

ARKHAM HORROR[®]

THE CARD GAME

RETURN TO THE CIRCLE UNDONE

Return to the Circle Undone is an expansion for *Arkham Horror: The Card Game* that modifies and enhances *The Circle Undone* campaign. This expansion contains several new encounter sets, divider cards for organizing your collection, a brand new deck of tarot cards, and new player cards for your investigator decks.

How to Use This Expansion

In order to use this expansion, begin a campaign of *The Circle Undone* (or a standalone scenario from that campaign) using the setup instructions in *The Circle Undone* Campaign Guide. However, when setting up a scenario using this expansion, find the new scenario card titled “**Return to (scenario name)**” and follow its additional setup instructions as well.

Each of these new scenario cards is included in one of the following encounter sets, which modify and enhance the original scenario:



**Return to
Disappearance at
the Twilight Estate**



**Return to
The Witching Hour**



**Return to At
Death's Doorstep**



**Return to
The Secret Name**



**Return to
The Wages of Sin**



**Return to For the
Greater Good**



**Return to Union
and Disillusion**



**Return to In the
Clutches of Chaos**



**Return to Before
the Black Throne**

These encounter sets contain new challenges and new versions of old cards. When instructed to gather one of these encounter sets, follow the instructions on the new scenario card. Some of these cards replace old cards, while others are set aside or shuffled into the encounter deck.



For example: When setting up *The Witching Hour* using this expansion, find the card titled “**Return to The Witching Hour**” and follow its additional setup instructions.

Seven brand-new encounter sets are also included in this expansion. These sets are designed to replace seven encounter sets used in the original *The Circle Undone* campaign:



- ☞ *Hexcraft* replaces the *Witchcraft* encounter set from *The Circle Undone*.
- ☞ *Bloodthirsty Spirits* replaces the *Trapped Spirits* encounter set from *The Circle Undone*.
- ☞ *Unspeakable Fate* replaces the *Inexorable Fate* encounter set from *The Circle Undone*.
- ☞ *Unstable Realm* replaces the *Realm of Death* encounter set from *The Circle Undone*.
- ☞ *City of the Damned* replaces the *City of Sins* encounter set from *The Circle Undone*.
- ☞ *Chilling Mists* replaces the *Chilling Cold* encounter set from the core set.
- ☞ *Impending Evils* replaces the *Ancient Evils* encounter set from the core set.

When instructed to gather one of these encounter sets, it replaces the original encounter set. Remove that encounter set from the game and use the replacement, as depicted above.



For example: The setup instructions on this card indicate that the players should replace the *City of Sins* encounter set with *City of the Damned*, the *Ancient Evils* encounter set with *Impending Evils*, and the *Witchcraft* encounter set with *Hexcraft*.

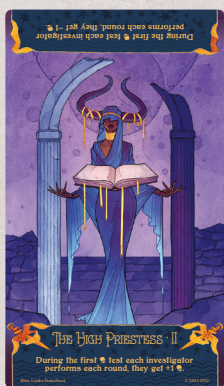
Variant: Randomized Encounter Sets

As an optional variant, for added chaos and replayability, players may choose to shuffle the old encounter set and the new one together, then randomly select a number of those cards to create a new encounter set. The total number of cards in the new encounter set should be the same as the number of cards in the original set (7 cards for *Witchcraft* + *Hexcraft*; 4 cards for *Trapped Spirits* + *Bloodthirsty Spirits*; 6 cards for *Inexorable Fate* + *Unspeakable Fate*; 4 cards for *Realm of Death* + *Unstable Realm*; 5 cards for *City of Sins* + *City of the Damned*; 4 cards for *Chilling Cold* + *Chilling Mists*; and 3 cards for *Ancient Evils* + *Impending Evils*).

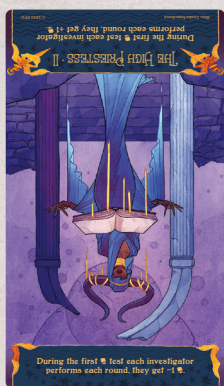
The Tarot Deck

This expansion includes a deck of 22 tarot cards, each corresponding to one of the Major Arcana of the tarot. These cards can be used to perform simple tarot readings as a supplement to any *Arkham Horror: The Card Game* scenario or campaign.

Note: Tarot cards have two orientations—upright and reversed. In tarot readings, a reversed card has an opposite (typically adverse) effect on a reading. When using this optional variant, upright cards make the game easier, while reversed cards make the game harder.



Upright



Reversed

1-Card Reading (“Chaos”)

Before performing any other setup, shuffle the Tarot Deck and reveal the top card in a random orientation. Its effects are active throughout the scenario, and could be positive or negative, depending on its orientation. This reading is ideal if you want to add a splash of chaos to a scenario.

2-Card Reading (“Balance”)

Before performing any other setup, shuffle the Tarot Deck, reveal the top card in the upright position, and the next card in the reversed position. Their effects are active throughout the scenario. One card has a positive effect, the other has a negative effect. This reading is ideal if you want to add a touch of randomness or replay value to a scenario, but desire a more balanced effect.

3-Card Reading (“Choice”)

Before performing any other setup, shuffle the Tarot Deck and reveal the top 3 cards in the upright position. Then, choose and reverse 2 of them. The effects of all 3 cards are active throughout the scenario. One card has a positive effect and the other two negative, but the investigators decide which is which. This reading is ideal if you want to add an element of strategic decision-making during your reading.

Campaign Reading (“Destiny”)

Before starting a campaign, shuffle the Tarot Deck and reveal 1 card for each scenario in the campaign, ignoring side stories and counting scenarios with multiple parts as separate scenarios. Place each card in a horizontal line, in the upright position. Each of these cards applies to one scenario in the campaign, with the leftmost card corresponding to the first scenario, and the rightmost card corresponding to the final scenario. Then, choose and reverse half of the cards (rounded up). This reading is ideal if you want your reading to have long-term consequences and force you to plan ahead.

Custom Readings

There are endless possibilities for readings that you could perform using the included Tarot Deck. Feel free to create your own!

Additional Campaign Guide Instructions

The following are additions to the Campaign Guide that are used while playing *Return to The Circle Undone*.

Disappearance at the Twilight Estate

Instead of playing through *Return to Disappearance at the Twilight Estate*, the players may choose to do the following:

- ☉ Each player chooses one of the neutral prologue investigators, as normal. Then, that player draws a random tarot card from the Tarot Deck and refers to the list below to see what happened to that character, recording it in the Campaign Log where appropriate (adding up the total pieces of evidence left behind). The same card cannot be drawn for more than one character.
- ◆ 0: *(character's name) disappeared into the mist. 2 pieces of evidence were left behind.*
- ◆ 1–2: *(character's name) disappeared into the mist. 0 pieces of evidence were left behind.*
- ◆ 3–6: *(character's name) was claimed by specters. 3 pieces of evidence were left behind.*
- ◆ 7–9: *(character's name) was claimed by specters. 5 pieces of evidence were left behind.*
- ◆ 10–12: *(character's name) was pulled into the spectral realm. 2 pieces of evidence were left behind.*
- ◆ 13–16: *(character's name) was pulled into the spectral realm. 4 pieces of evidence were left behind.*
- ◆ 17–18: *(character's name) was pulled into the spectral realm. 6 pieces of evidence were left behind.*
- ◆ 19–20: *(character's name) was taken by the watcher. 3 pieces of evidence were left behind.*
- ◆ 21: *(character's name) was taken by the watcher. 5 pieces of evidence were left behind.*

The Witching Hour

If the investigators resolve **Intro 2** and accept their fate, instead of resolving the second bullet point of that intro (earning The Tower · XVI and Ace of Rods), the lead investigator may choose to resolve the following:

- ☉ Using the Tarot Deck, perform an 8-card Campaign Reading with these specific 8 cards, in this order: Temperance, Justice, Hermit, Hanged Man, Heirophant, Lovers, Chariot, Wheel of Fortune.

Regardless of any choices made during the intro, the following resolution is added to the list of possible resolutions:

Resolution 5: *You watch as Anette—the leader of the coven—assembles her priestesses once more around the fire. Together, they complete the last rites of their spell. The chill wind becomes a flurry, and their chanting echoes throughout the woods.*

With their spell complete, a dark gale snuffs out the fire at the center of the clearing. Shadows from behind the treeline suddenly twist and coil around the witches, tugging at the edges of their cloaks. One by one, the shadows twist and pull each of them into the darkness beyond... all except for one.

The witch named Erynn lingers for a moment, peering into your eyes as though to discern your intent. "If you are true, meet me where our ancestors lie buried. There we can talk." Then, she is gone. You are left with only the soft glow of moonlight to guide you home.

- ☉ In your Campaign Log, record the witches' spell was cast.
- ☉ In your Campaign Log, record Erynn wants to meet.

- ☞ In your Campaign Log, under “Mementos Discovered,” record *Mesmerizing Flute* and *Strange Incantation*. Each investigator earns 3 bonus experience as they gain insight into Arkham’s mysterious past.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

The Wages of Sin

The following resolution is added to the list of possible resolutions:

Resolution 3: *As you depart Hangman’s Hill, the unnatural mist lingers behind—a reminder that you chose information and power over the safety of the city. The last thing you see as you cross the brook is the blood streaking down the bark of the trees flanking the bridge. The sight is repulsive, and yet... perhaps there is information to be gathered here, as well. Hoping you’ve done the right thing, you study the strange carvings for a moment before continuing to your next destination.*

- ☞ In your Campaign Log, record *1 heretic was unleashed unto Arkham*.
- ☞ In your Campaign Log, under “Mementos Discovered,” record *Bloody Tree Carvings*.
- ☞ In your Campaign Log, record *Erynn joined the investigators*. Any one investigator may choose to add the Erynn MacAoidh story asset to their deck. This card does not count toward that investigator’s deck size.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Union and Disillusion

If Erynn joined the investigators and the investigators sided with the coven during this scenario’s setup, read the following **Additional Intro** before setting up the scenario:

Additional Intro: *Erynn considers your words carefully as you tell her that you intend to side with her coven and help them stop the Lodge’s ritual despite what you have learned about her high priestess. “I don’t know,” she admits. “Is this truly what you want?” She sighs, looking more exhausted and troubled than ever before. “All right. If this is what you intend to do, so be it. But I hope you understand what you are doing...”*

Replace **Resolution 4** from the original campaign guide with the following new version of **Resolution 4**. The additional resolutions below are added to the list of possible resolutions.

Resolution 4: *Anette approaches, confronting the remnant’s ethereal shell. “Sister! We are the ones who have called you here from the great beyond.” The shattered revenant turns its attention to Anette, and the rest of her coven watch in anticipation.*

“What are you doing, you fool? This spirit is no mere witch!” Carl Sanford yells out. But it is too late. Anette ignores Sanford, continuing to speak to the spectral presence. “For years we have suffered injustice after injustice. Share with me your secrets, sister. Together, as one mind, body, and soul, we can begin anew.”

The ghost reaches out to her with a long, skeletal arm. Anette’s sisters gasp as their high priestess steps forward and kneels before the being, offering herself. With a sudden rush of energy, the phantom soul is drawn inside Anette. She collapses to the ground, reeling from the spiritual impact. Her body writhes in torment, but none of the other witches step forward to help, instead watching with equal parts terror and fascination. Finally, Anette rises to her feet, her eyes aglow with mystical power. When she speaks, it is not her voice. “Sisters. Rejoice, for I am reborn,” Keziah says.

Carl Sanford taps you with his cane. You were so transfixed by the events occurring in front of you that you hadn't noticed the Lodge members slinking toward the edges of the clearing. One of the Lodge's inner circle raises a revolver and attempts to fire, but the high priestess simply glares at him, and his arm withers and rots before your eyes. His gun clatters to the ground and he makes one final croak before he is nothing but a decayed husk on the ground. "We must leave this place at once," Sanford says stoically. "This being possesses power over life and death itself. It will not suffer our presence any longer."

Anette—no, Keziah—turns her attention to you, and her eyes brighten. "You look familiar, child. Come, come. Do not be afraid. You have nothing to fear from me." She grins wickedly. Her voice is like knives driving into your soul... but perhaps this is the chance you have been waiting for?

☞ Step forward and accept Keziah's offering. Skip to **Resolution 9**. You may choose this option only if an investigator has the Black Book in their deck and Erynn joined the investigators.

☞ Flee with Sanford and the Lodge. Skip to **Resolution 10**.

Resolution 9: You step forward and meet Keziah's gaze. This is what you have prepared for. All your research, all the mysteries you have uncovered, it has all led you here. To power. To immortality. Keziah nods knowingly. A sinister smirk frolics on her lips. "Come, sisters. Now is the time to reap the reward for your loyalty."

Outmatched, Carl Sanford and the Lodge members flee into the woods, leaving you and the coven alone. One by one, you and your new allies each sign the Black Book of Azathoth. Keziah grants you each a shred of her knowledge, of her power, and then she tells you what your loyalty has bought. She speaks of the Great Old Ones, of immortality, of the Messenger and their daemonic wisdom. From henceforth, you are forever changed...

☞ In your Campaign Log, record the coven of Keziah holds the world in its grasp.

☞ The coven wins the campaign. (Investigators who are truly loyal to the coven win the campaign.)

Resolution 10: You hate to admit it, but Sanford is right. You cannot play a part in this folly. But the moment such thoughts cross your mind, Keziah's expression turns to ice. "So be it." She stretches out her hand. In terror, you flee with the rest of the Lodge, hoping you are fast enough to escape the witch's magic.

Your escape is a blur. Witches and spirits chase you relentlessly through the forsaken woods. You are only barely able to make it back to the shore before they catch up to you. Other members of the Lodge are perhaps not so fortunate. Having scattered in many directions, you're not sure how many of them escaped, and you don't see Carl Sanford anywhere. Still, you suspect he had a plan for this outcome.

☞ In your Campaign Log, record Anette Mason is possessed by evil.

☞ Proceed to **Resolution 8**.

Twist of Fate

The following bullet points are added to the list of conditions.

☞ If the investigators arrested Anette:

◆ Erase 1 tally mark. Remove 1 ☠ from the chaos bag.

☞ If Anette taught you the spells of old:

◆ Each investigator may search the collection for a basic **Pact**, **Curse**, **Omen**, or **Silver Twilight** weakness of their choice and add it to their deck. Each investigator who does earns 4 bonus experience, which can only be spent to purchase or upgrade **Spell**, **Ritual**, **Sorcerer**, or **Witch** cards.

☞ If the investigators arrested Sanford:

◆ Erase 1 tally mark. Add a -1 token to the chaos bag.

☪ If the investigators assumed control of the Silver Twilight Lodge:

- ◆ Add 2 ♠ tokens to the chaos bag. Each investigator begins the next scenario with 2 additional resources and 2 additional cards in their opening hand.

Before the Black Throne

The following resolution is added to the list of possible resolutions:

Resolution 6: *This is it. The end of all things, and the nighted throne of the being known as Azathoth. You know there is no sense in harming it—if such a thing can even suffer harm—so you set about finding another way to prevent it from waking. You understand now that the spirits you saw in Hangman’s Hill were trying to warn you. Trying to drive you away from same path Keziah led them down so many years ago. Anette’s incantation served as this creature’s alarm, and so you shall transform it into a lullaby.*

It takes ages for you to find within these vast timeless halls the spirit that knows how to reverse the incantation. And it takes even longer to drag the words from its hollow throat. But together, you speak aloud the rite that ends Keziah’s work once and for all. Azathoth slumbers once more, though you know it will not last forever. With your task complete, you turn and face the darkness, summoning your steed. It is time to go home.

☪ In your Campaign Log, record *Azathoth slumbers...for now.*

☪ 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 devoured.

☪ Each investigator suffers 1 physical trauma and 1 mental trauma, as their nightmarish work takes its toll on their bodies and minds.

☪ The investigators win the campaign!

Achievement List

The following is a list of achievements you may strive toward as you play the *Return to The Circle Undone* campaign. These achievements can only be completed while playing with the *Return to The Circle Undone* encounter sets. As you complete each of these achievements, check the box next to it. Try to complete all of them for the ultimate challenge!

- ☐ **Who You Gonna Call?:** Defeat 13 **Geist** or **Spectral** enemies. Keep track with tally marks in your Campaign Log. Enemies who are not discarded or added to the victory display do not count.
- ☐ **Savior of Humanity:** Rescue every **Silver Twilight** enemy who appears in “At Death’s Doorstep.”
- ☐ **10/10 Would Read Again:** Using *The Black Book*, take a total of 10 horror with its ability throughout the campaign. Keep track with tally marks in your Campaign Log.
- ☐ **Carl Shmarl:** Become part of the Silver Twilight Lodge’s Inner Circle, then betray them in “Union and Disillusion.”
- ☐ **The Threefold Rule:** Join forces with Erynn and turn on her coven in “Union and Disillusion.”
- ☐ **New World Order:** Help the Silver Twilight Lodge win *The Circle Undone* campaign.
- ☐ **Immortality Sounds Nice:** Help Anette’s Coven win *The Circle Undone* campaign.
- ☐ **More Like Excursion:** Complete “In the Clutches of Chaos” without a single incursion occurring.

Member These?: Discover the following Mementos:

- | | |
|---|--|
| ☐ Mesmerizing Flute | ☐ Keziah’s Formulae |
| ☐ Ritual Components | ☐ Worn Crucifix |
| ☐ Scrap of Torn Shadow | ☐ Wisp of Spectral Mist |
| ☐ Strange Incantation | ☐ Corn Husk Doll |
| ☐ Gilman’s Journal | ☐ Bloody Tree Carvings |

Case Closed: Save each of the following characters from a terrible fate:

- | | |
|---|--|
| ☐ Valentino Rivas | ☐ Penny White |
| ☐ Gavriella Mizrah | ☐ Jerome Davids |
- ☐ **Music of the Outer Gods:** Accept your fate and win *The Circle Undone* campaign by joining the Pipers of Azathoth.
 - ☐ **Weaver of Shadow and Mist:** Reject your fate and win *The Circle Undone* campaign by crafting a spell to contain Azathoth.
 - ☐ **Fine Print:** Win *The Circle Undone* campaign by signing your name in The Black Book of Azathoth.
 - ☐ **duolA sdroW eht kaepS:** Win *The Circle Undone* campaign by discovering and reversing an ancient incantation.
 - ☐ **Circle Expertise:** Win *The Circle Undone* campaign on Expert difficulty.

Expansion Icon

The cards in the *Return to The Circle Undone* expansion can be identified by this symbol before each card's collector number:



Note: Some cards in this expansion are alternate versions of existing cards from the core set or *The Circle Undone* cycle. In order to prevent players from being able to tell which card is which, the front side of some of these cards bears the same copyright information, encounter set number, expansion icon, and card collector number as its original version. The back side reflects the card's true set information.

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