

# ARKHAM HORROR®

## THE CARD GAME

### Campaign Guide THE GHOSTS OF ONIGAWA

#### Death Is Not The End

*"There are horrors beyond life's edge that we do not suspect, and once in a while man's evil prying calls them just within our range..."*

– H.P. Lovecraft

*The Ghosts of Onigawa* is a non-profit fan-made campaign designed by the Arkham.cards team for 1-4 players that is compatible with *Arkham Horror: The Card Game*. *The Ghosts of Onigawa* Campaign Expansion contains eight scenarios that can be played standalone or combined to form a larger eight-part campaign.

#### Support Us

*The Ghosts of Onigawa* was made possible with the support of players like you. If you'd like to see more releases from the Arkham.cards team, consider supporting us on Patreon!

#### Expansion Icon

The cards in *The Ghosts of Onigawa* expansion set can be identified by this symbol before each card's collector number:



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## Additional Rules & Clarifications

### Protected Enemies

This expansion contains enemy encounter cards which bear the new **Protected** keyword, which represents that enemy's invulnerability to conventional attacks. Enemies with the **Protected** keyword may be referred to collectively as 'protected enemies'. **Protected enemies cannot become exhausted and are immune to all investigator actions and player card effects.**

Typically, scenario cards or story assets will provide investigators with the means to remove the **Protected** keyword from protected enemies, or provide alternate methods to reach a resolution.

### Ambush

This expansion also contains enemy encounter cards which bear the new **Ambush** keyword, which represents that enemy's ability to take investigators by surprise. Enemies with the **Ambush** keyword may be collectively referred to as 'ambushing enemies'. **When ambushing enemies become engaged with an investigator, they immediately make an attack of opportunity against that investigator, unless they are exhausted.**

### Frenzy

This expansion also contains enemy encounter cards which bear the new **Frenzy** keyword, which represents that enemy's tendency to become enraged during combat. Enemies with the **Frenzy** keyword may be collectively referred to as 'frenzied enemies'. **Frenzied enemies get +1 fight for each point of damage assigned to them.**

### Advantage

This expansion also contains enemies which bear the new **Advantage** keyword, which represents the burden associated with contending with that enemy. Enemies with the **Advantage** keyword may be collectively referred to as 'advantaged enemies'. **When you become engaged with an advantaged enemy, you must immediately resolve its printed Advantage effect, if able.**

### Hunter X

This expansion contains an update to the **Hunter** keyword; **enemies with the new Hunter X keyword will move up to X locations towards the nearest investigator during the hunt step of the enemy phase.** Legacy cards that bear the original **Hunter** keyword should be treated as though they have **Hunter 1**.

### Damaging Permanents

This expansion also contains Permanent story assets that have printed health and/or sanity values. Permanent assets with printed health and/or sanity values may be assigned non-direct damage and/or horror normally, but because **Permanent** assets may not leave play, **they are not discarded when their accumulated damage and/or horror equals their health and/or sanity values.** Like other assets, **Permanent** assets may never be assigned damage and/or horror in excess of their printed health and/or sanity values. **All damage and/or horror assigned to a Permanent asset is removed at the end of each scenario.**





## Campaign Setup

To set up *The Ghosts Of Onigawa* 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.

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

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

❖ Standard (*I want a challenge*):

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

❖ Hard (*I want a true nightmare*):

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

❖ Expert (*I want Arkham Horror*):

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

5. Choose the lead investigator.

You are now ready to begin at the Prologue.

## Prologue

### Arkham, August

*It has been a very cruel summer.*

*This awful heat wave currently ravaging Arkham has already claimed a record number of lives, and the rest of the city's denizens are getting by solely on the basis of their own ingenuity; as I write this, a group of urchins have managed to hack away at a fire hydrant on the corner, and their joyous laughter as they frolic beneath the spraying font is soothing balm for my parched soul in itself. No doubt the authorities will arrive shortly and insist they must burn to a crisp like the rest of us. For my part, I've found it increasingly difficult to sleep in these conditions, much less get any actual work done, and so I've decided to take an impromptu vacation, of sorts.*

*For years I have corresponded with a man named Takeshi Harada. We worked together, briefly, in a past life, and I have always found him to be a decent and forthright man. He has written to me often about the idyllic life he has cultivated in the halcyon hamlet of Minakami Village in the years since his 'retirement', extolling the virtues of his simple country life. Indeed, Minakami is apparently so remote and so removed from the affairs of the world that it has not been depicted on any maps of the region I have managed to come across.*

*Nevertheless, Takeshi has frequently bid me to come and visit him, and it seems the time has finally arrived for me to take him up on his offer. I expect I may remain there through autumn at the very least, and so I have spent most of the day packing as much of my life into my luggage as I can manage. I'm sure Takeshi will make light of my 'excessive baggage', but he knows how I get when my mind remains idle for too long. Besides, you never know what might come in handy.*

*Alas, there's no direct transport to Minakami, but Takeshi has agreed to meet me at the nearest station and escort me back to the village. I depart at first light.*

Proceed to Scenario 1: The Hidden Village.

## Scenario 1: The Hidden Village

### Minakami Village, August

**Intro 1:** I loitered around the station for several hours, but Takeshi never showed. I assumed he must have forgotten – or perhaps their attitudes towards time in Minakami are ‘unconventional’ – and resorted to becoming my own guide. Eventually, I did manage to find my way to Minakami on my own, thanks in no small part to the descriptions of various landmarks in the letters Takeshi had sent me over the years, including the enormous red archway spanning the dirt road leading to the village which he referred to as ‘the gate’.

When I arrived at his home, there was no sign of my friend. With no small amount of effort I was able to inquire regarding his whereabouts with some of the locals. I’m not sure if they were distrustful of me because I am an outsider or were simply reluctant to burden me with the truth: Takeshi is dead. About a week ago, he was found unconscious along the outskirts of the village; there were visible bruises around his neck, apparently, but no other evidence explaining what had transpired. Seemingly content to declare his death an ‘accident’, they have already buried him, making any further assessment of his body rather difficult. In such a remote place, competent medical practitioners are difficult to come by, I suppose. Some of the locals I questioned about the affair also spoke to me, in murmured whispers, about some sort of ‘curse’, mentioning that a pair of young girls had gone missing from the village a few days ago. As far as I can surmise, they had no connection to Takeshi, and so I imagine they will return home once they grow hungry enough. It seems Minakami’s remoteness is not lost upon the townsfolk; several people I spoke to made oblique references to the “hidden village”. Suffice it to say, the villagers appear to be a highly superstitious lot, though their hospitality during this strange visit has been satisfactory. I see why Takeshi spoke so fondly of this place; despite the circumstances, it is quite breathtaking.

They tell me they erected a small cairn marking Takeshi’s grave in the forest near where his body was found. Tomorrow, I go to my pay my respects before I gather my belongings and return to Arkham. It’s the least I can do to honor the memory of my late friend.

Proceed to [The Forest Guardians](#).

### The Forest Guardians

The next morning, you find yourself lingering at edge of the thick forest on the outskirts of the village. A simple stone path ushers you into its heart, revealing an expansive grove of shrines and grave markers. A heavy silence hangs in the air; no birdsong or breeze disturbs the tranquility of these woods. Before you, a large red gate stands ominously in the distance. You become somewhat disoriented by the unnatural quiet as you stare at it, and wander off the path into a secluded grotto. Within, a small pool of water is flanked by a series of shrines, each adorned with a stone statue depicting some sort of animal spirit. Your fingers absently graze the edge of a strange coin jangling in your pocket, which you had previously purloined from Takeshi’s residence. Perhaps you should make an offering? But to which?

② Gather the encounter cards from the *Guardians of Minakami* encounter set and place them face down in the play area, then proceed to the relevant section below.

**If you are playing this scenario as part of a campaign on Easy or Standard difficulty:** You carefully inspect each of the shrines, studying the creatures intensely before making your selection...

③ Reveal each of the gathered cards. Starting with the lead investigator, each investigator must choose one of the remaining cards and add it to their deck. It does not count against your deck limit. Remove any unchosen cards from the game. They will not be used during the campaign.

Proceed to [A Blessing In Disguise](#).

**If you are playing this scenario in standalone mode or as part of a campaign on Hard or Expert difficulty:** Takeshi would surely be pleased to learn his death had disturbed you sufficiently to consider humoring such primitive superstition, even momentarily. Best to just pick one and move on; no need to think too hard about it...

④ Starting with the lead investigator, each investigator must randomly choose one of the remaining face-down gathered cards, reveal it, and add it to their deck. It does not count against your deck limit. Remove any unchosen cards from the game. They will not be used during the campaign.

Proceed to [A Blessing In Disguise](#).

## A Blessing In Disguise

- ② Starting with the lead investigator, each investigator must read aloud the section below that corresponds with the **Aspect** story asset they added to their deck.
- ③ Once each investigator has read a section, proceed to **Setup**.

### The Blind Warden

Perched atop one of the shrines, a gloomy raven catches your gaze. Speaking of which, it appears to be missing its left eye; a battle scar, perhaps? While certainly more noble than the common crows that menace Arkham, the familiar sight reminds you of home. Surely, that is worth a coin...

### The Divine Messenger

A proud stag bows before you, its antlers unfolding to perfectly frame the shrine behind it. Its pure white coat strikes you as regal somehow, and you feel as if you are being ushered into the creature's kingdom. Appropriate that you should pay a sovereign his tithe, you think, as you place your coin upon the altar...

### The Penitent Sentinel

You swear that you can hear a howl echoing in the distance as you regard the large wolf flanking one of the shrines. Its face and torso appear to be colored with an elaborate design, evocative of war paint. You tuck your coin into its offering box quickly; the idea of such a creature watching over you does make you feel safer, somehow...

### The Sly Bandit

A jolly-looking creature resembling a raccoon lazily reclines on the eaves of the shrine before you. You smile as you look him over. He sits atop a giant rucksack – filled with plundered loot, you presume. With a satisfying clink you drop your coin in the offering box below him, ensuring his treasury grows even larger...

## Setup

- ② Gather all cards from the following encounter sets: *The Hidden Village*, *Cruel Corvids*, *Forest Frights*, and *Fearsome Fog*. These sets are indicated by the following icons:



- ② Put the Forest Threshold, Grotto of the Guardians, and Torii Gate (*Forlorn and Forgotten*) locations into play, revealed.
  - ◆ Investigators begins play at Grotto of the Guardians.
- ② Put each Verdant Copse location into play, unrevealed.
- ② Shuffle the three Untended Graves locations and set them aside face down as a separate Explore deck.
- ② Set the two Secret Shrine locations, the *Fearsome Fog* encounter set and The Crimson Butterfly and Vengeful Echo enemies aside, out of play.
- ② Shuffle the remaining encounter cards to form the starting encounter deck.
- ② You are ready to begin.

## Standalone Mode

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

- ② Setup the chaos bag with the following tokens:  
0, 0, -1, -1, -2, -2, -3, -4, -5, ♠, ♦, ♣, ♤, ♧, ♨, ★
- ② Remove all copies of *The Woman In The Fog* treachery card from the game.
- ② Remove all **Aspect** story assets from each investigator's deck at the end of this scenario.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** You awaken some time later. In the dark heart of the forest, you can barely discern the familiar red arches of the Torii Gate looming over you. The Crimson Butterfly floats past your shoulder and into the archway... and vanishes from sight. Suddenly, with a deafening roar, a yawning red portal snaps open between the archway. On the other side, you can see a rustic village bathed in the light of a full moon overhead. You fall back onto your heels and crane your neck to get a better look but are pushed from behind by an unseen assailant, and tumble into the shimmering expanse...

- © In the Campaign Log, record: *The investigators were abducted and brought to The Hidden Village.*
- © Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- © Proceed immediately to **Interlude I: The Woman In The Fog.**

**Resolution 1:** You swallow nervously as you hover at the edge of the shimmering portal. There's no way to know where it's going to take you, but the menacing revenants now stalking the woods leave you little choice. You reach a tentative hand into the portal, disturbing the image of a full moon in a starry sky. The Crimson Butterfly seemed to be leading you here for a reason...

- © In the Campaign Log, record: *The investigators discovered The Hidden Village.*
- © Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- © Each investigator earns one additional experience as their insight into the mythos deepens.
- © Proceed immediately to **Interlude I: The Woman In The Fog.**



## DO NOT READ UNTIL INSTRUCTED

### Interlude I: The Woman In The Fog

- © If any investigator ended Scenario 1 with a Hidden encounter card in their hand, reveal them and continue reading this section. Otherwise, skip directly to **Scenario 2: The House On The Hill.**

- © One of the investigators who *caught a glimpse of The Pale Bride* must read the following:

*Just before you pass through the portal, your mind is filled with thoughts of the mysterious woman you thought you saw in the fog earlier. It was easier to believe your mind was simply playing tricks on you before, but now, with everything you've seen... you're certain she was real. Could she be involved with Takeshi's death? Or the missing girls the villagers spoke of? You sense answers aren't going to be easy to come by, but there's no turning back now...*

- © In the Campaign Log, record: *The investigators have been marked by The Pale Bride.*
- © Each investigator who *caught a glimpse of The Pale Bride* earns one additional experience as their insight into the mythos deepens.

Proceed to **Scenario 2: The House On The Hill.**



## Scenario 2: The House On The Hill

**Intro 1:** An inky blackness envelops you as you pass through the portal, dragging you down into a place of utter darkness. The first sensation you become aware of is a searing red light burning your retinas and a haunting cacophony of mad whispers that seem to come from everywhere and yet nowhere. You attempt to squeeze your eyes shut to block out the blinding light... but to no avail. When you do finally open your eyes again, you find yourself standing on a stone path at the top of a small hill that looks out over a decrepit village. The full moon hanging ominously large in the night sky casts its pale light across the darkened village; if there are any people currently occupying these decaying structures, you can observe no evidence of them. Nervously, you glance backwards over your shoulder and notice that the Torii Gate that brought you here remains, but something about it has changed; the peeling paint and rotten wood has been renewed as if time itself had unwound, restoring it to what must have been its original, pristine luster. Suddenly, a high-pitched shriek rings out in the distance, and your gaze is drawn to a large palatial structure sitting atop an overlook on the edge of the town. When your heartbeat finally settles, you find your thoughts lingering on the missing girls the villagers had told you about; could they have accidentally traversed the portal as you did, while innocently playing in the forest...?

If Yuki Yagami is one of the investigators in the campaign, proceed to **Interlude II: Deadly Premonition**. Otherwise, skip directly to **Intro 2**.

### DO NOT READ UNLESS INSTRUCTED

#### Interlude II: Deadly Premonition

Only the investigator playing Yuki Yagami may read this section, in secret:

You find your breath growing shallow as beads of sweat form at your brow. There's something about this place that unsettles you, though you can't quite put your finger on it; somehow, you know the girls are here and that they are in grave danger. You have to save them. You **have** to...

You start this scenario with The Succession (*Suppressed Memories*) in play.

Proceed to **Intro 2**.

**Intro 2:** Swallowing hard, you take a moment to weigh your options; the gate's portal might return you to safety, but as you contemplate retreating to Minakami and alerting the villagers as to what has transpired, the portal snaps abruptly shut – as if in response to your hesitancy – stranding you on the far side...

If the investigators have been marked by The Pale Bride, proceed to **Intro 3**.

Otherwise, skip directly to **Setup**.

**Intro 3:** You nervously rub your neck as a phantom tightness swells in the back of your throat. Paranoid thoughts begin to race through your mind. The woman in the fog... What does she want? Did she bring you here? ... Does she know you?

Each investigator begins this scenario with 1 additional horror assigned to their investigator.

Proceed to **Setup**.

### Haunted Locations

This scenario contains locations which bear the **Haunted** keyword. These locations may be collectively referred to as 'haunted locations'. **After you fail a skill test while at a haunted location, you must immediately resolve that location's Haunted effect.**

## Setup

Ⓐ Gather all cards from the following encounter sets: *The House On The Hill*, *Darkened Manor*, *Downwell*, *Moonlit Madness*, and *Memories of Mayu*. These sets are indicated by the following icons:



- Ⓐ Set the *Darkened Manor*, *Downwell*, and *Memories of Mayu* encounter sets and the Shishio's Guise asset aside, out of play.
- Ⓐ Put the Torii Gate (*Former Glory*), Village Square, and Darkened Manor locations into play, unrevealed.
- ↳ Investigators begin play at Torii Gate (*Former Glory*).
- Ⓐ Shuffle the five remaining locations together and put them into play facedown as a separate Explore deck.
- Ⓐ Shuffle the remaining encounter cards to form the starting encounter deck.
- Ⓐ You are ready to begin.

## DO NOT READ UNLESS INSTRUCTED

### Interlude III: The Maiden Of The Black Water

You peer into your own reflection within the well, but your visage slowly vanishes as the pool turns dark. Without warning, a grey hand lunges out from the black fluid and begins to flail wildly in the air. The shock sends you tumbling backwards and you climb back onto your knees just in time to see a shriveled palm grasp the edge of the well and begins to pull itself up from the depths. Long, dark, tangled hair is plastered to the creature's head and face by the liquid, concealing it's countenance as it noiselessly mantles over the stonework and slithers onto the ground. You attempt to squirm backwards and gain some distance, but in an instant it is upon you. A sinister, toothy grin flashes from within the shadowed recess. You swallow hard, blink... and she's gone.

In the Campaign Log, record: *The investigators unleashed the Maiden of the Black Water*. Each investigator takes 1 horror.

## Standalone Mode

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

- Ⓐ Setup the chaos bag with the following tokens:  
0, 0, -1, -1, -2, -2, -3, -4, -5, ♀, ♀, ♀, ♀, ♀, ♀, ♀, ♀
- Ⓐ *The investigators were marked by The Pale Bride.*
- Ⓐ Gather the *Guardians of Minakami* encounter set. Each investigator must randomly add 1 of the included *Aspect* cards to their deck for the duration of this scenario.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** You awake on the outskirts of the village, once more under the looming shadow of the gate. The Crimson Butterfly skates into your periphery, causing you to sit up with a jolt. It makes a beeline across the stone path, darting off into the tall grass nearby, banking into an orbit and hovering above the overgrowth, as if beckoning you. As you carefully climb to your feet and approach it's position, you begin to discern the outline of a matted patch of weeds below the creature, pressed into an indiscernible shape... and then you see her. A dark-haired young girl lies motionless in the grass, illuminated by the pale red light. Her eyes are empty and her face is expressionless. You can tell she isn't breathing, and the fresh bruises around her neck tell you everything you need to know. You watch her body grow cold for a long while, as a gentle breeze rustles the tall grass surrounding the patch of earth where she lays, perfectly still...

- Ⓐ In the Campaign Log, record: *Mayu was slain in The Hidden Village*.
- Ⓐ Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- Ⓐ Proceed to Interlude IV: *The Other Twin*.

**Resolution 1:** The apparition barely seems to notice your attempts to interfere with the ritual; her attention – and phantom limbs – remain fully transfixed upon the young girl writhing beneath her grasp. Eventually, the banshee relents and, after a piercing shriek, releases the young girl and dissolves into misty aether. The girl spasms and coughs, as if choking, while desperately clawing at the dark bruises on her neck; it's clear she urgently needs medical attention. You hastily elect to gather the girl into your arms and dash out of the manor as fast as your feet can carry you. You can feel the girl's fingernails digging into your forearm as you run, but by the time the torii gate is in sight, her body has gone limp in your arms...

- ⌚ In the Campaign Log, record: *Mayu was slain in The Hidden Village.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience until instructed.
- ⌚ Proceed immediately to **Interlude IV: The Other Twin.**

**Resolution 2:** You hoist the girl's body onto your back and swiftly carry her out of the mansion. She doesn't stir in your arms as you retrace your steps back to the gate, but the soft rising and falling of her chest against your back lets you know she's still alive. As you approach the gate, you feel her begin to spasm and moan, as if struggling against a nightmare, and so you gently set her down on the stone walkway to get a better look at her; the bruises on her neck have already begun to vanish and she appears to have suffered no other physical wounds.

Suddenly, her eyes snap open. "You..." she murmurs, "... You saved me?" As you tentatively nod, her lips squirm into a bitter smile and a solitary tear glides down her cheek. "Thank you so much..." she continues, "I'm Mayu. Mayu Tachibana."

- ⌚ In the Campaign Log, record: *The investigators rescued Mayu from The Pale Bride.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience until instructed.
- ⌚ Proceed immediately to **Interlude IV: The Other Twin.**



## Interlude IV: The Other Twin

Check the Campaign Log. If *Mayu was slain in The Hidden Village*, skip directly to **Second Chances**. Otherwise, proceed to **Mayu's Gratitude**.

### Mayu's Gratitude

You introduce yourself to the girl and relay an abridged version of the events that brought you to the hidden village. Despite the bizarre occurrences contained with your story, she seems strangely credulous of the tale; almost as if she had experienced something similar. She politely thanks you again for coming to her aid, but as you help her to her feet, you notice her worried gaze is fixated on something over your shoulder. You look back and smile at the familiar sight hovering towards you: The Crimson Butterfly. On ruby wings it glides between you, and, as before, it passes through the archway, causing the howling portal to reopen before your very eyes. Beyond it's starry expanse, day breaks over the forest. Your weary body instinctively draws itself towards the threshold, but tiny fingers grasping at your hand break you from your reverie. "No, we can't go back!" Mayu cries. You already know what's coming before she even speaks the words. "Not until we find my sister, Miyu!"

The investigators must decide (*choose one*):

- ❖ Send Mayu back to the safety of the village and look for Miyu alone.  
Proceed to **Cross Your Heart**.
- ❖ Continue the search for Miyu with Mayu's help.  
Proceed to **Searchlight Division**.

## Cross Your Heart

Whatever is going on here, it's far too dangerous for a child. You explain to Mayu that you couldn't guarantee her safety, and that her continued presence here would only put the both of you at greater risk; it would be faster – and safer – for you to search for her sister on your own. Mayu's brow furrows and she opens her mouth as if to protest, but then swallows hard and looks away sadly before nodding.

"I understand..." she murmurs, "Thank you so much for everything you've done." You direct Mayu to inform the villagers about what has transpired as you lead her to the portal. Before she steps through, she turns back to regard you one last time.

"Promise me..." Mayu stammers through tears, "Promise me you'll bring Miyu back to me!" You nod solemnly and watch Mayu disappear through the archway.

④ In the Campaign Log, record: *The investigators made a promise to Mayu.*

④ Each investigator gains one additional experience as their insight into the mythos deepens. Investigators may now spend their experience.

④ Proceed to **Scenario 3: The River Delta.**

## Searchlight Division

You're hesitant to place Mayu in harm's way, but you suspect you her insight and experience may be crucial to figuring out what has become of her sister, so you begrudgingly agree to let her accompany you while you search for signs of Miyu, against your better judgement. "Thank you..." she whispers, offering a deep bow in gratitude, "Thank you so much. I promise I won't be a burden!" Mayu smiles for the first time since she awoke; her relief is palpable.

④ In the Campaign Log, record: *The investigators let Mayu assist with the investigation.*

④ One investigator must add the Mayu Tachibana (*The Elder Twin*) story asset to their deck. This does not count against their deck limit. Investigators may now spend their experience.

④ Proceed to **Scenario 3: The River Delta.**

## Second Chances

On the girl's wrist you notice a silver bracelet, and on the inside there's an inscription: "To Mayu, the best big sister in the whole wide world. Love, Miyu." The trembling in your arm ceases as your resolve is bolstered; it's too late to help Mayu... but her sister is still out there, somewhere. You don't have the tools or the time to give Mayu a proper burial, but maybe you can still save her sister. You may not have any leads, but you do have a name, now: Miyu. That's something, at least...

④ In the Campaign Log, record: *The investigators resolved to find Miyu.*

④ Each investigator must add one copy of the *Memories of Mayu* story weakness to their deck.

④ Each investigator gains one additional experience as their insight into the mythos deepens. Investigators may now spend their experience.

④ Proceed to **Scenario 3: The River Delta.**





## Scenario 3: The River Delta

**Intro 1:** With few leads to go on, you decide to canvas the village once more and search for signs of Miyu. Before you set out, you inspect Mayu's effects to see if she had anything on her that might help shed some light on the matter...

Check the Campaign Log.

If the investigators let Mayu assist with the investigation,

proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

**Intro 2:** Mayu produces a curiosity from her pack and gingerly offers it to you. "I found this in the mansion while I was looking for Miyu... just before that thing found me." You turn the object over in your hands. It looks ancient, but gives off a soft warmth, as if thrumming with power. "I think it's a camera..."

One investigator must add the Camera Obscura (*Curious Keepsake*) story asset to their deck. This does not count against their deck limit. If the investigator with this asset in their deck is killed, immediately transfer it to a surviving investigator's deck.

Proceed to **Intro 4**.

**Intro 3:** In Mayu's leftover knapsack, you discover an artifact that superficially resembles an old camera, but with no obvious filament or shutter controller you can't figure out how it's meant to capture an image. You wonder if Mayu brought it with her when she and her sister transited the portal or if she found it in the village, but now there's no way to know. It's probably broken, but you feel like you better hang on to it, just in case...

One investigator must add the Camera Obscura (*Curious Keepsake*) story asset to their deck. This does not count against their deck limit. If the investigator with this asset in their deck is killed, immediately transfer it to a surviving investigator's deck.

Skip directly to **Intro 5**.

**Intro 4:** You decide it would be best to stick together as you search the village. As you walk, Mayu mentions that she was separated from her sister after they traversed the portal, and was also lured to the manor on the hilltop by the sounds of screams. You ask if she too received guidance from the Crimson Butterfly back in the forest, but Mayu insists the first time she saw the creature was when it appeared after she regained consciousness following your heroic rescue. After completing a circuit around the village, you find yourself standing outside the fishing shack by the river bank, and the sound of wood creaking as it's gently battered by the tide beckons you inside, where you find what must be the harbormaster's makeshift office; the old wooden desk is filthy, covered in dust and what looks to be dried blood. Scattered across the surface are grimy documents containing strange runes you cannot decipher. "Look!" Mayu shouts, as she shoves a piece of parchment into your hands. It looks to be a shipping manifest detailing the contents of a vessel departing the docks: bales of grain, some ore, tools... and a girl. Dark of hair. Young. "I think it's Miyu!"

If Yuki Yagami is one of the investigators in the campaign,

proceed to **Interlude V: Jamais Vu**.

Otherwise, skip directly to **Intro 6**.

**Intro 5:** You attempt a thorough search of the village, but after a few frantic hours find that you are no better off than when you started, and there is nowhere left to look now apart from the old fishing shack on the river bank. It's a long shot, you realize, but you're not ready to give up on Miyu yet. Inside the shack you find what must be the harbormaster's makeshift office; the old wooden desk is filthy, covered in dust and what looks to be dried blood. Scattered across the surface are grimy

documents containing strange runes you cannot decipher. You peer over one of the cleaner looking pieces of parchment. It looks to be a shipping manifest detailing the contents of a vessel departing the docks: bales of grain, some ore, tools... and a girl. Dark of hair. Young. It slips from your hand as you realize Mayu matches the description... and, therefore, so does her twin sister.

If Yuki Yagami is one of the investigators in the campaign, proceed to **Interlude V: Jamais Vu**. Otherwise, skip directly to **Intro 6**.

## DO NOT READ UNLESS INSTRUCTED

### Interlude V: Jamais Vu

Only the investigator playing Yuki Yagami may read this section, in secret:

A sharp pain glides across your scalp as your attention fixates on the mysterious runes scrawled on the paperwork. One, in particular, you can't help but notice repeats on nearly every single page. You recognize it, like somehow you've seen it before. You try to remember where, but... it hurts. You try and chase the memory through the pain, but it's gone. An empty hollow in your mind where the memory should be is all that remains now. You shudder; it takes all the willpower you can muster to avoid thinking about how accurately you match the girl's description...

You start this scenario with 1 additional damage assigned to your investigator and 1 additional resource.

Proceed to **Intro 6**.

**Intro 6:** You step outside the fishing shack and walk out to the edge of the pier. Up and down the river, a variety of smaller settlements can be seen. The glare of the moonlight reflecting off of the water's surface is almost blinding; you can't make out much from this distance, but perhaps Miyu was taken to one of them. Below you, anchored to the dock by a length of fraying rope, a solitary fishing vessel remains, bobbing up and down on the surf...

Proceed to **Setup**.

## Setup

Gather all cards from the following encounter sets: *The River Delta*, *Watery Woes*, *Tidal Terrors*, *Cursed Conductors*, and *Moonlit Madness*. These sets are indicated by the following icons:



- ➊ Shuffle the six Uncharted Wetlands locations and put them into play unrevealed, organized into two horizontal rows of three.
- ➋ Put the Fisherman's Wharf location into play unrevealed, below the bottom-middle Uncharted Wetlands location.
  - ◆ Investigators begins play at Fisherman's Wharf.
- ➌ Put The Tyrian Galley story asset into play at Fisherman's Wharf.
- ➍ Set all other locations and the *Watery Woes* encounter set aside, out of play.
- ➎ Shuffle the remaining encounter cards to form the starting encounter deck.

## The Tyrian Galley

During this scenario, investigators have access to The Tyrian Galley, a small fishing boat that will help them traverse the river. Once per turn, each investigator at The Tyrian Galley's location may use its printed **Embark** action to attach or unattach themselves to The Tyrian Galley. If an investigator moves while embarked, except via The Tyrian Galley's printed **Move** ability, they must first unattach from it, but when The Tyrian Galley moves, all investigators attached to it move with it.

## Location Adjacency

During this scenario, locations are considered connected to every location they are adjacent to. Locations are adjacent to locations above and below, and to the left and right, but not diagonal.

## Standalone Mode

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

- ➊ Setup the chaos bag with the following tokens:  
0, 0, -1, -1, -2, -2, -3, -4, -5, ♠, ♦, ♣, ♤, ♡, ♪
- ➋ Gather the *Guardians of Minakami* encounter set. Each investigator must randomly add 1 of the included *Aspect* cards to their deck for the duration of this scenario.

### DO NOT READ UNLESS INSTRUCTED

#### Interlude VI: The Damsel In The Deep

Droplets of water tumble down your brow as vapor from the encroaching fog condenses against the warmth of your bare flesh. You gaze into the water, watching your reflection as you adjust your clothing in a half-hearted effort to conceal a few more inches of skin from the damp air. A bead of sweat stings your eye and forces you to look away, and when you look back into the mirrored surface of the river, the face staring back is no longer your own. Where your reflection once lay, a young, raven-haired woman now silently floats. A placid, relaxed expression hangs on her face as her vacant gaze stares through you, and a school of exotic fish swarm around her appendages. The creatures keep a respectful distance, allowing your eyes to wander across her glistening flesh. She is quite beautiful, but fortunately looks far too old to be Mayu's sister. You begin to imagine what horrific fate must have befallen the poor girl, that caused her to wind up as a drowned corpse bobbing down the river, when all of a sudden... she blinks. Your pulse quickens...

The investigators must decide (*choose one*):

❖ Attempt to rescue the girl.

Proceed to **Woman Overboard**.

❖ Keep your distance.

Proceed to **Something Fishy**.



#### Woman Overboard

You instinctively reach out, desperately grabbing at the girl's forearm in order to pull her from the water. When your fingertips graze her pale skin, an icy chill begins to creep up your hand and the moisture on your palm begins to crystallize. You attempt to lift her up, but are met with surprising resistance; the painted fish close ranks and huddle closely to her, acting as a sort of counter-weight and concealing her entire body from sight. When you withdraw your hand and release the girl's arm to try and gain better leverage, the fish scatter again and reveal a wicked snarl on the girl's face as she glares at you; it seems she neither wants nor needs to be rescued. A tiny icicle on your fore finger melts as you rub your hands together and watch the girl float down the river, vanishing into the fog...

- ➌ In the Campaign Log, record: The investigators encountered The Koi Princess.

#### Something Fishy

Something's not right here. A sense of foreboding washes over you as you tentatively watch the body being carried away by the current. The vanguard of fish remain at her side as she floats, as if guarding her from something. Whatever this... being is, your gut tells you it's dangerous. You think you can make out a smile on the girl's lips as she begins to sink back down into the depths of the water and disappears from your sight...

- ➍ The investigators suffer no ill effects.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** You awaken atop a midden heap of soggy, bloated corpses. In disgust and horror, you recoil and clumsily tumble from the pile, landing hard on a wooden walkway below. Above you, the fog parts, revealing a palatial fortress suspended between the sheer cliff walls of the ravine, perched high above the frigid river. Could this be Onigawa...? Behind you, a darkened specter stands atop a rickety wooden barge. The hollow clinking of coin echoes all around you, and the barge disappears behind a veil of mist...

- Ⓐ In the Campaign Log, record: *The investigators paid the toll to enter Onigawa.*
- Ⓐ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- Ⓐ Proceed to **Scenario 4: The War Eternal.**

**Resolution 1:** As you take in the majestic view of the fortress suspended between the sheer cliffs of the gorge, a wave of dread washes over your body. The swirling fog recedes, revealing a dock nestled at the base of the ravine, and beyond it, a steep path cut into the rock face, leading upward toward the structure. You carefully guide the galley into the port and cautiously disembark. There are no signs of life in the immediate vicinity that you can discern, but as you scan the path ahead, a series of extinguished braziers begin to roar to life ahead of you. The flickering flames line the way, as if guiding you, and at the base of each brazier hangs a painted scroll, depicting a strange rune in beautiful calligraphy brush strokes. It resembles the symbols you saw in the Harbormaster's office back in the village. Could this be Onigawa..?

- Ⓐ In the Campaign Log, record: *The investigators discovered the location of Onigawa.*
- Ⓐ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- Ⓐ Proceed to **Scenario 4: The War Eternal.**



## Scenario 4: The War Eternal

Check the Campaign Log.

If the investigators paid the toll to enter Onigawa, proceed to **Intro 1**.

Otherwise, skip directly to **Intro 2**.

**Intro 1:** Your head pounds as you slowly find your feet. There's no sign of the phantom ferryman that seems to have brought you to shore, but after checking your — noticeably lighter — pockets, you are certain a fare was indeed extracted by the entity...

Each investigator begins this scenario with 3 fewer resources.

Proceed to **Intro 2**.

**Intro 2:** Whatever this place is, you no longer seem to be in any immediate danger; the shabby dockyard is silent save for the sounds of the tide lapping against the edges of the pier and the crackling of the braziers lighting the path ahead of you, which appears to cut into the sheer cliff face of the gorge, and ascend towards the fortress above you, barely occluding the massive moon in the sky...

Check the Campaign Log.

If the investigators let Mayu assist with the investigation,

proceed to **Intro 3**.

Otherwise, skip directly to **Intro 4**.

**Intro 3:** You cautiously approach the narrow stairway leading up the cliff and quickly find yourself wondering if scaling the gorge is actually going to bring you any closer to some answers. Behind you, Mayu gasps suddenly, and you whirl around, ready to defend her from whatever horrors may have tracked you to this place, but the adrenaline spike quickly subsides, leaving your poor nerves feeling even more frayed than before as you find Mayu crouched in the middle of the road, tentatively grasping at something buried in the dirt. You kneel down beside her, and she offers you her find: a grimy silver bangle. You turn it over in your hands for a moment, finding the piece of jewelry utterly unremarkable... until Mayu holds up her own wrist, which bears another just like it, though much less worse for wear. "Miyu and I got each other matching ones for our birthday..." she murmurs as you rise to your feet. There's no need for anyone to say what you're all thinking; Miyu must be close by.

Skip directly to **Intro 5**.

**Intro 4:** You follow the dirt road away from the docks and make your way past the braziers. Taking a deep breath, you attempt to mentally prepare yourself for the no doubt harrowing ascent up the gorge that awaits you, when suddenly your foot catches on something in the dirt. You look down and notice a filth-covered protuberance sticking out of the mud. Eager for any distraction which might delay your death-defying climb, you crouch down and attempt to retrieve the object from where it lay discarded. At first glance, it appears to be a silver bangle, utterly unremarkable... that is, until you turn it over in your hands and catch a glimpse of the personalized inscription inside, and realize you've recently seen one just like it, adorning Mayu's wrist; the twins must have gotten matching bracelets... As you rise to your feet, you let the filthy piece of jewelry tumble from your fingers; you can't bare to hold onto it. Sentimentality is a luxury you can no longer afford; Miyu is close. You can feel it...

Proceed to **Intro 5**.

**Intro 5:** Could Miyu have intentionally left the bangle behind in the hope that someone would come for her? Clever girl, you think. You know Miyu must have come this way — whether against her will or of her own accord, it makes no difference. There's nothing for it; the only way forward is up.

If Yuki Jagami is one of the investigators in the campaign,  
proceed to **Interlude VII: No Turning Back**.

Otherwise, skip directly to **Setup**.

### DO NOT READ UNLESS INSTRUCTED Interlude VII: No Turning Back

Only the investigator playing Yuki Jagami may read this section, in secret:

Your breathing grows swallow in the shadow of the fortress. You can hardly stand to look at it for some reason, but the thought of Miyu trapped there, terrified and alone, causes your blood to boil. Your eyes burn with righteous fury as latent power begins to awaken within you...

You begin this scenario with 1 additional card in your opening hand.

Proceed to **Setup**.

## Setup

- Gather all cards from the following encounter sets: *The War Eternal*, *Siege of Onigawa*, *Deadly Doctrines*, *Ghostly Grudges*, *Cruel Corvids*, and *Moonlit Madness*. These sets are indicated by the following icons:



- ④ Shuffle the *Deadly Doctrines* encounter set and put it into play face down attached to the scenario card as a separate Rally deck. (*Do not reveal any card in this deck until you are instructed.*)
  - ④ Set the *Siege of Onigawa* and *Ghostly Grudges* encounter sets aside, out of play.
  - ④ Put the Dismal Anchorage, Treacherous Gradient, and Ravaged Gatehouse locations into play, unrevealed.
    - ❖ Investigators begin play at Dismal Anchorage.
  - ④ Set all other locations and The Crimson Butterfly (*Blinding Beacon*) story asset aside out of play.
  - ④ Shuffle the remaining encounter cards to form the starting encounter deck.

# The Rally Deck

This scenario contains a new Treachery card subtype called **Doctrine**. **Doctrine** treacheries typically act as ‘global modifiers’ which affect a particular aspect of the scenario for all investigators, and may either help or hinder their progress, depending on the circumstances. In this scenario, **Doctrine** cards come into play via effects printed on scenario cards that cause the top card of the Rally deck to be put into play (*and its printed Revelation effect to be resolved*). Because **Doctrine** cards are not ever drawn by a player (*only put into play*) they cannot be targeted or modified by player cards such as Ward of Protection or Deny Existence. **Doctrine** cards should never enter the encounter discard pile; they cannot be canceled and are not discarded after their printed effects are resolved. Revealed **Doctrine** cards remain in play until the next time the Rally deck is shuffled by a scenario card effect. When this occurs, any revealed **Doctrine** cards should be shuffled back into the Rally deck.

## **Standalone Mode**

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

- ④ Setup the chaos bag with the following tokens:  
0, 0, -1, -1, -2, -2, -3, -4, -5, ♡, ♢, ♦, ♣, ♠, ♡, ♢
  - ④ The investigators made a promise to Mayu.
  - ④ The investigators discovered the location of Onigawa.
  - ④ The investigators unleashed the Maiden of the Black Water.
  - ④ Gather the Guardians of Minakami encounter set. Each investigator must randomly add 1 of the included **Aspect** cards to their deck for the duration of this scenario.

**DO NOT READ UNLESS INSTRUCTED**

## Interlude VIII: Sealed Away

**Only the investigator playing Yuki Yagami may read this section, in secret:**

*You didn't want to mention anything before, but when you placed a hand on the ward barring entry to the palace... your hand passed through, undisturbed. It seems the ward 'recognizes' you, like whatever spell was involved its construction was designed to let certain people pass through it. For some reason, you're reluctant to share this information with your companions, but you suspect it may come in handy later...*

You may take 1 horror to immediately move to the Royal Palace location. This movement does not provoke attacks of opportunity.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** Try as you might to avoid becoming entangled in the ghostly conflict consuming the city, you inevitably find yourself surrounded by hostile forces. Outflanked and outmanned, you can do nothing but helplessly watch as the spectral warriors advance on your position... Suddenly, you notice the moon begins to shiver right before your eyes, vibrating back and forth in the night sky, vanishing behind one horizon, and immediately reemerging from the other. The light strobes between dawn and dusk for what seems like eternity before eventually settling at the same late hour it began at. You look down... and find yourself once again standing on the docks, warming in the light of the braziers by the dirt path. Strange, you think, but this is no time to daydream; Miyu must be around here somewhere. Time to check out that fortress...

- ② The investigators must replay **Scenario 4: The War Eternal.** Reset the game to this scenario's **Setup.** Do not record anything else in your Campaign Log except for any trauma suffered from your previous game. Any player whose investigator was killed or driven insane must choose a new investigator to play, as normal.

**Resolution 1:** You desperately seek refuge inside the palace and press your back against barred gates, hoping the ghostly combatants outside are unable to pursue you any further. You remain frozen by the door for a long while, until the sounds of fighting outside die out...

- ② In the Campaign Log, record: *The investigators infiltrated the Royal Palace.*  
② Count the number of unique **Elite** enemies in the victory display. Then, in the Campaign Log, record: (X) *Champions of Onigawa were banished.*  
② Each investigator earns experience equal to the combined Victory X value of each card in the victory display.  
② Proceed to **Scenario 5: Half Light.**

## Scenario 5: Half Light

**Intro 1:** Sometime later, you finally manage to peel yourself from the large wooden doors, with no small amount of reluctance. Whether the ward sealing the palace remains intact enough to thwart the advance of the ghostly warriors you encountered in the city or they simply found easier quarry to hunt, you can't rightly say, but, for the moment at least, it appears that you're out of immediate danger...

A series of lanterns hanging from the walls rustle in an unfelt breeze as you take in your surroundings for the first time: the palace, though well decorated, feels much smaller from the inside, somehow. Sliding paper doors lead to antechambers on either side of the entry hall, but every surface you can discern in the dim light is coated by a fine layer of dust. Cobwebs clutter the eaves and awnings of the structure's support pillars, and the long hallway ahead of you dead ends into a cramped passage which runs perpendicular to your field of view; you can't see any further beyond the entrance from your current position.

The Crimson Butterfly seems to have followed you inside though, and you watch it flutter across through the room unevenly, seemingly exhausted by its earlier effort. Its red complexion bathes the walls in an unsettling light, and you're about to set off after it as it reaches the end of the hall and rounds the corner, disappearing from your sight...

... but a scream stops you dead in your tracks. It sounds much louder – and much nearer – than the one you heard back in the village. You begin to work up the courage to take a step when, suddenly, the lanterns in the room all suddenly extinguish, as if on cue, plunging you into utter darkness. The dwindling glow of The Crimson Butterfly lighting the hallway ahead of you is all the illumination your current vantage affords you. Once the scream's echoes have died down, a silhouette steps out from around the same corner and turns to face you, standing motionless at the hallway's intersection. The Crimson Butterfly's light has all but vanished, and you can't make out too many details from this distance, but... it looks human. Short stature, long, dark hair, white robes; it's a girl, you think...

Check the Campaign Log.  
If the investigators let Mayu assist with the investigation,  
proceed to **Intro 2.**  
Otherwise, skip directly to **Intro 3.**

**Intro 2:** You feel Mayu's breathing grow heavy beside you. You know what she's thinking, and you'd do anything to stop her from saying it aloud... but it's too late. She wants it to be true so badly, and the words have already left her soft lips...

The investigator with the Mayu Tachibana (*The Elder Twin*) story asset in their deck may start this scenario with that asset in play.

Skip directly to **Intro 6**.

**Intro 3:** For some reason, your thoughts turn to Mayu...

Check the Campaign Log.

If the investigators made a promise to Mayu,  
proceed to **Intro 4**.

If Mayu was slain in *The Hidden Village*,  
skip directly to **Intro 5**, instead.

**Intro 4:** You promised. You promised her you would find her sister, and now, for the first time since you found Takeshi's grave back in the forest, you feel hopeful that you're actually going to be able to do something you set out to do. That everything you've been through in this hellish place might have actually been for something. But well begun is only halfway done, you think, so you open your mouth, but the words catch in your throat...

Skip directly to **Intro 6**.

**Intro 5:** She was already dead by the time you even learned her name, but, at some level, you realize, you haven't ever actually stopped thinking about Mayu. You watched her for a long while before you left her cold body there in the grass, specifically so that you could commit every inch of her to memory, so you could spend the rest of your life torturing yourself about what happened. Could things have gone differently? You'll never know. But what you do know are the dimples in her soft, round face. Her upturned button nose, and pursed lips. Her empty eyes and her raven hair. You know her like the back of your hand now... and you'd recognize that silhouette anywhere. But then you remember that she's gone... and that you came all this way for one very specific reason.

Each investigator must search their deck for a copy of the Memories of Mayu story weakness and set it aside. After drawing opening hands for this scenario (and taking any mulligans) each investigator must put the set aside weakness face down on top of their deck.

Proceed to **Intro 6**.



**Intro 6:** "Miyu?" It's a wish as much as a question, "... Is that you?" The girl doesn't respond and darkness gathers around her as the remnants of The Crimson Butterfly's light fade away, the edges of the silhouette vanishing into total blackness. Your heart pounds in your chest as the sounds of soft footsteps begin to grow nearer... You begin to desperately search your pockets for anything that will shed some light on the situation, and, in the chaos, the camera you got from Mayu slips from your pack. Miraculously, when it lands on one of its corners, it emits a mechanical clicking noise, and a blinding flash fills the room. You shield your eyes as the girl emits another soul-piercing shriek and the lanterns on the wall spontaneously reignite, chasing the shadows from the room with their warm, flickering glow... but the girl is gone. You exhale for the first time in what feels like forever; when your body stops shaking, you cautiously bend down to retrieve the camera from where it fell. Maybe it wasn't broken after all...

The investigator with the Camera Obscura (*Curious Keepsake*) story asset in their deck must exile it. Any investigator may then add the upgraded Camera Obscura (*Phantasmal Filament*) story asset included in the *Half Light* encounter set to their deck. They may start this scenario with that asset in play.

Proceed to **Setup**.

## Setup

- ④ Gather all cards from the following encounter sets: *Half Light* and *Handy Horrors*. These sets are indicated by the following icons:



- ④ Set the *Handy Horrors* encounter set, the Concealed Passageway location, and the Bloodstained Almanac (*The Atlas of Onigawa*) story asset aside out of play.
  - ④ Put the remaining locations into play, unrevealed.
    - ◆ Investigators begins play at Entry Hall.
  - ④ Shuffle the remaining encounter cards to form the starting encounter deck.
  - ④ You are ready to begin.

**DO NOT READ UNLESS INSTRUCTED**  
Interlude IX: The Master's Craft

You can't help but notice that there are a suspicious amount of mannequins and miniature statuettes throughout the palace. Though unsettling to behold, the detail and craftsmanship on these dolls are unarguably impressive. Perhaps they were toys meant for the royal heirs, you think, commissioned from some local artisan and produced to curry favor with the court... but that doesn't explain why each and every one of them looks exactly like Miyu. It's only been a few days since the twins disappeared from Minakami; these can't all have possibly been produced by hand in such a short time. Portraits on the walls of the palace seem to depict a young child draped in regal garb who also superficially resembles the twins, but the artwork that features this person includes traditionally masculine symbology; keen blades suggesting virility, ornamental armor rendering them impervious, and so on. One large tapestry you find depicts them taking shelter under the brilliant plummage of a massive peacock. The ambiguity remains unresolved; was this a princess or a prince...?

Each investigator must discard the top 7 cards of their deck.

If any weaknesses are discarded in this way, draw them.

## Standalone Mode

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

- Setup the chaos bag with the following tokens:

© The investigators made a promise to Mayu.

- Gather the *Guardians of Minakami* encounter set. Each investigator must randomly add 1 of the included **Aspect** cards to their deck for the duration of this scenario.

**DO NOT READ UNLESS INSTRUCTED**  
Interlude X: Open Heart

*Toward the rear of the palace, a minimalist shrine sits surrounded by paper talismans. Upon its altar, a small wooden receptacle holds an offering... a human heart, still fruitlessly beating, despite being separated from its host body. A pool of blood congeals around the base of the altar, and you notice it seems to be draining into the base somehow. On a hunch, you put your shoulder to the altar and begin to push, and it slides to the side, as of on rails, revealing a trap door concealed beneath. You lift the gate and lower yourself down into the sublevel gently; all light seems to escape the bowels of the palace and it isn't long before you're fumbling around in absolute darkness. Suddenly, your foot no longer meets the ground and you tumble off a precipice, sliding down an angled chute until you are roughly deposited into a large candlelit room. When you pick yourself off the ground and assess your surroundings, a sharp intake of breath passes your lips. At the center of the dungeon, a stone slab sits elevated off the floor, bearing the weight of what appears to be a slender human body, draped in a white blanket. The walls of the room are iron bars, like a prison cell, and masses of writhing hands reach out from within the cells, straining to clutch at the edges of the pristine sheet...*

Move each investigator to the Undercroft Theater location.



## DO NOT READ UNLESS INSTRUCTED

### Interlude XI: Cryptic Commands

You cannot help but marvel at the scale of the collection that has been amassed in the palace's library. Eagerly, you begin to remove a few promising-looking manuscripts from the shelves, expecting that at least one in this teeming mass of information might actually be capable of providing you with some answers, but even the ones that don't immediately turn to dust in your hands prove to be essentially useless. Apparently the royal archivist did not understand the importance of climate control; a grey mold seems to have infested the library, scouring most of the remaining tomes, and rendering those that remain physically intact virtually illegible. After a few minutes of fruitless searching, you're just about to give up hope when you notice a scroll spread across one of the nearby desks that you would have sworn was empty just a moment ago. The parchment is lengthy, and currently held open to a specific section by a number of small obsidian stones pinning down the corners. You think you can recognize a depiction of the palace, and some sort of passage leading into the mountains...

- ② The lead investigator may choose any investigator to take control of the set aside Bloodstained Alamanac (*The Atlas of Onigawa*) story asset and put it into their play area.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** An inferno consuming the palace has grown severe enough to compromise its structural integrity, and as you attempt to flee from the monster relentlessly pursuing you through the halls, a crossbeam falls ahead of you, barring your path and filling the room with smoke. You spin on your heels to attempt to pivot... but the monster shambles around the corner, blocking your path. You can do nothing but watch in horror as it slowly pulls itself towards you, its filthy fingernails splintering wherever it grasps for a handhold. You focus on one of the blackened handprints left behind in its wake while you wait for the end...

② Skip directly to **Epilogue I: The Ghosts of Onigawa**.

**Resolution 1:** The passageway behind the sculpture quickly dead ends into a sparse room with a high ceiling; besides a candleholder in each corner providing a modest amount of illumination, the small shaft is virtually empty. A panic room for the royal family, perhaps? You slump down on the floor and prepare to take a breather when a strange mechanical grinding noise behind the walls begins to squeal disconcertingly. What possible use could this room have for such a raised ceiling that you're unable to even see it? Suddenly the floor lurches underneath you and the passageway that led you here begins to disappear below the edges of the floor... Gradually, the elevator picks up speed while you keep your eyes training on the darkness overhead, and, eventually, the ceiling terminating the shaft comes into view. You brace yourself for impact, but the elevator slows, and an aperture of moonlight appears overhead...

- ② If any investigator controls the Bloodstained Alamanac story asset, they may choose to add it to their deck. It does not count against their deck limit.  
② Each investigator earns experience equal to the combined Victory X value of each card in the victory display.  
② Proceed to **Scenario 6: The End of August**.



## Scenario 6: The End of August

**Intro 1:** You step off the platform and find yourself standing in a modest pagoda in the center of a small pond perched on a towering cliff that overlooks the city. You notice there is no return mechanism to lower the platform back down; it must always have been operated by servants dwelling inside the fort.

Before you, an elevated wooden walkway runs from the pagoda, over the placid pond, to the nearby shore. A small forest surrounds the pond and, looming above the grove, a large snow-capped mountain — which you presume must be Mount Kokoro — sits in silent repose, partially occluding the super moon and casting its tall shadow across the treetops. By the shore, you notice a stone walkway leading underneath another Torii gate and disappearing into the forest beyond...

Check the Campaign Log.

If the investigators let Mayu assist with the investigation,

proceed to **Intro 2**.

Otherwise, skip directly to **Intro 3**.

**Intro 2:** Mayu's slender fingers tug gently at your hand as you stare at Mount Kokoro in silent awe; her steely gaze is set on the mountain's peak. "Miyu's up there... I just know it." Her voice quivers as she speaks, whether out of fear or the bitter chill that has begun to set in, you can't rightly say...

Proceed to **Intro 3**.

**Intro 3:** You've had quite enough of forests and red arches gates for one lifetime, you think, but with no means of returning to the palace, pressing on seems to be your only option. Taking inventory, you immediately realize you're not exactly outfitted for navigating mountainous terrain. You figure that maybe if you stick to the path you can avoid the worst of it, but just as you feel ready to set out, a light snow fall begins to blanket your surroundings...

Proceed to **Setup**.

## Setup

(P) Gather all cards from the following encounter sets: *The End of August*, *Slumbering Serpents*, *Winds of Winter*, *Moonlit Madness* and *Gifts Ungiven*. These sets are indicated by the following icons:



(P) Put the Exodus Pagoda and all 12 Mountain Pass locations into play unrevealed, then reveal the Mountain Pass location connected to Exodus Pagoda (*Kokoko Approach*).

◆ Investigators begins play at Exodus Pagoda.

(P) Set the *Slumbering Serpents*, *Winds of Winter*, and *Gifts Ungiven* encounter sets aside, out of play.

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

(P) Add 1 frost token to the chaos bag.

## Frost Tokens

This scenario introduces a new type of chaos token: the frost token. The first frost token revealed from the chaos bag during a skill test has the following modifier: "*-1. Reveal another token.*"

If another frost token is revealed from the chaos bag during the same test, immediately end the "reveal chaos tokens" step of the skill test and resolve the test as an automatic failure. Frost tokens are returned to the chaos bag after they are resolved, and additional frost tokens may be added to the chaos bag through out the course of the scenario. Beware!

## DO NOT READ UNTIL INSTRUCTED

### Interlude XII: The Witness

Preoccupied with this oddity before you, you barely notice when your foot crosses a lattice of runes surrounding the cocoon, and, in response, an arc of magical energy crackles across its surface. The creature inside cranes its neck to the side to regard you for a moment before looking away again, and you follow the creature's gaze over the side of the mountain and down into the valley below. From your perch, you gain a sense of your environment, but the geography is unfamiliar; you don't recognize any of the landmarks you saw en route to Minakami what seems like a lifetime ago. The rail network that brought you from Arkham isn't there and never was. You begin to feel that not only are you in another place, but another time. It shouldn't be possible. It makes no sense...

... but what you do understand, at last, is the sorrow the creatures eyes; this place is, or at least was, his seat of power. The palace contained many depictions of the pantheon's impetuous prince, Kanon, and the betrayal he suffered which resulted in his imprisonment upon Mount Kokoro. Below, the city appears in miniature, and where once he must have enjoyed his imperial vantage, he has now been condemned to languish here and watch his kingdom burn, over and over again, for ages beyond reckoning. Just then, the wind picks up around you, carrying the echo of gentle chimes, and Kanon nobly erects himself, fanning his vibrant plumage as best he can within the confines of the sphere. The Crimson Butterfly emerges from the blizzard and softly lands on his prison for just a moment before once again taking flight and disappearing into the distance. Once it has passed, a crack forms on the surface of sphere where it had landed... moments before it shatters like glass. Freed from his bondage, you watch in awe as Kanon raises his head skyward and caws at the full moon above, like a shrill note coaxed from a trembling violin. When he relents, Kanon explodes into motes of misty aether which hypnotically soar into the air, as if on wings, and charge in the direction of the looming moon overhead. A moment of ominous silence passes, and then a shadow falls over you as you watch the moon turn bloody red, right before your eyes...

Each investigator must exhaust an **Aspect** asset they control or take 1 horror.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** You've lost track of how long you've been on the mountain; it seems like a lifetime ago you stepped off the platform at the pagoda. The mountain's protectors have proven too fierce for you to contend with and you simply cannot bring yourself to take another step. Wracked with exhaustion, you collapse face down in the snow, the howling winds gently lulling you into a deep sleep...

(C) If any investigator's deck contains the Bloodstained Alamanac story asset, they may exile it to reset the game back to this scenario's **Setup**.

(C) Otherwise, skip directly to **Epilogue I: The Ghosts of Onigawa**.

**Resolution 1:** You eagerly take shelter within the fortress. A dim entryway offers some welcome protection against the elements, but you have a hard time relaxing with the knowledge that that thing is still out there, hunting you...

(C) In the Campaign Log, record: The investigators fled from the Yuki-onna.

(C) Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience until instructed.

(C) Proceed immediately to **Interlude XIII: Sweet Release**.

**Resolution 2:** You eagerly take shelter within the fortress. A dim entryway offers some welcome protection against the elements. You'll need some time to recover and lick your wounds; whatever that thing was that was chasing you certainly gave you a run for your money...

(C) In the Campaign Log, record: The investigators subdued the Yuki-onna.

(C) Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience until instructed.

(C) Proceed immediately to **Interlude XIII: Sweet Release**.

## Interlude XIII: Sweet Release

**Intro 1:** The temperature noticeably rises as you enter the fortress, and, exhausted and half-frozen from your grueling ascent up the mountain, you decide to make camp in the entry hall and rest for a while before continuing deeper...

Remove all Frost tokens from the chaos bag. Each investigator may heal 1 physical or mental trauma.

Proceed to **Intro 2**.

**Intro 2:** You sit around the makeshift firepit you've constructed and warm your frostbitten limbs for a few minutes, when suddenly the sound of twinkling chimes startles you to your feet. Glancing around nervously, you scan the shadows for signs of life. Overcome with the feeling of imminent danger, you spin around and shout in terror as you come face to face with the witch who stalked you through the snow: the Yuki-onna. She stands motionless by the edge of the fire, her white hair concealing her face in shadow. Just as you gather your wits and prepare to defend yourself, the soft glow of the Crimson Butterfly descends from the darkness above you, gently landing on one of the Yuki-onna's gnarled fingers...

Check the Campaign Log. If the investigators subdued the Yuki-onna, proceed to **Royal Welcome**.

Otherwise, skip directly to **The Dying Light**.

**Royal Welcome:** The Crimson Butterfly begins to beat its wings, and its soft red glow intensifies into a blinding light that forces you to avert your gaze. When you look back, the Yuki-onna is gone... and in her place stands a tall, slender woman with porcelain skin, draped in a regal gown. Her beauty alone is enough to move you to tears. She twists her palm delicately, shooing the Crimson Butterfly away, and the creature flies off, sailing deeper into the darkness of the fortress. The woman regards you and smiles warmly before speaking. "Thank you for releasing me..." Her voice is soft as silk, but piercing like a violin. She speaks in some ancient tongue, long forgotten, but somehow, you are able to understand her meaning. "I am Kaoru, first of the Nightfallen. I fear I owe you, and all of your kind, an apology..."

© In the Campaign Log, record: The Crimson Butterfly lifted the curse of the Yuki-onna.

Check the Campaign Log. If the investigators allowed Mayu to assist with the investigation, proceed to **Gone Girl**.

Otherwise, skip directly to **The Queen's Counsel**.

**The Dying Light:** The Yuki-onna swiftly balls her hand into a clenched fist, hissing bitterly as it crushes the Crimson Butterfly in her icy grasp. You can do nothing but watch in horror as the crimson light bleeding through the cracks in her fingers slowly dies out. When she releases her grasp, the creature is gone. The Yuki-onna turns her attention to you, and rears back as if to strike... but merely collapses to the ground, writhing in agony. A blinding light flashes from within the creature for a few moments, and when it relents, the Yuki-onna is gone, and a tall, beautiful woman with a painted face and flowing gown lies exhausted on the ground in her place. Could this be her true form? "Listen to me..." the woman desperately gasps, on the verge of expiring. She speaks in a foreign tongue, and yet...

© In the Campaign Log, record: The Crimson Butterfly was banished by the Yuki-onna.

Check the Campaign Log. If the investigators allowed Mayu to assist with the investigation, proceed to **Gone Girl**. Otherwise, skip directly to **The Queen's Counsel**.

**Gone Girl:** "I am glad to see that you are safe, child," the woman smiles sadly at Mayu before continuing, "and I regret that it is too late to save your sister from her fate..." Mayu's lip trembles, and her little hands ball into trembling fists. "No... No, you're wrong!" Mayu cries out, "I don't believe you!" In a huff, Mayu turns and breaks into a dash, disappearing into the darkness of the fortress...

© In the Campaign Log, record: Mayu is searching for Miyu alone. Proceed to **The Queen's Counsel**.

**The Queen's Counsel:** "There isn't much time, so I must be brief. The Guardians of Onigawa once used this sacred place as their spawning grounds, but now only their ghosts remain. The pantheon has been usurped by a dark power, once restrained by our covenant with the Guardians, but ultimately unleashed by our folly. It seeks a foothold into your world... and sacrifice is the engine of its resurrection. All you have seen has been done in its name... and, left unopposed, it will mean the end of all things. The source of this power has had many names through out the ages; I now know it as Moloch... It awaits you at the summit, even now." You follow her gaze as it fixates on the darkness in the distance. "I once tried to turn back the clock and set things right... but I failed. You must not..."

Proceed to **Interlude XIV: The Queen's Gambit**.



## Interlude XIV: The Queen's Gambit

Check the Campaign Log.

If the Crimson Butterfly lifted the curse of the Yuki-onna,  
proceed to **The Queen's Blessing**.  
Otherwise, skip to **The Queen's End**.

**The Queen's Blessing:** "I will provide you with whatever assistance I am able, when the times comes," the Queen's soft voice continues as you peer into the darkness beyond the campsite. You feel bolder somehow, bolstered by her words...

④ One investigator must add the Queen Kaoru (*First of the Nightfallen*) story asset to their decks. This does not count against their deck limit.

If Yuki Yagami is one of the investigators in the campaign,  
skip directly to **The Queen And I**.  
Otherwise, proceed to **The Queen's End**.

**The Queen's End:** When you look back, the woman is gone, along whatever further assistance she might have been able to offer you... including any insight regarding the nature of the mysterious Crimson Butterfly. The twinkling of chimes echoes behind you as you turn your attention to the sprawling innards of the fortress ahead...

④ Each investigator gains 2 additional experience as their insight into the mythos deepens. Investigators may now spend their experience.

Skip directly to **Scenario 7: The Molten Armory**.

## DO NOT READ UNLESS INSTRUCTED The Queen And I

Only the investigator playing Yuki Yagami may read this section, in secret:

As *The Lunar Queen* speaks, you feel yourself drawn to her, and by the time she finishes her tale, you are standing before her, unsure what to say, but certain that she has something that you need. Wordlessly, the Queen smiles at you before producing a curio concealed within the folds of her robe. She holds it in her hands before you and you examine the strange relic; it appears to be an icy orb containing a still beating heart. You cannot imagine what it is for, but you can sense its immense power. As you gaze into the frozen talisman, a voice enters your mind; it is soft and smooth and strangely comforting despite the circumstances. You feel as though you faintly recognize it, like half-remembered dream or a memory from your distant past... "Do you recognize it, child? You are indeed of my blood and their rituals were not powerful enough to strip you of your birthright. The Stewards of August bred many shrine maidens through out the ages. They are long gone now, but blood is thicker than even ice, it seems. The goddess's strength flows through our veins; it is by her grace that Moloch was kept at bay for so long, and such a boon is due an equivalent sacrifice. When the pantheon fell and Onigawa came under siege, I made such a sacrifice in order to save my people, though I could not begin calculate the true cost. Moloch held up his end of the bargain; The War Eternal still rages down there, as you have seen. The battle for Onigawa has not been lost, though I wish now that it had. In exchange for this 'boon', he turned me into something profane, something even the Guardians could never forgive: the Yuki-onna, devourer of men... The first vampyr. I cannot be destroyed while the heart still beats, I can only feed its endless hunger. But I may pass its power to another of the bloodline, if you wish to release me from this torment..." You alone must decide (without conferring with the other investigators):

♦ Accept the Yuki-onna's offer. Proceed to **Bloodlines**.

♦ Decline the Yuki-onna's offer. Proceed to **Heartless**.

## Bloodlines

**Only the investigator playing Yuki Yagami may read this section, in secret:**

*While she speaks, a sadness forms in Kaoru's eyes you cannot begin to measure. Your sympathies for this noble creature overwhelm you, and you instinctively reach out with your hands and place them upon the frozen talisman. "I have lived this way for so long..." The tenor of Lunar Queen's voice grows uneven in your mind; it is clear she did not expect you to make this choice. "Perhaps you will bear this burden more nobly than I could. Thank you, my child..." Her hands withdraw from the orb and she steps back as its imbues you with its unholy power. You shiver as both the orb and The Lunar Queen vanish into nothingness before your very eyes, and you feel a dark power take root in your breast... "I shall always be with you...."*

You must add the set aside Icebound Fetish (*Blessing of The Lunar Queen*) story asset to your deck. It does not count against your deck limit. Your investigator's Deckbuilding Requirements permanently gains "Icebound Fetish".

Proceed to **Trust Company**.

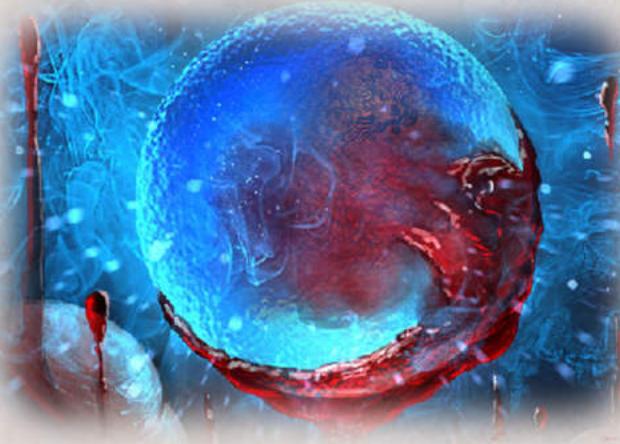
## Heartless

**Only the investigator playing Yuki Yagami may read this section, in secret:**

*Blood may be thick, but blood magic is thicker... You feel as though the snow witch means well, but your faith is your shield and you need no strength other than your own. You reach out and grasp The Lunar Queen's delicate hands, folding them over the frozen talisman. Her cold flesh stings like nettles at first, but quickly thaws at your warmth. You close your eyes and offer a prayer to the Guardians, and when you open them again and unfold your hands, the beating organ inside the orb has vanished. The Lunar Queen looks stunned for a moment and then vanishes into nothingness, her grateful voice echoing still in your mind... "You... Could it truly be? The Goddess reborn...?"*

You may heal 1 physical or mental trauma.

Proceed to **Trust Company**.



## Trust Company

**Only the investigator playing Yuki Yagami may read this section, in secret:**

*You take a deep breath as a deluge of insights race to the forefront of your mind. A flood gate of memories has opened, and, for just a moment, you remember everything. You are from this place, born and bred to be a shrine maiden of Onigawa. The Stewards of August meant to sacrifice you to this dark power, to stave off Moloch's encroachment, but in so doing would only have hastened his coming. But your sacred blood protected you from their corrupted rituals, and they could not profane your body the way they had the others. The spell went haywire, casting you across time and space, and when you woke up, you were in Minakami, boarding a train... You glance back to your companions, who watch you warily. Would they understand? How could they...?*

You alone must decide (without conferring with the other investigators):

❖ Conceal the secret of your heritage from your allies.

Proceed to **Keep It Secret**.

❖ Share the secret of your heritage with your allies.

Proceed to **Keep It Safe**.

## Keep It Secret

**The lead investigator must read this section aloud:**

You watch in stunned silence as The Lunar Queen stares down your ally. The pair never exchange words, but you see her offer Yuki something before she disappears. When your companion returns, she seems lost for words and unable to communicate whatever has just transpired, but you notice her eyes burn with a fierce determination. You feel like it would best not to question her about it; there are more pressing concerns at hand...

- Ⓐ In the Campaign Log, record: Yuki Yagami's resolve has been bolstered.
- Ⓑ The investigator playing Yuki Yagami earns 2 additional experience as their insight into the mythos deepens. Investigators may now spend their experience.

Proceed to Scenario 7: The Molten Armory.

## Keep It Safe

**The lead investigator must read this section aloud:**

You watch in stunned silence as The Lunar Queen stares down your ally. The pair never exchange words, but you see her offer Yuki something before she disappears. When your companion returns to you, you immediately notice an improvement in her demeanor, as if a weight has been lifted from her shoulders. She somberly confides in you that The Lunar Queen spoke to her of Yuki's true heritage: Yuki is not from Arkham, nor even Minakami as you had suspected. She was once a shrine maiden of Onigawa, raised under the yoke of the Stewards of August to be sacrificed to their gods, just as the Lunar Queen once was. Somehow, the power of her sacred bloodline protected her from the final dark ritual and cast her out into your world, at the cost of her memories. The Lunar Queen is a distant ancestor of hers who naively made a pact with Moloch to save her homeland from invaders, but paid a terrible price... which Yuki has now apparently relieved her of. But at what cost...?

- Ⓐ In the Campaign Log, record: Yuki Yagami's resolve has been bolstered.
- Ⓑ Each investigator earns 1 additional experience as their insight into the mythos deepens. Investigators may now spend their experience.

Proceed to Scenario 7: The Molten Armory.



## Scenario 7: The Molten Armory

**Intro 1:** The temperature continues to climb as you venture deeper into the fortress, and it isn't long until you understand why; the twisty passageway you followed from the entrance hall causes you to eventually emerge into a rocky alcove. Smoke stings at your eyes as you round the final bend, and rivers of magma begin to lap up against the sides of the dirt path that leads you deeper into the bowels of this curious place. You see no throne, no servants quarters, no high table for feasting, but it isn't until you glance up, and see the blood red moon above you, framed perfectly by the edges of the caldera, that you realize the truth: you are inside Mount Kokoro. From the edge of the cleft, your vantage afford you a full view of the roiling innards of the volcano. Scattered across a smattering of wooden walkways that connect the narrow islands emerging from the massive pool of lava below, smithing anvils, furnaces, and various other tools can be seen suggesting this place, at least at some point in time, acted as a large foundry. Was this place meant to forge armaments utilized by Onigawa's fighting force? Or was something greater built here?

If Carmen Carlyle is one of the investigators in the campaign, proceed to **Interlude XV: A Hot Mess.**  
Otherwise, skip directly to **Intro 2.**

### DO NOT READ UNLESS INSTRUCTED Interlude XV: A Hot Mess

You notice Carmen staring intently into one of the pools of molten rock. You thought about saying something to her when she stopped to take a very leisurely dip in the hot springs earlier, but now it's far too late for your words to reach her. Carmen's face awkwardly contorts into a shape you've never seen it take before, and it takes you a few moments to realize what is happening: she's smiling. For some reason, this sight seriously unsettles you. You look away anxiously when you realize her skin is starting to smolder beneath her clothes...

The investigator playing as Carmen Carlyle starts this scenario with 2 supplies on The Fire Inside. Each other investigator starts this scenario with 1 additional horror assigned to their investigator.

Proceed to **Intro 2.**



**Intro 2:** Suspended above the vast molten pool by a series of enormous soot-covered chains and platforms, an enormous suit of armor seemingly built into the caldera looms over you, and near the bottom of the pit, a series of granite walkways converge on a small platform containing an oversized anvil...

Check the Campaign Log.  
If Mayu is searching for Miyu alone, proceed to **Intro 3.**  
Otherwise, skip directly to **Intro 4.**

**Intro 3:** The complex inside Mount Kokoro is sprawling and multi-tiered, but you can see no signs of Mayu from where you are currently situated. Still, if she came this way, she must be around here somewhere, unless... Well, you'd prefer not to think about it...

(?) The investigator with the *Mayu Tachibana (The Elder Twin)* story asset in their deck must exile it from their deck.

Proceed to **Intro 4.**

**Intro 4:** Beads of sweat begin to form at your brow. The geothermal energy produced by Mount Kokoro is staggering; dehydration is a serious concern, here. You'd better find a way out... fast.

Proceed to **Setup.**

## Setup

- ② Gather all cards from the following encounter sets: *The Molten Armory*, *Fiery Fate*, *Astral Armaments*, *Lunar Lunacy*, and *Memories of Mayu*. These sets are indicated by the following icons:



- ③ Set the *Fiery Fate*, *Astral Armaments*, and *Memories of Mayu* encounter sets aside, out of play.
- ④ Put Ashen Alcove and all remaining *Depths* locations into play, unrevealed. Investigators begin play at Ashen Alcove.
- ⑤ Shuffle the remaining encounter cards to form the starting encounter deck.

## Standalone Mode

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

- ⑥ Setup the chaos bag with the following tokens:  
0, 0, -1, -1, -2, -2, -3, -4, -5, ♠, ♦, ♣, ♤, ♦, ♠
- ⑦ *Mayu was slain in The Hidden Village.*
- ⑧ Gather the *Guardians of Minakami* encounter set. Each investigator must randomly add 1 of the included *Aspect* cards to their deck for the duration of this scenario.

## DO NOT READ UNLESS INSTRUCTED

### Interlude XVI: Infernal Vocation

*Your sweltering hike through the volcano is interrupted when you hear a shriek somewhere below you. You glance over the edge of the walkway... and see Mayu, desperately clinging to the edge of a cliff while she dangles precariously over a pool of lava. At first, you simply blink; this must be some sort of heatstroke-induced hallucination. But then a look of sheer terror strains her face as her eyes find yours and your heart begins to pound...*

Proceed to **Slipping Away**.

## DO NOT READ UNLESS INSTRUCTED

### Slipping Away

The investigators must decide (*choose one*):

- ◆ Attempt to rescue Mayu, despite the obvious risks.

Proceed to **In The Hot Seat**.

- ◆ The heat is playing tricks on your mind; just look away.

Proceed to **Snuffed Out**.

### In The Hot Seat

- ⑨ The lead investigator must choose one investigator to test ♦ (4) (*as a fast action*). All other investigators may commit 1 card to this test, regardless of their current location. The results of this test cannot be canceled by player card effects (*nor can its failure be negated or reattempted*.)

If you fail, proceed to **Snuffed Out**.

Otherwise, skip directly to **Blaze Of Glory**.

### Snuffed Out

*There's nothing you can do but look away as Mayu's fingertips slip from the crumbling rock. You hear another scream below you growing distant... and then a splash... and then nothing but the crackling of the roiling lava all around you. Suddenly, the ground begins to shake, and a shadow within the molten pool begins to rise to the surface...*

- ⑩ In the Campaign Log, record: *Mayu fell to her death in Mount Kokoro.*

- ⑪ Each investigator must add one of the remaining set aside *Memories of Mayu* story weaknesses to their deck, if able. It does not count against their deck limit.

- ⑫ Spawn the set aside Infernal Forgemistress enemy at the Drainage Sluice location and exhaust it.

## DO NOT READ UNLESS INSTRUCTED

### Blaze of Glory

Just as Mayu slender fingers slip from the crumbling rock... you're there, with an outstretched arm and a firm grasp on her delicate wrist. Against all odds, you were able to clamber down the nearby cliff face and race to Mayu's aid without a moment to spare. You swiftly hoist her back up onto solid ground and she collapses into your arms, clearly exhausted from her ordeal. You remain there for a long while while she sobs gently into your shoulder...

- ⌚ In the Campaign Log, record: *The investigators averted Mayu's fiery fate.*
- ⌚ Each investigator may heal 1 mental trauma.
- ⌚ Each investigator gains 2 additional experience.

## DO NOT READ

### until the end of the scenario

**If no resolution was reached because each investigator was defeated:** The spirit may be willing but flesh is weak, and the intense heat of the volcano proves too much for you to contend with. You collapse into the dirt, drenched in sweat and soot, as your mind swims in and out of consciousness. Images flash in your memory of a warrior in charred armor dragging your body across the ground, a flaming portal, and a stygian spire in the sky. You regain consciousness somewhere on the other side of the portal, at the base of a stone staircase which stretches on for what feels like infinity...

- ⌚ In the Campaign Log, record: *The investigators were abducted inside Mount Kokoro.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ⌚ Proceed to Scenario 8: Perdition's Throne.

**Resolution 1:** With the foundry out of commission and the flaming barrier guarding the gate banished, you are allowed free passage to the upper caldera. A seemingly endless staircase leads you skyward, towards the summit of Mount Kokoro, where a stygian spire and its cruel master doubtlessly await you... along with a lost little girl.

- ⌚ In the Campaign Log, record: *The investigators sabotaged the foundry.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ⌚ Each investigator earns two additional experience as their insight into the mythos deepens.
- ⌚ Proceed to Scenario 8: Perdition's Throne.

**Resolution 2:** A basin of water cools your new weapons to the touch, but tiny flames continue to dance along the edge of the blades, even after you've retrieved them. Confidently, you approach the flaming portal near the apex of the volcano. You slide your handiwork into the flame, cutting through the barrier like it was nothing. Beyond the mouth of the portal, a grand staircase spirals skyward, towards the mountain's peak, where a stygian spire, its cruel master, and a lost little girl, both eagerly await your arrival...

- ⌚ In the Campaign Log, record: *The investigators used the Anvil of Creation to forge new armaments.*
- ⌚ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ⌚ Each investigator earns two additional experience as their insight into the mythos deepens.
- ⌚ One investigator must add both the Tsurugi's Might (*Cleaver of Dusk*) and Midori's Cunning (*Sword of the Morning*) story assets included in the Astral Armaments encounter set to their deck. These do not count against their deck limit.
- ⌚ Proceed to Scenario 8: Perdition's Throne.



## Scenario 8: Perdition's Throne

**Intro 1:** As you ascend the staircase, your mind begins to wander...

Check the Campaign Log.

If the investigators made a promise to Mayu,  
proceed to **Oathkeeper**.

If Mayu is searching for Miyu alone,  
and the investigators averted Mayu's fiery fate,  
skip directly to **Until The End**.

If Mayu was slain in The Hidden Village  
or Mayu fell to her death in Mount Kororo,  
skip directly to **Setting Things Right**.

Otherwise, skip directly to **Empty Handed**.

**Oathkeeper:** It seems like a lifetime ago you made that promise to Mayu back in the village that you would find her sister and bring her home safely; if you had known what exactly making that promise would entail, you probably wouldn't have done it, but lately, for reasons you can't fully articulate, it has become increasingly important to you that people do the things they say they are going to do. So, here you are – wherever and whenever here is – blindly marching towards an end you cannot begin to even fathom. No one will ever believe you if you try to recount the details of this 'vacation' of yours. How could they? Nobody else has seen what you have seen. Nobody except a young girl named Miyu. She's close now... and you're going to bring her home.

(C) In the Campaign Log, record: The investigators reached Perdition's Throne alone.

Skip directly to **Intro 2**.

**Setting Things Right:** You replayed the events over and over in your mind, trying to imagine if there was any other way things could have played out, but the reality remains unchanged: Mayu is gone, and there's nothing you can do about it. There's only one person you can help now... a young girl named Miyu. She's close now. You can feel it. And you're going to bring her home. Whatever it takes...

(C) In the Campaign Log, record: The investigators reached Perdition's Throne alone.

Skip directly to **Intro 2**.

**Empty Handed:** When on the verge of finding one twin, you lost the other. It figures; you should have sent Mayu back through the portal when you had the chance, but you suspect it won't matter, in the end. She must have made it through, right? You were both bound for the same place, aimed at the same goal: get Miyu back, whatever it takes...

(C) In the Campaign Log, record: The investigators reached Perdition's Throne alone.

Skip directly to **Intro 2**.

**Until The End:** Behind you, you can sense Mayu struggling to keep up with your long steps as you climb the staircase together. Considering what she's been through, you're surprised she's even standing. But then again, if someone you loved was taken from you, who knows what you might be capable of? You slow your pace, allowing Mayu to catch up to your side. She looks up at you expectantly with glassy eyes and ruddy cheeks... "Everything's going to be alright," you say, as much to yourself as to the small girl who has followed you all this way, "You're doing a great job... We're going to get your sister back, together."

"I know," Mayu softly replies, wiping the tears forming at the corners of her eyes with the tattered edge of her sleeve before continuing, "I'm sorry I ran away..." You aren't mad; you understand why she did it. In her shoes, you probably would have done the same thing. That sort of reckless, pig-headed stubbornness has gotten you far in life. It got you here, in fact. As you continue walking, somewhere along the way, Mayu's delicate hand finds yours and slides into your palm, and you wrap your fist around her warm fingers and give them a gentle squeeze. Mayu's breath steadies, bolstered by your support. She may have only just met you, but she knows she can trust you with anything...

(C) In the Campaign Log, cross out *Mayu is searching for Miyu alone* and instead record: *Mayu is with you until the very end*.

Proceed to **Intro 2**.

**Intro 2:** At last, the staircase emerges into a paved landing at the edge of a small temple protruding from the mountain's cavernous depths, and the snow-capped peak of Mount Kokoro comes back into view, though now much larger in your field of view than when you last spied it. Its jagged edge, like an ice-tipped spear, carves an arrowhead shadow into the sky where it occludes the bloody moon. Near the summit, a tall spire looms, casting its own shadow over the platform that conceals the shrine built at its base.

Inside the cathedral, a shapeless red light hovers in the air just above the shrine's altar, its spectral essence softly bleeding into the light of the moon, and behind it, a tall man, dressed in priestly garb, stands alone. He doesn't seem to notice or acknowledge you, and merely stands with his hooded head bowed and hands clasped, as if deep in prayer. You think you recognize the colors and symbols on his robes as those of the Stewards of August; the religious order who you've pieced together once called Mount Kokoro their home.

You open your mouth to call to the priest but the words catch in your throat as a sharp pain pierces your guts. Something is wrong; it feels like something is ripping itself from your very soul. But as quickly as it began, the pain subsides, and for a moment you are left comfortably numb. A mote of light ejects from your breast and dances skyward, racing towards the bloody moon with reckless abandon. As you watch it grow smaller and smaller, you're reminded of Kanon's 'ascension' in the blizzard... and it is only then that you realize aching cavity in your chest is due to the absence of something very precious, something you had foolishly taken for granted all this time...

The hollow, sunken chasm in your being is where the blessing had resided, the one you had received back in the forest grotto outside Minakami Village what feels like a lifetime ago. You hadn't really believed in fate or destiny then... but the circumstances surrounding Takeshi's death left you desperate, so you took a chance. Who could blame you? A leap of faith... and the Guardians have watched over you ever since. How else could you have made this far and done all the things that you have done?

But now, that light has gone out, the ink is dry, and the Guardians of Onigawa and their divine pantheon are nothing but a vanishing memory...

© Each investigator must exile each **Aspect** story asset from their deck.

Proceed to **Intro 3**.

**Intro 3:** "Congratulations are in order," the priest finally says, "I never would have expected you to make it this far, outsider. Your persistence is admirable. But it is of no consequence..." Thunderclaps over head, interrupting the priest's speech. You look up in time to see the surface of the bloody moon roil, as if it was a turbulent sea. The red bleeds from each corner of the moon's face, coalescing into a small crescent in the center of the sphere, and when the tempest settles, a runic shape emerges from the moon's surface, like calligraphy brush strokes painted upon a grey brick... You don't have time to consider the symbol's significance, because the sounds of thunder resume and a bolt of imprisoned lighting bursts from the surface of the moon, striking the cathedral's spire. The ground around you explodes, and you are thrown from your feet during the ensuing tremor. The sounds of upheaved earth deafen you as you cling to your patch of dirt for dear life. When you open your eyes, the cathedral and even the icy summit of Mount Kokoro itself have been shattered by the cataclysm, and now, tiny islands hang in the air all around you, orbiting the deep wound in the mountain and held aloft, you can only guess, by some combination of occult magic and the moon's gravitational forces. The cathedral's spire has collapsed and the building itself has been cleaved into two independent pieces, but the island containing the rear half crosses into your field of view: a crimson barrier now surrounds it, likely erected by the priest to defend himself when the cataclysm struck, but when you catch a glimpse of the altar in front of him, you smile. Part of you always knew you would reach this place, but it does feel good to finally have some material evidence supporting your intuitions. It feels good to be right. It feels good to see Miyu... but she is not alone. The priest continues his sermon, gesturing to the young girl's body that is bound to his altar and which remains exasperatingly inaccessible to you, close though she may be.

"...As you can see, you are too late to save the child. My master has waited a very, very long time for this day; the Guardians feared his power, but their vaunted covenant with the barbarians of his realm could only ever hope to delay his inevitable coming. Now, they have all fallen before him, one by one, and at long last, his machinations reach fruition... This bloody sacrifice fuels the engine of his resurrection. He will once again walk among us and he shall have his revenge against your world, in full measure, for all of time!" Miyu's body becomes wracked with pain as the priest resumes channeling his profane ritual in short order. You know she can't hold on for much longer, so you take a deep breath to steady your nerves...

Check the Campaign Log.  
If the Crimson Butterfly lifted the curse of the Yuki-onna,  
proceed to **Nightfall**.  
Otherwise, skip directly to **Stranger Tides**.

**Nightfall:** Soft chimes sound and a chilly gale kicks up behind you. A smile turns up the corner of your lips when you feel a presence at your back and the wind whispering in your ear in an ancient tongue... "Night falls... but I am with you."

The investigator who added the Queen Kaoru (*First of the Nightfallen*) story asset to their deck may start this scenario with that asset in play.

Proceed to **Stranger Tides**.

**Stranger Tides:** The sounds of roiling surf draw your attention to the large pool on one of the broken islands...

Check the Campaign Log.

If the investigators encountered *The Koi Princess*,

proceed to **Her Royal Majesty**.

Otherwise, skip to **Fallen From Grace**.

**Her Royal Majesty:** A geyser spouts from the center of the pool and a shadow emerges from the mists. You watch a scaly creature glide across the surface of the water, unsure if friend or foe. There is something about her that seems familiar, but you don't recognize her until her brow furrows and she meets your gaze with a solemn nod; as if on cue, a school of beautiful painted fish begin to leap out of the water around her feet, splashing in the melodic tempo of a warcry. It seems the girl you encountered on the river was no ordinary girl after all...

(C) In the Campaign Log, cross off the investigators encountered *The Koi Princess*, and instead record: *The Koi Princess is at your side*.

Skip directly to **Fiery Finale**.

**Fallen From Grace:** A geyser emerges from the center of the pool and a shadow emerges from the mists. A tall man with reptilian eyes strides across the surface of the water, regarding you warily. In his arms, he carries the pale body of a young woman draped in a white sheet that is flecked with orange. She does not stir, even as a legion of painted fish begin to splash in the water around them. You watch in amazement as a crimson butterfly emerges from the girl's breast, and soars towards the altar. When it reaches the priest, it fades into nothingness, apparently empowering the ritual... Is this a fallen guardian, you wonder, or merely an opportunistic interloper? You suspect you won't have the opportunity to find out...

(C) In the Campaign Log, record: *The Koi Emperor is set against you*.

Proceed to **Fiery Finale**.

**Fiery Finale:** You nearly lose your footing as a tremor passes through the broken shore; Mount Kokoro is shuddering beneath your feet...

Check the Campaign Log.

If the investigators sabotaged the foundry,  
skip directly to **Endgame**.

Otherwise, proceed to **The Contingency**.

**The Contingency:** You glance back one last time, surveying the landscape. Somewhere below you, Onigawa ceaselessly burns through the black night. Beyond its walls, a phantom ferryman guides his barge through the black waters of the river, and his dark business is faintly visible from a balcony at the apex of a hilltop manor, where a ghostly maiden yearns for a lover too much to let go of a life long since expired... One thing is clear: whatever this place once was, whatever splendor it may once have bore, this is a realm of darkness, now. The Guardians are all gone, and perhaps mortal beings were always unworthy of them. There's an emptiness inside you, now, where the aspect that guided you once dwelled, but in that hollow a spark yet remains, and it assures you: vanquished though they may be, the Guardians were not fools... Instinctively, your hand finds one of the blades you forged in Mount Kokoro. Moonlight shines down upon its edge, bathing it in a purifying light. For a moment, you think you can almost sense something dwelling within it... Something angry... Something powerful.

(C) The investigator who added the Tsurugi's Might and Midori's Cunning story assets to their deck must also add *The Pantheon's Contingency (A Light In The Darkness)* story asset from the *Astral Armaments* encounter set to their deck. Do not look at the reverse side of this card until you are instructed. This does not count against their deck limit. This investigator may also start this scenario with either Tsurugi's Might or Midori's Cunning in play.

Proceed to **Endgame**.

**Endgame:** Another quake sets you on the backfoot; your interference in the foundry's 'normal' operations, in concert with the recent cataclysm, have obviously destabilized the volcano. You can only hope this act will pay dividends in the battle to come. For now, you have made what preparations can be made. It all comes down to this...

(C) In the Campaign Log, record: *Mount Kokoro has become unstable*.

If Yuki Yagami is one of the investigators in this campaign, proceed to **Interlude XVIII: The Goddess Reborn**.

Otherwise, skip directly to **Setup**.

## DO NOT READ UNLESS INSTRUCTED

### Interlude XVIII: The Goddess Reborn

A soft serenity wraps itself around your mind like a blanket; you know the guardians have not abandoned you. A bright light shines from within you, blanketing you in a warm radiance, and when it has gone, you are changed; here, in this place, you have become what you were meant to be. All that power... This is what it was always meant for. This is what **you** are meant for...

The investigator playing Yuki Yagami starts this scenario with Apotheosis (*Living Sainthood*) in play.

Proceed to **Setup**.

## Setup

- ① Gather all cards from the following encounter sets: *Perdition's Throne*, *The Black Harvest*, *Forged In Flames*, *Sunken Kingdom*, *Cruel Corvids*, and *Memories of Miyu*. These sets are indicated by the following icons:



- ② Set the *Forged In Flames*, *Sunken Kingdom*, and *Memories of Miyu* encounter sets aside, out of play.
- ③ Put The Broken Shelf, Torii Gate, The Drowning Pool, Terramorphic Domain, Worldskein Aperture, Sundered Cathedral, and Profane Altar locations into play, unrevealed.
- ♦ The lead investigator begins play at The Broken Shelf.
  - Each other investigator must choose a different **Shattered** location to begin play at.
- ④ Shuffle *The Black Harvest* encounter set and put it into play face down as a separate sacrifice deck, attached to the scenario card. Then, one at a time, reveal the top 1 **•** cards of the sacrifice deck and add them to the sacrifice display (*in the order they were revealed*).
- ⑤ Put The Shepherd Of The Black Harvest enemy and the Miyu Tachibana (*Lost And Found*) enemy into play at the Profane Altar location.

- ⑥ Check the Campaign Log and make the following adjustments:

- ♦ If *The Koi Emperor* is set against you, put the set aside The Koi Emperor (*Once-And-Future King*) enemy into play at The Drowning Pool, shuffle the set aside The Koi Princess (*Watery Grave*) enemy into the sacrifice deck, and remove the set aside The Koi Princess (*Dowager of Lost Hope*) story asset from the game.
- ♦ If *The Koi Princess* is at your side, put the set aside The Koi Princess (*Dowager of Lost Hope*) story asset into play at The Drowning Pool, shuffle the set aside The Koi Emperor (*Once-And-Future King*) enemy into the sacrifice deck, and remove The Koi Princess (*Watery Grave*) story asset from the game.
- ♦ If the investigators reached *Perdition's Throne* alone, add 1 **•** token to the chaos bag and remove the Miyu Tachibana (*Deputy Investigator*) story asset from the game.
- ♦ If Miyu is with you until the very end, add 1 ♦ token to the chaos bag and put the Miyu Tachibana (*Deputy Investigator*) story asset into play at the Torii Gate location.

- ⑦ Shuffle the remaining encounter cards to form the starting encounter deck.

## The Sacrifice Display

This scenario introduces a new game zone called the sacrifice display. Face up cards in the sacrifice display are considered to be in play and may have tokens placed on them by scenario card effects, but are not considered to be at any location and cannot be interacted with by investigators, except via effects printed on scenario cards that specifically instruct you to do so. There should always be 1 **•** cards in the sacrifice display. If a card is ever removed from the sacrifice display (*usually by a scenario card effect*), move the remaining cards forward, until the 'oldest' revealed card occupies the first position in the sacrifice display. (*This position may be referred to as the 'current sacrifice.'*) Then, one at a time, reveal the top card of the sacrifice deck and add it to the end of sacrifice display. Repeat this process until there are 1 **•** cards in the sacrifice display.

## The Sacrifice Deck

This scenario contains a separate encounter deck, the sacrifice deck, which contains encounter cards with the keyword: **Sacrifice**.

If you are instructed by a game effect to *perform a Sacrifice*, the lead investigator must resolve the **Sacrifice** effect printed on the current sacrifice (*the left-most card in the sacrifice display*), and then place that card in a separate sacrifice deck discard pile. If performing a Sacrifice would reduce the amount of cards in the sacrifice display below 1 , reveal the top card of the sacrifice deck and add it to the end of sacrifice display. Repeat this process until there are 1  cards in the sacrifice display.

## Do It For Her

You are now ready to begin the final scenario of the campaign.

Good luck!



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

**If no resolution was reached because each investigator was defeated:** Read **Resolution 4**.

**Resolution 1:** Check the Campaign Guide, then proceed to the relevant section below:

(C) If *Mayu is searching for Miyu alone* or *Mayu is with you until the very end*, skip immediately to **Epilogue V: The Keepers of the Covenant**.

(C) If the investigators made a promise to Mayu, skip immediately to **Epilogue IV: Gemini Rising**.

(C) Otherwise, skip immediately to **Epilogue III: The Crimson Butterfly**.

**Resolution 2:** Check the Campaign Guide, then proceed to the relevant section below:

(C) If the investigators made a promise to Mayu or *Mayu is with you until the very end*, skip immediately to **Epilogue IV: Gemini Rising**.

(C) Otherwise, skip immediately to **Epilogue III: The Crimson Butterfly**.

**Resolution 3:** Check the Campaign Guide, then proceed to the relevant section below:

(C) If the investigators made a promise to Mayu or *Mayu is with you until the very end*, skip immediately to **Epilogue II: Promises Broken**.

(C) Otherwise, skip immediately to **Epilogue I: The Ghosts of Onigawa**.

**Resolution 4:**

(C) Proceed to **Epilogue I: The Ghosts of Onigawa**.

## Epilogue I: The Ghosts Of Onigawa

You awaken with a start. As the muffled grinding of wheels on steel track lulls you back to reality, you watch, dumbly, as the pastoral countryside slides by your window. The scene is lit by an orange moon (which you find to be perfectly normal-sized) hanging in the sky.

Your temple throbs; you've had nightmares before, but this... This was something else entirely. You wipe the sweat from your brow; maybe you're in much more dire need of this vacation than you first thought...

The passenger car enters a fog bank and the image outside your window turns flat and grey. It is then that you notice that the passenger cabin you're occupying – besides your luggage and your person – is completely empty. You attempt to steady your own nerves with some token reassurance; perhaps the other passengers already disembarked while you slept, you think. Perhaps you simply missed your stop....

When the train eventually emerges from the foggy nimbus, your view does not return to natural moonlit splendor, as you had expected. Now, the image on the other side of the glass is murky and distorted, as if being viewed from underwater, and you notice your window is now covered in dark smears of some unknown substance. As always, your curiosity gets the better of you, and you run your finger through one of the smudges, rolling the material around in your fingertips to get a better sense of it, but you can't quite place it. Wax?

When you look back to the window, the smudges you saw are gone. Or rather, they've coalesced, somehow drawing together to take on some new shape. You recognize it immediately, and draw back in fright.

A second handprint, then a third, and a fourth appear, in a jagged vector across the surface of the glass. You stumble out into the aisle of the passenger car, tripping on the edges of your own luggage concealed beneath your seat.

When you rise from the floor, it is not of your own will. Your legs kick at the air while you struggle against the phantom tightness lifting you up by your throat. The last thing you see are a series of inky apparitions appearing in the grass outside your window...

- ➊ In the Campaign Log, record: *The ghost of Onigawa has been unleashed upon our world.*
- ➋ Each investigator is driven **insane**.
- ➌ The investigators lose the campaign.

## Epilogue II: Promises Broken

When you awake, you are immediately overcome with the sensation of drowning. In a primal panic, you desperately kick and flail, clawing yourself towards the dim light overhead until at last you break the surface and begin to cough up mouthfuls of pond scum. It's not until you manage pull yourself out of the water and onto solid ground that you realize you are in the forest outside Minakami, by the reflecting pool in the grotto. You glance at the shrines and immediately notice that the one which received your offering has crumbled into dust. In a daze, you wander out of the grotto just in time to see the torii gate in the heart of the forest, the one which had started you on your journey to Onigawa, collapse into a heap of splinters and rotten wood; never again shall it's portal draw innocent people to that accursed place. You suspect you have Miyu to thank for that... You glance the other way, toward the forest threshold, and, to your surprise, Mayu is there, an anticipatory look of surprise, dread, and hope is etched across her soft features. There are no words, so you shake your head sadly and look away. You can't bear to see her reaction to the knowledge that her precious sister is gone forever, but the sound of Mayu's knees hitting the earth pierces the tranquil grotto. She trusted you...and you failed her; you know you will never forget her anguished cries for as long as you live. You decide the kind thing to do would be to take Mayu with you back to Arkham; there's nothing for her here but bad memories. She does well in school, though her teachers often complain that she is too talkative in class. She's 'too old' to have an imaginary friend, they say. You know can't make them understand what Mayu has been through, so you decide to just let it go. She probably just needs more time...

- ④ In the Campaign Log, record: *The gate to Onigawa was sealed.*
- ④ Each investigator must add 1 copy of the *Memories of Miyu* story weakness included in the *Memories of Miyu* encounter set to their deck. This does not count against their deck limit.
- ④ Each investigator earns 10 additional experience for surviving their encounters with the ghosts of Onigawa.
- ④ In the Campaign Log, record: *You brought Mayu to Arkham.*
- ④ One investigator may add the *Mayu Tachibana (The Elder Twin)* story asset included with the *Memories of Miyu* encounter set to their deck. This does not count against their deck limit.
- ④ The investigators win the campaign...or do they?





## Epilogue III: The Crimson Butterfly

After passing through that starry expanse for what feels like forever, you at last emerge in the heart of the forest outside of Minakami Village. It's been so long since you've seen daylight that it takes a moment for your eyes to adjust to the midday light. Behind you, a groaning creak, like falling timber, sounds, and you instinctively throw yourself, and the tiny girl accompanying you, to the ground, shielding her with your torso just as the torii gate behind you collapses into a pile of splinters and rotten wood. Never again shall its portal draw innocent people to that accursed place; you suspect you have the guardians to thank for that... As you help Miyu to her feet, you notice the red runes on forearms glowing faintly. "Who are you...?" she asks, in a daze, "Where is Mayu...?" A lump forms in your throat; at first, all you can think to tell Miyu is that her sister loved her... very, **very** much. You end up sitting with Miyu in the forest for what feels like hours while you attempt to explain everything that's happened since you arrived in Minakami. Miyu seems credulous of the tale, largely unfazed by it... at least, until you mention Mayu. "But she promised..." Miyu's shaky voice interrupts, "Mayu promised we'd be together forever..." The two of you return to Minakami in silence. Torrential rainfall pouring down upon the hamlet masks your return, and when you awaken the next day, Miyu is gone. You decide to visit Takeshi's grave one last time, since you will almost certainly never elect to return to this place once you've departed. The rain makes muddy work of your hike back to the lonely cairn, and, in the end, there was less to say to your friend than you thought there might be. As you return to the beaten path, you catch a glimpse of something through the rain. Your knees give out when you realize it's Miyu's cold body dangling from a tree branch, suspended by a length of fraying rope. After all you went through... how could she? Despondent and drenched, you linger there just long enough to witness a familiar red light emerging from Miyu's breast...

- ➊ In the Campaign Log, record: *The gate to Onigawa was sealed.*
- ➋ Each investigator earns 10 additional experience for surviving their encounters with the ghosts of Onigawa.
- ➌ Each investigator must add 1 copy of the Memories of Miyu story weakness included in the *Memories of Miyu* encounter set to their deck. This does not count against their deck limit.
- ➍ The investigators win the campaign... or do they?

## Epilogue IV: Gemini Rising

After passing through that starry expanse for what feels like forever, you at last emerge in the heart of the forest outside of Minakami Village. It's been so long since you've seen daylight that it takes a moment for your eyes to adjust to the midday light. You become aware of delicate fingers gripping each of your hands; Mayu clings desperately to one arm, and Miyu barely manages to hold onto the other. You notice the red runes marking Miyu's forearms have vanished; all told, the twins seem no worse for wear... Behind you, a groaning creak, like falling timber, sounds, and you instinctively push the girls to the ground, shielding them with your torso just as the torii gate behind you collapses into a pile of splinters and rotten wood. Never again shall its portal draw innocent people to that accursed place; you suspect you have the guardians to thank for that... Together, the three of you return to Minakami Village. You offer to bring them with you back to Arkham, but the twins decline; they've decided to remain in Minakami together, to tend the forest and rebuild its shrines, and, hopefully, make sure no one else ever has to go through what they did. You admire their courage, and decide to leave the Camera Obscura in their care... just in case.

While you pack your things and prepare to depart Takeshi's residence, the twins implore you to visit whenever you can, promising to cook for you and to show you around the nearby hot springs. Their offer is sweet, but you doubt you will ever take them upon it. Then again, someone has to watch out for these girls... The next day, Miyu and Mayu escort you back to the station and bid you a teary and thankful farewell. As you board the train, Mayu plants a chaste kiss upon your cheek. When the train departs the station, the twins race along side it, waving and shouting their goodbyes. You watch them fondly until they vanish into the horizon...

- ④ In the Campaign Log, record: *The Guardians sealed the gateway to Onigawa.*
- ④ Each investigator earns 10 additional experience for surviving their encounters with the ghosts of Onigawa.
- ④ In the Campaign Log, record: *The twins remained in Minakami Village with the Camera Obscura.*
- ④ The investigator with the Camera Obscura story asset in their deck must remove it from their deck.
- ④ The investigators win the campaign!





## Epilogue V: Keepers Of The Covenant

When you release your breath, you find yourself standing in the middle of a bustling marketplace. Amidst the teeming masses of people, wagons of produce and raw materials are carried up and down the boulevard, and the stench of livestock hangs heavy in the air. It isn't until you look up, and see the enormous cherry blossom tree blooming beneath the massive archway, and the palace behind it, that you realize where you are. "Miyu!" a familiar voice moves you from your reverie. You scan the plaza and spot the twins sharing a tearful embrace near the edge of the temple. You race to their side, and Mayu embraces you, as well. She's unable to formulate any coherent speech, but you can sense her deep gratitude. Miyu just shyly watches you; after all, you haven't been formally introduced yet. The three of you shuffle off the main street to try to find some privacy behind the temple, but, when you pass by it, your attention is drawn to the standing stone. You see a man kneeling before it, hands clasped in prayer. Something about him is familiar to you, but you can't place it until you catch his gaze, and a cheshire grin installs itself upon his swollen face: Takeshi. You embrace your old friend and laugh. Words seem insufficient, but you attempt to recount the details of your journey as best you can. When you get to the events of the shattered cathedral, you find yourself at a loss for words... "You have restored the balance, champion." An imperious voice rings out in your mind. You look back to the standing stone, searching for the source of the voice. A large peacock sits regally perched on top of the stranding stone; its brilliant plumage sparkling in the light of the midday sun. "... and, in so doing, rewound our fate," the creature continues.

Of course, you recognize the creature immediately. His prison upon Mount Kokoro did not suit him at all, you think, because the last time you saw Kanon, the impetuous prince of the pantheon, he did not look anywhere close to being this handsome. He flits his head back and forth as he speaks to you. "I thank you – all of you – for what you have done. Moloch's influence once lead our people to ruin, and would do so again... given the opportunity. Therefore..." A pregnant silence follows. "... I must ask you and your companions to remain here, and watch over my people. It is the only way to spare your own world from Moloch's inevitable reprisal; the Covenant here **must** endure." As the gravity of Kanon's proclamation sinks in, you realize it is no mere request; you will find no passage back to Minakami Village no matter how hard you look. You exchange meaningful glances with Takeshi and the twins; they don't seem particularly perturbed by the idea. The girls are just happy to be reunited, and Takeshi... Well, you imagine he's just happy to be alive. You try imagine growing old in this beautiful place; absorbing its majestic splendor, investigating its mysteries... and you think it might be nice. Especially since you have friends in **very** high places. Perhaps this vacation may yet be salvaged, or, even better, converted into an early retirement...

Ⓐ In the Campaign Log, record: Onigawa was restored.

Ⓐ Your world is spared Moloch's terrible vengeance, and the investigators win the campaign...

Ⓐ ...but the investigators must forever remain in Onigawa to ensure the covenant remains intact. These investigators cannot be transferred to a different campaign. (You must start fresh.)

## A Word From The Design Team

Greetings, investigator! It's Myriad from Arkham.cards, Lead Designer of *The Ghosts of Onigawa*. If you're reading this, then you probably just completed *The Ghosts of Onigawa* campaign. If so, thank you so much for spending your precious time checking out our work. I hope you enjoyed it!

Onigawa is the first piece of custom Arkham content I have ever released, and in many ways, it was *the thing* that taught me *how* to design Arkham cards. My original vision for Onigawa was very humble; I simply wanted to tell a story about some girls who get lost in a spooky mansion and take pictures of ghosts, in a loving homage to the *Fatal Frame* series of survival horror games. It was probably just enough content to make a really neat standalone scenario, but as I sat down and started to write, I realized I wanted more time to flesh out a story and build a world that was worthy of the *Arkham Horror* name. The first two scenarios were prototyped very quickly and after that I was worried there just wasn't enough content to 'stretch things' out for a full campaign-sized experience.

Fortunately, one thing that working on Onigawa taught me was how *crucial* the work of concept artists is. I spent a lot of time looking at fantasy artwork over the course of Onigawa's development, and many of the design and plot concepts you see in Onigawa were *completely* inspired by the artists whose work I reviewed. My tiny story about a haunted mansion grew into a sprawling 'original' pseudo-medieval fantasy setting without me even having to try very hard because merely by engaging with the work of the fantasy artists featured in this cycle I was left with more ideas than I knew what to do with. An embarrassment of riches, to be sure.

In the end, I think I ended up splitting the difference in a way that wasn't quite as satisfying as I hoped and failed to do real justice to either the 'spooky ghost mansion' or 'forlorn samurai fantasy realm' concept in a way that I had hoped, but Onigawa is still a very special place for me and the endless possibilities that shine through its destruction still haunt me, in a way. I hope someday we might be able to *Return to Onigawa* and see what it might have looked like during the golden age which preceded its fall, and in so doing, that I might also be given a chance to 'set the wrong things right'.

## Credits & Acknowledgements

Most importantly, I would like thanks all the wonderful artists whose work I shamelessly plundered to decorate these cards. You should check out all of their work (and support them if you can), but, in particular, these artists strongly influenced the Onigawa design and presentation in a way that deserves special recognition:

**Gu Wheng Zu**

**Hou China**

**Arthur Yuan**

Many thanks to all the playtesters who generously shared their feedback and encouragement during the design process, including (but not limited to):

**Dre2Deez**

**pachegilll**

**Gold**

**Mugu**

**TheRTist**

**hauke**

**dicegods**

**ggyppt**

Eternal thanks to the developers of SCE and Strange Eons (and their dependencies); both for their labors as well as their support, these are two tools *The Ghosts of Onigawa* literally could not have been made without.

Thanks to fine folks at Fantasy Flight Games for doing such a superb job of supporting this wonderful game that we all love so much. And, of course, thanks to the Arkham Horror LCG community, both for their endless creativity which never ceases to inspire and for their boundless support has made this project a joy to complete (and share).

## Even Living Card Games May Die

Last, but certainly not least, thank you to all of the Arkham.cards Patreon supporters – without you, it would be nearly impossible to justify spending as much time as we do on our releases, and we hope this one lives up to your expectations.

Enjoyed *The Ghosts of Onigawa*? Want to see more custom Arkham content? Good news; when we reach our next patron milestone, we will announce our plans for the next cycle! *The Ghosts of Onigawa* was brought to you by players like you, so, consider supporting the team if you're able, at whatever level you're comfortable with, on Patreon at [patreon.com/arkhamdotcards](https://patreon.com/arkhamdotcards).

# Campaign Log: *The Ghosts of Onigawa*

## INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical)    (Mental)	TRAUMA (Physical)    (Mental)	TRAUMA (Physical)    (Mental)	TRAUMA (Physical)    (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

Campaign Notes

KILLED AND INSANE INVESTIGATORS

# ARKHAM HORROR® THE CARD GAME



## THE GHOSTS OF ONIGAWA

CAMPAIGN EXPANSION