

ARKHAM HORROR

THE CARD GAME



THE BLOOD OF DRAKUL

CAMPAIGN GUIDE

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Fear The Night

"At night, when the objective world has slunk back into its cavern and left dreamers to their own, there come inspirations and capabilities impossible at any less magical and quiet hour..."

– H. P. Lovecraft

The Blood of Drakul is a non-profit fan-made campaign for 1-4 players designed by the Arkham.cards team to be compatible with *Arkham Horror: The Card Game*. *The Blood of Drakul* Campaign Expansion contains eight scenarios: "The Samaritan of Gotham," "The Hour of the Wolf," "The Red Widow," "Blood Omen," "The Castle Doctrine," "The Hushed Casket," "The Legacy of Drakul," and "Crimson Eclipse." These scenarios may be combined to form an eight-part campaign or played on their own in Standalone Mode.

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Additional Rules and Clarifications

Trespass

Trespass is a new keyword introduced in *The Blood of Drakul* cycle and is utilized on a number of location cards to represent the increased level of scrutiny investigators must endure at those locations.

Locations with the Trespass keyword may be collectively referred as 'trespassing locations' and typically bear the **Private** trait. After an investigator fails a skill test while at a trespassing location, that investigator must immediately resolve its printed Trespass effect.

Returning Keywords

This campaign utilizes keywords and mechanics introduced in other Arkham.cards cycles. Refer to the *Arkham.cards Taboo & Eratta* supplement to familiarize yourself with these mechanics. The latest version of this supplement can always be found online: <https://arkham.cards/taboo>



Expansion Icon

The cards in *The Blood of Drakul* cycle can be identified by this symbol before each card's collector number:



Adrian Tepesh

Unraveling the secrets of the *The Blood of Drakul* will put you into contact with many 'children of the blood'. One such individual is Adrian Tepesh; consequently, he may not be selected for use by any investigator during this campaign.

Campaign Setup

To set up *The Blood of Drakul* campaign, perform these steps:

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

◆ Easy (*I want to experience the story*):

+1, +1, 0, 0, -1, -1, -2, -3, ♠, ♦, ♣, ♤, \$2, ☆

◆ Standard (*I want a challenge*):

+1, 0, -1, -1, -2, -2, -3, -3, -4, ♠, ♦, ♣, ♤, \$2, ☆

◆ Hard (*I want a true nightmare*):

0, 0, -1, -1, -2, -2, -3, -4, -5, ♠, ♦, ♣, ♤, \$2, ☆

◆ Expert (*I want bloody vengeance*):

0, -1, -1, -2, -2, -3, -3, -4, -5, ♠, ♦, ♣, ♤, \$2, ☆

5. Choose the lead investigator.

You are now ready to begin at the Prologue.

Prologue

Before you begin the campaign, you may optionally play the scenario included in the *Code Red at Bleeding Heart* scenario pack, which acts as a prologue to the events of the *The Blood of Drakul* Campaign Expansion, without paying its experience costs, then return here.

If you have already completed *Code Red at Bleeding Heart*, skip to **Scenario I: The Samaritan of Gotham**.

Otherwise, proceed to **Prologue 1**.

Arkham, October 30th, 1921

Prologue 1: "The blood omen rises as the wolver hour approaches."

That was the 'reading' you received from the 'fortune-teller' in Southside earlier this afternoon. At the time, you were hardly amused by it, and were more interested in interviewing her regarding a series of disappearances that have been plaguing Arkham, but she insisted the only guidance she had to offer you would come in the same form and at the same cost that she offers her other 'clients'. A pity, and to think she came highly recommended...

Since you left empty-handed, you've been running over the details of the case again and again in your mind, which is rather simple since the details are so few: seven women with no apparent connection to each other have all vanished without a trace over the past seven weeks, apparently snatched off the street in the dead of night without a single eyewitness.

Lately, every corner of the county haunts your face; you've crawled all over Arkham chasing down every promising lead you've encountered... and, like tonight, wasted your time on more than a few not-so-promising ones. People go missing every day, many on purpose; maybe there's no connection between these women at all, and you're just running yourself ragged trying to chase down people who don't want to be found...

Proceed to **Scenario I: The Samaritan of Gotham**.



Read only if an investigator has the *Criminal* or *Drifter* trait:

It's no surprise that your feet brought you here while you were distracted. You know Gotham well; having spent more than a few nights precariously perched upon its cramped benches, huddling for warmth, you usually go out of your way to avoid the park for the sake of your pride, and yet, here you are...

Scenario I: The Samaritan of Gotham

Check the Campaign Log.

If *Bleeding Heart* was flatlined,

proceed to **Intro 1**.

If the investigators made a 'full recovery,'

skip to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 1: Ever since the 'incident' at Bleeding Heart a few weeks ago, you've felt permanently on edge. You haven't spoken to anyone about your ordeal, in part because you can't bring yourself to voluntarily relive the bloodstained horrors of that fateful night, but also because even you have a hard time believing those events actually transpired... You feel a strong conviction that, whatever happened in that accursed place, it was merely a prelude of things to come...

② Each investigator begins this scenario with 1 additional resource.

Skip to **Intro 3**.

Intro 2: In the past, the encroaching darkness and bitter chill that characterizes the autumnal months in Arkham have typically been a reliable source of anxiety for you, but for the past several weeks, you've felt unusually tranquil and worry-free. You have chalked it up to simply getting older and hopefully wiser, but after several concerned associates recently remarked about your apparent change in demeanor, you can't help but wonder: what exactly has brought about this sudden change? And what other sorts of metamorphoses might you prove capable of...?

② Each investigator begins this scenario with 1 additional card in their starting hand.

Proceed to **Intro 3**.

Intro 3: Your distracted thoughts this evening have compromised your sense of direction; having meandered onto the 'scenic' route back to your residence, you've now forced to take an impromptu constitutional and cut through Gotham Park...

Sadly, Gotham Park has seen better days. Ever since the amusement faire that the park blocks were originally built around was shut down years ago, the blocks themselves have slowly succumbed to a similar decay. You recall hearing about an 'urban renewal' project that never got off the ground due to corruption and lack of funding and chuckle darkly to yourself; the untamed flora of the park now twists its gnarled roots and strangling vines into and over the crumbling stone walls that futilely attempt to contain the park blocks.

The street lamps flicker to life as you near the exit and prepare to make your way home, illuminating the old iron gate at the terminus of the footpath leading out of the park, but as you step onto the empty street corner a deafening bang draws your attention. From this distance, you can only discern vague shapes and blurs of movement in the recesses of a nearby alley... until a creature staggers backwards out of the darkness and becomes illuminated by a street light overhead...

It is a hulking beast, with the gait of an tall, muscular man, but covered in fur, which, combined with its protruding snout and foaming jowls, give it a distinctly lupine complexion. You also notice its torso is matted with what looks to be fresh blood...

Before you can even begin to process the danger of the situation, the beast emits a piercing wolven howl and then, using its clawed appendages, begins to scale the stonework of an adjacent building, eventually vaulting onto the rooftop, and disappearing into the night...

You cautiously creep toward the mouth of the alleyway; inside, you find the unconscious body of a red-haired woman, covered in crimson... and a panting man knelt beside her, dressed in a strange leather uniform and holding a smoking, golden revolver...

If an investigator has the *Shifter* or *Vampyr* trait,
proceed to **Intro 4**.

Otherwise, skip to **Intro 5**.

Intro 4: "I've got more than enough bullets to go around, fiend," the man with the golden gun sneers as he detects your presence and whorls around on you in one smooth motion, leveling his weapon directly at your heart. The clicking of the flintlock's hammer accentuates his point, "But it's your lucky day; I'm here for the girl, not you. Just turn around and walk away... Slowly."

Literally and figuratively under the gun, you meekly attempt to introduce yourself and explain that you're not really involved in whatever is going on here, and that you simply heard the commotion while walking by, and had naively hoped you might be able to catch the serial abductor behind the recent vanishings you've been investigating in *flagrante delicto*. The man's eyes narrow and he makes a motion with his extended arm that you hope means 'keep talking'...

[Skip to Intro 6.](#)

Intro 5: "Keep your distance," the man with the golden gun barks as he detects your presence and whorls around on you in one smooth motion, leveling his weapon directly at your heart, "Not many would be brave enough to wander into a Gotham alley in the middle of the night, stranger. Unless..." the man muses as he motions towards the unconscious woman laying at your feet, "...you're after her, as well. Do you know her? Who is she to you?"

[Proceed to Intro 6.](#)

Intro 6: You attempt to briefly bring the man up to speed on the case you've been working involving the women that have gone missing from Arkham over the past few months...

"Yes, we are aware of the... disappearances. Sounds like you know about as much as we do..." The man sighs and holsters his firearm before he licks his lips, considering you one last time before placing a gloved hand across his chest. "Apologies, my bed side manner still leaves much to be desired, I fear; Corporal Layton Hendricks, if it pleases you..."

Read only if an investigator has the Templar or Veteran trait:

You may not recognize the man's face, but you do recognize the insignia on his collar; the celtic cross is the sigil of the Templar. It looks to be the genuine article, but he could have just as easily stolen it, looted it, or bought it on the black market... Merely possessing one is no reason to trust anybody.

"I found Goreheart menacing the girl in Gotham not an hour ago... With all that blood on her, I thought she was dead, but when I tried to pick her up, I..." Hendricks trails off for a moment, lost in thought, before remembering himself, "Give me a hand with her, will you?"

Read only if an investigator has the Medic trait:

Even from a distance, you can tell that the girl is still alive, and the blood looks old, too dry, to be from a recent injury. There's no obvious wound or tear in her garments; the spray pattern looks almost like she was splattered with it by some sort of explosion that she tried to shield herself from using her hands...

You watch Hendricks peel one of his dark leather gloves from his hand with his teeth and place the forefingers of newly freed hand against the woman's pale neck. "It's faint, but there is a pulse... God, she's freezing. All this blood... It can't be hers, can it? I don't see any wounds..." Hendricks pulls the woman into a sitting posture and wraps his arms around her, cradling her gently as he continues, "I don't know what the Shifters are after, but they're growing more desperate. More beasts than men now, I say," Hendricks lifts his nose and begins to sniff the air furtively, "Do you smell... Rosemary?"

Read only if an investigator has the Templar, Shifter or Vampyr trait:

So the 'wolfman' was really a Shifter after all. You suspected as much. You are... familiar with such creatures; the Templar say they are capable of 'shifting' between human and beast forms, usually unwittingly, beneath the light of the moon. You know better; Shifters who don't learn to control their transformations tend not to survive very long...

"At any rate, the girl needs medical attention... We're not far from Sanctuary." Hendricks pulls a pocket watch from his jacket and examines it briefly before furtively peaking his head out of the alleyway. You sense hesitation in his voice when he continues, "I can carry her, but it'll be slow going... There's no telling what else might be out here tonight, so I'll have to rely on you to be my eyes and ears. I realize this is none of your affair, but you're involved now whether you like it or not. And Gerrard may want to question you about the vanishings..." You've seen stranger things in this city, but a healthy dose of skepticism tempers your enthusiasm, so you politely ask Hendricks to elaborate...

"Sanctuary... is a church, Our Lady of Mercy. You know it, yes? It does charitable works, performs mass, baptisms... and serves as the base of operations for the Arkham chapter of an order of monster hunters called the Templar..." Hendricks grunts as he lifts the girl's limp body from the ground and throws her arms around his neck. "Look, we don't have time for twenty questions - you're in over your head and she's fading fast. I am also taking a risk by bringing you into the fold... I won't force you, but it sounds like we want the same things." Bereft of alternatives, you creep out of the dark alleyway, into the exposing light of the street lamps, and scan up and down the vacant boulevard...

[Proceed to Setup.](#)



Setup

(P) Gather all cards from the following encounter sets: *The Samaritan of Gotham*, *Fear the Night*, *Seeing Red*, and *Chiroptera Colony*. These sets are indicated by the following icons:



(P) Put the Dreadful Alley and Gotham Park locations into play unrevealed, then read the **Location Adjacency** section on this page.

◆ Investigators begin play at Dreadful Alley.

(P) Shuffle the remaining encounter cards to form the encounter deck.

(P) You are ready to begin.

Location Adjacency

In this scenario, the encounter deck contains single-sided location cards which will enter play via their printed **Revelation** effect when drawn. Since the order these locations will be drawn in is randomized, these locations have no connection icons and instruct you to put them into play adjacent only to whichever location is furthest from the starting location.

At first, this will be the Gotham Park location. Once the first location from the encounter deck is put into play, its printed ability will establish a connection only to the Gotham Park location via adjacency. Each subsequent location that is put into play will be connected only to the last location that was put into play, and for the purpose of this scenario, locations are considered adjacent (*and therefore connected*) when placed orthogonally, but not diagonally.

**DO NOT READ
until the end of the scenario**

If no resolution was reached because each investigator was defeated: Read **Resolution 1**.

Resolution 1: "There is no escape..." The Shifter's gravely voice rumbles from within its grizzly maw as it slowly advances on your position, corralling you into a dead end alley like a flock of helpless sheep. Layton shoots you a meaningful glance as he attempts to shift the girl's weight to his other shoulder... "On my mark... Close your eyes," he mutters, almost inaudible beneath the sound of Goreheart's bestial breath. You brace as you sense the beast about to bare down upon you and squeeze your eyes shut tight... But, in an instant, you hear the crashing of glass as something hits the ground in front of you, immediately followed by a pained howl from the menacing Shifter. "Go!" Layton barks, and you lurch into a dash, narrowly avoiding an errant swipe from Goreheart's clawed grasp as he swings blindly for you with one paw while cradling his snout with the other. You only catch a glimpse of a silvery puddle on the ground beneath him; phosphorous, maybe? Nirate? Whatever caustic ace Layton had up his sleeve, it seems to have done the trick... "This isn't over...!" Goreheart howls somewhere behind you, but you don't stop running long enough to look back. Fortunately, by the time your legs give out, you've reached Our Lady of Mercy...

(P) In the Campaign Log, record: *You haven't seen the last of Goreheart.*

(P) Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.

(P) Each investigator earns 1 additional experience as their insight into the mythos deepens.

(P) Proceed immediately to **Interlude I: The Bloody Gambit**.

Resolution 2: Despite several close calls, you manage to throw the Shifter off your trail long enough to make it to Our Lady of Mercy in one piece. The warm glow of the church lights does a little to restore your spirits, as does Layton's praise, "You handled yourself well... Not your first rodeo, I take it?"

Sure, you've seen your fair share of dangerous nights in this city, but this was something else entirely... You know better than to complain, however; you weren't the one lugging around another person's proverbial 'dead weight'...

(C) In the Campaign Log, record: *The investigators gave Goreheart the run around.*

(C) Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.

(C) Each investigator earns 2 additional experience as their insight into the mythos deepens.

(C) Proceed immediately to **Interlude I: The Bloody Gambit.**

Interlude I: The Bloody Gambit

Interlude 1: "I can feel her breathing down my neck..." Layton says, as he exhales a deep breath of his own and rearranges his grasp on the woman's legs, pulling her into a sort of 'piggy-back' position, "How does she look?" You take a moment to stare at the girl's red hair and porcelain face; there's something familiar about her, but you can't quite place it... "We'd better get her inside," Layton eventually breaks the uncomfortable silence resulting from your furtive glances, "Come on," But as Layton ascends the first stone stair towards the church's entrance, something falls from the rosemary-scented girl's gown, bouncing down the stair, and coming to rest at your feet: a small, metallic sphere of some kind, like an oversized ball-bearing...

Check the Campaign Log.
If the bloody gambit is in motion,
proceed to **Interlude 2**.
Otherwise, skip to **Interlude 3**.

Interlude 2: Your blood goes cold as you realize you've seen the mysterious orb before, that night at Bleeding Heart... And it cannot be a coincidence that the girl's complexion bears a striking resemblance to Julia, the nurse you met there. Despite your best efforts to convince yourself it was just a bad dream, there's now no question in your mind that everything you thought you saw at the hospital was real. Did the girl find the sphere after you lost it? Or did the sphere find her? And what sorts of hellish magicks might it be capable of unleashing...?

(C) If any investigator's deck contains the Fringe Tourniquet (*Plume of Samael*) story asset, they may start the next scenario with that asset in play.

Proceed to **Interlude 3**.

Interlude 3: You reach down and grab the polished sphere, which feels lukewarm to the touch despite the evening chill. It remains inert in your palm for a few moments, but then a glowing band of crimson runes skitters across its darkened surface as you feel your grasp involuntarily tighten around it...

It's true nature having eluded you, you glance up at Hendricks, who continues to climb the staircase, completely unaware; perhaps you should ask him about it?

The investigators must decide (choose one):

(C) Reveal the Gothic Orb to Hendricks. Proceed to **Interlude 4**.
(C) Keep it to yourself for now. Skip to **Interlude 5**.

Interlude 4: You don't fully trust Hendricks yet – there's more to his concern for the rosemary-scented girl than he is letting on, and he may even be leading you into a trap as we speak – so you decide to keep the sphere concealed for now. At least, until you can figure out what the damned thing is...

(C) Each investigator begins the next scenario with 1 additional resource.

Proceed to **Scenario II: The Hour of the Wolf**.

Interlude 6: Layton seems trustworthy enough; there's no sense in keeping secrets from him – particularly ones you don't even understand – so you call out to him, and watch him laboriously turn towards you. His irises immediately grow wide as they drink in the reflected red light of sphere's glowing glyphs...

"That..." Hendricks replies breathlessly, "Where did you get that...?"

You explain that the young woman had it on her and was jostled loose by his effort, but when you ask if he knows anything he about it, Hendricks just shakes his head in frustration.

"Whatever it is, it must have something to do with why the Shifters are after the girl. All the more reason to get her to Sanctuary as quickly as possible... If we can't get any answers from her, then perhaps Gerrard will know what to make of that... thing."

Read only if an investigator has the Clairvoyant or Templar trait: You detect no subterfuge in Layton's words; he truly has no idea what the sphere is or where it came from. You can only hope that making him aware of it won't put you in harm's way... or him.

A moment of tension passes. You sense that Layton wants to ask you to hand it over for safe keeping, but his hands are too full to carry it and you don't have time to argue about it now...

② In the Campaign Log, record: Hendricks knows of the Gothic Orb.

Proceed to **Scenario II: The Hour of the Wolf**.

Scenario II: The Hour of the Wolf

Intro 1: "Welcome back, Brother Layton—" The priest greeting you as you step inside the doors of Our Lady of Mercy immediately falls silent when he notices the unconscious woman in Hendricks's arms. "Call a hospice," Hendricks replies curtly as he laboriously unloads the woman's body onto a nearby cart, "I'm taking them to the undercroft." You follow Hendricks down the aisle, past pews filled with a smattering of nocturnal congregants, into an antechamber hidden behind the pulpit, and watch with rapt attention as he yanks the insignia from his collar and inserts it into a hollowed recess in a nearby wall panel. The platform you are standing on lurches downward rather suddenly, causing you to lose your balance, but Hendricks deftly maneuvers to your side and reaches down to steady you. "What you are about to see does not leave these halls..." As if on cue, the platform grinds to a halt and a large blast door slides open, filling the dim shaft with light... revealing a sprawling compound hidden beneath the church's catacombs. "... welcome to Sanctuary." A pair of young medics near the entrance rush over and seize the cart bearing your comatose cargo from Hendrick's hands. You step into the off the platform and into the light, and, behind you, the elevator squeals as its aperture reseals itself and it lurches back up to the surface. "We've done all we can for now," Hendricks sighs, "I might as well give you the grand tour..."

As Hendricks guides you around the circumference of the compound, you feel that Sanctuary resembles a military barracks more than a place of worship. Beyond the entrance hall, you can spy Templar cadets supping in a large mess hall and warming their weary bones by the hearth, while armored warriors land practice strikes with silver weapons against straw mannequins at the end of a long hallway. As you walk, Hendricks explains that Our Lady of Mercy's Templar chapter is run by a three-person council called the 'Trivium' – composed of 'Paragon' Gerrard Renault, 'Confessor' Mackenzie Albright, and a 'Proctor' known as Seraph the Advocate. Collectively, these three officers are responsible for overseeing the day-to-day operations of the chapter. Presumably, they report to someone higher up the chain of command, but to whom or what that might be remains shrouded in secrets... at least to the rank and file members like Hendricks.

"I need to report to the Trivium..." Hendricks seems unusually anxious about it, like he hasn't figured out what he's actually going to say to them yet. "... and they'll want to speak with you." You nod and gather your wits as you follow Hendricks back to the entrance hall. "I suggest you be forthright and courteous with them... and whatever you do, don't ask Gerrard about the mask."

At the far end of the atrium, across a high table, you catch a glimpse of the trio of officers, and as you approach them their silhouettes begin to take shape; the largest, the woman wears a suit of ebony armor decorated with scraps of white cloth. She is joined by a spectacled older man in a dark cloak, bedecked with jewelery and ornaments. Behind them, in a large chair, a masked man draped in pure white robes silently sits, listening to the other two bicker amongst themselves. Their conversation hushes as you approach the long table before them...



"What is the meaning of this, Layton?" The graybearded man in the cloak croaks, "This is Sanctuary, not the Clover Club; dispose of your 'courtesans' elsewhere." You sense bad blood behind his venomous words. "I am unfamiliar with the young lady's 'profession', Proctor... All I know is that Goreheart was chasing her through Gotham while we stood down here and did nothing." The gauntleted hand of the blonde woman with broad shoulders, who must be Confessor Albright, clenches into a fist and slams down upon surface of the high table; the indignation in her voice is seething. "That mangy beast dares to turn our backyard into his hunting grounds?! We should have put him down long ago... I trust you made an example of him." "I gave him a scar he won't soon forget and made a 'friend' in the process. Not many civilians can face down a rabid Shifter and live to tell the tale; I thought they might be able to help us..." Hendricks looks to you expectantly, and the man in the platinum mask nods and rises to his feet.

"Welcome, friend, to our 'hallowed' halls," The masked man remarks darkly. You presume this must be the 'Paragon' that Hendricks had mentioned earlier. His voice is hollow, echoing from behind the silver mask covering his face, but strangely soft and comforting... "I thank you for your efforts to assist my men," Gerrard continues, "In truth, we have long suspected there is some greater scheme at work here. The timings of the recent vanishings are too exact, the victims too similar to be a coincidence... But I wouldn't have guessed the Shifters would be to blame; abduction is not their style..."

"Amelia's agents have categorically denied any involvement each time we have interrogated them..." the Confessor interjects, "Perhaps the bloodsuckers were telling the truth for once?"

"Whomever is the culprit is playing a dangerous game; we are all in jeopardy if this continues..." Seraph the Advocate adds, ominously...

Check the Campaign Log.

If Hendricks knows of the Gothic Orb, proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 2: "That's... not all," Hendricks says nervously, as his eyes fall to your waist. Grasping his meaning, you produce the metallic sphere and set it gently down on the edge of the wooden table. You watch the faces of each member of the Trivium carefully to gauge their reactions, which you would describe as 'utterly unfazed'... until a band of crimson runes skitters across its face for the briefest of moments, causing the trio to draw back, as if wounded.

"What on earth...?" Confessor Albright mutters as she picks up the sphere and rolls it around in her palm, feeling its weight.

"We don't know," Hendricks sighs, "I was hoping you would know what to make of it. The girl had it on her when we found her... Do you think Goreheart—"

"Get it out of my sight," Gerrard snaps, becoming visibly agitated for a moment before remembering himself, "Whatever it is, it does not belong here." Seraph's face goes pale, but he remains perfectly silent. The Confessor just hands the sphere back to you, her eyes narrowing in suspicion, and it finds its way back into the safety of your pocket once again...

Intro 3: "... It seems we have no choice but to wait for the girl to recover if we are to unravel this mystery," Gerrard adds, before turning back to you, "Fear not; she is safe in our care, you have my word... and Sanctuary's hospitality is yours, should you require it. Corporal Hendricks will show you to the guest quarters..." As you follow Hendricks away from the high table, the hushed whispers of the Trivium resume somewhere behind you...

In short order, you prepare to retire for the night, but as you pass the infirmary, your curiosity gets the better of you, and in a cramped, dimly lit room you find her; the rosemary-scented girl convalesces peacefully now, thanks to whatever medicinal intervention the hospices have plied her with. They have washed and dressed her and her natural beauty, now untarnished by the grime of the city, shines through like a radiance. Her eyelids flutter occasionally, as if lost in a nightmare, and you reach out to place a supportive hand upon hers... but a hospice enters the room and you feel your cheeks grow hot with embarrassment. She offers a polite nod as you back away and give her space to check the girl's vitals. You're about to inquire as to the girl's condition, but the hospice speaks first.

"You were there when Layton brought her in; can you tell me her name? There was no identification on her..." You shake your head and admit that other than her trademark scent you remain painfully ignorant regarding most of the details of her life...

"'Rosemary' it is, then..." The hospice makes some marks on the clipboard hanging from the foot of the bed before continuing, "Poor dear, she's exhausted... Don't worry. She just needs some rest."

You open your mouth to reply, but the sound of an explosion nearby causes the room to shudder and nearly knocks you from your feet. The rabble of the alarmed Templar outside slowly rises to a din, and by the time you manage to gather your wits and make your way back to the entrance hall, you find it is crowded with armored knights standing in formation, pointed at the elevator shaft which brought you to the catacombs. The priest that greeted you earlier emerges from the elevator and barely manages to close the blast door behind him. Blurred movement within the darkened shaft is faintly visible as the shutter closes, and the steel barrier deforms as a volley of impacts, like battering rams, begin to assault it from the far side. A chorus of echoing howls rings out, dancing along the high ceilings of the catacombs...

"The Shifters..." the exasperated priest shouts, "They're attacking!" All eyes, including yours, fall upon Gerrard. He unsheathes a silver blade from the hilt at his waist. Its razor edge keen in the dim light. "To arms!"

Throughout the catacombs, a Templar war cry rings out, drowning out the swarming pack of Shifters descending upon Sanctuary...

Proceed to **Setup**.

Setup

- ② Gather all cards from the following encounter sets: *The Hour of the Wolf*, *Battle for Sanctuary*, *The Last Crusade*, *Relics of the Templar*, and *Seeing Red*. These sets are indicated by the following icons:



- ② Set the *Relics of the Templar* encounter set aside out of play.
- ② Shuffle the four **Layer One** locations, the four **Layer Two** locations, and the four **Layer Three** locations into three piles, separated by layer number. Randomly remove a card from each pile until each pile contains exactly 1♦ cards, then read the **Lanes and Layers** section on this page.
- ② Construct each lane by randomly choosing one card from each of the **Layer One**, **Layer Two**, and **Layer Three** piles and putting them into play in a vertical column, *Sanctuary* side revealed, in ascending layer order, starting with **Layer One**. Repeat this process until you have constructed 1♦ total lanes.
- ② Place one barricade token on each **Layer One** location, two barricade tokens on each **Layer Two** location, and three barricade tokens on each **Layer Three** location, then read the **Barricades and Ruins** section on this page.
- ② Put The High Table (*Seat of the Trivium*) location into play, then read the **The High Table** section on the next page.
- ❖ Investigators begin play at The High Table.
- ② Shuffle the six Sanctuary Warden story assets and put one into play at each **Layer Three** location, then remove any remaining copies from the game. Do not look at the reverse side of these cards unless instructed.
- ② Using *The Last Crusade* encounter set, compose a separate ‘rally deck’ via the following procedure, shuffle it, and put it into play face down, attached to the scenario card, and then read the **Rally Deck** section on the next page.
- ❖ Include each of the four unique **Templar** story assets.
 - ❖ Include 1♦ copies of the Morale Failure treachery.
 - ❖ Include 1♦ copies of each of the five named non-unique **Templar** story assets.
 - ❖ Remove any leftover cards from the game.
- ② Using the remaining encounter cards, compose the encounter deck via the following procedure:
- ❖ Include each card from the *Battle for Sanctuary* and *Seeing Red* encounter sets.
 - ❖ Include 1♦ copies of the Hold the Line and Collateral Damage treachery cards.
 - ❖ Include 1♦ randomly chosen copies of each of the five non-unique **Shifter** enemies.
 - ❖ Remove any leftover cards from the game.
- ② You are ready to begin. Prepare for battle!

Standalone Mode

If you are playing this scenario in Standalone Mode, use the following conditions while setting up the scenario:

- ② Setup the chaos bag with the following tokens:

0, 0, -1, -1, -2, -2, -3, -4, -5, ♦, ♠, ♣, ♤, ♦, ♠

- ② You haven't seen the last of Goreheart.

Lanes and Layers

The available locations in this scenario will be randomized during setup and Sanctuary's layout organized into a number of ‘lanes’ equal to the number of investigators. Each lane is composed of three locations and should include one **Layer One** location, one **Layer Two** location, and one **Layer Three** location. For the purposes of adjacency in this scenario, each **Layer One** and **Layer Three** location is considered connected only to the **Layer Two** location in its lane, and the **Layer Two** location is considered connected to both the **Layer One** and the **Layer Three** locations in its lane.

During this scenario, game effects may occur in a specific lane or layer number (or both). If you have organized the lanes vertically and parallel to each other, they are numbered 1-4 from left to right. Otherwise, assign each lane a unique number between 1 and 4 before play begins. If a game effect would resolve in a lane that does not exist (e.g. Lane 4 in a 3 player game), the lead investigator must choose one of the lanes that do exist to resolve that effect in, instead.

Barricades and Ruins

In this scenario, barricade tokens placed upon a location represent the fortification potential of that location. If a location in any lane ever runs out of barricade tokens, that location is considered to be strategically ‘lost’ and must be immediately flipped to its **Ruins** side. If all locations within a lane become **Ruins**, the Templar’s position will become compromised, Sanctuary will be overrun, and the scenario will end.

Ruins locations cannot have barricade tokens placed on them, and when a location is flipped to its **Ruins** sides, return any barricade tokens on it to the supply. Throughout this scenario, enemies and treachery cards may ‘attack’ barricade tokens and attempt to deplete them prematurely. Be sure you shore up your defenses proactively and plan accordingly so you are not taken by surprise!

The High Table

In this scenario, the High Table is a special **Central** location that is considered to be connected to all **Layer Three** locations (*and vice versa.*)

The High Table is not considered to be in any lane or have any layer. The High Table may never be chosen by an investigator as a lane or layer or resolve an effect in, but if a game effect would cause something to occur at The High Table's lane or layer, the lead investigator must choose a different lane or layer to resolve that effect in, instead.

Rally Deck

This scenario contains an additional encounter deck called the 'rally deck', which contains **Templar** story assets that may become available for investigators to marshal as reinforcements as they organize the defense of Sanctuary. Certain scenario cards in this scenario may attempt to deplete the cards in rally deck before you have a chance to benefit from them.

Via certain scenario card effects, investigators may be allowed to draw from the rally deck and put a **Templar** story asset into play via its **Revelation** effect. Cards from the rally deck should never enter the encounter discard pile. If a **Templar** story asset is defeated during the scenario or would otherwise leave play, it should be placed face up in the victory display.

If the rally deck becomes empty, Templar reinforcements are depleted and any game effects requiring players to draw from the rally deck are canceled.



**DO NOT READ
until the end of the scenario**

Before resolving any other resolution, if at least one investigator was defeated: Read **Investigator Defeat**.

Investigator Defeat: You barely knew the men and women you fought alongside, but in the short time you stood shoulder-to-shoulder with the Templar warrior-priests on the field of battle, you learned of their true worth. The battle was brutal and bloody, and the Shifters' onslaught was relentless. They had the numbers, but the Templar had the determination... In the end, it wasn't enough. You weren't enough. The Shifters swarmed through Sanctuary like a hurricane, leaving the Templar's retreat in ruins. You knew what they were after, because you helped bring her there to begin with. Your remains will be interred in the catacombs with the Templar saints to commemorate your valor in the face of overwhelming odds...

- ⌚ Each investigator that was defeated during this scenario was **killed** in the Battle for Sanctuary. If there are not enough investigators to continue the campaign, the campaign is over and the players lose.
- ⌚ If another resolution was reached, the remaining investigators may proceed to that resolution.

Resolution 1 (each defeated investigator should resolve

Investigator Defeat first): As the sound of fighting dies out, you find yourself trapped beneath a pile of bodies. With great effort you pull yourself out from underneath the heap of fallen wardens and butchered Shifters and slowly rise to your feet... All around you, Sanctuary, or what's left of it, lies in ruin. It's sacred places and treasures reduced to ashes, the stricken bodies of crusaders and beasts lie intermingled throughout the catacombs, while a handful of hospitaliers urgently pick at the remains, hoping to find any Templar that may yet survive the onslaught. The air is thick with incense and iron, and you feel your stomach turn as the weight of what has transpired here comes crashing down upon you. So much blood shed, so many lives extinguished... and for what?

The acid in your stomach spikes as you race back to the infirmary as quickly as your feet can carry you. The large wooden door that once served as its entrance has been torn from its hinges and hurl into a nearby wall, reducing it to a pile of splinters. Inside that dimly lit room, where you last saw Rosemary, only a dismembered hospice nurse and an empty bed remain...

- ⌚ In the Campaign Log, record: *Sanctuary has fallen.*
- ⌚ In the Campaign Log, record: *Rosemary was captured by the Shifters.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience yet.
- ⌚ Proceed immediately to **Interlude II: The Aftermath.**

Resolution 2 (each defeated investigator should resolve

Investigator Defeat first): After what seems like a lifetime trapped in that crucible of incense and iron, the Shifters' ranks begin to thin out, and it isn't long before they begin to rout.

Cheers erupt from the surviving Templar as the Shifters retreat and scurry back into the darkness that bore them and the sounds of fighting die out... The Shifter swarm's shamed howls echo in the distance as the remaining Templar wardens slowly stalk the halls, searching for wounded and staking every Shifter corpse they come across for good measure. You wipe the sweat and blood from your brow as you take a moment to catch your breath. It was a well-earned victory; what the Templar lacked in numbers, you made up for in strategy. You can only hope the sacrifices of all who fell in the defense of Sanctuary won't be in vain...

You swallow the bile welling up in the back of your throat as you limp towards the infirmary. Thankfully, 'Rosemary' remains there, sleeping safely in her bed...

- ⌚ In the Campaign Log, record: *The Templar prevailed in the Battle for Sanctuary.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ⌚ Each investigator earns 2 additional experience for successfully defending Sanctuary from the Shifter incursion. Do not spend your experience yet.
- ⌚ Proceed immediately to **Interlude II: The Aftermath.**



Interlude II: The Aftermath

Interlude 1: You wander back to the entrance hall in a daze. From the vantage of The High Table, you gain a sense for the true scale of the destruction wrought by the Shifters...

Flip each face down card in the victory display face up to see who perished in the Battle for Sanctuary. Then, for each of the following sections, read the corresponding section that applies to your situation. After you have read a section in each box, proceed to **Interlude 2**.

If Mackenzie Albright is in the victory display:

A pair of medics pushing a stretcher race in your direction. As they pass by you, its occupant shouts and the cart comes to a grinding halt at your side. The Confessor's eye is blackened, her lips are bruised, and her hair is matted with blood, which seems to leak out of every crevice in her dirtied armor, "You... I saw you out there," she groans. The way her one open eye never seems to find yours makes you wonder if she even realizes who she is talking to. Maybe she doesn't care. Maybe that's the point... "You never gave up," Mackenzie continues as her trembling, gauntleted hand reaches out and grasps yours, "... not even in the face of overwhelming odds. It was an honor to fight beside you... I tried to stop them but... it was not enough. I was not enough. Make sure my death was not in vain..." The Confessor's eye slides shut and her arm goes slack, dangling lifelessly from the side of the stretcher. The hospitaliers carry her away in the direction of the infirmary, leaving you alone again, and when you look down, a proud hunk of polished iron is resting in your hands...

- Ⓐ In the Campaign Log, record: *Mackenzie Albright put her faith in you.*
- Ⓑ One investigator may choose to add the Templar Insignia story asset from the *Relics of the Templar* encounter set to their deck. It does not count against their deck limit.

Otherwise:

You find Confessor Albright staking corpses with the other wardens and you manage to catch her gaze as you approach. "It's over..." Mackenzie says, devoid of all emotion. You feel like it's more of a question than a statement, so you nod... and then she nods. "... Why does it feel like we lost?"

Looking around, you can certainly relate to that feeling; the sheer quantity of death and destruction currently surrounding you is quite difficult to ignore.

"Do not mourn for them. They fought well, and died defending something they believed in. We should all be so lucky..."

It's hard to imagine describing anyone who perished in the Battle for Sanctuary as 'lucky,' but you must admit, you do prefer the Confessor's view of things...

- Ⓒ Each investigator gains one additional experience.

If Seraph the Advocate is in the victory display:

While wandering through Sanctuary, you come across the slumped body of Seraph the Advocate. His spectacles are smashed, his nose is bloodied, and his dark cloak is soaked with some unknown substance. He does not stir until you place a hand upon his shoulder and his eyes flutter open. "You... You fool. You led them right to us... It is not merely the Templar who shall pay the price for your carelessness..." The Proctor breaks into a coughing fit, and dark blood begins to leak from between his teeth. "Soon all of Arkham will be drowning in rivers of blood... It may be too late to stop it, but..." The Proctor produces a thick, tattered tome from within the folds of his robe that seems to have absorbed at least one strike from a Shifter on his behalf. You remember catching a glimpse of it earlier, secured to his belt by some strange contraption. Seraph unlocks it and thrusts the tome into your hands. "Take it... Everything you need to know – everything I ever knew – is in there..."

You crack the tome open. Each page is filled with hastily scribbled notes, charts, and tables. The Proctor clearly kept detailed records of all manner of things, but when you look up to inquire further, the light in his eyes has gone out...

- Ⓐ In the Campaign Log, record: *Seraph the Advocate perished in the Battle for Sanctuary.*
- Ⓑ One investigator may choose to add The Advocate's Ledger story asset from the *Relics of the Templar* encounter set to their deck. It does not count against their deck limit.

Otherwise:

The 'wizened' Templar Proctor emerges from a hidden alcove in a nearby wall and sheathes his tiny dagger into the hilt of his staff. It appears he managed to avoid becoming a casualty by concealing himself within Sanctuary's walls; you aren't sure if this is more cowardly or clever.

"You survived... How fortunate." The nonchalance in his voice is borderline insulting, but you are relieved to see even a marginally-friendly face after what you just went through. "Such senseless carnage..." Seraph the Advocate sighs as he surveys the ruin surrounding the High Table, "It will take some rebuilding but... it appears we may live to fight another day. Well done. Perhaps Hendricks was right to bring you into the fold after all..."

- Ⓒ Each investigator gains one additional experience.

If Leyton Hendricks is in the victory display:

You find Hendricks perched on the edge of a wooden supply crate in the larder. The trail of blood leading to him suggests that he drug himself there at great personal effort. He takes a drag from a cigarette and recoils as you reach out to him.

"Don't..." Hendricks hacks, "I'm done for..." He pulls his hand from chest, revealing weeping wounds that eject wisps of smoke that never reached his lungs... "Don't blame yourself," he says, evenly, "I never should have brought you into this. I just thought... That girl..." Hendricks trails off, either unwilling or unable to complete the thought and just shakes his head.

"Speaking of... Take care of my girls..." Hendricks weezes as he yanks the holsters containing his golden revolvers from his belt and tosses them to you, "... and they'll care of you."

You look the weapons over for a moment, admiring their pristine luster, and then back up to Layton, just in time to see the cigarette fall from his lips and extinguish itself in a pool of blood below...

(C) In the Campaign Log, record: Layton Hendricks's 'daughters' have been remanded to your custody.

(C) One investigator may choose to add The Silent Sisters story asset from the Relics of the Templar encounter set to their deck. It does not count against their deck limit.

Otherwise:

A rough hand suddenly grasps your shoulder and spins you around. You smile when you recognize the familiar face buried beneath all that blood and soot.

"You made it..." Hendrick says with a slight smile, "Thank God." You think he's about to embrace you, but Hendricks expression quickly sours, "Don't blame yourself; they must have followed us from Gotham... I'm so stupid. I never should have dragged you into this..."

(C) Each investigator gains one additional experience.

If Gerrard Renault is in the victory display:

Through a crack in the ceiling of the chamber, the sunrise casts a narrow shaft of light upon the Paragon, who lies splayed atop a pile of rubble like a beacon in the darkness. You race to Gerrard's side and from the pleading look in his bloodshot eyes you can tell he's in bad shape... You mumble something about a hospice and turn away, but Gerrard lashes out, grabbing your forearm in a vice-like grip and disarming you with his imperial gaze. "Please..." he whispers desperately, "Let me feel the sunlight upon my face, one last time..."

You had expected the platinum face plate to disguise some hideous scar or lingering illness, but when you abide by the Paragon's request and gently remove the mask concealing his visage, you are surprised to find that – apart from the sweat and blood – Gerrard's face is actually quite handsome and young looking. His bone structure is sharp and his skin is as pale as porcelain... like a child, almost. But then, that flawless complexion you had been admiring begins to sizzle, and crack, and melt, as though a great vat of boiling oil had been dumped over his head... You feel Gerrard's grip tighten around your wrist as you watch him 'dissolve' right before your very eyes. His bursting lips part as he moans in agony, revealing a pair of sharply pointed fangs hidden within the hollow of his mouth...

"Ah... What you must think of me," Gerrard coughs through the pain, his voice cracking, "Villain? Hypocrite? Perhaps I am both; only God may judge me now... But, to the end, I have sought only redemption... To kindle a flame bright enough to cast out my darkness... Soon, I shall see if it was enough." You can do nothing but watch as Gerrard's hair and ears turn to char and slough away from his cheeks. He's burning alive, and yet he speaks with such sangfroid...

"These people deserve to live in a world that has more light than darkness. I leave it in your hands..." Gerrard releases his grasp, leaving an ashen handprint upon your sleeve. Within moments, he is gone, and the platinum mask is all that remains of the fallen Paragon...

(C) In the Campaign Log, record: The investigators learned Gerrard's secret.

(C) One investigator may choose to add The Paragon's Modesty story asset from the Relics of the Templar encounter set to their deck. It does not count against their deck limit.

Otherwise:

You find Gerrard watching as a group of wardens douses a pile of Shifter corpses with kerosene. He casts a greedy torch into the pile, which quickly alights into a bonfire, sending thick, dark smoke spiraling up through cracks in the ceiling overhead. The Paragon turns and flashes you an anguished look as he passes you. He is alone; no one will ever feel the true extent of the loss incurred today as acutely he does...

(C) Each investigator gains one additional experience.

Interlude 2: Having assessed the Templar survivors, the only question left is what comes next...

Check the Campaign Log.

If the investigators learned Gerrard's secret,
skip to **Interlude 4**.
Otherwise, proceed to **Interlude 3**.

Interlude 3: Gerrard has gathered the survivors at *The High Table*.

The ragged assembly claps as you approach...

(P) In the Campaign Log, record: *Gerrard Renault retained command of the Templar chapter in Arkham*.

Skip to **Interlude 11**.

Interlude 4: With Gerrard's death, it seems a 'regime change' is in order...

Check the Campaign Log.

If Mackenzie Albright put her faith in you, skip to **Interlude 6**.

Otherwise, proceed to **Interlude 5**.

Interlude 5: Confessor Albright nods solemnly as you approach *The High Table*. You feel somewhat relieved; with Gerrard gone, she's the obvious choice to lead the Templar...

(P) In the Campaign Log, record: *Mackenzie Albright assumed command of the Templar chapter in Arkham*.

Skip to **Interlude 11**.

Interlude 6: ...Confessor Albright seemed to be the military mind behind the Trivium, but alas...

Check the Campaign Log.

If Seraph the Advocate perished in the Battle for Sanctuary,
skip to **Interlude 8**.

Otherwise, proceed to **Interlude 7**.

Interlude 7: The Proctor stands alone behind *The High Table* now, and he looks to you with sad eyes. The Templar have been dealt quite a blow, and you feel he's going need to your help...

(P) In the Campaign Log, record: *Seraph the Advocate assumed command of the Templar chapter in Arkham*.

Skip to **Interlude 11**.

Interlude 8: ... and with the Proctor gone too, the command structure of the Templar is left in shambles...

Check the Campaign Log.

If Leyton Hendricks's 'daughters' have been remanded to your custody, skip to **Interlude 10**.
Otherwise, proceed to **Interlude 9**.

Interlude 9: The Trivium are all dead. There remains only one man trusted enough by the surviving Templar to lead them in these dark times... and he's desperate to make amends for having brought this ruin upon them in the first place.

(P) In the Campaign Log, record: *Layton Hendricks assumed command of the Templar chapter in Arkham*.

Skip to **Interlude 11**.

Interlude 10: ... and you feel all eyes falling upon you. The outsider, who might just be responsible for having brought this ruin down upon them in the first place...

(P) In the Campaign Log, record: *The investigators (reluctantly) assumed command of the Templar chapter in Arkham*.

Proceed to **Interlude 11**.

Interlude 11: Suddenly, a spiralling cone of shrieking bats descends from a crack in the ceiling above and coalesces upon *The High Table*. You attempt to cover your ears to block out their infernal noisemaking as they swarm over you, but to no avail. When the cloud has gone, you notice a furled piece of ivory parchment sitting in the middle of *The High Table*, sealed with red wax pressed into the shape of a pregnant spider...

(P) Each investigator gains one bonus experience. You may now spend your experience.

(P) The story continues in **Scenario III: The Red Widow**, coming soon...

