

ARKHAM HORROR[®]

THE CARD GAME



EDGE OF THE EARTH

Campaign Guide

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Madness Spreads Under the Ice

"That seething, half-luminous cloud-background held ineffable suggestions of a vague, ethereal beyondness far more than terrestrially spatial; and gave appalling reminders of the utter remoteness, separateness, desolation, and aeon-long death of this untrodden and unfathomed austral world."

– H. P. Lovecraft, *At the Mountains of Madness*

Edge of the Earth is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *Edge of the Earth* contains five scenarios: "Ice and Death," "Fatal Mirage," "To the Forbidden Peaks," "City of the Elder Things," and "The Heart of Madness." Several of these scenarios are split into multiple, optional parts to form a campaign with a variable length between 4 and 10 sessions. Each of these scenarios may also be played on its own in Standalone Mode.

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Additional Rules and Clarifications

Checkpoints

Some of the scenarios in the *Edge of the Earth* campaign are split into multiple parts. Players may choose to play these parts one at a time (with breaks between each part), or they may play multiple parts one after another as part of a longer session. Each part is its own game with its own setup and resolution.

After completing one part of a scenario, the campaign guide directs the investigators to a Checkpoint that instructs them how to proceed. If the investigators wish to proceed directly to the next part of the scenario, the Checkpoint will instruct them how to clean up the game to prepare for the next part of the scenario. If the investigators wish to take a break and resume playing during their next game session, the Checkpoint will instruct them to record information in the Campaign Log that makes setup for the next session quick and easy.

Frost Tokens

This expansion introduces a new type of chaos token: the frost (❄️) token. At the start of the *Edge of the Earth* campaign, the chaos bag contains only a few relatively harmless ❄️ tokens, if any. As the expedition continues, depending on the decisions the investigators make and the events that unfold, more ❄️ tokens may be added to (or removed from) the chaos bag, altering the difficulty of every test the investigators perform. The more frost tokens added to the chaos bag, the more crippling their effects become.



Frost (❄️) Token

- ❶ The first ❄️ token revealed from the chaos bag during a skill test has the following effect: "–1. Reveal another token." If another ❄️ token is revealed from the chaos bag during the same test, immediately end the "reveal chaos tokens" step of the skill test and resolve the test as an automatic failure. (Return all revealed ❄️ tokens to the chaos bag after the test ends.)

For example: Bob investigates a location and there are two ❄️ tokens in the chaos bag. During Bob's first investigation attempt, he reveals a ❄️ token. This reduces his skill value by 1 and causes him to reveal another token. The next token he reveals is a +1, resulting in a total of 0 from both tokens. Bob succeeds! Emboldened, Bob attempts to investigate a second time. This time, he reveals a ❄️ token, followed by a second ❄️ token. Bob must immediately stop revealing tokens and resolve the investigation as an automatic failure.

- ☉ No more than eight total ✨ tokens can be included in the chaos bag and/or sealed on cards in play at any given time.
- ☉ A ✨ token revealed outside of a skill test has no effect on its own unless otherwise specified by a card effect.
- ☉ A ✨ token added to the chaos bag remains in the chaos bag from scenario to scenario unless removed by a card or game effect. Use the “Chaos Bag” section of the Campaign Log to record which tokens are currently in the chaos bag.

Tekeli-li!

This campaign includes an encounter set of 16 weaknesses, each with the title “Tekeli-li!” These cards are shuffled together to form a special Tekeli-li deck during the setup of each scenario of this campaign.

Like normal weaknesses, if one of these cards is added to an investigator’s deck, it becomes part of that deck and stays with that investigator from scenario to scenario. However, the resolution of each Tekeli-li! weakness instructs the investigator to return it to the Tekeli-li deck (removing it from their own deck). As a result, the number of cards in the Tekeli-li deck varies based on how many of these weaknesses are in each investigator’s deck.

Note: While all Tekeli-li! cards share the same title, they may have differing effects.

New Keywords

Partner

Partner is a keyword ability that appears on the nine story assets in the *Expedition Team* encounter set. Each of these assets represents a powerful ally whom investigators can bring along during scenarios in this campaign to improve their chances of success. However, bringing an asset with the partner keyword endangers that asset, with the risk of losing them permanently.

- ☉ At the start of each scenario in this campaign, each investigator is given the option to choose a partner asset and put it into play. Partner assets cannot be added to an investigator’s deck. An investigator may choose a different partner (or no partner) to bring each time they are given this choice.
- ☉ A partner asset cannot leave play unless it is defeated (for example, it cannot be discarded by card effects unless it is explicitly defeated). If an investigator is defeated, any partner asset they have with them is also defeated.
- ☉ If a partner asset is defeated, remove it from the game. Then, cross off that character’s name in the Expedition Team section of the Campaign Log.
- ☉ Damage or horror on a partner asset is recorded in the Expedition Team section of the Campaign Log at the end of each game. (*The Campaign Guide will instruct you when to do this.*)
- ☉ If an investigator resigns from a scenario, their partner asset leaves play, but is not defeated. Keep all damage and horror on it, as it will be recorded in the Campaign Log after the game ends.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Expansion Icon

The cards in the *Edge of the Earth* campaign expansion can be identified by this symbol before each card’s collector number:



Campaign Setup

To set up the *Edge of the Earth* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.
 - ◆ **Easy (I want to return from the expedition):**
+1, +1, +1, 0, 0, -1, -1, -1, -2, -2, ☉, ☉, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Standard (I want to struggle against the elements):**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ✨, ☉, ☉, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Hard (I want to delve into the lost city):**
0, 0, -1, -1, -2, -2, -3, -4, -4, -5, ✨, ✨, ☉, ☉, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Expert (I want to know the name of true madness):**
0, -1, -2, -2, -3, -4, -4, -5, -7, ✨, ✨, ✨, ☉, ☉, ♠, ♠, ♠, ♠, ♠.

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



Prologue

"I am forced into speech because men of science have refused to follow my advice without knowing why. It is altogether against my will that I tell my reasons for opposing this contemplated invasion of the antarctic—with its vast fossil-hunt and its wholesale boring and melting of the ancient ice-cap—and I am the more reluctant because my warning may be in vain. Doubt of the real facts, as I must reveal them, is inevitable; yet if I suppressed what will seem extravagant and incredible there would be nothing left."

— H. P. Lovecraft, *At the Mountains of Madness*

Prologue 1: "You understand now, yes? Why this expedition must be stopped?" Professor William Dyer sits across from you at his office desk. A wealth of academic papers and scientific journals lies sprawled between you, including Dyer's own lengthy account of his journey to the Antarctic. Up until the publication of this revised report—the alleged "truth"—the university's last expedition to Antarctica yielded very little in the way of scientific discoveries.

At Dyer's request, you'd read through this new report of what really happened beyond those "Mountains of Madness," as he had dubbed them. You scarcely would have believed any of it were it not for the bevy of photographs and drawings that came along with it: evidence of mangled, dissected bodies; of perplexing five-pointed snow graves; of strange specimens found half-buried in the ice; and, finally, aerial shots of the jagged black peaks described in Dyer's tale.

Dyer has called on you to help convince his colleagues to abandon their planned follow-up expedition. His student, Danforth—the only other member of the expedition to reach the alien stone-city described in Dyer's report—paces back and forth by the entrance to Dyer's office, muttering nonsensically to himself while you consider their strange tale.

You're still unsure what to make of all this. On the one hand, Dyer's concern seems genuine, and his account is filled with such detail and specificity that you find it difficult to doubt its authenticity. And yet, there's no way it could all be true. An ancient city in the ice, built by primordial beings? So-called "Elder Things"? How could such things be real? Danforth mumbles something about a nameless black pit as you place Dyer's report back on his desk. The professor gazes at you with sleepless, bloodshot eyes. "Well?" Dyer asks. "Will you help us stop this madness? Will you make them see reason?"

The lead investigator must decide (choose one):

- ☞ "I believe you...but if what you say is true, should we not investigate these findings further?" Proceed to **Prologue 2**.
- ☞ "I'm sorry, but this seems too wild to be true." Skip to **Prologue 3**.

Prologue 2: Dyer lets out an anxious breath and relents. "I suppose I might have said the same thing, once. But now, after what I've seen..." A shudder courses through the man's aging body. "You are venturing somewhere humanity does not belong. I am starting to believe that scholars such as ourselves can only continue to probe the depths of science for so long before we are laid low by what we find."

"Or by what finds us," Danforth chimes from behind.

Dyer glances at his student, studying his expression, then turns his attention back to you. "If you go on this journey with Dr. Kensler, the lot of you may not ever return. Will you not reconsider?"

You explain that while there is surely significant danger in your expedition, Dr. Amy Kensler—the scientist leading this new trek to Antarctica—has taken precautions to ensure it does not meet the same end as Dyer's. More importantly, it is the only way to understand the threats they encountered, and the only way to prepare if such threats are unearthed by other, less cautious scientists.

"Yes, I... I confess I had that same worry," he replies. "We are unlikely to convince the greater scientific community, I'm afraid. Perhaps it would be better to... to return, and learn more about what we saw..."

Danforth nods. "I agree. How do we know what we saw is anything more than the overactive imaginings of two explorers with a queer fascination for the bizarre and macabre? Of Arthur Gordon Pym's ill-fated journeys?"

Dyer's eyes narrow at his student. The knowledge reflected in his dark eyes chills you to your core. "You say such things, and yet, I daresay you did not see what I saw."

The student scoffs. "You are not the one who glimpsed that mirage at the edge of the mountainside—"

"I am not referring to the 'mirage,' Danforth; I am referring to what I saw in you," Dyer retorts. "The things you said on that aeroplane, the look on your face... I'll never forget." Silence pervades the room as Danforth returns to his corner to languish in his own doubt.

Dyer pleads with you. "Whatever the case may be, is there nothing I can say to deter you?" You ponder for a brief moment, then shake your head. There is too much at stake—especially if Dyer's account turns out to be the truth.

"All right, then," Dyer concludes with a sigh. "Since you lot have no clue what you are getting into, I suppose we have no choice but to come, too. You can tell Dr. Kensler that she wins. We will be ready to leave within the week."

You shake his hand and make for the door. "I hope, for all our sakes, that Danforth is right," he adds before you are out of earshot.

In your Campaign Log, record the investigators convinced Dyer to allow the expedition.

Add 1  token to the chaos bag for the remainder of the campaign.

Skip to **Prologue 4**.

Prologue 3: Dyer's jaw clenches and his cheeks redden. For a moment he looks as though he is about to slam his fist on the desk between the two of you, but after a moment of consideration, he takes a deep breath and shakes his head. "I suppose to any reasonable person it should seem that way. Perhaps my faith in the scientific community was misplaced. Of course Dr. Kensler would not believe me, not even with all this evidence." He shoves several of the photographs on his desk aside in frustration.

You explain that Dr. Amy Kensler—the scientist leading this new trek to Antarctica—is motivated by genuine academic curiosity, rather than greed or glory.

"It matters not," Dyer remarks bitterly. "Even so, she seeks more evidence of my findings, despite my warnings. And so the cycle continues. Perhaps science itself is naught but folly. We are but silly little mice under glass, seeking escape for our own sake, with little understanding of what lies beyond our cage."

Danforth approaches, eyes fixed on the photographs scattered across Dyer's desk. "Perhaps what we saw is nothing more than the overactive imaginings of two explorers with a queer fascination for the bizarre and macabre. Of Arthur Gordon Pym's ill-fated journeys."

Dyer's eyes narrow at his student. The knowledge reflected in his dark eyes chills you to your core. "You say such things, and yet, I daresay you did not see what I saw."

The student scoffs. "You are not the one who glimpsed that mirage at the edge of the mountainside—"

"I am not referring to the 'mirage,' Danforth; I am referring to what I saw in you," Dyer retorts. "The things you said on that aeroplane, the look on your face... I'll never forget." Silence pervades the room as Danforth returns to his corner to languish in his own doubt.

Dyer pleads with you. "Whatever the case may be, is there nothing I can say to deter you?" You explain that the only way you could possibly believe his story is if you saw it with your own two eyes.

"Very well, then." Dyer rises to his feet. "Since you lot have no clue what you're getting into, I suppose we have no choice but to come, too. You can tell Dr. Kensler that she wins. We'll be ready to leave within the week."

You nod and make for the door. "I hope, for all our sakes, that Danforth is right," he adds before you are out of earshot.

In your Campaign Log, record the investigators did not believe Dyer's report.

Add 1 token to the chaos bag for the remainder of the campaign.

Proceed to **Prologue 4**.

Prologue 4: You peer up at the overcast sky, hoping it does not forebode things to come. Only a sliver of sunlight peeks through the clouds. You shudder and pull your coat closed over your shoulders, then continue onward to the edge of the Boston Harbor dock.

Gather each of the cards from the Expedition Team encounter set. As you read the rest of this prologue and each member of the expedition team is introduced, find the story asset from that encounter set that matches their name and acquaint yourself with their card.

The Expedition Team encounter set is indicated by the following icon:



Standing in front of the plankway leading up to the deck of the Theodosia is DR. AMY KENSLER. A professor of Biology at Miskatonic University, the no-nonsense scientist has been a fixture of the university's Sciences department for over a decade. Without so much as peering up from her clipboard, she crosses off your name as you approach. "Good of you to make it on time. Mr. Ellsworth here will take your luggage aboard."

"Oh, I will, will I?" the man standing next to her replies with a chuckle. He offers you his hand in introduction, and you shake it. "ROALD ELLSWORTH, at your service."

By way of introduction, Dr. Kensler explains, "Mr. Ellsworth has been on over a dozen expeditions and comes highly recommended. I'm sure his expertise will be invaluable in the weeks to come."

Ellsworth rolls his eyes. "His expertise, yes... and his willingness to be used as manual labor!" he adds with a chuckle as he hefts your luggage and takes it up the plankway.

"Come on, Ellsworth!" shouts another voice from inside the ship. A gruff-looking man with a thick brown beard emerges, motioning for Ellsworth to hurry. "We got a ton 'o work to get done before we embark!"

"A little busy, Cookie," Ellsworth shouts back in reply. Then he turns back to you and remarks over his shoulder: "Do not mind him. Cookie is a bit of an intense fellow, but he is all right."

"The name's Fredericks," the gruff man barks back. "JAMES FREDERICKS. I swear, sometimes I think I'm the only one here who's ready for this damned trip," he mutters angrily. "An' didn't anyone ever tell yeh it's bad luck to name a ship after someone who died at sea?"

Another voice calls down from the deck of the ship: "Cookie, if you could be so kind as to lower your voice, some of us are trying to work up here." The man responds with a grunt and ducks back inside the ship, rolling his eyes. You crane your head upwards and see a young woman leaning over the railing of the ship's deck, her long brown hair tied in a thick ponytail that dangles around her neck. "Hey! You made it," she calls out to you. "Dr. Kensler was pretty excited that you're coming along. Looking forward to working with you."

Without looking up from her clipboard, Dr. Kensler mumbles. "Ms. TAKADA HIROKO is our aeroplane mechanic. As with the previous expedition, we will be constructing our planes onsite. No need to worry—she may be one of the youngest in her field, but she knows what she is doing."

More of the crew begin to arrive, one by one. The first is a man in his 30s with a wispy blonde beard and bright green eyes. "Mr. AVERY CLAYPOOL," Dr. Kensler introduces you to the man, and the two of you shake hands. "Mr. Claypool is an... associate... of Mr. Ellsworth's. He will be serving as our guide in the Antarctic."

"Weather permitting," Claypool jokes. "Honestly, we will be lucky if we can even get off the ice shelf."

"I am confident with your skills we will make it as far as Dyer and Lake did."

"That is what I am afraid of," Claypool mutters, walking briskly past Kensler and up the plankway. On his way up, he passes Ellsworth, and the two freeze, locking eyes. You could swear that the temperature lowers several degrees as the two brush by one another without a single word.

"They are usually on... better terms," Dr. Kensler says under her breath, "but recently fell into some issue or another. They had better learn to live with their differences. They will be unable to avoid one another for quite some time, after all." You watch as Claypool's gaze wanders back to Ellsworth for just a fraction of a second before he turns away angrily and enters the ship.

The next to arrive is a woman with warm brown skin and weary eyes. Along with her luggage, she carries a rather large, bright-red medical kit emblazoned with a white cross. She extends her hand, and you cannot help but notice the nervous tremble in Dr. Kensler's hand as she shakes it. "Thank you for joining us on this voyage, Mala."

"Oh, Amy. Somebody has to keep you alive," she replies. There is a moment of awkward silence as Dr. Kensler glances up at the woman, then down at her feet, her cheeks tinged red. "Right. Well, then," she remarks, and continues up the walkway.

Dr. Kensler clears her throat once she is out of earshot. "DR. MALA SINHA is our physician," she explains. "It took some convincing to get her to join us, so try not to abuse her expertise with inconsequential problems. Frostbite will be a very real concern, as will gangrene and hypothermia. Try to stay on her good side." You're unsure if Dr. Kensler is joking.

A man's voice pierces the sudden silence, along with the clamor of a dog barking. "Anyu! Dammit, Anyu, don't run off like that!" he shouts.

"That will be Mr. Ashevak," Dr. Kensler says, scratching off another name from her list. Moments later, you watch as a large gray-furred dog bounds toward you, its tongue hanging out of its mouth in excitement. You lean over and pet the dog, running your hand along her thick, long fur. The man finally catches up to the dog, huffing with effort. "Anyu... Come on, I thought I... trained you better than this," he says, catching his breath.

"ELIYAH ASHEVAK is our dog handler," Dr. Kensler interjects, "He is in charge of taking care of the 44 sledge dogs we are bringing along with us, not to mention their feeding and training.

"Anyu here makes 45," he corrects her before turning to shake your hand. "Also, we'll be holed up in this ship for a while, so let's drop the formalities. Just 'Eliyah' is fine."

As the man and his enormous dog board the ship, you ask Dr. Kensler if she received the letter you sent regarding Professor Dyer's concerns. "I am well aware of his report," Dr. Kensler replies, "but as I have told him time and time again, I have no intention of ceasing or postponing this expedition—" Just then, footsteps approach behind you, interrupting your conversation. "—speak of the devil," Dr. Kensler mutters, looking up from her clipboard. You turn to find none other than PROFESSOR WILLIAM DYER and his student DANFORTH, each toting several bags of luggage. "I'm glad you finally decided to join us, William."

"Amy," he acknowledges. "I am not here because I believe in your mission statement. I am here to make sure you and your companions do not get themselves killed. You have no idea what you are walking into."

"Then you will have ample enough opportunity to educate us along the way." She turns to address young Danforth, who is staring up at the tanker ship with a pained expression. "Danforth, I hope you understand that you are under no obligation to come along on this expedition. After everything you went through..." she trails off, her eyebrows raised in worry atypical of her usual cold demeanor.

"I appreciate your concern, Dr. Kensler, but I am looking forward to the opportunity to return to Antarctica. I want... need... to be there again."

She follows his gaze to the Theodosia, which bobs steadily up and down on the choppy Atlantic waters. "Very well. We are still working to get all of our equipment aboard. Mr. Ellsworth can help you find your rooms." You nod and begin boarding, along with the remaining crew and the rest of the expedition team—mostly students of the university, along with several unaffiliated explorers and several researchers in a variety of fields. Once more you spy the scant sliver of sunlight above before it is smothered by gray clouds.

These nine characters will be your partners throughout this campaign. Their various talents will be crucial in the scenarios to come. However, if you wish for this expedition to be successful, it is imperative that you keep them healthy and sane.

In the "Expedition Team" section of the Campaign Log, you can view the status of each member of the expedition team. As they are injured or begin to question their sanity, update the Campaign Log accordingly. (You will be instructed when to do so.)

As each team member is killed or driven insane, cross them off this list, one by one.

When you are ready to begin the campaign, proceed to **Scenario I: Ice and Death**.



Scenario I: Ice and Death

It has been a long eight weeks since you left Boston, and not without its toil. The Theodosia followed much the same route as its predecessors, the Arkham and the Miskatonic—first sailing southward along the east coast and through the Panama Canal, before venturing toward the Antarctic Circle. As the weather grew steadily colder, icebergs became more and more of a problem for the ship to navigate, but with the crew's expertise and the logs of the previous captains who made this same journey, you make good time. Soon enough, you spy the mist-covered peaks of Mts. Erebus and Terror ahead, marking the site of Ross Island, near the ice shelf that will serve as the expedition's landing spot.

As you approach the coast, Dr. Kensler and the rest of the team meet aboard the deck of the Theodosia to discuss your plans. "We'll use the same breeches-buoy system as before to unload supplies onto the ice shelf," she explains. "Mr. Fredericks, Mr. Ellsworth, and Mr. Claypool, you'll be taking one of our smaller boats to the shelf to find us a landing zone. Ms. Takada, once we have a camp up and running, those aeroplanes are your first priority. Mr. Ashevak, I expect those sledges to help move supplies from the landing to camp. As soon as we reach the ice shelf, there's going to be a lot of work to get done in a short time. I don't want you to have to wrangle three dozen dogs on top of all that. So get them in order."

Elijah rolls his eyes and idly pets Anyu, who sits diligently by his side. "Yes ma'am."

Professor Dyer speaks up. "I suspect the lack of ice-melting and boring equipment means we aren't taking any mineral samples?" he asks rhetorically.

Dr. Kensler shakes her head. "No need, although if we happen to find a suitable piece, we might as well claim it. That said, our mission is solely to corroborate the findings you made with Danforth, and to bring back more evidence of this ancient species, these 'Elder Things,' as you dubbed them. A living specimen would be ideal, of course... such a strange and alien beast, trapped in ice throughout the ages—it would be like discovering a live woolly mammoth, I imagine."

He balks at that. "A living specimen? You do know these things killed several of Lake's men, right? And how do you propose we capture one, exactly?"

She blinks. "You're the expert, William. You tell me."

Dyer walks off, shaking his head and muttering angrily. "I knew this was a bad idea..."

"All right, you all have your assignments. We will reach land within the hour. Be ready," Dr. Kensler says, dismissing the meeting. Before she can go below deck, you approach and remark that you aren't sure what you should be doing just yet.

"Oh, there will be enough manual labor to go around," she replies with the hint of a smirk.

Proceed to **Ice and Death, Part 1**.

Ice and Death, Part I

Intro 1: After two weeks and many hours of hard work, the expedition is ready to make its first foray into the cold, dead continent of Antarctica. Ms. Takada, along with two other mechanics, have fully assembled three aeroplanes along the flat ice shelf—a perfect place for takeoffs and landings. Your team congregates by the aeroplanes, along with several days' worth of camping equipment. The plan is to fly two of the planes over the vast, jagged peaks, taking aerial photographs of the stone city mentioned in Dyer's account... that is, if such a thing really exists.

"If we can find a safe landing zone, we will set up a temporary outpost," Dr. Kensler explains. "Dyer, Danforth, Fredericks, and Claypool will stick around while the rest of us head back to base camp. We can use the sledges to ferry supplies to and from the camps. Otherwise, we'll simply scout out the area and head back to base camp." The team nods in agreement and begins boarding the planes.

If Winifred Habbamock is one of the investigators in the campaign, proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 2: "Buckle up," you tell the others as you spin the propeller and hop into the pilot's seat. You motion to the pilot of the other plane, and both of you start your engines. One at a time, you take off from the ice shelf and soar into the opaque fog. You have never flown a plane of this size, but but it's no match for your piloting skills. Within moments you have a handle on the beast's clunky controls. The weather is another matter entirely. The rough Antarctic winds and harsh fog make for poor flying conditions. The deeper you head through the beautiful and deceptive polar mirages, the more you struggle to keep a handle on the aeroplane.

Dr. Kensler peers out a window as you pass a magnificent view of distant mountains like vibrant, enchanted castles floating above the clouds. "They're beautiful," she remarks quietly.

"These are nothing," Dyer begins, "Wait until you see—"

And then the storm hits. The winter winds are so sudden and fierce that they almost force you out of your seat. Both planes shunt to and fro in the horrid winds, and you hear several of the passengers shouting behind you.

"What in the hell?" Fredericks grunts.

"We have to head back!" Claypool shouts. "These winds will force us down if we keep going!"

"We're so close!" Dr. Kensler growls bitterly.

"We don't have a choice!" he yells back, but it's too late. The plane lurches toward the ground, and you struggle in vain to regain control. All of the passengers notice the dark shape in the sky at the same time you do. It is a massive shadow, like a curtain drawn across the mountains, or perhaps the tattered wings of an antediluvian behemoth. It scowls at you with dreadful, hollow eyes. Then it reaches out, and—

Skip to **Intro 4**.

Intro 3: "Buckle up," your pilot says. You climb into your seat and get ready for the flight. One at a time, the two planes take off from the ice shelf and soar into the opaque fog. The rough Antarctic winds and low visibility make for poor flying conditions, but nonetheless you venture through the beautiful and deceptive polar mirages, over miles of icy wastes and barren snowdrifts.

Dr. Kensler peers out a window as you pass a magnificent view of distant mountains like vibrant, enchanted castles floating above the clouds. "They're beautiful," she remarks quietly.

"These are nothing," Dyer begins, "Wait until you see—"

And then the storm hits. The winter winds are so sudden and fierce that they almost force you out of your seat. Both planes shunt to and fro in the horrid winds, and you hear several of the passengers shouting behind you.

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"We don't have a choice!" he yells back, but it's too late. The plane lurches toward the ground, and the pilot struggles in vain to regain control. All of the other passengers notice the dark shape in the sky at the same time you do. It is a massive shadow, like a curtain drawn across the mountains, or perhaps the tattered wings of an antediluvian behemoth. It scowls at you with dreadful, hollow eyes. Then it reaches out, and—

Proceed to **Intro 4**.

Intro 4: As you regain consciousness, intense pain sears through your blistering skin. Through the haze, you can barely hear muffled shouting outside the burning husk of the aeroplane. Somebody grips your arm, pulls you from the wreckage, and hurls you onto the soft snow. More shouts erupt all around you. "There's another!" "Quickly!" "Grab my hand!"

You rise to your feet with a world of effort. Miraculously, you are only bruised and winded. Most of the other team members are similarly unharmed, except...

Gather the nine story assets from the Expedition Team encounter set, shuffle them, and choose one of them at random. The chosen character was killed in the plane crash. In the Expedition Team section of the Campaign Log, cross off their name. Record in the Campaign Log (character's name) was killed in the plane crash.

Find and read the passage in the next column that corresponds to the character killed in the plane crash. Then, proceed to **Setup**.

If Professor William Dyer was killed in the plane crash:

Danforth drops to his knees as he examines the elderly man's mangled body. "I... I should have..." he begins, but the words aren't there.

Dr. Kensler places a hand on his shoulder. "This is my fault, not yours," she offers. "I shouldn't have dismissed his concerns. That shape in the sky... it wasn't natural." But the horrible look in Danforth's eyes doesn't fade.

"C'mon, kid," Fredericks motions to Danforth. "I know it hurts. But we gotta get moving. Gonna be night sooner than yeh think. Then we're all hosed."

Danforth nods slowly, but you have to physically pull him away from his mentor before his eyes snap away from Dyer's.

If Roald Ellsworth was killed in the plane crash:

"Dammit," Cookie grunts as they pull Ellsworth's lifeless body out of the wreckage. "Dammit all to hell. Damn this damned expedition and all you damned people!" Dr. Kensler and Professor Dyer take the brunt of his rage, but they aren't looking at Cookie—their eyes are fixed on Ellsworth's corpse. You spot Claypool turning away, unable to even look upon his friend's cold, dead eyes. "What in the hell was that damned thing in the sky? Do you even know? Of course yeh don't know. Dammit!" Cookie continues swearing for some time before marching off into the snow by himself.

"Mr. Fredericks, where are you going?" Dr. Kensler shouts over the raging wind.

"Where do you think?" He yells back. "We gotta find camp for the night or we'll all end up like Ellsworth, won't we?"

After a moment of thought, Dr. Kensler nods coldly. "He is right. Come on."

If Eliyah Ashevak was killed in the plane crash:

Anyu lays by Eliyah's side, nudging him over and over in a vain attempt to get him to stop playing dead. The dog's whines are the only sound that any of you dare to make for some time.

Finally, Takada sits down beside Anyu and begins to run her gloved fingers through the dog's fur soothingly. "Come on, girl. We gotta get moving."

"Oh, just leave the damned dog," Cookie says. The glares of the rest of the team quickly shut him up.

It's several more minutes before Takada is able to coax Anyu from Eliyah's body. Even as you trudge along the snow, the dog glances over her shoulder and whines, hoping that any second he'll stop playing pretend and run to catch up with you. Only once the body has faded into the opaque fog does the realization of his death set in for all of you.



If Danforth was killed in the plane crash:

"No... No...!" Professor Dyer tugs at Danforth's lifeless arm with a single shaking hand. "Why did I allow him to come? Why was I so foolish? Why?" he berates himself.

Dr. Kensler places a hand on his shoulder. "I am the one who let him come, not you. The blame rests with me," she offers.

Professor Dyer lowers his head in resignation. "Perhaps... perhaps now he will be able to truly rest. His troubles and his daemonic visions are finally at an end." He reaches out to touch the student's cold forehead, but is pulled away by Claypool and Fredericks.

"Come on," Claypool says. "We don't have long before nightfall. We have to get a move on."

Dyer nods grimly, but you see dark thoughts swirling behind the veil of his wide, horrified eyes.

If James "Cookie" Fredericks was killed in the plane crash:

Claypool and Ellsworth kneel over Cookie's mangled corpse.

"He was a good man," Claypool utters at last.

Ellsworth nods. "Despite his many attempts to fool us otherwise," he adds.

Claypool risks the slightest of smiles, though you can tell his lip is quivering.

The two stay silent for some time before Dr. Kensler interrupts their mourning. "I'm sorry, but we have to get moving."

"Let them grieve, would you?" Elijah interjects, but despite the situation, both of the explorers stand and snap to attention.

"No, she's right," Claypool says. "Cookie wouldn't want us to dawdle. He'd be the first person telling everyone to keep moving."

If Avery Claypool was killed in the plane crash:

Dr. Sinha looks up at the rest of the team and shakes her head, lowering Claypool's arm back into the snow.

Ellsworth places a hand on Cookie's shoulder, but the gruff man only shakes it off. He points an accusatory finger at Takada. "This is all your fault!" he shouts, trudging forward and pushing her onto the ground. "If you hadn't built this damned plane like a deathtrap, Claypool would still be alive!"

Takada glares up at him. "There was nothing wrong with the plane! You saw that thing in the sky, didn't you?"

Elijah and Ellsworth pull Cookie back by his elbows. Dr. Kensler helps Takada to her feet. "Ms. Takada is right," the scientist says. "The plane did not malfunction. Something else forced it to the ground. And we are going to find out what."

As the party begins to depart, you see Ellsworth's gaze linger on Claypool's corpse. "...I'm sorry, Avery," he says.

If Takada Hiroko was killed in the plane crash:

Like some kind of cruel, morbid joke, Takada lies contorted and dead in a contraption of her own making. The team is silent for some time as the realization sets in.

Elijah looks the sky in confusion. "What the hell was that thing? That shadow? It was like nothing I have ever seen."

Danforth responds with a quiet mutter, only barely audible over the howling wind. "The wings. The eyes in darkness. A windowless solid with five dimensions..." He looks up when he realizes the rest of the team is staring blankly at him.

"We have no time to mourn," Dr. Kensler declares. "It will be nightfall soon enough."

Elijah shakes his head in protest. "Come on, Kensler. Takada is dead. Give us a half-second, would you?"

"No, she is right," Professor Dyer chimes in. "If we do not want to end up like her, we have to move."

If Dr. Mala Sinha was killed in the plane crash:

Dr. Kensler kneels over Dr. Sinha's body in complete silence. It's only when you approach that you realize tears are streaming down her face. "Mala... I never told you..." she whispers in between sobs.

Claypool kneels next to her and tugs on her shoulder. "Wipe your cheeks. Your tears will freeze—"

Dr. Kensler pushes Claypool aside and turns away as she composes herself. When she turns back, her face is stone-cold in more ways than one. "This is my fault. This is all my fault."

"She knew the risks," Cookie mutters.

Dr. Kensler shoots him a glare that could freeze tears, too. She rises to her feet and trudges away. The remainder of the team follows in complete silence. Nobody dares speak for some time.

If Dr. Amy Kensler was killed in the plane crash:

Dr. Sinha kneels in front of Dr. Kensler's body, desperately attempting to resuscitate her. Minutes pass in complete silence as she performs her grim duty. It is clear no life is returning to her colleague, and yet she continues. The only thing you hear is her whispered pleas and quiet sobs in between each repetition.

Cookie is the first to break the silence. "Well, shit," he says eloquently. "What the hell do we do now?"

"She would want the expedition to continue," Claypool replies.

"To hell with the expedition!" Dr. Sinha cries.

Professor Dyer interjects, placing a hand on Dr. Sinha's shoulder. "No, Claypool is right. If we stop here, she'll have given her life for nothing." Dr. Sinha relents, collapsing into Dyer's arms in a fit of sobs. "We have to go on—for Amy's sake."

Investigator Setup

- Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set.)

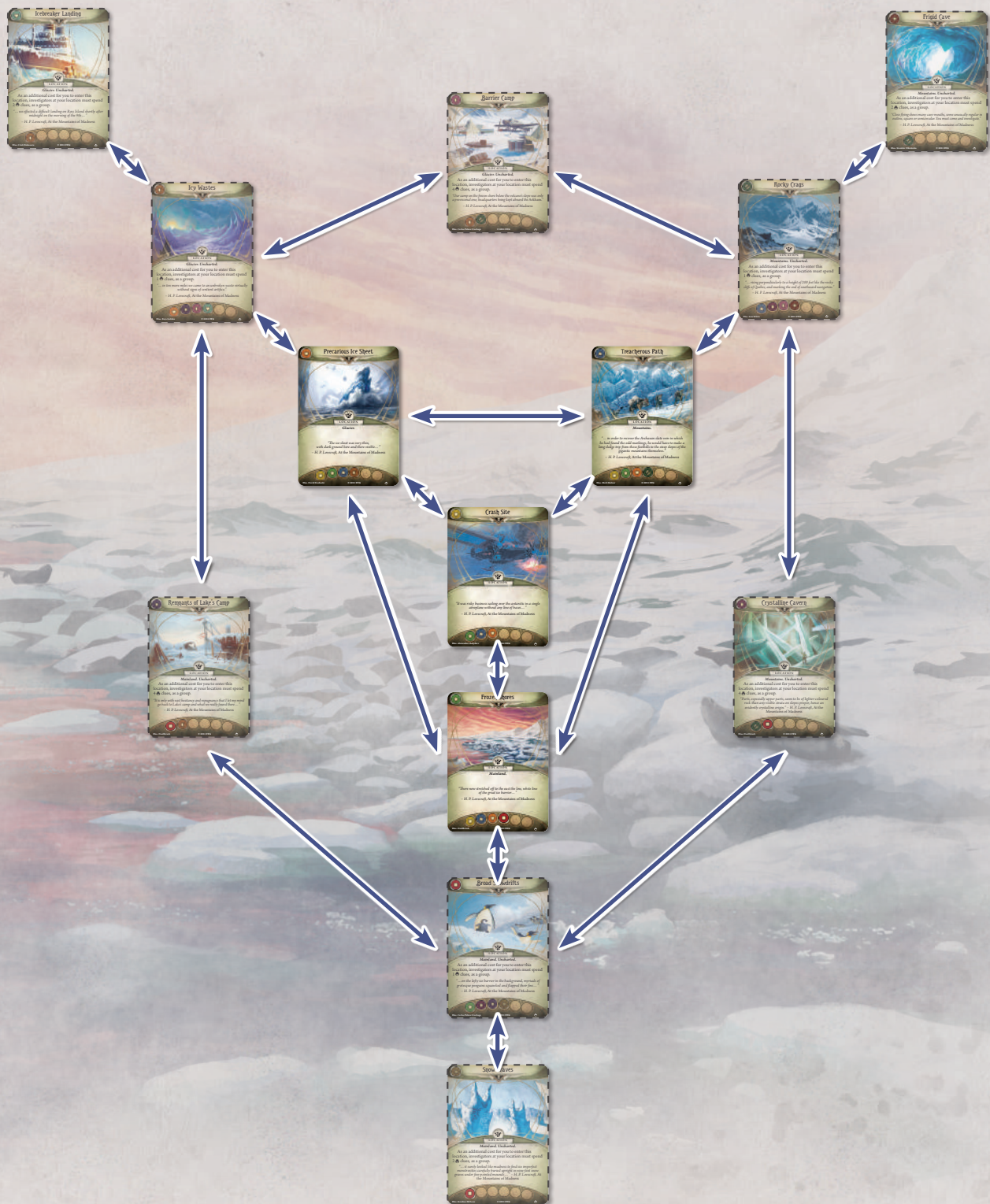
Scenario Setup

- Gather all cards from the following encounter sets: *Ice and Death*, *The Crash*, *Creatures in the Ice*, *Deadly Weather*, *Hazards of Antarctica*, *Silence and Mystery*, *Tekeli-li*, and *Ancient Evils*. These sets are indicated by the following icons:



- Set aside the *Creatures in the Ice* encounter set.
- Put the following locations into play: Crash Site, Precarious Ice Sheet, Treacherous Path, and Frozen Shores. (Use the map on the next page for reference.)
 - Each investigator begins play at the Crash Site.
 - Set each **Uncharted** location aside, out of play.
- Set each Skittering Nonsense enemy aside, out of play.
- Set the Terror of the Stars enemy aside, out of play.
- Check the difficulty level.
 - If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- Shuffle each Tekeli-li! weakness card together to form the Tekeli-li deck. Place this deck near the agenda deck.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Location Placement for "Ice and Death"



Note: At the start of part 1, only Crash Site, Treacherous Path, Frozen Shores, and Precarious Ice Sheet are in play. Each other location starts play set-aside and is put into play when an investigator enters one of the connecting locations, as per the ability on agendas 1–3.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): No amount of preparation could have made your journey through the ice and cold any easier. Your months of training before the expedition kicked in the moment you became stranded, and you were even able to scavenge some supplies while you searched for a safe place to rest for the night... but your thoughts keep returning to the sight of the thing that made your plane crash, the horrifying abominations that pursued you through the snowy wastes, and the sound—that awful sound, that cry! You almost wish you could have been robbed of your senses altogether so as to spare you from the cry that now haunts your every waking moment. As exhaustion settles in and you drift off to sleep, still that sound echoes in your thoughts, over and over again: Tekeli-li! Tekeli-li!

- ❶ Choose a location in play with no clues on it. In your Campaign Log, write “Camp –,” and next to it, record that location’s name. This location is referred to as the investigators’ camp for the remainder of *Ice and Death*.
 - ❖ Record the camp’s shelter value in parentheses next to its name.
- ❷ Each investigator earns experience equal to the camp’s shelter value (to a minimum of 3) plus the Victory X value of each card in the victory display.
- ❸ Proceed to **Checkpoint I: The Disappearance**. (Do not clean up the game yet.)

Resolution 1: As you make camp, you are haunted by memories of the creatures you encountered in the icy wilds. Such entities should not exist. Not even Dyer’s report mentions anything of the kind. Grim silence settles over the expedition team as you set up shelter. No one speaks of what they saw in the frozen wilderness. No one speaks of the awful sounds those monsters made. You can only hope that this camp is secluded enough to avoid the attention of those things—whatever they may be...

- ❶ In your Campaign Log, write “Camp –,” and next to it, record the name of the location the investigators resigned at. This location is referred to as the investigators’ camp for the remainder of *Ice and Death*.
 - ❖ Record the camp’s shelter value in parentheses next to its name.
- ❷ Each investigator earns experience equal to the camp’s shelter value (to a minimum of 3) plus the Victory X value of each card in the victory display.
- ❸ In the “Expedition Team” section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ❹ Proceed to **Checkpoint I: The Disappearance**. (Do not clean up the game yet.)

Checkpoint I: The Disappearance

The Disappearance 1: Your sleep is anything but pleasant. The maddening cold bites at your flesh and the ever-howling wind plays tricks on your mind, conjuring images of misshapen inky forms bursting out of the ground and rending your party whole.

Just as you are finally beginning to leave such horrid thoughts behind, your rest is shattered by a startled cry. You awaken to find your camp in shambles, and several of your companions missing. To your dismay, footsteps lead away from the relative safety of your camp and into the frozen wilds beyond.

Find and gather the story assets corresponding to the surviving members of the Expedition Team. Shuffle them and randomly select a number of them equal to your camp’s shelter value. Those characters are safe.

If every surviving member of the Expedition Team is safe, proceed to **The Disappearance 2**.

The rest of the expedition team went missing in the night. In the Expedition Team section of the Campaign Log, write “MIA” next to the name of each character who went missing.

The investigators must decide (choose one):

- ❶ *They’re on their own.* You will skip the next part of the scenario. Proceed to **The Disappearance 2**.
- ❷ *Go after the missing team members.* You will play the next part of the scenario. Skip to **The Disappearance 3** if you wish to do so immediately, or **The Disappearance 4** if you wish to take a break and proceed the next time you play.

The Disappearance 2: You spend the next day resting and preparing for the next leg of your journey...

- ❶ Do not clean up the game yet.
- ❷ Skip **Ice and Death, Part II** in its entirety.
- ❸ The missing team members surely could not have survived the night. In the “Expedition Team” section of the Campaign Log, cross off the name of each character who is marked as “MIA.”
- ❹ Proceed immediately to **Checkpoint II: The Attack**.

The Disappearance 3: You’ve decided to go after your missing team members...

- ❶ Do not remove any locations from play. (All tokens on these locations are removed and all cards at these locations are discarded, as normal.)
- ❷ Reset each investigator’s deck and the encounter deck.
- ❸ Proceed to **Ice and Death, Part II**.

The Disappearance 4: You’ve decided to go after your missing team members...

- ❶ In the “Ice and Death” section of the Campaign Log, under “Locations Revealed,” record each location you have revealed. (These locations will start in play and revealed the next time you play.)
- ❷ Clean up the game as normal.

❸ When you are ready to play again, begin at **Ice and Death, Part II**.

Ice and Death, Part II

Your team scrambles in preparation to search for those who went missing in the night. You hate the idea of venturing back out into the freezing cold so soon after taking refuge, but you have no choice if you are to find your companions.

Add 1 ❄ token to the chaos bag.

Read each passage below that corresponds to the characters who are not missing. Then, proceed to **Setup**.

If Dr. Amy Kensler is alive and not missing:

"This is a complete mess," Dr. Kensler says with an exasperated sharpness to her voice. "Where in the hell could they have gone? And how is it that none of us noticed?" You reach out to assure her, but she is already gathering her things, getting ready to lead the search.

If Dr. Amy Kensler is chosen to accompany an investigator this game, she enters play with 1 additional secret.

In addition, if Dr. Mala Sinha is missing:

"Mala, you...you idiot...!" she mutters as she stuffs supplies into her tote bag. "Why would you do this...?"

Dr. Amy Kensler must be chosen to accompany an investigator this game, if able.

If Professor William Dyer is alive and not missing:

"This is Professor Lake's team all over again," Dyer grumbles. "When we first lost contact with them, we assumed it was the weather. But..." his gaze, cold and dead, meets yours. "We know better now, don't we? At least, I thought we did."

If Professor William Dyer is chosen to accompany an investigator this game, he enters play with 1 additional secret.

In addition, if Danforth is missing:

"Danforth, he... he always talked about returning," Dyer admits, clenching a weary, wrinkled fist. "What if he... what if this is what he meant? I should have paid more attention, I should have taken him more seriously..."

Professor William Dyer must be chosen to accompany an investigator this game, if able.

If Avery Claypool is alive and not missing:

Claypool takes inventory of your remaining supplies, shaking his head as he counts. "Nothing's missing," he confesses in disbelief. "They took nothing with them. Nobody saw them leave, and there's no evidence they were taken. It makes no sense." You ask Claypool how long one could survive out there without supplies. "In this weather? And with those... things still out there?" His knowing eyes flee from yours. "They won't survive the night."

If Avery Claypool is chosen to accompany an investigator this game, he enters play with 1 additional supply.

In addition, if Roald Ellsworth is missing:

Claypool—usually something of a chatterbox—is grim and silent for the remainder of the preparations. You have never seen him so determined.

Avery Claypool must be chosen to accompany an investigator this game, if able.

If James "Cookie" Fredericks is alive and not missing:

Cookie loads bullets into his revolver with a faraway gaze. You get the sense this isn't the first time he's woken to such trauma. "We're gonna find 'em," he intones over and over under his breath. "We're gonna find 'em." You're unsure who he is trying to convince.

If James "Cookie" Fredericks is chosen to accompany an investigator this game, he enters play with 1 additional ammo.

In addition, if Takada Hiroko is missing:

"Dammit, Roko—I'm not losing you," Cookie mutters angrily. "Yer comin' back alive. Yeh damn well better."

James "Cookie" Fredericks must be chosen to accompany an investigator this game, if able.

Investigator Setup

- Each investigator's base starting resources is equal to the shelter value of the camp, instead of five.
- Each investigator may choose one available member of the Expedition Team who is not crossed off or marked "MIA" to join them. Put the story asset for the chosen character into play in that investigator's play area. Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (from Checkpoint)

Use this setup text only if you are continuing directly after playing Part 1.

- Gather all cards from the *Lost in the Night* and *Left Behind* encounter sets. These sets are indicated by the following icons:
 
- Search the encounter deck and all out-of-play areas for all cards from *The Crash* and *Creatures in the Ice* encounter sets. Remove each card from these encounter sets from the game. These sets are indicated by the following icons:
 
- Build the agenda deck using agendas 4–6 and the act deck using act 2. (These can be found in the *Lost in the Night* encounter set.)
- Put each remaining set-aside **Uncharted** location into play (see the map on page 11 for assistance).
- Place clues on each revealed location equal to its clue value.
- Several members of the expedition go missing in the night!
 - Find each **Possessed** enemy from the *Lost in the Night* encounter set whose title matches one of the Expedition Team members marked "MIA" in your Campaign Log. Set each of these enemies aside, facedown. Remove the rest from the game.
 - Find the story cards from the *Lost in the Night* encounter set and shuffle them. One at a time, add one of these cards facedown to the previously set-aside enemies, until there are a total of exactly nine enemy and story cards set aside in this way. Remove the unused story cards from the game.
 - Shuffle these nine set-aside cards and place one facedown beneath each of the nine **Uncharted** locations in play.
- Each investigator begins play at the camp.
- Shuffle the remainder of the previously gathered encounter cards into the encounter deck.
- You are now ready to begin.

Scenario Setup (from Scratch)

Use this setup text if you are setting up Part II after taking a break.

- ☞ Gather all cards from the following encounter sets: *Ice and Death*, *Lost in the Night*, *Left Behind*, *Deadly Weather*, *Hazards of Antarctica*, *Silence and Mystery*, *Tekeli-li*, and *Ancient Evils*. These sets are indicated by the following icons:



- ☞ Build the agenda deck using agendas 4–6 and the act deck using act 2. (These can be found in the *Lost in the Night* encounter set.)

Standalone Mode

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

- ☞ Choose one expedition team member at random and remove them from the game. The other eight are “MIA.”
- ☞ Choose a location at random to be the base camp. All other locations begin the game unrevealed.

- ☞ Try to rescue as many expedition team members as you can!

- ☞ In the “Ice and Death” section of the Campaign Log, find each location under Locations Revealed. Put each of those locations into play, revealed (*with clues equal to its clue value*).

- ☞ Put each other location into play, unrevealed.

- ☞ Several members of the expedition go missing in the night!

- ☞ Find each **Possessed** enemy from the *Lost in the Night* encounter set whose title matches one of the expedition team members marked “MIA” in your Campaign Log. Set each of these enemies aside, facedown. Remove the rest from the game.

- ☞ Find the story cards from the *Lost in the Night* encounter set and shuffle them. One at a time, add one of these cards facedown to the previously set-aside enemies, until there are a total of exactly nine enemy and story cards set aside in this way. Remove the unused story cards from the game.

- ☞ Shuffle these nine set-aside cards and place one facedown beneath each of the nine **Uncharted** locations in play.

- ☞ Each investigator begins play at the camp.

- ☞ Shuffle each Tekeli-li! weakness card that is not already part of an investigator’s deck together to form the Tekeli-li deck. Place this deck near the agenda deck.

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

- ☞ You are now ready to begin.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): As the night ends, the storm arrives in its full ferocity. Raging, icy winds and dense snowfall make your task impossible. You'll never find the remaining team members in these conditions, and even if you did...

A hard lump of guilt and despair forms in your throat. There's no way they would survive in this storm, not without supplies or shelter. That you are forced to choose between your life and theirs is a burden you will surely carry with you for the rest of your life. And you'll be lucky if that's more than a couple of days.

☞ Proceed to **Resolution 1**.

Resolution 1: It is clear that something compelled your teammates to venture away from the safety of your camp. Something alien and mysterious. Something that defies your understanding of Antarctica. None of those who wandered off remember why they did so or what they were doing. It is almost as if their memories were wiped clean. Or perhaps their consciousness was supplanted by another...

In any event, they seem to have recovered. You mourn those you've lost and prepare for the day ahead. Rest or no rest, you have only one chance if you are to survive.

- ☞ Each investigator earns experience equal the Victory X value of each card in the victory display.
- ☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ☞ Find each enemy in the victory display whose title matches a character who is not crossed off in the "Expedition Team" section of the Campaign Log. These characters have been rescued! Cross off "MIA" next to each of those character's names.
- ☞ Each missing team member who was not found surely could not have survived the night. In the "Expedition Team" section of the Campaign Log, cross off the name of each character who is still marked "MIA."

☞ Proceed to **Checkpoint II: The Attack**. (Do not clean up the game yet.)



Checkpoint II: The Attack

The Attack 1: You barely have time to rest before the sound of something erupting out of the ground nearby shakes you to your core. Massive tremors follow, sending cracks through the ice all around you. Then, that noise—that insidious piping—Tekeli-li! Tekeli-li!

Whatever those creatures you encountered earlier were, you are sure they came from under the ice, breaking or seeping through to reach the surface. They must somehow live deep under the glacial crust of Antarctica. These quakes can only mean one thing.

Your imagination stirs with visions of these monsters bursting forth all around you, creeping into your eyes and mouth, controlling you. It is clear you aren't safe here any longer.

The investigators must decide (choose one):

- ☞ **Run for your lives!** You will skip the next part of the scenario. Proceed to **The Attack 2**.
- ☞ **Stand and fight!** You will play the next part of the scenario. Skip to **The Attack 3** if you wish to do so immediately, or **The Attack 4** if you wish to take a break and proceed the next time you play.

The Attack 2: You hastily grab what you can and flee the camp. You don't stop running until you've put many miles between you and the pursuing creatures. By the time you're able to set up camp again, it is past midday, and the team is utterly exhausted. Your new camp is makeshift and haphazard... but it will have to do.

- ☞ Skip **Ice and Death, Part III** in its entirety.
- ☞ In your Campaign Log, record the team fled to the mountains.
- ☞ Clean up the game. You will not return to this scenario for the remainder of the campaign.
- ☞ Proceed to **Interlude I: Restful Night**.

The Attack 3: You've decided to fight off the attacking creatures...

- ☞ Do not remove any locations from play. (All tokens on these locations are removed and all cards at these locations are discarded, as normal.)
- ☞ Reset each investigator's deck and the encounter deck.
- ☞ Proceed to **Ice and Death, Part III**.

The Attack 4: You've decided to fight off the attacking creatures...

- ☞ In the "Ice and Death" section of the Campaign Log, under "Locations Revealed," record each location you have revealed. (These locations will start in play and revealed the next time you play.)
- ☞ Clean up the game as normal.
- ☞ When you are ready to play again, begin at **Ice and Death, Part III**.

Ice and Death, Part III

"There—see it?" one of the team members hands you their binoculars and points into the distance. You've ventured just outside camp to find a defensible position where you hope can see the creatures approaching... but what you find instead is even worse. Not only are they encroaching on the campsite as you expected, but more are emerging from the ice by the minute.

You watch the ice shelf split open, and a geyser of multicolored miasma seeps from the cracks. Your companion clutches your arm and points you in another direction, where you see another geyser spill forth. Then, another. "There has to be an end to them, right?"

You lower the binoculars and tell the rest of the team to prepare for a fight. You don't know if you can hold off these strange creatures or not, but there's only one way to find out.

Add 1  token to the chaos bag. Proceed to **Setup**.

Investigator Setup

- ② Each investigator's base starting resources is equal to the shelter value of the camp, instead of five.
- ② Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (from Checkpoint)

Use this setup text only if you are continuing directly after playing the previous part.

- ② Gather all cards from the *Seeping Nightmares* and *Creatures in the Ice* encounter sets. These sets are indicated by the following icons:  
- ② Search the encounter deck and all out-of-play areas for all cards from *The Crash*, *Lost in the Night*, and *Left Behind* encounter sets. Remove each card from these encounter sets from the game. These sets are indicated by the following icons:   
- ② Build the agenda deck using agendas 7–8 and the act deck using act 3. (These can be found in the *Seeping Nightmares* encounter set.)
- ② Put each remaining set-aside **Uncharted** location into play (see the map on page 11 for assistance).
- ② Place clues on each revealed location equal to its clue value.
- ② Find 1  Seeping Nightmare enemies. Spawn each at a different location according to the "Seeping Nightmares" sidebar on the next page. Remove all remaining Seeping Nightmare enemies from the game.
- ② Find the eight **Eidolon** enemies from the *Ice and Death* and *Creatures in the Ice* encounter sets. Shuffle them and place them facedown beneath each Seeping Nightmare enemy in play, divided as evenly as possible.
- ② Each investigator begins play at the camp.
 - ✦ Remove all clues from the camp. It begins the game with no clues on it.
- ② Shuffle the remainder of the previously gathered encounter cards into the encounter deck.
- ② You are now ready to begin.

Scenario Setup (from Scratch)

Use this setup text if you are setting up Part III after taking a break.

- ② Gather all cards from the following encounter sets: *Ice and Death*, *Seeping Nightmares*, *Creatures in the Ice*, *Deadly Weather*, *Hazards of Antarctica*, *Silence and Mystery*, *Tekeli-li*, and *Ancient Evils*. These sets are indicated by the following icons:        
- ② Build the agenda deck using agendas 7–8 and the act deck using act 3. (These can be found in the *Seeping Nightmares* encounter set.)
- ② In the "Ice and Death" section of the Campaign Log, find each location under Locations Revealed. Put each of those locations into play, revealed (with clues equal to its clue value).
 - ✦ Put each other location into play, unrevealed.
- ② Each investigator begins play at the camp.
 - ✦ Remove all clues from the camp. It begins the game with no clues on it.
- ② Find 1  Seeping Nightmare enemies. These enemies can be found in the *Seeping Nightmares* encounter set. Spawn each at a different location according to the "Seeping Nightmares" sidebar on the next page. Remove all remaining Seeping Nightmare enemies from the game.
- ② Find the eight **Eidolon** enemies from the *Ice and Death* and *Creatures in the Ice* encounter sets. Shuffle them and place them facedown beneath each Seeping Nightmare enemy in play, divided as evenly as possible.
- ② Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- ② Shuffle the remainder of the encounter cards to build the encounter deck.
- ② You are now ready to begin.

Standalone Mode

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

- ② Choose a location at random to be the base camp. All other locations begin the game unrevealed.
- ② You cannot resign. You must destroy all of the Seeping Nightmares to win!

Seeping Nightmares

If you are camped at Crash Site, Treacherous Path, Precarious Ice Sheet, or Frozen Shores: Spawn Seeping Nightmares first at Icy Wastes, then Broad Snowdrifts, then Rocky Crag, then Icebreaker Landing.

If you are camped at Icy Wastes or Icebreaker Landing: Spawn Seeping Nightmares first at Snow Graves, then Frigid Cave, then Remnants of Lake's Camp, then Barrier Camp.

If you are camped at Broad Snowdrifts or Snow Graves: Spawn Seeping Nightmares first at Icebreaker Landing, then Frigid Cave, then Remnants of Lake's Camp, then Crystalline Cavern.

If you are camped at Frigid Cave or Rocky Crag: Spawn Seeping Nightmares first at Icebreaker Landing, then Snow Graves, then Barrier Camp, then Crystalline Cavern.

If you are camped at Crystalline Cavern: Spawn Seeping Nightmares first at Remnants of Lake's Camp, then Barrier Camp, then Icebreaker Landing, then Crash Site.

If you are camped at Barrier Camp: Spawn Seeping Nightmares first at Remnants of Lake's Camp, then Crystalline Cavern, then Snow Graves, then Crash Site.

If you are camped at Remnants of Lake's Camp: Spawn Seeping Nightmares first at Barrier Camp, then Crystalline Cavern, then Frigid Cave, then Crash Site.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): *Through a whirlwind of snow and ice, you barely manage to escape with your life. You traipse across the snowy plains for miles, exhausted, terrified, and unsure whether the phantasms hunting you are real or merely figments of your rattled imagination.*

In cruel, bitter silence, you and your remaining companions trudge onward. The sun drifts to the horizon but never sets. You have seen no sign of danger for hours, and yet you dare not tarry. Dread compels you on.

Only when you are too tired to walk any longer do you finally stop to get your bearings and decide how to proceed. After all, is this even a research expedition any longer?

- ☞ In your Campaign Log, record the team barely escaped the ice shelf.
- ☞ Each investigator earns experience equal the Victory X value of each card in the victory display. If there is at least one Seeping Nightmare in the victory display, each investigator earns 2 bonus experience as they have gained insight into the entities that dwell in Antarctica.
- ☞ Clean up the game. You will not return to this scenario for the remainder of the campaign.
- ☞ Proceed to **Interlude I: Restful Night**.

Resolution 1: *In cruel, bitter silence, you and your remaining companions trudge onward. The sun drifts to the horizon but never sets. You have seen no sign of danger for hours, and yet you dare not tarry. Dread compels you on.*

Only when you are too tired to walk any longer do you finally stop to get your bearings and decide how to proceed. After all, is this even a research expedition any longer?

- ☞ In your Campaign Log, record the team defeated the hunting creatures.
- ☞ Each investigator earns experience equal the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience as they have gained insight into the entities that dwell in Antarctica.
- ☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ☞ Clean up the game. You will not return to this scenario for the remainder of the campaign.
- ☞ Proceed to **Interlude I: Restful Night**.

Resolution 2: *In cruel, bitter silence, you and your remaining companions trudge onward. The sun drifts to the horizon but never sets. You have seen no sign of danger for hours, and yet you dare not tarry. Dread compels you on.*

Only when you are too tired to walk any longer do you finally stop to get your bearings and decide how to proceed. After all, is this even a research expedition any longer?

- ☞ In your Campaign Log, record the team fled to the mountains.
- ☞ Each investigator earns experience equal the Victory X value of each card in the victory display. If there is at least one Seeping Nightmare in the victory display, each investigator earns 2 bonus experience as they have gained insight into the entities that dwell in Antarctica.
- ☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ☞ Clean up the game. You will not return to this scenario for the remainder of the campaign.
- ☞ Proceed to **Interlude I: Restful Night**.

Interlude I: Restful Night

Restful Night 1: Safe at last, you and the remaining members of the expedition take stock of your situation. You have lost several members of the team, but your numbers remain strong. Part of you knows that staying any longer would prove foolish or deadly. But a great many questions crowd your thoughts, demanding answers despite your worries. What were those uncanny, phantasmal creatures? What happened here after Dyer's expedition left the icy wastes behind?

You and the others discuss the situation at length and consider various plans. Some believe in the total abandonment of the expedition. But to return empty-handed now would prove disastrous for the university, frustrate the scientific community, and possibly cost the remaining crew their careers. After all, very few believed Dyer's outlandish claims—who would believe this?

If William Dyer is alive:

The professor jumps as you approach, startled by your sudden presence. "Oh! My apologies. I thought—I thought perhaps you were..." he trails off, but he doesn't need to finish his sentence. You know exactly how he feels. "I am a man of science, as you know. And as a man of science, I find myself struggling to... to come to terms with what we have seen thus far." You nod and ask Dyer to explain his current working theory. "Well," he begins, "these spectral creatures, they seem to possess some kind of ethereal physiology, very unlike the Elder Things that Lake and his team discovered and dissected the last time I was here. Those creatures might have been of alien origin, but they were... like us, in more ways than one. Flesh and organs, you see. But these..." he ponders in silence for some time. "And yet, I cannot help but wonder what the connection between the two might be?"

Speaking with Professor Dyer helps you to see reason within this madness. Any one investigator may choose and remove up to five Tekeli-li! weaknesses from their deck (shuffling them with the remainder of the Tekeli-li encounter set).

If William Dyer is crossed out:

You take a moment to pore through some of the professor's old sketches, which he brought with him in the event they might prove useful. As you suspected, none of the creatures he depicted look anything like the things you saw. But just as you are about to give up, you find several sketches of the city he claims to have found beyond the dark, jagged mountains. These depict an enormous archway emblazoned with five glyphs surrounded by a five-pointed star. Below the archway—or perhaps behind it—looms something grotesque. The lines of the sketch disintegrate into a tangle of light strokes and splotches of ink you can scarcely describe. Several more creatures with barrel-shaped bodies and starfish-like heads—the alien "Elder Things" Dyer described in his report—flank the archway, looking on reverently, their wing-like appendages spread forth in reverence. You wish you could ask Dyer himself what this may mean, but sadly, it's too late for that. You collect his sketches and bring them with you, hoping they might come in handy later.

Any one investigator may add the Dyer's Sketches story event to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

In the end, you decide to press onward. Another flight is out of the question, of course. That thing in the sky must still be out there. It was a miracle you survived one aeroplane crash, let alone two. No, there's only one way to reach the site described in Dyer's report now: you must travel on foot.

The decision made, you retire to get what meager rest you can before the grueling trek ahead.

You only have enough time to check on a few team members (regardless of whether they are alive or crossed out). One at a time, choose and read three of the sections below (four instead if the team fled to the mountains). If the game effect of the chosen section cannot be performed, it does not count toward this total and you may choose a new section instead. Once you have read the appropriate number of sections, proceed to **Restful Night 2**.

If Danforth is alive:

Danforth mutters to himself over and over as you enter his tent: "...There seemed now to be no longer any room for hope... and I could perceive... in the countenances of my companions... that they had made up their minds to perish..." The cadence of his voice suggests he is reciting something by memory rather than speaking his thoughts aloud. It's only after you loudly clear your throat that he seems to notice your presence. His eyes are wide and unblinking. "Now you understand," he says under his breath. "You have seen what I have seen." You nod. There can be no doubt any longer. Whatever Danforth saw when he and the professor escaped their ill-fated journey is the same entity that smote your aircraft to the ground. "It knows we are here," he says gloomily. "It sees us."

Listening to Danforth gives you further insight into the madness of this place. Any one investigator may begin **Scenario II: To the Forbidden Peaks** with two additional cards drawn in their opening hand.

If Danforth is crossed out:

You decide to seek wisdom in Danforth's belongings, hoping he kept a journal or some evidence from his prior expedition with Dyer. What you find instead is a treasure trove of fiction both macabre and speculative, including a well-worn copy of the works of Edgar Allan Poe. Its pages are punctuated by many makeshift tabs, and its margins inscribed with many notes and jottings—some relevant, others whose true meaning eludes you. You're not sure why Danforth thought there was any reason to bring such a collection of tales, most especially one so beloved to him. You open it to one of the tabbed pages and read: "He could not be prevailed upon to touch it or go near it, shuddering when we attempted to force him, and shrieking out, 'Tekeli-li!'" In the margins, Danforth has scribbled: "What could force one out of such paroxysm? How can I leave this dreadful feeling behind?"

Any one investigator may add the Collected Works of Poe story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

If Dr. Amy Kensler is alive:

The leader of the expedition gives you little heed as you enter her tent. Her eyes are instead glued to the microscope in front of her. She appears to be studying a glob of inky, multicolored ichor in a small petri dish. She must have recovered some of that gunk earlier. You ask if she thinks it's safe to be studying it so closely. "Of course not," she responds in dry monotone. "But sometimes, scientific progress requires an element of...jeopardy." It's true, in a way—you're only here at all because the team decided to put themselves at risk in order to confirm the truth behind Dyer's report. You ask Dr. Kensler what she has discovered. "Frustratingly little. Physiologically speaking, this substance is unlike anything I've ever seen. I'm...not even completely sure it is a liquid. It seems to possess qualities of all three states of matter." She finally sets the microscope aside, covers the petri dish, and meets your gaze. "It would be fascinating, were it not trying to kill us."

Dr. Kensler's research allows you to view the situation with greater clarity. In your Campaign Log, record Dr. Kensler is sharing her research with you.

If Dr. Amy Kensler is crossed out:

You survey the research notes left behind by the leader of this doomed expedition. Surely, if anyone could make some sense out of what you've seen so far, it would be Dr. Kensler. Perhaps she knew more about these creatures than she let on. You scour her tent and filter through her belongings until you come across a thick journal filled with meticulous notes regarding the journey to Antarctica and the first couple days you spent unloading supplies and setting up camp. From there, the notes become less detailed and more jumbled. Her recounting of the days leading up to the plane crash is less a well-kept diary and more a delirious tangent. She wrote of walls dripping with black miasma, an endless void beneath the ice, something evil and alien that dwelled at the core beyond the gateway—and then, nothing.

Dr. Kensler had not been one to recount dreams or author works of fiction. Something had rattled her. Something had made her see the things of which she wrote. But how? And when? You sit and continue her documentation with your own record of events, hoping grimly that if you don't make it off this continent alive, someone will read this and know what transpired here...

Any one investigator may add the Kensler's Log story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Dr. Mala Sinha is alive:

Dr. Sinha gives you a hard glare as you approach. "If you tell me that you are 'too cold to sleep,' so help me..." she begins, but sighs as you shake your head. "Sorry. I know, I know. Show me your wounds, then. Let me do my job." She pulls out her medical kit and motions for you to sit on the bedroll nearby. "No signs of frostbite, hypothermia, or gangrene, that is good..." In silence, she studies the bruises and surface injuries you sustained from the crash. Finally, she clicks her tongue and shakes her head. "Uncanny," she murmurs under her breath. You give her an inquiring stare. "Two aeroplanes," she explains, "over a dozen of us spread between the two, and yet we sustained more injuries from the journey across the ice shelf than we did in the crash. Except for..." she trails off into harsh silence. As she dresses your wounds, you think about the meaning behind her words, the truth that she doesn't want to say out loud. Was the entity that forced your plane to the ground really trying to kill you? Or was it simply guiding you? And if so, to what?

Dr. Sinha's expertise allows you to recover from your injuries. Any one investigator may either heal 1 physical trauma or erase 1 damage from a partner asset recorded in the Campaign Log.

If Dr. Mala Sinha is crossed out:

You're not sure what exactly compelled you to seek out Dr. Sinha's tent, but now that you're here, you know you won't find any answers among her belongings. Still, perhaps you can salvage some use out of her old medical kits and cold-weather gear. As you stuff her medical supplies into one of her backpacks, a shiver crawls up your back. You tell yourself it is out of necessity, but helping yourself to the belongings of the dead still weighs heavily on your conscience. You heft the backpack straps onto your shoulders and turn to leave Dr. Sinha's tent, hoping to put this grim business out of mind. The quiet clatter of something falling out of the backpack's front pocket catches your attention. You search around your feet for the object and find a small leather wallet containing only a hairpin, a picture of Dr. Sinha with what you can only assume to be her family, and a ticket stub for a show at the Riverview Theatre. Without truly thinking why, you pocket it. If it was important enough for her to keep, it must hold some sentiment.

Any one investigator may add the Sinha's Medical Kit story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If James "Cookie" Fredericks is alive:

Cookie stares into the campfire as you approach, clearly in a world of his own. His distant eyes reflect the dim, flickering firelight. Who knows what he really sees within? The moment you begin to speak, he startles out of his reverie. "Ah. S'only you," he mutters, his voice gravelly. "Siddown. Fire's not just for me." You do, taking off your gloves and warming up your hands for a moment before asking Cookie what he thinks of the plan. "What do I think?" He almost laughs. "I think yer deluded, the lot of yeh. But what do I know." You suspect aloud that he knows a lot more than the others think. "That so?" he asks in grim monotone. "Bout war, maybe," he growls. "But maybe that's what this is after all. Right then. You wanna know what I know? Fine." You listen intently as Cookie tells you his harrowing tales of the Great War, tales that would surely give you nightmares were you not already in one.

Cookie's advice helps you prepare for the journey ahead. Any one investigator earns 1 bonus experience.

If James "Cookie" Fredericks is crossed out:

As you set up camp, one of the other team members approaches holding a satchel of Cookie's old belongings. "I figure you're the best person to take these," the young man says mournfully, handing it to you. You sit by the campfire and examine the items in the satchel one by one. Inside are several of Cookie's personal effects—a pocketwatch with a cracked face, a matchbook emblazoned with the logo of the Excelsior Hotel, and of course his trusty .32 Colt revolver. It is exceptionally well-maintained, its barrel polished clean and its wooden grip immaculate. Knowing Cookie, it had less to do with his love of the thing and more to do with old habits dying hard. You swing the cylinder out and note that only a few bullets remain. You rotate the cylinder idly and give Cookie a silent promise: Don't worry. I'll put these bullets to good use.

Any one investigator may add the Cookie's Custom .32 story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Avery Claypool is alive:

Claypool is examining a map of the Ross Ice Shelf as you approach, tracing his fingers over topographical lines. "We were supposed to have better weather conditions," he explains as you hunch over next to him. "I don't know how or why, but something is messing with the weather patterns here. We're getting hit with storms too sudden even for Antarctica, and the temperature variance is closer to what we would find in winter." You ask Claypool if there's anything that can be done to prevent further hardship. "The inclination might be to hunker down," he replies, "and surely there are some among us who are too exhausted to go on. There are others who feel the opposite: that we should leave immediately and find safety elsewhere. I believe the best course of action is somewhere in between." He taps the map in front of him again, beckoning you closer. "These storms are hitting fast and hard. We have to find our opening and move out the moment this one lets up," he explains. You nod in approval.

Claypool's predictions help you stay safe from the inclement weather. Remove 1 ⚡ token from the chaos bag.

In addition, if Roald Ellsworth is still alive:

Curious, you pry a bit, asking Claypool what the deal is between him and Ellsworth. "Huh? Oh, Roald? We—that—" he stammers, avoiding your gaze. "He is just so damn stubborn. And hard to read." You raise an eyebrow. "Okay, it is more than that. He is a loner. By his very nature. Getting close to somebody like that..." he sighs, trying to muster up the words. "...is difficult. For both parties."

But worth it, you observe aloud.

"Yes, I suppose it can be," he replies with a smile. "Sometimes."

If Avery Claypool is crossed out:

Claypool's belongings lay scattered about the encampment's main tent, including a map of the Ross Ice Shelf he'd marked with various annotations you don't quite understand. A cold wind blows open the flaps of the tent and fills the space with frigid air. You wrap your arms around your chest to keep warm. Without Claypool, you are defenseless against the dangerous weather. Being caught out in a polar storm would be deadly, and he was the only one with the expertise to accurately predict them. You sigh and make to leave, stopping momentarily to glance at the heavy fur coat bundled with the remainder of Claypool's things. Then you glance down at your own: worn and ragged from your arduous journey. You pick up Claypool's and leave your old coat behind. Maybe he isn't leaving you defenseless against the weather, after all.

Any one investigator may add the Claypool's Furs story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Roald Ellsworth is alive:

Ellsworth throws you a pocket telescope as you meander through the camp, searching for a task. "You look free. Follow me," he demands. You roll your eyes and follow begrudgingly as he leads you out into the snowy wilds. Over the howling winds, you ask loudly where he is taking you. "Higher," Ellsworth responds simply. For nearly an hour, you follow him up a treacherous trail through rocky crags to an icy precipice overlooking the ice shelf. Black, jagged mountains loom in the distance, barely visible through the harsh snowfall. "There," he says, pointing between two of the peaks. "What does that look like, to you?" You raise the telescope up to your eyes, careful not to press the cold glass against your skin lest it freeze there. Magnified by the device's lens, you can just make out a narrow pass between the peaks. Perhaps this would be the optimal route to take tomorrow? You convey your thoughts to Ellsworth, and he nods along. "I agree. I'll mark it on our map when we get back to camp."

Scouting with Ellsworth gives you insight into the journey ahead. In your Campaign Log, record the investigators scouted the mountain pass.

If Roald Ellsworth is crossed out:

If you didn't know any better, you'd assume Ellsworth had been preparing for the apocalypse. Despite his reputation as a light-footed explorer and expert backpacker, a cursory glance at the belongings he left behind provides a wealth of provisions, supplies, and cold-weather gear. As the team mournfully divides his things so as to put them to good use, you spot an extra pair of water-resistant boots he must have brought along as backup. You don't know if any of you could truly follow in his footsteps, but at least with these you might be able to walk in his shoes.

Any one investigator may add the Ellsworth's Boots story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Takada Hiroko is alive:

Takada has all of your remaining supplies and provisions laid out before her in organized rows. "Before you ask: yes, I am serving as our quartermaster for the time being," she explains. "We are down two planes and separated from the rest of our crew. We will have to be smart about our supplies if we are to continue this folly." She spits that last word out like a curse, leaving you to ponder her feelings about the expedition. "Well, come on, don't just stand there. Help me with this," she scolds. You nod and get to work.

Takada ensures you are better equipped for the next leg of the journey. Any one investigator may begin **Scenario II: To the Forbidden Peaks** with 3 additional resources in their resource pool.

If Takada Hiroko is crossed out:

For somebody who supposedly took pride in her organizational skills, Takada's mechanical supplies are an absolute mess. If you didn't know any better, you would think there was no rhyme or reason whatsoever to how she stored her things—but with Takada, you suspect that she had a system of some kind. You spend several minutes poring through her belongings in search of anything that might be of value to the remaining members of the expedition. Without Takada, you won't be able to put the final aeroplane in flying shape. In fact, you imagine you'll be forced to leave most of her things behind when you make for the mountains tomorrow. Still, you think you can make use of some of the supplies she had tucked away.

Any one investigator may add the Takada's Cache story event to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Elijah Ashevak is alive:

You find Elijah on the outskirts of the camp, tending to the dogs and making sure they are ready for tomorrow's journey. His trusty companion Anyu is by his side as always. The dog's tail slaps back and forth rapidly as you approach. "Oh, hey there," Elijah says over his shoulder when he realizes Anyu's spotted you. "Calm down, will you, Anyu?" he scolds playfully, reaching down to ruffle her ears. You ponder aloud if she realizes the danger you're all in. "Oh, she knows," Elijah responds. "She is rather good at making all the troubles of the world fade away. It wouldn't be the first time." You wonder with a bit of curiosity what other adventures Elijah and Anyu might have been on in the past. But before you can ask, a cold flask hits you square in the chest and tumbles into your hands. "Drink," Elijah offers. "It'll warm you up." He sits down and drinks from a flask of his own, motioning for you to join him. You do, gulping down a large swallow. It burns on its way down. Anyu lies between the two of you, nudging your hand pleadingly. No more words are spoken, but Elijah is right. For just a moment, everything is okay.

Bonding with Elijah and Anyu makes things just a little better. Any one investigator may either heal 1 mental trauma or erase 1 horror from a partner asset recorded in the Campaign Log.

If Elijah Ashevak is crossed out:

As you sit at the edge of camp and ponder what fate might have in store for you in the coming days, a gentle nudge stirs you from your thoughts. You turn in shock, prepared to see another one of those horrid creatures emerging from the ice—but it's only Anyu, Elijah's loyal companion. The big gray dog looks up at you with pleading eyes. You shake your head and rise, heavy, to your feet. That's enough mourning for one night. As you venture back to camp, soft footfalls trail through the snow just behind you. You stop and glance at Anyu. Once again, she looks up to meet your gaze. Is she looking for comfort, or guidance? You kneel and run your gloved fingers through her thick fur, speaking soothingly to reassure the both of you. Yes, Elijah is gone. No, I don't know if we are safe, either. Do you want to stick with me? Anyu wags her tail. All right, then.

Any one investigator may add the Anyu story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

Restful Night 2: Silence falls over the camp as, one by one, the team falls into deep slumber. You try your damndest to get some rest yourself, but every time you close your eyes, the image of those phantasmal creatures comes seeping behind your eyelids, and you shoot awake. You wonder morbidly if death is the only way you will ever rest on this journey.

Check the "Expedition Team" section of the Campaign Log.

☞ If there are three or more names crossed out, proceed to **Restful Night 3**.

☞ Otherwise, skip to **Scenario II: To the Forbidden Peaks**.

Restful Night 3: You awaken with a start and immediately reach for a weapon to defend yourself. The sound that pierced through your dreams and shook you back into reality was not one any earthly creature could make, and yet, when you awaken, nothing is out of place. In fact...

You rise to your feet, shocked, and examine your surroundings. Your makeshift camp was protected from the harsh elements, but still deep in the Antarctic wilderness. And yet, you find yourself indoors, in a hall you cannot place despite a strange familiarity. You brush aside some of the snow that still lingers on the ground around your sleeping bag, noting a tiled floor that wasn't there before. A dream?

As you doubt the truth of this mysterious place, the walls and the tiled floor shimmer and fade. You are left back in the freezing cold of your camp, surrounded by your companions—except the door leading out of that hall still remains. Thick gray mist swirls around you, guiding you onward.

This is no natural refraction of light. Something supernatural is at work here. The thick miasma that churns around your camp is not unlike the substance that makes up the nightmarish creatures you encountered after your plane crashed. Do you really want to know what it wants you to see?

The investigators must decide (choose one):

☞ Open the door and venture into the mirage. Proceed to **Scenario ???: Fatal Mirage**.

☞ Ignore the door and allow it to vanish. Proceed to **Scenario II: To the Forbidden Peaks**. (You will get this chance again later.)



Scenario ???: Fatal Mirage

If this is your first time playing Fatal Mirage this campaign, proceed to **Intro 1**. Otherwise, skip to **Intro 2**.

Intro 1: Upon entering the doorway, you find yourself in a web of icy tunnels, swathed in miasma and dripping with prismatic ichor. Your reflection peers back at you in myriad peculiar angles. Your voice echoes throughout this infinite hall of mirrors. You turn around to discover that your entryway has vanished behind you. Then, in the corner of your eye, you spot a familiar figure traversing the same mists—but, no, that can't be possible. Can it?

Find and read the passage below that corresponds to which character was killed in the plane crash. Then, proceed to **Setup**.

If William Dyer was killed in the plane crash:

Professor Dyer is dead. There is no way that can be him. And yet...

You see him pacing back and forth across one of the reflections, muttering to himself. "It must be stopped. They cannot do this." He pauses, as if in conversation with another, who goes unheard. "I do not care. It must end at once!" Poor Dyer. He did try to warn you, you recall. And yet, here you are.

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Roald Ellsworth was killed in the plane crash:

Ellsworth is dead. There is no way that can be him. And yet...

You spot him inside a telephone booth, arguing heatedly with somebody on the other end. "I know it is dangerous. But I have to go," he reasons. "Trust me, this is too important to let go."

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Eliyah Ashevak was killed in the plane crash:

Eliyah is dead. There is no way that can be him. And yet...

Eliyah crawls through the snow, leaving a trail of blood in his wake. "Are you guiding me to safety?" he asks quietly to a large gray dog. You recognize the familiar shape of Anyu, perhaps several years younger but no less enormous.

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Danforth was killed in the plane crash:

Danforth is dead. There is no way that can be him. And yet...

The student sits at a table in the Orne Library, muttering to himself as he reads: "I saw it. I know I did. I saw it." He begins to doze off, only to quickly shudder awake. The dark rings under his eyes tell you that he has not slept for many days. "I saw it... it was real..."

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If James "Cookie" Fredericks was killed in the plane crash:

Cookie is dead. There is no way that can be him. And yet...

He is braced against one of the crystalline mirrors, hands shaking as he reloads his rifle. Dirt and soot cover his face and stain his uniform. He looks younger, but no less haggard. "Sergeant Fredericks," another voice snaps him out of his trance. "Germans broke the line last night. They're circling around. We have to get out of here!"

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Avery Claypool was killed in the plane crash:

Claypool is dead. There is no way that can be him. And yet...

You watch as he studies a map of Antarctica, the regions inside its borders only partially documented. "It would have to be here," he says, pointing to a spot inside a ring sketched hastily in pencil. "Inside these mountain ranges. But..." he falters, peering over his shoulder at someone you cannot see. "That cannot be the case, can it?"

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Takada Hiroko was killed in the plane crash:

Takada is dead. There is no way that can be her. And yet...

Despite her youth, you recognize her. She waves as an aeroplane takes off from a rainy runway. Somebody's hand grips her shoulder encouragingly. "He'll be back soon," a voice tells her. But Takada looks unconvinced.

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Dr. Mala Sinha was killed in the plane crash:

Dr. Sinha is dead. There is no way that can be her. And yet...

The physician examines what you can only assume to be a corpse, the body limp and lifeless. "Time of death: 14:23. Record it," she says, her voice steady and calm. But within the misty reflection, you spot her lip quiver ever so slightly as her task takes its toll on her.

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

If Dr. Amy Kensler was killed in the plane crash:

Dr. Kensler is dead. There is no way that can be her. And yet...

The professor writes in a small, leatherbound journal, her office lit dimly by candlelight. You wonder what kind of anatomical diagram she might be sketching, but before you can catch a glimpse, she rips the page out, crumples it, and throws it in the garbage with a sigh.

As quickly as it appeared, the mirage vanishes. What the hell is this place? And how are these events, which you were not privy to, unfolding before your very eyes?

Intro 2: Once again, you find yourself in a web of icy tunnels, permeated by mist and miasma. The entryway vanishes behind you. Your reflection, shimmering with the slightest hint of incorporeality, stares back at you from many angles at once.

Proceed to **Setup**.

Investigator Setup (First Time)

- Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (First Time)

Use this setup text only if this is your first time playing *Fatal Mirage* this campaign.

- Gather all cards from the following encounter sets: *Fatal Mirage*, *Agents of the Unknown*, *Left Behind*, *Miasma*, *Nameless Horrors*, *Silence and Mystery*, *Tekeli-li*, and *Chilling Cold*. These sets are indicated by the following icons:



- Build the agenda deck using only agenda 1. Remove the remaining agendas from the game.
- Build the act deck using only act 1. Remove the remaining acts from the game.
- Put the Prison of Memories location into play, revealed side faceup.
 - Each investigator begins play at the Prison of Memories.
 - Set each other location aside, out of play.
- Set each of the following cards aside, out of play: the nine "Memory of..." enemies, and the nine **Resolute** story assets.
- Check the difficulty level.
 - If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Standalone Mode

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

- The investigators may choose which agenda to use (the higher the agenda number, the less time the investigators will have).
- Try to add as many story cards to the victory display as you can!

Investigator Setup (Second or Third Time)

- Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set. If there is a checkmark next to that character's name, instead use the **Resolute** version found in the *Fatal Mirage* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (Second or Third Time)

Use this setup text if this is your second or third time playing *Fatal Mirage* this campaign.

- Gather all cards from the following encounter sets: *Fatal Mirage*, *Agents of the Unknown*, *Left Behind*, *Miasma*, *Nameless Horrors*, *Silence and Mystery*, *Tekeli-li*, and *Chilling Cold*. These sets are indicated by the following icons:



- Build the agenda deck using only agenda 2 if this is the second time you are playing *Fatal Mirage*, or agenda 3 if this is the third time. Remove the remaining agendas from the game.
- Build the act deck using only act 2 if this is the second time you are playing *Fatal Mirage*, or act 3 if this is the third time. Remove the remaining acts from the game.
- Find each story card listed under "Memories Banished" in your Campaign Log. Put each of these cards in the victory display.
 - Set each remaining "Memory of..." enemy aside, out of play.
- Find each location listed under "Memories Discovered" in your Campaign Log. Put each of those locations into play, revealed side faceup, along with the Prison of Memories (remember to adjust each location's clue value according to the mirage keyword, as described on page 25).
 - Each investigator begins play at the Prison of Memories.
 - Set each other location aside, out of play.
- Set aside each of the nine **Resolute** story assets that have not already been earned during a previous playthrough of *Fatal Mirage*.
- Check the difficulty level.
 - If you are playing on Hard difficulty, add 1 doom to the agenda.
 - If you are playing on Expert difficulty, add 2 doom to the agenda.
- Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Mirage

The mirage keyword represents locations that are manifestations of your memories and the memories of your companions. These locations have no unrevealed side and therefore enter play with their revealed side faceup. Instead of an unrevealed side, these locations have story cards on their reverse sides. These story cards allow investigators to travel deeper into the strange mirage and unlock new memories in the form of locations or encounter cards. The number indicated by the mirage keyword represents how many clues are required to flip it over, while the card titles in parentheses indicate what memories might appear as a result.

- As a  ability, investigators at a mirage location may spend the indicated number of clues, as a group, to flip it over and resolve the story card on its other side.

- When a location with the mirage keyword enters play (including during setup), for each card indicated by its mirage keyword that is already in play or in the victory display, reduce the location's clue value by its mirage value.

Note: This is less likely to occur the first time you play **Fatal Mirage**, but is much more likely during subsequent playthroughs.

For example: *Prison of Memories* has a clue value of 3  and has the following text: "Mirage 1  (Base Camp, Deck of the Theodosia, University Halls)." When *Prison of Memories* enters play, the investigators check which of the three cards indicated by its mirage keyword are already in play or in the victory display. Both *University Halls* and *Deck of the Theodosia* are already in play, but *Base Camp* is still set aside. Therefore, the clue value of *Prison of Memories* is reduced by 2 , meaning only 1  clues are placed on it when it enters play.

- A location is "cleared of mirages" if every card indicated by its mirage keyword is already either in play or in the victory display. A location that is cleared of mirages cannot be flipped over again.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): You stumble wearily to your feet. A dream? Your grip your temples, your mind aching. It feels as though a pneumatic drill has been taken to the inside of your skull. If this is what sleep is to be in this hellish place, you want no part of it.

- ☞ But you have no say in the matter.
- ☞ In the “Fatal Mirage” section of the Campaign Log, under “Memories Banished,” record each story card in the victory display. Each investigator earns experience equal to the Victory X value of each card recorded in this way. *(Do not earn experience points for cards already recorded in this section).*
- ☞ In the “Fatal Mirage” section of the Campaign Log, under “Memories Discovered,” record each non-**Otherworld** location in play.
 - ☞ Cross off each location recorded under “Memories Discovered” for which the corresponding story card is also recorded under “Memories Banished.”
- ☞ If there are any other non-story cards in the victory display worth Victory X, each investigator earns experience equal to that amount.
- ☞ Proceed to the next scenario of the campaign, in numerical order, as follows:
 - ☞ If the last scenario you played before this one was Ice and Death, proceed to **Scenario II: To the Forbidden Peaks**.
 - ☞ If the last scenario you played before this one was To the Forbidden Peaks, proceed to **Scenario III: City of the Elder Things**.
 - ☞ If the last scenario you played before this one was City of the Elder Things, proceed to **Scenario IV: The Heart of Madness**.

Resolution 1: You tumble through the doorway and onto your sleeping mat, flailing within your tangle of warm blankets. No door shuts behind you. Did you only imagine all of that? Or was it all real?

- ☞ Is there a difference?
- ☞ In the “Fatal Mirage” section of the Campaign Log, under “Memories Banished,” record each story card in the victory display. Each investigator earns experience equal to the Victory X value of each card recorded in this way. *(Do not earn experience points for cards already recorded in this section).*
- ☞ In the “Fatal Mirage” section of the Campaign Log, under “Memories Discovered,” record each non-**Otherworld** location in play.
 - ☞ Cross off each location recorded under “Memories Discovered” for which the corresponding story card is also recorded under “Memories Banished.”
- ☞ If there are any other non-story cards in the victory display worth Victory X, each investigator earns experience equal to that amount.
- ☞ In the “Expedition Team” section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ☞ Proceed to the next scenario of the campaign, in numerical order, as follows:
 - ☞ If the last scenario you played before this one was Ice and Death, proceed to **Scenario II: To the Forbidden Peaks**.
 - ☞ If the last scenario you played before this one was To the Forbidden Peaks, proceed to **Scenario III: City of the Elder Things**.
 - ☞ If the last scenario you played before this one was City of the Elder Things, proceed to **Scenario IV: The Heart of Madness**.



Scenario II: To the Forbidden Peaks

Intro 1: The wind howls as your party prepares for the long journey ahead. There is very little conversation. Even if you could hear each other's muffled voices through your earmuffs and scarves, what would you say? The silence of your shared terror is loud enough.

Your destination is many miles ahead of you. The jagged peaks loom far on the horizon, taunting you. You run a mental checklist of your situation...

Check your Campaign Log and read each passage below that corresponds to your situation. Then, proceed to **Intro 2**.

If Elijah Ashevak is alive and Wooden Sledge is listed under "Supplies Recovered:"

"It is not large or sturdy enough to carry all of us," Elijah explains as he hauls the last crate of supplies onto the old sledge, "but it should be able to carry our provisions and equipment, at least." He makes sure the lines are taut and all of the dogs' harnesses are properly fastened before giving Anyu, at the head of the pack, a scratch behind her ears. "Not looking forward to having to lug this thing up those mountains, but...we'll cross that bridge when we get to it. All right, girl. You ready?" Anyu barks once. "Yeah, I know you are."

The investigators suffer no ill effects.

Otherwise:

You groan as you heft an enormous, heavy backpack full of equipment onto your back. You're definitely not looking forward to trekking across the snow with an extra forty pounds, but there's no avoiding it. You have no idea how long you're going to be where you're headed, and you'll need everything in that backpack if you want to survive.

Add 1 ❄ token to the chaos bag.

If Avery Claypool is alive:

"Weather might look clear right now," Claypool explains, "but it could turn on a dime. We'll be on ice for most of the journey, so be on the lookout for cracks. We need ice about 60 centimeters thick in order to walk across, so stay behind me at all times and I'll use this augur to make sure it's safe." He holds up a spiral-tipped drilling device and leads the way.

The investigators suffer no ill effects.

Otherwise:

You venture out when the sky looks clear, but it only takes an hour for the weather to take a sudden turn for the worse. The heavy snowfall is bad enough, but it's the ice that truly slows you down. Without Claypool to safely guide you, you have to proceed slowly and cautiously to ensure you even make it to the mountains alive.

Either add 1 ❄ token to the chaos bag, or each investigator suffers 1 physical trauma.

If Takada Hiroko is alive:

As you set out, you hear Takada singing something under her breath—just quiet enough that you can't tell what it is. One of the others, however, seems to recognize it. "That song again," they say. "Heard you singing it on the Theodosia on the way over."

Takada sighs. "It is a song my father taught me. Helps me pass the time," she explains.

You ask if she would like to teach it to you, and she gives you the first smile you've seen from her since the trek began. "Yes. Yes, I would." You spend the remainder of the journey singing and bonding together, whittling the time away.

The investigators suffer no ill effects.

Otherwise:

The party suffers through the cold in unbearable silence. Each footstep is as lonely as it is harrowing.

Either add 1 ❄ token to the chaos bag, or each investigator suffers 1 mental trauma.

If the investigators scouted the mountain pass:

You seek out the safe pass that you and Ellsworth scouted last night, guiding the rest of the team onward. Sheer cliffs flank you as you approach the foothills, blocking the chill wind. The shortcut gives you swift passage as you begin your trek up to the peaks...

During setup, when you reveal the starting location, reduce its clue value by half (rounded up).

Otherwise:

The frozen tundra leading up to the foothills of the jagged mountains is hard terrain to traverse. Even prepared as you are with snowshoes and warm clothes to fight the cold, the going is slow and rough. The wind fights you at every turn, its gusts strong enough to knock you over. But you continue onward, undeterred.

The investigators suffer no ill effects.

Intro 2: You hike through the ice and snow for many grueling hours. Luckily, you encounter no more of the creatures from the previous two days, leaving you to ponder if it was all some cruel mirage. But as you draw closer to the base of the jagged snow-tipped mountains, you find another manner of creature altogether.

It lies frozen and half-buried in the snow, like a macabre waymarker guiding you onward. Its body is shaped like a drum, with thick hide and a pair of torn, leathery wings. A starfish-shaped appendage sticks out of the snow from its top half, adorned with five dead eyes and a set of prismatic cilia. Five sets of tentacles lie frozen in the ice. The sight of the thing chills you more than the Antarctic weather possibly could.

There can be no doubt: this is one of the "Elder Things" that Professor Dyer and Danforth encountered the last time they ventured into the heart of Antarctica. But what killed it? Surely it was not just the cold?

Proceed to **Setup**.

Investigator Setup

- Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set. If there is a checkmark next to that character's name, instead use the **Resolute** version found in the *Fatal Mirage* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup

- Gather all cards from the following encounter sets: *To the Forbidden Peaks*, *Deadly Weather*, *Elder Things*, *Hazards of Antarctica*, *Nameless Horrors*, and *Tekeli-li*. These sets are indicated by the following icons:



- Shuffle the seven Mountainside locations and put five of them into play in a diagonal line. Set the remaining two locations aside, out of play. Put The Summit location into play at the top of the diagonal line. The position of each location has its own level from 0–5, beginning at the bottommost location at level 0 and ascending to The Summit at level 5. (See *location placement, below*).

- Reveal the level-0 location. Each investigator begins play at that location.

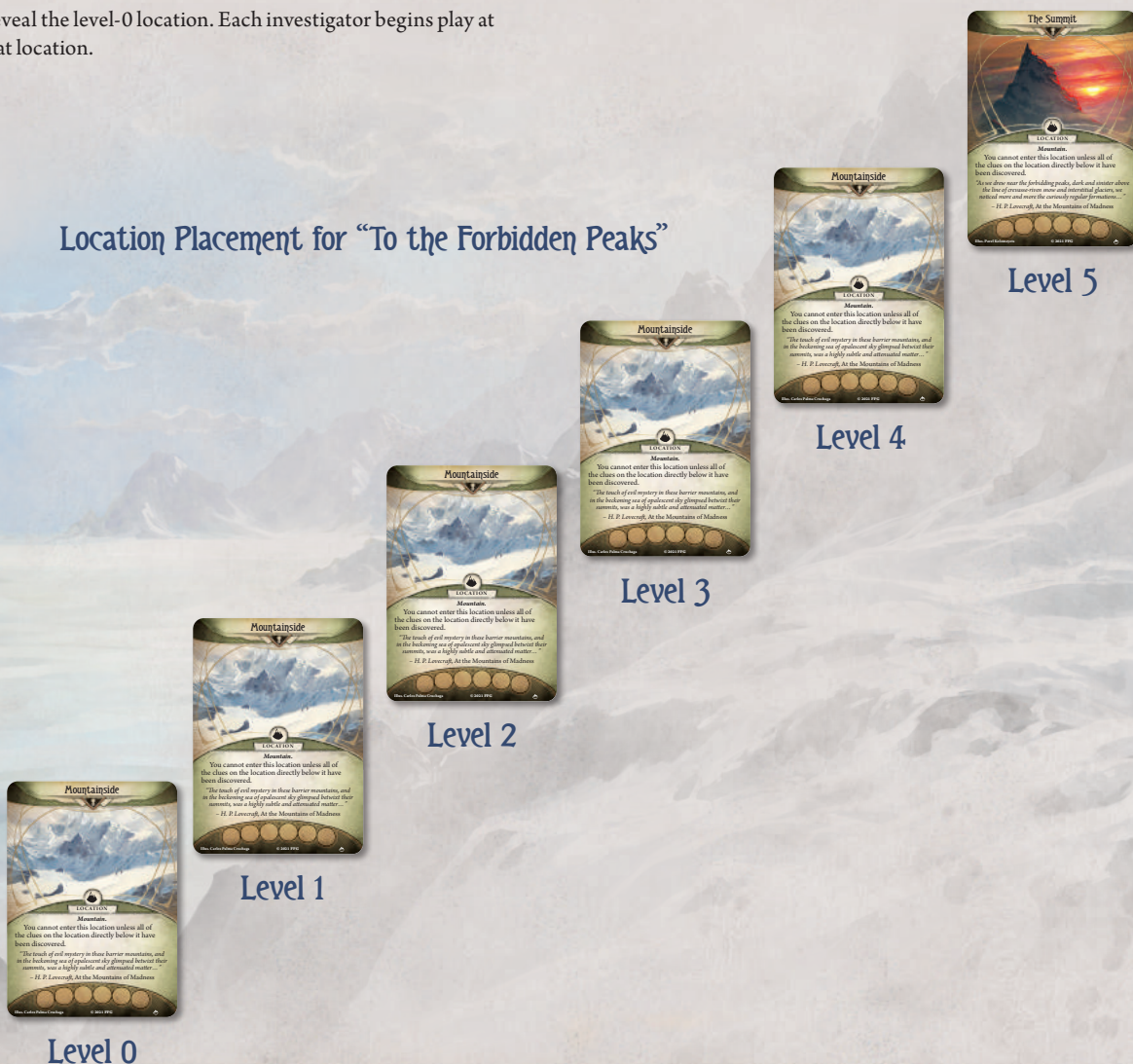
- Add 1 token to the chaos bag.
- Check the "Supplies Recovered" section of the Campaign Log and put each **Expedition** story asset listed there into play at the level-0 location. Remove each other **Expedition** story asset from the game.
- Set the Terror of the Stars enemy aside, out of play.
- Check the difficulty level.
 - If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Location Adjacency in To the Forbidden Peaks

During this scenario, locations are arranged in a diagonal line, with each location above or below the locations next to it.

- During this scenario, each location is connected to the location below it and the location above it.

Location Placement for "To the Forbidden Peaks"



Scenario Interlude: Tragedy Strikes

Find each surviving expedition member (including those currently under an investigator's control) who do not have a checkmark drawn next to their name in the "Expedition Team" section of the Campaign Log, and choose one of them at random. If there are no such expedition members, skip the rest of this interlude.

It all happens in the blink of an eye. You have only enough time to scream your companion's name before they are seized. Its many, shifting shapes coil around their body. They struggle to escape, but it is hopeless.

If the victim is James "Cookie" Fredericks:

The hardened veteran spits out a curse and manages to slip his right arm out of the thing's grasp. It's enough for him to take a single shot with his colt. The gunshot thunders across the mountain and rips through the thing's grotesque, formless mass.

Deal 2 damage to The Terror of the Stars.

Then, without a moment of consideration, it shoves its tendrils into its victim's body and yanks them apart like a piece of uncooked meat. A spray of blood stains the snow crimson. It drops what remains of your companion unceremoniously onto the ground and turns its attention to you.

In the "Expedition Team" section of the Campaign Log, cross off the chosen character's name. If they were in play, they are defeated and removed from the game.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): *The remainder of your journey across the peaks is a whirlwind of snow and fear. You climb higher and higher, pushing yourself to extremes you never thought possible. Still the summit remains ever out of reach. As night falls and the weather grows even deadlier, desperation forces you to look elsewhere to survive.*

⌚ Proceed to **Resolution 2**.

Resolution 1: *The view from the summit is breathtaking, but you are in no mood to enjoy the spectacle. Sprawled before you, on the other side of these accursed peaks, lies the city described in Dyer's report. Its haunting visage is unmistakable. Dozens of conical and pyramidal buildings of dark slate and sandstone are honeycombed throughout the region like a labyrinth of perfect geometric shapes. Though weathered by the ages, the city still stands, hidden by the jagged peaks and the heavy snow.*

For a while, you stand in silence and take in the wondrous sight. If it weren't for the many trials you faced along the way, it would be a moment of triumph. But after the sacrifices made to get here, the victory rings hollow.

A freezing wind blows across the peaks. The air is too thin for you to linger here. After a moment's rest, you begin the long trek down into the alien city. You will have to make camp before you reach the bottom. With any luck, you'll be hidden from the dreadful creatures that dwell there...

- ⌚ In your Campaign Log, record the team climbed to the summit.
- ⌚ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ⌚ For each **Expedition** asset in the victory display, an investigator may choose to add that asset to their deck. It does not count toward their deck size. For each **Expedition** asset added to an investigator's deck this way, that investigator earns 1 bonus experience.
- ⌚ For each **Expedition** asset that is not in the victory display, cross off its title in the "Supplies Recovered" section of the Campaign Log.
- ⌚ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ⌚ Proceed to **Interlude II: Endless Night**.

Resolution 2: Just as you are beginning to lose hope, you find a dark cave embedded in the mountainside. The wind howls outside the cave entrance, bringing with it a sudden deluge of snow. You're not sure what would be worse—a slow death trapped inside an icy cavern, or an equally slow one failing to reach the summit. But when one of your companions switches on their flashlight, you realize there may be a third option.

The walls of this narrow tunnel are covered in strange hieroglyphs, the likes of which you've never seen. The ancient writings of an alien language, you presume. Possibly even that of the Elder Things who once called this region home. More importantly, the cavern continues deeper and deeper into the side of the mountain, far beyond the reach of your light.

You take a vote and decide to press onward, hoping beyond hope that the tunnel might take you to another exit. To your surprise, the journey is smooth, although the ever-present darkness, the frightening echoes of uncanny groans, and the muffled voices of something deep below wear upon your sanity. For hours you continue on, until finally, mercifully, you see light in the distance.

You emerge once more onto the side of the mountain, this time to a breathtaking vista. Sprawled before you lies the city described in Dyer's report. Its haunting visage is unmistakable. Dozens of conical and pyramidal buildings of dark slate and sandstone are honeycombed throughout the region like a labyrinth of perfect geometric shapes. Though weathered by the ages, the city still stands, hidden by the jagged peaks and the heavy snow.

For a while, you stand in silence and take in the wondrous sight. Somehow, you have managed to find a way through the mountain. If it weren't for the many trials you faced along the way, it would be a moment of triumph. But after the sacrifices made to get here, the victory rings hollow. After a moment's rest, you begin the long trek down into the alien city. You will have to make camp before you reach the bottom. With any luck, you'll be hidden from the dreadful creatures that dwell there...

- ☞ In your Campaign Log, record the team found another way through the mountains.
 - ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
 - ☞ Cross off each card title in the "Supplies Recovered" section of the Campaign Log.
 - ☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.
- ☞ Proceed to **Interlude II: Endless Night**.



Interlude II: Endless Night

Endless Night 1: Once again safe, you and your companions set up camp in silence. You marvel at how much quieter the evening is compared to those that came before, be it due to your dwindling numbers or the grim mood that hangs over the camp. But the quiet is anything but peaceful. As the hours pass, you can't seem to get any rest. You decide instead to check on your companions...

You only have enough time to check on a few team members (regardless of whether they are alive or crossed out). One at a time, choose and read three of the sections below (four instead if the team found another way through the mountains). If the game effect of the chosen section cannot be performed, it does not count toward this total and you may choose a new section instead. After you have read the appropriate number of sections, proceed to **Endless Night 2**.

If William Dyer is alive:

The professor paces back and forth, running his fingers through his graying hair. "They are connected. They must be connected," he rambles to himself as you approach. "The Elder Things and these manifestations, these 'mirages,'" he continues, as if to answer your unspoken question. "When we were here last, I saw images of the Elder Things in conflict with other species, other... alien beings. But what if the true source of their fear lies here on Earth?" His gaze meets yours. "What if this wasn't their true home? What if... what if they were guarding something?"

Speaking with Professor Dyer helps you to see reason within this madness. Any one investigator may choose and remove up to five Tekeli-li! weaknesses from their deck (shuffling them with the remainder of the Tekeli-li encounter set).

If William Dyer is crossed out and an investigator did not already earn his *Memorial of the Lost* card from Interlude I:

You take a moment to pore through some of the professor's old sketches, which he brought with him in the event they might prove useful. As you suspected, none of the creatures he depicted look anything like the things you saw. But just as you are about to give up, you find several sketches of the city he claims to have found beyond the dark, jagged mountains. These depict an enormous archway emblazoned with five glyphs surrounded by a five-pointed star. Below the archway—or perhaps behind it—looms something grotesque. The lines of the sketch disintegrate into a tangle of light strokes and splotches of ink you can scarcely describe. Several more creatures with barrel-shaped bodies and starfish-like heads—the alien "Elder Things" Dyer described in his report—flank the archway, looking on reverently, their wing-like appendages spread forth in reverence. You wish you could ask Dyer himself what this may mean, but sadly, it's too late for that. You collect his sketches and bring them with you, hoping they might come in handy later.

Any one investigator may add the Dyer's Sketches story event to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Danforth is alive:

Nobody else seems to understand Danforth's ramblings, but you think you're starting to. Or, at the very least, you're the only one trying. After all, whatever he saw during the last journey here, it lies at the heart of all of this. "It was... it..." he pauses, his voice hitching as he tries to explain. "It was like the creatures we've seen. Ink, mist, and color. Or, at least, I think that the only way our human eyes might interpret their true shape." His own eyes are distant, glazed over with horror as he reimagines the mirage. "It is still here. Bound, shackled. But not for long, I fear. Not for long."

Listening to Danforth gives you further insight into the madness of this place. Any one investigator may begin **Scenario III: City of the Elder Things** with two additional cards drawn in their opening hand.

If Danforth is crossed out and an investigator did not already earn his *Memorial of the Lost* card from Interlude I:

You decide to seek wisdom in Danforth's belongings, hoping he kept a journal or some evidence from his prior expedition with Dyer. What you find instead is a treasure trove of fiction both macabre and speculative, including a well-worn copy of the works of Edgar Allan Poe. Its pages are punctuated by many makeshift tabs, and its margins inscribed with many notes and jottings—some relevant, others whose true meaning eludes you. You're not sure why Danforth thought there was any reason to bring such a collection of tales, most especially one so beloved to him. You open it to one of the tabbed pages and read: "He could not be prevailed upon to touch it or go near it, shuddering when we attempted to force him, and shrieking out, 'Tekeli-li!'" In the margins, Danforth has scribbled: "What could force one out of such paroxysm? How can I leave this dreadful feeling behind?"

Any one investigator may add the Collected Works of Poe story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Dr. Amy Kensler is alive and Dr. Kensler is sharing her research with you is recorded in your Campaign Log:

Dr. Kensler is unsurprised when you enter her tent. She looks up from her desk and tilts her glasses down to gaze at you directly. "Here to inquire after my findings?" she asks, to which you nod. "Very well." You note her unusually warm demeanor as you approach and peer over her shoulder. In front her, a section of one of an Elder Thing's limbs is dissected with expert precision. Dark green liquid stains its scaly flesh and the surface beneath it alike. She raises her glasses once again and turns to face her anatomical sample. "It's not unlike us," she says, "just as Dyer suggested in his own account. And yet, somehow, they are able to survive incredible pressure and cold. Perhaps even the vacuum of space. What I don't understand is..." she breathes deep, and continues. "Dyer's report only accounts for the waking of a few of these creatures from their hibernation. Why, then, are so many of them active?"

Dr. Kensler's research allows you to view the situation with greater clarity. In your Campaign Log, record Dr. Kensler is on the verge of understanding.

If Dr. Amy Kensler is alive, but Dr. Kensler is sharing her research with you is not recorded in your Campaign Log:

Dr. Kensler gives you a cold glance when you enter her tent, then goes back to her work. "Sorry, but I am too busy to entertain your frivolous concerns, and I do not have the time to dawdle. Find somebody else to prattle on with, and please leave me to my work."

She does not wish to see you at this time. Choose someone else. (This does not count toward the number of sections you may read.)

If Dr. Amy Kensler is crossed out and an investigator did not already earn her Memorial of the Lost card from Interlude I:

You survey the research notes left behind by the leader of this doomed expedition. Surely, if anyone could make some sense out of what you've seen so far, it would be Dr. Kensler. Perhaps she knew more about these creatures than she let on. You scour her tent and filter through her belongings until you come across a thick journal filled with meticulous notes regarding the journey to Antarctica and the first couple days you spent unloading supplies and setting up camp. From there, the notes become less detailed and more jumbled. Her recounting of the days leading up to the plane crash is less a well-kept diary and more a delirious tangent. She wrote of walls dripping with black miasma, an endless void beneath the ice, something evil and alien that dwelled at the core beyond the gateway—and then, nothing.

Dr. Kensler had not been one to recount dreams or author works of fiction. Something had rattled her. Something had made her see the things of which she wrote. But how? And when? You sit and continue her documentation with your own record of events, hoping grimly that if you don't make it off this continent alive, someone will read this and know what transpired here...

Any one investigator may add the Kensler's Log story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

If Dr. Mala Sinha is alive:

"How are you feeling?" You blink in stunned silence for a moment at the physician's genuine concern. You had come to her expecting a roll of her eyes and a scolding over your condition. "Oh, come on. I'm not allowed to worry? After everything we've seen and been through, I think I'm overdue a bit of fretting." At her insistence, you allow her to examine you for wounds and early signs of hypothermia. "We're lucky to still be alive, you know," she says quietly as she unpacks her medical kit. "Or maybe..." she clicks her teeth, and shakes her head. "...maybe they're the lucky ones."

Dr. Sinha's expertise allows you to recover from your injuries. Any one investigator may either heal 1 physical trauma or erase 1 damage from a partner asset recorded in the Campaign Log.

If Dr. Mala Sinha is crossed out and an investigator did not already earn her Memorial of the Lost card from Interlude I:

You're not sure what exactly compelled you to seek out Dr. Sinha's tent, but now that you're here, you know you won't find any answers among her belongings. Still, perhaps you can salvage some use out of her old medical kits and cold-weather gear. As you stuff her medical supplies into one of her backpacks, a shiver crawls up your back. You tell yourself it is out of necessity, but helping yourself to the belongings of the dead still weighs heavily on your conscience. You heft the backpack straps onto your shoulders and turn to leave Dr. Sinha's tent, hoping to put this grim business out of mind. The quiet clatter of something falling out of the backpack's front pocket catches your attention. You search around your feet for the object and find a small leather wallet containing only a hairpin, a picture of Dr. Sinha with what you can only assume to be her family, and a ticket stub for a show at the Riverview Theatre. Without truly thinking why, you pocket it. If it was important enough for her to keep, it must hold some sentiment.

Any one investigator may add the Sinha's Medical Kit story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.



If James "Cookie" Fredericks is alive:

You come to Cookie late at night, when everyone should be asleep. The remains of the campfire smolder silently between the two of you, dim light casting a dancing shadow behind his hunched figure. "Hope yer not here for advice," he mutters at long last. You shake your head and inform him that you're just here for the companionship. "Sure, sure. Can't sleep, more like," he accuses. You say nothing in response. You cannot refute the truth. He takes a long, hard breath, then goes on. "When we were in the trenches, we almost never slept. It was hard enough in those conditions, in the dirt and mud, covered in flies. And anytime we tried, the Germans would wake us up with mortar fire. The exhaustion was unbearable." His stare burns into the fire. "Even an hour or two was a godsend. But I got through that hell, somehow, despite everything tryin' to kill me." You ask him how you're supposed to do the same. Cookie's lips turn downward, but the question doesn't deter him. "All right, then. Listen up."

Cookie's advice helps you prepare for the journey ahead. Any one investigator earns 1 bonus experience.

If James "Cookie" Fredericks is crossed out and an investigator did not already earn his *Memorial of the Lost* card from Interlude I:

As you set up camp, one of the other team members approaches holding a satchel of Cookie's old belongings. "I figure you're the best person to take these," the young man says mournfully, handing it to you. You sit by the campfire and examine the items in the satchel one by one. Inside are several of Cookie's personal effects—a pocketwatch with a cracked face, a matchbook emblazoned with the logo of the Excelsior Hotel, and of course his trusty .32 Colt revolver. It is exceptionally well-maintained, its barrel polished clean and its wooden grip immaculate. Knowing Cookie, it had less to do with his love of the thing and more to do with old habits dying hard. You swing the cylinder out and note that only a few bullets remain. You rotate the cylinder idly and give Cookie a silent promise: Don't worry. I'll put these bullets to good use.

Any one investigator may add the Cookie's Custom .32 story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Avery Claypool is alive:

You find Claypool at the edge of the camp, looking out over the alien city. "Remarkable, isn't it?" You nod and mention that the architecture is unlike anything you've seen before. "No, not that. I mean, that too, but look—" he points to the enormous peaks looming around the city in every direction, like a boundary. "It's built to block and funnel the wind. They chose precisely the right place to build their city. And the way these structures and streets are built, they're mostly protected from excess snowfall." He glances at you meaningfully before continuing. "These creatures chose the harshest place on Earth to make their home, and despite all odds, they thrived." You wonder if perhaps this means the inclement weather you've faced thus far will abate during the next leg of your journey. "Unlikely," he responds. "A lot of the natural safeguards they built into their city seem to have weathered away. And there's likely a lot more ice than there would have been back in their time. But I'll make sure we avoid the nastiest of it."

Claypool's predictions help you stay safe from the inclement weather. Remove 1 ❄ token from the chaos bag.

If Avery Claypool is crossed out and an investigator did not already earn his *Memorial of the Lost* card from Interlude I:

Claypool's belongings lay scattered about the encampment's main tent, including a map of the Ross Ice Shelf he'd marked with various annotations you don't quite understand. A cold wind blows open the flaps of the tent and fills the space with frigid air. You wrap your arms around your chest to keep warm. Without Claypool, you are defenseless against the dangerous weather. Being caught out in a polar storm would be deadly, and he was the only one with the expertise to accurately predict them. You sigh and make to leave, stopping momentarily to glance at the heavy fur coat bundled with the remainder of Claypool's things. Then you glance down at your own: worn and ragged from your arduous journey. You pick up Claypool's and leave your old coat behind. Maybe he isn't leaving you defenseless against the weather, after all.

Any one investigator may add the Claypool's Furs story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Roald Ellsworth is alive:

Ellsworth claps you on the shoulder as you approach, handing you a small pack of supplies. "Come on," he says, motioning toward the city. "We are going on a little trip." Together, you trudge through the snow and ice, making your way in deep darkness down the side of the mountain slope, until at last you reach the angular rooftop of one of the city's basalt structures. "Here—just as I thought." He points to an entrance to the building, a window half-buried by snow in the side of the slope. "We can enter the building through there and make our way down to street level. It'll be far easier than slogging through the snow, don't you think? Here, I'll mark it on our map. Let us get back to camp before we lose our way."

Scouting with Ellsworth gives you insight into the journey ahead. In your Campaign Log, record the investigators scouted the city outskirts.

In addition, if Avery Claypool is also alive:

When you return to camp, Claypool approaches in a panic, lugging a backpack full of equipment. "Roald! I—I thought—" he trails off, relieved.

"Avery, were you..." Ellsworth chances the slightest of smiles. "Were you worried about me?"

Claypool drops his pack and rolls his eyes. "I am allowed, am I not?" You chuckle to yourself and sneak off as the two reconnect.

If Roald Ellsworth is crossed out and an investigator did not already earn his Memorial of the Lost card from Interlude I:

If you didn't know any better, you'd assume Ellsworth had been preparing for the apocalypse. Despite his reputation as a light-footed explorer and expert backpacker, a cursory glance at the belongings he left behind provides a wealth of provisions, supplies, and cold-weather gear. As the team mournfully divides his things so as to put them to good use, you spot an extra pair of water-resistant boots he must have brought along as backup. You don't know if any of you could truly follow in his footsteps, but at least with these you might be able to walk in his shoes.

Any one investigator may add the Ellsworth's Boots story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

If Takada Hiroko is alive:

The team's interim quartermaster is in the middle of counting something when you accost her. She curses as she loses count. "Do you have any idea how long it took me to—" she stops and rolls her eyes. Her next question is drilled in exasperated monotone. "What do you want?" You inform Takada that you would like to requisition some supplies for tomorrow's journey into the alien city. "Oh you would, would you?" She sighs. "Yeah, that is fine. But do not take anything in that pack." She motions to a backpack brimming with spare aeroplane parts and provisions. "It is... a long story," she answers your unspoken question, and that's the end of that discussion.

Takada ensures you are better equipped for the next leg of the journey. Any one investigator may begin **Scenario III: City of the Elder Things** with 3 additional resources in their resource pool.

If Takada Hiroko is crossed out and an investigator did not already earn her Memorial of the Lost card from Interlude I:

For somebody who supposedly took pride in her organizational skills, Takada's mechanical supplies are an absolute mess. If you didn't know any better, you would think there was no rhyme or reason whatsoever to how she stored her things—but with Takada, you suspect that she had a system of some kind. You spend several minutes poring through her belongings in search of anything that might be of value to the remaining members of the expedition. Without Takada, you won't be able to put the final aeroplane in flying shape. In fact, you imagine you'll be forced to leave most of her things behind when you make for the mountains tomorrow. Still, you think you can make use of some of the supplies she had tucked away.

Any one investigator may add the Takada's Cache story event to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.



If Elijah Ashevak is alive:

You do not find Elijah. Instead, Anyu finds you. The enormous dog collapses onto your lap when you least expect it, nudging your face affectionately with her snout. You laugh and cannot help but grin as you attempt in vain to push her off of you. Slobber is one thing—frozen slobber another entirely. “Anyu, get down!” you hear Elijah shout, and at once the loyal dog leaps off of you and sits nearby. “Sorry about that,” Elijah says, sitting next to the dog and scratching her behind the ears. You shake your head and tell him that it’s nice to have a reason to smile now and again—even with things as dire as they seem. He nods along with you. “That is true. Anyu has helped me through a lot of situations like...well, I suppose I have never quite been in a situation like this. But she has always been there for me. And she seems to have taken a particular liking to you, too.” As if she understands Elijah’s words, the dog gazes at you warmly. You smile again and tell her that you feel the same way. Anyu wags her tail.

Bonding with Elijah and Anyu makes things just a little better. Any one investigator may either heal 1 mental trauma or erase 1 horror from a partner asset recorded in the Campaign Log.

If Elijah Ashevak is crossed out and an investigator did not already earn his *Memorial of the Lost* card from Interlude I:

As you sit at the edge of camp and ponder what fate might have in store for you in the coming days, a gentle nudge stirs you from your thoughts. You turn in shock, prepared to see another one of those horrid creatures emerging from the ice—but it’s only Anyu, Elijah’s loyal companion. The big gray dog looks up at you with pleading eyes. You shake your head and rise, heavy, to your feet. That’s enough mourning for one night. As you venture back to camp, soft footfalls trail through the snow just behind you. You stop and glance at Anyu. Once again, she looks up to meet your gaze. Is she looking for comfort, or guidance? You kneel and run your gloved fingers through her thick fur, speaking soothingly to reassure the both of you. Yes, Elijah is gone. No, I don’t know if we are safe, either. Do you want to stick with me? Anyu wags her tail. All right, then.

Any one investigator may add the Anyu story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator’s deck size.

Endless Night 2: You try in vain to sleep, but the night seems to go on forever, your thoughts meandering endlessly in a maze of worry and doubt.

☞ If you have already played **Scenario ???: Fatal Mirage** this campaign, proceed to **Endless Night 3**.

☞ Otherwise, check the “Expedition Team” section of the Campaign Log.

❖ If there are three or more names crossed out, skip to **Endless Night 4**.

❖ Otherwise, proceed to **Scenario III: City of the Elder Things**.

Endless Night 3: Just as you are finally beginning to drift off, the door appears again. It shimmers momentarily, gray mist billowing out from the cracks of the doorframe. Again, you are being offered a choice. But do you dare to risk venturing into the frigid illusion once more?

The investigators must decide (choose one):

☞ Open the door and venture once more into the mirage. Add 1 ✨ token to the chaos bag for the remainder of the campaign. Proceed to **Scenario ???: Fatal Mirage**.

☞ Ignore the door and allow it to vanish. Proceed to **Scenario III: City of the Elder Things**. (You will get this chance again later.)

Endless Night 4: Just as you are finally beginning to drift off, a vague threat in the corner of your mind startles you into action. You reach instinctively for a weapon to defend yourself, but when you peer about, nothing is out of place. In fact...

You rise to your feet, shocked, and examine your surroundings. Your makeshift camp was protected from the harsh elements, but still deep in the Antarctic wilderness. And yet, you find yourself indoors, in a hall that you cannot place, though it seems familiar to you. You brush aside some of the snow that still lingers on the ground around your sleeping bag, noting a tiled floor that wasn’t there before. A dream?

As you doubt the truth of this mysterious place, the walls and the tiled floor shimmer and fade. You are left back in the freezing cold of your camp, surrounded by your companions—except the door leading out of that hall still remains. Thick gray mist swirls around you, guiding you onward.

This is no natural refraction of light. Something supernatural is at work here. The thick miasma that churns around your camp is not unlike the substance that makes up the nightmarish creatures you encountered after your plane crashed. Do you really want to know what it wants you to see?

The investigators must decide (choose one):

☞ Open the door and venture into the mirage. Proceed to **Scenario ???: Fatal Mirage**.

☞ Ignore the door and allow it to vanish. Proceed to **Scenario III: City of the Elder Things**. (You will get this chance again later.)

Scenario III: City of the Elder Things

As you read the scenario introduction, check the Campaign Log and read any passage that corresponds to your situation.

Intro: Even with the knowledge afforded to you by Dyer's report, you find yourself wholly unprepared for the terrible vastness of the blasphemous city at the heart of Antarctica, and its alien inscrutability. Massive towers, temples, bridges, and pyramids dot the broad landscape. In the ineluctable light of dawn, the nameless maze of cyclopean structures and angular blocks extends for miles in every direction, unmistakably real and yet impossible to believe. It is truly a wonder of the world.

If Dr. Mala Sinha is alive:

"Remember, stay covered at all times. Where we are headed, the wind can flash freeze your skin almost instantly. And stay hydrated," Dr. Sinha reminds you. "The air here is dryer than you think." The remainder of the party nods in understanding. None of you have come this far just to catch hypothermia... but it's almost as likely as death by anything else in this damnable place.

The investigators suffer no ill effects.

Otherwise:

You were briefed many times on the dangers of the Antarctic environment, but without Dr. Sinha, you're at a disadvantage braving the harsh weather. What she lacked in bedside manner, she made up in expertise. Wishing you could have saved her, you grit your teeth and trudge on, watching your companions for any sign of hypothermia.

Each investigator adds a Frostbitten weakness to their deck. It does not count toward that investigator's deck size.

As you descend the peaks surrounding the city, trespassing furtively over its walls, the slopes give way to gradual, shallower foothills peppered with structures of black, primordial stone. Towers or outposts, perhaps, linking the natural outer walls of the city to its outskirts. "We should search one of those watchtowers," one of the team members suggests, pointing to the closest structure. You nod in agreement. Dyer's report had observed a wealth of information carved into the walls of several structures within the city, after all—perhaps you'll stumble upon a map or diagram of the city to aid in your exploration.

If the investigators scouted the city outskirts:

Instead of heading to the watchtower, you call out to the others to follow you. Recalling the route you and Ellsworth had scouted out the night before, you lead the group toward the half-buried structure you spotted. It takes a bit longer to get there than the watchtower, but provides an easy shortcut into the city proper.

During setup, after you reveal the starting location, the lead investigator discovers clues from that location equal to half its clue value (rounded up).

Otherwise:

The investigators suffer no ill effects.

If Professor William Dyer is alive:

"Be careful," the professor warns. You are keen to heed his wisdom, earned as it is through hard experience. "The glyphs inscribed here depict much about the history of this place. It is ancient. Far more ancient than anything our species has built."

"What is your point?" someone chimes in.

"Do you know the old phrase, 'the walls have ears and the doors have eyes?'" Dyer replies. "We have no idea what could be hiding within these walls. What dwells under the ice and stone. Be on alert... and do not let any voices but our own rattle in your skull. Do you understand?"

You nod in agreement, gulping down a wave of nausea. You cannot help but take the meaning of Dyer's idiom literally.

The investigators suffer no ill effects.

Otherwise:

As you enter the tower, the cold dwindles, but the sense of unease you felt observing the city from a distance only grows. Without Dyer's wisdom to guide you through this place, you feel completely unprepared. Every drop of water, every shifting pebble, every hushed breath causes your throat to clench and your heart to race. It's not long before you hear whispering in the walls—voices that don't belong to you, or anyone in your party. The more you try to deny it, the stronger the voices become. A choir in your mind. A warning?

Each investigator adds a Possessed weakness to their deck. It does not count toward that investigator's deck size.

The open entrance to the obsidian structure greets you like the maw of a ferocious predator. As your eyes adjust to the darkness, your curiosity gives way to deep, profound dread. The structure's sharp, angular main hall is the site of an absolute massacre. Mangled Elder Thing corpses litter the floor—piles of leathery gray flesh and sticky, misshapen organs, coated in thick, dark-green fluid. You reel at the awful stench of death. These dead are not ancient. This slaughter must have been recent.

"What could have done this?" One of your party breaks the immense silence. Murals on the walls draw your attention, depicting what you have come to know as the race of Elder Things embroiled in battle with some ancient, terrifying foe—no, not one. Many. Your party dares not dwell in this slaughterhouse long. Covering your noses to block the awful stench, you take your leave.

If James "Cookie" Fredericks is alive and Dynamite is listed under "Supplies Recovered:"

Unfortunately, as you attempt to leave the structure, you find the passage blocked by ice and rubble. Just as you are considering how to dig your way through, Cookie approaches with a few sticks of dynamite bundled together. "Oh, fer Chrissake. Move out of the way," he grumbles, setting the sticks up and lighting the fuse without another warning. You and the others run around the corner, covering your ears and cursing under your breath. Seconds later, a tremendous explosion shakes the building to its foundations. When the dust settles, Cookie has made an easy exit for the party. "Sometimes, Cookie, I swear..." someone remarks.

The investigators suffer no ill effects.

Otherwise:

Unfortunately, as you attempt to leave the structure, you find the passage blocked by ice and rubble. It takes much longer than you expected to find another way out, and when you finally escape, you've already been exposed to the elements for some time.

Add 1 ❄ token to the chaos bag.

The trail of sickly green blood leads out and dribbles down a smooth path sculpted, as if by an acidic substance, out of the mountainside. In the opposite direction, the mountain ridge continues along the perimeter of the city. In the distance, you can just make out a darkened, half-buried section of the city, the layout of its structures completely unfamiliar to you, even after going through Dyer's notes extensively. Finally, in the heart of the city, a great pyramid and many prominent temples lie scattered, rising to amazing heights despite the weathering of many eons.

The expedition team casts votes on which direction they wish to go. Compare the following three columns to see which column has the most team members still alive.

Group One	Group Two	Group Three
❖ Dr. Amy Kensler	❖ Danforth	❖ Prof. William Dyer
❖ Roald Ellsworth	❖ Takada Hiroko	❖ Avery Claypool
❖ Dr. Mala Sinha	❖ Eliyah Ashevak	❖ James "Cookie" Fredericks

- ☞ If the left column (Group One) has the most team members still alive, the group votes to venture into the heart of the city where lie its greatest structures. Each partner from this group chosen to accompany an investigator enters play with one additional use. Proceed to **Setup (v. I)**.
- ☞ If the middle column (Group Two) has the most team members still alive, the group votes to travel along the mountain ridge, toward the region Dyer and Danforth never explored. Each partner from this group chosen to accompany an investigator enters play with one additional use. Proceed to **Setup (v. II)**.
- ☞ If the right column (Group Three) has the most team members still alive, the group votes to follow the trail left behind by whatever creatures massacred the Elder Things. Each partner from this group chosen to accompany an investigator enters play with one additional use. Proceed to **Setup (v. III)**.
- ☞ If two or more columns are tied for the most, the lead investigator casts the tiebreaking vote and may decide between the tied options. (Resolve the above bullet as if that chosen group had the most team members still alive.)

Investigator Setup

- ☞ Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set. If there is a checkmark next to that character's name, instead use the **Resolute** version found in the *Fatal Mirage* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (v. I)

- ☞ Gather all cards from the following encounter sets: *City of the Elder Things*, *Elder Things*, *Miasma*, *Nameless Horrors*, *Penguins*, *Shoggoths*, *Tekeli-li*, and *Locked Doors*. These sets are indicated by the following icons:



- ☞ Set aside the *Shoggoths* encounter set.
- ☞ Create the act deck using only *Sprawling City (v. I)* and *Pursuit of the Unknown (v. I)*. Remove all other act cards from the game.
- ☞ Shuffle the sixteen *City Landscape* locations and put them into play, along with the *Hidden Tunnel*, according to the map on page 39.
 - ❖ The lead investigator chooses one of the eight outermost locations. Each investigator begins play at the chosen location.
 - ❖ Locations in this scenario are connected to each adjacent location (see "Location Adjacency" on the next page).
- ☞ Gather two copies of each of the following tokens from the collection (not from the chaos bag): 0, -1, -2, and -3. Randomly place one of these sixteen tokens on each *City Landscape* location. These are "keys." (See "Keys" on the next page.)
- ☞ Add 1 ❄ token to the chaos bag.
- ☞ Remove all three copies of the *Benign Elder Thing* enemy from the game.
- ☞ Set the *Terror of the Stars* enemy aside, out of play.
- ☞ Remove from the game each copy of the *Frosbitten* and *Possessed* weaknesses that was not earned during the introduction.
- ☞ Check the difficulty level.
 - ❖ If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - ❖ If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle each *Tekeli-li!* weakness card that is not already part of an investigator's deck together to form the *Tekeli-li* deck. Place this deck near the agenda deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

Scenario Setup (v. II)

- ☞ Gather all cards from the following encounter sets: *City of the Elder Things*, *Creatures of the Ice*, *Elder Things*, *Nameless Horrors*, *Penguins*, *Silence and Mystery*, *Tekeli-li*, and *Chilling Cold*. These sets are indicated by the following icons:



- ☞ Set aside the *Creatures of the Ice* encounter set.
- ☞ Create the act deck using only *Sprawling City* (v. II) and *Pursuit of the Unknown* (v. II). Remove all other act cards from the game.
- ☞ Shuffle the sixteen City Landscape locations and put them into play, along with the *Hidden Tunnel*, according to the map on page 40.
 - ☞ Each investigator begins play at the location on the bottom-right.
 - ☞ Locations in this scenario are connected to each adjacent location (see "Location Adjacency" in the next column).
- ☞ Gather two copies of each of the following tokens from the collection (not from the chaos bag): . Randomly place one of these sixteen tokens on each City Landscape location. These are "keys." (See "Keys" in the next column.)
- ☞ Add 1 token to the chaos bag.
- ☞ Remove the *Terror of the Stars* enemy and all three copies of the *Benign Elder Thing* enemy from the game.
- ☞ Remove from the game each copy of the *Frostbitten* and *Possessed* weaknesses that was not earned during the introduction.
- ☞ Check the difficulty level.
 - ☞ If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - ☞ If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle each *Tekeli-li!* weakness card that is not already part of an investigator's deck together to form the *Tekeli-li* deck. Place this deck near the agenda deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

Scenario Setup (v. III)

- ☞ Gather all cards from the following encounter sets: *City of the Elder Things*, *Creatures of the Ice*, *Miasma*, *Penguins*, *Shoggoths*, *Tekeli-li*, *Chilling Cold*, and *Locked Doors*. These sets are indicated by the following icons:



- ☞ Set aside the *Shoggoths* encounter set.
- ☞ Create the act deck using only *Sprawling City* (v. III) and *Pursuit of the Unknown* (v. III). Remove all other act cards from the game.
- ☞ Shuffle the sixteen City Landscape locations and put them into play, along with the *Hidden Tunnel*, according to the map on page 41.
 - ☞ Each investigator begins play at the location on the top-left.
 - ☞ Locations in this scenario are connected to each adjacent location (see "Location Adjacency" in the next column).

- ☞ Gather two copies of each of the following tokens from the collection (not from the chaos bag): . Randomly place one of these sixteen tokens on each City Landscape location. These are "keys." (See "Keys" below.)
- ☞ Remove the *Terror of the Stars* enemy and all three copies of the *Reawakened Elder Thing* enemy from the game.
- ☞ Remove from the game each copy of the *Frostbitten* and *Possessed* weaknesses that was not earned during the introduction.
- ☞ Check the difficulty level.
 - ☞ If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - ☞ If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle each *Tekeli-li!* weakness card that is not already part of an investigator's deck together to form the *Tekeli-li* deck. Place this deck near the agenda deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

Location Adjacency in City of the Elder Things

During this scenario, locations are arranged in a pattern of rows and columns, with each location adjacent to one or more other locations.

- ☞ **During this scenario, adjacent locations are connected to one another.**
- ☞ Adjacent locations share a side in common (left, right, above, or below). Locations that share only a corner are not adjacent.

Keys

The setup of this scenario instructs the players to place a random chaos token on each of the 16 City Landscape locations, as keys. These keys are never placed in the chaos bag and do not act as traditional chaos tokens. Instead, they represent keys which investigators can recover and use throughout the scenario.

Keys can be acquired in one of two ways:

- ☞ If a location with a key on it has no clues, an investigator can take control of its key as a ability.
- ☞ Some card effects may allow investigators to take control of keys in other ways.

When an investigator takes control of a key, they place that key on their investigator card. If an investigator who controls one or more keys is eliminated, place each of those keys on their location. As an ability, an investigator may give any number of their keys to another investigator at the same location.

Standalone Mode

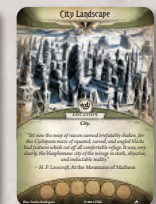
If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

- ☞ Add 1 additional token to the chaos bag for your difficulty level.
- ☞ The investigators may choose which version of this scenario to play.

Location Placement for "City of the Elder Things (v. I)"



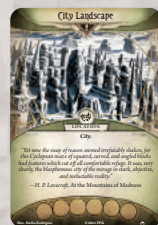
Location Placement for “City of the Elder Things (v. II)”



Starting Location

Location Placement for “City of the Elder Things (v. III)”

Starting Location



Scenario Interlude: Gaze into Madness

Find each surviving expedition member (including those currently under an investigator's control) who do not have a checkmark drawn next to their name in the "Expedition Team" section of the Campaign Log, and choose one of them at random. If there are no such expedition members, skip the rest of this interlude.

You don't notice the effect the whispers have on your party until it's too late. Your companion is not just studying the wall, they are leaning against it, placing their ear upon it, their eyes glazed over with rapturous stupor. When they reach the door, they either do not notice—or choose to pointedly ignore—the dribble of hideous miasma that seeps between its cracks; the thick, gray mist that threatens to engulf them whole. You shout a warning just as the door opens, and know enough to look away at just the moment the miasma reaches out. What it is that your teammate sees, you will never truly know. You catch only a glimpse of the unspeakable, bottomless misery that dwells on the other side.

If the victim is Danforth:

The student opens his eyes wide, letting in every inch of the nightmarish sight. Every insidious whisper. Every shred of madness. The ice pick in his hand drops to the floor. "It is... beautiful," he proclaims at last. "The black pit... the carven rim... the moon-ladder..." His words grow more and more feverish. "The original—the eternal—the undying!" A terrible smile spreads across his lips.

The investigator who controls Danforth discovers one clue from the nearest location with one or more clues. (If no investigator controls Danforth, the lead investigator discovers it instead.)

Your companion stands petrified in the doorway, whether by sheer terror or compelled by some unknown force, you cannot tell. You and the others work your way toward the door, averting your gaze to ensure you do not suffer the same fate. You slide the stone door shut with a heavy crash, trapping the remainder of the churning miasma within. The moment the horror within is obscured, your companion's eyes roll back in their head and they collapse to the floor.

Their heart continues to beat... but their eyes never open again.

In the "Expedition Team" section of the Campaign Log, cross off the chosen character's name. If they were in play, they are defeated and removed from the game.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): Injured and weary, you hole up in the relative safety of one of the city's towering structures. Your only hope is to take shelter within the alien city and hope your presence goes unnoticed by the denizens that still prowl its streets and ancient halls.

☞ Proceed to **Resolution 2**.

Resolution 1: A quiet, unearthly stillness welcomes you as your party delves into the secret passageway. You expected to be greeted by sound and fury, but this eerie silence is almost worse. Not a word is spoken as you slink deeper and deeper into the secret shaft, making note of the peculiar smoothness of the walls, the bizarre markings along the floor, the muted drip, drip, drip of water in the distance.

For hours you continue into the deep dark, questioning your judgment with each step. What kind of people walk willingly into the jaws of such horror? You risked your reputation going on this expedition to begin with. Then you risked your life not turning back the moment things turned dire. Now you risk your very sanity unearthing secrets no human was ever meant to find.

Is this bravery? Or the final mistake of a herd of fools, too stubborn to see that their own deaths lie at the end of this road? It matters not. You've come too far to turn back now. One way or another, you will get the answers you seek. The only question is whether you'll live to tell the world what you found.

☞ In your Campaign Log, record the team found the hidden tunnel.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 additional experience for each pair of chaos tokens spent during this scenario.

☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.

☞ Proceed to **Interlude III: Final Night**.

Resolution 2: Hours pass. You dare not venture outside, but you explore every crevice of your sanctuary, hoping to find something to make this endeavor worthwhile. What you find instead is even harder to believe. In the icy sub-level of the structure, a sacred chamber houses a churning pool of kaleidoscopic miasma. Gray, swirling mist evaporates from its surface, familiar shapes and strange hallucinations materializing and vanishing within.

As if sensing your approach, the pool stops whirling and rises on its own, almost as if in greeting. Then, it coalesces into a shimmering glob of prismatic color and crawls along the floor, stopping when you stop, continuing along as you follow. It beckons you closer, guiding you. You glance at one another with trepidation. Is it trying to show you something? To take you somewhere? And if so... is it truly wise to follow?

Eventually, you come to an agreement. There is no use dawdling here, and the weather grows fouler with each passing minute. You decide to follow with caution, hoping perhaps it will lead you to answers. For hours you continue into the deep dark, questioning your judgment with each step. The ancient structure gives way to icy tunnels, walls smooth and slick with dark ichor, floor covered in bizarre markings of unknowable origin. Finally, the glob of miasma seeps back into the walls and disappears, leaving you alone with your doubts, your fears, and the impossibly long shaft breaching through the icy heart of Antarctica and into the depths beyond...

☞ In your Campaign Log, record the team was guided to the hidden tunnel.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 additional experience for each pair of chaos tokens that were spent during this scenario.

☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.

☞ Proceed to **Interlude III: Final Night**.

Interlude III: Final Night

Final Night 1: You would hesitate to call the darkened pit you find yourself in “safe” by any means, but you feel as though this is as good a place as any to rest. It was hard enough to tell the time with the sun always lingering in the Antarctic sky—now, deep underground with no sunlight to speak of, it is impossible. When one of your companions checks their pocketwatch and informs the team that fourteen hours have passed since you went underground, the response is one of utter disbelief. You do not remember traveling that long, but your body is weary enough to prove it.

In gloomy silence, you and the others set up camp once more. Your numbers have dwindled to only yourself and the few experts who remain from those originally introduced to you by Dr. Kensler. The rest of the students and

researchers are either back at the barrier camp where you first disembarked from the Theodosia, or... no longer with you.

The cavern is easily large enough for what few of you remain, and the icy floor brittle enough to stake down your tents. Even so, it does not truly feel safe. You wonder if you will ever feel safe again.

You only have enough time to check on a few team members (regardless of whether they are alive or crossed out). One at a time, choose and read three of the sections below (four instead if the team was guided to the hidden tunnel). If the game effect of the chosen section cannot be performed, it does not count toward this total and you may choose a new section instead. Once you have read the appropriate number of sections, proceed to **Final Night 2**.

If William Dyer is alive:

The professor, who was originally reluctant to join the expedition at all, seems to have completely changed his tune... although this new side of him worries you even more. “I understand now why Danforth wanted to return,” he explains. “It is calling to us. Can you not feel it? Can you not hear it? It wants us to keep going.” You ask him what ‘it’ he refers to, and he gestures vaguely around the both of you. “It. I don’t know. These phantasms don’t act like independent creatures, do you not think? Perhaps they are controlled by a greater force. Or...” he considers his next words carefully. “Perhaps they are all one and the same. Extensions of one nameless madness. I wonder—what would Danforth and I have discovered had we not fled? Perhaps we could have avoided all this suffering...”

Speaking with Professor Dyer helps you to see reason within this madness. Any one investigator may choose and remove up to five Tekeli-li! weaknesses from their deck (shuffling them with the remainder of the Tekeli-li encounter set).

If William Dyer is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

You take a moment to pore through some of the professor’s old sketches, which he brought with him in the event they might prove useful. As you suspected, none of the creatures he depicted look anything like the things you saw. But just as you are about to give up, you find several sketches of the city he claims to have found beyond the dark, jagged mountains. These depict an enormous archway emblazoned with five glyphs surrounded by a five-pointed star. Below the archway—or perhaps behind it—looms something grotesque. The lines of the sketch disintegrate into a tangle of light strokes and splotches of ink you can scarcely describe. Several more creatures with barrel-shaped bodies and starfish-like heads—the alien “Elder Things” Dyer described in his report—flank the archway, looking on reverently, their wing-like appendages spread forth in reverence. You wish you could ask Dyer himself what this may mean, but sadly, it’s too late for that. You collect his sketches and bring them with you, hoping they might come in handy later.

Any one investigator may add the Dyer’s Sketches story event to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator’s deck size.

If Danforth is alive:

You don’t speak to Danforth that night. He is the one who speaks, but to what entity, you cannot tell. At first you believe him to be mumbling to himself as he often does, but soon you realize it is a dialogue you only partially hear. “We are close,” he declares quietly. “I followed, just as you showed me. Just a little further, and I will see you again. We can be together again. We can be... whole.” Finally, you decide you have heard enough. You clasp a hand on Danforth’s shoulder, startling him. You swear you see just the slightest tinge of something misty leaking from his eyes as he turns around, but then he wipes them with his sleeve, and it is gone. “Oh, it is just you,” he comments. “W-well then. We should get some rest, should we not? We have a long day ahead of us.”

Listening to Danforth gives you further insight into the madness of this place. Any one investigator may begin **Scenario IV: The Heart of Madness** with two additional cards drawn in their opening hand.

If Danforth is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

You decide to seek wisdom in Danforth’s belongings, hoping he kept a journal or some evidence from his prior expedition with Dyer. What you find instead is a treasure trove of fiction both macabre and speculative, including a well-worn copy of the works of Edgar Allan Poe. Its pages are punctuated by many makeshift tabs, and its margins inscribed with many notes and jottings—some relevant, others whose true meaning eludes you. You’re not sure why Danforth thought there was any reason to bring such a collection of tales, most especially one so beloved to him. You open it to one of the tabbed pages and read: “He could not be prevailed upon to touch it or go near it, shuddering when we attempted to force him, and shrieking out, ‘Tekeli-li!’” In the margins, Danforth has scribbled: “What could force one out of such paroxysm? How can I leave this dreadful feeling behind?”

Any one investigator may add the *Collected Works of Poe* story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator’s deck size.

If Dr. Amy Kensler is alive and Dr. Kensler is on the verge of understanding is recorded in your Campaign Log:

Dr. Kensler is in an absolute panic when you enter her tent. Her gaze rises to meet yours for just a moment before she goes back to rummaging through her materials. "It is here somewhere, I know it..." she mumbles. You've never seen Dr. Kensler in such disarray before. "Ah! Here." The book she identifies is not one of her treatises on biology or a textbook filled with anatomical diagrams. It is an old, moldy tome unrelated to any of the sciences, written in French. "I know I saw it in here..." she mumbles, scouring the tome's pages for a specific passage. You sit nearby in silence, almost too frightened to ask anything. Dr. Kensler has changed completely from her usual cold, stoic demeanor. "Here!" She marks her page and snaps back to you. "Can I trust you?"

You nod your head. Whatever Dr. Kensler has found, you get the feeling she is only showing you because you have shared in her discoveries up until this point. She opens the tome to a depiction of some unfamiliar, cosmic hierarchy—the kind of absurd dogmatic theory that any self-respecting scientist would scoff at. "Henry Armitage was the only other person at the university who did not approve of this undertaking. He is the one who showed me this, after Dyer submitted his report." She points to the section of the diagram illustrating the Earth, and you note the pattern of intersecting lines at its edge. "The south pole," she says. "At the edge of the Earth, where the lines meet. The culmination of eldritch forces, he said. Superstitious nonsense, I presumed. But my research proves otherwise. These creatures—these phantom mirages, eidolons of broken minds, they did not arrive here. They were always here. From the very beginning. Do you understand?" She grips her miasma sample tight. "And we... we weren't the first to stumble across them."

Dr. Kensler's research allows you to view the situation with greater clarity. In your Campaign Log, record Dr. Kensler understands the true nature of the miasma.

If Dr. Amy Kensler is alive, but Dr. Kensler is on the verge of understanding is not recorded in your Campaign Log:

Dr. Kensler gives you a cold glance when you enter her tent, then goes back to her work. "Sorry, but I am too busy to entertain your frivolous concerns, and I do not have the time to dawdle. Find somebody else to prattle on with, and please leave me to my work."

She does not wish to see you at this time. Choose someone else. (This does not count toward the number of sections you may read.)

If Dr. Amy Kensler is crossed out and an investigator did not already earn her Memorial of the Lost card from Interlude I:

You survey the research notes left behind by the leader of this doomed expedition. Surely, if anyone could make some sense out of what you've seen so far, it would be Dr. Kensler. Perhaps she knew more about these creatures than she let on. You scour her tent and filter through her belongings until you come across a thick journal filled with meticulous notes regarding the journey to Antarctica and the first couple days you spent unloading supplies and setting up camp. From there, the notes become less detailed and more jumbled. Her recounting of the days leading up to the plane crash is less a well-kept diary and more a delirious tangent. She wrote of walls dripping with black miasma, an endless void beneath the ice, something evil and alien that dwelled at the core beyond the gateway—and then, nothing.

Dr. Kensler had not been one to recount dreams or author works of fiction. Something had rattled her. Something had made her see the things of which she wrote. But how? And when? You sit and continue her documentation with your own record of events, hoping grimly that if you don't make it off this continent alive, someone will read this and know what transpired here...

Any one investigator may add the Kensler's Log story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

If Dr. Mala Sinha is alive:

For the first time since the expedition set out, Dr. Sinha seeks you out personally, inquiring after your wounds. You show her your injuries, and she nods along, holding back her usual castigation. She tends your wounds in silence until she finally speaks. "I have lost so many patients, I can no longer keep track," she reveals. "Most of the time, there was nothing to be done. That is just the nature of things, I suppose. We are fragile creatures, after all. Bend us just a little bit, and we tend to break." She winds a bandage around your arm with practiced precision, but you spot the subtle shaking in her hands. "I went into this profession because I could not stand seeing people hurt. It was a pretty foolish decision, looking back. After all, in this profession, all I do is see people hurt." You ask her if there is any satisfaction in seeing them healthy, once her work is done. "Of course," she replies, after a long sigh. "But this time..." She averts her gaze from your eyes, her voice practically a whisper. "I do not think I will get that satisfaction. Do you?"

Dr. Sinha's expertise allows you to recover from your injuries. Any one investigator may either heal 1 physical trauma or erase 1 damage from a partner asset recorded in the Campaign Log.

If Dr. Mala Sinha is crossed out and an investigator did not already earn her Memorial of the Lost card from a previous Interlude:

You're not sure what exactly compelled you to seek out Dr. Sinha's tent, but now that you're here, you know you won't find any answers among her belongings. Still, perhaps you can salvage some use out of her old medical kits and cold-weather gear. As you stuff her medical supplies into one of her backpacks, a shiver crawls up your back. You tell yourself it is out of necessity, but helping yourself to the belongings of the dead still weighs heavily on your conscience. You heft the backpack straps onto your shoulders and turn to leave Dr. Sinha's tent, hoping to put this grim business out of mind. The quiet clatter of something falling out of the backpack's front pocket catches your attention. You search around your feet for the object and find a small leather wallet containing only a hairpin, a picture of Dr. Sinha with what you can only assume to be her family, and a ticket stub for a show at the Riverview Theatre. Without truly thinking why, you pocket it. If it was important enough for her to keep, it must hold some sentiment.

Any one investigator may add the Sinha's Medical Kit story asset to their deck. This card can be found in the Memorials of the Lost encounter set. It does not count toward that investigator's deck size.

If James "Cookie" Fredericks is alive:

Cookie draws his Colt as you approach. You can tell from his bloodshot eyes and shaking hand that he has not rested in some time. The moment he realizes it's only you, he apologizes and lowers the weapon. "Thought you were one of—well, y'know," he explains half-heartedly. You remark that you're lucky he has any trigger discipline left. "Trigger discipline," he scoffs. A long pause hangs in the air. "C'mon. Help me with the fire." In silence, you and the grizzled veteran set what remains of your firewood in the center of the camp and attempt to light it. In the cold, damp conditions, it takes almost half an hour of effort before the fire is lit. It eagerly consumes the kindling, casting dancing shadows along the icy walls of the cavern. Finally, Cookie breaks the silence. "This," he utters decisively. "I remember this." You don't bother to ask—you only have to meet his faraway gaze to know he is referring to the feeling of impending death permeating the camp. "Piece of advice," he offers, "when the time comes, you can't hesitate. Don't matter how many of us are left. Don't matter what manner of doom yer staring down. You flinch, you die." You nod in understanding. You get the feeling Cookie's never flinched once in his life.

Cookie's advice helps you prepare for the journey ahead. Any one investigator earns 1 bonus experience.

If James "Cookie" Fredericks is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

As you set up camp, one of the other team members approaches holding a satchel of Cookie's old belongings. "I figure you're the best person to take these," the young man says mournfully, handing it to you. You sit by the campfire and examine the items in the satchel one by one. Inside are several of Cookie's personal effects—a pocketwatch with a cracked face, a matchbook emblazoned with the logo of the Excelsior Hotel, and of course his trusty .32 Colt revolver. It is exceptionally well-maintained, its barrel polished clean and its wooden grip immaculate. Knowing Cookie, it had less to do with his love of the thing and more to do with old habits dying hard. You swing the cylinder out and note that only a few bullets remain. You rotate the cylinder idly and give Cookie a silent promise: Don't worry. I'll put these bullets to good use.

Any one investigator may add the Cookie's Custom .32 story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Avery Claypool is alive:

Claypool studies the icy walls as you approach, his brow furrowed with concern. "It should be warmer here," he notes, "but even without windchill, it is almost 10 degrees colder." Just then, something moves inside the ice—a shadow, perhaps, or something reflecting off its surface. You and Claypool instinctively back away as the fleeting darkness swirls and vanishes. No light behind you could have cast that shadow. "There is... something wrong with this ice," Claypool whispers. "This cold, it is unnatural. Dyer's report described these inner structures as warm and habitable, but this is..." You share a knowing glance. "We need to be prepared. For anything."

Claypool's predictions help you stay safe from the inclement weather. Remove 1 ❄ token from the chaos bag.

If Avery Claypool is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

Claypool's belongings lay scattered about the encampment's main tent, including a map of the Ross Ice Shelf he'd marked with various annotations you don't quite understand. A cold wind blows open the flaps of the tent and fills the space with frigid air. You wrap your arms around your chest to keep warm. Without Claypool, you are defenseless against the dangerous weather. Being caught out in a polar storm would be deadly, and he was the only one with the expertise to accurately predict them. You sigh and make to leave, stopping momentarily to glance at the heavy fur coat bundled with the remainder of Claypool's things. Then you glance down at your own: worn and ragged from your arduous journey. You pick up Claypool's and leave your old coat behind. Maybe he isn't leaving you defenseless against the weather, after all.

Any one investigator may add the Claypool's Furs story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Roald Ellsworth is alive:

You already know what Ellsworth is thinking when he approaches you, a lantern in one of his hands and an icepick in the other. "You up for a little trip?" He hands the lantern to you, and together you break off from the camp. You make quiet, cautious conversation as you explore the icy depths, covering far more ground between the two of you than you could with the rest of your team and what is left of your supplies. "You must think me some manner of mad or foolish," he guesses after an hour of fast-paced travel. "Always going off alone, getting into danger like this. Into places we should not end up." You shrug and point out the fact that you, too, are here with him. "Right. So I doubt your opinion of me is unbiased," he jokes. A blast of chill, putrid air wafts through the cave like the exhale of a monstrous beast, with you down its throat. "Well, for what it is worth, I sure am glad to have you here," the explorer admits, a quiver of hesitation in his voice. "Look—" he points ahead at a fork in the tunnel. The foul gust dies down around you, but it clearly came from the left-hand path. "Something that way is circulating air. That has to mean something, right?" You nod in agreement, but you sure as hell don't like the smell of it...

Scouting with Ellsworth gives you insight into the journey ahead. In your Campaign Log, record the investigators scouted the forked passage.

If Roald Ellsworth is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

If you didn't know any better, you'd assume Ellsworth had been preparing for the apocalypse. Despite his reputation as a light-footed explorer and expert backpacker, a cursory glance at the belongings he left behind provides a wealth of provisions, supplies, and cold-weather gear. As the team mournfully divides his things so as to put them to good use, you spot an extra pair of water-resistant boots he must have brought along as backup. You don't know if any of you could truly follow in his footsteps, but at least with these you might be able to walk in his shoes.

Any one investigator may add the Ellsworth's Boots story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

If Takada Hiroko is alive:

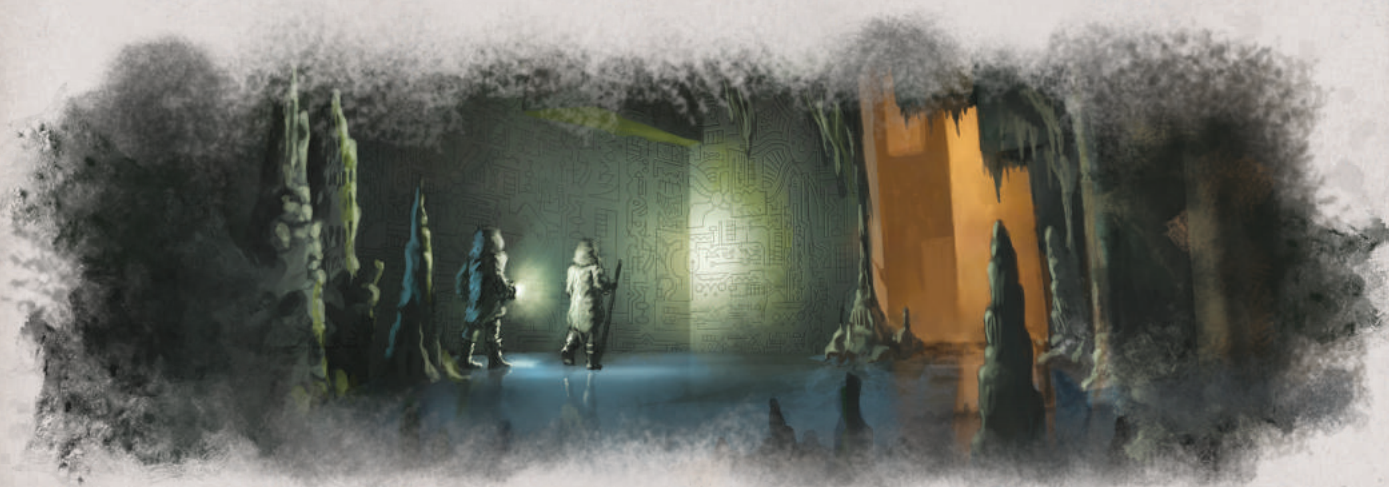
You come to Takada not for help, but with an accusation. She has been preparing in secret—you can tell from the provisions she keeps from the rest of the party, the aeroplane parts she tinkers with in her spare time. "You are right." She sighs in response to your allegation. "I was thinking of going back. Breaking off in secret, heading back to the ice shelf, and getting as far away from this damned place as possible. But..." she glances at the rest of the team, their mood hopeful despite the ominous feeling in the air. "I would never make it back on my own. Do not worry. I am not going anywhere. Go ahead, take whatever is in that pack for yourself." You choose to trust her, though you cannot help but worry. Her usual monotone is full of jaded cynicism, but this is different. She sounds as though she has given up. "Why are you still here?" she asks after a long while. "You have what you came for." You shake your head and tell her that you are here for her. She chances the hint of a smile. "Well that is awful foolish of you. But... thanks."

Takada ensures you are better equipped for the next leg of the journey. Any one investigator may begin **Scenario IV: The Heart of Madness** with 3 additional resources in their resource pool.

If Takada Hiroko is crossed out and an investigator did not already earn her *Memorial of the Lost* card from a previous Interlude:

For somebody who supposedly took pride in her organizational skills, Takada's mechanical supplies are an absolute mess. If you didn't know any better, you would think there was no rhyme or reason whatsoever to how she stored her things—but with Takada, you suspect that she had a system of some kind. You spend several minutes poring through her belongings in search of anything that might be of value to the remaining members of the expedition. Without Takada, you won't be able to put the final aeroplane in flying shape. In fact, you imagine you'll be forced to leave most of her things behind when you make for the mountains tomorrow. Still, you think you can make use of some of the supplies she had tucked away.

Any one investigator may add the Takada's Cache story event to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.



If Elijah Ashevak is alive:

It isn't difficult to find Elijah. Anyu's insistent barking makes his location all too obvious. "Stop it, girl!" he orders, struggling to keep her calm. The dog stands at the edge of the camp, barking at the darkness beyond as though there is something lurking at the edge of your sight. Perhaps there is. Something only she can see. "Seriously, Anyu! Stop! You're making too much noise!" Elijah shouts. When he sees you approach, he motions for you to help pull her away. "Can you grab her collar? We need to get her back to the tents." After some struggling, you finally manage to wrench the dog away and lead her back to camp. She whines the entire way, her snout twinging. "She's got the scent of something," Elijah says once she is calm. "Never seen her act this way before. Whatever is up ahead, it cannot possibly be good. Or normal." He runs his hand through his hair and shrugs. "But what else is new in this damned place?"

Bonding with Elijah and Anyu makes things just a little better. Any one investigator may either heal 1 mental trauma or erase 1 horror from a partner asset recorded in the Campaign Log.

If Elijah Ashevak is crossed out and an investigator did not already earn his *Memorial of the Lost* card from a previous Interlude:

As you sit at the edge of camp and ponder what fate might have in store for you in the coming days, a gentle nudge stirs you from your thoughts. You turn in shock, prepared to see another one of those horrid creatures emerging from the ice—but it's only Anyu, Elijah's loyal companion. The big gray dog looks up at you with pleading eyes. You shake your head and rise, heavy, to your feet. That's enough mourning for one night. As you venture back to camp, soft footfalls trail through the snow just behind you. You stop and glance at Anyu. Once again, she looks up to meet your gaze. Is she looking for comfort, or guidance? You kneel and run your gloved fingers through her thick fur, speaking soothingly to reassure the both of you. Yes, Elijah is gone. No, I don't know if we are safe, either. Do you want to stick with me? Anyu wags her tail. All right, then.

Any one investigator may add the Anyu story asset to their deck. This card can be found in the *Memorials of the Lost* encounter set. It does not count toward that investigator's deck size.

Final Night 2: You try in vain to sleep, but the night seems to go on forever. Your thoughts meander endlessly in a maze of worry and doubt.

☞ If you have already played **Scenario ???: Fatal Mirage** this campaign, proceed to **Final Night 3**.

☞ Otherwise, skip to **Final Night 4**.

Final Night 3: Just as you are finally beginning to drift off, the door appears again. It shimmers momentarily, gray mist billowing out from the cracks of the doorframe. Again, you are being offered a choice. But do you dare to risk venturing into the frigid illusion once more?

The investigators must decide (choose one):

☞ Open the door and venture once more into the mirage. Add 1 ⚡ token to the chaos bag for the remainder of the campaign. Proceed to **Scenario ???: Fatal Mirage**.

☞ Ignore the door and allow it to vanish. Proceed to **Scenario IV: The Heart of Madness**. (You will not get another chance to return to *Fatal Mirage* for the remainder of the campaign.)

Final Night 4: Just as you are finally beginning to drift off, a vague threat in the corner of your mind startles you into action. You reach instinctively for a weapon to defend yourself, but when you peer about, nothing is out of place. In fact...

You rise to your feet, shocked, and examine your surroundings. Your makeshift camp was protected from the harsh elements, but still deep in the Antarctic wilderness. And yet, you find yourself indoors, in a hall that you cannot place, though it seems familiar to you. You brush aside some of the snow that still lingers on the ground around your sleeping bag, noting a tiled floor that wasn't there before. A dream?

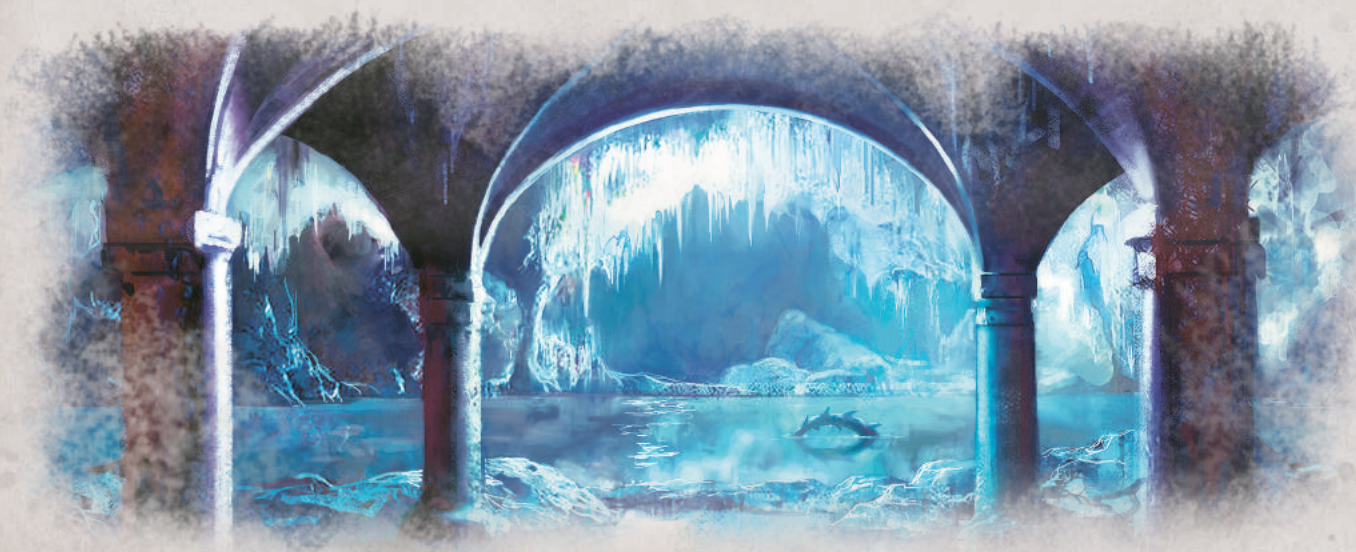
As you doubt the truth of this mysterious place, the walls and the tiled floor shimmer and fade. You are left back in the freezing cold of your camp, surrounded by your companions—except the door leading out of that hall still remains. Thick gray mist swirls around you, guiding you onward.

This is no natural refraction of light. Something supernatural is at work here. The thick miasma that churns around your camp is not unlike the substance that makes up the nightmarish creatures you encountered after your plane crashed. Do you really want to know what it wants you to see?

The investigators must decide (choose one):

☞ Open the door and venture into the mirage. Proceed to **Scenario ???: Fatal Mirage**.

☞ Ignore the door and allow it to vanish. Proceed to **Scenario IV: The Heart of Madness**. (You will not get another chance to return to *Fatal Mirage* for the remainder of the campaign.)



Scenario IV: The Heart of Madness

As you read the scenario introduction, check the Campaign Log and read any passage that corresponds to your situation.

The next day, you plumb deeper into the caverns and pits beneath the icy crust of Antarctica. You pass under great archways of obsidian and primordial slate, through ornately-carven corridors and enormous, many-pillared halls, down into unknowable and unfathomable depths.

If Dr. Amy Kensler is alive:

The team's leader pulls the group together for one last round of encouragement as you leave the relative safety of the surface behind. "All right, everyone. I know these conditions are...not ideal," Dr. Kensler begins. "But we are close. So very, very close. To getting answers. To making all of this effort, all of this madness worth something. Just a little further, and we will learn the truth." She sighs. "This has been rough. On all of us. But please, bear with me a little while longer. I promise you, it will be worth it." Despite the otherwise grim mood, there is a murmuring of agreement among the survivors. You're not about to back down now.

The investigators suffer no ill effects.

Otherwise:

Step by step, you and the survivors trek further down the incline. The mood of your party is grim and hopeless. You feel as though there is no coming back from this place. You will likely meet your end here. The weight of this burdensome thought makes each of your steps heavy.

Each investigator suffers 1 physical trauma.

If the investigators scouted the forked passage:

Eventually, you come to a familiar fork in the cavern, the same passage you and Ellsworth scouted the previous night. You explain to the others that you felt air circulating through the leftmost passage the previous night, and that it is therefore unlikely to be a dead end. The others give a nod of agreement, and together you venture into what you believe is the correct passage.

After setup, before the next game begins, the lead investigator may look at the revealed side of any two Ancient Facility locations in play.

Otherwise:

Eventually, you come to a fork in the cavern. To your left, the tunnel forks into a smaller, icy path with a steeper and more dangerous incline. To your right, the ramp simply continues onward without much change. With no other information to go off, you choose the larger of the two paths. It continues to fork along the way, taking you down a circuitous, lengthy route. You end up deeper within the caverns, though you're no longer sure how to get back...

The investigators suffer no ill effects.

Hours pass. Eventually, the passage seems to open into a larger corridor of worked stone, with one final archway marking the end of the titanic ramp you have been descending. Five unfamiliar glyphs adorn the archway, their meaning incomprehensible. The path on the other side seems more like a vast underground subway tunnel than a natural cavern formation—all smooth, angular stone punctuated by alien markings and covered faintly in putrid, multicolored ichor.

If Danforth is alive:

"The creatures—they made this place," Danforth reasons as you pass beneath the final archway. "It is just as I suspected the last time I was here. This is no natural part of Antarctica. It is all connected. This is the true heart of their civilization." You ask Danforth what he means—what did you explore yesterday, if not their city? "It was but the tip of the iceberg, if you will pardon the expression," he states. "Like the highest story of a skyscraper. But the ice and snow buried the rest. We could not tell." You ask how far down he believes the city descends. "From what we saw of their history?" He meets your gaze, sweat beading down his forehead. With all seriousness, he replies, "to the very bottom of the ocean."

The investigators suffer no ill effects.

Otherwise:

As you cross under the final archway, you begin to question the truth of this place. You thought it to be a natural cavern at first, but now it is clear the Elder Things—or some other primeval, alien force—had a hand in its design. Or are you going about this all wrong? Perhaps they are not the ones cast from afar, intruders upon your home. Perhaps Antarctica—indeed, the Earth—was never meant for you, or any of your kind. The truth of humanity's insignificance rattles you to your core.

Each investigator suffers 1 mental trauma.

If Miasmic Crystal is listed under "Supplies Recovered:"

Your backpack begins to glow once you enter this region of worked, carven stone. In a panic, you toss the pack off your shoulder and back away from it. Once a minute has passed without any change, you approach and carefully open it to reveal the strange, otherworldly crystal you discovered shortly after the plane crash. It seems to be responding to this place, a bright glow and a droning hum emanating from within. It doesn't seem to be dangerous, so you tie the crystal around your waist and use its light to guide you onward.

The investigators suffer no ill effects.

Otherwise:

The darkness beyond is like the abyss at the bottom of the ocean. Your torches and lanterns reach only a few feet ahead before their light is swallowed by black. Coupled with the intense pressure and biting cold, you feel as though the weight of the entire world looms over you. It is a journey of unparalleled dread.

Add 1 ❄ token to the chaos bag.

Finally, at the end of this vast chamber, you come to a nexus within the dormant structure: a sealed gateway of immense size, emblazoned with the same five glyphs, along with a series of interlocking mechanisms. Channels and grooves mark a path from the door's surface back to each of the five glyphs.

Beyond the gate, you hear a familiar churning, the bubbling and frothing of miasma, and the seething of hateful mist. "It is beyond this door," one of your party says, and you cannot help but agree. You can feel its presence—or rather, you have felt its presence all along, ever since you set foot on Antarctica, only now its call is impossible to ignore. It whispers faintly to you. Along the surface of your mind, visions play out. Your wildest dreams and most joyful moments. Your darkest desires and hardest struggles. It is a mirage. The mirage. Sealed behind this door, likely for eons upon end, watched over, or perhaps even harnessed, by those who came before you. But it is escaping, bit by bit. The creatures you have encountered and fought are evidence enough of that. The Elder Things know it is breaking free, too. They built this place, and now it is abandoned...

The investigators must decide (choose one):

- ☞ Stay here and study the great door to learn more. You will play both parts of the scenario. Proceed to **The Heart of Madness, Part 1**.
- ☞ There is no time to waste. Pass through the gate! You will skip the first part of the scenario. Skip directly to **The Heart of Madness, Part 2**.

The Heart of Madness, Part I

You decide to study the doorway and the many paths that diverge from this vast tunnel in the hope that you can discover a way to stop the entity on the other side from escaping. You believe that the technology used to seal this door is somehow related to these five glyphs. Perhaps if you explore the surrounding area, you can find the missing pieces.

Proceed to **Setup**.

Investigator Setup

- ☞ Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set. If there is a checkmark next to that character's name, instead use the **Resolute** version found in the *Fatal Mirage* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup

- ☞ Gather all cards from the following encounter sets: *The Heart of Madness*, *The Great Seal*, *Miasma*, *Nameless Horrors*, *Penguins*, *Shoggoths*, *Tekeli-li*, *Ancient Evils*, and *Locked Doors*. These sets are indicated by the following icons:



- ☞ Put The Gate of Y'quaa into play, revealed side faceup.
 - ◆ Each investigator begins play at The Gate of Y'quaa.
 - ◆ Note: The unrevealed side of The Gate of Y'quaa is not used in this part of the scenario.
- ☞ Shuffle all fifteen Ancient Facility locations (five from *The Great Seal* encounter set and ten from *The Heart of Madness* encounter set). Put locations into play in a pattern matching the map on page 52. Each location is placed randomly in one of the spaces indicated by the map.
 - ◆ The Ancient Facility locations in this scenario are organized into five spokes that branch out from The Gate of Y'quaa, and three rings that surround The Gate of Y'quaa.
- ☞ Set the five seal tokens aside, out of play.
- ☞ Check the difficulty level.
 - ◆ If you are playing on Hard difficulty, add 1 doom to agenda 1a.
 - ◆ If you are playing on Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

Ancient Facility Locations

Ancient Facility locations exist in multiple encounter sets. (For example, in this scenario, both *The Heart of Madness* encounter set and *The Great Seal* encounter set contain Ancient Facility locations.) Because these locations can come from different encounter sets, they have no encounter set icon on their unrevealed side. To see which encounter set an Ancient Facility location belongs to, check its revealed side.

Seals

This scenario introduces five seal tokens that represent important technological artifacts that are needed to contain the madness within The Gate of Y'quaa. Each seal token has its own symbol, as follows:



The *t* Seal The *ψ* Seal The *⊕* Seal The *G* Seal The *J* Seal

Each of these seal tokens has a dormant side and an activated side. The activated side is indicated by the glowing highlight around its symbol.



Dormant

Activated

Investigators will be instructed when to put seals into play, and whether they are dormant or activated. **Seals have no inherent game effect.** Investigators must discover how to take control of, activate, and utilize these seals to put an end to this madness.

When an investigator takes control of a seal, they place it on their investigator card. If an investigator who controls one or more seals is eliminated (except by resignation), remove those seals from the game. Those seals are lost forever.

As an **➡** ability, an investigator may give control of a seal to another investigator at the same location or take control of a seal controlled by another investigator at the same location.

Location Adjacency in The Heart of Madness

During this scenario, locations are arranged in a pattern of spokes and rings. There are three rings with five locations on each ring, and five spokes with three locations on each spoke.

- ⌚ **During this scenario, each location is connected to the locations next to it on its spoke as well as the locations next to it on its ring.**

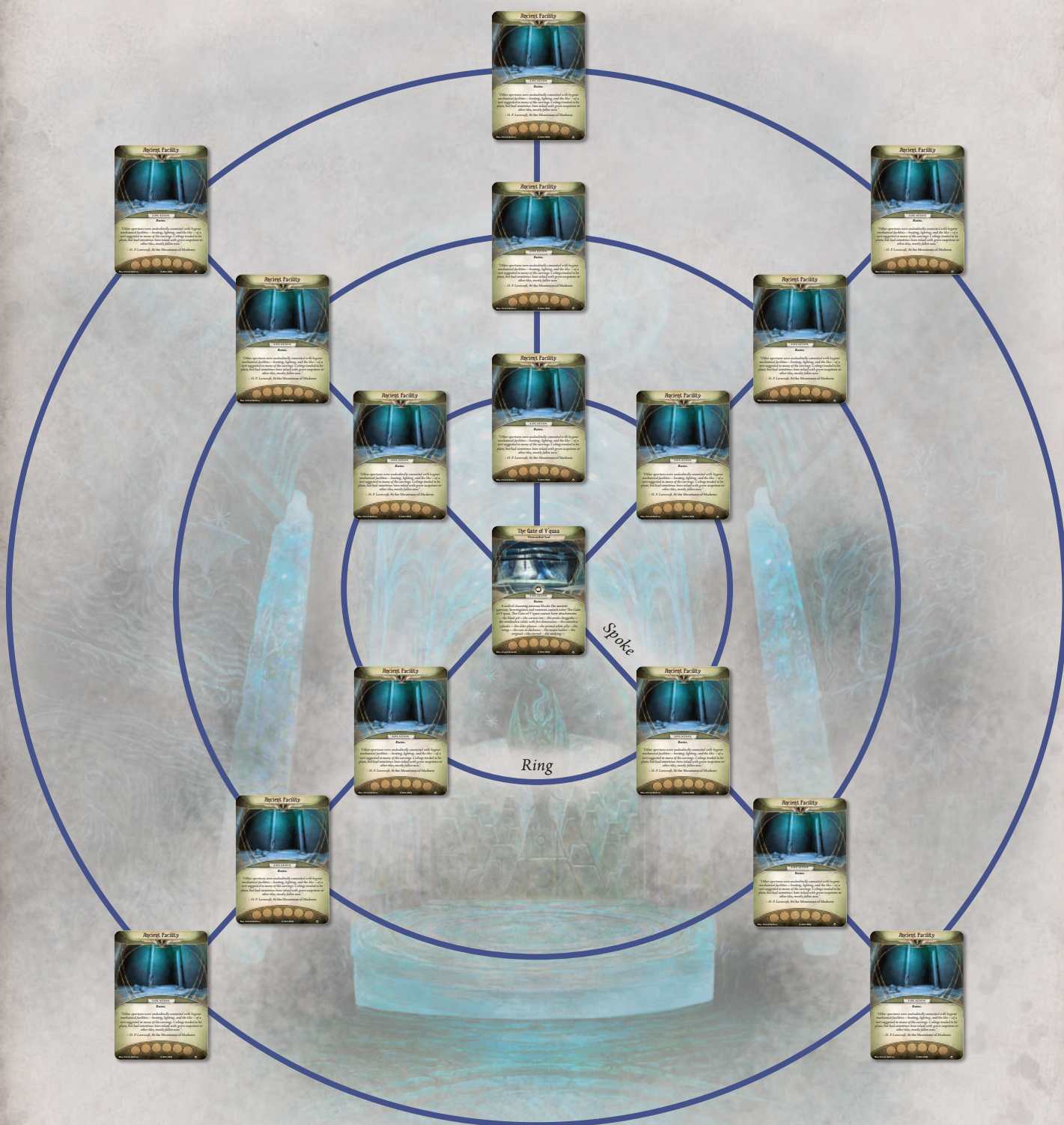
Standalone Mode

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

- ⌚ Add 2 additional tokens to the chaos bag for your difficulty level.



Location Placement for “The Heart of Madness”



Note: During part 2, five of these locations, chosen at random, are Mist-Pylon locations instead of Ancient Facility locations.

Scenario Interlude: The Final Straw

You instinctively act to defend yourself from the creature you know dwells on the other side of the illusion, but your companions do not seem to understand. Their mouths hang open in awe. Their eyes glaze over, reflecting only the truth the miasma wants them to see.

Find each surviving expedition member (including those currently under an investigator's control) who do not have a checkmark drawn next to their name in the "Expedition Team" section of the Campaign Log, and choose one of them at random. (If there are no surviving expedition members, skip the rest of this interlude.) Then, read the section below that corresponds to the chosen expedition member.

If the victim is Dr. Amy Kensler:

"Why, yes...yes, of course..." Dr. Kensler says, a smile spreading across her lips. "I would love to see you again, Mala. Th-this Friday? So soon..." She tucks a stray lock of hair behind her ear as a tendril of miasma in the shape of a hand reaches for her...

If Dr. Mala Sinha is still alive:

"No!" Dr. Sinha grabs Dr. Kensler first, swinging the woman around and into her arms. She places her palms firmly on Dr. Kensler's cheeks and forces her colleague to stare into her eyes, and only her eyes. "I'm here, Amy. I'm right here."

Dr. Kensler's arms tremble. "Mala! You were...I...I almost..." she shakes her head and crumples into the physician's arms, silently crying. The entity retreats, its ruse foiled.

Otherwise:

She reaches out and takes its hand. The entity pulls her into the mirage, into a world of counterfeit joy, and she is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Dr. Amy Kensler. If she was in play, she is defeated and removed from the game.

If the victim is Professor William Dyer:

"Professor Lake?" Dyer says, recognizing the figure within the miasma. "Yes, I have read over your proposal. If you wish to cancel the expedition, I will not stop you. I agree, there are a great many things we have yet to consider about the journey..." He turns to the carvings along the wall and examines them as if they were his own scribbles upon his chalkboard. "Yes, I believe that would be most prudent..." A tendril of miasma in the shape of a hand reaches out for him...

If Dr. Amy Kensler is still alive:

"Lake is dead," Dr. Kensler says, placing a hand on the professor's shoulder. "We were at his funeral, together. Remember? At St. Mary's." The milky glaze over Dyer's eyes begin to fade as he realizes the truth.

"Yes," he says at last. "Yes, I...I remember. It..." he takes a deep breath, closing his eyes to shut out the painful memory. "It was a lovely service." The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Professor William Dyer. If he was in play, he is defeated and removed from the game.

If the victim is Danforth:

"I see you," the young man remarks, motioning to the mirage as if it were an old friend. "Yes. Yes, I see you. I can see you!" he raves, a beaming smile spreading across his face. A tendril of miasma in the shape of a hand reaches out for him...

If Professor William Dyer is still alive:

"Danforth, no!" The elderly man steps in front of his student, blocking his view. "You must look no more into that foul mirage!"

"But sir," Danforth cries, frantic. "You do not understand. It...it has been here—all this time—" he points to his temple. "All this time, here. Waiting for me. Waiting. And I...I..."

"Look at me!" Dyer shouts firmly. The student tears his gaze away from the thing behind his mentor. Then his eyes roll into the back of his head, and he faints into Dyer's arms. The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Danforth. If he was in play, he is defeated and removed from the game.

If the victim is Avery Claypool:

"It's beautiful," Claypool murmurs, his eyes reflecting a colorful aurora freckled white with gentle snow. "Like...a secret world. Tucked away, just for us. A hidden treasure..." He steps forward, and a tendril of miasma in the shape of a hand reaches out for him...

If Roald Ellsworth is still alive:

Ellsworth needs only place a gentle hand on Claypool's shoulder to pull his attention away from the mirage. "There's treasure here in this world for you, too, Avery," he whispers. "Please, stay."

Claypool's azure eyes shimmer, then return to normal. He stares into Ellsworth's gaze for a moment before resting his forehead against his companion's. "Sorry. You're right." The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Avery Claypool. If he was in play, he is defeated and removed from the game.

If the victim is Takada Hiroko:

"...Dad?" Takada says, her eyes wide. Tears flood her eyes as she drops her ice pick onto the stone floor. "Is it really you? But they said... they told me you were..." her voice quivers. A tendril of miasma in the shape of a hand reaches out for her...

If Elijah Ashevak is still alive:

A sudden bark shatters the illusion, and the next thing you know, Anyu has pounced onto Takada's chest, tackling her to the ground. She wrestles with the dog for a second before realizing what happened. "Anyu? No, wait—"

"Good girl," Elijah says, summoning the dog back to his side with a whistle. He scratches her behind the ears as a reward. Takada rises slowly to her feet. Pain, shame, and sadness linger in her eyes. She says nothing, but gives Elijah a slight nod. He nods back. The entity retreats, its ruse foiled.

Otherwise:

She reaches out and takes its hand. The entity pulls her into the mirage, into a world of counterfeit joy, and she is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Takada Hiroko. If she was in play, she is defeated and removed from the game.

If the victim is Roald Ellsworth:

Ellsworth barely hesitates to step forward. "Where does it lead?" he says quietly under his breath and fumbles for his flashlight. "Deeper into the facility? Some kind of natural cavern? It could be the discovery of the millennium!" He steps forward, and a tendril of miasma in the shape of a hand reaches out for him...

If James "Cookie" Fredericks is still alive:

Cookie is at Ellsworth's side in mere seconds. He interrupts Ellsworth's raving with a swift, hard slap across his face. The sound reverberates through the cavern. Ellsworth touches his gloved palm to his cheek. "You know why I did that," Cookie grunts.

"The hell I do," Ellsworth replies, adjusting his jaw. Cookie cracks a grin, and then so does Ellsworth. The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Roald Ellsworth. If he was in play, he is defeated and removed from the game.

If the victim is James "Cookie" Fredericks:

"Lieutenant...you're alive!" Cookie gasps, nearly collapsing to his knees. "And the rest of the squad, too? But I thought..." The roar of a plane engine overhead punctuates his startled words. "Right, of course! I knew if we just held out long enough..." A tendril of miasma in the shape of a hand reaches out for him...

If Takada Hiroko is still alive:

Takada acts swiftly and decisively, grabbing Cookie's Colt from his holster and firing two shots into the mist. The tremendous sound of the gunshots echoes through the cavernous halls. Cookie, holding a hand over his still-ringing ear, lays a string of curses on Takada as she hands his gun back. "Trying to make me deaf, private?"

If the victim is Elijah Ashevak:

"Look, Anyu!" Elijah points into the murky mirage, seeing something within that you cannot. "It's them...they're all here...they're alive..." Anyu tries to pull him away, biting at his backpack and tugging in the opposite direction, but he doesn't seem to notice. A tendril of miasma in the shape of a hand reaches out for him...

If Avery Claypool is still alive:

Claypool grabs Elijah's arm just as Anyu tears his backpack off by its shoulder strap. "Stop it, Elijah!" he shouts. "Stop it! The rest of them are gone, Elijah! They're gone! And the only one left—she needs you now more than ever!"

Silence permeates the cavern. Elijah blinks, his stupor ended. He peers down at Anyu, clenching his jaw. "I...I'm sorry, girl," he says. The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Elijah Ashevak. If he was in play, he is defeated and removed from the game.

If the victim is Dr. Mala Sinha:

"A world without death," Dr. Sinha remarks, staring into the mirage. "A world without pain. Without suffering..." She takes a step forward, a tendril of miasma in the shape of a hand reaching out for her...

If Danforth is still alive:

"The boundaries which divide Life from Death are at best shadowy and vague," Danforth recites cryptically. "Who shall say where the one ends, and where the other begins?"

Mala snaps out of her trance, only to glare at the young man. "Poe again?"

He nods in response. "There is wisdom in the certainty of death."

"Maybe," she admits, turning away from the vision before her. "Maybe." The entity retreats, its ruse foiled.

Otherwise:

She reaches out and takes its hand. The entity pulls her into the mirage, into a world of counterfeit joy, and she is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off Dr. Mala Sinha. If she was in play, she is defeated and removed from the game.

"Snap out of it, Cookie. You're stuck here with the rest of us," she replies.

He takes a glance around, dumbfounded, before realizing the awful truth. The entity retreats, its ruse foiled.

Otherwise:

He reaches out and takes its hand. The entity pulls him into the mirage, into a world of counterfeit joy, and he is neither seen nor heard from ever again.

In the "Expedition Team" section, cross off James "Cookie" Fredericks. If he was in play, he is defeated and removed from the game.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Try as you might, you are unable to find and place all five seals. These dark, dormant halls are home to much more than just giant penguins. The creatures that dwell within are the same that Dyer and Danforth described from their journey—shapeless monstrosities composed of viscous, bubbling jelly and covered in lidless eyes. You flee back to the gateway to rest and lick your wounds, but before you can decide what to do next, something slams against the ancient, massive doorway, scaring you nearly to death. It reverberates through the facility. Then another, and another. You try to flee, but it's too late.

☞ Proceed to **Resolution 2**.

Resolution 1: With the massive door glowing and droning with some kind of alien electricity, you strain against it to open the way forward. Somewhere inside this place lie the answers to all of your questions. The reason you came here. You press onward not for the sake of your career, but for the sake of your very sanity. You must know the truth. Even if it breaks you.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience for each activated seal in play.

☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.

☞ Proceed to **Checkpoint III: The Other Side**.

Resolution 2: With a final hiss of air and a primordial screech, the immense gateway bursts open. Tendrils of prismatic color reach forth, slithering along the floor and walls. The chaos is over in mere seconds. The miasma grips you with impossible strength, clawing and tugging at your limbs. Terrible shapes, familiar sights, and untold nightmares play out along the surface of the entity as it pulls you screaming through the gateway and into the other side.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 bonus experience for each activated seal in play.

☞ In the "Expedition Team" section of the Campaign Log, record the amount of damage and horror on each partner asset in play.

☞ Proceed to **Checkpoint III: The Other Side**.

Resolution 3: The pulse of energy induced by your catastrophic mistake wipes all organic life from the face of the Earth.

☞ Oops.

☞ In your Campaign Log, record the seal was used... improperly.

☞ Each investigator is **killed**.

☞ The investigators lose the campaign.

Checkpoint III: The Other Side

The Other Side 1: You awaken in a haze on the other side. You have no idea how long it's been since you crossed the threshold of the gateway.

Proceed to **The Other Side 2** if you wish to do so immediately, or skip to **The Other Side 3** if you wish to take a break and proceed the next time you play.

The Other Side 2: It is time to end this—once and for all.

☞ Remove each location from play except for The Gate of Y'quaa. Do not remove any seal tokens on The Gate of Y'quaa. (Remove all other tokens on The Gate of Y'quaa and discard all cards at that location, as normal.)

☞ Each investigator who controls a seal keeps it on their investigator card. (They will begin the next game in control of it.) However, it seems to have lost any charge it might have had. If it is activated, flip it to its dormant side.

☞ Each seal not controlled by an investigator or on The Gate of Y'quaa is removed from the game.

☞ Proceed to **The Heart of Madness, Part II**.

The Other Side 3: You rest and gather your strength. Soon, you will end this—once and for all.

☞ In "The Heart of Madness" section of the Campaign Log, under "Seals Placed," draw each activated seal that was on The Gate of Y'quaa when the game ended.

☞ In "The Heart of Madness" section of the Campaign Log, under "Seals Recovered," draw each seal that was controlled by an investigator when the game ended.

☞ Clean up the game, as normal.

☞ When you are ready to play again, begin at **The Heart of Madness, Part II**.



The Heart of Madness, Part II

Intro 1: The facility is even older—and stranger—beyond the threshold of the ancient gateway. Who knows how many eons this place has slept undisturbed while the Earth changed and developed on the other side? Perhaps it would have remained so forever, had the site not been disturbed. But it's too late to change the past. All you can do now is work to prevent a terrible future.

Dim luminescence fills the eerie halls, powered by some form of advanced energy, like electricity. Behind you, a kaleidoscopic wall of miasma stitches itself together to block your escape. You are trapped here, perhaps forever. A web of expansive halls extends outward from the gateway, carved from smooth stone and covered in ancient murals and alien hieroglyphs. The air here feels thinner. The light bends and oscillates, distorting your vision like an optical illusion. Is this reality... or a mirage?

Your party studies the murals along the walls for many hours. They depict an ancient, unfamiliar history. An alternative history of the Earth. A very different history than any you could have possibly imagined.

☉ Check the Campaign Log:

- ◆ If Dr. Kensler is still alive and Dr. Kensler understands the true nature of the miasma, proceed to **Intro 2**.
- ◆ Otherwise, skip to **Intro 3**.

Intro 2: Dr. Kensler explains everything as she studies the ancient murals. "The Elder Things were travelers. Colonizers. They came to the Earth over a billion years ago," she says, citing Professor Dyer's own notes. "But they were not the first ones here. This place, all of this—it was ancient even then." She runs her hands along the mural as she explains what she has learned. "But it is not an entity trapped within."

You ask what she means, alarmed by this new understanding. She turns to face you, her eyes aflame with inspiration. "I had been studying their physiology, attempting to discern how they could exist the way they do, without shape, without matter, without state. But I was going about it all wrong. One cannot study the biology of something inorganic. See, it is not a creature, not truly. It is more akin to..." she hesitates, attempting to find the right words. "It is an alternate dimension. Another reality, superimposed on ours. A sentient microcosm of all that is. Not composed of organic life, but a mockery of it."

This newfound understanding of the phantasms you have encountered and the mirages you have seen put everything into context. They were not monsters you were slaying, they were figments of a false reality. One that may yet come to pass. You ask Dr. Kensler if there is any hope to stop such a force from escaping.

"It is not a living thing. It cannot be killed. Only contained. The Elder Thing's facility held five pylons that used its essence to power their civilization, but after this long, I cannot imagine they still function. But perhaps..." she trails off, formulating a plan. Finally, her eyes widen with realization. "I know what must be done. I know how to stop it. You must find these pylons and destroy them—doing so will bring the entire compound down. In the meantime..." she hefts her backpack off of her shoulder, dropping it to the ground. "I... I must be off now. There is no time to spare."

You object to her sudden departure, but her mind is made up. She backs away, giving one last lingering glance at her companions, before sprinting away. You hope she knows what she's doing... for all of your sakes.

In your Campaign Log, record Dr. Kensler has a plan. Dr. Amy Kensler cannot be chosen to accompany an investigator this game.

Proceed to **Setup**.

Intro 3: You can glean only a fraction of the truth hidden within these ancient murals, but what you discover is almost too impossible to believe. When the Elder Things came to the Earth over a billion years ago, they colonized not just Antarctica, but the entirety of the planet. And when they did, this place—and the entity that dwells within—was already here. They built their complex around it, to study the primordial being within, to greater understand it, and in doing so, attracted forces beyond even their ken. The gateway and its seals were constructed to contain it, but ages of disrepair have left it weak and ineffective. You suspect it was the presence of intelligent life on Antarctica—the humans who began to explore its long-dead peaks and icy plains—that stirred the entity within.

The murals tell of the facility's structure, of five pylons created not only to contain the creature's essence, but to power the whole of Elder Thing civilization. You can only imagine that destroying these pylons would reduce the entire compound—perhaps even the entirety of the mountain it is built beneath—to rubble. You don't know if you can truly destroy or contain this nameless horror, but you have no choice but to try. If it continues to escape, the very concept of reality will be rewritten to its whim. There will be nothing left but the mirage. Nothing left but twisted, horrid imagination. A nightmare from which there is no awakening.

In your Campaign Log, record the truth of the mirage eludes you.

Proceed to **Setup**.

Standalone Mode

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

- ☉ Add 2 additional ✨ tokens to the chaos bag for your difficulty level.
- ☉ The investigators may choose how many seals they have:
 - ◆ For an easier experience, three random seals are "Placed" and the other two are "Recovered."
 - ◆ For an average experience, two random seals are "Placed," one is "Recovered," and the other two are not used.
 - ◆ For a harder experience, one random seal is "Placed," and the other four are not used.
 - ◆ For a nightmarish experience, no seals are used.



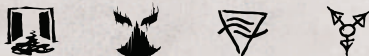
Investigator Setup

- Each investigator may choose one available member of the expedition team who is not crossed off to join them. Put the story asset for the chosen character into play in that investigator's play area. (These story assets can be found in the *Expedition Team* encounter set. If there is a checkmark next to that character's name, instead use the **Resolute** version found in the *Fatal Mirage* encounter set.) Place damage and horror on that character as indicated in the "Expedition Team" section of the Campaign Log.

Scenario Setup (from Checkpoint)

Use this setup text only if you are continuing directly after playing Part 1.

- Gather all cards from the *Stirring in the Deep*, *Agents of the Unknown*, *Chilling Cold*, and *Striking Fear* encounter sets. These sets are indicated by the following icons:



When gathering the *Striking Fear* encounter set, only gather 2x Dissonant Voices and 2x Frozen in Fear (do not gather 3x Rotting Remains).

- Search the encounter deck and all out-of-play areas for all cards from *The Great Seal*, *Shoggoths*, and *Locked Doors* encounter sets (including the five "Ancient Facility" locations from *The Great Seal* encounter set). Remove each card from those encounter sets from the game. These sets are indicated by the following icons:



- Build the agenda deck using agendas 4–5 and the act deck using act 3. (These can be found in the *Stirring in the Deep* encounter set.)
- Flip The Gate of Y'quaa to its unrevealed side.
- Take the five Mist-Pylon locations and the ten remaining Ancient Facility locations (from *The Heart of Madness* encounter set), shuffle them together, and put them into play at random using the same map as in Part I (on page 52), except that five of the randomly placed Ancient Facility locations will instead be Mist-Pylon locations.
 - Note: If all five locations in the innermost ring are Mist-Pylons, start this process over.**
 - The lead investigator chooses an Ancient Facility location nearest to The Gate of Y'quaa. Each investigator begins play at the chosen location.
- Set the following cards aside, out of play: All fifteen copies of The Nameless Madness enemy, The Final Mirage act, the four Titanic Ramp locations, and the Hidden Tunnel location.
- Place the seal tokens, as follows:
 - For each activated seal on The Gate of Y'quaa, choose an investigator to take control of it.
 - Each investigator with a dormant seal begins the game with it under their control.
 - Remove each other seal from the game.
- Shuffle the remainder of the previously gathered encounter cards into the encounter deck.
- You are now ready to begin.

Scenario Setup (from Scratch)

Use this setup text if you skipped Part I, or if you are setting up Part II after taking a break.

- Gather all cards from the following encounter sets: *The Heart of Madness*, *Agents of the Unknown*, *Miasma*, *Nameless Horrors*, *Penguins*, *Stirring in the Deep*, *Tekeli-li*, *Ancient Evils*, *Chilling Cold*, and *Striking Fear*. These sets are indicated by the following icons:



When gathering the *Striking Fear* encounter set, only gather 2x Dissonant Voices and 2x Frozen in Fear (do not gather 3x Rotting Remains).

- Build the agenda deck using agendas 4–5 and the act deck using act 3. (These can be found in the *Stirring in the Deep* encounter set.)
- Put The Gate of Y'quaa into play, unrevealed side faceup.
- Take the five Mist-Pylon locations and the ten remaining Ancient Facility locations (from *The Heart of Madness* encounter set), shuffle them together, and put them into play at random using the same map as in Part I (on page 52), except that five of the randomly placed Ancient Facility locations will instead be Mist-Pylon locations.
 - Note: If all five locations in the innermost ring are Mist-Pylons, start this process over.**
 - The locations in this scenario are organized into five spokes that branch out from The Gate of Y'quaa, and three rings that surround The Gate of Y'quaa.
 - The lead investigator chooses an Ancient Facility location nearest to The Gate of Y'quaa. Each investigator begins play at the chosen location.
- Set the following cards aside, out of play: All fifteen copies of The Nameless Madness enemy, The Final Mirage act, the four Titanic Ramp locations, and the Hidden Tunnel location.
- If you played Part I, check "The Heart of Madness" section of the Campaign Log. Place each of the five seal tokens, as follows:
 - Check which seals are drawn under "Seals Placed." For each one there, choose an investigator to take control of that seal, activated side faceup.
 - Check which seals are drawn under "Seals Recovered." For each one there, choose an investigator to take control of that seal, dormant side faceup.
 - Remove each other seal from the game.
- If you did not play Part I, remove all five seals from the game.
- Shuffle each Tekeli-li! weakness card that is not already part of an investigator's deck together to form the Tekeli-li deck. Place this deck near the agenda deck.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): When you awaken, the facility is dark and quiet once more. You pull your companions to their feet and retreat back to the surface, wondering if you are too late to stop the entity beyond the gate from escaping. It is quiet. Peaceful. There are no more signs of icy phantasms, eerie mirages, or alien entities.

Back in the city nestled within the mountains, you take notes, photographs, and rubbings. The trip back to the ice shelf is swift and easy. Not even the cold weather fights you as you make your way back to the barrier camp. It is as if the entire continent of Antarctica has given itself over to you. You consider taking this time to continue studying the environment, but in the end, you decide to head back with your extensive findings. The sky is clear and beautiful as your ship departs from the ice shelf, heading north.

Still, you are troubled. The entity that was once sealed beyond the Elder Thing's gateway was gone. There was almost no trace of it when you fled. Which can only mean it escaped, and could be anywhere. Or everywhere. Your thoughts turn dreadful. You remind yourself of the strange, vivid mirages the creature seemed to control. The lifelike hallucinations. You examine your palms and wonder if they are the same shape they always were, or a close facsimile. The air around you shimmers.

... Is any of this real?

- ☞ In your Campaign Log, record the nameless madness escaped.
- ☞ In the "Expedition Team" section of the Campaign Log, cross off every name.
- ☞ Each investigator is driven **insane**.
- ☞ The investigators lose the campaign.



Resolution 1: Suddenly, there is blast of warm air, and a sound like a tremendous exhalation. The air shimmers with the distortion of a mirage, and you watch in shock as the rushing miasma suddenly recoils. It collapses upon itself and retreats back into the mountainside just as the avalanche begins. Bright blue cracks spread rapidly along the walls. Without the pylons, the integrity of not just the facility within the mountain, but the entire city, is compromised. The icy floor cracks open. The cyclopean architecture of the alien city begins to sink into the snow.

Then you hear it: the roaring engine of an aeroplane overhead. The last of Takada's three planes soars over the city, and familiar shouts echo throughout the ancient, ruinous streets. "There they are! By that tunnel! Quickly!" Two sledges slide into view, pulled by the remainder of the dogs Elijah left at the barrier camp, and manned by several members of the crew of the Theodosia. You cannot hold back your surprise or joy at the sight. They motion frantically for you to join them, their gazes fixed on the collapsing mountain.

At the last possible second, you hear another voice emanating from within the tunnel. "Wait!" Dr. Kensler emerges from the darkness, waving and hollering. "Wait for me!" She hops onto the sledge, and together, you race off into the foothills as the city collapses into the ice behind you.

One of the crewmates explains that they fixed up the last of the aeroplanes and decided to use it to look it for you, even knowing the risks. "When we spotted you entering that huge cavern without most of your gear, we thought you might need a rescue. Didn't expect that to be quite this literal," he says. You tell him his timing couldn't be more perfect.

The moment you make it back to the ice shelf, Dr. Kensler instructs the crew to prepare for departure. You barely even break down the barrier camp. It doesn't matter anymore. All that matters is getting out of this place with your lives intact—and with all the evidence you have found, of course.

But still, you have questions. Once safely aboard the Theodosia, you confront Dr. Kensler and ask her what she did back in the facility. The entity was chasing you, and then, suddenly... "I told you, it is not a living creature," she explains. "As such, it cannot be killed. At least, not by our standards. But it has some semblance of sentience, yes? It knows our desires. Our hopes. Our fears." You note aloud that Dr. Kensler is using the present tense. She clenches her jaw. The slightest hint of distortion wavers in the air around her. "I... I made a deal," she whispers. "It was the only way."

- ☞ In your Campaign Log, record the nameless madness is contained safely within its host... for now.
- ☞ In the "Expedition Team" section of the Campaign Log, cross off Dr. Amy Kensler's name. In its place, write "The Entity."
- ☞ In your Campaign Log, record the survivors of the expedition were... and list the names of each member of the Expedition Team who is not crossed off, along with each surviving investigator's name.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 10 bonus experience, as they have saved reality from an unspeakable fate.
- ☞ The investigators win the campaign!

Resolution 2: Suddenly, a droning hum emerges from the tunnel, and hope renews in your heart. You take flight from beneath the archway as bright blue cracks spread rapidly along the walls. Without the pylons, the integrity of not just the facility within the mountain, but the entire city, is compromised. The icy floor cracks open. The cyclopean architecture of the alien city begins to sink into the snow. This might be your burial place, but at least you will take this entity and the rest of this damnable city with you.

Then you hear it: the roaring engine of an aeroplane overhead. The last of Takada's three planes soars over the city, and familiar shouts echo throughout the ancient, ruinous streets. "There they are! By that tunnel! Quickly!" Two sledges slide into view, pulled by the remainder of the dogs Eliyah left at the barrier camp, and manned by several members of the crew of the Theodosia. You cannot hold back your surprise or joy at the sight. They motion frantically for you to join them, their gazes fixed on the collapsing mountain.

One of the crewmates explains that they fixed up the last of the aeroplanes and decided to use it to look it for you, even knowing the risks. "When we spotted you entering that huge cavern without most of your gear, we thought you might need a rescue. Didn't expect that to be quite this literal," he says. You tell him his timing couldn't be more perfect. Together, you race off into the foothills as the city collapses into the ice behind you.

The moment you make it back to the ice shelf, you tell the crew to prepare for departure. You barely even break down the barrier camp. It doesn't matter anymore. All that matters is getting out of this place with your lives intact—and with all the evidence you have found, of course.

The voyage home is quiet and peaceful, but your thoughts are anything but. To this day, you wonder about the true nature of the entity you encountered within the ancient Elder Thing facility. You have no idea what you are going to tell the greater academic community when you return. Your actions have ensured none can study or explore that nightmarish city ever again. But what of the Elder Things? Will those that survived remain in hiding? Or will they—like you—choose to learn more about this new age they find themselves in?

Only time will tell. Until then, you can rest easy knowing that the creature that dwelled beneath the ice cannot possibly have survived. The air shimmers around your pen hand as you put the final touches on your notes regarding the expedition. Yes—it is finally over.

... Right?

- ☑ In your Campaign Log, record the facility was destroyed.
- ☑ In your Campaign Log, record the survivors of the expedition were... and list the names of each member of the Expedition Team who is not crossed off, along with each surviving investigator's name.
- ☑ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 10 bonus experience, as they have saved reality from an unspeakable fate.
- ☑ Each investigator suffers 1 physical trauma and 1 mental trauma as they never truly recover from their ordeal.
- ☑ The investigators win the campaign!

Resolution 3: You take flight from beneath the archway as the mountain begins to groan and rumble. You managed to collapse enough pylons to threaten the structural integrity of the facility deep beneath the city, but it is not enough. You are going to die here, and worse, you have only aided in the entity's escape.

Then you hear it: the roaring engine of an aeroplane overhead. The last of Takada's three planes soars over the city, and familiar shouts echo throughout the ancient, ruinous streets. "There they are! By that tunnel! Quickly!" Two sledges slide into view, pulled by the remainder of the dogs Eliyah left at the barrier camp, and manned by several members of the crew of the Theodosia. You cannot hold back your relief at the sight. They motion frantically for you to join them, their gazes fixed on the encroaching miasmic horror. "What in the hell is that thing?" one of them shouts. But there is no time for explanations. The moment you are on board one of the sledges, you instruct him to flee.

Your escape from the city is a frenzied blur. You have vague recollections of weaving through ancient snow-covered streets, dodging the creeping mist around buildings of smooth, slate gray, of narrowly avoiding a deluge of kaleidoscopic ooze as you make your way through the mountains.

Once the creature is out of sight, one of the crewmates explains that they fixed up the last of the aeroplanes and decided to use it to look it for you, even knowing the risks. "When we spotted you entering that huge cavern without most of your gear, we thought you might need a rescue. Didn't expect that to be quite this literal," he says.

You are relieved to see that the pilot has landed the last aeroplane just on the other side of the mountain range. With haste, you and your rescuers board the plane as soon as you reach it, along with the remaining dogs. In the distance, you can see the entity looming, climbing up the jagged peaks, reaching into the sky.

You leave the sledge and all of your supplies behind. The engine roars to life, and together you leave the mountains of madness behind. You dare not turn and glimpse that which has haunted Danforth these many months, but still you hear it to this day: echoing shrieks and fathomless cries, winds too shrill and piercing to be natural, and whispers that beckon you to return.

It has been years since that fateful day. You have not told the greater scientific community anything of your journey. And yet, still, there is no sign of the escaped entity. Is its reach limited to that cryptic, frozen continent? Is it simply biding its time?

Or is it already here, in the very air you breathe? Inside your mind? Showing you a false reality? A mirage?

- ☑ In your Campaign Log, record the team escaped the facility.
- ☑ In your Campaign Log, record the survivors of the expedition were... and list the names of each member of the Expedition Team who is not crossed off, along with each surviving investigator's name.
- ☑ 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 survived ancient horrors and lived to tell the tale.
- ☑ Each investigator suffers 2 physical trauma and 2 mental trauma as they never truly recover from their ordeal.
- ☑ The investigators win the campaign...

Epilogue

Check the Campaign Log. In order, read each of the following entries only if the investigators won the campaign and the listed team members survived the expedition.

If Roald Ellsworth and Avery Claypool both survived:

You find Ellsworth and Claypool on the aft deck of the *Theodosia*, enjoying a majestic view of the Atlantic. It has been several days since your escape, and the mood is one of relief, mixed with sorrow and guilt. The two men greet you as you approach, shifting aside to offer you a place to enjoy the view, as well. After a moment of contemplation, you ask what is in store for the explorers. The two of them share a knowing glance. "A vacation, I think," Ellsworth says. "A very, very long vacation."

"Nothing but blue skies and warm air," Claypool suggests.

"Sure. Somewhere that is on a map, preferably," Ellsworth adds with a gentle smile.

"Really? I was thinking somewhere nice and remote. Just the two of us," Claypool hints.

You chuckle and leave the two of them to their vacation plans. Perhaps there is hope for the lot of you, after all.

If Dr. Amy Kensler and Dr. Mala Sinha both survived:

You have seen Dr. Kensler face down impossible creatures and nightmarish environs, but it is this final trial that seems to rattle her most. She paces and fidgets and quietly recites sentences until finally, Dr. Sinha arrives. You'd leave her to her privacy, but she requested you stay. "Mala," she says dryly, despite all of the practice. "I was wondering—that is, I was—I would like to—" she clears her throat and tries again. "Would you like to have dinner again, sometime? And perhaps another show?" she finally manages to say.

Dr. Sinha rolls her eyes, hiding a smile. "Yes, you idiot."

Dr. Kensler blinks in surprise. You get the feeling she has never been called such a thing before.

"Amy, you are highly astute, incredibly well read, and a true prodigy in your field. But when it comes to this—" Dr. Sinha motions to and fro, indicating something in the air between them, "you are somewhat of a dimwit."

To your surprise, Amy chuckles and grins. "Yes. Yes, I suppose I am."

If Prof. William Dyer and Danforth both survived:

Weeks later, you step into Professor Dyer's office, where he and Danforth study an array of old, musty tomes. Some kind of esoteric diagram, filled to the brim with bizarre symbols, adorns the professor's chalkboard.

"It could be this one," Dyer says quietly, pointing to a different diagram in one of the tomes. You recognize the book from Dr. Kensler's possessions, and several of the others from the restricted collection of the Orne Library.

Danforth closes his eyes. "No, no, no..." He moves to the chalkboard and begins to erase. "It is different. Different, different..." Only then do the two of them spot you in the entrance. You ask them what they're studying this time.

"In a future existence, we shall look upon what we think our present existence, as a dream," Danforth recites from Poe once more, as if in explanation.

If Takada Hiroko and James "Cookie" Fredericks both survived:

To your surprise, you spot both Takada and Cookie in the workshop below deck. Cookie has taken apart his revolver and is cleaning each piece individually, while Takada goes through the aeroplane parts the crew managed to break down during your hasty escape. You watch in secret for a short while as the two banter.

"Hand me that cloth, will yeh?"

"I am not your employee, Cookie."

"C'mon, Roko, it's right there. Jus' grab it and fling it over here."

"Yes sir, do you wish for me to fetch you a spot of tea as well?"

"Very funny—why the hell'd you throw it all the way over there?"

"You told me to fling it."

"To me, ya blasted—to me!"

You smile to yourself as the back-and-forth continues. The unlikely duo seem more comfortable with one another than anybody else on the crew. Finally, a lull in the conversation gives you the opportunity to reveal yourself. They acknowledge your entrance with curt nods before going back to their work. You ask the pair what they intend to do when they get back to Arkham.

"Roko wants to—you tell 'em," Cookie says.

Takada sighs and sits up, wiping sweat from her brow with the back of her gloved hand. "I... I want to try to look for my father. I have asked Mr. Fredericks to join me." The two of them share a knowing glance. "It is a long shot, I know. He likely crashed into the ocean many years ago. Even so, I want—I need to know. I have his logs. We should be able to find evidence. Something."

"An' if not," Cookie adds, "still better than sittin' around, waiting to be sent on another fool's errand like this one."

You nod and excuse yourself. As long as they have each other, you think the two of them will be all right.

If Elijah Ashevak and the investigators are the only survivors:

Elijah sits next to the railing near the bow of the ship, his stare distant and troubled. Anyu lays on the deck with him, her head resting on his lap. She is the first to spot your approach, but neither one of them greets you. You say nothing and sit nearby, staring off into the horizon in silence.

"It happened again, Anyu," he mutters at last, his voice gravelly.

"Everyone is gone. Everyone but us. Why? Why is it always us?"

You tell Elijah it's because the two of them are survivors, like you. Too stubborn to die. He shakes his head.

"No. It is a curse. A burden." He pets Anyu softly. The dog lifts her head and gazes at you pleadingly. "I should be dead. Twice over, now."

But that isn't true, you insist. And besides, he has kept Anyu safe this whole time—is that not reason enough to live?

"No, it's the other way around," he says, a smile threatening to tug on his lips. "She's the one who saved me that day. She's the one who saves me every day."

Achievement List

The following is a list of achievements investigators may strive toward as they play the *Edge of the Earth* campaign. As the investigators complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- ☐ **Safe Bet:** Camp at a location with a shelter value of 8 in *Ice and Death, Part I*.
 - ☐ **Look at All This Stuff!:** Recover all seven supplies in *Ice and Death*, and carry all of them to The Summit in *To the Forbidden Peaks*.
 - ☐ **In Your Head:** Finish *Fatal Mirage* with nine story cards in the victory display.
 - ☐ **Chaos Chaos:** Collect and spend a total of ten or more keys in *City of the Elder Things*.
 - ☐ **Knock, Knock:** Collect, activate, and place all five seals in *The Heart of Madness, Part I*.
 - ☐ **Mad With Power:** Simultaneously exhaust fifteen copies of The Nameless Madness in *The Heart of Madness, Part II*.
 - ☐ **Construct Additional Pylons:** Collapse all five Mist-Pylons and escape with your life in *The Heart of Madness, Part II*.
 - ☐ **The Sound of Madness:** Draw ten copies of "Tekeli-li!" during a single game.
 - ☐ **Sorry, I'm All Out of Dog Puns:** Have Anyu and four or more other assets with "Dog" in their title in play at the same time.
 - ☐ **Kind of a Hat on a Hat:** Play a Wooden Sledge from a Backpack, then immediately use its ability to attach a Backpack to it.
 - ☐ **This Was Your Idea:** Use Professor William Dyer's ability to heal at least 4 horror from Danforth during a single scenario.
 - ☐ **No Respect For the Dead:** Control at least five assets from the *Memorials of the Lost* encounter set at the same time.
 - ☐ **Wuk Wuk Boom:** Use Dynamite to defeat two Giant Albino Penguins at the same time.
 - ☐ **The Cold Never Bothered Me Anyway:** Win the *Edge of the Earth* campaign with eight ❄ tokens in the chaos bag at the end of the campaign.
 - ☐ **Hell Froze Over:** Win the *Edge of the Earth* campaign with zero ❄ tokens in the chaos bag at the end of the campaign.
 - ☐ **Abandoned and Alone:** Win the *Edge of the Earth* campaign without ever bringing a partner asset along with you during a scenario.
 - ☐ **Friends Forever:** Bring the same partner with you in each scenario, ensure that they have confronted their demons, and win the *Edge of the Earth* campaign with them still alive.
- There and Back Again:** Win the *Edge of the Earth* campaign with each of the following survivors:
- | | |
|--|--|
| ☐ Dr. Amy Kensler | ☐ Elijah Ashevak |
| ☐ Prof. William Dyer | ☐ Dr. Mala Sinha |
| ☐ Danforth | ☐ Takada Hiroko |
| ☐ James "Cookie" Fredericks | ☐ Avery Claypool |
| | ☐ Roald Ellsworth |
- ☐ **Line in the... Snow:** Win the *Edge of the Earth* campaign with at least three Ultimatums active.
 - ☐ **Antarctic Expertise:** Win the *Edge of the Earth* campaign on Expert difficulty.

Design Notes

"If not dissuaded, they will get to the innermost nucleus of the antarctic and melt and bore till they bring up that which may end the world we know. So I must break through all reticences at last—even about that ultimate nameless thing beyond the mountains of madness."

— H. P. Lovecraft, *At the Mountains of Madness*

Congratulations on completing the *Edge of the Earth* campaign!

I knew when it came time to explore Lovecraft's famed story, *At the Mountains of Madness*, it had to be something special. The cold, dead continent of Antarctica; the black, jagged peaks; and the alien city hidden within; all of it is steeped in eldritch lore and dripping with sinister atmosphere. But it is the above passage that truly sparked the story of *Edge of the Earth*—the many hints that the civilization of the Elder Things was felled by some greater force, some "ultimate nameless thing" that could be disturbed by humanity's presence. The question then, was—what was it?

At the Mountains of Madness seems to suggest that the answer to this question, and the creature Dyer and Danforth woke in those dark, icy caverns, was none other than a Shoggoth, one of the primordial "servants" created by the Elder Things. But I was inspired far more by the mirage seen by Danforth as they fled the cavern, and I began to wonder what it would look like if I instead wrote a campaign focusing more around that mirage—and, indeed, the very nature of a "mirage"? I hope that diehard Lovecraft fans will forgive the liberties we took in creating these "Eidolons" and explaining how they tie into the story of the Elder Things and Shoggoths as told in *At the Mountains of Madness*.

This campaign was a challenge to work on because it is the first one we have made in this new format, with a variable number of scenarios all contained in a single product, rather than the usual eight-scenario cycle. I wanted to take advantage of this new format as much as possible, starting with the concept of longer, "multi-part" scenarios split up by checkpoints, and eventually ending with the game's first truly variable-length campaign. It was important to me that this campaign change across multiple playthroughs—sometimes via player choice, sometimes not.

The final touch—and my personal favorite—is the inclusion of the nine expedition team members. I wanted to capture the feeling in a horror movie of getting to know and love the various members of the cast, only to watch as they are picked off, one by one. In my opinion, this classic horror movie trope is strengthened tenfold when you are playing a game, as the events can unfold differently every time you play. I wanted to ensure that each character had their own personal struggles, their own demons, and their own personality. It was important to me that they were each lovable in their own way, so that it stung that much more when they were lost, and players would want to keep them alive. The challenge, of course, was fitting all of this in a single Campaign Guide! I hope that there are enough hints and details about each of these nine characters within the story to get players invested in them. Which character was your favorite? Let us know!

I hope you've enjoyed playing *Edge of the Earth*, and I hope you continue enjoying it over and over again, plumbing its depths for more secrets just like our intrepid investigators do in the story. But be careful—it's a wide open world, and Antarctica is not the only place on Earth with secrets. Perhaps in our next campaign, you'll get to explore more than just one continent...

— MJ Newman

Campaign Log: *Edge of the Earth*

INVESTIGATORS

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

Scenarios

- ☐ Ice and Death
- ☐ Part 1 ☐ Part 2 ☐ Part 3

- ☐ *To the Forbidden Peaks*

- City of the Elder Things

- ☐ The Heart of Madness
- ☐ Part 1 ☐ Part 2

- □ □ Fatal Mirage

Campaign Notes

CHAOS BAG

KILLED AND INSANE INVESTIGATORS

THE POLAR REGIONS

Antarctic Explorers

- Cook 1772-8
- Bellinghousen 1800-21
- Weddell 1820-4
- Blanco 1831-2
- Direville 1838-40
- Wilkes 1838-40
- Loose 1840-3
- Challenger 1874
- Gerlache 1898-9
- Nordenskiöld 1901-3
- Scott 1902-4
- Dryden
- Brace
- Shack
- Chace
- Scott
- Amund
- Maw
- Shack

Fatal Mirage

Memories Discovered

Memories Banished

Ice and Death

Locations Revealed

Supplies Recovered

The Heart of Madness

Seals Placed

Seals Recovered

Expedition Team

	Damage	Horror
Dr. Amy Kensler		
Prof. William Dyer		
Danforth		
Roald Ellsworth		
Takada Hiroko		
Avery Claypool		
Dr. Mala Sinha		
James "Cookie" Fredericks		
Elijah Ashevak		

Encounter Set Icons



Agents of the Unknown



Deadly Weather



Expedition Team



Hazards of Antarctica



Left Behind



Memorials of the Lost



Nameless Horrors



Sleeping Nightmares



Silence and Mystery



Tekeli-li



The Crash



The Heart of Madness



Creatures in the Ice



Elder Things



Fatal Mirage



Ice and Death



Lost in the Night



Miasma



Penguins



Shoggoths



Stirring in the Deep



City of the Elder Things



The Great Seal



To the Forbidden Peaks

From the Core Set:



Ancient Evils



Chilling Cold



Locked Doors



Striking Fear

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Partner	3
Alert	3
Mirage	25
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Graphic Design Manager: Christopher Hosch
Cover Art: Anders Finér
Art Direction: Deborah Garcia and Jeff Lee Johnson
Managing Art Director: Tony Bradt
Quality Assurance Specialist: Zach Tewalthomas
Production Management: Justin Anger and Tim Najmolhoda
Visual Creative Director: Brian Schomburg
Senior Project Manager: John Franz-Wichlacz
Executive Game Designer: Nate French
Head of Studio: Chris Gerber

Playtesters

Kayli Ammen, Avita Amoeba, John Bagley, Dalia Berkowitz, Julius Besser, Susan Besser, Yitzchak Besser, Cady Bielecki, Joe Bielecki, Patrick Breitenbach, Nathan Chatham, Shelley Danielle, Andrea Dell'Agnese, Julia Faeta, Jeremy Fredin, Mattison Froese, Josiah "Duke" Harrist, Az Johnston, Bob Juranek, John Juranek, Wesley Kinslow, Nate Langreder, Cayce Lent, Brian Lewis, Jamie Lewis, Kenny Ling, Guðbrandur Magnússon, Josh McCluey, Kevin McLenithan, Dane Mitchell, Tyler Moore, Josh Parrish, Stephen Redman, Chad Reverman, Glen Seward, Devin Stinchcomb, Aaron "We got Cookie's!" Strunk, Mike Strunk, and Owen Weldon.