

ARKHAM HORROR[®]

THE CARD GAME



THE SANDS OF MEMPHIS

CAMPAIGN GUIDE

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THE SANDS OF MEMPHIS



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A Secret, Buried Beneath The Sands...

"My ears rang and my imagination seethed as I led my camel slowly across the sand to that unvoiced place; that place which I alone of living men had seen..."

– H.P. Lovecraft, "The Nameless City"

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

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Expansion Icon

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

Prologue

Arkham, June

In the soft light of the morning, it is easy to forget what goes on in this city after dark, but today you stand for a moment in silent contemplation before that most hallowed hall of esoteric knowledge: Miskatonic University.

You've been summoned to the University on this particular morning by Provost Barron Kreisler, the head of Miskatonic's Egyptology department, to discuss a job. Thus far, the University has not proven to be your most generous 'patron', but it has been a reliable one, and the sort of work it typically requires of you is decidedly less 'taxing' than you've otherwise become accustomed to – nothing too unusual, just tasks and errands that a 'professor' or 'doctor' couldn't risk being seen dirtying their prestigious hands with. However, you immediately suspect that something might be different this time when you enter Provost Kreisler's office and find him sitting at his desk, pouring over a map of the Mediterranean...

"Thank you for coming on such short notice," Kreisler says, rising to greet you and shaking your hand firmly, "... Have you ever been to Cairo?" Reading the confusion that is evidently written upon your slackened jaw, Kreisler uncharacteristically dispenses with the pleasantries and immediately cuts to the chase...

"Over the past month, there has been unusual 'seismic activity' detected near the Giza Necropolis. These sorts of events are not altogether uncommon, but for organizations interested in the artifacts of antiquity, they represent a unique opportunity... There is much that remains buried beneath the sands of Memphis, tantalizingly inaccessible to us, and when Mother Nature sees fit to 'excavate' herself, we must avail ourselves of her industry..."

Kreisler fans out the contents of folder before you as he continues, "The University has a research team which operates out of Cairo, which was immediately dispatched to the scene. The team is led by a researcher named Roger Carlyle, whose reputation as a scholar is beyond reproach, and is a close, personal friend besides..."

Having recovered from your initial shock, it's starting to come together now in your mind; there's something personal about this for the Provost. Unfortunately, you realize you've stopped listening...

"... we haven't received word from the field team in nearly two weeks. It is possible that the conditions in the valley have hampered their communications and all is well... It is also possible they discovered something out there. Something... or someone." Provost Kreisler folds his hands together neatly as you consider the ominous tone in his voice...

"The University abhors uncertainty, and so it has deigned to dispatch Tesnim Amanpour, one of our department's 'best and brightest' young minds, to Cairo. She is en route, as we speak, to discover what has become of the Carlyle Expedition, and, if possible, assess their findings, but..." Provost Kreisler removes his spectacles and sighs deeply, as if considering hard before continuing...

Proceed to **Interlude I: The Jade of Cairo**.

Additional Rules and Clarifications

This campaign introduces new keywords and may reference ones introduced in other Arkham.cards cycles. Refer to the *Arkham.cards Taboo / Errata* supplement to familiarize yourself with these mechanics before you begin the campaign.

The latest version of this supplement can always be found at: <https://arkham.cards/taboo>

Carmen Carlyle

During this campaign, the investigators may encounter other survivors in Memphis. One such survivor is Carmen Carlyle. As a result, she may not be chosen for use as playable investigator for any scenario in this campaign.

Campaign Setup

To set up *The Sands of Memphis* campaign, perform the following steps in order:

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

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

+1, +1, 0, 0, 0, -1, -1, -2, -3, ☠, ♡, ♣, ✨, ♠, ★

◆ **Standard (I want a challenge):**

+1, 0, -1, -1, -2, -2, -3, -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, -3, -4, -5, ☠, ♡, ♣, ✨, ♠, ★

You are now ready to begin at the **Prologue**.

Interlude I: The Jade of Cairo

Interlude 1: “You have conducted yourself honorably in your transactions with the University in the past, and so I will be frank with you: I do not trust Doctor Amanpour to act in the best interests of either this department or the University...” The plot thickens – Is foul play suspected? A traitor in the ranks? “The rapid rise through the academic ‘ranks’ her considerable achievements have earned her have made Tesnim reckless and arrogant, and her ‘unorthodox’ methods have already brought unwelcome scrutiny upon the department’s activities on more than one occasion... If there is a discovery to be made out there, I suspect Doctor Amanpour will do whatever she can to ensure she is awarded the lion’s share of the credit for it. I need eyes on the ground in Cairo that I can trust – ideally, that belong to someone whom Doctor Amanpour does not perceive as an academic ‘rival’...” The provost produces a briefcase, which he carefully opens and places on the desk before you. Inside are a pile of documents, and a non-trivial amount of cash... “... You will be provided with travel accommodations, documents authorizing your entry into the city as a representative of the University, and an advance which you may use to finance your mission in Cairo as you see fit. You will receive a further fee commensurate with your ‘performance’ upon your return. Your priorities are to discover what has become of The Carlyle Expedition, secure any artifacts of ‘academic interest’ so that they may be recovered by the University for archival and safekeeping, and, finally... to protect Doctor Amanpour to the best of your abilities, both from any hazards you may encounter, as well as her own blind ambition...” Taking your silence as consent, Provost Kreisler closes the briefcase and slides it towards you... “The University does not believe the situation has become sufficiently ‘critical’ to justify the expenditure associated with a third-party ‘contractor’, and is loathe to bring outsiders into the fold on matters concerning emergent novel discoveries besides, so your salary is being paid ‘off the books’, as it were – out of my own pocket. Therefore, while you are to accompany Doctor Amanpour for the duration of this assignment and assist her in whatever manner she requires, you will make sure to report your findings back to me, quickly and discretely, so that I may have time to anticipate Doctor Amanpour’s ‘maneuvering’ and the opportunity to safeguard the reputation of this University. Do you understand?”

You don’t fully, but whenever money talks, you make it a point to at least appear to be a good listener...

“Good. I have sent word to Doctor Amanpour to expect your imminent arrival... In truth, your most difficult task may be gaining her confidence... I myself have made several attempts over the years to little avail. I understand that she has an affinity for sweets... ? Good luck.”

Your business apparently concluded, you find yourself being ushered from the Administration building rather quickly, and a few short hours later, boarding a chartered plane to Cairo, familiarizing yourself with the ample literature Provost Kreisler provided you with to the best of your ability, but you only make it through about half of the dossier before you fall asleep in your seat...

Proceed to **A Jury of Your Peers**.

A Jury of Your Peers

Throughout the campaign, you will face perils and trials that are being observed by unseen forces – the sands of Memphis are treacherous, and even investigators who are stout of heart may find their baser instincts tempted and their loyalties tested, so beware! Certain scenario card effects and resolutions in this campaign may instruct you to mark a certain amount of ‘discretion’ and/or ‘valor’ in the *Reckoning of Memphis* section of the Campaign Log. These tallies are jointly kept on one meter which is increased by discretion gains and decreased by valor gains. At the end of each scenario, any cards in the victory display which bear discretion or valor must be added to the tally as well. The *Reckoning of Memphis* meter starts at zero, but may be pulled in either direction based on the trials the investigators face and the decisions they make. Marking one discretion while the *Reckoning of Memphis* meter is at zero will result in the meter reading ‘1’. Marking one valor while the *Reckoning of Memphis* meter is at ‘1’ will result in the meter returning to zero. The *Reckoning of Memphis* score may never go below zero, and remember: sometimes, discretion is the better part of valor...

☞ In the Campaign Log, record: Provost Kreisler shared his reservations about Tesnim Amanpour.

☞ In the *Reckoning of Memphis* section of the Campaign Log, mark 1 **discretion**.

Proceed to **Interlude 2**.

Interlude 2: You awaken in time to watch the sunrise over the Nile river valley through your window. You find yourself thinking that it’s difficult to believe you’re getting paid to observe anything this breathtaking, just as the plane begins its descent towards the city...

Despite the sweltering midday sun bearing down upon you, the turbulence the plane encountered just before it landed makes you grateful to have your feet planted firmly on the ground. As you wait for the porters to deplane your luggage, you spy a woman in the crowd matching the description of Doctor Amanpour that Provost Kreisler provided to you; her flawless complexion is marred only by a look of annoyed exasperation.

You realize that she hasn’t spotted you yet and that you have a window of opportunity to slip away undetected; this may be your only opportunity to do any ‘independent’ investigation during your stay in Cairo. Doing so may uncover leads you may never have been able to unearth while operating under the the good doctor’s yoke... or it may be a complete waste of your time.

☞ You may play either or both of the standalone scenarios included in the *Guardians of the Abyss* scenario pack (**Eternal Slumber** and **The Night’s Usurper**) without paying their experience costs, and then return here.

☞ If you choose not to, or have already completed either of those scenarios, proceed to **Scenario I: The Stormfront**.

Scenario I: The Stormfront

Intro 1: By the time you make contact with Doctor Amanpour, you have already earned her ire. She leads you wordlessly to rusty old humvee which looks to have been military surplus, and you load your luggage into the trunk quickly in an attempt to get back on her good side before awkwardly joining her in the cabin...

"I confess, I was not overly enthused when I received word that I would be expected to babysit Kreisler's errand runners, but... I am beginning to suspect that I may actually need your help," Doctor Amanpour remarks after you pass through the checkpoint at the edge of the city and begin to venture out into the inhospitable wasteland beyond, "I trust that you understand what is at stake here..."

You wipe at the beads of sweat forming at your temple and begin to talk through the beginnings of a plan as to how you might locate the members of the Carlyle expedition and pick up their trail, but Doctor Amanpour is already several steps ahead of you.

"Roger's team setup a field camp a few miles south of the necropolis, not far from where the anomaly was detected. We'll be there soon. Just let me do the talking; if they've found something of significance, it is vital that we—" Doctor Amanpour trails off just as the camp comes into view at the edge of the horizon. Even at this distance, you can tell something terrible happened: tents and makeshift structures lie in ruins, equipment smashed to smithereens...

"Oh, God..."

Uncertain of what sort of dangers you may now be facing, you advise Doctor Amanpour to park the vehicle in the shadow of a nearby rock face so that you may more stealthily advance the remaining distance to the camp on foot, but if she even hears you, there is no acknowledgement. When the humvee screeches to a halt at the edge of the camp, and Doctor Amanpour immediately leaps from the driver's seat, calling out to any 'survivors' you feel duty bound to follow her... But there is no one to be found. There are no signs of life in the ruined camp, and a few token attempts to excavate some of the rubble yield nothing, not even bodies. It's as if everyone just... disappeared.

The amount of sand and dust covering the remains of the camp suggests that whatever disaster befell the Carlyle expedition occurred quite some time ago, but how could that be possible if their disappearance was so recent? You find yourself utterly at a loss to explain what even could have caused this damage. Raiders?

Paramilitary? A pack of giant, angry beetles? There may be some sort of evidence hidden somewhere in the rubble, but sifting through the detritus could take days...

While you were lost in thought, you didn't even notice Doctor Amanpour hiking up the steep face of a nearby sand dune. At its apex, her silhouette stands motionless as she stares into the distance. You decide to join her and share your impressions, but by the time you make it to the summit, it is clear what has rapt her attention.






A dusty blizzard blankets the valley on the other side of the dune, casting the entire wasteland in a pale haze, and, at the center of the storm, a giant maelstrom furiously churns the earth...

Proceed to **Setup**.

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, , , , , 

⌚ Remove all story assets with Partner from each investigator's deck at the end of this scenario.

Setup

⌚ Gather all cards from the following encounter sets: *The Stormfront*, *Agents of Nephren-Ka*, *Sandy Scarabs*, *Whispers of Nylarthotep*, and *Cairo Actual*. These sets are indicated by the following icons:



⌚ Put The Roil location into play unrevealed in the center of the play area. Then, shuffle the 11 Storm Wall locations together and put 8 of them into play unrevealed, surrounding The Roil.

⌚ Put the remaining 3 Storm Wall locations into play unrevealed at the bottom of the column containing The Roil, and at the left- and right-most positions in the row containing The Roil. (There should be one Storm Wall location between each of these locations and The Roil.)

⌚ Put the Carlyle's Camp location into play unrevealed at the top of the column containing The Roil. (There should be one Storm Wall locations between Carlyle's Camp and The Roil.)

◆ Investigators begin play at Carlyle's Camp.

⌚ Read the **Partner Assets** section on the next page, then add the Tesnim Amanpour (*The Jade of Cairo*) story asset from the *Cairo Actual* encounter set to the lead investigator's deck. It does not count against their deck limit. If this investigator leaves the campaign, immediately transfer this asset to a remaining investigator. Set the rest of the *Cairo Actual* encounter set aside, out of play.

⌚ Set the Goliath Scarab (*Harbinger of the Roil*) enemy aside, out of play.

⌚ Shuffle the remaining encounter cards together to form the starting encounter deck.

⌚ You are ready to begin.

Partner Assets

During this campaign, investigators may be given the opportunity to add story assets with the 'Partner' keyword to their deck. These assets represent allies whom investigators will work with as they unearth the secrets of Memphis.

- ☉ At the start of each scenario, investigators must put any story assets in their deck with the 'Partner' keyword into play.
- ☉ A partner asset controlled by an investigator cannot leave play unless it is defeated. This will typically only be possible by assigning damage and/or horror to it in excess of its printed health and/or sanity values. In this campaign, damage and horror on partner assets does **not** persist between scenarios.
- ☉ If an investigator is defeated, any partner assets under their control are also defeated. If an investigator resigns, their partner assets leave play (*but are not defeated.*)
- ☉ If a partner asset is defeated at any time during the campaign, immediately exile it from its owner's deck and then proceed to the relevant section in **Interlude ??: All Debts Shall Be Paid** on page XX in the Campaign Log.

Scenario Interlude: Office Hours

Interlude 1: While groping along a rock face to steady yourself as you wander blindly through the storm, you come across an opening in the rock which leads down into a recessed hollow that is vaguely room-sized, like a sort of a rocky 'igloo'. To take shelter from the elements, you clamber down into the hollow, and are surprised to find signs of life; a makeshift fire pit smolders with still-dying embers, and the walls of the pit are painted with a litany of scrawled glyphs which are vaguely evocative of letters and numerals, though their meaning eludes you. At the far end of the cavern, a scrawny, bespectacled man with dirty clothes and disheveled hair sits cross-legged, writing god knows what onto one of the few blank walls remaining with a tiny nub of chalk. Your attempts to remain stealthy and take him by surprise are foiled when he quite casually turns his head and stares directly at you. You watch him squint at you for a moment, apparently nonplussed by your intrusion. "Oh, do go away!" he petulantly chides you as he turns back to his writing...

The investigators must decide (choose one):

- ☉ Ask the bespectacled man if he needs assistance.
Proceed to **Interlude 2.**
- ☉ Let Doctor Amanpour handle this.
Skip to **Interlude 3.**

Interlude 2: "I've already told you a thousand times, you're not REAL!" The man snaps at you, "You're just a figment of my delirious imagination, so I would GREATLY appreciate it if you would stop distracting me!" You attempt to reassure the man that you are quite real and delicately inquire as to how long he has been out here... "Long enough to know NOT to trust the voices!" the man shouts and turns to hurl the nub of chalk at you. It bounces harmlessly off your chest before disappearing into the sandy floor below, and you stare at him blankly... "Wait..." he gasps, "You ARE real!" The man races over to you and throws his arms around you before you even have time to react. His rancid odor turns your stomach as he gently sobs into your shoulder...

- ☉ In the Reckoning of Memphis section of the Campaign Log, mark 1 **valor**.
- ☉ Place The Hollow Bastion treachery in the victory display.

Interlude 3: Doctor Amanpour gives you a hard look before raising her hands as she begins to approach the man. "We mean you no harm. We've been sent by the University... We're here to help. My name is Tesnim. Tesnim Amanpour..."

The chalk abruptly tumbles from the man's hand. "Doctor Amanpour? Is that really you...?"

The doctor takes another tentative step towards the obviously confused man before speaking in a calm voice, "Are you... Are you Arno Dupree...?"

The man brings his hands to his face and begins to sob...

- ☉ In the Reckoning of Memphis section of the Campaign Log, mark 1 **discretion**.
- ☉ Place The Hollow Bastion treachery in the victory display.



Scenario Interlude: X Marks the Spot

Interlude 1: In the middle of desert, you come across a small brush fire; the heat of the midday sun's harsh rays has managed to ignite a patch of scrub brush recently excavated by the tempest, it seems. From a respectful distance, you watch grey wisps of smoke waft into the air and swirl into nothingness as they are taken by the wind. You contemplate the irony of stumbling across a burning bush in the desert until the fire begins to die down and you are able to discern a shape in the center of the pyre. It's small, and you think it might be moving... It takes a minute for the truth to register in your brain, but the gasp from Doctor Amanpour confirms your suspicion: there's somebody in there...

The investigators must decide (choose one):

☞ Wait for the fire to die down.

Proceed to **Interlude 2**.

☞ Leap through the flames to attempt a rescue.

Skip to **Interlude 3**.

Interlude 2: Unfortunately, the doctor does not share your cautious sensibilities and by the time you even open your mouth to say something, she's already gone, swallowed by the hungry flame in the distance. The wind has changed and the smoke now clouds your view as you anxiously stand there for what feels like an eternity... until she eventually reemerges, holding the slender body of a young, dark-skinned girl.

☞ In the Reckoning of Memphis section of the Campaign Log, mark 1 **discretion**.

☞ Place the X Marks the Spot treachery in the victory display.

Interlude 3: There's no time to consider your options or form a plan; the heroism instinct immediately activates somewhere in the back of your reptile brain, and you find yourself indomitably stomping through the flames in short order. At the center of the flaming circle, a young, dark-skinned girl lies shivering and sweating through her charred clothes. The moment you gingerly lift her from the ground, the fires extinguish themselves and you ferry her back to Doctor Amanpour.

"She... She doesn't seem to have sustained any injuries..." Doctor Amanpour says as she gives the girl a once over. After a few generous gulps from the doctor's canteen, the girl's eyes open and her gaze lazily swims between the two of you. You notice Doctor Amanpour's brow furrowing...

"... Carmen? Is that you?"

"There was a voice..." The young girl croaks, "... It saved me."

The girl's eyes slide shut again as she falls into a peaceful slumber in your arms...

☞ In the Reckoning of Memphis section of the Campaign Log, mark 1 **valor**.

☞ Place the X Marks the Spot treachery in the victory display.

Scenario Interlude: Silence is Golden

Interlude 1: As you stand at the crest of one of the smaller dunes, something catches your eye; at the bottom of the gully on the far side, a scrap of olive green cloth is flapping wildly in the gale winds. You climb down to inspect it and find that it is hanging from a stalactite at the mouth of a small cavern leading beneath the dune. You enter and discover that the cavern terminates not twenty yards from where you entered. What's more curious are the signs of recent 'activity'; in one corner you can spot a pile of soiled cloth scraps, and in the center of the cavern, a pile of electronics and assorted supplies lies smashed and scattered. Either someone was very upset at their salvage... or they were searching for a very specific component. Suddenly, a shadow falls over you and the familiar sound of a gun being cocked echoes off the walls of the cavern behind you...

The investigators must decide (choose one):

☞ Shield Doctor Amanpour with your body.

Proceed to **Interlude 2**.

☞ Attempt to flank the man with the gun.

Skip to **Interlude 3**.

Interlude 2: You hurl yourself at Doctor Amanpour, dragging her down to the ground just as a shot rings out. You feel nothing at first... but then a hot wetness starts to grow just above your elbow on your left arm. A glancing blow, nothing serious, but now he has you right where he wants you... "Please, wait! I am Doctor Tesnim Amanpour, we are researchers—" The man suddenly kneels down at your side and slides the military helmet concealing his features off his head, revealing a shy smile. "... Tobias?" Doctor Amanpour gasps, pushing you off of her and taking the man's hand as he pulls her to her feet. "Tobias Jackson...?" The man nods excitedly, but silence is his only reply...

☞ In the Reckoning of Memphis section of the Campaign Log, mark 1 **valor**.

☞ Place The Cavern of Quietus treachery in the victory display.

Interlude 3: In one synchronized motion, you and Doctor Amanpour both slowly raise your arms and turns to face the interloper. A moving target is harder to hit so you leap to the side, but you don't manage to get anywhere close to the man with the gun before a shot rings out... and harmlessly impacts the wall somewhere behind you. "STOP!" Doctor Amanpour commands with an surprisingly imperious voice, and somehow, it is enough to disarm the man; he casts his firearm to the side and slowly rips his helmet off... "... Tobias? Tobias Jackson?" The man just breathes heavily and nods as Doctor Amanpour approaches him. "You're hurt..." she coos, reaching for a patch of bloody bandages plastered to the side of his neck. "... What happened out there?" In an instant, one of the man's meaty hands reaches out and catches Doctor Amanpour's delicate wrist in a vice-like grip. Whatever he has seen out here, it seems he'll never speak a word of it to anyone...

☞ In the Reckoning of Memphis section of the Campaign Log, mark 1 **discretion**.

☞ Place The Cavern of Quietus treachery in the victory display.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator resigned or was defeated: *You spend a long while licking your wounds back at the camp and contemplating your next move from a safe distance, but eventually the maelstrom ravaging the valley begins to die out down of its own accord and its insectoid vanguard returns to whatever crevices had spawned them. A hush falls across the valley as the sun begins to set, and at the center of empty wasteland, the silhouette of a lonesome pyramid sits, beckoning you to return...*

- ☞ In the Campaign Log, record: *The maelstrom unearthed the Pyramidion.*
- ☞ In the *Reckoning of Memphis* section of the Campaign Log, record each point of **Discretion** and/or **Valor** in the victory display.
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience yet.
- ☞ Proceed immediately to **Interlude II: Missing Persons.**

Resolution 1: *The tempest may be gone, but by the time you reach the mysterious pyramid, the sun has begun to set and you feel that you have no choice but to seek shelter inside of it. Hopefully, any other survivors remaining in the valley have done the same...*

- ☞ In the Campaign Log, record: *The investigators discovered the Pyramidion.*
- ☞ In the *Reckoning of Memphis* section of the Campaign Log, record each point of **Discretion** and/or **Valor** in the victory display.
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display. Do not spend your experience yet.
- ☞ Proceed immediately to **Interlude II: Missing Persons.**

