers and underground subway tunnels, their identities shrouded in mystery.

You have spent the past few weeks trying to unearth the truth behind these murders and the various factions carrying them out. In this time, the conflict has grown exponentially. Massacres. Bombings. Sightings of strange ceremonies in the streets. Entities blotting out the stars in the night sky. Swarms of locust-like insects devouring people whole. Mutated lizard creatures prowling the sewers. And worse yet, while Arkham seems to be the conflict’s epicenter, these incidents are spreading all across the world.

This is no ordinary war, and not one the authorities can deal with. You are the only one who suspects the truth. Somehow, you have to find out what these factions are fighting over, and put a stop to the conflict before it consumes the entire world in its madness.

Setup

- » Gather all cards from *The War of the Outer Gods* encounter set. This set is indicated by this icon:

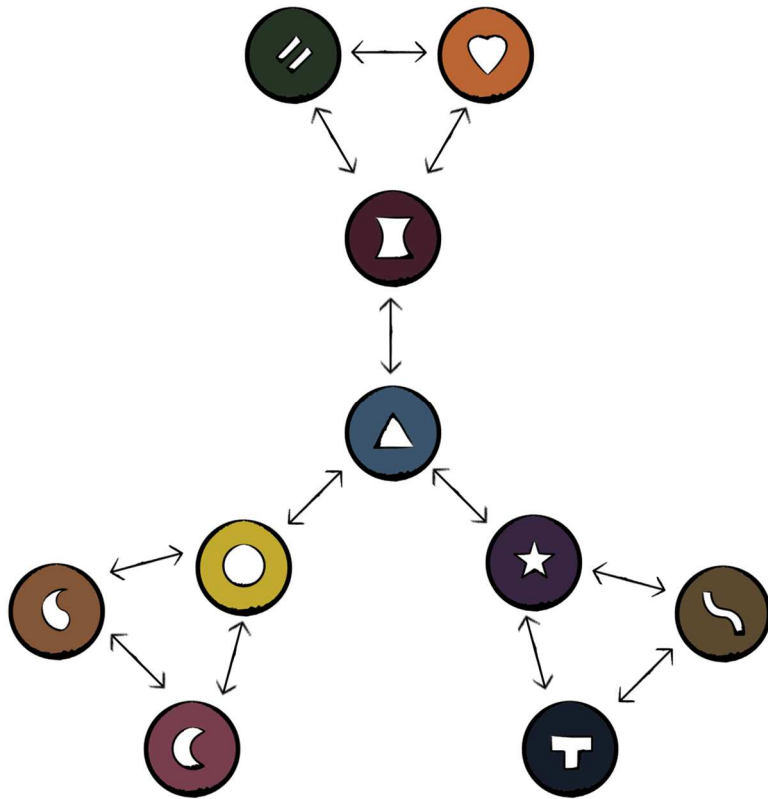


- » Gather all 9 cards from each of the three other encounter sets: *Children of Paradise*, *Swarm of Assimilation*, and *Death of Stars*. Set these encounter sets aside, out of play (Note: 1 Ethereal Entity, 1 Trylogog, and 1 Bringer of Paradise are included in the *War of the Outer Gods* encounter set, while the rest are included in these three encounter sets.) These sets are indicated by these icons:



- » When setting up the agenda deck, put all three agenda decks into play into this order (from top to bottom): **Green**, **Blue**, and then **Red**.
- » Set the Hub dimension location aside and put the remaining 10 locations into play. Each investigator begins play at Arkham.
- » Search the *War of the Outer Gods* encounter set for 1 copy of Disciple of the Swarm, 1 copy of Nihilistic Stargazer, and 1 copy of Zealot of Paradise. Spawn each of those enemies (as directed by their “**Spawn** - ” instructions).
- » Set the 5 following story assets aside, out of play: Cloak of the Outer Realm, Pocket Portal, Dreaded End, Blade of Ark’at, and Enchanted Skull.
- » Shuffle the remaining 19 encounter cards to form the encounter deck.
- » If you are playing in *Epic Multiplayer Mode*, the event organizer calculates and announces the global doom thresholds for each agenda (see page 42 for more details).

Suggested Location Placement



When the game is complete:

» If no resolution was reached (each investigator 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.

» If Resolution 3 (R3) was reached

Go to page 56.

» If Resolution 4 (R4) was reached

Go to page 58.

» If Resolution 5 (R5) was reached

Go to page 60.

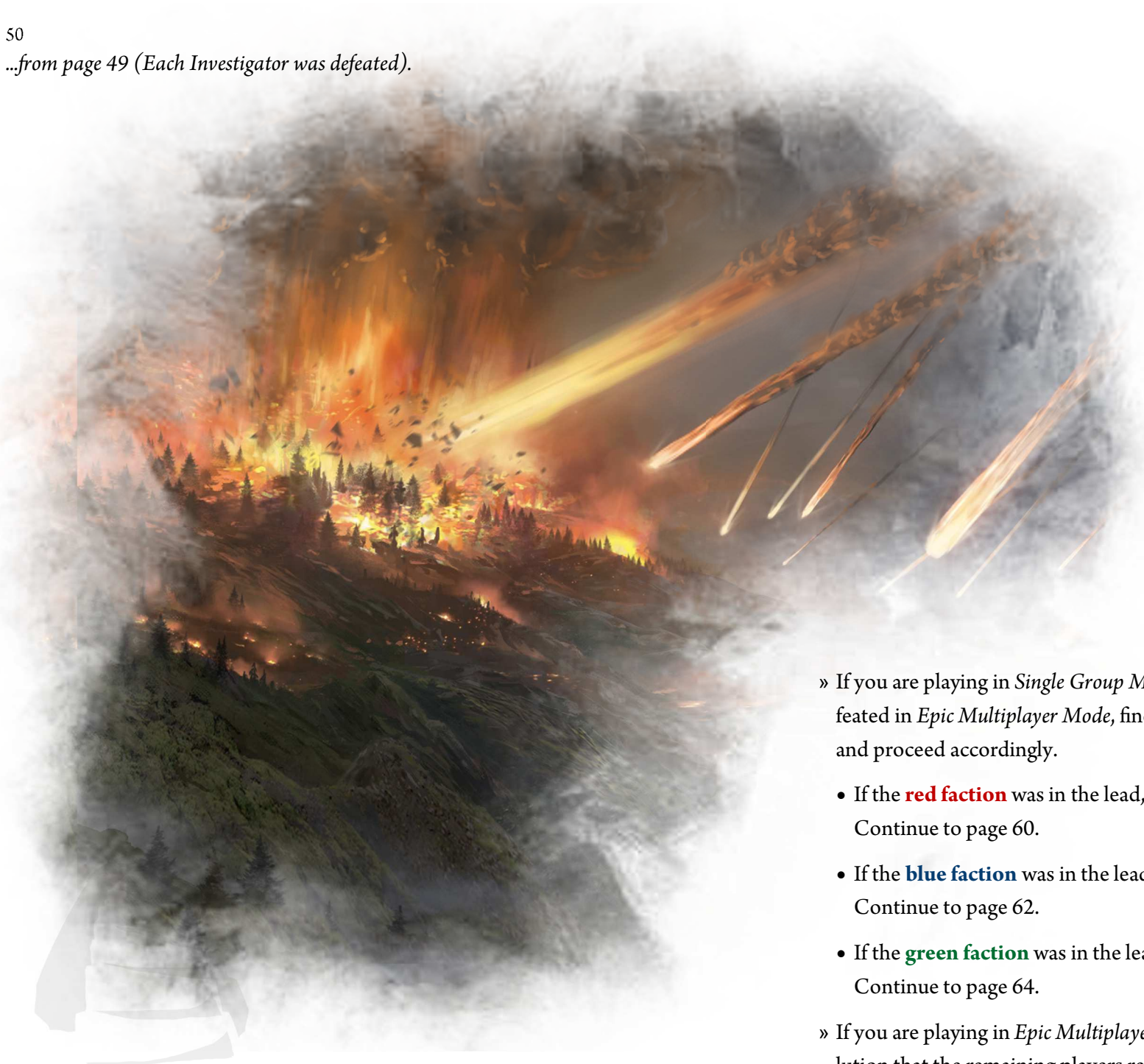
» If Resolution 6 (R6) was reached

Go to page 62.

» If Resolution 7 (R7) was reached

Go to page 64.

...from page 49 (Each Investigator was defeated).



» If you are playing in *Single Group Mode*, or if all groups were defeated in *Epic Multiplayer Mode*, find the faction that is in the lead and proceed accordingly.

- If the **red faction** was in the lead,
Continue to page 60.
- If the **blue faction** was in the lead,
Continue to page 62.
- If the **green faction** was in the lead,
Continue to page 64.

» If you are playing in *Epic Multiplayer Mode*, you share in the resolution that the remaining players reach.

...from page 49 (*Resolution 1*).

The hub's many doorways are now sealed tight under your stern control. With the hub sealed, the cults fighting over its ownership should hopefully return to operating in secrecy - perhaps waiting for a time when the hub reopens and they can use it to advance their cruel agendas. Until then, the Earth is safe ... relatively speaking.



- » Any one investigator may choose to add the Cloak of the Outer Realm story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Pocket Portal story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display. Each investigator earns 2 bonus experience as they have prevented all of the Outer Gods from completing their schemes.



...from page 49 (*Resolution 2*).

The swarm of Ezel is too countless to defeat through normal means. But there is a trick! Otherworldly though they may be, the insects are insects nonetheless, and many hives have among them a queen. Using all of your ingenuity, you devise a plan to crush the queen and thereby scatter the swarm.

To your surprise, your plan works. With the queen dispatched, the swarm is aimless, its hunger replaced by a sense of desperation and panic. It is not long before the myriad creatures descend once more into the pit whence they came. Perhaps another queen will come to unite them, but you will seal that accursed pit long before that happens. For now, Earth is safe.



- » Any one investigator may choose to add the Cloak of the Outer Realm story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Enchanted Skull story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...from page 49 (Resolution 3).

The shape of Silenus is formless, perhaps even devoid of matter altogether, but not without weakness. Using the rituals of its own cult against it, you devise a spell of such incandescent heat that not even the emptiness of space can devour it. When your rite is unleashed, the mists retreat in anguish, letting out no sound but the shrill hiss of air being sucked through a vacuum.

You observe the sky in fear, hoping that the mist does not return the moment your ritual has ended. Minutes pass. Then hours. Familiar stars once more fill the night sky. Perhaps the entity is gone for good. If the notes of the creature's many observers are true, it will likely return in the future - maybe hundreds or thousands of years from now. You may have saved the Earth this day, but the understanding of the entity's true nature haunts you still.



- » Any one investigator may choose to add the Cloak of the Outer Realm story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Dreaded End story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.



...from page 49 (Resolution 4).

Green blood and sticky pus erupts from the beast's carapace as it collapses, groaning with such force that it rumbles through the Earth. Thanks to your haste, you have felled the beast before it could grow too powerful to stop. Even in its infancy, it was a tremendous foe.

You watch in revulsion as its body dissolves into sallow ichor. Some "paradise" this thing turned out to be. With the egg hatched and the thing inside destroyed, you hope that the cult of Ark'at will disperse, though you fear that retribution may someday come in return for your meddling.



- » Any one investigator may choose to add the Cloak of the Outer Realm story asset to their deck. It does not count toward that investigator's deck size.
- » Any one investigator may choose to add the Blade of Ark'at story asset to their deck. It does not count toward that investigator's deck size.
- » Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

...from page 49 (*Resolution 5*).

Little by little, the swarm deconstructs all matter on Earth, transforming each and every molecule to resemble their own. Your consciousness remains, trapped eternally in the awful, buzzing swarm. But all is well. You are with the queen now. A strange hunger gnaws at you. Your only desire is to assimilate. The swarm must grow!

» Each investigator is **killed**.

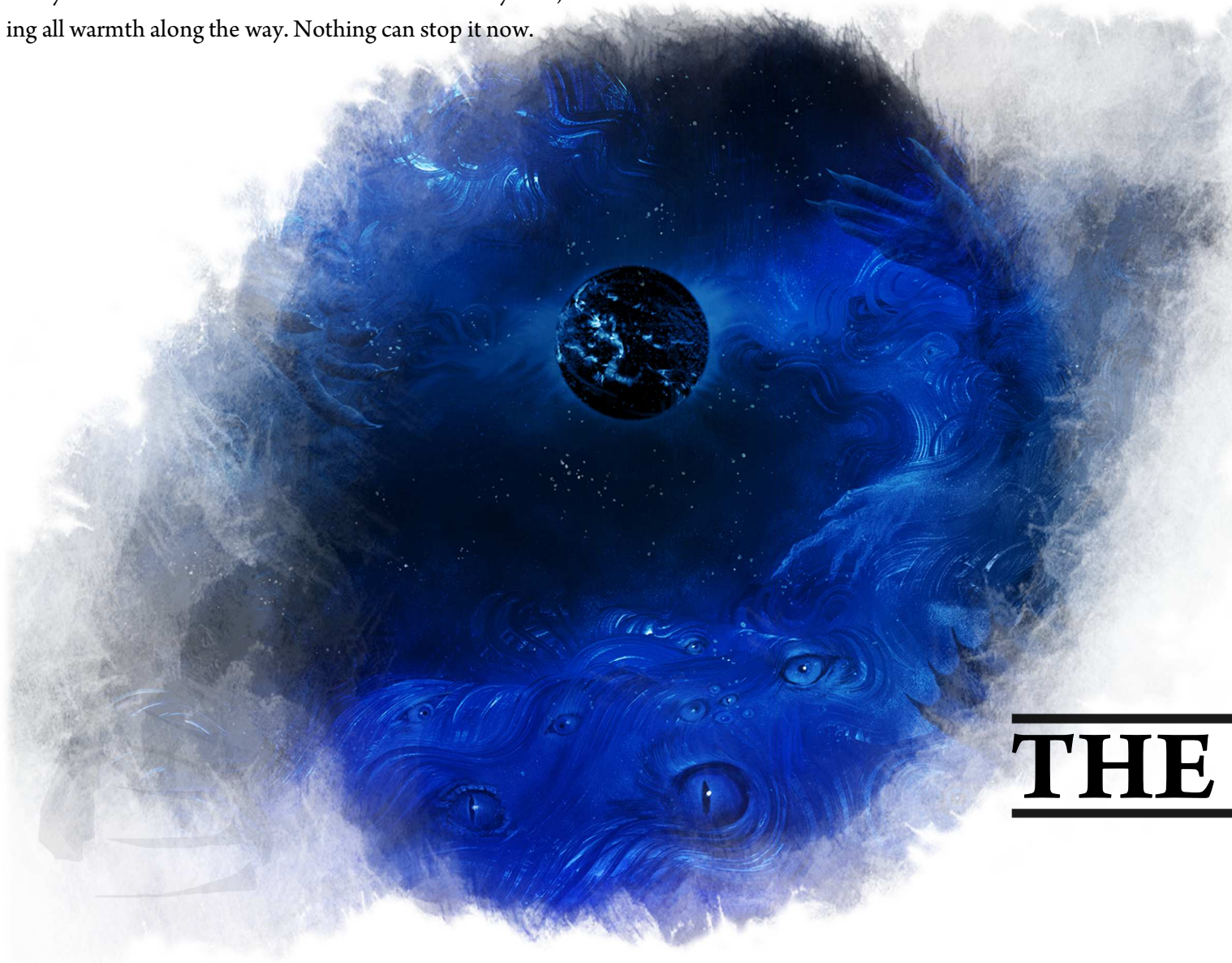
» The investigators lose the campaign.

A dramatic illustration of a woman with dark, curly hair, wearing a red dress, kneeling on a wooden floor. She is surrounded by a massive, dark, and dense swarm of insects, possibly bees or wasps, which are consuming her. Her face shows a look of horror and pain, with insects visible in her mouth. The scene is lit with a strong, warm light from the right, creating a high-contrast, almost apocalyptic atmosphere. The background is dark and smoky, with some light reflecting off the insects and the floor.

THE END

...from page 49 (Resolution 6).

The Earth is just the first planet to be engulfed by Silenus, embodiment of the Empty Sky, the ravenous end of all things. As the planet's core plunges to absolute zero, all life is instantly snuffed out. From the opening made by the nexus on Earth, the entity then stretches out to all corners of the solar system, devouring all warmth along the way. Nothing can stop it now.



» Each investigator is **killed**.

» The investigators lose the campaign.

THE END

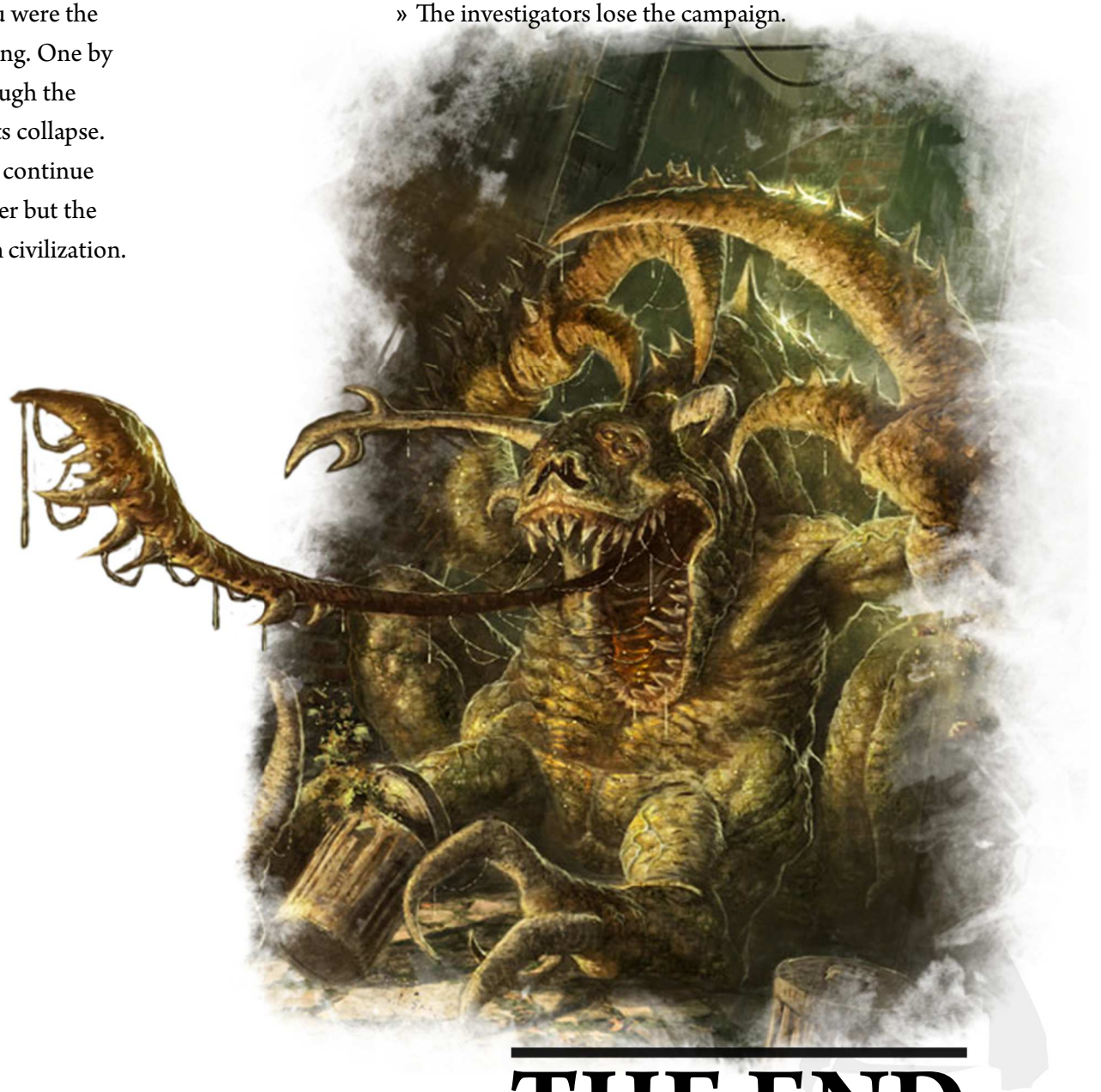
...from page 49 (Resolution 7).

The beast's rampage is impossible to stop. You were the only ones with any knowledge of how to defeat the thing. One by one, as it makes its way across the continents and through the oceans, cities fall. Armies are obliterated. Governments collapse. The monstrous creatures hatched by the cult of Ark'at continue their ravenous war until there is nothing left to rule over but the vast wastes of Earth and the crumbling ruins of human civilization. The "paradise" they so willingly killed for has come.



» Each investigator is **killed**.

» The investigators lose the campaign.



THE END

OPTIONAL VARIANTS

Optional variants are alternate ways to play the standalone scenarios. For a more challenging and thematic experience, try playing with any number of the following variants:



WAR OF THE OUTER GODS

THE FOG OF WAR

Typically, the faction order in each game of *War of the Outer Gods* is as follows: **green**, then **blue**, then **red**. However, this order can be randomized, changing the order in which each faction moves and attacks, and giving different factions an edge in the war.

To play this variant, when setting up the three agenda decks, place them in a random order from top to bottom. The faction order goes from top to bottom. You may also choose to have the faction order change randomly at the start of each round, or each time a faction agenda advances.

CREDITS

WAR OF THE OUTER GODS

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