

Prepare for a celebration of terror in *Carnevale of Horrors*, a unique *Arkham Horror: The Card Game* scenario.. *Carnevale of Horrors* can be played as a standalone scenario, or as a side-story during any campaign.

## Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number.











*Carnevale of Horrors* can be played in one of two ways: As a standalone scenario, or as a side-story inserted into any campaign.

## Standalone Mode

When played as a standalone scenario, *Carnevale of Horrors* has only two difficulty modes. Follow the steps for Standalone Mode on page 19 of the Rules Reference. Construct the chaos bag with the following tokens:

**Standard:**

+1, 0, 0, 0, -1, -1, -1, -2, -3, -4, -6, , , , , , , , .

◆ **Hard:**

+1, 0, 0, 0, -1, -1, -3, -4, -5, -6, -7, ♠, ♠, ♠, ♡, ♣, ♦, ♣, ♠, ♠.

### Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When played as a side-story during a campaign, play this scenario as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing the *Carnevale of Horrors* side-story costs each investigator 3 experience.**

## The Carnevale is Coming...

*"Look," Sheriff Engle insists, "I know it sounds crazy, but that's really all there is to it." He sighs and sits back down, pouring a cup of joe for you and one for himself. "A dame in Uptown spotted a cracked egg wearing this mask holdin' a bloody butchers cleaver," he says, motioning to the black leather mask sitting on his desk. It has a comically long nose and a strange symbol scrawled in yellow on its forehead. "So, she calls it in. My boys and I picked him up on the corner of Saltonstall & Garrison." The sheriff's jaw clenches and his brows furrow as he recounts the story. "Fella did nothing but laugh as we slapped the bracelets on him. Called himself Zanni. Said nothing except the 'carnevale is coming,' whatever the hell that meant. Wasn't until the next day we found the victim's body. Defense wanted him in a straightjacket. We were happy to oblige."*

*There isn't much time to spare. If your research is right, there is more to this case than meets the eye. This "Zanni" wasn't talking about Darke's Carnevale, but rather, the Carnevale of Venice, which begins just before the next full moon...*

## Setup

- ② Gather all cards from the *Carnevale of Horrors* encounter set, indicated by this icon:
- ② Choose 1 location at random and remove it from the game. If San Marco Basilica or Canal-side is chosen, randomly choose a different location instead.
- ② Put the other 8 locations into play in a random circular formation. Each investigator begins play at San Marco Basilica. Put Abbess Allegría Di Biase into play at San Marco Basilica.
- ② Shuffle the 7 Masked Carnevale-Goers and put 1 into play at each location other than San Marco Basilica, Masked Carnevale-Goer side face-up. Do not look at their other sides.
- ② Set the following cards aside, out of play: Cnidathqua, Pantalone, Medico Della Peste, Bauta, Gilded Volto.
- ② Shuffle the remainder of the encounter cards to build the encounter deck.



## Suggested Location Placement



## Additional Clarifications

### Location Setup

In this scenario, locations are placed in a circle. Due to the parade during Carnevale, each location is connected only to the location in the clockwise direction. This means that investigators and monsters can only travel (or count the nearest location) in the clockwise direction unless otherwise directed.

### Counter-clockwise

Some cards instruct the players to find the nearest location in the counter-clockwise direction. This is an exception to the above rule and should be followed as though locations are connected counter-clockwise.

### “Across from”

The location “across from” another location is the furthest location, equidistant in both the clockwise and counter-clockwise directions. For the purpose of this scenario, “across from your location” and “across from you” have the same meaning.

## DO NOT READ until the end of the scenario

**If no resolution was reached (each investigator was defeated):** You sputter awake as an oar gently taps your shoulder. “Tutto bene?” The gondolier holding the oar says with a concerned expression. You nod and drag yourself onto the docks from his gondola, drenched and aching all over. The city is devastated. Most of the boats in the canal are wrecked, and the streets are covered not in confetti, but in blood...

- ☞ In your Campaign Log, record that many were sacrificed to Cnidathqua during the Carnevale.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Move 1 Innocent Reveler from underneath the act deck to underneath the agenda deck, if able.
- ☞ Proceed to **Additional Rewards**.

**Resolution 1:** The city is still recovering from the events during the eclipse. With nearly all evidence of the creature melted away by the hot sun, many attribute the violence during the Carnevale to local crime lord Cascio Di Boerio and his crew. Those that know the truth know better than to speak of the elder creature that lives in Laguna Veneta. With any luck its name will never be spoken again.

- ☞ In your Campaign Log, record that the sun banished Cnidathqua into the depths.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Proceed to **Additional Rewards**.



**Resolution 2:** *The creature recoils as globules of its jelly-like flesh rip and tear from its body, splashing into the lagoon. It makes no sound as its torn body sinks into the depths. The chanting in the city plunges into mournful silence. As you return to the canal-side streets, black feathers fall from the sky where bright confetti once fluttered. You can only wonder how long it will take for the creature to recover.*

- ☞ In your Campaign Log, record that *Cnidathqua* retreated to nurse its wounds.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Proceed to **Additional Rewards**.

## Credits

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**Additional Rewards:** In player order, each investigator may choose one of the following **Mask** cards to add to his or her deck: *Pantalone*, *Medico Della Peste*, *Bauta*, or *Guilded Volto*. The chosen card does not count toward that investigator's deck size.

If there are no *Innocent Revelers* underneath the act deck and at least 1 underneath the agenda deck, proceed to **Sacrifices Made**. If there are no *Innocent Revelers* underneath the agenda deck and 3 underneath the act deck, proceed to **Abbess Satisfied**.

**Sacrifices Made:** *Too many lives were lost during the eclipse to stop the machinations of Cnidathqua's servants. The beast has been fed, its minions empowered. You find yourself hoping you don't live long enough to see the fallout of your failure.*

Each investigator searches the collection for a random basic **Madness**, **Injury**, or **Monster** weakness and adds it to his or her deck for the remainder of the campaign.

**Abbess Satisfied:** *"Grazie mille — thank you for all your help," Allegría says as you return to the basilica. "Thanks to you, there were few casualties. I shudder to think what might have happened had you not arrived. Should you ever require assistance, please do not hesitate to ask."*

Any one investigator may choose to add *Abbess Allegría Di Biase* to his or her deck. This card does not count toward that investigator's deck size.





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