

# ARKHAM HORROR®

## THE CARD GAME

### Campaign Guide Darkham Horror

#### A Great Horror Beneath the Manor

*Ruin has come to our family.*

*You remember our venerable house, opulent and imperial, gazing proudly from its stoic perch above the moor. I lived all my years in that ancient, rumor-shadowed manor, fattened by decadence and luxury. And yet, I began to tire of conventional extravagance: singular, unsettling tales suggested the mansion itself was a gateway to some fabulous and unnamable power.*

*With relic and ritual, I bent every effort towards the excavation and recovery of those long buried secrets, exhausting what remained of our family fortune on swarthy workmen and sturdy shovels. At last, in the salt-soaked crags beneath the lowest foundations, we unearthed that damnable portal of antediluvian evil. Our every step unsettled the ancient earth but we were in a realm of death and madness!*

*In the end, I alone fled laughing and wailing through those blackened arcades of antiquity... until consciousness failed me.*

*You remember our venerable house, opulent and imperial. It is a festering abomination! I beg you, return home, claim your birthright, and deliver our family from the ravenous clutching shadows of the darkest dungeon.*

— The Ancestor

*Darkham Horror* is a custom campaign for *Arkham Horror: The Card Game* for 1–4 players, based upon the world of the game *Darkest Dungeon*.

#### Additional Rules and Clarifications

##### Dungeon Deck

During some scenarios, locations will be arranged in a set pattern, with new locations from the dungeon deck emerging to the left, right, above, and below existing locations, as they are revealed. A location that is put into play to the left, right, above, or below another location should be set next to that location in the manner described, with no other locations between them.

A location that is next to another location in this manner is considered **adjacent**. Locations are only adjacent orthogonally (left, right, above, and below), and are not adjacent diagonally. During these scenarios, adjacent locations are considered to be connected to one another.

You cannot put a location into play where an existing location already is. If you are given a choice to place a location from a Dungeon Deck in one of multiple spots, and one of those spots is occupied by an existing location, you cannot choose that spot. You must choose a spot unoccupied by a location, if able. If all of the specified spots are occupied by existing locations, the **Forced** effect fails and no new locations are put into play.

##### Light Level

During some scenarios, damage will be placed on the scenario reference card. This represents the light level in the dungeon. The light level cannot go below 0 and cannot go above 5. If an effect would cause the light level to move outside of this range, the effect fails and the light level remains the same.

## Expansion Icon

The cards in the *Darkest Arkham* campaign can be identified by this symbol before each card's collector number:



## Campaign Setup

Perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the chaos bag.
  - ❖ Easy — *I want to experience the story*  
+1, +1, 0, 0, 0, -1, -1, -2, -2, ♀, ♀, ♀, ♀, ♀, ☆.
  - ❖ Standard — *I want a challenge*  
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♀, ♀, ♀, ♀, ♀, ☆.
  - ❖ Hard — *I want a true nightmare*  
0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ♀, ♀, ♀, ♀, ♀, ☆.
  - ❖ Expert — *I want Arkham Horror*  
0, -1, -1, -2, -2, -3, -3, -4, -4, -6, -8, ♀, ♀, ♀, ♀, ♀, ☆.

You are now ready to begin at the Prologue.

## Prologue

*The lawyer turns to face you. "And finally, he left this for you."*

*The memories you have of your ancestor are sparse. He was an oddball in the family, not someone you regularly met apart from at the larger gatherings. Even then, you would usually find him skirting the edges of the family, scribbling in a notebook. Today is the day he is declared legally dead. The others received the usual bric-a-brac from his will: paintings, money, sentimental trinkets. But your inheritance was different: a sealed envelope? This must be something of importance, something secret.*

*Inside the envelope are two pieces of paper. The first is a deed to an ancient estate, the text faded with time. Its location is across the country, weeks and weeks away. You remember him once telling of his home, a venerable house, opulent and imperial, overlooking the sea atop a cliff. If he wasn't embellishing, it must be worth a fortune, so why was it left to you? A curiosity and paranoia grips you, and you hastily stuff it back inside the envelope before any wandering eyes latch on. The second document is a letter, written in elegant cursive handwriting, continuing for a handful of pages. You read it eagerly, expecting it to explain the circumstances of his disappearance, and the meaning behind why he chose to leave his manor to you, but by the time you reach the end, you are left puzzled. Is this some sort of delusion? A joke, surely?*

*As you read and re-read the contents of the letter, you feel more and more certain of what you must do. As the lawyer finishes up, your eyes return one last time to the letter's opening sentence.*

*"Ruin has come to our family."*



## Scenario I: Beneath the Manor

After months of preparation, you finally departed to the mysterious estate left to you by your ancestor in his will. Again and again, your close family and friends warned you about the dangers of such a long journey, weeks of travelling by horse and foot. Should misfortune beset you on your delusional chase, nobody would know you were gone.

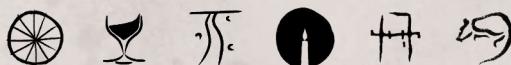
But you dismissed their arguments as fearmongering, and set to acquiring funds, transportation, and supplies. However, only a few days in, despite your preparation, it has seemed that everything that could go wrong was going wrong. Rats in the food supplies, pickpockets stealing your purse, broken down stagecoaches. It was as though fate wanted to keep you away.

But it matters not: you are just one coach ride away. As you sit inside the juddering coach re-reading the letter and reflecting on the words your ancestor left to you, you hear your coach driver shout to you in a panicked voice, "What's happening? The horses have gone mad! Hold on!"

Before you have time to react, you are flung around the coach as your vehicle crashes into a ditch by the side of the road.

### Setup

① Gather all the cards from the following encounter sets: *Beneath the Manor*, *Agents of the Ancestor*, *Long Journey*, *The Dark Locked Doors*, and *Rats*. These sets are indicated by the following icons:



- ② Put the Old Road into play. Each investigator begins play at the Old Road.
- ③ Use *Beneath the Manor* (v. I) as the scenario reference card.
- ④ Set aside, out of play, the Hamlet and Manor locations, each copy of Brigand Cutthroat, Brigand Vvulf, each copy of Stalking Shadow, Shuffling Horror, the *Beneath the Manor* (v. II) scenario card, and the *Dungeon* locations.
- ⑤ This scenario does not begin with an encounter deck in play. Set all of the remaining encounter cards aside, in a single pile. They will be shuffled together at a later time to form the encounter deck. (See "The Old Road," below.)

### The Old Road

At the start of this scenario, there is no encounter deck. This means that the investigators cannot use abilities that interact with the encounter deck in any way. (For example, effects such as those that search the encounter deck, draw cards from the encounter deck, or look at cards in the encounter deck all fail.)

Additionally, acts 1a and 2a have the text: "Do not draw cards from the encounter deck during the mythos phase."

At a certain point in the scenario, the investigators will be instructed to form the encounter deck, and this text will no longer be active. From that point onward, the investigators can interact with the encounter deck as normal.

### Stop!

At this point, you are ready to begin playing *Beneath the Manor*. Do not read the interlude or rules text on the next page just yet. You will be instructed to read them at a later point in time, during the course of the scenario.



## Scenario Interlude: Into the Darkness

Read this interlude only when you are instructed to do so.

The grand doors to the dungeon entrance creak as you slowly swing them open. Dust swirls at your feet as the air is disturbed by your presence. Peering past the doors and into the dungeons, you see nothing: only darkness. Unlike the rest of the manor, where you can hear the breeze whistling through the masonry and birds singing joyful melodies, these halls are completely silent save for the dripping of water and the scurrying of rats.

- Ⓐ Each investigator loses all of their clues.
- Ⓐ Find each **Brigand** enemy (even if they are out of play) and remove them from the game.
- Ⓐ Remove each location in play from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- Ⓐ Put the set-aside Entryway into play and place each investigator on it.
- Ⓐ Set all of the other locations aside as the dungeon deck. To do this, perform the following:
  - ❖ Shuffle the Collapsed Corridor and 2 other random **Dungeon** locations to form the bottom 3 cards of the dungeon deck, Unexplored Room side faceup.
  - ❖ Then place the remaining **Dungeon** locations on top, in a random order. All of the cards in the dungeon deck should be showing only the Unexplored Room side, so the players do not know which is which.
- Ⓐ Shuffle the set-aside encounter deck with the encounter discard pile to form the encounter deck. (*From now on, investigators draw cards from the encounter deck during each mythos phase, as normal.*)
- Ⓐ Replace the scenario reference card with the set-aside Beneath the Manor (v. II) and place 3 damage on it. This represents the light level.
- Ⓐ Remove all doom from play and advance to Agenda 2a—Under Torchlight.
- Ⓐ If you entered this Scenario Interlude by advancing the act, skip the ‘Place 1 doom on the current agenda’ step of the next Mythos phase.
- Ⓐ Advance to Act 3a—Searching the Dungeons.

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

If no resolution was reached because each investigator was defeated and it was Act 4a: Proceed to **Resolution 1**.

**Otherwise:** If what your ancestor wrote is to be believed, the dungeons underneath the manor are unfathomably dangerous. You wonder, if you fail at even the first hurdle, do you really have what it takes? On the other hand, maybe your family was right, maybe the letter is really the delusional ravings of someone slowly descending into hallucinations and paranoia.

Ⓐ Each investigator is driven **insane**.

Ⓐ The investigators lose the campaign.

**Resolution 1:** *The darkness almost consumed you. You made it out, but barely. However, when you slow down and look around, you see that not everybody escaped unscathed.*

Ⓐ Each undefeated investigator who did not resign suffers 1 physical or mental trauma (*their choice*).

Ⓐ Every group must have a slowest. Choose an investigator who was defeated or did not resign to suffer 1 physical or mental trauma (*their choice*).

Ⓐ Proceed to **Resolution 2**.

**Resolution 2:** *You breathe in the fresh air and gaze in renewed wonder at the starry open sky as you walk back to the hamlet and your lodgings, but the dungeons still claw at your mind. The encroaching claustrophobia of the complete darkness. The swirling shadows hiding in every corner. The... thing, the mass of writhing limbs and organs that you encountered. Perhaps a good night's sleep will help soothe your nerves.*

Ⓐ If the Hamlet is in the victory display, record in your Campaign Log that *the investigators introduced themselves to the locals*.

Ⓐ Entering the dungeons takes its toll. Each investigator searches the collection for two random basic weaknesses and chooses one to add to their deck.

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

## Scenario II: The Study of Life

A crackling fire nearby casts a warm light over the room as you sit at a table in the tavern the next day, discussing amongst yourselves about the dungeon. It seems an impossible task: you know from the letter that there are many, many floors to the dungeons, and yet you had trouble mapping out even one of them. However, as much as the expedition members avoid the subject, the conversation inevitably leads back to the horrifying abomination you escaped. Although you proved it was very possible to outrun, a permanent solution would be both much more practical and better for everybody's sanity. You shudder and wretch when your mind briefly remembers the first time it shuffled into view. During your discussions, Leo, the tavern keep, walks up to your table unnoticed.

"I couldn't help but overhear — one of the perks of being a tavern keep I suppose — a group came through here not two days ago: came here from the manor too, just like you, but they called themselves a 'research expedition.'" He grimaces.

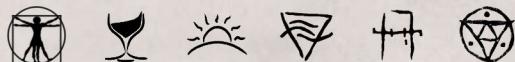
Leo tells you that they were headed for some ruins to the west. Given that they emerged from the manor unscathed, perhaps they might know something that could aid you in your own task.

### Suggested Location Placement



### Setup

④ Gather all the cards from the following encounter sets: *The Study of Life*, *Agents of the Ancestor*, *Setting Sun*, *Chilling Cold*, *Locked Doors* and *Dark Cult*. These sets are indicated by the following icons:



④ Set aside the *Dungeon Supplies* encounter set, out of play. This encounter set is indicated by the following icon:



④ Put the Overgrown Path, Entry Hall, Reading Room, and Parlor into play. Each investigator begins play at the Overgrown Path.

④ Spawn the Gibbering Prophet at the Parlor, (*Muttering and Mumbling*) side faceup. Place 1 doom on it.

④ Set the following cards aside, out of play: Nashwa Hassan (*Expedition Leader*), Nashwa Hassan (*Scholar of Life and Death*), The Necromancer, Bone Legion, The Necronomicon (*Alhazred Translation*), Alaq Shaira, Basement Hallway, Domed Chamber, and each Unexplored Room location.

④ Shuffle the remainder of the encounter cards to build the encounter deck.

### Standalone Mode

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

④ Assemble the chaos bag using the following tokens:  
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♠, ♣, ♣, ♦, ♦, ♠, ♠.

④ Do not read **The Hamlet: Resupply Point I**.

## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** Chased away by the members of the other expedition, you manage to flee deep into the forest, and hide in the undergrowth. As the sun starts to set, the search party wanes, and you spot an opening to escape the forest. Proceed to **Resolution 1**.

**If no resolution was reached because each undefeated investigator resigned:** You make a hasty exit before the other expedition decides the knowledge you seek is too dangerous to be shared. Proceed to **Resolution 1**.

**Resolution 1:** Under the moonlight, you make the journey back to the hamlet empty-handed and dejected. The dungeons beneath the manor are more treacherous than you had planned, and additional help would have been very desirable. As you warm yourself by the fireplace in the tavern and discuss the day's findings, Leo once again wanders up to your table uninvited. "Ah, that's too bad. If it helps you feel any better, you know what they say, you can't win them all, eh?" His cheery disposition grates against grim certainty of your mission.

Without any further leads, to solve the roadblocks in your expedition you return to what you know and begin brainstorming. Extra supplies for the darkness, acquiring unused equipment from the farmers in the surrounding area, and finally, the question of the horror in the dungeons, the shuffling abomination. Eventually, you come up with a thought, perhaps inspired by your run-in with the researchers. It did seem to shy away from the light, perhaps this could be important? It is time to test your hypothesis.

- ⌚ In your Campaign Log, record that *the Shuffling Horror is vulnerable in the light* (you hope).
- ⌚ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience, learning from their mistakes. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- ⌚ Proceed to **The Hamlet: Resupply Point I**.

**Resolution 2:** Nashwa leads you back to the chapel to talk further privately. "I can only apologise for misleading you, but the story I gave you is... incomplete. You see, I am not truly one of the living. Before my untimely death, I was indeed an alchemist, quite well renowned too, I might add. One day I received a mysterious invitation to the manor here, along with others I knew as my colleagues. Some dismissed it as an irrelevant trifle, but a number of us were intrigued that someone from so far away would be able to contact us, let alone know of our work! Together, some colleagues and I made inquiries but we never got anywhere, so a handful of us did what anybody with a scientific curiosity would do, and packed bags to make good the invitation."

"When we arrived, your ancestor welcomed us to his manor as his guests," Nashwa continues. "And so we spent many months sharing techniques and alchemical processes. We all learned so much from one another. However, towards the end of our visit, his demeanour changed. His expression grew darker with each passing day, until one night, I was startled awake by his knife plunging into my chest."

Nashwa leans in a little closer. "It was many years later that my consciousness started returning. In time, I somehow gained enough faculties to know that he had reanimated my corpse, though how I was able to form thoughts was, and still is, a mystery to me. Interestingly, my memories post-death remained: memories of being commanded to carry out twisted experiments on a horrifyingly large number of subjects, including my former colleagues. As the experiments continued, the results became more and more consistent, and eventually I was, for lack of a better term, a corpse reanimating other corpses."

*She turns away and pauses briefly. “In any case, after I regained some modicum of control over my thoughts and actions, I plotted to escape, unbeknownst to your ancestor. That was many years ago now. I... I do not know what happened to my colleagues. However, since my escape, I have been studying the effects of necromancy on the consciousness in order to try and understand my condition better. There are many secrets hidden in the manor and I have been organising semi-regular expeditions into the dungeons beneath in the hopes of discovering the basis of the necromantic magic your ancestor used to raise me. From your reaction, it does not seem like you are here to capture me, or to delve further into these horrifying arts. Perhaps if we work together, with my knowledge and your resources, we can achieve more than either of us alone.”*

- ② In your Campaign Log, under “Expedition Members,” record that *Nashwa Hassan* is a member of the expedition.
- ② Any one investigator may choose to add *Nashwa Hassan (Scholar of Life and Death)* to their deck. This card does not count toward that investigator’s deck size.
- ② Any one investigator may choose to add *Alaq Shaira* to their deck. This card does not count toward that investigator’s deck size.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- ② Proceed to **The Hamlet: Resupply Point I.**

**Resolution 3:** You gather what you can of Nashwa’s belongings, hoping that you find something useful among them, and flee the ruins, back to the hamlet. When you have settled into your lodgings, you start to sift through it all. Money, jewelry, trinkets, various notebooks full of arcane scribbles... But one object in particular catches your eye: a tome bound in a dry leathery material, its front cover inscribed by two words, *Al Azif*. This is a first edition of The Necronomicon, written by Alhazred himself!

You immediately start to flick through the tome, entranced by the power that must surely hide within its pages. There are terrifying spells and rituals for a number of purposes, from preservation of living creatures to manipulation of life energies. There are notes on the geographies of the flow of magic along the terrain, along with maps that span lands further than you have ever heard. And sure enough, there is a bestiary in which you find meticulously detailed anatomical diagrams of a large number of monsters and humanoids. You read feverishly, stirred into a frenzy by the knowledge contained in these pages, and the sun is dawning when you finally notice a familiar-looking diagram. It is a mass of flesh, eyes, appendages, and maws... the abomination in the dungeons! In the entry are notes on its lifecycle and biology, along with hypotheses on possible ways to circumvent its protective adaptations. The fact that the tome found its way into your hands is definitely no accident. You are its rightful keeper.

- ② In your Campaign Log, record that the investigators control The Necronomicon (for now).
- ② Any one investigator may choose to add The Necronomicon (*Alhazred Translation*) to their deck. This card does not count toward that investigator’s deck size.
- ② The power of The Necronomicon corrupts you. Add 1  token to the chaos bag for the remainder of the campaign.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.

② Proceed to **The Hamlet: Resupply Point I.**

# The Hamlet: Resupply Point I

Each investigator may choose to visit one of the following buildings. Buildings can be visited by any number of investigators.

## ❖ Guildhall

The investigator earns 5 additional experience.

## ❖ Surgery

The investigator removes a single point of physical or mental trauma from their investigator.

## ❖ Campsite

In your Campaign Log, record the name of the investigator who visited the campsite. That investigator will have 4 additional supply points when purchasing supplies during each Resupply Point.

## ❖ Smithy

The investigator reduces the experience cost of each of the next two *Armor*, *Tool*, or *Weapon* cards they upgrade or purchase by 3.

## ❖ Wagon

The investigator reduces the experience cost of each of the next two *Charm*, *Relic*, or *Spell* cards they upgrade or purchase by 3.

## ❖ Sanitarium

The investigator suffers 1 physical trauma and removes a basic *Madness* weakness from their deck. (To a minimum of one basic weakness in their deck.)

## ❖ Abbey

The investigator suffers 1 mental trauma and removes a basic *Curse*, *Omen*, or *Pact* weakness from their deck. (To a minimum of one basic weakness in their deck.)

## ❖ Tavern

Record a tally mark next to “Tavern visits” in your Campaign Log. The investigator removes a basic *Flaw*, *Humanoid*, or *Monster* weakness from their deck. (To a minimum of one basic weakness in their deck.)

# Supplies

As preparation for another expedition into the dungeons, each investigator must spend supply points to purchase supplies. In your Campaign Log, under each investigator’s “Supplies” section, record the supplies that investigator chose to buy. (*Note: Supplies can be bought more than once and will only be used for the next scenario. The group limit on supplies is determined by what is in stock.*)

The number of supply points available to each investigator is based on the number of investigators in the campaign:

❖ **1 investigator:** 8 supply points

❖ **2 investigators:** 5 supply points each

❖ **3 investigators:** 4 supply points each

❖ **4 investigators:** Choose two investigators to have 4 supply points each and two investigators to have 3 supply points each.

Check your Campaign Log.

(P) Each investigator who *visited the campsite* has 4 additional supply points.

(P) For each tally mark next to “Tavern visits,” the investigators have 3 fewer supply points (distributed as you wish).

(P) If the investigators introduced themselves to the locals, the general store owner is pleased to see you returned safely, and offers you a discount. Choose an investigator to have 1 additional supply point.

Available supplies (refer to the set-aside *Dungeon Supplies* encounter set for the effects of each type of supply):

❖ **Torches** (3 supply points each, 2 in stock)  
*For illuminating the darkness.*

❖ **Food** (1 supply point each, 1 ( in stock)  
*For staving off hunger.*

❖ **Bandages** (1 supply point each, 2 ( in stock)  
*For staunching the flow of bleeding from flesh wounds.*

❖ **Laudanum** (1 supply point each, 2 ( in stock)  
*For inuring one's mind against the horrors of the dark.*

**Each investigator may now spend their unspent experience.**

## Scenario III: Blind Leading the Blind

**Intro 1:** With new preparations in place, you once again enter into the dungeons to discover the truth behind your ancestor's letter. It will take many tries, but it is your duty. You feel bound to it.

On the more practical side, you have more worries than just the dangers in the dark: your coin is starting to run dry. Given the manor's state of disrepair, it must have been empty for years, so it is no surprise that the above-ground parts of the manor are stripped of valuables. However, during the exploration of the dungeons, most of the rooms still had their contents. You surmise that any looters likely found the dungeons too dangerous for their liking. You should collect what you can so you can continue to finance your expedition once you return to the surface.

You reach the entrance once more. When you step into the darkness, you are greeted by the cold air in the dungeons, damp and stale. The absolute silence is suffocating, but much worse horrors lie in the dark.

Check your Campaign Log.

- ⌚ If Nashwa Hassan is an expedition member, proceed to **Intro 2**.
- ⌚ If the investigators control The Necronomicon, skip to **Intro 3**.
- ⌚ If the Shuffling Horror is vulnerable in the light, skip to **Intro 4**.

**Intro 2:** "The climate here is colder than what I am used to, and the dungeons are always even worse." Nashwa pulls her scarf in tighter and wraps her arms around herself. "You want to know about that thing which lives in these dungeons. Over the course of a number of encounters with it, we tried many methods such as cauterization, poison, various metals, types of magic. But as is so infuriatingly often the case, it was serendipity that we discovered something that made a more permanent mark on the abomination. I was trying to comfort a colleague who believed he was being haunted by an angry spirit when the shuffling horror wandered around the corner. By instinct, I attempted to shrivel it, and, surprisingly, it worked. The difference we concluded was the sealing ritual I had cast on the area. The Alaq Shaira is a rite of containment I learned in my homeland and is used for tethering spirits to a single physical location, which can only mean the horror itself is partly composed of some sort of spirit trapped in the mortal realm. Though the implications are immense, the bottom line is that I can help you destroy its physical form, and in doing so we can free the spirit from its torment."

Skip to **Setup**.

**Intro 3:** You grip Al Azif tightly as you walk back into the darkness. That night when you first studied the tome was a frenzy of revelations. Foremost of them was the true nature of the shuffling horror. Each instance was originally a spirit that escaped from a realm inhabited by Nssu-Ghahnb, and, lost in another world, the spirit started to gather discarded flesh and inhabit it, much as souls inhabit living bodies. Most specimens grow no larger than a wolf, as its preferred material is hard to come by. The one you encountered, however, stretched from floor to ceiling... How did it grow so large? The tome then suggests a number of methods to loosen the spirit's grip on the flesh, which will allow conventional methods of destroying its physical form, banishing the spirit once and for all.

Skip to **Setup**.

**Intro 4:** This time, with extra torches, you can only hope your hunch was right. You beckon the rest of the expedition into a tighter formation to make the most of your fuel, and the group falls into a silence, listening intently. Nothing. Where is the shuffling horror?

Proceed to **Setup**.

## Setup

⌚ Gather all cards from the following encounter sets: *Blind Leading the Blind*, *Dungeon Supplies*, *Deep Treasures*, *Agents of the Ancestor*, *Long Journey*, *The Dark Halls of Power*, and *Locked Doors*. These sets are indicated by the following icons:



⌚ Check your supplies. Each investigator with supplies crosses them out and puts that many assets into play of the same name from the *Dungeon Supplies* encounter set. Remove the remainder from the game.

⌚ Set aside, out of play, each copy of The Shadow and each version of The Formless Flesh (*The Head*, *The Bone*, *The Heart*, and *The Back*).

(P) Check your Campaign Log. If *Nashwa Hassan* is an expedition member, perform the following:

- ❖ Search each investigator's deck and the collection for *Alaq Shaira* (*Darkham Horror* card #82) and put it into play under any investigator's control.
- ❖ Search each investigator's deck and the collection for *Nashwa Hassan* (*Scholar of Life and Death*) (*Darkham Horror* card #83) and put her into play under any investigator's control.
- ❖ Set aside, out of play, *Shuffling Horror* (*Unleashed Fear*). Remove each other version of *Shuffling Horror* from the game.
- ❖ When constructing the agenda deck, use Agenda 1a—"Under Torchlight (v. II)" and remove from the game Agenda 1a—"Under Torchlight (v. III)" and Agenda 1a—"Under Torchlight (v. IV)".

(P) Check your Campaign Log. If the investigators control The Necronomicon, perform the following:

- ❖ Search each investigator's deck and the collection for The Necronomicon (*Alhzred Translation*) (*Darkham Horror* card #84) and put it into play under any investigator's control.
- ❖ Set aside, out of play, *Shuffling Horror* (*Born of Shadow*). Remove each other version of *Shuffling Horror* from the game.
- ❖ When constructing the agenda deck, use Agenda 1a—"Under Torchlight (v. III)" and remove from the game Agenda 1a—"Under Torchlight (v. II)" and Agenda 1a—"Under Torchlight (v. IV)".

(P) Check your Campaign Log. If the *Shuffling Horror* is vulnerable in the light, perform the following:

- ❖ Set aside, out of play, *Shuffling Horror* (*Creature of Night*). Remove each other version of *Shuffling Horror* from the game.
- ❖ When constructing the agenda deck, use Agenda 1a—"Under Torchlight (v. IV)" and remove from the game Agenda 1a—"Under Torchlight (v. II)" and Agenda 1a—"Under Torchlight (v. III)".

(P) Place 3 damage on the scenario reference card. This represents the light level.

(P) Find the Stairwell and put it into play (it is the revealed side of an Unexplored Room location). Each investigator begins play at the Stairwell.

(P) Set all of the other locations aside as the dungeon deck. To do this, perform the following:

- ❖ Shuffle the Abattoir and 3 other random locations together to form the middle 4 cards of the dungeon deck, Unexplored Room side faceup.
- ❖ Place 4 other random locations on top, Unexplored Room side faceup.
- ❖ Then place all the remaining locations on the bottom, in a random order. All of the cards in the dungeon deck should be showing only the Unexplored Room side, so the players do not know which is which.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

## Legacy X

Like **Victory X**, when an encounter card with **Legacy X** is overcome by the investigators, it is stored in the victory display until the end of the scenario. Legacy points represent the valuable heirlooms the investigators collect while exploring the dungeons.

Legacy points in the victory display have no impact upon the game.

(P) As an enemy with **Legacy X** is defeated, place the card in the victory display instead of in the discard pile.

(P) At the end of a scenario, take each location with **Legacy X** that is in play, revealed, and has no clues on it, and place it in the victory display.

(P) Cards worth heirloom points are not also worth victory points unless the card has both **Victory X** and **Legacy X**.

## Standalone Mode

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

(P) Assemble the chaos bag using the following tokens:  
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠.

(P) The *Shuffling Horror* is vulnerable in the light.

(P) Distribute 2 Torches among investigators' supplies.



## DO NOT READ until the end of the scenario

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

**Resolution 1:** You flee, and hope you can outrun the monsters behind you. Or at least outrun the slowest expedition member...

② Each undefeated investigator who did not resign suffers 1 physical or mental trauma (*their choice*).

② Every group must have a slowest. Choose an investigator who was defeated or did not resign to suffer 1 physical or mental trauma (*their choice*).

② Proceed to **Resolution 2**.

**Resolution 2:** You take in a deep breath and moisture from the morning mist fills your lungs. You managed to come out of the dungeons this time with what you hope will fund the next: various portraits, documents, crests fill your cases, ready to find a buyer.

However, you sense trouble brewing. At first, you thought nothing of it, but it's unmistakable. The smell of smoke! Alarmed, you hasten out of the estate's grounds, and your fears are confirmed when you lay eyes on the hamlet. There are already several buildings on fire, and you can hear distant screams and musket shots. There is no time to lose. You hurry back to the hamlet. Your weary bodies will have to manage for just a little longer.

② Find the Shuffling Horror.

❖ Check your Campaign Log. If *the Shuffling Horror* is vulnerable in the light, record in your Campaign Log *the Shuffling Horror retreated back into the darkness*. Do not record anything else for the Shuffling Horror.

❖ If the Shuffling Horror is in play or set aside, record in your Campaign Log *the Shuffling Horror is still alive*. Next to this, record the version of Shuffling Horror it is, and in parentheses record how much damage is on it.

❖ If the Shuffling Horror is in the victory display, record in your Campaign Log *the Shuffling Horror is dead*.

② For each legacy point in the victory display, record one tally mark under "Heirlooms Recovered" in your Campaign Log.

② Entering the dungeons takes its toll. Each investigator searches the collection for two random basic weaknesses and chooses one to add to their deck.

② Each investigator earns experience equal to the Victory X value of each card in the victory display.

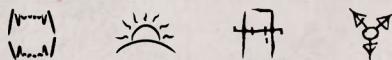
## Scenario IV: Wolves at the Door

You hurry to the hamlet and see growing ranks of brigands gathering in the plains in the east. The various brigand groups are scattered and disorganized: how did this happen?

When you arrive at the town center, you can see a crowd of people, with the mayor attempting to be heard above their shouting. The folk who live in the hamlet are simple farmers and craftspeople who have no idea what might be happening. What can you do to help?

### Setup

Ⓐ Gather all cards from the following encounter sets: *Wolves at the Door*, *Setting Sun*, *Locked Doors*, and *Striking Fear*. These sets are indicated by the following icons:



Ⓑ Set the following cards aside, out of play: all 9 **Pillaged** versions of **Town** locations, Brigand Sharpshooter, Brigand 12-Pounder, all 3 of the Matchmaking treacheries, all 3 of the Brigand Matchman enemies, Warlord Vvulf, André Gaveaux, Worlds Egg, Émilie's Maps, Victorine & Bernard, Otto von Isenberg, Glücklich, and The Hound Amulet.

Ⓒ Set aside, out of play, the "c/d" and "e/f" act decks, as noted under **Multiple Acts, Multiple Paths to Victory**.

Ⓓ Create the reinforcement bag, as noted under **Brigand Reinforcements**.

Ⓔ Depending on the number of players in the game, a different number of copies of the Rush of Brigands treachery is set aside, out of play. The remainder is shuffled into the encounter deck.

- ❖ If there is exactly 1 player in the game, set aside 3 of the 7 copies of Rush of Brigands. (*4 copies are shuffled in*)
- ❖ If there are exactly 2 players in the game, set aside 4 of the 7 copies of Rush of Brigands. (*3 copies are shuffled in*)
- ❖ If there are exactly 3 players in the game, set aside 5 of the 7 copies of Rush of Brigands. (*2 copies are shuffled in*)
- ❖ If there are exactly 4 players in the game, set aside 6 of the 7 copies of Rush of Brigands. (*1 copy is shuffled in*)

Ⓕ Put the following locations into play (see suggested location placement on page 14):

- ❖ The 4 **Gate** locations: East Gate, South Gate, West Gate, and North Gate.
- ❖ The 9 non-**Pillaged Town** locations: Town Center, Guildhall, Smithy, Campsite, Abbey, Sanitarium, Surgery, Wagon, and Tavern.
- ❖ Each investigator begins play at the Town Center.

Ⓖ Shuffle each of the remaining encounter cards together to form the encounter deck.

Ⓗ Discard cards from the top of the encounter deck until 3 **Brigand** enemies are discarded (4 enemies instead if there are 3 or 4 investigators in the game) and spawn those enemies, following the effect of Brigand Reinforcements.



## Multiple Acts, Multiple Paths to Victory

During the course of this scenario, you may be instructed to put into play additional act decks — a “c/d” deck and an “e/f” deck. Each of these decks is constructed separately, in numerical order, as usual. While there are multiple acts in play, players may choose which acts to pursue and which to ignore. The text of each act in play is considered active at all times. You will only need to accomplish one of these tasks, so choose wisely which you want to pursue!

## Brigand Reinforcements

Create a separate bag consisting of the following tokens:

♣, ♦, ♣, ♦, ♣, ♦, ♣, ♦, ♠. (If you do not have a second bag, use a cup, bowl, or other opaque container.) This is the reinforcement bag, and these are gate tokens. They are not chaos tokens.

Brigand reinforcements arrive from the gates surrounding the hamlet rather than engaged with investigators. When an investigator draws a **Brigand** enemy card from the encounter deck, instead of spawning it, that investigator must reveal a random gate token from the reinforcement bag and resolve the effects for that token as indicated on the **Brigand Reinforcements** scenario card.

If at any point there are no gate tokens in the reinforcement bag, return all set-aside gate tokens to the reinforcement bag.

During the course of this scenario, you may be instructed to add numerical tokens to the reinforcement bag. When drawn, set the gate token aside and discard the enemy rather than spawning it.



## Veiled Locations

Each of the locations in this scenario have the veiled keyword. This keyword represents that a location contains assistance that must be sought out by the investigators.

These locations have no unrevealed side, and therefore they enter play with their revealed side faceup. Instead of an unrevealed side, they have story cards on their reverse sides. During setup, place clues on each of these locations equal to its clue value, as normal.

As a **→** ability, an investigator at a veiled location with no clues on it may flip that location over, resolving the text on its other side.

**Once a location has been flipped over and its story text has been read, it cannot be flipped over again for the remainder of the game unless otherwise noted.**

## Pillaged Locations

In this scenario, some locations have a health value and can take damage. If a location has damage on it equal to or greater than its health, the brigands have fully pillaged that location: swap it with the set-aside **Pillaged** version of that location, revealed side faceup. All tokens, attachments, investigators, enemies, and other cards at the former location are now considered to be at the new location (attached cards remain attached, for example). No game element is considered to have moved during such a swap.

## Standalone Mode

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

② Assemble the chaos bag using the following tokens:  
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♣, ♦, ♣, ♦, ♠, ♠.

② Do not read **Interlude I: Lost and Found**.

## Suggested Location Placement





## DO NOT READ until the end of the scenario

**Before resolving any other resolution, if at least one investigator “was bitten”:** The bitten investigators read Investigator Bitten first.

**Investigator Bitten:** *You look down at the bite marks where the hound mauled you. Thankfully, it’s only a flesh wound, and it will heal in time.*

Ⓐ Record in your Campaign Log the name of each investigator who was bitten.

**If no resolution was reached (each investigator resigned or was defeated):** Proceed to Resolution 1.

**Resolution 1:** *The streets are silent. The brigands have left ruin in their wake. The peaceful bustle of life that once came from the hamlet is no more. Perhaps in time the hamlet might recover some semblance of the charm it once had, but every story comes to a close: perhaps it is simply the hamlet’s time.*

- Ⓐ In your Campaign Log, under “Buildings Pillaged”, record the name of every **Town** location.
- Ⓐ In your Campaign Log, record that *the entire hamlet was pillaged*.
- Ⓐ In your Campaign Log, record that *Victorine and Bernard are nowhere to be found*.
- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience, learning from their mistakes. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- Ⓐ Proceed to **Interlude I: Lost and Found**.

**Resolution 2:** With the tables turned, the slow bleeding of brigand numbers eventually becomes a tide, and, as the sun is setting, you can hear a loud cheer coming from the townsfolk as the brigands begin to flee en masse.

However, the sense of elation is brief. They may have been driven off, but the hamlet isn't densely populated city: realisation quickly dawns. In a small settlement like this, it is inevitable that everyone knows everyone else: nobody is spared the pain of lost loved ones.

In time, the hamlet will recover some semblance of its former charm, but this incident will have left its mark.

- ② In your Campaign Log, under "Buildings Pillaged", record the name of each **Town** location that was **Pillaged**.
- ② If the Guildhall was **Pillaged** or Victorine & Bernard are in the victory display, record in your Campaign Log that *Victorine and Bernard are nowhere to be found*.
- ② If Brigand Sharpshooter is in the victory display:
  - ❖ If there are 1 clues on him, record in your Campaign Log that *Otto von Isenberg is overcome with remorse*.
  - ❖ Otherwise, record in your Campaign Log that *Otto von Isenberg was killed*.
- ② If the investigators "tapped into another dimension," the investigator who last used the ➤ ability on the Worlds Egg suffers 1 mental trauma. Each investigator earns 2 bonus experience as they gain insight into the fabric of reality.
- ② Each investigator earns 1 additional experience for each two gates that were "fully defended."
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- ② Check your Campaign Log. If the investigators control The Necronomicon and the investigators "tapped into another dimension" proceed to **Resolution 3**.
- ② Otherwise, proceed to **Interlude I: Lost and Found**.



**Resolution 3:** You think back to when you were controlling the portal. At some point during the process, inspiration struck you, though you did not know where from. You are going to need all the help you can get if you are to get to the bottom of your ancestor's mystery, so why not see if you can siphon a bit of power from beyond the Worlds Egg? If it is just a swirling chaos, nobody needs it, after all.

When you did attempt it, it was surprisingly easy, with the necessary arcane formulations coming to your mind freely at exactly the right time. You were chosen to be the keeper of The Necronomicon, after all. You are fated to succeed.

- ② The investigator who last used the ➤ ability on the Worlds Egg suffers 1 physical or mental trauma (*their choice*) and earns 2 bonus experience.
- ② Proceed to **Interlude I: Lost and Found**.

# Interlude I: Lost and Found

Check your Campaign Log.

Ⓐ If Otto von Isenberg is overcome with remorse: Proceed to **Lost and Found 1**.

Ⓐ If Otto von Isenberg was killed: Skip to **Lost and Found 3**.

Ⓐ If neither of the above are true: Skip to **Lost and Found 5**.

**Lost and Found 1:** You find a familiar-looking man sitting in a building Leopold has turned into a tavern. He nurses a drink in scarred hands, his back turned to the doors. When you sit down near him and order a drink, he addresses you. “I used to think life was simple. Those with power take from those without. The rich have their wealth, the ruling elite have their power. And I had my blade and pistol. Everybody makes the best with what they have.”

He pauses to sip his ale. “Last week I was on a straightforward job — very standard, easy in, easy out. Lightly defended carriage with some rich magnate, obviously going to have something of value with him. One shot for the driver, one shot for his bodyguard, one shot for him. Only when I opened the carriage door to retrieve his valuables... it wasn’t what I was expecting.”

Another sip, larger this time. “Woman, down-trodden, and her son. Running from something? Who knows. The ride would’ve cost a fortune to her. I know I was set up, but I don’t care any more. There has to be a better way.”

Ⓐ The investigators must decide (choose one):

◆ He wants to atone, and we need all the help we can get.  
Maybe his skill will be of use. Proceed to **Lost and Found 2**.

◆ He’s a wanted criminal! We shouldn’t be talking to him.  
Skip to **Lost and Found 5**.

**Lost and Found 2:** “Help you? Hmm...” He scratches at his beard. “Got nowhere to go anyway, and nobody to miss me if I die on your suicide mission. Fine, then. I’ve got drinks to finish. You know where to find me.”

Ⓐ In your Campaign Log, under “Expedition Members,” record that Otto von Isenberg is a member of the expedition.

Ⓐ Any one investigator may choose to add Glücklich to their deck. This card does not count toward that investigator’s deck size.

Ⓐ Any one investigator may choose to add Otto von Isenberg to their deck. This card does not count toward that investigator’s deck size.

Ⓐ Skip to **Lost and Found 5**.

**Lost and Found 3:** As you survey the hamlet, your gaze keeps coming back to the corpse of one brigand in particular. When you take a closer look, your eyes are drawn to a vivid green amulet nestled in his scarf. It is not made of any material you are familiar with and its design is curious, of a... crouching winged hound?

Ⓐ The investigators must decide (choose one):

◆ He’s not going to miss it. Proceed to **Lost and Found 4**.

◆ The amulet calls to you. There is no other option.

**Lost and Found 4:** You take a quick look around you, lift the amulet from around the brigand’s neck, and pocket it. A few steps away, you hear the distant baying of a hound.

Ⓐ In your Campaign Log, record that the investigators control The Hound Amulet (for now).

Ⓐ Any one investigator may choose to add The Hound Amulet to their deck. This card does not count toward that investigator’s deck size.

Ⓐ The curse of The Hound Amulet haunts you. Add 1 ⚡ token to the chaos bag for the rest of the campaign.

Ⓐ Proceed to **Lost and Found 5**.

**Lost and Found 5:** The residents are going to need all hands on deck to restore working order to the town. While you are wandering the streets, the mayor strides over. “I can’t express how grateful everybody is for your help in our time of need. I wish there was something I could do but, as you can imagine, we have so much work ahead of us...”

Ⓐ The investigators must decide (choose one):

◆ We can spare a few days to help a neighbour in need.  
Proceed to **Lost and Found 6**.

◆ We have our own task we should concentrate on.  
**Each investigator may now spend their unspent experience.** Proceed to **Scenario V: Lost in the Woods**.

**Lost and Found 6:** “Thank you so much! We won’t forget your act of kindness. Here, here, at the very least allow us to pay for your lodgings, and I’m sure there’s more we will eventually be able to repay you with.”

Ⓐ In your Campaign Log, record that the investigators helped the hamlet rebuild.

Ⓐ **Each investigator may now spend their unspent experience.**  
Proceed to **Scenario V: Lost in the Woods**.

## Scenario V: Lost in the Woods

Check your Campaign Log.

(P) If the investigators helped the hamlet rebuild, proceed to **Intro 1**.

(P) Otherwise, skip to **Intro 2**.

**Intro 1:** You spend the next week helping the locals fix up the hamlet and settle back to daily life. As much as it appears the brigands have left for good now, everybody is still on edge. Any sign of approaching travellers sends ripples of concern throughout the loquacious townsfolk.

Today, you have been helping Kezia with repairs to her wagon. The sun is setting and as you pack up to return to the inn, she comes up to you. "You have been much help, I thank you. I understand you have been exploring the history of your ancestor, yes? Did you know that there is a library near here? It has slumbered there for aeons, hidden in the woods." She gestures to the south-west. "It is an ancient structure, warded by magic to repel intruders. You see, it is said that everybody who enters the woods disappears forever. But... your ancestor successfully returned."

As mysterious as ever, she then turns to leave. You wonder if this is her trying to get you to buy more protective trinkets and charms, or if this information is her way of expressing gratitude.

Check your Campaign Log.

(P) If Otto von Isenberg is an expedition member, skip to **Intro 3**.

(P) Otherwise, skip to **Setup**.

### Standalone Mode

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

(P) Assemble the chaos bag using the following tokens:

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

(P) Do not read **The Hamlet: Resupply Point II**.

**Intro 2:** You decide that the expedition needs a week to rest and recover from the trials you have faced over the past few days. Some members head to the tavern (or whatever remains) to spend their coin on dalliance and diversion, while others sleep away the time, recovering from their exertions. And so you spend the break exploring the surrounding area and speaking to the locals.

One day, during an idle excursion to the manor, you stumble across a stack of mundane documents written by a housekeeper detailing the comings and goings of the people who lived in the manor. You eagerly trace through the entries for anything of note, and you find something. Your ancestor spent a number of weeks at some point going to and from something the housekeeper called the Sylvan Library in the woods to the south-west of the hamlet. You recall from your conversations with the locals that those woods are said to be cursed. Nobody who enters them ever returns, lost to the mists that permanently shroud the forest. But according to this, your ancestor made regular trips there at some point — maybe there is something of note there.

Check your Campaign Log.

(P) If Otto von Isenberg is an expedition member, proceed to **Intro 3**.

(P) Otherwise, skip to **Setup**.

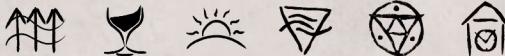
**Intro 3:** You discuss your findings later that evening with the rest of the expedition. As you start planning for the next day's excursion, Otto, who has been quiet ever since he started attending meetings, sidles up to you and asks for a quick word.

"I know that place you're going tomorrow. There's a camp near there we'd sometimes use to lay low. Quite a lot of others have disappeared while wandering off in those woods, I'd be careful if I were you. I should be able to get us back to the camp, and there probably won't be many still there, but all this other library stuff is beyond me. By the way, if we do stop at the camp, I have some... valuables I'd like to retrieve." He unclamps his hand from your shoulders and starts to walk away. "Thanks."

Proceed to **Setup**.

## Setup

- Ⓐ Gather all cards from the following encounter sets: *Lost in the Woods*, *Agents of the Ancestor*, *Setting Sun*, *Chilling Cold*, *Dark Cult* and *The Midnight Masks*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the five treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather any of the other cards from that encounter set.

- Ⓑ Set aside the *Dungeon Supplies* encounter set, out of play. This encounter set is indicated by the following icon:



- Ⓒ Put the Weald Clearing into play. Each investigator begins play at the Weald Clearing.

- Ⓓ Depending on the number of players in the game, set aside, out of play, a different number of Library Stairs and Bookshelves locations. Remove the remainder from the game.

- ❖ If there is exactly 1 player in the game, use 1 copy of Library Stairs, and 4 random copies of Bookshelves.
- ❖ If there are exactly 2 players in the game, use 2 copies of Library Stairs, and 6 random copies of Bookshelves.
- ❖ If there are exactly 3 players in the game, use 3 copies of Library Stairs, and 8 random copies of Bookshelves.
- ❖ If there are exactly 4 players in the game, use all 4 copies of Library Stairs, and all 10 copies of Bookshelves.

- Ⓔ Also, depending on the number of players in the game, a different version of act 1 should be used in this scenario. Remove the remaining versions of act 1 from the game.

- ❖ If there is exactly 1 player in the game, use Act 1—“Into the Woods (v. I)”
- ❖ If there are exactly 2 players in the game, use Act 1—“Into the Woods (v. II)”
- ❖ If there are exactly 3 players in the game, use Act 1—“Into the Woods (v. III)”
- ❖ If there are exactly 4 players in the game, use Act 1—“Into the Woods (v. IV)”

- Ⓕ Set the following cards aside, out of play: Canopy Sanctum West, Canopy Sanctum East, Library Entrance, Library Guardian, Guardian’s Shield, Guardian’s Spear, Watcher in the Mist, Athanasias, Galena, The Shard of Panestes, and the four Paralysis weaknesses.

- Ⓖ Check your Campaign Log.

- ❖ If *Otto von Isenberg* is an expedition member, set aside, out of play, Mysterious Door (*Sealed Shut*). Search the collection for two copies of Brigand Cutthroat (*Darkham Horror* card #57) and set them aside, out of play. Remove Mysterious Door (*And a Mysterious Drawer*) from the game. If *Victorine* and *Bernard* are nowhere to be found, also set aside *Victorine* & *Bernard* (*Captured by Brigands*).
- ❖ If the investigators control the Hound Amulet, set aside, out of play, Mysterious Door (*And a Mysterious Drawer*). Remove Abandoned Brigand Camp, Mysterious Door (*Sealed Shut*), and *Victorine* & *Bernard* (*Captured by Brigands*) from the game.
- ❖ If neither of the above are true, set aside, out of play, Mysterious Door (*Sealed Shut*). Remove Abandoned Brigand Camp, Mysterious Door (*And a Mysterious Drawer*), and *Victorine* & *Bernard* (*Captured by Brigands*) from the game.

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

## Locations in the Encounter Deck

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

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

### Stop!

At this point, you are ready to begin playing *Lost in the Woods*. Ignore the additional setup instructions on the next page for now. You will be instructed to resolve them at a later point during the scenario.

## Library setup

- Ⓐ Each investigator loses all of their clues.
- Ⓑ Remove each location from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. If Victorine & Bernard (*Captured by Brigands*) are in play, remove them from the game. Investigators are not defeated during this process.
- Ⓒ Search the encounter deck and discard pile for each location and each copy of Hunting Shadow and remove them from the game.
- Ⓓ Shuffle the encounter discard pile into the encounter deck.
- Ⓔ Put the set-aside locations into play. To do this, perform the following:
  - ❖ Put the Library Entrance into play, and then each copy of Library Stairs above the Library Entrance, in a vertical line. Place each investigator at the Library Entrance.
  - ❖ Put the Mysterious Door into play above the topmost Library Stairs.
  - ❖ Put Canopy Sanctum West and Canopy Sanctum East into play to the left and to the right of the Mysterious Door.
  - ❖ Put the remaining locations into play, 1 to the left of the Library Entrance and each Library Stairs, and 1 to the right of the Library Entrance and each Library stairs.
- Ⓕ Each row of locations in this scenario is referred to as a floor.
- Ⓖ Advance to Act 3a—"Pursuit of Knowledge."

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

If no resolution was reached (each investigator resigned or was defeated): Read Resolution 1.

**Resolution 1:** *The sky is dark as you finally trudge back into the hamlet, thankful that, although you are returning empty-handed, at least you were able to escape the curse that befell the others who ventured into those woods.*

*Your room in the inn is warm and inviting and you gladly drift to sleep. It will soon be time to return to the dungeons. You hope that this venture will be the one in which you find the answers you seek.*

- Ⓖ In your Campaign Log, record that *the investigators escaped the woods.*
- Ⓖ If Victorine & Bernard are in the victory display, record in your Campaign Log *the investigators rescued Victorine and Bernard.* Cross out "*Victorine and Bernard are nowhere to be found*" in your Campaign Log.
- Ⓖ Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- Ⓖ Proceed to **The Hamlet: Resupply Point II.**



**Resolution 2:** “So. I was listening to you loud beasts as you were thundering around the woods. Looking for secrets in the manor, huh? Aren’t you a bit... unprepared?”

The figure takes off her plague doctor mask. “I’m Galena. I’ve been investigating the manor dungeons to find out more about this ancestor of yours. Way before you even realised it existed. He had some good stuff locked up in there. You see, I’ve been working on something big...” She gestures wildly with her hands, a grin plastered on her face, though moments later she folds her arms again and her nonchalant expression returns. “Not that you’d understand the intricacies involved...”

She sits down by a desk and continues. “Anyway, in my time... erm... exploring this library, I’ve discovered some pretty juicy stuff, like...” She twirls a finger in the air.

“...How to summon your ancestor back to this realm. Yep, I have some questions for him. All that knowledge, gone forever, such a waste and all that. However, it’s guarded, and I need some meat to accompany me. For some reason everybody else either quits or dies. So. From what I overheard, face it, you need me. And you look like you can take care of yourself...” She trails off and looks you up and down.

“Or, at least, you look like you’ve been through it all once or twice.”

- ② In your Campaign Log, under “Expedition Members,” record that Galena is a member of the expedition.
- ② If Victorine & Bernard are in the victory display, record in your Campaign Log *the investigators rescued Victorine and Bernard* and cross out “Victorine and Bernard are nowhere to be found.”
- ② Any one investigator may choose to add Galena to their deck. This card does not count toward that investigator’s deck size.
- ② Any one investigator may choose to add Athanasias to their deck. This card does not count toward that investigator’s deck size.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.
- ② Proceed to **The Hamlet: Resupply Point II.**

**Resolution 3:** It looks like it has been years since this room was lived in. It remains magically lit but spiders and vermin have returned to make their homes here. Scattered throughout the room on the floors and desks are notes on alchemy, anatomy, and arcane magics. When you start reading, you realise the handwriting is your ancestor’s. He probably used this room as lodgings during his longer trips. Taking in the mess he left, he must have made hundreds of pages of notes on what he gleaned from the library. As you browse through his jottings, one stack of papers catches your eye detailing a rather interesting ritual involving a “Locus Beacon” whose location your ancestor surmises is directly underneath the manor. It supposedly connects entire planes of existence between each other. Could this be what happened to him?

When you get up and start gathering your belongings for the trip back to the hamlet, your eye is drawn to an odd dagger on the table next to the bed. You initially ignored it as something unremarkable, but you recall one set of notes that identify it the Shard of Panestes, a protective talisman. When you pick it up, it is warm to the touch, despite appearing to be made of a black glass-like material. He must have forgotten it here, so by right, it must surely be yours to take.

- ② In your Campaign Log, record that *the investigators control The Shard of Panestes (for now).*
- ② If Victorine & Bernard are in the victory display, record in your Campaign Log *the investigators rescued Victorine and Bernard* and cross out “Victorine and Bernard are nowhere to be found.”
- ② Any one investigator may choose to add The Shard of Panestes to their deck. This card does not count toward that investigator’s deck size.
- ② The memories within The Shard of Panestes overwhelm you. Add 1 ♣ token to the chaos bag for the remainder of the campaign.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.

- ② Proceed to **The Hamlet: Resupply Point II.**

## The Hamlet: Resupply Point II

Each investigator may choose to visit one of the following buildings. Buildings can be visited by any number of investigators.

Check your Campaign Log.

- Ⓐ If the investigators helped the hamlet rebuild, no changes are made.
- Ⓑ Otherwise, each building listed under *Buildings Pillaged* cannot be visited this Resupply Point.

Read each section below that applies to your situation, then proceed to the following text. If no section applies, skip them.

### If Victorine and Bernard are nowhere to be found:

*When you pass by the guildhall, the windows are boarded up and the front door is left ajar. Curious, you look inside to see a handful of guild members gambling and idling. When they see you, they wave you over and say hello. "I suppose you're looking for Victorine and Bernard, but nobody's seen them since we got attacked. No bodies either, thank the heavens, so we're all hoping that they'll just... turn up one day, I guess. Them being veterans and all. To be honest, we don't really know what to do without them doing... guildmaster things..."*

The Guildhall cannot be visited this resupply point.

### If the investigators rescued Victorine and Bernard:

*You wave to Victorine and Bernard as you enter the guildhall. When they reach a pause in training, they come over and Victorine starts to speak. "Bernard and I never got a chance to thank you properly for rescuing us from the brigands. I don't know if we would've been able to escape otherwise. Thank you. Thank you so much."*

#### ❖ Guildhall

The investigator earns 5 additional experience.

#### ❖ Surgery

The investigator removes a single point of physical or mental trauma from their investigator.

#### ❖ Campsite

In your Campaign Log, record the name of the investigator who visited the campsite. (An investigator can be recorded more than once.) That investigator will have 4 additional supply points when purchasing supplies during each Resupply Point.

#### ❖ Smithy

The investigator reduces the experience cost of each of the next two *Armor*, *Tool*, or *Weapon* cards they upgrade or purchase by 3.

#### ❖ Wagon

The investigator reduces the experience cost of each of the next two *Charm*, *Relic*, or *Spell* cards they upgrade or purchase by 3.

#### ❖ Sanitarium

The investigator suffers 1 physical trauma and removes a basic *Madness* weakness from their deck. (To a minimum of one basic weakness in their deck.)

#### ❖ Abbey

The investigator suffers 1 mental trauma and removes a basic *Curse*, *Omen*, or *Pact* weakness from their deck. (To a minimum of one basic weakness in their deck.)

#### ❖ Tavern

Record a tally mark next to "Tavern visits" in your Campaign Log. The investigator removes a basic *Flaw*, *Humanoid*, or *Monster* weakness from their deck. (To a minimum of one basic weakness in their deck.)

## Supplies

As preparation for another expedition into the dungeons, each investigator must spend supply points to purchase supplies. In your Campaign Log, under each investigator's "Supplies" section, record the supplies that investigator chose to buy. (Note: Supplies can be bought more than once and will only be used for the next scenario. The group limit on supplies is determined by what is in stock.)

The number of supply points available to each investigator is based on the number of investigators in the campaign:

- ❖ **1 investigator:** 8 supply points
- ❖ **2 investigators:** 4 supply points each
- ❖ **3 investigators:** Choose one investigator to have 3 supply points and two investigators to have 2 supply point each
- ❖ **4 investigators:** Choose two investigators to have 2 supply points and two investigators to have 1 supply point each

Check your Campaign Log.

- Ⓐ Each investigator who *visited the campsite* has 4 additional supply points for each recorded visit.
- Ⓐ For each tally mark next to "Tavern visits," the investigators have 3 fewer supply points (distributed as you wish).
- Ⓐ If the investigators *introduced themselves to the locals*, the general store owner is pleased for the repeat business, and offers you a discount. Choose an investigator to have 1 additional supply point.
- Ⓐ The investigators can, as a group, sell their recovered heirlooms to buy additional supply points. For every three tally marks removed from *Heirlooms Recovered*, each investigator has 1 additional supply point.

Available supplies (refer to the *Dungeon Supplies* encounter set for the effects of each type of supply):

- ❖ **Torches** (3 supply points each, 2 in stock)  
*For illuminating the darkness.*
- ❖ **Food** (1 supply point each, 1 🍗 in stock)  
*For staving off hunger.*
- ❖ **Bandages** (1 supply point each, 2 🧢 in stock)  
*For stauching the flow of bleeding from flesh wounds.*
- ❖ **Laudanum** (1 supply point each, 2 🧢 in stock)  
*For inuring one's mind against the horrors of the dark.*
- ❖ **Medicinal Herbs** (1 supply point each, 2 🌿 in stock)  
*For invigorating the body and mind.*

**Check your Campaign Log. Each investigator who was bitten reads the following:**

*As you turn to leave the market, your head starts throbbing in pain. You massage your temples. Another headache.*

You gain the Paralysis weakness and must include it in your deck.

**Each investigator may now spend their unspent experience.**



## Scenario VI: Summoning Courage

Check your Campaign Log.

- Ⓐ If Galena is an expedition member, proceed to **Intro 1**.
  - Ⓑ If the investigators control The Shard of Panestes, skip to **Intro 2**.
  - Ⓒ If the investigators escaped the woods, skip to **Intro 3**.

**Intro 1:** You have returned to the manor once again to delve further into the mystery behind your ancestor, this time with Galena leading the way.

*"According to the map, there should be another set of stairs to the right, and then the Locus Beacon is just straight ahead... Hey, stop eyeing the map, I found it first, it's mine. Finders keepers."* Using the notes she found in the Sylvan Library — notes with handwriting identical to your ancestor's — Galena's directions have smoothed the arduous task of finding your way through the dungeons.

*"Remember, the ritual requires the three Golden Orbs he enchanted and kept spread throughout the floor. Why he didn't just keep them together is beyond me... Oh yes, and there are alien monsters that guard the Beacon. Keep an eye out. Don't get caught."*

**Proceed to Setup.**

**Intro 2:** After sifting through your ancestor's notes that you found in the Sylvan Library, you now have some rather interesting knowledge. In the dungeons underneath the manor there exists the Locus Beacon — its location marks the border between this reality and another, a reality to which you suspect your ancestor disappeared. His notes tell of a ritual that can locate and summon beings from this other dimension by making use of three Iron Crowns he enchanted and stowed throughout the floor. Perhaps you might be able to contact your ancestor using this?

*The journey down the dungeons is much easier using a combination of the maps you have created and directions in your ancestor's notes. However, the notes also speak of the Templar, monstrous creatures from another dimension that guard the Beacon from intruders and kill any who stray too close. You take a deep breath and walk down the final set of stairs.*

## Proceed to Setup.

**Intro 3:** Kezia, mysterious as ever, has invited you to her wagon for some afternoon tea. "You should know, I am not in this town by accident. My tribe and I, we are caretakers of sorts and my role here is to tell you this. You see, underneath this manor is what we call a Locus Beacon. They are constructed in places where lines of magic come together in a specific way."

*She starts pouring several cups of tea. "The Locus Beacon exists as a bridge between realities, though I must offer you this warning. Meddling in these other realms is dangerous — the human mind can only truly comprehend our own reality. But if the rumors surrounding your ancestor are to be believed, he at some point delved into unlocking its secrets. Your goal, I suspect, lies there. It will be dangerous. The Beacon is guarded by inhuman creatures, but it will not stop you."*

*You question Kezia on what all of this means and how she came to know this but you are only able to get cryptic riddles out of her. However, she does offer one final piece of advice. "There exists a ritual you may find useful for your task — your ancestor knew of it too — for summoning specific objects or creatures through the Beacon. You will need three components for this ritual..."*

In your Campaign Log, record  
*the investigators received assistance from Kezia*

## **Proceed to Setup.**

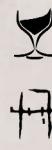
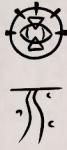
## Standalone Mode

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

- Ⓐ Assemble the chaos bag using the following tokens:  
+1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠, ♣, ♣, ♤, ♤.
  - Ⓑ *The Shuffling Horror retreated back into the darkness.*
  - Ⓒ Distribute 2 Torches among investigators' supplies.
  - Ⓓ Do not read **Interlude II: Planar Sight**.

## Setup

(P) Gather all cards from the following encounter sets: *Summoning Courage*, *Dungeon Supplies*, *Deep Treasures*, *Agents of the Ancestor*, *Long Journey*, *The Dark*, *Halls of Power*, and *Locked Doors*. These sets are indicated by the following icons:



(P) Set aside, out of play, each copy of Raised Alarm, each copy of The Shadow and the four Displaced Soul weaknesses.

(P) Check your Campaign Log.

◆ If the Shuffling Horror retreated back into the darkness, search the collection for Shuffling Horror (*Creature of Night*) (*Darkham Horror* card #144) and set it aside, out of play. Do not place any damage on it.

◆ If the Shuffling Horror is still alive and Nashwa Hassan is an expedition member, perform the following:

- Search the collection for Shuffling Horror (*Unleashed Fear*) (*Darkham Horror* card #145) and set it aside, out of play. Place damage on it equal to the amount of damage recorded in parentheses in your Campaign Log.
- Search each investigator's deck and the collection for Alaq Shaira (*Darkham Horror* card #82) and Nashwa Hassan (*Scholar of Life and Death*) (*Darkham Horror* card #83) and set them aside, out of play.

◆ If the Shuffling Horror is still alive and the investigators control The Necronomicon, perform the following:

- Search the collection for Shuffling Horror (*Born of Shadow*) (*Darkham Horror* card #146) and set it aside, out of play. Place damage on it equal to the amount of damage recorded in parentheses in your Campaign Log.
- Search each investigator's deck and the collection for The Necronomicon (*Alhazred Translation*) (*Darkham Horror* card #84) and set it aside, out of play.

(P) Check your supplies. Each investigator with supplies crosses them out and puts that many assets into play of the same name from the *Dungeon Supplies* encounter set. Remove the remainder from the game.

(P) Place 3 damage on the scenario reference card. This represents the light level.

(P) Find the Stairwell and the Locus Beacon and put them into play with the Locus Beacon to the right of the Stairwell, both revealed. (Each of these locations is the revealed side of an Unexplored Room location.) Each investigator begins play at the Stairwell. (Remember to trigger the **Forced** effect on the Locus Beacon once you have created the dungeon deck.)

(P) Check your Campaign Log.

◆ If Galena is an expedition member, each investigator gains 1 clue from the token pool. Then proceed to **Three Orbs**.

◆ If the investigators control The Shard of Panestes, skip to **Three Crowns**.

◆ If neither of the above are true, skip to one of **Three Orbs** or **Three Crowns** of your choice.

## Three Orbs

(P) Set aside Ordained Bishop, Ordained Cardinal, and all 6 versions of Golden Orb. Remove from the game Templar Impaler, Templar Warlord, each Crown Pedestal, and each Iron Crown.

(P) Construct two agenda decks — an “a/b” deck and a “c/d” deck. Each of these agenda decks is constructed separately, in numerical order, as usual. Remove the “e/f” deck from the game.

(P) When constructing the act deck, use Act 2a—“Three Orbs.” Remove Act 2a—“Three Crowns” from the game.

(P) Set all of the remaining locations aside as the dungeon deck. To do this, perform the following:

◆ Shuffle each Orb Reliquary and 3 other random locations to form three piles of 4 cards, Unexplored Room side faceup. Place the piles on top of one another.

◆ Place 3 other random locations on top, Unexplored Room side faceup.

◆ Then place all the remaining locations on the bottom, in a random order. All of the cards in the dungeon deck should be showing only the Unexplored Room side, so the players do not know which is which.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

(P) Skip to **Multiple Agendas**.

## Three Crowns

- Ⓐ Set aside Templar Impaler, Templar Warlord, and all 6 versions of Iron Crown. Remove from the game Ordained Bishop, Ordained Cardinal, each Orb Reliquary, and each Golden Orb.
- Ⓑ Construct two agenda decks — an “a/b” deck and an “e/f” deck. Each of these agenda decks is constructed separately, in numerical order, as usual. Remove the “c/d” deck from the game.
- Ⓒ When constructing the act deck, use Act 2a—“Three Crowns.” Remove Act 2a—“Three Orbs” from the game.
- Ⓓ Set all of the remaining locations aside as the dungeon deck. To do this, perform the following:
- ❖ Shuffle each Crown Pedestal and 3 other random locations to form three piles of 4 cards, Unexplored Room side faceup. Place the piles on top of one another.
  - ❖ Place 3 other random locations on top, Unexplored Room side faceup.
  - ❖ Then place all the remaining locations on the bottom, in a random order. All of the cards in the dungeon deck should be showing only the Unexplored Room side, so the players do not know which is which.
- Ⓔ Shuffle the remainder of the encounter cards to build the encounter deck.

Ⓕ Proceed to **Multiple Agendas**.

## Multiple Agendas

During this scenario, there are multiple agenda decks. The “a/b” agenda deck represents the fading light, while the “c/d” and “e/f” agenda decks represent the alarm level of the creatures hunting you.

In general, the main agenda is the “a” agenda, while the “c” and “e” agendas gain doom completely independently except for card effects that explicitly specify them.

- ❖ During the “Place 1 doom on the current agenda” step of the mythos phase, place 1 doom on each agenda.
- ❖ Whenever a card effect specifies “the current agenda,” it means the “a” agenda.
- ❖ Doom on each agenda only counts towards that agenda.
- ❖ Doom on cards other than the agendas (such as enemies, locations, or assets) only counts towards the doom threshold of the current “a” agenda.
- ❖ When the “a” agenda advances, **doom on the other agendas is not removed**. All other doom in play is removed.
- ❖ When either of the “c” or “e” agendas advances, **only the doom on that agenda is removed**.
- ❖ If the doom thresholds on multiple agendas are satisfied during the “Check doom threshold” step of the mythos phase, they each advance in order. (“a,” then “c,” then “e.”)



## DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Proceed to **Resolution 1**.

**Resolution 1:** You run and hide, and hope to evade the creatures that hunt you. Or, at least, evade them for longer than the others...

(Q) Every group must have a slowest. Choose an investigator to suffer 1 physical or mental trauma (*their choice*).

(Q) Advance to act 2b.

**Resolution 2:** You sit down near the Locus Beacon and begin to incant the words to the summoning ritual.

The incantation is short and takes only minutes, but each minute stretches into hours as the group listens and watches for signs of the creatures hunting you. To your relief, you are able to complete your task without interruption. The incantation ends. The dungeons are in total silence.

The room holds still for a tense eternity, fearing to move or even breathe. As you start to wonder if you performed the ritual properly, a gash appears in the air in front of you, crimson light spilling out. Tiny at first, a hair's width, it steadily expands until it is large enough to fit a human hand. But in the background, so too does a low rumbling gradually grow. When dust and rubble start to fall from the walls and ceilings finally, you see something in this tear in reality.

An eye, peering at you.

Before you have time to investigate further, a nearby room collapses. There are shouts of panic from the others in the expedition, and a hand pulls you away towards the stairs before the manor can collapse and bury you alive.

(Q) Check the number of Golden Orbs attached to act.

❖ If there are 3 Golden Orbs attached to the act, record in your Campaign Log that *the summoning ritual was performed perfectly*. Each investigator earns 4 bonus experience as they gain insight into the fabric of reality.

❖ If there are 2 Golden Orbs attached to the act, record in your Campaign Log that *the summoning ritual required a small sacrifice*. Each investigator earns 2 bonus experience as they gain a fragment of insight into the fabric of reality.

❖ If there is 1 Golden Orb attached to the act, record in your Campaign Log that *the summoning ritual required a large sacrifice*.

❖ If there are no Golden Orbs attached to the act, record in your Campaign Log that *the summoning ritual consumed the investigators' souls*.

(Q) In your Campaign Log, record that *the Ordained are hunting the investigators*.

(Q) For each legacy point in the victory display, record one tally mark under "Heirlooms Recovered" in your Campaign Log.

(Q) Entering the dungeons takes its toll. Each investigator searches the collection for two random basic weaknesses and chooses one to add to their deck.

(Q) Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.

(Q) Proceed to **Interlude II: Planar Sight**.

**Resolution 3:** You sit down near the Locus Beacon and begin to incant the words to the summoning ritual.

The incantation is short and takes only minutes, but each minute stretches into hours as the group listens and watches for signs of the creatures hunting you. To your relief, you are able to complete your task without interruption. The incantation ends. The dungeons are in total silence.

The room holds still for a tense eternity, fearing to move or even breathe. As you start to wonder if you performed the ritual properly, a gash appears in the air in front of you, crimson light spilling out. Tiny at first, a hair's width, it steadily expands until it is large enough to fit a human hand. But in the background, so too does a low rumbling gradually grow. When dust and rubble start to fall from the walls and ceilings finally, you see something in this tear in reality.

An eye, peering at you.

Before you have time to investigate further, a nearby room collapses. There are shouts of panic from the others in the expedition, and a hand pulls you away towards the stairs before the manor can collapse and bury you alive.

② Check the number of Iron Crowns attached to the act.

- ❖ If there are 3 Iron Crowns attached to the act, record in your Campaign Log that *the summoning ritual was performed perfectly*. Each investigator earns 4 bonus experience as they gain insight into the fabric of reality.
  - ❖ If there are 2 Iron Crowns attached to the act, record in your Campaign Log that *the summoning ritual required a small sacrifice*. Each investigator earns 2 bonus experience as they gain a fragment of insight into the fabric of reality.
  - ❖ If there is 1 Iron Crown attached to the act, record in your Campaign Log that *the summoning ritual required a large sacrifice*.
  - ❖ If there are no Iron Crowns attached to the act, record in your Campaign Log that *the summoning ritual consumed the investigators' souls*.
- ② In your Campaign Log, record that *the Templar are hunting the investigators*.



- ② For each legacy point in the victory display, record one tally mark under “Heirlooms Recovered” in your Campaign Log.
- ② Entering the dungeons takes its toll. Each investigator searches the collection for two random basic weaknesses and chooses one to add to their deck.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet.** You will be instructed to spend this experience after the interlude.

② Proceed to Interlude II: Planar Sight.

## Interlude II: Planar Sight

The ritual worked, you are sure of it. The rift was opening, and although you were not able to confirm that the figure on the other side was your ancestor, you feel certain that he is the only one it could have been.

All the answers are finally within reach, just one more journey into the darkest dungeons of your life. However, although you were able to escape, the construction you left behind was not so lucky. The rumbling which you can still feel faintly in your feet set off the decaying engineering which must have been on its last legs. You will need to find another way into the dungeons.

As you walk back to the hamlet, considering different possibilities, a stranger runs up to you from the direction of the coast, with a dog close behind.

"Ahoy! Were you the ones behind that huge ruckus? I was just out fishing and saw the cliff start collapsing from underneath the manor! What were you doing in there?"

You evade his questioning for a little while and learn that he was a sea captain who goes by Captain Renaudin, though he retired to the hamlet a little over a decade ago. When you mention that you're investigating the disappearance of your ancestor, he glances back at the manor and becomes lost in thought for a brief moment. When his gaze returns to you, his expression is stern and unyielding.

"I can get you in. There is another way into the manor: by sea. My home is by the docks to the east. When you are ready, I can ferry you and your expedition members. I ask only that you allow me to join you." He turns around, towards his hound, his statement final. "Come, Riffit! We have our own preparations."

② In your Campaign Log, under "Expedition Members," record that Captain Renaudin is a member of the expedition.

Check your Campaign Log. Read each section that applies:

### If the investigators control The Shard of Panestes:

You inspect stone fragment once more, turning it over in your hands. Did it really cause all that trouble with the Templar? Curiously, it still emanates a comforting warmth, washing over you in waves.

Each investigator ignores any trauma suffered during this interlude.

### If the summoning ritual required a small sacrifice:

Evening falls, and you have finally returned to the hamlet, ready to recuperate from the trials you faced. However, when you sit down at a table in the tavern, a wave of lethargy overcomes you, and you struggle to stay awake. You knew attempting the ritual was perilous, that it might backfire and seek the arcane energy it needed from its caster, but the cost was small and the potential rewards great.

Each investigator suffers 1 physical or mental trauma (their choice).

### If the summoning ritual required a large sacrifice:

Just as you step into the bounds of the hamlet, a wave of nausea overcomes you. Your legs lose their strength and you collapse to the ground, feeling an intense dissociation, as though your thoughts and feelings exist outside of your physical body. Attempting the ritual was dicey with what little you had, but you know inside you it was necessary. What is important is that it did not backfire entirely. It will be worth it all in the end.

Each investigator gains the Displaced Soul weakness, and must add it to their deck. Each investigator also suffers 1 physical or mental trauma (their choice).

### If the summoning ritual consumed the investigators' souls:

You walk back to the hamlet, everything seemingly normal. Most members of the expedition were unaware that you were missing most of the materials you needed for the ritual, but this was your chance and you had to try, consequences be damned. But nothing untoward seems to have happened. You feel lighter on your feet, even.

Each investigator earns 2 experience.

Each investigator may now spend their unspent experience.

## Scenario VII: Rising Tides

Over the following week, you hurriedly gather provisions for what you hope to be your final venture into the dungeons. In the morning, you set off east, to the docks. The trek is long, and the sun is high in the sky by the time you arrive.

Captain Renaudin explains to you in his gruff voice, “I’ll level with you, I never trusted that ancestor of yours one bit. He couldn’t give a straight answer to anything about himself and had strange folk coming and going from that manor of his. So, like anybody with a head on his shoulders, I kept an eye out. And you know what? It wasn’t just the front door that was used. There’s a back entrance in the cove beneath, I’m sure of it. There’s no other reason for those boats in the middle of the night. And no disrespect to you, but nobody up to any good keeps that many secrets.”

He warns you, “The cove is a dangerous place: the tides here rise and fall with unnatural speed and you can be swept away by the currents at a moment’s notice. But you’re up to something, aren’t you? I suppose we’ll see whether you’re here for good or for ill.”

### Setup

- Ⓐ Gather all cards from the following encounter sets: *Rising Tides*, *Agents of the Ancestor*, *Setting Sun*, *Gods Converge*, and *Chilling Cold*. These sets are indicated by the following icons:



- Ⓑ Set aside the *Dungeon Supplies* encounter set, out of play. This encounter set is indicated by the following icon:



- Ⓒ Set the following cards aside, out of play: Each *Steps* location, Captain Renaudin (*Too Old for This*), Rifiifi, Nihilistic Fervor, and the four Paranoid Visions weaknesses.

- Ⓓ Put the Cove Entrance into play. Each investigator begins play at the Cove Entrance.

- Ⓔ Create the exploration deck. This is done by taking the remaining locations and shuffling them together.

- Ⓕ Put Captain Renaudin (*Retired Sailor*) into play under any investigator’s control.

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

### Explore

An ability on the acts in this scenario is identified with an **Explore** action designator and is initiated using the “activate” action. To do so, perform the following:

- Ⓐ Reveal cards from the top of the exploration deck until one of a treachery, enemy, or connecting location is revealed.
- ◆ If a treachery or enemy is revealed, draw it and resolve it as normal. If it is discarded, place it in the encounter discard pile as you would normally. This is an “unsuccessful” exploration.
  - ◆ If a connecting location is revealed, put it into play, place clues on it equal to its clue value, move to it, and shuffle the top card of the encounter deck into the exploration deck. This is a “successful” exploration.
- Ⓑ Shuffle each other revealed card back into the exploration deck.

### Sinking into the Sea

During this scenario, you will be instructed to place horror on locations, which represents the rising waters in the cove. Horror is placed primarily by the abilities on the agendas. However, card effects can also place horror directly on locations.

When the amount of horror on a location is at least its printed shroud value, the water level has risen so much the location **sinks into the sea**. Perform the following:

- ◆ Place 1 horror on each connecting location with no horror on it.
- ◆ Remove the location from the game (or place in the victory display if it has Victory X and no clues on it).
- ◆ Discard each enemy, attachment, and token at that location.
- ◆ Each investigator at that location is defeated and suffers 1 physical trauma.

### Standalone Mode

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

- Ⓐ Assemble the chaos bag using the following tokens:  
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♦, ♣, ♤, ♧, ♪, ♫.

## DO NOT READ until the end of the scenario

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

**Resolution 1:** You wake up coughing and spluttering near a precarious cliff edge. Upon regaining your composure, you look around and see a narrow path trailing away to your left. You follow the steps carved into the stone and eventually return to the familiar clinging quiet of the dungeons.

You are able to spend some time recuperating from your trek in a small chapel, where you attempt to dry out your clothes and provisions. That is when you notice someone missing. Captain Renaudin is nowhere to be seen. You hope that he made it out of the cove somehow, but you know that you are not going to find him in there if you were to go looking. There is only one way forward now.

- ② In your campaign log, under “Expedition Members”, cross out *Captain Renaudin*.
- ② In your Campaign Log, record that *Captain Renaudin is missing*.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet**. You will be instructed to spend this experience after the interlude.

② Proceed to **The Hamlet: Resupply Point III**.

**Resolution 2:** You are able to spend some time recuperating from your trek in a small chapel, where you attempt to dry out your clothes and provisions. When you look around for Captain Renaudin, he is sitting off to the side on a pew, his head in his hands. “Those ghosts... I recognised some of their faces. I see what happened to them now. What unholy forces are at work here? What pacts did that madman make? You have to find a way to stop this!”

- ② Any one investigator may choose to add Captain Renaudin (*Too Old for This*) to their deck. This card does not count toward that investigator’s deck size.
- ② Any one investigator may choose to add Rififi to their deck. This card does not count toward that investigator’s deck size.

② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet**. You will be instructed to spend this experience after the interlude.

② Proceed to **The Hamlet: Resupply Point III**.

**Resolution 3:** You are able to spend some time recuperating from your trek in a small chapel, where you attempt to dry out your clothes and provisions. However your mind still buzzes about Captain Renaudin’s death. You are still unsure of his origins: how he found you at exactly the right moment to offer aid, and with this very specific information.

As you ponder, what seemed to be wind whistling through gaps in the wall start to meld into a song. A haunting, familiar song that followed you during your journey through the cove. Although it has no words, you can feel its message inside you. It is a song that warns of great change, of disaster. But this time, you can sense something unsettling underneath. It is a sorrowful melody of inevitability.

- ② In your campaign log, under “Expedition Members”, cross out *Captain Renaudin*.
- ② In your Campaign Log, record that *the investigators received a dire portent*.
- ② Any one investigator may choose to add Nihilistic Fervor to their deck. This card does not count toward that investigator’s deck size.
- ② Captain Renaudin’s death chills you. Add 1  token to the chaos bag for the remainder of the campaign.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display. **Do not spend any of it yet**. You will be instructed to spend this experience after the interlude.

② Proceed to **The Hamlet: Resupply Point III**.

## The Hamlet: Resupply Point III

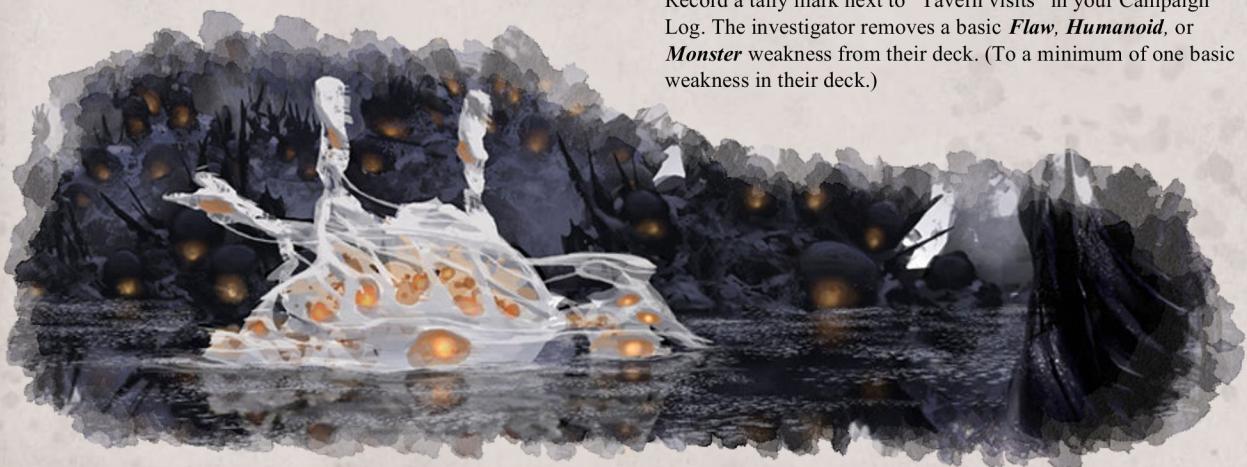
You sort through the supplies and provisions you hurriedly acquired the previous week, your mind drifting back to what might have been your last moments of normality. Nothing could possibly be the same again.

Each investigator may choose to visit one of the following buildings. Buildings can be visited by any number of investigators.

### Check your Campaign Log. If *Victorine* and *Bernard* are nowhere to be found:

*The sound of clashing swords and heavy footsteps emanates from the guildhall. Puzzled, you peer inside to see what is happening. A sort of normalcy seems to have returned. You question a pair of guild members training to one side, and they answer, "Victorine and Bernard came back a few days ago! It turns out they were captured by brigands during the attack and kept prisoner in the woods to the south-west, but managed to escape one night. They looked half-dead, and Zacharie, the physician, insisted on rest, but they've been helping with getting things running again even from their bed. If you're here, were you looking to join us for some training?"*

(The Guildhall has reopened for visitors.)



### ◆ Guildhall

The investigator earns 5 additional experience.

### ◆ Surgery

The investigator removes a single point of physical or mental trauma from their investigator.

### ◆ Campsite

In your Campaign Log, record the name of the investigator who visited the campsite. (An investigator can be recorded more than once.) That investigator will have 4 additional supply points when purchasing supplies during each Resupply Point.

### ◆ Smithy

The investigator reduces the experience cost of each of the next two *Armor*, *Tool*, or *Weapon* cards they upgrade or purchase by 3.

### ◆ Wagon

The investigator reduces the experience cost of each of the next two *Charm*, *Relic*, or *Spell* cards they upgrade or purchase by 3.

### ◆ Sanitarium

The investigator suffers 1 physical trauma and removes a basic *Madness* weakness from their deck. (To a minimum of one basic weakness in their deck.)

### ◆ Abbey

The investigator suffers 1 mental trauma and removes a basic *Curse*, *Omen*, or *Pact* weakness from their deck. (To a minimum of one basic weakness in their deck.)

### ◆ Tavern

Record a tally mark next to "Tavern visits" in your Campaign Log. The investigator removes a basic *Flaw*, *Humanoid*, or *Monster* weakness from their deck. (To a minimum of one basic weakness in their deck.)

## Supplies

As preparation for your final expedition into the dungeons, each investigator must spend supply points to purchase supplies. In your Campaign Log, under each investigator's "Supplies" section, record the supplies that investigator chose to buy. (Note: Supplies can be bought more than once and will only be used for the next scenario. The group limit on supplies is determined by what is in stock.)

The number of supply points available to each investigator is based on the number of investigators in the campaign:

- ❖ **1 investigator:** 8 supply points
- ❖ **2 investigators:** 4 supply points each
- ❖ **3 investigators:** Choose one investigator to have 3 supply points and two investigators to have 2 supply point each
- ❖ **4 investigators:** Choose two investigators to have 2 supply points and two investigators to have 1 supply point each

Check your Campaign Log.

- ⌚ Each investigator who *visited the campsite* has 4 additional supply points for each recorded visit.
- ⌚ For each tally mark next to "Tavern visits," the investigators have 3 fewer supply points (distributed as you wish).
- ⌚ The investigators can, as a group, sell their recovered heirlooms to buy additional supply points. For every three tally marks removed from *Heirlooms Recovered*, each investigator has 1 additional supply point.

### If the investigators introduced themselves to the locals:

You are browsing and chatting with the general store owner when you mention that this is going to be your last expedition. His voice frosts over. "Oh, that's too bad. I'm really sorry but I can't give you any discounts this time." The smiles and cheery dispositions were just a facade after all. Greed always wins out in the end.

You may choose an investigator to have 2 additional supply points. If you do, record in your Campaign Log that *the investigators intimidated the general store owner*.

### If the investigators helped the hamlet rebuild:

*The mayor comes up to you as you wander the market. "Why, it's an absolute delight to see you again! As you can see, we've really turned things around in the face of adversity, and we have you to thank for much of this. I said we'd find some way to repay you, and now that we're back on our feet, let me see if I can help."*

Each investigator has 1 additional supply point.

Available supplies (refer to the *Dungeon Supplies* encounter set for the effects of each type of supply):

- ❖ **Torches** (3 supply points each, 2 in stock)  
*For illuminating the darkness.*
- ❖ **Food** (1 supply point each, 1 🍗 in stock)  
*For staving off hunger.*
- ❖ **Bandages** (1 supply point each, 2 🧢 in stock)  
*For staunching the flow of bleeding from flesh wounds.*
- ❖ **Laudanum** (1 supply point each, 2 🥁 in stock)  
*For inuring one's mind against the horrors of the dark.*
- ❖ **Medicinal Herbs** (1 supply point each, 2 🌿 in stock)  
*For invigorating the body and mind.*
- ❖ **Holy Water** (2 supply points each, 1 in stock)  
*For purging evil and restoring purity.*
- ❖ **Aegis Scale** (1 🛡 supply points each, 1 in stock)  
*For fierce protection.*

### Check your Campaign Log. Each investigator who was bitten reads the following:

*Your mind drifts back to the present. Why did it have to be by boat? You shudder at the thought of all the water you had to survive in the cove. And what about this Captain Renaudin? Who just decides to be helpful? What ulterior motives lie unspoken? You need to be on your guard.*

You gain the Paranoid Visions weakness and must include it in your deck.

Each investigator may now spend their unspent experience.

## Scenario VIII: Heart of Darkness

*It does not take long to find your way back to the site of the Locus Beacon. However, where there was once a small gash, there is now a circular rift towering over you, a disc of glittering darkness framed in pulsating flesh and sinew. Through the rift you see an infinite multiverse, an endless void littered with pin-pricks of light, each a world, an entire reality. If you were to step through without a destination in mind, you might wander the space between worlds for the rest of time.*

*This rift must surely be the key to solving the mysteries that remain, and so you study the boundless expanse for any sign of where to go, any clue on what to do. Each time you observe a point of light more closely, you discover yet more worlds near it, though the emptiness between each remains unimaginably absolute. There are an uncountable number of realities, more than any human mind could possibly comprehend.*

*However, in your scrutiny, you sense something. One star in particular stands out, shining with a faint crimson light. It pulls at your eyes, drawing your attention. It must be him. He is there, beckoning you.*

*Answers await. You step through the rift.*



### Standalone Mode

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

Ⓐ Assemble the chaos bag using the following tokens:

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

Ⓐ The investigators may decide (choose up to one):

❖ *Nashwa Hassan* is an expedition member.

❖ *The investigators control* The Necronomicon. Add 1 ⚡ token to the chaos bag.

Ⓐ The investigators may decide (choose up to one):

❖ *Otto von Isenberg* is an expedition member.

❖ *The investigators control* The Hound Amulet. Add 1 ⚡ token to the chaos bag.

Ⓐ The investigators may decide (choose up to one):

❖ *Galena* is an expedition member.

❖ *The investigators control* The Shard of Panestes. Add 1 ⚡ token to the chaos bag.

Ⓐ The investigators may decide (choose up to one):

❖ *Captain Renaudin* is an expedition member.

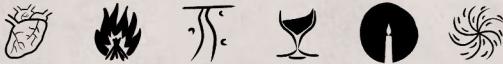
❖ *The investigators received a dire portent.* Add 1 ⚡ token to the chaos bag.

Ⓐ Distribute 2 Torches among investigators' supplies.

Ⓐ For an easier, and less random experience, distribute up to 1 Holy Water and up to 1 Aegis Scale among investigators' supplies.

## Setup

(P) Gather all cards from the following encounter sets: *Heart of Darkness*, *Dungeon Supplies*, *Long Journey*, *Agents of the Ancestor*, *The Dark*, and *Gods Converge*. These sets are indicated by the following icons:



- (P) Set the following cards aside: Each copy of Spiritual Energy, Ascended Ancestor, Gestating Heart, Heart of Darkness, and each copy of The Shadow.
- (P) Set aside the 6 **Servitor** enemies. They each have a story card on their reverse side and are: Antibody, Carrion Worm, Flesh Hound, Malignant Growth, Polyp, and Tentacle.
- (P) Check your supplies. Each investigator with supplies crosses them out and puts that many assets into play of the same name from the *Dungeon Supplies* encounter set. Remove the remainder from the game.
- (P) Check your Campaign Log. Depending on its contents, different story cards and story assets are set aside, out of play. The remainder is removed from the game.
- ❖ If *Nashwa Hassan* is an expedition member, set aside the Nashwa's Return story card. Search each investigator's deck for Nashwa Hassan (*Scholar of Life and Death*) and set her aside, out of play.
  - ❖ If *Otto von Isenberg* is an expedition member, set aside the Otto's Contract story card. Search each investigator's deck for Otto von Isenberg and set him aside, out of play.
  - ❖ If *Galena* is an expedition member, set aside the Galena's Trap story card. Search each investigator's deck for Galena and set her aside, out of play.
  - ❖ If *Captain Renaudin* is an expedition member, set aside the Renaudin's Sacrifice story card. Search each investigator's deck for Captain Renaudin (*Too Old for This*) and set him aside, out of play.

❖ If the investigators control The Necronomicon, set aside The Necronomicon Corrupts story card. Search the collection and each investigator's deck for The Necronomicon (*Ahzred Translation*) (*Darkham Horror* card #84) and set it aside, out of play.

❖ If the investigators control The Hound Amulet, set aside The Amulet's Curse story card. Search the collection and each investigator's deck for The Hound Amulet (*Darkham Horror* card #188) and set it aside, out of play.

❖ If the investigators control The Shard of Panestes, set aside the Memories of the Shard story card. Search the collection and each investigator's deck for The Shard of Panestes (*Darkham Horror* card #238) and set it aside, out of play.

❖ If the investigators received a dire portent, set aside the Chill of Nihilism story card. Search the collection and each investigator's deck for Nihilistic Fervor (*Darkham Horror* card #347) and set it aside, out of play.

(P) Set up the locations according to the instructions below.

❖ Put the Rift into play. Each investigator begins play at the Rift. Put The Ancestor into play at the Rift.

❖ Referring to the "Location Placement for Setup" diagram on the next page, put the remaining locations into play, following **Locations in Heart of Darkness** on the next page.

(P) Do not place damage on the scenario reference card yet. The light level is considered to be 0.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

## Locations in Heart of Darkness

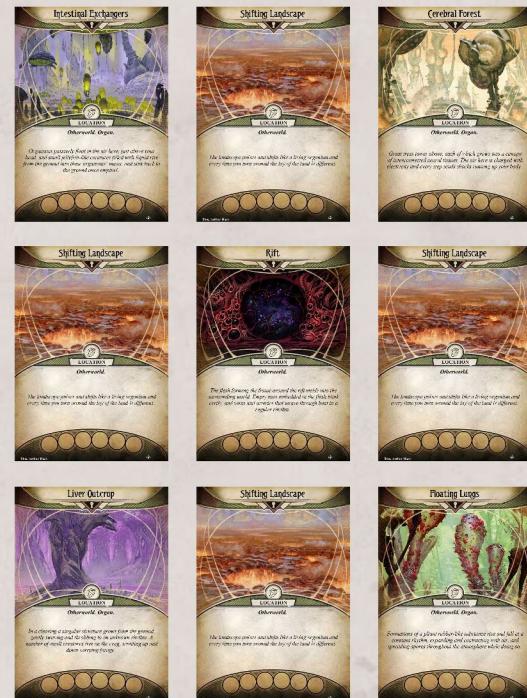
- ④ Shuffle together the 16 Shifting Landscape locations, both in play and set aside. Each investigator and enemy at those locations is moved to the Rift. Each attachment and token at those locations is discarded.
- ④ Collect the 8 **Organ** locations, both in play and set aside. Each investigator and enemy at those locations is moved to the Rift. Each attachment and token at those locations is discarded.
- ④ Put random Shifting Landscape locations into play as depicted in the relevant location placement diagram.
- ④ Set the remaining Shifting Landscape locations aside, out of play.
- ④ Randomly choose one of the two Cerebral Forest locations, one of the two Floating Lungs locations, one of the two Intestinal Exchangers locations, and one of the two Liver Outcrop locations, and put them into play as depicted in the relevant location placement diagram.
- ④ Set aside, out of play, the other versions of Cerebral Forest, Floating Lungs, Intestinal Exchangers, and Liver Outcrop.

During this scenario, you will be instructed to choose a random **Organ** location. To do this, shuffle together the 4 set-aside **Organ** locations (the versions not currently being used) and choose 1 of them at random.

### Stop!

At this point, you are ready to begin playing *Heart of Darkness*. Do not read the interlude or rules text on the next page just yet. You will be instructed to read them at a later point in time, during the course of the scenario.

## Location Placement for Setup



## Scenario Interlude: Beyond the Rift

### Read this interlude only when you are instructed to do so.

You start to walk over to greet your ancestor, curious that he appears to be healthy and safe in this alien realm. However, just as you take your first step, he begins to speak, his voice reverberating through your mind in a multitude of sonorous frequencies.

"Witness. Is it not magnificent? In all my terrible researches, what I sought was a glimpse behind the veil, a crumb of cosmic truth. I found it here and, in that moment of breathtaking realization, ceased to be a man and became a herald, an avatar of Nssu-Ghahn, Leech of the Aeons, the Heart of Darkness.

"Life feeds on life. In your petty pursuit of family redemption you have unknowingly been consuming those who rallied to your cause and in so doing you have strengthened the Heart, accelerating the end. This is as it should be. It is why you stand before me.

"You see, we are chained here forever, you and I, at the end of the world. So free yourself, rouse the Heart, and embrace the ineffable cosmic hideousness that lives within us all!"

④ Remove The Ancestor from the game.

④ Remove all doom from play.

④ Remove each Torch the investigators control from the game.

Depending on the number of Torches removed, different agendas are removed from the agenda deck and the light is set to a different level.

◆ If no Torches were removed, remove agendas 2a and 3a from the game. Advance to agenda 4a. Set the light level to 1.

◆ If exactly 1 Torch was removed, remove agenda 2a from the game. Advance to agenda 3a. Set the light level to 2.

◆ If 2 or more Torches were removed, no changes are made. Advance to agenda 2a. Set the light level to 3.

④ Based on your difficulty level, add a token to the chaos bag, as follows:

Easy (-3), Standard (-4), Hard (-5), Expert (-7).

④ Check your Campaign Log. If the investigators helped the hamlet rebuild, the extra days have cost you.

◆ Add 1 ♠ token to the chaos bag.

◆ If at least four buildings are listed under *Buildings Pillaged*, remove the numerical token with the highest modifier from the chaos bag. If at least eight buildings are listed, remove the two numerical tokens with the highest modifiers, instead.

*A force tugs at something inside you, and a wispy energy escapes your body, pulled through the multitude of pores in your skin, eventually settling itself around you in a comforting haze.*

④ Each investigator takes control of a set-aside Spiritual Energy.

*After his rhetoric, your ancestor, if it is still him in that body, sinks into the ground swallowed by the living land.*

*You have your answer now and it was not what you were expecting. Whoever he was in life, your ancestor is clearly no longer the same man, and from the fragments of occult research you have gathered over the course of the expeditions, you are certain his plans will yield nothing but the end of all life. It is clear that you are the only ones who can stop the arrival of Nssu-Ghahn.*

*But the path ahead is unclear. How are you to stop its awakening? With no other options, you set out into the alien wilderness as a dark crimson mist gradually descends upon the land.*

④ Spawn 1 ♠ of the set-aside **Servitor** enemies chosen at random, each at a different **Organ** location chosen at random.

④ If there are 4 set-aside story cards, choose one at random and resolve it.

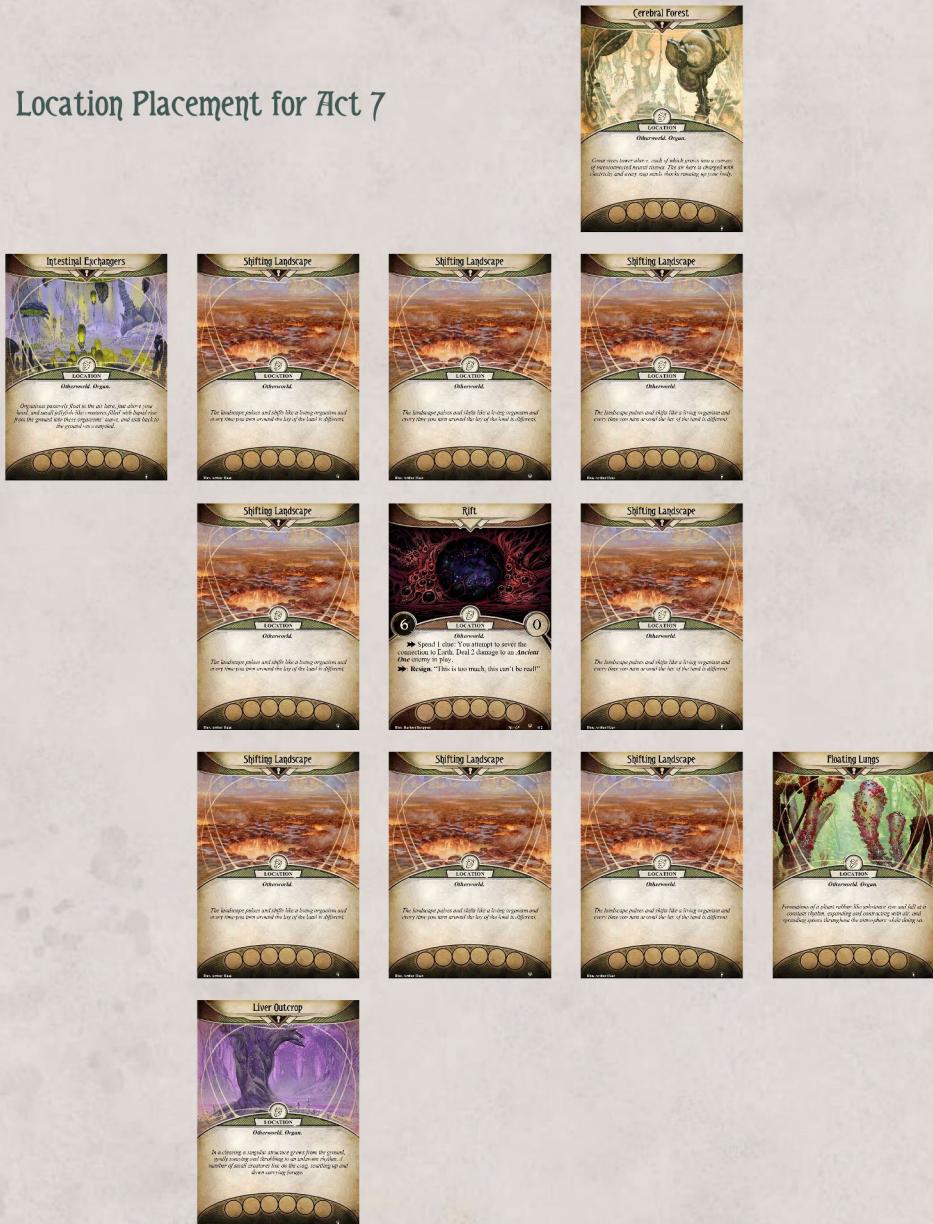
**Stop!**

At this point, you have completed the Scenario Interlude. Do not look at the rules on the following pages just yet. You will be instructed to look at them at a later point in time, during the course of the scenario.

## Location Placement for Act 5



## Location Placement for Act 7



## DO NOT READ until the end of the scenario

**Before resolving any other resolution, if at least one investigator was defeated:** The defeated investigators read **Investigator Defeat** first.

**Investigator Defeat:** *You collapse to the ground, unable to continue. It is soft, warm, like an embrace. As you lose consciousness, the horizon above you starts to rise, and you slowly sink into the world. Flesh is interconnected. Flesh is whole. Flesh is one.*

- (Q) Each investigator who was defeated is **killed**.
- (Q) If another resolution was reached, the remaining investigators proceed to that resolution.
- (Q) If no resolution was reached (each investigator was defeated): Proceed to **Resolution 1**.

**If no resolution was reached because each investigator resigned:** Proceed to **Resolution 1**.

**Resolution 1:** *A singular heartbeat reverberates through the world, just one in the uncountable number you only fleetingly experienced in the strange realm. Your home is but one rock drifting through a galaxy. One galaxy spinning through a universe. One universe glittering in a grand multiverse. Nssu-Ghahnb was the creator and, inevitably, the destroyer. The grand order resets. The cycle continues. One reality is consumed. New ones emerge from its maw.*

- (Q) Did you really think you could disrupt the cosmic order?
- (Q) In your Campaign Log, record **Nssu-Ghahnb remade the universe**.
- (Q) Each investigator is **killed**.
- (Q) The investigators lose the campaign.

## Resolution 2: Victory... A hollow and ridiculous notion.

*We are born of this thing, made from it, and we will be returned to it, in time. The great family of man is but a profusion of errant flesh, multiplying, swarming, living, dying. The stars will once again align in their inexorable formation, and what sleeps will be roused once more to hatch from this fragile shell of earth and rock, and bring our inescapable end.*

*So seek solace in a manner befitting your lineage and take up your futile vigil, haunted forever by that sickening prose echoing through the infinite blackness of space and time.*

- (Q) In your Campaign Log, record that **Nssu-Ghahnb slumbers once more**.
- (Q) Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have saved the universe from being destroyed.
- (Q) Each investigator suffers 2 physical trauma, as their encounter with the Heart of Darkness takes its toll on their flesh and blood bodies.
- (Q) In your Campaign Log, cross out each expedition member whose enemy version is in play or in the victory display.
- (Q) In your Campaign Log, for each investigator who did not end the game with a Spiritual Energy under their control, record that the investigator *lost their soul*.
- (Q) The investigators win the campaign!
- (Q) Proceed to the **Epilogue**.

# Epilogue

**Check your Campaign Log.** In order, read each of the following entries only if the investigators won the campaign and the related campaign log entry is true.

**Read the following only if *Nashwa Hassan* is an expedition member.**

You meet with Liliane after one of your regular visits to the Sanitarium. "She is slowly recovering. Although she may have seemed to be functioning normally, the trauma from her enslavement never truly went away. In recent years, there has been a slow increase in popularity in researching the treatment of such deeply-ingrained traumas, and I believe we are making a little progress, but full recovery will take years, decades." She looks away for a moment. "Truth be told, she might never recover. But I am hopeful."

**Read the following only if *Otto von Isenberg* is an expedition member.**

You sit at a table, idly watching Otto spar with a guild member when Victorine takes a seat next to you and whispers in your ear. "He used to travel with you lot, didn't he? Is there anything you can tell me about him? Anything? He just turned up one day at the guild after you came back from the manor and asked if he could be a trainer here. We can't realistically let just anyone join – we keep a lot of weapons here in the armory – but when we tried to shoo him away, he disarmed Bernard in a... well, to be honest, it's kind of embarrassing how easy he made it look. To be fair to him, I suppose, he's not done anything that could even hint at any sort of malice – he's been upstanding in every way – but, you know, one of our duties is to keep the hamlet safe, but I don't have the slightest clue about his background and he never gives a straight answer when asked!"

**Read the following only if *Galena* is an expedition member.**

"... and today's announcement has a patron. Hear ye, hear ye! Famous throughout the land for her mastery over alchemy and anatomy, life and death, the great Doctor Galena presents her latest work: Ana- Athe- Athanasias! Just one sip of this miracle elixir will cure any ailment you can have, from the ordinary to the life-threatening! In fact, if you hurry, I have a small amount with me available right now, only 99 livres and 19 sols a bottle! Buy it now while stocks last!"

**Read the following only if *Captain Renaudin* is an expedition member.**

Clément solemnly walks up to the front of the church and addresses the congregation. "I would like to welcome you all to what is first and foremost a celebration of Pierre's life. For this is exactly that: Pierre wouldn't want us to grieve. He was a shining light and a beacon in our lives. Captain Pierre Renaudin's strength of character was an inspiration for those who served with him and those he chose to grace with his company. His love of his friends and animals, especially his faithful hound Rifi, will always be remembered."

**Read the following only if the investigators helped the hamlet rebuild.**

Leopold brightens up when you enter the tavern. "Haven't seen your face here for a good long while, what've you been up to? Oh wait, actually, first, what can I get you?

"Hm? Oh, the kids are at school, it definitely makes the tavern more peaceful without them around during the day – wait, do you not know about the new school? Well... thanks to the rebuilding, we had to hire outside contractors, and the extra traffic led to extra business, and with the extra business, the mayor was able to establish a school. It's still under construction. They're using an abandoned barn for now. Have you not even looked out of a window all this time? Hey, wait, you never answered my question!"

**Read the following if any investigators were bitten.**

Zacharie leads you around to the back of the surgery and sighs. "The wildlife in the area do sometimes attack humans, but to think that those brigands kept hounds for fighting... If you had brought them to me immediately after being bitten, there are a few remedies we have been testing and could have tried, but it's too far gone now. At this point in the infection, there's nothing I can do. I'm sorry."

Each investigator who was bitten is **killed**.

If there are 4  tokens in the chaos bag, and at least one surviving investigator *lost their soul*, only those investigators read the following.

Since your experience of the otherworld through the rift, you have felt an insistent gnawing at the back of your mind. A yearning, a thirst for discovery that you have not been able to numb or sate. All the horrors you had seen and experienced paled in comparison with that final, crowning thing. It took everything within you to look away.

With relic and ritual, you bent every effort towards the recovering the new location of the Heart of Darkness, exhausting what finances you had remaining. At last, in the salt-soaked crags beneath the lowest foundations, within that damnable portal of antediluvian evil, you found it.

We are born of this thing, made from it, and will be returned to it soon enough.

Ruin inevitably comes the great family of man.



# Design Notes

Congratulations on surviving *Darkham Horror!*

*Darkest Dungeon* is relentless and grim, and surely a great fit for an *Arkham Horror* campaign, and I hope I did the source material justice, translating the important features such as the dying light, the threat of death, and struggling against ones own afflictions.

*Beneath the Manor* is a scene-setter, a Chekhov's Gun for the brigands, and a gentle introduction to the light mechanic. I hope you enjoyed the mystery behind the The Shadows, or perhaps you never found out what they were capable of?

*The Study of Life* is an excruciating tightrope, a constant choice between wasting time removing doom or facing the consequences later, culminating in an frantic confrontation at the end. It introduces one of the major objectives I had of player actions affecting the campaign story, not just their decisions outside. If the investigators are looking for specific paths through the campaign, it can introduce a bit of a challenge to be able to fulfil all the varied criteria of the scenarios!

*Blind Leading the Blind* is a return to the dungeons, but this time with actual preparations, leading to starting feeling empowered. The investigators can enter it with a plan, since it's pretty obvious the Shuffling Horror will return. Of course, usually what happens is that everything starts spiralling downhill...

*Wolves at the Door* throws a curve-ball, and is the most out-there of the scenarios in the campaign. I wanted it to feel like the battle scenes in movies where you follow individuals, each trying to help in some way. It can feel like everything everywhere needs your attention while you frantically do what you can. I hope the search for the Worlds Amulet, if you attempted it, made you feel like underdogs searching the city, culminating in a grand finale!

*Lost in the Woods* is a return to more traditional scenarios, but using regular mechanics to bring resonance to the theme, constantly having to retread ground, but hopefully never feeling like you aren't getting anywhere. Are any of you *Magic: the Gathering* players?

*Summoning Courage* returns to the dungeons once more, but with a new objective, and a new threat to overcome. Even for players who don't ever play evade-focused characters, you'll be forced to start playing like one, keeping one step ahead of the enemies hunting you. Though, of course, sometimes you'll be forced into a confrontation by forces beyond your control.

*Rising Tides* is my personal favourite of the whole campaign. Another of my favourite scenarios is *The Essex County Express*. Who'd have thought? You have to keep going and keep watching the water level, for the threat sinking into the ocean is very real. Another reason to go fast is to try and meet up again with your other investigators. Do you ignore the clues and just explore to try and meet up, hoping to pick up enough clues later? Or do you risk drawing a nasty enemy you can't get rid of by yourself?

*Heart of Darkness* needed to be a bit of a traditional climactic ending in order to mirror *Darkest Dungeon*. You need to have an actual confrontation with Nssu-Ghahnb. And in order to mirror *Darkest Dungeon*, it needed to have multiple parts, going from Ancestor, to Gestating Heart, to Heart of Darkness. Additionally, this is where I finally pull out the big gun and threaten the investigators with **killing** them straight up. Permadeath was emulated throughout the campaign by choosing someone to take trauma, but at the final scenario is where we can at last take it to its logical conclusion.

The final part of the campaign I want to touch on is the story, the lore, and the ancient one. *Darkest Dungeon's Heart of Darkness* is not specifically any ancient one, but parallels can be drawn to *Nssu-Ghahnb*, from *Call of Cthulhu*. In doing so, I took a number of liberties along the way, for which, given how many liberties I already took to adapt *Darkest Dungeon* to *Arkham Horror*, I hope you can forgive.

– Kenneth Siu

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