

ARKHAM HORROR[®]

THE CARD GAME



THE DROWNED CITY

CAMPAIGN GUIDE

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THE DROWNED CITY Campaign Guide

The Risen Deep

"...the nightmare corpse-city of R'lyeh, that was built in measureless aeons behind history by the vast, loathsome shapes that seeped down from the dark stars. There lay great Cthulhu and his hordes, hidden in green slimy vaults and sending out at last, after cycles incalculable, the thoughts that spread fear to the dreams of the sensitive and called imperiously to the faithful to come on a pilgrimage of liberation and restoration."

— H. P. Lovecraft, "The Call of Cthulhu"

The Drowned City is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Drowned City* contains the following nine scenarios: "One Last Job," "The Western Wall," "The Drowned Quarter," "Obsidian Canyons," "Court of the Ancients," "The Apiary," "The Grand Vault," "Sepulchre of the Sleeper," and "The Doom of Arkham." Each of these scenarios may also be played on its own in Standalone Mode.

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Expansion Icon

The cards in *The Drowned City Campaign Expansion* can be identified by this symbol before each card's collector number:



Additional Rules and Clarifications

Flood Tokens

Throughout this campaign, scenario card effects can flood locations. Each location can be at one of three different flood levels: it is either unflooded, partially flooded, or fully flooded. A location's flood level can be tracked using the double-sided flood tokens included in this campaign box. **A location's flood level has no inherent game effect.** However, some card effects may change or become stronger while you are at a flooded location, particularly if that location is fully flooded.

- ☞ A location with no flood token is unflooded.
- ☞ If a location becomes partially flooded, place a flood token on it with the partially flooded side faceup to designate this.
- ☞ If a location becomes fully flooded, place a flood token on it with the fully flooded side faceup (or if it is already partially flooded, flip its flood token over) to designate this.



partially flooded



fully flooded

- ☞ If a location's flood level is "increased," it changes from unflooded to partially flooded, or from partially flooded to fully flooded. A fully flooded location cannot have its flood level increased.
- ☞ If a location's flood level is "decreased," it changes from fully flooded to partially flooded, or from partially flooded to unflooded. If a location becomes unflooded, remove its flood token. An unflooded location cannot have its flood level decreased.
- ☞ For the purposes of card effects, both partially flooded locations and fully flooded locations are considered to be "flooded."

Artifacts

Investigators may acquire certain **Artifact** story assets (also referred to as simply “artifacts”) through the course of *The Drowned City* campaign. Artifacts function like any other asset, except for the following:

- ☞ Artifacts are never added to investigator decks. After resolution of a scenario, return any artifacts in play to the box.
- ☞ When setting up a scenario, investigators may be instructed to begin play with an earned **Artifact** story asset. Only artifacts that have been checked off in the “Artifacts Earned” section of the Campaign Log may be chosen during this process.
- ☞ Artifacts have a unique card back, have no cost, cannot leave play, and cannot be chosen to be discarded via scenario effects.
- ☞ Some artifacts contain alien glyphs (see **Alien Glyphs** below). Any text below these glyphs is considered to be blank unless investigators have translated each alien glyph on the artifact.
- ☞ If any investigator in control of an artifact is defeated, **give control of it to the nearest surviving investigator** instead of removing it from the game.

Alien Glyphs

Throughout the campaign, investigators may be directed to translate a glyph on the second page of the Campaign Log. In order to do so, write the translated text in the space directly beneath that glyph, as directed by the game.

- ☞ A glyph’s meaning has no inherent game effect.
- ☞ Some artifacts contain alien glyphs (see **Artifacts** above). Any text below these glyphs is considered to be blank unless investigators have translated each alien glyph on the artifact.
- ☞ Most scenarios in *The Drowned City* campaign will instruct players to set **Glyph** cards aside, out of play. Most **Glyph** cards are double-sided story cards with another encounter cardtype on their front. For the best experience, do not read their story card sides unless prompted by the game!
- ☞ For the sake of your sanity, do not stare at any alien glyph for longer than 5 minutes at a time.

New Keywords

Patrol

Some enemies in this campaign have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated target (as described in parentheses next to the word “patrol”).

- ☞ If there are multiple targets that qualify as the designated target, the lead investigator may choose which target the enemy moves toward.
- ☞ If an enemy with patrol would be compelled to move to a location via a path that is blocked by a card ability, the enemy does not move.

Relentless

Some enemies in this campaign have the relentless keyword. During the enemy phase (after framework step 3.3), each enemy with the relentless keyword that has attacked this phase (even if that attack was canceled) readies and attacks the investigator(s) it is engaged with a second time.

Alert

Some enemies in this campaign have the alert keyword. 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.

Seal

As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing the token. If there is a choice of which token to seal, the card’s controller chooses. If the specified token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not considered to be in the chaos bag, and therefore cannot be revealed from the chaos bag as part of a skill test or ability.

When a chaos token is “released,” it is returned to the chaos bag and is no longer considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed on it are immediately released.**

Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Campaign Setup

To set up *The Drowned City* 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 drift*):

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☠, ☠, ☠, ☠.

◆ Standard (*I want to dream*):

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

◆ Hard (*I want to dive*):

0, 0, 0, -1, -1, -2, -2, -3, -4, -5, ☠, ☠, ☠, ☠, ☠, ☠.

◆ Expert (*I want R’lyeh*):

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ☠, ☠, ☠, ☠, ☠, ☠.

You are now ready to begin at **Prologue** (page 4).

Prologue

April 15

Something hasn't seemed right for a while. It has been an unusually cold year, with heavy snow, rain, and fog keeping the New England sky in a state of perpetual melancholy. A restive nervousness seems to have crept into all aspects of domestic life. Small arguments on street corners come to blows. Muffled shouts and screams resound behind closed doors. A not-insignificant number of students have simply stopped attending classes at Miskatonic University. The people of Arkham feel it in their bones: Something is different. Something feels wrong.

Proceed to **One Last Job**.

One Last Job

You suppress a shiver in the cool spring air as you wait under a flickering street lamp. Tonight is the last night of your employ under Randall Tillinghast, a local curio dealer. The antiquarian's latest shipment from New Orleans has gone missing, and he has tasked you with its recovery. This is just the latest in a string of risky and often illicit "errands" for the cunning old man. Tonight's job should pay almost enough to satisfy the rest of your debt to Tillinghast.

Both of your informants arrive on time. Ruby Standish, infamous jewel thief, approaches with a knowing smirk. The plucky reporter Andy Van Nortwick comes soon after. Tillinghast seems to draw the most eclectic mix of specialists for his "favors."

Between Ruby and Andy's accounts, you piece together a rough idea of the shipment's location. "I tracked it from the warehouse in Southside to a few black market dealers in Rivertown. No luck, I'm afraid," Ruby says.

Andy takes off his hat and wipes his brow. "I nearly bought it in a firefight downtown. Sounds like the Sheldons and O'Bannions are at it again."

The two gangs are in the midst of another turf war—something about a load of missing hooch. It's possible the missing shipment was just scooped up with the gangs' actual mark.

If you are playing as Wendy Adams: "If we're headed into gang territory, you had better not do anything rash," Andy says, the concern clear in his voice. "After this job, we'll have more than enough cash to track down your father. I promise."

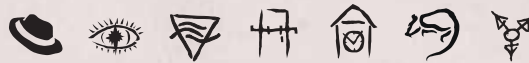
You shiver as a chill wind stirs the air. Ruby smiles rakishly. "What do you say to a little wager? Double or nothing. The first one to score the shipment gets it all. I hope you're ready to lose," she smirks.

Before you can reply, she has already melted into the shadows.

Proceed to **Setup**.

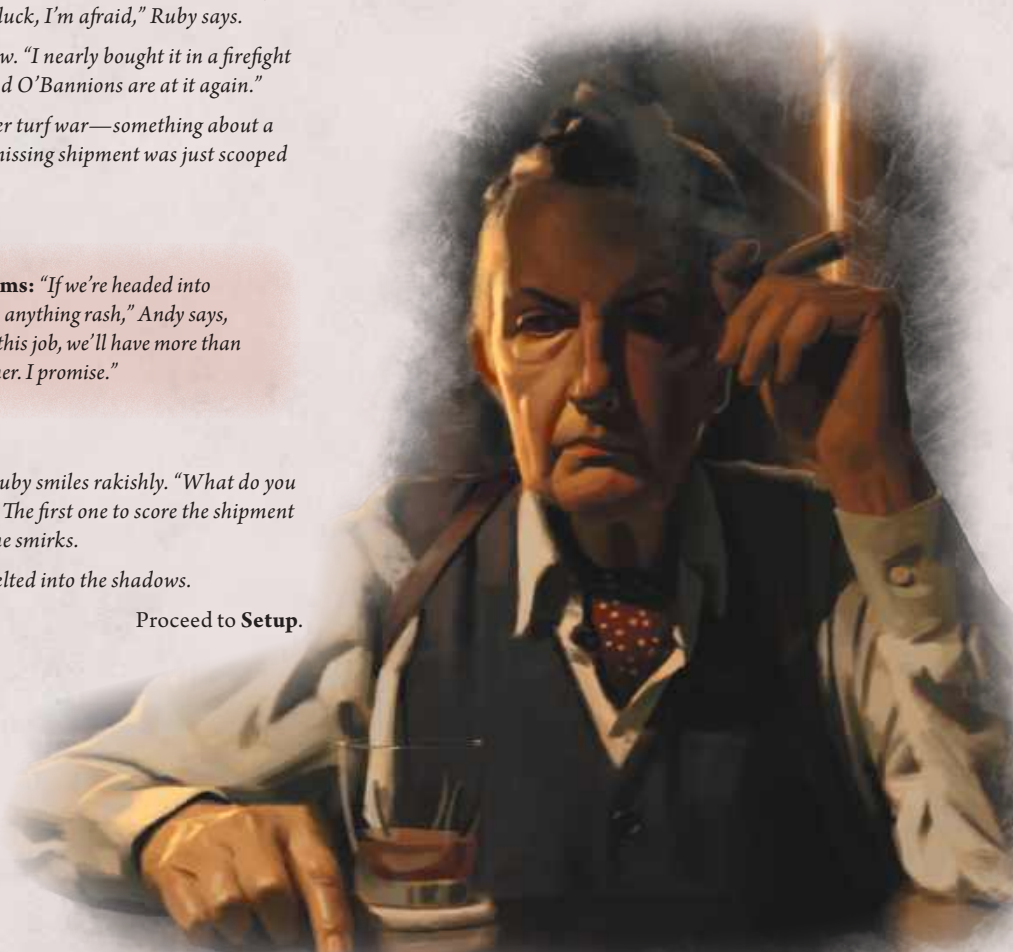
Scenario Setup

- ② Gather all cards from the following encounter sets: *One Last Job*, *Dreams*, *Chilling Cold*, *Locked Doors*, *The Midnight Masks*, *Rats*, and *Striking Fear*. These sets are indicated by the following icons:

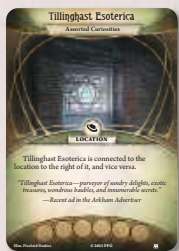
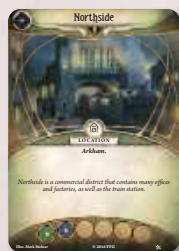


When gathering *The Midnight Masks* encounter set, only gather the location cards. Do not gather the acts, agendas, or treacheries from this set.

- ② Remove the following locations from the game: St. Mary's Hospital, Southside, Graveyard, Your House, and one of the two copies of Downtown, at random.
 - ◆ Put each remaining location into play according to the location placement diagram on page 5.
 - ◆ Each investigator begins play at Tillinghast Esoterica.
- ② Construct the act deck using one of the two copies of act 1a—"Questioning the Gangs," chosen at random. Remove the other copy from the game. Set each copy of act 2 and act 3 aside, out of play.
- ② Set each of the following enemies aside, out of play: Sadie Sheldon, Naomi O'Bannion, and both copies of Gang Enforcer.
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.



Location Placement for “One Last Job”



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): You drag yourself, battered and bruised, back to Tillinghast Esoterica and lean heavily on the shop door. The stained glass window depicts a pyramid with a cyclopean eye that stares at you with unfeeling affectation. Something about it has always seemed uncanny, unsettling. After a long pause, you steady yourself against the doorframe and enter the shop. Inside, you find Ruby and Andy gathered around Randall’s desk, appraising a small green figurine.

Randall leans forward in his chair and peers at you and the others over steeped fingers. “Better late than never, I suppose. My suspicions have been confirmed: the relic is genuine. Well done. What if I told you I had an offer too good to refuse?”

- ☞ In your Campaign Log, record Ruby won the bet.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ If the investigators discovered an alien language, you discover this glyph:



In your Campaign Log, record “Depths” under ☞ on the glyph record. This glyph has been translated.

- ☞ Proceed to **Interlude I: An Offer You Can’t Refuse** (page 6).

Resolution 1: You return to Tillinghast Esoterica with both the shipment and Ruby Standish. The jewel thief sulkily admits you beat her little wager, and promises you a drink afterward with no mention of the “double or nothing” she proposed. A silver bell rings as you step into the familiar musty curio shop. Within moments, Randall has the box open on his desk. Inside it is a small jade-green idol wrapped in cloth.

“I could not be more impressed,” Tillinghast says. His eyes glitter as he appraises the green figurine. As you look at the idol, your head swims. Ruby paces the foyer of the shop nervously and addresses your employer sharply. “All right, Tillinghast. We held up our end of the bargain. Where’s our cut?” The shop door rings again as Andy returns. Randall seats himself behind his desk and peers at you and the others over steeped fingers. “My suspicions have been confirmed: the relic is genuine. Well done. What if I told you I had an offer too good to refuse?”

- ☞ In your Campaign Log, record Ruby lost the bet.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ If the investigators discovered an alien language, you discover this glyph:



In your Campaign Log, record “Depths” under ☞ on the glyph record. This glyph has been translated.

- ☞ Proceed to **Interlude I: An Offer You Can’t Refuse** (page 6).



Interlude I: An Offer You Can't Refuse

Interlude 1: “What you have recovered is no mere curio. It was bought at great expense from a dealer in Egypt, who inherited it from a relative who bought it in Peking, you know how it goes,” Randall smirks as you admire the ancient artifact. It is a vaguely humanoid figure, sitting in a stooped position, with a heavy, octopoid head and squid-like features. There is something malevolent in its expression, something unwholesome in the very way it was sculpted. You find it difficult to look away.

If your investigator has the Agency, Detective, or Criminal trait: Randall’s operatic tale of the artifact’s acquisition seems needlessly contrived. You have every reason to believe the ancient statue was obtained through less than legitimate means. Sadly, this tells you nothing of the relic’s true origins.

“This is a singular relic of prehistoric, dare I say, pre-human origins,” Randall’s voice breaks the spell. The rest of the eccentric antiquarian’s story boggles the mind. He describes a record of some ancient cosmic struggle, and how he believes that all of earth is on the cusp of an apocalypse, much like the one that destroyed the statue’s creator.

“In all of human history—in every separate mythology—there exists a story of a great flood. A cataclysm. There are legends of a great city-state: a bastion of knowledge and might, that sank beneath the waves. Humankind has named it many things. Atlantis. Mu. Lemuria. But its true name, a name that predates history, is R’lyeh.

“Through much painstaking research, and the assistance of a mad sailor named Gustaf, I have pinpointed the relative coordinates of the ancient city. A stretch of ocean in the South Pacific where many sailing vessels have shipwrecked or disappeared with no explanation. Which brings me to my offer. I need someone bold and resourceful to lead an expedition to the ancient city. Someone to bring back evidence of its ancient knowledge, study its secrets, record its wonders. I need that person to be you,” Randall says, looking to you, then to Ruby and Andy.

“Should you accept, I shall absolve you of any remaining debt and provide you enough money to retire comfortably. Very comfortably. And, of course, lend my assistance for your other concerns.”

Your mind wanders back to those other “concerns.”

- 🕒 In player order, each investigator must choose a different **Task** from the following options on pages 7, 8, and 9 and read its text. (See **Tasks** on page 7).
- 🕒 Once each investigator has chosen a Task and read its corresponding entry, proceed to **Interlude 2** (page 9).

Tasks in the Drowned City Campaign

Each investigator must select a different “Task” to complete over the course of *The Drowned City* campaign. Tasks represent the investigators’ obligations and their reasons for becoming involved with Tillinghast and his shady dealings.

- ☞ Each investigator must choose a different Task.
- ☞ Each Task is recommended for a specific kind of investigator. However, an investigator may choose any Task, even if it is not recommended. *(It is up to you to justify how your investigator got into this mess in the first place!)*
- ☞ Each Task corresponds to a double-sided **Task** card, which can be found in the *Tasks* encounter set, indicated by the following encounter set icon: 
- ☞ Investigators should attempt to complete objectives on their **Task** card once per scenario over the course of a campaign. Each investigator will also be prompted to resolve story text during setup and/or resolution of a scenario. *(Be aware that some outcomes may impact setup.)*
- ☞ When instructed to mark or erase 1 or more progress in your Campaign Log, check or uncheck that many boxes under your Task.
- ☞ Completing Task objectives will earn experience and/or rewards later in the campaign. The more times an investigator completes their Task, the better. For a more positive outcome, do not ignore your Task!

Task: No Place Like Home

Recommended for Survivor (♣), Drifter, Hunter, or Wayfarer investigators.

Mr. Tillinghast has always been good to you. Sure, he’s gotten you into more than your fair share of pickles and near-death experiences. But when you were down on your luck, it was Tillinghast who got you off the streets. It was Tillinghast who paid for a warm bed and a hot meal at Ma’s Boarding House. The money he’s promised for this job will finally get you back on your feet. You know he’s good for it.

- ☞ In your Campaign Log, record “No Place Like Home” as your investigator’s Task.
- ☞ Search the *Tasks* encounter set for the No Place Like Home permanent story asset and add it to your deck for the remainder of the campaign.

Task: Walk in Faith

Recommended for Guardian (♠), Mystic (♠), Believer, Blessed, Chosen, Hunter, or Sorcerer investigators.

All your life, you have believed in something greater than yourself, something that guides your hand and directs your path. There has never been any room for doubt. Months ago, you recognized the unblinking eye set in the stained glass of Tillinghast’s shop from your dreams. It was a sign. Whatever guides your hand led you here. And so when Tillinghast asked for the first “favor,” you acquiesced easily, and when he asked for the second, you dutifully responded. There have been so many favors. But something feels different about Tillinghast’s latest request. You can’t help but feel that this is the reason you were led here. You have no choice but to say yes.

- ☞ In your Campaign Log, record “Walk in Faith” as your investigator’s Task.
- ☞ Search the *Tasks* encounter set for the Walk in Faith permanent story asset and add it to your deck for the remainder of the campaign.

Task: Toe the Line

Recommended for Guardian (♠), Agency, Detective, Hunter, Police, or Veteran investigators.

Sometimes you wonder if your old associates still talk about you. You were a bright star, rising through the ranks. There was nothing you couldn’t do...until your sudden and ignominious fall from grace. Whatever favor you curried has certainly faded by now. Your former colleague saw to it that you’d never come by honest work, so you turned to Tillinghast to make a living. He’s often spoken of his connections in Arkham; you’ve always hoped he might help you get your old position back and restore your good name.

- ☞ In your Campaign Log, record “Toe the Line” as your investigator’s Task.
- ☞ Search the *Tasks* encounter set for the Toe the Line permanent story asset and add it to your deck for the remainder of the campaign.



Task: Good Money

Recommended for Rogue (🔮), Civic, Criminal, Entrepreneur, or Socialite investigators.

Over the years, you've had to do plenty of things. Things you'd never admit in polite society. Things that could get you in deep trouble. But that's all over now. This is your chance for the fresh start Tillinghast promised you years ago when he paid off your old debt. The antiquarian has always treated you well since. With what Tillinghast is promising, you should finally be able to live life on your own terms. So long as you can survive yet another cockamamie errand. It had better be worth it.

- 🕒 In your Campaign Log, record "Good Money" as your investigator's Task.
- 🔍 Search the Tasks encounter set for the Good Money permanent story asset and add it to your deck for the remainder of the campaign.

Task: Prove Your Worth

Recommended for Agency, Performer, Silver Twilight, or Socialite investigators.

You've heard them talking about you behind your back. "Dead weight," they called you. "A burden on society." Your own uncle says you're incompetent. Just last week, you overheard some "friends" gossiping about you. They clearly don't know what they're talking about. You'll show them. Randall has promised you everything you need to rise to the top, to show those catty bastards what you're really made of. You need this job to prove to everyone that you're not the failure your peers say you are. It's the perfect opportunity for your glorious rise to power.

- 🕒 In your Campaign Log, record "Prove Your Worth" as your investigator's Task.
- 🔍 Search the Tasks encounter set for the Prove Your Worth permanent story asset and add it to your deck for the remainder of the campaign.



Task: Do No Harm

Recommended for Assistant, Civic, Medic, Veteran, or Warden investigators.

People have always depended on you when things go wrong. Be it a skinned knee, a misplaced order, or an evening meal, it often falls to you to keep things running when it's all on the line. Randall has seen your talents put to good use over the course of your work with him; the slippery businessman has never given you easy work, but you've always risen to the challenge. Some might even say you like it. If you nail this last last job, he's promised you enough to live your dreams.

- 🕒 In your Campaign Log, record "Do No Harm" as your investigator's Task.
- 🔍 Search the Tasks encounter set for the Do No Harm permanent story asset and add it to your deck for the remainder of the campaign.

Task: Dreams of Destruction

Recommended for Mystic (🔮), Artist, Clairvoyant, Cultist, Cursed, Dreamer, Performer, or Sorcerer investigators.

Every night for the past year, you have been wracked with awful nightmares. Visions of a terrible calamity. Streets in ruin. Spectral forms of the drowned pass like shadows in these dreams. And above it all some nameless, looming form. You entered Tillinghast's shop hoping to find some answers in his occult tomes, and soon found yourself ensnared in the shrewd businessman's growing enterprise. Randall has promised you answers; if you can complete this final task, he will surely help you divine the truth... right?

- 🕒 In your Campaign Log, record "Dreams of Destruction" as your investigator's Task.
- 🔍 Search the Tasks encounter set for the Dreams of Destruction permanent story asset and add it to your deck for the remainder of the campaign.



Task: Plumb the Depths

Recommended for Seeker (S), Agency, Clairvoyant, Detective, Miskatonic, Scholar, or Reporter investigators.

You never meant to get involved with Randall, or the mob, or any of this. In fact, you curse the line of inquiry that led you out past the edges of your safe old life and into this new one. But you can never suppress the inexorable itch to understand the world around you. Although you have been warned time and again that your curiosity would be the end of you, you can't deny the allure of the unknown. Randall has promised you all that and more. This job will make your career, put you on the map, if you can just play your cards right.

- ☞ In your Campaign Log, record "Plumb the Depths" as your investigator's Task.
- ☞ Search the Tasks encounter set for the Plumb the Depths permanent story asset and add it to your deck for the remainder of the campaign.

Interlude 2: You narrow your eyes at Randall. There's something he's not telling you. Some catch. There's always a catch with Tillinghast. Just as there's always one more job to be done. You ask him what it is and he sighs. "I thought it was obvious, but this expedition is likely to be rather perilous. Which is why I thought to entrust it to you. You've proven yourself to be quite resourceful. And as I said, I intend to reward you handsomely."

The investigators must decide (choose one):

- ☞ Refuse. Proceed to **Interlude 3**.
- ☞ Take his offer. Skip to **Interlude 4**.

Interlude 3: There has to be a catch. Tillinghast wouldn't offer such tempting bait otherwise. You're through with him. You shake your head no.

"Then get out," Tillinghast says icily, pointing to the door. "I have no further use for you. Rest assured, however, that if you speak a word of this to anyone, you will regret it." Without a word, you walk out of the shop, leaving behind whatever wonders—and dangers—Tillinghast had in store for you.

- ☞ The investigators lose the campaign.

Interlude 4: Whatever his reasons for burying the lede, the offer is too tempting to refuse. Ruby and Andy nod along with you in agreement. Tillinghast's face breaks into a familiar smirk. "How lovely. I'd hoped you would say yes. Truly, this is the opportunity of a lifetime. I assure you this will change everything."

After Andy negotiates for a comprehensive supply of film, and Ruby ups her commission, Tillinghast outlines the plan for the expedition. Tomorrow, a train will take you to San Francisco, where the Cassandra will sail you down to the provided coordinates in the South Pacific. There is an excited, almost childlike glee as the antiquarian outlines the details. "I've sent supplies enough to last the entire expedition several months if needed. That said, be prepared for anything."

Proceed to **Interlude II: Expedition to R'lyeh** (page 10).

TILLINGHAST ESOTERICA
AND EXOTICS





Interlude II: Expedition to R'lyeh

It is early evening when you first see the ancient city. You emerge from your cabin to see Andy and Ruby staring out at a jagged, bleak skyline off the starboard bow. The ancient city is a tangle of collapsed towers, labyrinthine boroughs, and jagged paths that loop in on themselves like a rat's nest. Andy nearly drops his camera as a choppy wave lifts and then drops the nose of the ship with a sharp crash.

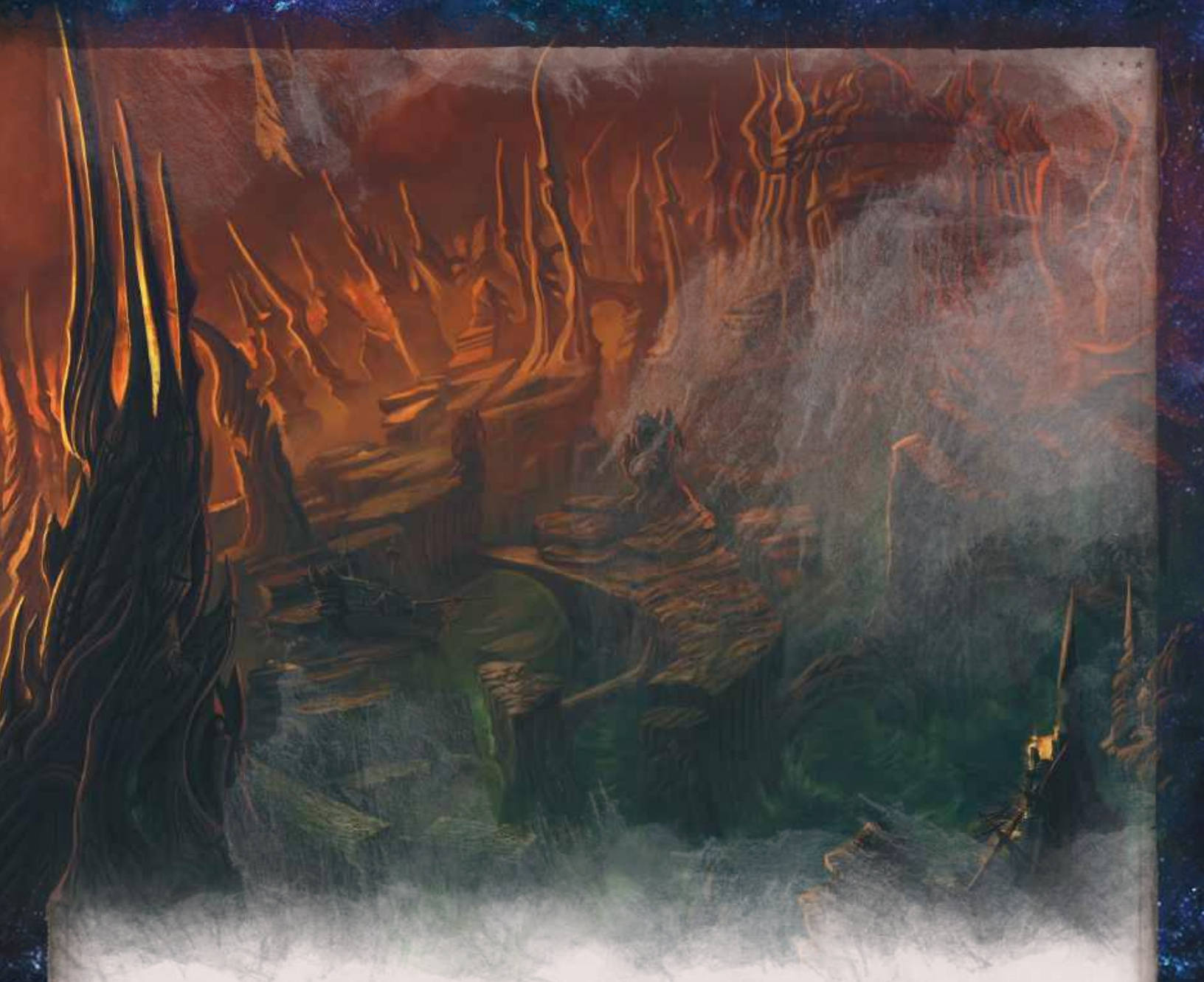
"You're seeing this. It's real. Tell me it's real," Andy says, furiously loading more film into his scuffed camera. You and the rest of the crew marvel at the mind-bending skyline with a mixture of awe and dread. Seawater pours from the mouths of alien effigies and ancient sepulchres. Strange ephemeral shapes flit in and out of the obsidian canyons of R'lyeh. It is unlike anything built by human hands.

You catch yourself saying the city's name under your breath. Even the unflappable Ruby seems dumbstruck as the ship sails past a ring of rocky shoals into a broad cove. After making landfall, the expedition camps on the black-sanded beach, at the foot of a towering obsidian spire. Menacing, gargantuan doors set in the tower's base loom like silent sentinels. There is hardly a word between the expedition members on the first night; Andy spends the evening poring over an obsidian stone set with glowing glyphs, while Ruby lovingly reorganizes her tool bag.

In the morning, you discuss which route to take. Tillinghast has provided enough diving equipment, climbing gear, and rations to explore inland for at least two weeks before you would need to return to the beach. Andy and Ruby are at odds, however. Andy wants to follow the coastline to the ruined western wall near the mouth of the cove. Ruby, perennially comfortable with heights, wants to take to the skyline to map the city. She points excitedly at a distant, cathedral-like structure further inland.

Depending on which character you want to follow, you will either explore the ancient city from west to east, or east to west. You must decide, as a group:

- 🕒 Follow Andy along the shoreline to the Western Wall. Proceed to **Western Expedition**.
- 🕒 Accompany Ruby through the Obsidian Canyons toward a massive inland structure. Skip to **Eastern Expedition**.



Western Expedition: Something about the distant, ruined wall and submerged spires calls to you. After agreeing to accompany Andy westward, he sighs with relief. "I can handle myself, of course, but if we have to go diving, I'd..." he looks blankly into the distance for a moment. "I don't want to worry you, but I could swear I saw something human-shaped swimming below. I'll be glad for the company." You look past the black water to the edge of the cove, suddenly apprehensive. Something crests the waves for a moment, then disappears. You have the feeling of being watched.

"Two weeks, then," says Ruby, hefting a coil of rope over one shoulder. "We'll meet back here in two weeks. Don't forget the diving suits. And don't get yourself killed. I would hate to lose my favorite rival."

- 🕒 In your Campaign Log, record the expedition headed west.
- 🕒 Choose an investigator to add the Andy Van Nortwick story asset to their deck. It does not count toward their deck size. This card can be found in the *Expedition* encounter set, indicated by the following icon: 
- 🕒 Remove 1 🎲 token from the chaos bag. Add 1 🎲 token to the chaos bag for the remainder of the campaign.
- 🕒 Proceed to **The Western Wall** (page 12).

Eastern Expedition: Since you landed, you haven't been able to take your eyes off of the phantasmagoric skyline. After agreeing to accompany her eastward, you catch the faintest hint of a smile from Ruby. "Fine, you can come along. As long as you don't hold me back," she smirks. A fell wind whistles through the perilous canyons, smelling of ancient decay and another, sweeter smell. Storm clouds churn in the distance threateningly.

"Let's return here in two weeks," Andy says, carefully reloading his camera for the dozenth time since you've arrived. Before parting ways, the young reporter passes you the obsidian tablet he found last evening, stammering that he isn't much of a linguist. "I'm not sure what any of it means, but those glyphs are all over the city. Maybe you'll have better luck with it."

- 🕒 In your Campaign Log, record the expedition headed east.
- 🕒 Choose an investigator to add the Ruby Standish story asset to their deck. It does not count toward their deck size. This card can be found in the *Expedition* encounter set, indicated by the following icon: 
- 🕒 Proceed to **Obsidian Canyons** (page 32).

The Western Wall

Check your Campaign Log.

- ☞ If the expedition headed west, proceed to **The Western Wall 1**.
- ☞ If the expedition headed east, skip to **The Western Wall 2**.

The Western Wall 1: It becomes increasingly clear as you proceed westward that the beach you are walking along is the top of an ancient ring wall. Fathoms below, the wall forms a sheer drop to a round plaza on the ocean floor. With some planning, you could descend safely to the ocean floor by moving from pocket to pocket of trapped air in the old ruins. If you're careful, you may just be able to reach the sea floor alive.

- ☞ If an investigator has the Do No Harm Task, they resolve their respective story to the right.

Proceed to **Setup (v.I) - Western Expedition** (page 13).

The Western Wall 2: The unsteady foundations of the ancient city shudder as R'lyeh continues to rise. Collapsing layers of crumbling masonry and exposed hallways form a treacherous path up to the surface. In order to safely ascend, you will need to climb the sheer face of the ancient wall by moving from pocket to pocket of trapped air. Knowing the dangers of pressure sickness, you can't simply float to the top. If you're careful, you may just be able to reach the surface alive.

- ☞ If an investigator has the Do No Harm Task, they resolve their respective story to the right.

Proceed to **Setup (v.II) - Eastern Expedition** (page 14).

Task: Do No Harm

Read only if you have the "Do No Harm" Task:

As you prepare to traverse the wall, you spot a body lying prone on the black sand. It is a man in a tattered patchwork cloak. Pushing aside questions of how he got here, you approach and take his pulse. He is still alive, though heavily wounded. Yellow pus oozes from round sucker marks on his neck, arms, and chest. You bandage his wounds as best you can, then wake him with some smelling salts. His eyes flutter open and he rasps one word: "Mother." You look to the others. This man clearly needs help.

You must decide (choose one):

- ☞ "Bring him along. We can still save him." After setting up this scenario, place 1 doom on the agenda. In your Campaign Log, record the expedition helped the pilgrim.
- ☞ "Leave him behind." When you reveal the starting location in the next scenario, do not place clues on that location. In your Campaign Log, record the expedition left the pilgrim behind.



Setup (v.I) – Western Expedition

-  Gather all cards from the following encounter sets: *The Western Wall*, *Cosmic Legacy*, *Deep Ones*, *Flood*, *R'lyeh*, *Star Spawn*, *The Inescapable*, *Undersea Creatures*, and *Agents of Cthulhu*. These sets are indicated by the following icons:



- ② Gather each location in *The Western Wall* encounter set.
 - ❖ Put Western Wall into play on Level 1 as shown.
 - ❖ Set Obsidian Foundations, Drowned Shanty, Sunken Stairway, Shattered Ruins ♣, and Undersea Vault ♠ aside, out of play.
 - ❖ Gather each other **Walkway** location and remove two from the game at random.
 - ❖ Shuffle the five remaining **Walkway** locations with the set-aside Drowned Shanty, Sunken Stairway, and Shattered Ruins ♣. Put six of them into play on levels 2–4 below Western Wall, unrevealed side faceup.
 - ❖ Shuffle the two remaining **Walkway** locations with the set-aside Obsidian Foundations so you do not know which is which and put them into play on level 5, unrevealed side faceup.
 - ❖ Each investigator begins play at Western Wall.
- ② Set the Inescapable enemy, the Hunting Parasite weakness, and the double-sided Seafloor Frieze ♣ treachery aside, out of play.
- ② Search the *Star Spawn* encounter set for the Coral Star Spawn enemy and set it aside, out of play. Remove each other card in the *Star Spawn* encounter set from the game.
- ② Build the act deck using act 1a—“Descend into the Abyss.” Remove the other act from the game.
- ② In player order, each player may choose 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ② Add the flood tokens to the token pool.
 - ❖ Increase the flood level of each location on levels 2–5.
 - ❖ Increase the flood level of levels 4 and 5 so that they are fully flooded.
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.

Location Adjacency in The Western Wall

During this scenario, locations are arranged in a set pattern of 5 levels.

- ② The position of each location has its own level from 1–5, beginning at Western Wall at level 1 and descending to the bottommost locations at level 5.
- ② Any card effects that refer to a location's level refer to its numbered row, as shown in the location placement diagram to the right.
- ② **During this scenario, each location is connected to each location in the row above it and the row below it. Locations in the same row are not connected to one another.**

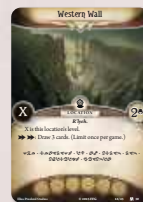
Standalone Mode

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:

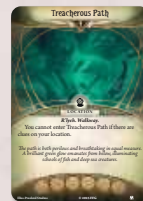
- ② The investigators may choose which version of the scenario to play.
- ② Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .
- ② The investigators have not earned any artifacts.

Location Placement for “The Western Wall (v.I)”

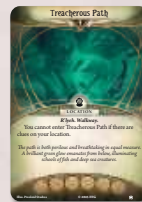
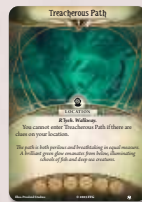
Level 1



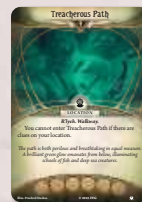
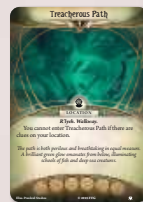
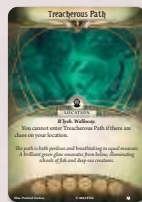
Level 2



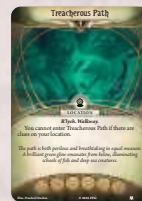
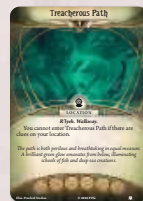
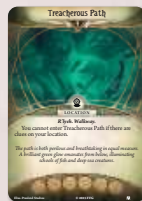
Level 3



Level 4



Level 5



Setup (v.II) - Eastern Expedition

-  Gather all cards from the following encounter sets: *The Western Wall*, *Cosmic Legacy*, *Deep Ones*, *Flood*, *R'lyeh*, *Star Spawn*, *The Inescapable*, *Undersea Creatures*, and *Agents of Cthulhu*. These sets are indicated by the following icons:



- ② Gather each location in *The Western Wall* encounter set.
 - ❖ Put Obsidian Foundations into play on Level 1 as shown.
 - ❖ Set Western Wall, Drowned Shanty, Sunken Stairway, Shattered Ruins ♣, and Undersea Vault ♠ aside, out of play.
 - ❖ Gather each other **Walkway** location and remove two from the game at random.
 - ❖ Shuffle the five remaining **Walkway** locations with the set-aside Drowned Shanty, Sunken Stairway, and Shattered Ruins ♣. Put six of them into play on levels 2–4 above Obsidian Foundations, unrevealed side faceup.
 - ❖ Shuffle the two remaining **Walkway** locations with the set-aside Western Wall so you do not know which is which and put them into play on level 5, unrevealed side faceup.
 - ❖ Each investigator begins play at Obsidian Foundations.
- ② Build the act deck using act 1a—“Ascend the Wall.” Remove the other act from the game.
- ② Check your Campaign Log. If the creature was defeated, remove *The Inescapable* encounter set from the game.
- ② Set the Hunting Parasite weakness and the double-sided Seafloor Frieze ♣ treachery aside, out of play.
- ② Search the *Star Spawn* encounter set for the Coral Star Spawn enemy and set it aside, out of play. Remove each other card in the *Star Spawn* encounter set from the game.
- ② In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ② Add the flood tokens to the token pool.
 - ❖ Increase the flood level of each location on levels 1–4.
 - ❖ Increase the flood level of levels 1 and 2 so that they are fully flooded.
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.

Location Adjacency in The Western Wall

During this scenario, locations are arranged in a set pattern of 5 levels.

- ② The position of each location has its own level from 1–5, beginning at Obsidian Foundations at level 1 and ascending to the topmost locations at level 5.
- ② Any card effects that refer to a location's level refer to its numbered row, as shown in the location placement diagram to the right.
- ② **During this scenario, each location is connected to each location in the row above it and the row below it. Locations in the same row are not connected to one another.**

Location Placement for “The Western Wall (v.II)”



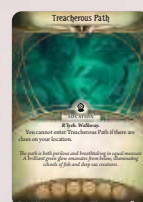
Level 5



Level 4



Level 3



Level 2



Level 1

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 The investigators may choose which version of the scenario to play.
- ② Assemble the chaos bag using the following tokens:
 +1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , ,
, .
- ② *The creature was defeated* is not recorded.
- ② The investigators have not earned any artifacts.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): With the rest of the expedition's help, you limp to your destination, taking refuge in intermittent pockets of air in the crumbling ruins. Nightmarish shapes flit to and fro in the dark ocean beyond the wall. The creatures that live in and around R'lyeh's foundation are warped and strange; you have a feeling you will be seeing them again soon, in your own nightmares.

- ☞ In your Campaign Log, cross out "The Western Wall" on the R'lyeh map.
- ☞ If an investigator has the *Do No Harm* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Check your Campaign Log.
 - ☞ If the expedition headed west, skip to **Resolution 3**.
 - ☞ If the expedition headed east, proceed to **Sepulchre of the Sleeper** (page 38).

Resolution 1: The ocean floor is a dreamlike phantasmagoria of sinister flora and nightmarish creatures. A mutated lanternfish that could only be described as antediluvian swims placidly through a forest of deep water seagrass. Another deep sea creature with glowing eyes and a jagged maw swims straight at you, but turns away at the last moment from the shimmering field that keeps the water at bay.

- ☞ In your Campaign Log, cross out "The Western Wall" on the R'lyeh map.
- ☞ If an investigator has the *Do No Harm* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Skip to **Resolution 3**.

Resolution 2: A tremor shakes the ancient city, knocking you down. Ruby curses as you steady yourself on a fallen pillar. The city of R'lyeh continues to rise. Eventually, the tremors subside. Ruby stands next to you and looks out at the perfect circle of the black water bay. "Damn," she says. "I made a bet with Andy we'd get back first. But that softie wouldn't dare collect if I pretend I broke my leg, don't you think?" You sigh and lead the way back to the Cassandra, leaving Ruby to bandage her right calf. It will be good to return.

- ☞ In your Campaign Log, cross out "The Western Wall" on the R'lyeh map.
- ☞ If an investigator has the *Do No Harm* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Proceed to **Sepulchre of the Sleeper** (page 38).

Resolution 3: An ancient dome shimmers enticingly on the sea floor. As you marvel at the strange sights, a chunk of obsidian loosens and falls from up above onto the seafloor dome. Rather than shatter, the dome ripples, pliant, as the rock falls through with a thunderous crash. Something in the center projects a barrier that repels water, but allows solid things to pass through.

Whatever strange technology is in the dome, Tillinghast will likely be interested in it. However, you could also proceed into R'lyeh: a round door in the base of the wall, contained under the same shimmering field as the dome, beckons you into the city.

- ☞ The investigators must decide (choose one):
 - ☞ To uncover the secrets of the seafloor dome, proceed to **The Drowned Quarter** (page 16).
 - ☞ To continue into R'lyeh's underground, proceed to **The Apiary** (page 19).

Task: Do No Harm

Read only if you have the "Do No Harm" Task:

Check your Campaign Log.

- ☞ If the expedition helped the pilgrim, proceed to **Task 1**.
- ☞ Otherwise, skip to **Task 2**.

Task 1: The man's condition swiftly deteriorates. By the end of your dangerous trek, he is coughing up rancid yellow phlegm. Just as you clear the treacherous paths, he doubles over with a scream and claws at his chest and face. Small holes appear in the skin around his neck and shoulder, then split open like rotten fruit as a torrent of wriggling worm-like parasites pour out. Each worm's mouth is filled with small serrated teeth that drip the same vile yellow bile issuing from the victim's body. Whatever remained of the man slowly rises to stand, like a vile puppet, to stretch one gory hand out toward you. A rubbery worm slithers out of his arm and trembles, as if tasting the air.

- ☞ Find the set-aside Hunting Parasite weakness and permanently add it to your deck. This card does not count toward your investigator's deck size.
- ☞ You tried your best to help the victim. Mark 2 progress under "Do No Harm" in your Campaign Log.

Task 2: Even after clearing the wall, you can't stop thinking about the man you abandoned. The memory of his pleading eyes, his wheezing cough, will forever haunt your dreams. Could you have saved him? Or at least provided his passing some dignity?

- ☞ You abandoned someone in need. Suffer 1 mental trauma.
- ☞ Erase 1 progress under "Do No Harm" in your Campaign Log.

The Drowned Quarter

The Drowned Quarter 1: The sound of crackling electricity greets you as you enter the undersea dome. Flooded trenches and crumbling ruins cover the round plaza on the seafloor. Try as you might, your eyes keep drifting to the ocean beyond the alien barrier. A bloom of jellyfish floats dreamily through the tenebrous depths. If the energy field were to disappear for any reason, the expedition would surely be swept away.

Check your Campaign Log.

- ☞ If the expedition headed west, proceed to **The Drowned Quarter 2**.
- ☞ If the expedition headed east, skip to **The Drowned Quarter 3**.

The Drowned Quarter 2: "I think this is the source," Andy points to the round structure in the center of the plaza. Bolts of electricity lick the shimmering bubble above. The structure is the source of the glow and, presumably, the energy field protecting these ruins from the ocean water. Inside, you find a spinning orrery: a complex mechanism of hovering spheres and whirring gears that stir a constant electric current. Locked at its core is an incandescent orb. Andy fidgets nervously. "It's powering the machine. I don't know what'll happen if we take it out but... it looks like something Mr. Tillinghast would want."

Before you can object, he sets to operating the ancient controls. There may be a way to remove the orb without drowning...

- ☞ If an investigator has the No Place Like Home Task, they resolve their respective story on the following page.

Proceed to **Setup**.

The Drowned Quarter 3: You follow the expedition past pits of deep water and sunken ruins to the source of the glow and, presumably, the energy field. Inside it, you find a spinning orrery: a complex mechanism of hovering spheres and whirring gears that stir a constant electric current. Locked at its core is an incandescent orb. Ruby gasps. "It's some kind of pumping station. I'd wager that orb is an important part of it. It's possible that stealing it could bring the ocean down on our heads." She smiles rakishly. "So you'd better be ready to run."

Before you can object, she sets to operating the ancient controls. There may be a way to take the orb without drowning...

- ☞ If an investigator has the No Place Like Home Task, they resolve their respective story on the following page.

Proceed to **Setup**.

Setup

-  Gather all cards from the following encounter sets: *The Drowned Quarter*, *Alien Machinery*, *Cosmic Legacy*, *Deep Ones*, *Elder Mist*, *Flood*, *R'lyeh*, and *Undersea Creatures*. These sets are indicated by the following icons:



- ② Put the Barrier Core into play, (*Inactive*) side faceup.
- ◆ Gather each Sea Floor location and remove one copy of Coral Reef and one copy of Drowned Acropolis from the game at random.
- ◆ Shuffle the eight remaining Sea Floor locations together and put them into play in a 3x3 grid around the Barrier Core as shown in the location placement diagram to the right.
- ◆ Each investigator begins play at the Barrier Core.
- ② Set the Barrier Node story asset and the double-sided Undersea Parasite 🐙 and Obsidian Relic 🗡️ cards aside, out of play.
- ② In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ② Add the flood tokens to the token pool and check your Campaign Log.
- ◆ *If the expedition headed east*, the rising city has shaken the ancient dome. Increase the flood level of 1 🌊 Sea Floor locations.
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.

Location Adjacency in The Drowned Quarter

During this scenario, locations are arranged in a set grid pattern. **Each location is connected to each location adjacent to it.**

- Ⓒ Adjacent locations share a side (left, right, above, or below). Locations that share only a corner are not considered adjacent.

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:

- (C) Assemble the chaos bag using the following tokens:
 +1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .
- (C) Choose if the *expedition headed west* or if the *expedition headed east*.
- ◇ If the *expedition headed west*, add 1  token to the chaos bag.
 - ◇ If the *expedition headed east*, add , ,  tokens to the chaos bag.
- (C) The investigators have not earned any artifacts.

Location Placement for “The Drowned Quarter”



Task: No Place Like Home

Read only if you have the *No Place Like Home* Task:

Your head spins as you look up at the alien orrery. The sight brings you back to that first night, the night Tillinghast took you off the streets. The stars that night were bright, and you can't forget their particular formation, the same formation in front of you now. Away from the constant grind and concerns of your life in Arkham, you've done some thinking. Tillinghast's words were kind, but his tone was harsh, cold, unfeeling. Reflecting on it, you have only garnered the businessman's attention when you were useful. There was no kindness in his act; when he saved you, he acquired you as yet another lackey in his quiver of debtors.

This is the umpteenth "last job" you've been on. Is Tillinghast really worth his word?

You must decide (*choose one*):

- ② *"Mr. Tillinghast has treated me well. I trust him."* Heal 1 mental or 1 physical trauma from your investigator. Erase 1 progress under *No Place Like Home* in your Campaign Log.
- ② *"I'm on my own. There's no one I can trust."* Mark 2 progress under *No Place Like Home* in your Campaign Log and suffer 1 mental trauma. Each investigator begins the next scenario with 2 fewer cards in their starting hand.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): On the other side of the dome entrance, you look through the gossamer barrier to the ocean floor. The ocean reclaimed the alien dome in mere seconds. It is a minor miracle that you weren't swept away.

☞ Your failure has distracted you from your goals. Each investigator must erase 1 progress under their Task, if able.

☞ Skip to **Resolution 3**.

Resolution 1: The strange node pulses in your hand, projecting a soft bubble of light that repels the falling debris. You make it to the entrance as the dome bursts like a bubble. The expedition looks on in a mixture of awe and fear as torrent of seawater reclaims the alien structure. A small prick of pain shoots through your palm, and you look down to see the node bury itself in your palm, sending spidery black hairs radiating out under your skin. They retract painlessly when you pull the node away. Tillinghast will certainly be pleased with this find.

☞ In the "Artifacts Earned" section of your Campaign Log, check the box next to "Barrier Node."

☞ Skip to **Resolution 3**.

Resolution 2: The reactivated core makes quick work of the flooded dome, draining the water in mere minutes. You survey the perimeter of the sunken ruin with the expedition, marveling at its ancient grandeur. The feeling of walking on a dry ocean floor, with fish flitting beyond the flickering bubble, is like something out of a dream. After several hours, the expedition presses on.

☞ In your Campaign Log, record the power was diverted.

☞ Each investigator earns 2 bonus experience from studying the Drowned Quarter at length.

☞ Proceed to **Resolution 3**.

Resolution 3: The energy field protecting the tunnel back to the city continues to hold strong. The jagged foundations of R'lyeh continue to break off in pieces as the city rises. It is time to move on.

☞ In your Campaign Log, cross out "The Drowned Quarter" on the R'lyeh map.

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

☞ Check your Campaign Log.

◆ If the expedition headed west, proceed to **The Apiary** (page 19).

◆ If the expedition headed east, proceed to **The Western Wall** (page 12).

The Apiary

Check your Campaign Log.

☞ If the expedition headed west, proceed to **The Apiary 1**.

☞ If the expedition headed east, skip to **The Apiary 2**.

The Apiary 1: The dank tunnels beneath R'lyeh branch and thread endlessly like the capillaries of some giant beast. Shining nodules are stationed at intervals in the walls, pulsing with soft light. After making camp on the third evening, you sit across the tunnel from Andy as he scribbles furiously in his notebook. The conversation soon turns to the events that led you both into Tillinghast's employ.

If you are playing as Ursula Downs: You and your assistant Jake each chime in with a few details of your own as Andy recounts the story that brought you together. You suppress a shudder as you recall the horrors you witnessed in the Amazon, and the incident that took Jake's leg.

"The long and the short of it is... Mr. Tillinghast said he had another big story for me. A chance for me to make my big break. And, well, maybe enough money to pay off my tab at Hibb's." He looks bashful. "I had to let off some steam after my last gig! A lot of steam."

A tremor rocks the tunnels. Andy's face grows ashen as he leans in. "I have a theory. This city? It's rising. I mean, still rising. The shakes, the crumbling foundation, the fact that it was underwater before and now it isn't. You saw the ship graveyard in the city spires, right? Ships've been going missing in this stretch of ocean for centuries. I don't know what's causing it, but I keep having these dreams..."

The next day, you discover a vast cavern. The walls and ceiling are honeycombed with small round holes that branch off haphazardly into a labyrinthine warren. Andy rushes to the entrance of one particularly foul-smelling tunnel and picks up a bloody scrap of cloth. "I don't know what lives here, but I think they like eating people."

Further in, fleshy, bilious growths line the tunnel, oozing a thick, phlegmy ichor. Could anyone actually be left alive down here?

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

☞ If any investigator has the **Walk in Faith** Task, they resolve their respective story on this page.

Proceed to **Setup (v.I) – Western Expedition** (page 20).



The Apiary 2: The tunnels beyond the heart of the city slope ever-downward through a series of complexes: ancient alien factories frozen in time. "I wonder what they made here," Ruby says. Clawed metal appendages hang over mile-long tracks while gargantuan statues stare down from high alcoves. Rather than walk in the eerie silence, you ask your companions what brought them into Tillinghast's employ.

"Truth is, Tillinghast caught me trying to sneak off with some of his, er, stock," Ruby says. "Not my best work. But that man knows how to spin any deal in his favor. He offered me a job, instead. The money was good—better than the stuff I'd nabbed—so I said yes. I've been saving up for retirement for a while now."

The factories give way to a labyrinthine tunnel system. After days of exploration, you discover a vast cavern. The walls and ceiling are honeycombed with small round holes that branch off haphazardly into a labyrinthine warren. The gory remains of a young man in a patchwork cloak lies prone in front of one tunnel. The stench is unbearable.

"This is the same kind of cloak the other fella was wearing," Ruby holds a handkerchief to her mouth as she pulls a small scrap of paper out of the man's pocket. Scrawled in blood are two words: **SEND HELP**. You look down the tunnel. Fleshy, bilious growths line the sides, giving it the look of a giant esophagus. A far worse stench emanates from within.

"Something tells me there's nobody left to help. Still, there could be something worthwhile down there," Ruby says, the usual panache noticeably absent from her voice.

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

☞ If any investigator has the **Walk in Faith** Task, they resolve their respective story on this page.

Proceed to **Setup (v.II) – Eastern Expedition** (page 20).

Task: Walk in Faith

Read only if you have the "Walk in Faith" Task:

An overwhelming sense of dread and awe fills your chest as you stare at the honeycomb of spongy, fleshy tunnels and the littered debris on the ground. There are several torn cloaks and a broken lantern. A massive chalk circle composed of Latinate words and eldritch symbols has been drawn in the center of the room. A ritual of protection, perhaps? More disturbingly, a sacred symbol of your own faith is inscribed in its center. Were the ones who drew it fellow adherents of your faith? They could be heretics, but as you think about it, you wonder if they were drawn, much like you, to this ancient city by fate. As you descend into the belly of the beast, your stomach aches. Has your faith led you astray?

You must decide (choose one):

☞ "I have such doubts." Erase 1 progress under "Walk in Faith" in your Campaign Log. The first time each investigator would draw from the encounter deck in the next scenario, they may draw 1 card from their deck instead.

☞ "I am firm in my resolve." Mark 2 progress under "Walk in Faith" in your Campaign Log and suffer 1 mental trauma. The first time each investigator draws an encounter card in the next scenario, that encounter card gains surge.

Setup (v.I) - Western Expedition

- ☉ Gather all cards from the following encounter sets: *The Apiary*, *Cosmic Legacy*, *Elder Mist*, *The Inescapable*, *Pilgrims*, *Dark Cult*, and *Striking Fear*. These sets are indicated by the following icons:



- ☉ Put Apiary Entrance into play, (*Beckoning Light*) side faceup.
 - ◆ Each investigator begins play at Apiary Entrance.
- ☉ Build the act deck using act 1a—"Unsettling Signs" and act 2a—"Lost Pilgrims." Remove the other act from the game.
- ☉ Remove the Mother enemy from the game.
- ☉ Set each of the following aside, out of play: each **Apiary** location, the Grotesque Amalgam and the double-sided Squamous Parasite ☹ enemies, the Maria Rivera, Ancient Relic ✦, and Grisly "Mask" story assets, the *Pilgrims* and *The Inescapable* encounter sets, and each copy of the Parasitic Transformation weakness.
- ☉ In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ☉ Shuffle each remaining encounter card to build the encounter deck along with the following set-aside **Apiary** locations: Growing Fields and both copies of Fleshy Paths.
 - ◆ After doing so, shuffle the set-aside Luminous Tunnels location into the bottom 10 cards of the encounter deck.
- ☉ You are now ready to begin.

Setup (v.II) - Eastern Expedition

- ☉ Gather all cards from the following encounter sets: *The Apiary*, *Cosmic Legacy*, *Elder Mist*, *The Inescapable*, *Star Spawn*, *Stowaways*, and *Striking Fear*. These sets are indicated by the following icons:



When gathering the *Star Spawn* encounter set, only gather the Infected Star Spawn enemy. Remove each other card in that set from the game.

- ☉ Put Apiary Entrance into play, (*Beckoning Light*) side faceup.
 - ◆ Each investigator begins play at Apiary Entrance.
- ☉ Build the act deck using act 1a—"Unsettling Signs" and act 2a—"The Hive Mind." Remove the other act from the game.
- ☉ Remove the Maria Rivera story asset from the game.
- ☉ Set each of the following aside, out of play: each **Apiary** location, the Grotesque Amalgam, Mother, and double-sided Squamous Parasite ☹ enemies, the Grisly "Mask" and Ancient Relic ✦ story assets, and each copy of the Parasitic Transformation weakness.
- ☉ In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ☉ Check your Campaign Log. If the creature was defeated, remove *The Inescapable* encounter set from the game.
- ☉ Shuffle each remaining encounter card to build the encounter deck along with the following set-aside **Apiary** locations: Growing Fields and both copies of Fleshy Paths.
 - ◆ After doing so, shuffle the set-aside Grasping Corridor location into the bottom 10 cards of 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:

- ☉ Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠.
- ☉ Choose if the expedition headed west or if the expedition headed east.
 - ◆ If the expedition headed west, add 1 ♠ token to the chaos bag.
 - ◆ If the expedition headed east, add ♠, ♠ tokens to the chaos bag.
- ☉ The creature was defeated is not recorded.
- ☉ The investigators have not earned any artifacts.

Scenario Interlude: Lost Pilgrims

Coughing weakly, the woman introduces herself as Maria Rivera. She and the others are a collective of pilgrims from all walks of life, led to this place by their dreams. "This is the domain of the drowned god, the dead monarch Cthulhu. We have been instructed by our leader, Lady Dao, to await his return in this ancient city." The name "Cthulhu" rings in your ears. You have heard it time and again in your dreams.

Maria continues. "However, there is something malevolent living in these tunnels. Something I fear we awakened by our presence. We sent one of our own to find help, but they haven't returned."

Your discussion is cut short by a dreadful roar. Maria lowers her gaze. "Since we arrived, we've been pursued by something... something awful. It hunted us through the streets, the ancient archive, and even through the city's heart. I hoped it would not follow us to this corrupt and horrible place." She coughs weakly. "I do not have the strength to lead them out of these tunnels. Please, I beg you, lead us to safety."

Another roar echoes through the tunnels, closer this time, accompanied by the trilling of parasites. Andy looks to you, then to Maria and says, "Gather your people. Nobody deserves to die down here."

- ② Flip Apiary Entrance to its (*Dangerous Exit*) side.
- ② Search the encounter deck, discard pile, and all in- and out-of-play areas for each non-weakness **Cultist** enemy. Shuffle them together and place them in a facedown stack beneath Lost Campsite.
- ② Choose an investigator to take control of the set-aside Maria Rivera story asset. (*Remember that Maria is also a Cultist who can be saved!*)
- ② Spawn the set-aside The Inescapable enemy, exhausted, at the location farthest from all investigators. Shuffle the rest of The Inescapable encounter set into the encounter deck, along with the encounter discard pile.
- ② Place clues on each revealed location without **victory X** up to its clue value.
- ② Continue playing.



Scenario Interlude: The Hive Mind

You feel the rush of an alien consciousness as a thousand thoughts and memories encroach upon yours. She is your Mother. You feel it deep within. You see a legion of winged, tentacled monstrosities entering an otherworldly vessel. You see Mother, small as a worm, crawl out of her host. You see her enter another host, and then another, laying eggs within their gullets. You feel her need to grow, to spread, to proliferate. Then the taste of alien flesh, of human flesh, of your own flesh as Mother tastes you even now.

You awaken to see Ruby standing over you, knife in hand. You are in a pulsing, fetid chamber; the cord that linked you to the Mother flails like a lizard's tail on the ground before you. Embedded in the walls of the chamber is a massive corpse of an alien creature held up like a grisly puppet: Mother herself. You feel her desire to absorb you, to become you, to devour you.

"We have to kill it," Ruby growls.

1. Rearrange the Apiary Entrance, Grasping Corridor, Starving Corridor, and Acidic Coelom in a circle as shown in the location placement diagram to the right. Place each other location with **victory X** and no clues on it in the victory display, discarding all tokens and cards at those locations.
2. Search the encounter deck, encounter discard pile, and play area for each remaining location and remove them from the game.
3. Find the set-aside Central Chamber location and place it in the central gap, with the bottom edge facing Acidic Coelom as shown in the location placement diagram to the right.
4. Spawn the set-aside Mother enemy at Central Chamber.
5. If *The Inescapable* encounter set is set aside, spawn *The Inescapable* enemy at the location farthest from all investigators. Shuffle the rest of *The Inescapable* encounter set into the encounter deck, along with the encounter discard pile.
6. Place clues on each revealed location without **victory X** up to its clue value.
7. Continue playing.

Location Placement for Act 2a - The Hive Mind



The Central Chamber may rotate clockwise or counter-clockwise during the scenario.

Central Chamber is currently connected to Acidic Coelom.

Rotating Locations

During this scenario, the Central Chamber location enters play in the center of a ring of four locations.

1. The location "beneath" Central Chamber is the location directly bordering the bottom edge of the Central Chamber card.
2. Although other locations are connected via their location connection icons, Central Chamber is **only** connected to the location beneath it, and vice versa.
3. If instructed to rotate Central Chamber once clockwise or counter-clockwise, rotate it in the indicated direction so that Central Chamber is facing the location clockwise or counter-clockwise to the location currently beneath it.

DO NOT READ until the end of the scenario

Before resolving any other resolution, if at least 1 investigator was defeated: The defeated investigators read **Investigator Defeat** first.

Investigator Defeat: *You don't feel any pain. In fact, there is no "you" to feel pain. Instead, "you" have become part of an endless interconnected mind that dwells beneath this city. You have always been here. And you always will be.*

- ☞ Each defeated investigator is **killed**. If there are no surviving investigators to continue the campaign, the investigators lose the campaign.
 - ✦ If the Andy Van Nortwick or Ruby Standish story asset was in the deck of any investigator who was **killed**, choose a surviving investigator to add them to their deck for the remainder of the campaign. This card does not count toward that investigator's deck size.
- ☞ If another resolution was reached, the remaining investigators proceed to that resolution.

If no resolution was reached (each investigator resigned or was defeated): *You pull a flailing worm from your neck as you escape the putrid tunnels. Hopefully you aren't infected...*

- ☞ Each investigator must search *The Apiary* encounter set for a copy of **Parasitic Transformation** and add it to their deck. This card does not count toward their deck size.
- ☞ Update your Campaign Log.
 - ✦ Cross out "The Apiary" on the R'lyeh map.
 - ✦ If the Grisly "Mask" was under the control of an investigator when the scenario ended, check the box next to Grisly "Mask" under "Artifacts Earned."
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Check your Campaign Log.
 - ✦ If the expedition headed west, proceed to **The Grand Vault** (page 24).
 - ✦ If the expedition headed east, skip to **Resolution 4**.

Resolution 1: *The last of the survivors emerges from the fetid tunnels. After thanking you, the pilgrims show you the tunnel they took from the "heart of the city." As you leave, Andy wipes ichor off of his camera lens. "There's another roll of worthless film. One shot could've made my career. I might as well have thrown all my film overboard on the way here."*

- ☞ Update your Campaign Log.
 - ✦ Record the pilgrims were saved.
 - ✦ Cross out "The Apiary" on the R'lyeh map.
 - ✦ If the Grisly "Mask" was under the control of an investigator when the scenario ended, check the box next to Grisly "Mask" under "Artifacts Earned."
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
 - ✦ Each investigator earns 2 bonus experience for saving the pilgrims from near-certain death!
- ☞ Proceed to **The Grand Vault** (page 24).

Resolution 2: *Shell-shocked, you emerge from the tunnels to find the vast antechamber where you began. If any pilgrims survived, they did not linger. After a long silence, the expedition prepares to move on. Andy narrows his eyes at a trail of blood on the floor, noting that if a pilgrim had been dragged away, it would be much messier. Their trail may lead to "the city core" as Maria put it.*

- ☞ Each investigator must search *The Apiary* encounter set for a copy of **Parasitic Transformation** and add it to their deck. This card does not count toward their deck size.
- ☞ Update your Campaign Log.
 - ✦ Record the pilgrims were devoured.
 - ✦ Cross out "The Apiary" on the R'lyeh map.
 - ✦ If the Grisly "Mask" was under the control of an investigator when the scenario ended, check the box next to Grisly "Mask" under "Artifacts Earned."
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Proceed to **The Grand Vault** (page 24).

Resolution 3: *The expedition treks back to the apiary entrance, covered in gore. You scratch a persistent itch on the back of your neck, hoping you weren't infected. Splintered memories from your brief moment as part of the hive mind continue to encroach on your thoughts. You doubt you will ever feel quite the same again.*

- ☞ Update your Campaign Log.
 - ✦ Record the investigators exterminated the alien parasites.
 - ✦ Cross out "The Apiary" on the R'lyeh map.
 - ✦ If the Grisly "Mask" was under the control of an investigator when the scenario ended, check the box next to Grisly "Mask" under "Artifacts Earned."
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Proceed to **Resolution 4**.

Resolution 4: *You eventually find your old route. Several more days' journey brings you to a large round door the size of a bank vault. After pressing several alien glyphs in turn, the door rolls back to reveal a dry path winding along the seafloor toward a softly glowing dome. A shimmering, gossamer energy field holds back the weight of the ocean. As you marvel at the miraculous path and dome, a chunk of obsidian loosens and falls from above onto the dome. Rather than shatter, the dome ripples, pliant, as the rock falls through with a thunderous crash.*

"This is impossible," gasps Ruby. "Something in that dome is powering the barrier. Looks like it holds back water, but lets other things pass through. Whatever's doing it could be a good find for Randall." She looks up the sheer wall leading to the surface.

- ☞ The investigators must decide (choose one):
 - ✦ "We came this far. We're not leaving any stone unturned." To explore the seafloor dome, proceed to **The Drowned Quarter** (page 16).
 - ✦ "Are you crazy? We need to get out of here!" To scale the wall and return to camp, proceed to **The Western Wall** (page 12).



The Grand Vault

Check your Campaign Log.

☞ If the expedition headed west, proceed to **The Grand Vault 1**.

☞ If the expedition headed east, skip to **The Grand Vault 2**.

The Grand Vault 1: You hear the echoing churn of great machinery long before you see it. After emerging from the claustrophobic tunnels, you stand on a precipice overlooking a large cavernous expanse. It is so vast that you cannot see the far side. An array of interconnected chambers are laid out like a labyrinth, thrumming with the sound of alien constructs. Amid the clamor is the sound of running water even farther below.

☞ Skip to **The Grand Vault 3**.

The Grand Vault 2: You hear the echoing churn of great machinery long before you see it. You reach the bottom of the spiraling staircase to stand on a precipice overlooking a large cavernous expanse. It is so vast that you cannot see the far side. An array of interconnected chambers are laid out like a labyrinth, thrumming with the sound of alien constructs. Amid the clamor is the sound of running water even farther below.

☞ Proceed to **The Grand Vault 3**.

The Grand Vault 3: This is the pulsing core of R'lyeh. Colossal sluices channel floodwater from the city above, filling and draining vaults like the chambers of a heart. This seems to be some source of power, and the reason for the city's steady rise. After discussing with the expedition, you resolve to explore the massive complex before moving on. If ever there was a place to find one of those elusive artifacts, it would be here.

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

☞ If any investigator has the *Toe the Line* Task, they resolve their respective story on the next page.

Proceed to **Setup**.

Setup

- ☞ Gather all cards from the following encounter sets: *The Grand Vault*, *Alien Machinery*, *Flood*, *The Inescapable*, *R'lyeh*, and *Star Spawn*. These sets are indicated by the following icons:



- ☞ Put the Great Stair, Moving Platform, Sealed Chamber, and Core of the Vault locations into play, as indicated in the location placement diagram on page 36.
 - ☞ Remove one copy of Otherworldly Mechanisms from the game at random (Otherworldly Mechanisms are on the revealed side of some Vault Chamber locations).
 - ☞ Shuffle each remaining copy of Vault Chamber together and put them into play according to the location placement diagram.
 - ☞ Each investigator begins at the Great Stair.
- ☞ Check your Campaign Log.
 - ☞ If the power was diverted, place 1 resource on the bottom left Vault Chamber. This location has been “activated.”
 - ☞ Otherwise, place one resource on the bottom left, bottom right, and top right Vault Chamber locations. These locations have been “activated.”
- ☞ Shuffle each enemy from the *Star Spawn* encounter set and remove 2 at random from the game. Set the rest aside, out of play.
- ☞ Set the following cards aside, out of play: Each copy of the double-sided Ancient Vault (☞, ✖, ☹) treachery, each copy of the Vault Attendant enemy, the Tidal Tablet story asset, and *The Inescapable* encounter set.
- ☞ In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ☞ Add the flood tokens to the token pool.
 - ☞ Increase the flood level of the three Vault Chamber locations in the bottom row.
- ☞ Shuffle the remaining 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:

- ☞ Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ☞ Choose if the expedition headed west or if the expedition headed east.
 - ☞ If the expedition headed west, add ▲, ▲ tokens to the chaos bag.
 - ☞ If the expedition headed east, add ▼, ▼ tokens to the chaos bag.
- ☞ The power was diverted.
- ☞ The investigators have not earned any artifacts.

Task: Toe the Line

Read only if you have the “Toe the Line” Task:

The expedition makes camp before descending into the vault below. Over a bland but filling meal, one of your fellow expedition members reveals they have a history with your former employer. “Wait, you’re the one everyone talks about?” they snort. “Trust me, from the things I’ve heard, you don’t want your old job back. Your old boss still jokes about you. Even if Tillinghast could get you the job, nobody back there respects you. You’re looking at a life of grunt work, pal.”

You finish your meal in silence as you ponder their words. Your old colleagues might not respect you, but with Tillinghast’s connections, you could make them fear you. A few bribes, well-timed threats—even a call from the mob—might put them in their place. It’s not exactly above-board, but if you play the cards right, you could oust your former employer. You have the rest of the expedition to plan your move once you get back to Arkham.

You must decide (choose one):

- ☞ Take your old job back, at any cost. Erase 1 progress under “Toe the Line” in your Campaign Log. During the next scenario, you get +1 to each of your skills during the first agenda.
- ☞ Take the high road. It ain’t worth it. Mark 2 progress under “Toe the Line” in your Campaign Log and suffer 1 mental trauma. During the next scenario, you get -1 to each of your skills during the first agenda.

The Moving Platform and Location Connections

During this scenario the investigators will need to use the Moving Platform to navigate the Grand Vault.

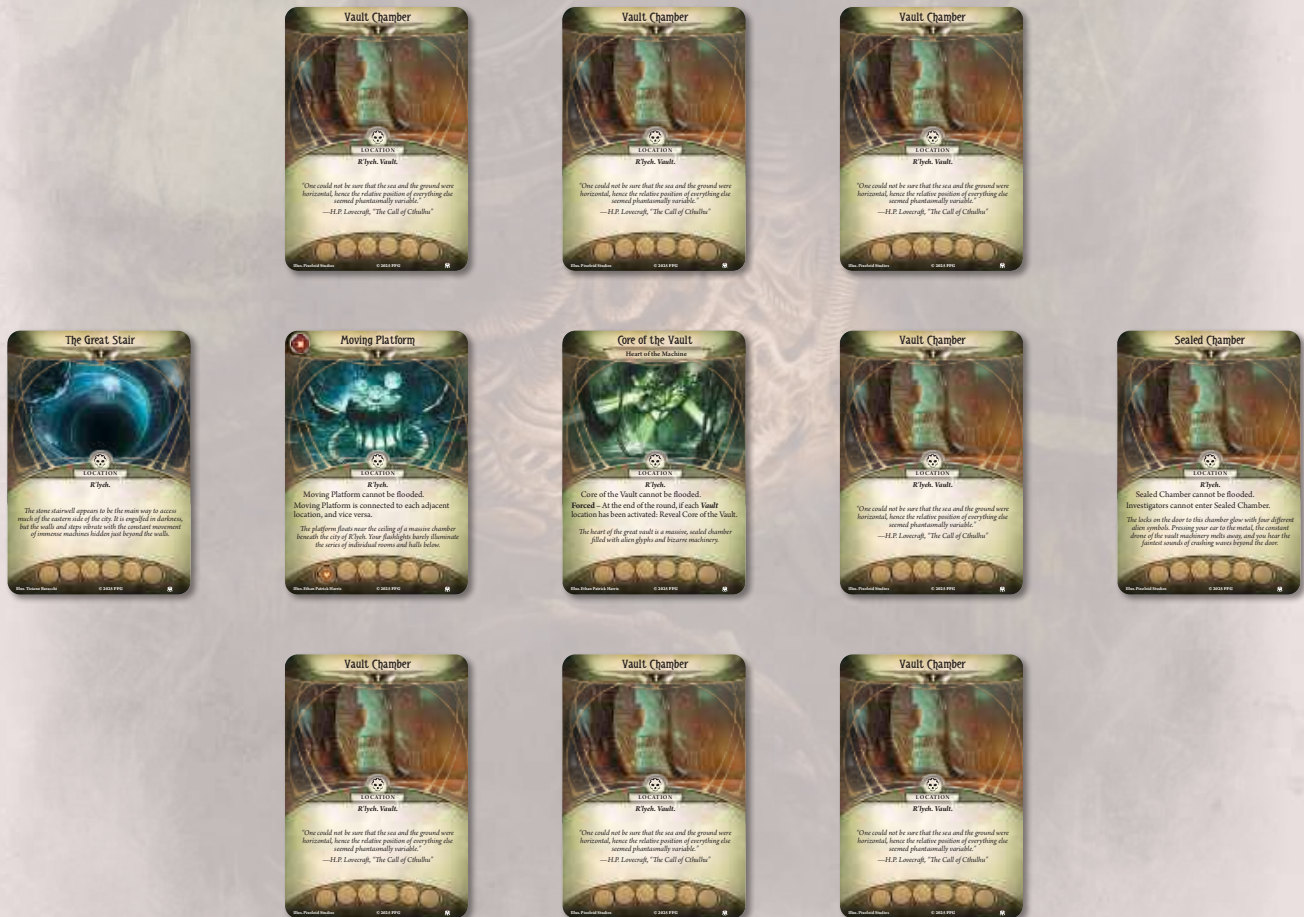
- ☞ Locations are not connected to one another except via the Moving Platform or their connection icons.
 - ☞ The Moving Platform is connected to each location adjacent to it, and vice versa.
 - ☞ Adjacent locations share a side (left, right, above, or below).
 - ☞ Locations that share only a corner are not considered adjacent.
- ☞ When instructed to swap the Moving Platform with an adjacent **Vault** location, simultaneously move each of those locations (along with all cards and tokens at them) to the space the other one was occupying.

Activating and Deactivating Locations

During this scenario, locations can be “activated” or “deactivated” through setup instructions or scenario effects. An activated location has no inherent game effect, however certain scenario effects will reference whether a location is activated or not.

- ☞ When instructed to “activate” a location, place a resource token on that location. That location has been activated.
 - ☞ You cannot activate a location that is currently activated.
- ☞ When instructed to “deactivate” a location, remove the resource token on that location. That location has been deactivated.
 - ☞ You cannot deactivate a location that is not currently activated.

Location Placement for “The Grand Vault”



Scenario Interlude: The Vault Core

The core of the vault houses an elaborate control station. With the surrounding chambers activated, the control station hums with a sickly green energy. Ancient stylized glyphs portray a warped, shifting facsimile of the city. After some scrutiny, you surmise that the station powers each sector of the city; most notably, there is one familiar area that catches your attention: a pair of massive gates in the base of a towering spire. Their design looks curiously like the obsidian gates where you made landfall.

A small red node blinks underneath it, as if begging you to press it.

You must decide (choose one):

- 🕒 **Push the button.** In your Campaign Log, record the inner sanctum was unsealed. Continue playing.
- 🕒 **Leave it alone.** Each investigator earns 1 bonus experience. Continue playing.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned during act 1 or was defeated): You are rescued from the churning water battered and bruised, but thankfully still alive. After returning to the towering precipice where you began, you are pleasantly surprised to find Ruby and Andy chatting over a meal of dry rations. Rather than cut the reunion short, you resolve to make camp. Together, you pass the evening cracking jokes and sharing stories. Before parting ways, Ruby and Andy share their findings and compile a crude map of the ancient city.

☞ Update your Campaign Log.

- ✦ Cross out “The Grand Vault” on the R’lyeh map.
- ✦ If the Tidal Tablet was under the control of an investigator when the scenario ended, check the box next to “Tidal Tablet” under “Artifacts Earned.”

☞ If any investigator has the *Good Money* Task, have them resolve their respective story on this page.

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

☞ Check your Campaign Log.

- ✦ If the expedition headed west, proceed to **Court of the Ancients** (page 28).
- ✦ If the expedition headed east, proceed to **The Apiary** (page 19).

Resolution 1: The expedition members pass the evening sharing stories and cracking jokes. Even in spite of the city’s dour atmosphere, spirits seem to be high. You share your findings with Ruby and her companions while Andy attempts to make stew. She describes their difficult route to the vault, and advises you take the path up through the ancient court above, instead of the route she took through the silent factories.

“I’m pretty sure the factory collapsed behind us, anyway,” Ruby says. “If you take the path through the court, I’d recommend you steer clear of those ‘pilgrims.’ The whole city’s crawling with ‘em. I saw a whole mob shambling toward the colossal temple overhead. They told me they escaped an underground nest of some kind. Some of ‘em seem to have come down with a pretty nasty fever, so I recommend you keep your distance.”

☞ Update your Campaign Log.

- ✦ Cross out “The Grand Vault” on the R’lyeh map.
- ✦ If the Tidal Tablet was under the control of an investigator when the scenario ended, check the box next to “Tidal Tablet” under “Artifacts Earned.”

☞ If any investigator has the *Good Money* Task, have them resolve their respective story on this page.

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

☞ Proceed to **Court of the Ancients** (page 28).

Resolution 2: The expedition members pass the evening sharing stories and cracking jokes. Even in spite of the city’s dour atmosphere, spirits seem to be high. While Ruby plays poker with the more impulsive expedition members, you share your findings with Andy. He, in turn, recounts their trek down the sunken western wall and through the ancient foundations of the city.

“A rockslide stranded us in some kind of ancient crypt. There were mummified remains of some ghastly creatures—nothing like anything I’ve ever seen before. Otherwise, it’s been pretty uneventful,” Andy says, handing you a bowl of bland stew. “Ah, but actually, a few days back, we ran into someone who was deathly sick. They refused to come with us. Said they were some kind of ‘pilgrim’ and that they came here to worship the god of this ancient city. Something named Cthulhu.”

The name “Cthulhu” rings in your ears. You have heard it time and again in your dreams. After the meal, you find yourself speaking it, under your breath, as you fall asleep.

☞ Update your Campaign Log.

- ✦ Cross out “The Grand Vault” on the R’lyeh map.
- ✦ If the Tidal Tablet was under the control of an investigator when the scenario ended, check the box next to “Tidal Tablet” under “Artifacts Earned.”

☞ If any investigator has the *Good Money* Task, have them resolve their respective story on this page.

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

☞ Proceed to **The Apiary** (page 19).

Task: Good Money

Read only if you have the “Good Money” Task:

You lie awake in the dark for several hours, mulling over your last conversation in Arkham. Carl Sanford, head of the Silver Twilight Lodge, told you he had a deal for you. A better deal than anything Tillinghast would ever give you. All you have to do is present your findings to him instead of Randall. If you skim a few extra relics on the side, maybe swipe some notes and photos of the ancient city, he promised double what Tillinghast would pay, maybe even more.

You didn’t want to get involved in whatever petty feud is unfolding between the two old men. There is certainly risk in playing both sides. That said, you didn’t get the impression Sanford thought he was giving you a choice. If you play your cards right, you could collect from both Sanford and Tillinghast and walk away with triple the reward. Whatever you do, you’ll need to be resolved to see it through.

You must decide (choose one):

- ☞ *Play it safe.* Erase 1 progress under “Good Money” in your Campaign Log. During the next scenario, you begin the game with 3 additional resources.
- ☞ *Play both sides for all they’re worth.* Mark 2 progress under “Good Money” in your Campaign Log. During the next scenario, you cannot gain resources during the upkeep phase.

Court of the Ancients

Check your Campaign Log.

☞ If the expedition headed west, proceed to **Court of the Ancients 1**.

☞ If the expedition headed east, skip to **Court of the Ancients 2**.

Court of the Ancients 1: Time seems to slip away as you follow the dark tunnels out of the heart of the city. Eventually the constant churn and thrum of machinery melts away, replaced by an ominous silence. Andy has only just proposed that you turn around to find another route when the endless stairs come to a stop. An intricately carved door is set in the ceiling above you. Pressing a panel in its center reveals a vast, airy structure that vaguely resembles the nave of some ancient alien cathedral. A towering lift dominates the center, surrounded by spiraling ringed floors. The walls are covered in countless alien glyphs, pulsing with green light. You wonder if the great archive might hold anything valuable.

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

☞ If any investigator has the *Plumb the Depths* Task, they resolve their respective story to the right.

Proceed to **Setup**.

Court of the Ancients 2: You land on the top floor of the towering nave. Twisting stairs and catwalks circle the sprawling structure, revealing more levels below. The walls around you are covered in glowing alien glyphs: hundreds of thousands of symbols covering every surface. You wonder if the great archive might hold anything valuable.

"Watch yourself. We're not the first ones here," says Ruby. The jewel thief is bent over a prone human body lying in a pool of fresh blood. You're struck by their colorful patchwork cloak. A deep, rumbling roar reverberates through the chamber. Ruby's expression turns grave.

"If we're going to find anything of value, we'd better act quickly."

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

☞ If any investigator has the *Plumb the Depths* Task, they resolve their respective story to the right.

Proceed to **Setup**.

Task: Plumb the Depths

Read only if you have the "Plumb the Depths" Task:

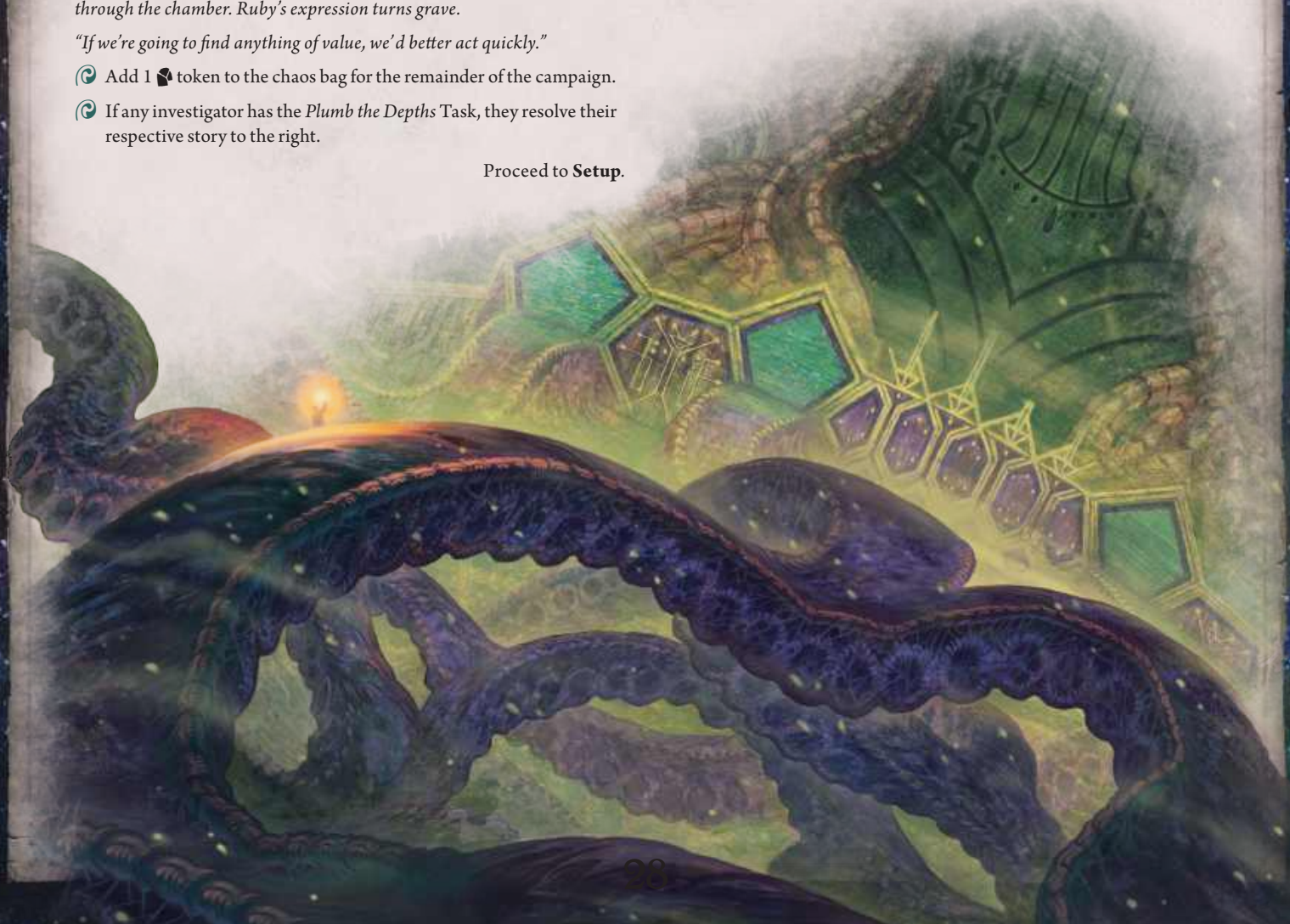
You can't help but marvel at the austere grandeur of the ancient structure. Was this an ancient palace? A library? A place of worship? The intricate murals on the walls are a blend of pictograph and alien writing, depicting an ancient migration across the stars. The glyphs glow with a flickering green light, chronicling unknowable histories, ancient secrets hidden from humankind.

One image—a nightmarish scene of oceanic horrors and sunken cities—catches your attention. You press the eye of a particularly disturbing creature and feel a rush of ancient memories. Thoughts and feelings of an alien being, images of the stygian depths of some distant planet, overwhelm your consciousness. The memories give way to clearer, more defined facts, dates, a history recorded by a prehistoric civilization. You begin to feel yourself slip away, as though your consciousness were being drawn through a sieve. There is much more you could learn... but should you?

You must decide (choose one):

☞ *Look away.* Erase 1 progress under "Plumb the Depths" in your Campaign Log. Each investigator begins the next scenario with 1 clue (from the token pool).

☞ *Seek the truth.* Mark 2 progress under "Plumb the Depths" in your Campaign Log and suffer 1 mental trauma. Each investigator begins the next scenario with 1 fewer card in their opening hand.



Setup

- ☞ Gather all cards from the following encounter sets: *Court of the Ancients*, *Domination*, *Dreams*, *Elder Mist*, *The Inescapable*, *R'lyeh*, and *Star Spawn*. These sets are indicated by the following icons:



- ☞ Put the Twisting Catwalks, West Antechamber, East Antechamber, and Ancient Altar locations into play according to the location placement diagram on page 27.

- ☞ Shuffle each copy of Crumbling Archives and remove one of them from the game at random. Put each remaining copy of Crumbling Archives into play as shown in the location placement diagram.

- ☞ Check your Campaign Log. *If the expedition headed west:*

- ☞ Put the Great Lift location into play on level 1, (*Inactive*) side faceup. (See **The Great Lift and Sliding Locations to the right**).
- ☞ Gather all cards from the *Stowaways* encounter set. This set is indicated by the following icon:



- ☞ Build the act and agenda deck using agenda 1a—"Ruined Archives," agenda 2a—"Unstable Foundations," act 1a—"Steps of Giants," and act 2a—"Escape the Tower (v. I)." Remove each other act and agenda from the game.
- ☞ Search the *Star Spawn* encounter set for the Star Spawn Observer enemy and set it aside, out of play. Remove two other cards in the *Star Spawn* encounter set from the game at random.
- ☞ Each investigator begins play at East Antechamber.

- ☞ Check your Campaign Log. *If the expedition headed east:*

- ☞ Put the Great Lift location into play on level 4, (*Inactive*) side faceup. (See **The Great Lift and Sliding Locations to the right**).
- ☞ Gather all cards from the *Pilgrims* encounter set. This set is indicated by the following icon:



- ☞ Build the act and agenda deck using agenda 1a—"Flooded Archives," agenda 2a—"Unstable Foundations," act 1a—"Steps of Giants," and act 2a—"Escape the Tower (v. II)." Remove each other act and agenda from the game.
- ☞ Add the flood tokens to the token pool.
- ☞ Increase the flood level of each location on levels 1 and 2.
- ☞ Increase the flood level of each location on level 1 so that they are fully flooded.
- ☞ Search the *Star Spawn* encounter set for the Star Spawn Observer enemy and set it aside, out of play. Remove each other card in the *Star Spawn* encounter set from the game.
- ☞ Each investigator begins play at Twisting Catwalks.

- ☞ Set the Shard of Y'ch'leht story asset and the Colossal Tyrant enemy aside, out of play.
- ☞ Check your Campaign Log. *If the creature was defeated*, remove *The Inescapable* encounter set from the game. Otherwise, set *The Inescapable* enemy aside, out of play.
- ☞ In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ☞ Shuffle the remaining encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

The Great Lift and Sliding Locations

During this scenario, the investigators will need to use the Great Lift to explore other levels of the tower.

- ☞ Locations are not connected to one another except via the Great Lift, their connection icons, or certain card effects.
- ☞ The Great Lift is only connected to the locations to the left and right of it, and vice versa.
- ☞ When instructed to slide the Great Lift up or down, move the Great Lift to the level above or below its current level.
 - ☞ The Great Lift cannot move above level 4 or below level 1.
- ☞ When the Great Lift moves, each card and token at that location moves with it.

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:

- ☞ Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .
- ☞ Choose if *the expedition headed west* or if *the expedition headed east*.
 - ☞ If *the expedition headed west*, add , ,  tokens to the chaos bag.
 - ☞ If *the expedition headed east*, add 1  token to the chaos bag.
- ☞ *The creature was defeated* is not recorded.
- ☞ The investigators have not earned any artifacts.

Location Placement for “Court of the Ancients”

Great Lift (Heading East)

Level 4



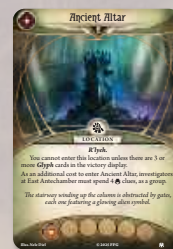
Level 3



Level 2



Level 1



Great Lift (Heading West)

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *The rest of the expedition tell you they found you standing at the edge of the towering climb as if sleepwalking. You rub your eyes. You have no memory of the alien court. And, given that it has almost entirely collapsed, you never will.*

☞ Update your Campaign Log.

- ✦ Cross out "Court of the Ancients" on the R'lyeh map.
- ✦ If the Shard of Y'ch'leht was under the control of an investigator when the scenario ended, check the box next to "Shard of Y'ch'leht" under "Artifacts Earned."

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

☞ Check your Campaign Log.

- ✦ If the expedition headed west, proceed to **Obsidian Canyons** (page 32).
- ✦ If the expedition headed east, proceed to **The Grand Vault** (page 24).

Resolution 1: *Steeling yourself for another climb, you put one hand above the other, moving from handhold to handhold as the tower threatens to collapse under you. Eventually you pull yourself to the lip of the shattered dome and out to safety. Andy clammers out of the ancient court, followed by the rest of the expedition. You all look down at the dazzling skyline of R'lyeh, which seems to shift and sway strangely in the strong sea winds.*

☞ Update your Campaign Log.

- ✦ Cross out "Court of the Ancients" on the R'lyeh map.
- ✦ If the Shard of Y'ch'leht was under the control of an investigator when the scenario ended, check the box next to "Shard of Y'ch'leht" under "Artifacts Earned."

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

☞ Proceed to **Obsidian Canyons** (page 32).

Resolution 2: *After prodding and twisting at every ridge of the dais, it finally slides open. Below, a spiral stairway descending into deep darkness below. Another chunk of rock shatters on the floor of the ancient building. "We have to get out of here!" Ruby shouts. Wasting no time, you descend the stairs, leaving the crumbling tower and its ancient secrets behind.*

☞ Update your Campaign Log.

- ✦ Cross out "Court of the Ancients" on the R'lyeh map.
- ✦ If the Shard of Y'ch'leht was under the control of an investigator when the scenario ended, check the box next to "Shard of Y'ch'leht" under "Artifacts Earned."

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

☞ Proceed to **The Grand Vault** (page 24).





Task: Dreams of Destruction

Read only if you have the “Dreams of Destruction” Task:

As you look out at the breathtaking landscape, a cacophony of whispers fills your thoughts. Overwhelmed, you fall to your knees, clutching your hands to your temples. In your mind’s eye, you see a corona of light, a sky filled with tenebrous shadows, and a gargantuan figure writhing in pain, covered in glowing sigils. Is it a vision? Or an ancient memory? You see the city spires bow like blades of grass as meteors fall from the sky. Something inside you stirs. You are feeling someone—or something—else’s sorrow. The city buried, serene, doomed to sleep on the ocean floor for vigintillion years. Whatever it is that you feel, it wants to share your burdens, your fears, your desires. You need only to let it in...

You must decide (choose one):

- ☞ *Drown out the whispers.* Erase 1 progress under “Dreams of Destruction” in your Campaign Log and suffer 1 mental trauma. You (and only you) gain 2 bonus experience.
- ☞ *Let it in.* Mark 2 progress under “Dreams of Destruction” in your Campaign Log. At the beginning of each investigator’s first turn in the *Obsidian Canyons* scenario, they must draw the top card of the encounter deck.

Obsidian Canyons

Check your Campaign Log.

- ☞ If the expedition headed west, proceed to **Obsidian Canyons 1**.
- ☞ If the expedition headed east, proceed to **Obsidian Canyons 2**.

Obsidian Canyons 1: “Am I dreaming?” Andy looks out at the horizon. Ephemeral shapes coalesce and then dissipate in the mists below. In the distance, you see the Obsidian Gates where you made landfall. The wide expanse between you and it is filled with mind-bending spires and poisonous green mist. Andy curses as he dumps water out of his camera bag. “Mr. Tillinghast assured me this bag was airtight. I told him all I wanted was pictures, maybe a book deal. And now it’s all ruined.”

- ☞ Skip to **Obsidian Canyons 3**.

Obsidian Canyons 2: The streets of R’lyeh are flooded with stagnant water and a foul, bilious smell you cannot identify. After spending hours making little progress from where you made landfall, you find a climbable path up to the summit. Using your rope and a little climbing gear, you reach the nearest vantage point. The ancient dome beckons to you in the distance. “Just don’t look down,” Ruby says. “If you fall, I’m not peeling you off the ground.”

- ☞ Proceed to **Obsidian Canyons 3**.

Obsidian Canyons 3: The alien city sprawls for miles. Chunks of broken spires are suspended in the air above collapsed towers, and colorful reefs hang from the undersides of ancient bridges. Decaying wrecks of ancient ships lean precariously atop the obsidian spires, swaying gently. You and your companions stare in awe at the unbelievable landscape.

A gale-force wind nearly sweeps you off your feet. You steady yourself and look to the south to see dark, angry storm clouds crackling with green energy. The breeze reaches a howling crescendo, then suddenly dies down. The landscape below seems to rearrange as miasmic clouds bend and swirl. Your head swims; when you look back at the horizon, the skyline has changed entirely.

- ☞ If any investigator has the *Dreams of Destruction* or *Prove Your Worth* Tasks, they resolve their respective story on this page.
- ☞ Check your Campaign Log.
 - ◆ If the expedition headed west, proceed to **Setup (v.I) – Western Expedition** (page 33).
 - ◆ If the expedition headed east, proceed to **Setup (v.II) – Eastern Expedition** (page 33).

Task: Prove Your Worth

Read only if you have the “Prove Your Worth” Task:

Nobody else on this expedition appreciates your talents. How could they? It’s your duty to help, to show them why you were the perfect choice for this damned expedition. Nobody asked you, but this could be the perfect time to prove your worth.

You must decide (choose one):

- ☞ “These ropes are all wrong. I can do much better.” Without consulting them, choose an investigator to help (not yourself, if able). Remember “[your investigator’s name] helped with the ropes” (as well as the chosen investigator’s name). Each investigator begins the next scenario with 2 fewer starting resources.
- ☞ “I trust their handiwork.” Each investigator begins the next scenario with 1 additional starting resource.

Setup (v.I) – Western Expedition

- ② Gather all cards from the following encounter sets: *Obsidian Canyons*, *Cosmic Legacy*, *Elder Mist*, *The Inescapable*, *R'lyeh*, *Star Spawn*, *Ancient Evils*, *Chilling Cold*, *Nightgaunts*, and *Striking Fear*. These sets are indicated by the following icons:



Set all 14 cards in the *Ancient Evils*, *Chilling Cold*, and *Striking Fear* encounter sets aside, out of play, as “open sky” (See **Open Sky** on page 34).

- ② Gather each location in the *Obsidian Canyons* encounter set.
- ◆ Remove Ancient Dome from the game.
 - ◆ Set R'lyeh Streets, Central Spire, Floating Spire, Aerial Waterfall, Glyph Orrery 2, and Western Wall aside, out of play.
 - ◆ Shuffle each remaining **Summit** location into a separate deck, unrevealed side faceup. This is the **Summit deck**. (See **The Summit Deck and Sliding Locations** on page 34).
 - ◆ Put R'lyeh Streets into play along with four of the set-aside open sky cards according to the location placement diagram for act 1 on page 35.
 - ◆ Fill each empty space in the diagram with the bottom card of the Summit deck above and to the right of R'lyeh Streets until there are 3 rows and 4 columns.
 - ◆ Shuffle the set-aside Central Spire into the top three cards of the Summit deck.
 - ◆ Each investigator begins play at R'lyeh Streets.
- ② Find the double-sided Eastern Winds/Western Winds story card and put it into play, Eastern Winds side faceup.
- ② Build the act and agenda decks using agenda 1a—“Encroaching Storms,” act 1a—“Scouring the Spires,” act 2a—“Deadly Skies,” and act 3a—“Return to the Shoreline.” Remove each other act and agenda from the game.
- ② Place 1 resource on the scenario reference card under Storm Intensity.
- ② Shuffle each enemy from the *Star Spawn* encounter set and remove two at random from the game.
- ② Set the double-sided Sky Relic 2 story asset, Eroded Frieze 2 treachery, and the Obsidian Claw story asset aside, out of play.
- ② Check your Campaign Log. If the creature was defeated, remove *The Inescapable* encounter set from the game. Otherwise, spawn *The Inescapable* enemy at the location farthest from all investigators, exhausted.
- ② In player order, each player may choose 1 earned **Artifact** asset or 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.

Setup (v.II) – Eastern Expedition

- ② Gather all cards from the following encounter sets: *Obsidian Canyons*, *Cosmic Legacy*, *Elder Mist*, *The Inescapable*, *R'lyeh*, *Star Spawn*, *Chilling Cold*, *Nightgaunts*, and *Striking Fear*. These sets are indicated by the following icons:



Set all 11 cards in the *Chilling Cold* and *Striking Fear* encounter sets aside, out of play, as “open sky” (See **Open Sky** on page 34).

- ② Gather each location in the *Obsidian Canyons* encounter set.
- ◆ Remove Western Wall and Floating Spire from the game.
 - ◆ Set R'lyeh Streets, Central Spire, Aerial Waterfall, Glyph Orrery 2, and Ancient Dome aside, out of play.
 - ◆ Shuffle each remaining **Summit** location into a separate deck, unrevealed side faceup. This is the **Summit deck**. (See **The Summit Deck and Sliding Locations** on page 34).
 - ◆ Put R'lyeh Streets into play along with four of the set-aside open sky cards according to the location placement diagram for act 1 on page 35.
 - ◆ Fill each empty space in the diagram with the bottom card of the Summit deck above and to the right of R'lyeh Streets until there are 3 rows and 4 columns.
 - ◆ Shuffle the set-aside Central Spire into the top three cards of the Summit deck.
 - ◆ Each investigator begins play at R'lyeh Streets.
- ② Find the double-sided Eastern Winds/Western Winds story card and put it into play, Western Winds side faceup.
- ② Build the act and agenda decks using agenda 1a—“Otherworldly Storms,” act 1a—“Searching the Spires,” and act 2a—“To The Ancient Dome!” Remove each other act and agenda from the game.
- ② Place 1 resource on the scenario reference card under Storm Intensity.
- ② Shuffle each enemy from the *Star Spawn* encounter set and remove three at random from the game.
- ② Set the double-sided Sky Relic 2 story asset, Eroded Frieze 2 treachery, and the Obsidian Claw story asset aside, out of play, along with *The Inescapable* encounter set.
- ② Search the *Obsidian Canyons* encounter set for one copy of the Star Vampire enemy and remove it from the game.
- ② In player order, each player may choose 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.



Open Sky

Throughout this scenario, you will be instructed to place “open sky” cards by taking the encounter cards gathered during setup and placing them in the indicated positions, facedown.

- ☞ Open sky counts as a location for the purposes of card effects, location adjacency, and for determining distance between locations.
- ☞ Investigators cannot move into open sky unless otherwise indicated by scenario effects.
- ☞ Open sky cannot be investigated and clues cannot be dropped on it. If a clue would be dropped or placed on open sky for any reason, the investigators must choose the nearest revealed location and place that clue on it instead.
- ☞ Locations can enter play in a position occupied by an open sky card. Should this happen, the open sky card occupying that position leaves play.
- ☞ If open sky leaves play for any reason, place it on the **top** of the Summit deck. **Do not** place it in the encounter discard pile. All enemies, tokens, and attachments at that open sky are discarded.

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:

- ☞ Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠.
- ☞ Choose if the expedition headed west or if the expedition headed east.
 - ◆ If the expedition headed west, add 3, 3, ☠ tokens to the chaos bag.
 - ◆ If the expedition headed east, add 1 ☠ token to the chaos bag.

☞ The creature was defeated is not recorded.

☞ The investigators have not earned any artifacts.

The Summit Deck and Sliding Locations

During this scenario, locations and open sky will enter and leave play via the Summit deck. This deck is composed of Summit location cards as well as single-sided open sky cards.

- ☞ Cards are always drawn from the **bottom** of the Summit deck.
- ☞ Encounter cards from the Summit deck are always placed facedown (unrevealed side faceup if they are locations).
- ☞ If a gap between locations and/or open sky is created for any reason and not immediately filled via scenario card instructions, fill that gap with the **bottom** card of the Summit deck, facedown if it is an encounter card or unrevealed side faceup if it is a location.
- ☞ Investigators may be instructed to slide rows to the left or right. To do so, slide each card in that row (locations and open sky) once in the indicated direction. Each card and token at those locations/open sky move as well. Any cards that move outside of the established columns are placed on top of the Summit deck.
- ☞ Some locations cannot be moved. If instructed to slide cards in a row and there is a location in that row that cannot be moved, leave that location in its place and “skip” it, moving the card that would enter its space into the nearest gap created.

Storm Intensity

Throughout this scenario, the number of resources under “Storm Intensity” on the scenario reference card indicates the strength of the otherworldly gales of R’lyeh. The higher the Storm Intensity, the more hazardous the weather. Storm Intensity has no inherent game effect on its own; however, some scenario effects may change or become stronger depending on the current level of Storm Intensity.

Location Adjacency in this Scenario

During this scenario, locations are arranged in a set grid pattern. **Each location is connected to each location adjacent to it.**

- ☞ Adjacent locations share a side (left, right, above, or below).
- ☞ Locations that share only a corner are not considered adjacent.

Location Placement for Act 1

Row

1

?



?

?

2



?



?

Note: Each ? location is placed from the bottom of the Summit deck.

3



?

?

Column

I

II

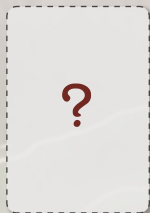
III

IV

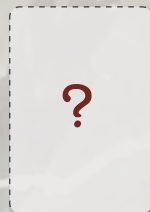
Location Placement for Act 2

Row

1



2



3



Column

I

II

III

IV

V

Note: Each ? location is placed from the bottom of the Summit deck, and may be either a Summit location or open sky.

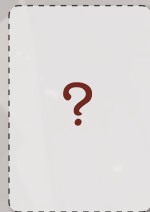
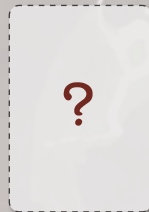
Location Placement for Act 3

Row

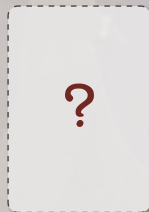
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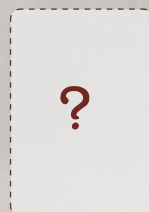
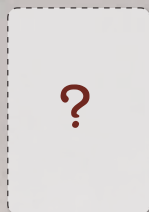
2



3



4



Column

I

II

III

IV

V

Note: Each ? location is placed from the bottom of the Summit deck, and may be either a Summit location or open sky.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): The poisonous gales howl through the black stone corridors of the ancient city with all the force of a hurricane. As you are battered on all sides by stinging, sharp winds, the acrid vapors make your head spin with unsettling visions. These unearthly weather patterns seem to blow from somewhere far beyond, from an undimensioned plane of existence.

You awaken to see your companions gathered around you. As they help you to your feet, you turn away from the brilliant skyline and the churning clouds. You have no memory of passing out. How did you even get here?

- ☞ In your Campaign Log, cross out "Obsidian Canyons" on the R'lyeh map.
- ☞ Each investigator must search the collection for a random **Madness** or **Omen** basic weakness and add it to their deck for the remainder of the campaign.
- ☞ If any investigator has the *Prove Your Worth* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Check your Campaign Log.
 - ☞ If the expedition headed west, proceed to **The Sepulchre of the Sleeper** (page 38).
 - ☞ If the expedition headed east, proceed to **Court of the Ancients** (page 28).

Resolution 1: Andy sits on a glistening boulder, doing his best not to look shaken. "Well. I thought this trip was going to make my career. But as it turns out—between alien parasites, magnetic storms, and, you know, the Pacific Ocean—my career didn't stand a chance," he sighs. "At least we're back in one piece. Well, mostly," he laughs, favoring his bandaged arm.

After the rest of your group are gathered, you make your way back to the beach where you made landfall.

- ☞ Update your Campaign Log.
 - ☞ If the Obsidian Claw was under the control of an investigator when the scenario ended, check the box next to "Obsidian Claw" in the "Artifacts Earned" section of your Campaign Log.
 - ☞ In your Campaign Log, cross out Obsidian Canyons on the R'lyeh map.
- ☞ If any investigator has the *Prove Your Worth* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Proceed to **The Sepulchre of the Sleeper** (page 38).

Resolution 2: You join Ruby at the crest of the ancient court. As you peer down into the depths, you are stunned by the sheer breadth of the structure. The shattered dome where you stand is at least a quarter mile in diameter, and caps a vast, airy chamber. Below, a towering lift stands in the center of a cathedral-like nave, surrounded by spiraling ringed floors. Five long apses radiate outward from the central structure like obsidian claws, dominating the otherworldly skyline.

Ruby stands at the cracked lip and looks down at the vast expanse below. "I don't even know if I can see the bottom, but I think anything down there is better than that storm."

Looking out at the darkening horizon, you have to agree.

- ☞ Update your Campaign Log.
 - ☞ If the Obsidian Claw was under the control of an investigator when the scenario ended, check the box next to "Obsidian Claw" in the "Artifacts Earned" section of your Campaign Log.
 - ☞ In your Campaign Log, cross out Obsidian Canyons on the R'lyeh map.
- ☞ If any investigator has the *Prove Your Worth* Task, they resolve their respective story on this page.
- ☞ Each investigator earns experience equal to the victory X value of each card in the victory display.
- ☞ Proceed to **Court of the Ancients** (page 28).

Task: Prove Your Worth

Read only if you have the "Prove Your Worth" Task:

Check your Campaign Log.

- ☞ If "[your investigator's name] helped with the ropes," proceed to **Task 1**.
- ☞ Otherwise, skip to **Task 2**.

Task 1: You should be proud of what you've done. The rest of the expedition was so impressed by your work that you heard one of them chanting your name while you were climbing. They may have been screaming it; you aren't certain. Whatever it was that happened, they don't seem inclined to discuss it any further. Sadly, your work with the ropes wasn't much help. Several of them snapped during the climb, and one of the other expedition members has a broken leg now. What a shame. It must have been some fault of the manufacturer.

- ☞ The investigator you chose to help earlier suffers 1 physical trauma and gains 2 bonus experience.
- ☞ You are quite pleased with yourself, aren't you? Mark 2 progress under "Prove Your Worth" in your Campaign Log.

Task 2: "No, not like that!" Another member of the expedition steps in to assist yet again. You bite back your response. They have no idea how rude they are. Not that they care. Why bother trying to prove yourself to these ingrates? They're not worth the trouble.

- ☞ It's true: you'll never measure up. Erase 1 progress under "Prove Your Worth" and suffer 1 mental trauma.
- ☞ Each other investigator (except you) gains 1 bonus experience.

Sepulchre of the Sleeper

Sepulchre of the Sleeper 1: The expedition's reunion on the beach is decidedly dour, underscored by the rolling fog. One of the crew members you left behind to tend the boat is dead; according to the others, she was murdered when the remaining rations were stolen by starving pilgrims. Thankfully, the Cassandra is intact. You have barely enough food remaining to make it to the mainland. Andy and Ruby discuss their findings as the rest of the expedition bandage wounds and begin loading the Cassandra for the voyage home. Once the ship is loaded, you join Andy and Ruby on the shore.

Check your Campaign Log.

- ☞ If at least 1 artifact is checked under "Artifacts Earned," and at least 10 glyphs are translated in the glyph record, proceed to **Sepulchre of the Sleeper 2**.

- ☞ Otherwise, proceed to **Interlude III: The Awakening** (page 40).

Sepulchre of the Sleeper 2: "Just how much of that ugly chicken scratch did you decode?" Ruby asks. Andy is hunched over the obsidian slate, making notes in a leatherbound notebook. In the evening half-light, the glyphs on the slate glow like pale fire. Andy leafs through several waterlogged pages and places a bloody slip of paper on the stone. "Enough to decode this. I found it on the body of one of the pilgrims. It roughly translates to this," he hastily scribbles the translation on a fresh page and holds it out to you. It reads:

*"That is not dead which can eternal lie
and with strange aeons even death may die."*

Check your Campaign Log.

- ☞ If all 5 artifacts are checked under "Artifacts Earned," all 26 glyphs are translated in the glyph record, and the inner sanctum was unsealed, proceed to **Sepulchre of the Sleeper 3**.
- ☞ Otherwise, add a 0 token to the chaos bag for the remainder of the campaign. Proceed to **Interlude III: The Awakening** (page 40).

Sepulchre of the Sleeper 3: With your own account, Ruby and Andy help you slowly piece together a narrative across the various friezes and artifacts found in the ancient city. A common theme emerges: an alien civilization from far beyond the stars; an ancient war before history itself; the sinking of R'lyeh; the "death" and prophesied return of an ancient god named **Cthulhu**.

Andy points to the central spire. The obsidian gates in the base are swung wide open. A faint but sharp smell of decay wafts out of them. "The crew members who stayed behind say those doors opened a week ago. Someone went inside, but they never returned," Andy says. He shares a few translations he made of rubbings from the gate. "This one describes a glorious rebirth, a risen sleeper, and the return of the great old ones. It claims he will take back what is his: every part of R'lyeh that was stolen, every corner of his domain.

"This thing—Cthulhu—is dead. Or asleep. I'm not sure; the details are hazy at best. But with the city and everything else in it awakening, I imagine it's only a matter of time until he awakens as well. He's called followers here from their dreams. And judging by the smell, he's in there," the reporter points to the obsidian gates.

After a long pause, Ruby stands up.

"It wouldn't be much of a heist if we left the doors open," she winks. "I say we lock this thing up before we sail off into the sunset. Who's with me?"

The investigators must decide (choose one):

- ☞ "We should know better than to disturb whatever is inside." Each investigator marks 1 progress under their Task in your Campaign Log. In your Campaign Log, record the investigators did not confront the nightmare. Proceed to **Interlude III: The Awakening** (page 40).
- ☞ "We should lay it to rest... permanently." Proceed to **Setup** (page 39).



Setup

- ④ Gather all cards from the following encounter sets: *Sepulchre of the Sleeper*, *Domination*, *Dreams*, *R'lyeh*, *Star Spawn*, *Ancient Evils*, and *Striking Fear*. These sets are indicated by the following icons:



- ④ Put Dreamer's Rest and each copy of Sigil-Carved Alcove into play.
 - ◆ Each investigator begins play at Dreamer's Rest.
- ④ In player order, each player may choose 1 **Item** asset from the *Expedition* encounter set to begin in play under their control. This set is indicated by the following icon: 
- ④ Gather all earned **Artifact** assets and put each of them into play under an investigator's control, divided as evenly as possible.
- ④ Build a special agenda deck using *Beneath the City* as the first agenda and *Cthulhu Awakened* as the second agenda. These replace the act and agenda decks.
- ④ Shuffle the remaining encounter cards to build the encounter deck.
- ④ You are now ready to begin.

Disturbance

Throughout this scenario, the number of resources under "Disturbance" on the scenario reference card indicate Cthulhu's awareness of the investigators. The higher the Disturbance, the closer the Sleeper is to awakening. Disturbance has no inherent game effect on its own; however, some encounter card effects may change or become stronger depending on the current level of Disturbance.

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:

- ④ Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , .
- ④ Choose if the expedition headed west or if the expedition headed east.
 - ◆ If the expedition headed west, add ,  tokens to the chaos bag.
 - ◆ If the expedition headed east, add ,  tokens to the chaos bag.
- ④ The investigators have earned all five **Artifact** story assets (*Barrier Node*, *Grisly "Mask,"* *Obsidian Claw*, *Shard of Y'ch'lecht*, and *Tidal Tablet*) and all 26 glyphs have been translated.

DO NOT READ until the end of the scenario

Before resolving any other resolution, if at least 1 investigator was defeated: The defeated investigators read **Investigator Defeat** first.

Investigator Defeat: *Broken in both mind and body, you collapse before the great form of Cthulhu. All around you the city quakes, filling your ears with a deafening drone. Cthulhu stares down at you with indifference. You are nothing more to him than a nuisance, an insignificant pest. Your consciousness soon folds in on itself as the frail structure of your mind gives way to the unbound freedom of utter insanity.*

- ④ Each investigator who was defeated is driven **insane**. If there are no surviving investigators, the investigators lose the campaign.
- ④ If another resolution was reached, the remaining investigators proceed to that resolution.

Resolution 1: *The gargantuan form of Cthulhu falls backwards into the central pool. His flabby clawed hands grasp at the edges of the pool, failing to find purchase, as his form sinks below the black water. The five glowing red eyes, distorted by the water's surface, slowly fade from view. And, just as suddenly as it started, all is quiet and still.*

You emerge from the obsidian gates and walk to the edge of the shoreline. At long last, you're ready to leave this city behind, bring these artifacts back to Arkham, and move on with your life. As you climb aboard the Cassandra, you look back at the blasphemous skyline, outlined against the setting sun like the spine of an ancient beast. The turbid waters churn as the ancient city begins to descend, almost imperceptibly, to be reclaimed by the ocean. Both the dreamer and his house in R'lyeh have been laid to rest.

"I wonder what Mr. Tillinghast planned to do with those artifacts," Andy muses. "Probably sell 'em," Ruby says, a cigarette clenched between her teeth. Closing your eyes, you turn back to the cabin. Perhaps tonight, for the first time in months, you'll enjoy a deep, dreamless sleep.

- ④ In your Campaign Log, record the investigators halted Cthulhu's awakening.
- ④ 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 prevented an ancient evil from rising to terrorize all of the earth once again.
- ④ Each investigator suffers 2 mental trauma.
- ④ The investigators win the campaign!
- ④ Proceed to **Epilogue** (page 52).



Interlude III: The Awakening

The Awakening 1: A violent tremor knocks you prone. As you clamber to your feet, Ruby suppresses a gasp. A heavy shadow appears, veiled in the sepulchral darkness within the gates. A steady pulse—like a heartbeat—ripples through the city’s nightmarish skyline. The ancient monstrosity drags himself on his belly through the gate.

The gargantuan beast sways unsteadily. He is easily the size of a small mountain, with sickly green skin, an octopoid head and face, and a set of limp, tattered wings. Your vision doubles as you look at him, as if the creature were both here and elsewhere: both metaphysical and physical. The stench of his ancient rotten flesh is almost enough to make you retch.

The thing’s red eyes glow as he gazes down on you. A steady, insistent weight presses down on your shoulders, forcing you to kneel. You hear yourself speaking in a voice not quite your own: “*ギンシカゼシカ ｷﾞｼﾝｼﾞﾏ!*”

Check your Campaign Log.

☞ If at least 1 artifact is checked under “Artifacts Earned,” proceed to **The Awakening 2**.

☞ Otherwise, skip to **The Awakening 3**.

The Awakening 2: “Look away!” shouts Ruby. You turn to see your companions also kneeling before the awful dead-dreaming god. A warmth spreads through your body as he delves deep into your mind, your memories. The warm feeling gives way to something cold, hateful. Looking up, you see him staring back at you, his fifth eye open.

You feel his rage: You have taken part of his domain. You must perish.

☞ Remove all , , and  tokens from the chaos bag. Then, add 2  tokens, 2  tokens, and 2  tokens to the chaos bag for the remainder of the campaign. Skip to **The Awakening 4**.

The Awakening 3: “Look away!” shouts Ruby. You turn to see your companions also kneeling before the awful dead-dreaming god. A warmth spreads through your body as he delves deep into your mind, your memories. Great Cthulhu turns his gaze away from you, northward. In your mind, you see the image of the small green idol on Randall’s desk in Arkham. The warm feeling gives way to something cold, hateful. Looking up, you see Great Cthulhu staring back at you, his fifth dreaming eye open.

You feel his rage at the one who stole part of his domain. They must perish.

☞ Remove all , , and  tokens from the chaos bag. Then, add 1  token, 1  token, and 2  tokens to the chaos bag for the remainder of the campaign.

☞ Proceed to **The Awakening 4**.

The Awakening 4: Struggling against the ancient one’s terrible will, you rise and help the others to their feet. Great Cthulhu grasps at you with sinewy tentacles as you flee to the water’s edge and paddle furiously toward the Cassandra. Once aboard, the ship threads a narrow strait through a gauntlet of risen spires and deadly shoals to reach the open ocean.

An ear-splitting roar echoes across the water. You turn to see the colossal abomination slip greasily into the black water and out of view. You stare down into the fathomless deep, waiting to see five angry red eyes emerge to capsize the ship. The nightmarish skyline of R’lyeh glimmers with pale green fire as it fades into the distance. A minute passes, then ten, then thirty. There is no movement, no stirring in the depths. The abomination may have lost interest, or perhaps gotten tangled in the shoals. Or, at least, so you hope.

Proceed to **Interlude IV: Return to Arkham** (page 41).

Interlude: Return to Arkham

Check your Campaign Log.

☞ If at least 1 artifact is checked under “Artifacts Earned,” proceed to **Return to Arkham 1**.

☞ Otherwise, skip to **Return to Arkham 2**.

Return to Arkham 1: *Your sleep on the voyage home is fraught with nightmares. Upon returning to Arkham, you and the others bring the expedition’s findings back to an elated Tillinghast. As you relay the events of the expedition to the collector, he turns each piece in hand, marveling at the ancient technology. “You’ve done all I asked and more,” he grins. “Consider your debts annulled. And, of course, I’m more than happy to honor our original agreement.”*

☞ Check the Tasks section of your Campaign Log.

- ☞ For each progress marked under your Task, you (and only you) gain 1 bonus experience.
- ☞ Each investigator resolves their respective Task on pages 41–43. Once each investigator has read their Task’s corresponding entry, proceed to **The Doom of Arkham** (page 44).

Return to Arkham 2: *Your sleep on the voyage home is fraught with nightmares. Upon returning to Arkham, you and the others lay your few findings before Tillinghast. The antiquarian is furious when he sees you returned empty-handed until Andy lays the obsidian slab he found in R’lyeh on his desk. Randall surveys it with a cold stare. “I suppose this is...adequate. Consider your debts annulled. And, despite the fact that you have brought almost nothing of value, I am obliged to honor our original agreement.”*

☞ Check the Tasks section of your Campaign Log.

- ☞ For each progress marked under your Task, you (and only you) gain 1 bonus experience.
- ☞ Each investigator resolves their respective Task on pages 41–43. Once each investigator has read their Task’s corresponding entry, proceed to **The Doom of Arkham** (page 44).

Task: Walk in Faith

Read only if you have the “Walk in Faith” Task. If there are 5 or more progress marked under your Task:

Upon returning, you are hailed as a prophet amongst your fellow believers. The dreams that led you to R’lyeh are the same visions shared by your brothers and sisters in the faith. Now, more and more of them are singing in strange tongues and stitching patchwork cloaks. Your purpose in traveling to R’lyeh, in witnessing those lost pilgrims, was not to shake your faith, but to restore it. You have glimpsed the face of the ancients. Only you are fit to lead your people out of darkness and into the light. You need only continue to follow your path with the same unshakeable devotion that delivered you from R’lyeh.

☞ In your Campaign Log, record (investigator name) is strong in their faith. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

You stand on a bridge overlooking the Miskatonic River, watching the waters below dance and glimmer. Upon returning, you felt something was different. Something changed. Your fellow believers say that outsiders wearing patchwork cloaks recently arrived, uttering miraculous prophecies and enticing promises. Now your place of worship is covered in profane symbols: a hand with a flaming eye; a chalice overflowing with blood. What you once thought holy was ruined.

Now, as you stand overlooking the water, you hold your token of faith in one hand. You cannot help but feel that you were led astray. Taking a deep breath, you throw the token into the water below. As it sinks, you feel some part of yourself sink with it. There is no turning back now.

☞ Permanently remove the “Walk in Faith” Task from your deck and suffer 1 mental trauma. For the remainder of the campaign, you must treat the 🗡 token as if it were an 🗡 token, instead.



Task: Good Money

Read only if you have the "Good Money" Task. If there are 5 or more progress marked under your Task:

Smirking, you walk away from your rendezvous with Sanford with a briefcase stuffed with bills. You skimmed enough ancient knick-knacks and research notes to satisfy both Tillinghast and that old bat Sanford. With the payout from each of them, you have enough cash to go wherever you want, to be whomever you want to be. It sounds like Sanford and his lackeys are going under anyway.

- ☉ In your Campaign Log, record (investigator name) made bank. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

Smirking, you walk away from your rendezvous with Sanford with a full briefcase. You turn a corner to find yourself surrounded by thugs.

"Tillinghast told us you were well overdue. Thankfully, I think you're ready to pay up," one of them says. Apparently, it was tougher to play both sides than you thought. Raising your fists, you brace yourself for what's about to come next. Hell, if you're going down, you're gonna go down swinging.

- ☉ Permanently remove the "Good Money" Task from your deck and suffer 1 physical trauma. Search the collection for an **Injury** or **Criminal** basic weakness and add it to your deck. This card does not count toward your investigator's deck size.

Task: Dreams of Destruction

Read only if you have the "Dreams of Destruction" Task. If there are 5 or more progress marked under your Task:

You leaf through Randall's reward for all your efforts: a tattered stack of Blavatsky and Crowley books. They might satisfy some fledgling seer, but not you. The fact that he offered them as a reward is almost insulting. Closing the book, you hear a faint whisper of the same voices you heard in R'lyeh. Your nightmares were not heralds of destruction: they were warnings from vagrant spirits. The coming calamity may be unavoidable, they tell you, but that doesn't mean you can't fight it.

- ☉ In your Campaign Log, record (investigator name) understands the future. This task is complete (it enters play with its **Completed** side faceup). Add a +1 token to the chaos bag for the remainder of the campaign.

Otherwise:

The whispers that plagued you in R'lyeh have finally stopped. Since returning from R'lyeh, you wake up every morning to complete silence. Rather than console you, however, the lack of whispers fills you with even more dread. It is as if your link to the beyond has been severed. Or perhaps the spirits that wanted to warn you of the coming calamity have abandoned you.

- ☉ Permanently remove the "Dreams of Destruction" Task from your deck and suffer 1 mental trauma. Remove the ☆ token from the chaos bag for the remainder of the campaign.

Task: No Place Like Home

Read only if you have the "No Place Like Home" Task. If there are 5 or more progress marked under your Task:

You storm out of Tillinghast Esoterica, your head ringing with Randall's honeyed promises. Your debt was forgiven, but there is still the matter of your room and board to settle. "Just a few more months, and we can finally settle up," he cooed. Rather than answer, you grabbed your reward and walked out. It was never about the money. He wanted to keep you on retainer. He'll surely be after you for the money eventually, but that doesn't matter now. You never needed him in the first place. Home is what you make it, not where you make it; there's nothing Tillinghast can do to take that from you now.

- ☉ In your Campaign Log, record (investigator name) found their true home. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

You walk through Southside, reflecting on Randall's last words to you. Your debt was forgiven, but there is still the matter of your room and board to settle. "Just a few more months, and we can finally settle up," he cooed. You thanked him. It's an entirely reasonable request. And after all, he's the only reason you're not living on the streets.

Walking past Ma's Boarding House, you catch the scent of a home-cooked meal: fresh-baked bread, green beans, and sliced ham. Your stomach rumbles. You feel an old yearning, something more than hunger. Just a little more work, and Tillinghast will help you get your feet under you. Someday soon, you'll have a home of your own.

- ☉ Permanently remove the "No Place Like Home" Task from your deck and suffer 1 physical or 1 mental trauma. Add 1 ♠ token to the chaos bag for the remainder of the campaign.

Task: Do No Harm

Read only if you have the "Do No Harm" Task. If there are 5 or more progress marked under your Task:

Walking through Independence Square, you round a corner to see a figure slumped on the ground. You break into a sprint toward them as your mind floods with memories of the pilgrim in R'lyeh. Your stomach turns as you approach, hoping for a much less gruesome experience. She's still breathing. You can help her. Whatever trouble people find themselves in, you know you'll always be there to help.

- ☉ In your Campaign Log, record (investigator name) swore an oath to protect others. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

You wake up suddenly in the middle of your first night back in Arkham. The cat perched on the end of your bed flees in surprise as you wipe cold sweat from your forehead. Echoes of the faces you left behind slowly fade, but you can't stop thinking about the dying man's last words: "Mother." Your heartbeat slows as you stare out the window. Thoughts of what you could have done differently envelop you. You will never be able to save everyone. Is it even worth it to try?

- ☉ Permanently remove the "Do No Harm" Task from your deck and suffer 1 mental trauma. Add 1 ♠ token to the chaos bag for the remainder of the campaign.

Task: Toe the Line

Read only if you have the “Toe the Line” Task. If there are 5 or more progress marked under your Task:

“You’ll be in charge of overseeing the construction and eventual management of the new factory.” Your new employer beams, sliding a crisp contract across the table. As you look out the window of your new office, you feel your heart swell. After your success with the expedition, Tillinghast mentioned his connections with the budding New Horizons Industries. Even though the meat-packing magnate has yet to break ground in Arkham, Randall has assured you that you will be well taken care of. All you need to do is sign on the dotted line.

- ☞ In your Campaign Log, record (investigator name) found new work. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

The room goes silent when you enter. When you asked for your old job back, Tillinghast was more than happy to oblige. As your old supervisor chats away like you never left, you catch your old colleagues’ nervous stares. Whatever small favors the shady businessman pulled must have worked. As you take your seat, you look out at the nervous colleagues you once called friends. You got everything you wanted, even your old desk. Why do you still feel so empty?

- ☞ Permanently remove the “Toe the Line” Task from your deck and suffer 1 physical trauma. Draw tokens from the chaos bag at random until you have 2 non-symbol tokens. Replace each of these tokens with a chaos token of a value 2 lower for the remainder of the campaign. (If you are unable to replace a token, repeat this process until a total of 2 chaos tokens have been replaced.)

Task: Prove Your Worth

Read only if you have the “Prove Your Worth” Task. If there are 5 or more progress marked under your Task:

It is several nights after your return to Arkham, and you are looking down on an adoring crowd. It’s no surprise the expedition was a success. It’s all because of you. And after promising Tillinghast a few paltry favors, you’re getting the recognition you so richly deserve. Soon, you’ll see to it that anyone who ever doubted you gets what they deserve, as well. Whoever said humility was a good thing?

- ☞ In your Campaign Log, record (investigator name) pulled their weight. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

On the night of your return, you find yourself ignominiously shut out of your old crowd. Tillinghast himself spread the worst kinds of rumors about you. What’s worse is that they were all true. You were nothing but a burden on the expedition. You are the laughing stock of your circle. Nothing you’ve achieved was ever on your own merits. You’re as worthless as they said you are.

- ☞ Permanently remove the “Prove Your Worth” Task from your deck and suffer 1 mental trauma. Remove cards of level 1–5 from your deck worth a total of 10 or more experience (remember to purchase new cards to maintain a legal deck size). You cannot purchase those cards again.



Task: Plumb the Depths

Read only if you have the “Plumb the Depths” Task. If there are 5 or more progress marked under your Task:

Barely a week after returning, you receive a request from Miskatonic University to formally present your findings. The word ‘tenure’ has reached your ears more than once. Despite the incredible acclaim your studies have brought you, the prestige feels empty. The academic song and dance is little more than shadowplay. And it is nothing compared to the horrific truths you learned in R’lyeh. On more than one occasion, you find yourself awake in the dark, breathing heavily, with memories of a time and a world not your own. You know the horrible truth: Humanity is nothing more than a weak echo of far greater civilizations.

Perhaps it is true. Perhaps you are nothing but a speck, and all your strivings are for naught. But you’ve also heard great things about Miskatonic’s tenure package. You’ve earned it, damn it all. You may as well enjoy it.

- ☞ In your Campaign Log, record (investigator name) learned the secret truth. This task is complete (it enters play with its **Completed** side faceup).

Otherwise:

It is several nights after your return, and you are sitting in one of the many reading rooms in Miskatonic’s Orne Library, staring at a roaring fire. Your findings were received as mere fantasy, and the ancient writings you translated were dismissed out of hand. You would be lucky to teach children, let alone lecture in the grand halls of a university. You pause your reading to look at a strange codex scrawled in the margins of your book, strangely familiar. For a moment, you feel a familiar pang of curiosity, the same as you felt in R’lyeh.

You close the textbook. If no one will listen to you, why bother?

- ☞ Permanently remove the “Plumb the Depths” Task from your deck and suffer 1 mental trauma. Add 1 ☠ token to the chaos bag for the remainder of the campaign.



Finale: The Doom of Arkham

The month after your return to Arkham passes like a dream. Something still feels wrong. The concerns of your former life are nothing compared to the austere grandeur and menace of the ancient city. In your dreams, you wander the ancient city, hunted by something you dare not describe. If you were to tell anyone the truth of what you've seen, you could be committed to a sanatorium, or worse. You attempt to track down both Ruby and Andy to ask about their dreams, but can find no trace of them.

The Arkham Advertiser has begun to report the spread of an unusual "sleeping sickness" in the city's population. There is no known cause, no sign of disease, no common thread to the victims. People seem to simply be falling asleep each night, never to awaken. Rumors abound of sleepwalkers wandering the streets at night. Rather than induce a panic, however, the populace seems to accept what would be alarming news with dull indifference. The city of Arkham is, itself, sinking into a deep slumber.

In your restless dreams, you still see the drowned city and the hulking behemoth that once slept within it. You know, beyond a doubt, that you will see him again.

Proceed to **The Doom of Arkham Part I**.

The Doom of Arkham Part I

You awaken from yet another nightmare to a furious knocking at your door. You open it to find a bedraggled-looking Andy and Ruby, along with a sharply dressed inspector who introduces himself as John Raymond Legrasse. The inspector explains that he has been investigating a spate of dreaming cults across the United States and abroad.

You invite them inside as it begins to rain. Once seated, the inspector flashes a photo of a familiar statue. Several months ago, he sent the statue to a colleague in Miskatonic University for analysis. Apparently, Tillinghast's request that you find his "missing shipment" was nothing more than petty theft. He tells you he arrived in Arkham about a month ago to interrogate Tillinghast and recover the statue.

"Something didn't sit right with me after we handed off the artifacts," Andy says darkly. "So a few days later, I headed to the shop. When we got there the shop'd moved. Or so we thought. Ruby finally found it, and we went in to find the inspector arguing with Tillinghast and—things didn't go so well."

"That's putting it mildly," Legrasse says. "Randall was giving me the runaround when these two appeared. He threw us out, real quick. When we looked around, we weren't... here." You ask him what he means, and he shakes his head. "I mean we weren't here. In Arkham. His shop door led somewhere else entirely. It took us a whole month to return."

"I think we were somewhere in Tibet, or even farther north. It was... a journey to get back," sighs Andy. A few months ago, you might've found their story hard to believe, but not now. Knowing what you do about Tillinghast, it's no surprise that he has something far more sinister planned than simple acquisition. But what?

Together with Inspector Legrasse, Ruby, and Andy, you resolve to recover the artifacts and confront Tillinghast, wherever he might be. As you set out, the rain turns to a heavy downpour.

Proceed to **Setup**.

Scenario Setup - Part I

-  Gather all cards from the following encounter sets: *The Doom of Arkham Part I*, *Deep Ones*, *Domination*, *Dreams*, *Star Spawn*, *Agents of Cthulhu*, and *The Midnight Masks*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the location and treachery cards. Do not gather the acts or agendas from this set.

- ② Find each location in *The Midnight Masks* encounter set and put them into play as follows:
 - ❖ Put one of the two Downtown locations and one of the two Southside locations into play at random and remove the other versions of those locations from the game. Put Northside, Easttown, Rivertown, St. Mary's Hospital, and Miskatonic University into play according to the location placement diagram to the right.
 - ❖ Set each other location aside, out of play.
 - ❖ Each investigator begins play at Rivertown.
- ② Shuffle the single-sided Tillinghast Esoterica location with each treachery from *The Midnight Masks* encounter set and place one of them under each location except for Rivertown.
- ② Shuffle each enemy from the *Star Spawn* encounter set and remove two at random from the game. (Remove three instead if playing on easy mode.)
- ② Gather all earned artifacts along with the Horror in Clay story asset and set them aside, out of play.
- ② Choose an investigator to add the John Raymond Legrasse story asset to their deck. This card does not count toward their deck size.
 - ❖ Put the John Raymond Legrasse story asset into play under that investigator's control. He does not take up an ally slot during Part I or Part II of this scenario.
- ② Place doom on the agenda equal to the number of investigators.
- ② Add the flood tokens to the token pool.
- ② Shuffle the remaining encounter cards to build the encounter deck.
- ② You are now ready to begin.

Part I and Part II in The Doom of Arkham

This scenario is split into two parts. Players may choose to play these parts one at a time (with a break between each part), or they may play both parts together as a longer session. Each part is its own game with its own setup and resolution.

Investigators may upgrade their decks between Part I and Part II.

Location Placement for "The Doom of Arkham Part I"



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:

- 🌀 Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -3, -5, , , , , , , ,
, , .
- 🌀 During setup, choose a number between 1 and 5 and gather that many **Artifact** story assets from among each scenario encounter set in this campaign except for the Horror in Clay **Artifact** asset. These artifacts are listed under “Artifacts Earned.”

DO NOT READ until the end of Part I

If each investigator resigned or was defeated: A trio of terrified locals bolts down the street past you, followed by a lumbering spawn of Cthulhu. Your blood runs cold. There is no safe place for you to run. You wander the flooded streets, looking for some sign of Ruby, Andy, or Inspector Legrasse.

- Each investigator searches the collection for a random basic **Injury** or **Madness** weakness and adds it to their deck. This card does not count toward that investigator's deck size.

- Proceed to **Resolution 1**.

Resolution 1: A disquieting roar shakes the very foundations of Arkham. Standing next to your companions, you look up to see the familiar, hulking form of Cthulhu slouch out of the Miskatonic River. With a single motion, the ancient one tramples an entire borough of Rivertown underfoot. The sound of cracking wood and shattering glass fill the air, followed by a chorus of screams.

Andy, Ruby, and the Inspector share a grim look as your worst fears are confirmed. "We have to do something!" Andy shouts over the din.

- Update your Campaign Log. Under "Artifacts Earned":
 - Cross out the name of each **Artifact** asset that was not under any investigator's control when the scenario ended.
 - If the Horror in Clay was under the control of an investigator when the scenario ended, record "Horror in Clay" under "Artifacts Earned."

- In your Campaign Log, record "Flooded Neighborhoods:" along with a list of each flooded location.
- Each investigator earns experience equal to the Victory X value of each card in the victory display.
- The investigators must decide (choose one):
 - "We're ready to fight." Proceed to **Resolution 2** if you wish to continue playing immediately.
 - "We need more time." Skip to **Resolution 3** if you wish to take a break and proceed the next time you play.

Resolution 2: Only you can stand against this grave threat. Arkham needs you now.

- Clean up the game as normal.
- Proceed immediately to **The Doom of Arkham Part II**.

Resolution 3: You urge your companions to take the time to prepare and collect yourself for your final stand.

- Clean up the game as normal.

- When you are ready to play again, begin at **The Doom of Arkham Part II**.





The Doom of Arkham Part II

The Doom of Arkham 1: You and the others watch helplessly as Cthulhu levels the rest of Rivertown. Black water floods the streets and ruins in his wake. “Randall’s behind this. I don’t know how or why, but I think he wanted us to wake that thing up!” says Ruby. Hungry flames begin to lick at the wreckage as ruptured gas lines ignite, illuminating the legions of Cthulhu’s spawn as they descend on the city. “If that’s true, then we had better find a way to stop it,” Andy says. They look to you for direction.

The investigators must decide (choose one):

- ☞ “We need to take a last stand and drive him out with sheer firepower.” Proceed to **The Doom of Arkham 2**.
- ☞ “There must be another way.” Skip to **The Doom of Arkham 3**. (You may only choose this option if there are 5 or more **Artifacts** checked/listed and not crossed off under “Artifacts Earned” in your Campaign Log.)

The Doom of Arkham 2: “I like how you think,” Inspector Legrasse says as he loads his gun with a satisfying click. Together, you form a plan to fend off the ancient menace. Ruby suggests that some of you take to the rooftops, while Legrasse phones in some connections with the Arkham police. If you stand together, you may be able to draw Cthulhu’s ire away from Arkham itself. “This is the worst idea I’ve ever heard, but I don’t think we have any other choice,” Ruby says. You see a glimmer of something—is it fear?—in her eyes. You have no other choice but to fight.

- ☞ In your Campaign Log, record the investigators stood together.
- ☞ Search the *Expedition* and *The Doom of Arkham* encounter sets, each investigator’s deck, and all in- and out-of-play areas for the following story assets: John Raymond Legrasse, Ruby Standish, and Andy Van Nortwick. Put each of these assets into play under the control of any investigator(s). Each of these assets does not take up an ally slot during this scenario.
- ☞ Add 1 🍀 token to the chaos bag for the remainder of the campaign.

Proceed to **Setup**.

The Doom of Arkham 3: Andy beckons you all into a deserted diner as the waters continue to rise. “This isn’t my field of expertise,” he says, laying a stack of loose papers on a table. “But I’ve been translating the glyphs from R’lyeh, and I think we might be able to stop this with, uhm...well, a ritual.” Ruby waves Inspector Legrasse’s objections aside as Andy outlines a “ritual of returning” he discovered in the ancient courts of R’lyeh. By using pieces of the ancient city of R’lyeh, you may be able to seal the ancient one away.

“The glyphs I translated seemed to imply that Cthulhu and his, er, children are bound to R’lyeh itself—” he lays out a map of Arkham. “If we place these artifacts around the city like so, I can recite the ritual and banish him. However, I’ll need you all to draw his attention, keep his eyes on you, while I prepare.” Andy holds up one of the artifacts you recovered from Randall, turning it over in his hand. It glows with an unnatural light.

“I’ll head to the Arkham police department,” says Inspector Legrasse. “I’ve got some connections there. We should be able to get some officers out on the streets to help the survivors.” Ruby, who has been silent since Andy outlined the plan, crosses her arms. “So you want us to rile up the thing that is literally destroying the city so you can recite some words and hide some relics.” She takes a puff of her cigarette. “What could go wrong?”

- ☞ In your Campaign Log, record your allies have a plan.
- ☞ Search the *Expedition* and *The Doom of Arkham* encounter sets, each investigator’s deck, and all in- and out-of-play areas for the following story assets: John Raymond Legrasse, Ruby Standish, and Andy Van Nortwick. Set them aside, out of play.
- ☞ Add 1 🍀 token to the chaos bag for the remainder of the campaign.

Proceed to **Setup**.

Setup

- ① Gather all cards from the following encounter sets: *The Doom of Arkham Part II*, *Domination*, *Elder Mist*, *Flood*, *Star Spawn*, *Agents of Cthulhu*, and *The Midnight Masks*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the location cards. Do not gather any other cards from this set.

- ① Put each location into play according to the location placement diagram on page 49.
 - ✦ Gather each location from *The Midnight Masks* set along with the Eastern Rooftops and Western Rooftops. Put one of the two Downtown locations and one of the two Southside locations into play at random and remove the other versions of those locations from the game. Put Northside, Easttown, St. Mary's Hospital, and Miskatonic University into play.
 - ✦ Put Rivertown (*Ruined*) from *The Doom of Arkham Part II* encounter set into play. Remove the other version of Rivertown from the game.
 - ✦ Set each other location aside, out of play.
 - ✦ Place the single-sided Cthulhu (*Ancient Evil*) enemy at Rivertown.
 - ✦ Each investigator begins play at Rivertown.
- ① Assemble the Cthulhu Board according to the diagram on page 49 (See **The Cthulhu Board** to the right).
 - ✦ Find the double-sided punchboard included in this box and place it above the act and agenda decks, Cthulhu side faceup.
 - ✦ Place each copy of the three Cthulhu enemies (*Hoary Wings*, *Fierce Visage*, and *Wicked Claw*) on the Cthulhu Board, non-**Enraged** side faceup, so that they form a full picture of Cthulhu.
- ① Shuffle the 18 Cthulhu Cards to assemble the Cthulhu deck (See **The Cthulhu Deck** to the right). Place this deck next to Cthulhu Board.
- ① Check your Campaign Log to build the act and agenda deck:
 - ✦ If the investigators stood together, build the agenda deck using agenda 1a—"The Doom of Arkham" and the act deck using act 1a—"Fight Back!" Remove each other act and agenda from the game.
 - ✦ If your allies have a plan, build the agenda deck using agenda 1a—"The Doom of Arkham" and the act deck using act 1a—"Banish Him!" Set special agenda—"The Final Seal" aside, out of play. Remove each other act and agenda from the game.
- ① Check your Campaign Log.
 - ✦ Gather all earned artifacts that are not crossed out under "Artifacts Earned." Put each of them into play under an investigator's control, divided as evenly as possible.
 - ✦ Add the flood tokens to the token pool and increase the flood level of each location listed under "Flooded Neighborhoods."
- ① Set the *Star Spawn* encounter set aside, out of play.
- ① Place 1 resource on the scenario reference card, under "Cthulhu's Rage" (See **Cthulhu's Rage** to the right). If there are only 1 or 2 players, place 1 additional resource on the scenario reference card.
- ① Shuffle the remaining encounter cards to build the encounter deck.
- ① The fate of Arkham rests in your hands. You are now ready to begin.

The Cthulhu Board

Cthulhu is represented on the map as a single enemy, but is made up of multiple enemy cards on the Cthulhu Board. Investigators that are engaged with Cthulhu (*Ancient Evil*) are also engaged with each card on the Cthulhu Board, as a single enemy. When interacting with Cthulhu (*via fighting, evading, etc.*), choose one of the double-sided enemy cards on the Cthulhu Board to interact with.

Cthulhu attacks each investigator at his location during the enemy phase using the combined damage and horror values of each **Cthulhu** enemy on the Cthulhu Board. This attack is performed in addition to any other attacks and/or effects prompted by the Cthulhu Deck (see below). If a card on the Cthulhu Board would attack via a keyword or other effect while fighting or evading, only that card attacks.

Card effects that deal damage to multiple enemies at a location may deal damage to each individual enemy card on the Cthulhu Board.

The Cthulhu Deck

During the setup of this scenario, a second deck with a different card back is constructed: the Cthulhu deck. This deck is a separate deck made up of only "action" cards. **The Cthulhu deck is not an encounter deck and action cards are not treacheries.**

After moving and attacking as normal during the enemy phase, Cthulhu performs additional actions via action cards from the Cthulhu deck. At the end of the enemy phase, the agenda's forced effect prompts investigators to draw the top card of the Cthulhu deck. When drawing cards from the Cthulhu deck, resolve each effect, one at a time, from top to bottom. After resolving an action card, it is discarded to the Cthulhu discard pile. If the Cthulhu deck is empty, immediately shuffle the Cthulhu discard pile back into the Cthulhu deck.

Cthulhu's Rage

Throughout this scenario, the number of resources under "Cthulhu's Rage" on the scenario reference card indicate Cthulhu's anger toward the investigators. The higher Cthulhu's Rage, the more dangerous and deadly the awakened sleeper becomes. Cthulhu's Rage has no inherent game effect on its own; however, some encounter card effects may change or become stronger depending on the current level of Cthulhu's Rage.





The Cthulhu Deck



The Cthulhu Board



Location Placement for "The Doom of Arkham Part II"



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): You struggle to rise as the ground rocks with another tremor. Mighty Cthulhu looks down on you with five dispassionate red eyes. You've dreamed this moment before. His hulking form blots out the stars above, shimmering with an otherworldly radiance. His rotten breath washes over you, stirring the water. For a moment, the clamor fades away as you meet the ancient one's gaze. You feel him in your mind. There is no anger or rage, only cold indifference.

This is no reckoning, no judgment, no destruction. You and your kind are nothing more than an annoyance. The thick, squamous tentacles sprouting from Cthulhu's face snake across the water, searching for you, for the things you and your kind took from him. You are powerless to resist. Why should you? Your fate and the fate of all your pathetic kind was written in the stars. Doom has come to Arkham.

- ☞ In your Campaign Log, record Cthulhu annihilated the city of Arkham.
- ☞ The investigators, along with everyone else in Arkham, are **killed**.
- ☞ The investigators lose the campaign.
- ☞ Proceed to **Epilogue** (page 52).

Resolution 1: After hours of struggle, you stand before mighty Cthulhu, who looks down on you with five dispassionate red eyes. You've dreamed this moment before. His hulking form blots out the stars above, shimmering with an otherworldly radiance. His rotten breath washes over you, stirring the water. For a moment, the clamor fades away as you meet the ancient one's gaze. You feel him in your mind. There is no anger or rage, only cold indifference.

A shot rings out, followed by a dozen more. Behind you, from the nearby rooftops, and elsewhere in the vicinity, a volley of firearms and explosives pelt the ancient one's sagging, fetid flesh. Inspector Legrasse shouts to his fellow officers, goading them to not let up. Great Cthulhu moans in pain as the sheer firepower chews through his armored flesh, flooding the streets with oily black blood. At long last, the tide seems to have turned in your favor. Cowed by the relentless assault, the ancient one turns back to the Miskatonic and lurches into the water, followed by a cadre of monstrous creatures.

You can feel the others hold their breath, waiting for some reprisal, but nothing comes. Then, a cheer breaks the silence, followed by dozens more. Arkham is safe...for now.

- ☞ In your Campaign Log, record Cthulhu was driven away.
- ☞ Each investigator suffers 3 physical trauma and 3 mental trauma from their battle with Cthulhu.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ The investigators win the campaign! But how long will it be before Cthulhu's eventual return?
- ☞ Proceed to **Epilogue** (page 52).

Resolution 2: Just as Cthulhu prepares to strike, the sigils on his body grow blindingly bright, and his limbs suddenly stiffen. Andy steps boldly out onto the street, stumbling through two more guttural stanzas. You and Ruby join him in reciting the chants as the ritual takes form. The ancient one roars again and falls prone, as if bound by invisible cords. A corona of eerie green and golden light cuts through the clouds, then peels back to reveal the night sky above. Nestled in the heart of an emerald and gold nebula is a bright, shining star.

The starlight intensifies. Before your eyes, the ancient one's body twists and bends like a broken reflection. For just a moment, you see the spires of R'lyeh shimmering within the broken skyline of Arkham, looking both alien and familiar at once. With a final roar, Cthulhu disappears into the aether.

The corona of distant stars shrinks, then collapses with a thunderclap. In its wake is a dreadful silence.

You, Ruby, and Andy climb up to the roof of a nearby building and sit on the edge looking out at the ruined city. Rivertown and much of the Merchant District are entirely underwater, but most of Arkham remains intact. The three of you stare at the apocalyptic landscape as the storm clouds dissipate, bathing the city in pale moonlight. A lone siren blares across the swollen banks of the Miskatonic River. Andy stands up and extends a hand to you.

"There's no time to rest. The people of Arkham still need us, more than ever."

- ☞ In your Campaign Log, record *Cthulhu was banished*.
- ☞ Each investigator suffers 1 physical trauma and 1 mental trauma from their battle with Cthulhu.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator may remove 1 random basic weakness from their deck (ignoring deckbuilding requirements) for saving Arkham from an ancient evil.
- ☞ The investigators win the campaign!
- ☞ Proceed to **Epilogue** (page 52).

Resolution 3: *Just as Cthulhu prepares to strike, the sigils on his body grow blindingly bright, and his limbs suddenly stiffen. Andy steps boldly out onto the street, stumbling through two more guttural stanzas. You and Ruby join him in reciting the chants as the ritual takes form. The ancient one roars again and falls prone, as if bound by invisible cords. A corona of eerie green and golden light cuts through the clouds, then peels back to reveal the night sky above. Nestled in the heart of an emerald and gold nebula is a bright, shining star.*

The starlight intensifies. Before your eyes, the ancient one's body twists and bends like a broken reflection. For just a moment, you see the spires of R'lyeh shimmering within the broken skyline of Arkham, looking both alien and familiar at once. With a final roar, Cthulhu disappears into the aether.

The corona of distant stars shrinks, then collapses with a thunderclap. In its wake is a dreadful silence.

You, Ruby, and Andy climb up to the roof of a nearby building and sit on the edge looking out at the ruined city. The city of Arkham is a portrait of ruin. Rivertown is entirely underwater. Independence Square and the town hall are little more than rubble, and little remains of the city's other neighborhoods. You can only imagine the death toll. The three of you stare in stricken silence as the storm clouds dissipate, bathing the city in pale moonlight. You look to Ruby and see her in tears.

"I didn't think I gave a damn for this city, but here I am, crying like a baby," she sobs. "What else could we have done?"

- ☞ In your Campaign Log, record *Cthulhu was banished, but Arkham was destroyed*.
- ☞ Each investigator suffers 2 physical trauma and 2 mental trauma from their battle with Cthulhu.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience for dispelling an ancient evil.
- ☞ The investigators win the campaign, although Arkham is completely in ruins.
- ☞ Proceed to **Epilogue** (page 52).





Epilogue

Check your Campaign Log.

- ☛ If Cthulhu annihilated the city of Arkham, proceed to **Epilogue 1**.
- ☛ If Cthulhu was driven away or Cthulhu was banished, but Arkham was destroyed, skip to **Epilogue 2**.
- ☛ If Cthulhu was banished, skip to **Epilogue 3**.
- ☛ If the investigators halted Cthulhu's awakening, skip to **Epilogue 4**.

Epilogue 1: August 20

It has been nearly two months since the destruction of Arkham. According to reports, most of the survivors have been committed to a sanatorium upstate. The remainder were bedridden with the infectious coma that has plagued the city for the past month, and have no clue what really happened. The few accounts we do have attribute the destruction to "a massive behemoth" that rampaged the city, destroying everything in its wake. A dozen other cities along the eastern seaboard and the coast of South America have reported similar phenomena. The locals have taken to calling it a silent rampage, though popular opinion holds that it was an exceptionally strong storm.

The future is uncertain for Arkham. With few homes and infrastructure to return to, the surviving residents have dispersed to nearby villages in Dunwich, Kingsport, Insmouth, and Providence. Discussions about whether to salvage what little remains of Miskatonic University are ongoing, but not likely. Arkham is little more than a ghost town.

Minnie Klein

Epilogue 2: September 18

To Ruby Standish, █ Rue █ no 3, Paris, France:

Unfortunately, I don't have time to visit at the moment. I still have too much to do in Arkham. The city is limping along as best it can, but it will take time before anything feels "normal" again. If "normal" is even possible after what happened. Nobody seems to remember much about what happened that night. They're claiming a severe storm system swept through. I guess a few other cities along the coast were hit, too, so everyone latched onto the idea that it was some kind of hurricane.

The few of us who do remember it are hesitant to share anything. Arkham Asylum still hasn't been restored, but there are plenty of sanatoriums nearby. Anyone who mentions what really happened is labeled a victim of the dreaming sickness and committed.

Somewhere, deep down, I'm sure He will return. The old dreams haven't stopped. He's still in there, somewhere deep in my mind, biding his time.

When he does come back, no amount of explosives or firepower will stop him. If he returns, it'll be for revenge.

You were probably wise to leave. I'm sure France is beautiful.

Andy Van Nortwick

Epilogue 3: September 18

To Ruby Standish, █ Rue █ no 3, Paris, France:

Unfortunately, I don't have time to visit at the moment. I still have too much to do in Arkham. The city is limping along as best it can, but it will take time before anything feels "normal" again. If "normal" is even possible after what happened. That said, the restoration project has gone surprisingly well. With some backing from New Horizons Industries, shiny new buildings have started to pop up all around town. We've even got a new theater! Oh, and you'll be excited to hear that the Arkham Advertiser has offered me a full time position. I won't be able to actually work it until the office is rebuilt, but it's a nice thought, at least.

Barely anyone seems to remember that night. They claim a "severe storm system" caused the destruction—even after I pointed out the massive footprints in the rubble. I guess a few other cities along the coast were hit, too, so everyone latched onto the idea that it was some kind of hurricane. Any other accounts are dismissed as products of the strange sleeping sickness that swept through town before the attack.

I wanted to thank you for, well, everything. I'd be dead if it weren't for you and Randall's associates. Along with most of Arkham. I'm not sure if He will ever return, but if that ever happens, I know who to call.

Andy Van Nortwick

Epilogue 4: May 30

It was a long journey back from R'lyeh. When we returned to Arkham, Tillinghast Esoterica—and presumably Randall himself—had vanished into thin air. Ruby considers all of our debts repaid, although I worry he might be around to collect someday.

Spring is in full swing in Arkham. The blooming flowers and fresh air are a far cry from the dank halls of the drowned city. No matter how much time passes, I'll never forget the face of that thing in the depths of the ancient city. Was it the ancient one that caused it to rise? Or the dreams of his thousands of followers? There's no telling what set those infernal gears into motion, nor when they might rise again.

—Your Journal

Achievement List

The following is a list of achievements investigators may strive toward as they play *The Drowned City* 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!

- ☐ **One First Last Job:** Complete *The Drowned City* campaign once on any difficulty.
- ☐ **Season Two:** Play through the campaign on hard or expert mode using 4 investigators from 4 different previous campaigns.
- ☐ **Cliff Diver:** Complete the campaign without ever bringing a diving suit along.
- ☐ **This is a Coup:** Defeat both Naomi O'Bannion and Sadie Sheldon in *One Last Job* using only the act 3a parley ability.
- ☐ **Thorough Search:** End the *The Western Wall* with every location revealed.
- ☐ **Tidal Flip Minigame:** Complete *The Drowned Quarter* with each location revealed and not flooded.
- ☐ **No Acolyte Left Behind:** Rescue 5 cultists in *The Apiary*.
- ☐ **Kill the Adds:** Defeat Mother in *The Apiary* using only her **Forced** effect.
- ☐ **In The Deep End:** Escape *The Grand Vault* with the Tidal Tablet after every location has been fully flooded.
- ☐ **Sorry, Didn't See You There:** Beat *Court of the Ancients* without moving the Great Lift after the Colossal Tyrant spawns.
- ☐ **Sky Rider:** End your turn in open sky at least 5 times during a single game of *Obsidian Canyons*.
- ☐ **Skip to the End:** Defeat Cthulhu in *Sepulchre of the Sleeper*.
- ☐ **Alien School Dropout:** Complete the campaign without translating a single alien glyph.
- ☐ **Alien School Graduate:** Translate all 26 alien glyphs during a single playthrough of *The Drowned City* campaign.
- ☐ **Empty Handed:** Return from R'lyeh without having collected any **Artifact** story assets.
- ☐ **WHY. WON'T. YOU. STAY. DEAD?!**: Add *The Inescapable* to the victory display at least 20 times during a single campaign.

With Your Powers Combined.... Finish *The Drowned City* campaign having earned the following artifacts:

- | | |
|---|---|
| ☐ Barrier Node | ☐ Grisly "Mask" |
| ☐ Obsidian Claw | ☐ Tidal Tablet |
| ☐ Shard of Y'ch'leht | ☐ Horror in Clay |

Obligations: Finish *The Drowned City* campaign with the following tasks completed:

- | | |
|---|--|
| ☐ Walk in Faith | ☐ Dreams of Destruction |
| ☐ Toe the Line | ☐ Do No Harm |
| ☐ Good Money | ☐ No Place Like Home |
| ☐ Prove Your Worth | ☐ Plumb the Depths |

- ☐ **Line in the Sand:** Win *The Drowned City* campaign with at least three Ultimatums active.
- ☐ **R'lyeh Expertise:** Win *The Drowned City* campaign on Expert difficulty.

Design Notes

"Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men."

— H.P. Lovecraft, "The Call of Cthulhu"

Congratulations on completing *The Drowned City* campaign!

Whether you won or you drowned, I hope you had fun exploring R'lyeh and defending Arkham from the spawn of the stars.

The Drowned City stands at a unique crossroads for *Arkham Horror: The Card Game*. As the tenth campaign, it felt right to bring something monumental to both Arkham and to our roster of investigators. As such, we approached the design with an eye to how both Arkham and our intrepid investigators might be permanently changed. How would the events of the campaign influence the character of our investigators, and how would those events impact Arkham itself?

The Task stories were one way to showcase this character growth for the investigators while also providing unique backgrounds to roleplay these moments effectively. It was important that each Task provide a motive and a series of "character moments." These moments are sometimes in the story text, but they mostly occur during gameplay. You can't accomplish your task simply by making the "correct" choice when prompted; you have to work for it in how you play the game, and possibly even in how you build your deck!

Our investigators weren't the only ones who needed some stakes, however. The city of Arkham is a living, breathing character all on its own. The city itself needed an existential threat: something that could rock its very foundations. And who better to threaten Arkham than the most iconic ancient one in the Lovecraft mythos?

Since *The Call of Cthulhu* was published in 1928, Cthulhu has become a synecdoche for the mythos at large. You can find him everywhere—television, games, comics, plushies, punchlines, microbrews, you name it. The sheer breadth of cultural saturation makes it tough to frame the Ancient One as the horrific, nightmare-inducing abomination of Lovecraft's original tale. In *The Drowned City* campaign, Cthulhu isn't so much a traditional villain as he is a force of nature. He is doom incarnate. And he is nigh unstoppable.

When envisioning the climactic showdown with Cthulhu, I didn't want players to simply fight the iconic Ancient One the same way they fight other "final bosses" in Arkham. Hence the Cthulhu deck, the multi-part enemy on the Cthulhu board, and the scaling rage that players must contend with in the final confrontation.

Just like Arkham, R'lyeh is another major character in this campaign. While we have seen many permutations of Cthulhu, there are far fewer depictions of the ancient city. The more Nick and I imagined the city, the more excited we became to explore its secrets. The alien glyphs, in particular, provided us a new means to unpack the ancient history of R'lyeh and of its inhabitants. I wonder if anyone will ever uncover the true meaning of these glyphs?

With all that said, I hope you're as excited about Arkham's future as we are! After the events of *The Drowned City*, the people of Arkham will need time to rebuild. When we see them next, I wonder how our dauntless investigators and the city they call home will look. Who knows what unspeakable horrors will threaten Arkham next? I'm sure you're positively **burning** with curiosity.

— Josiah "Duke" Harrist

Campaign Log: *The Drowned City*

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
TASK/TASK PROGRESS	TASK/TASK PROGRESS	TASK/TASK PROGRESS	TASK/TASK PROGRESS
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Campaign Notes



KILLED AND INSANE INVESTIGATORS

Artifacts Earned

- ☐ Barrier Node
- ☐ Obsidian Claw
- ☐ Shard of Y'chlecht
- ☐ Tidal Tablet
- ☐ Grisly "Mask"

CHAOS BAG

Encounter Set Icons

 Alien Machinery	 The Apiary
 Cosmic Legacy	 Court of the Ancients
 Deep Ones	 Domination
 The Doom of Arkham Part I	 The Doom of Arkham Part II
 Dreams	 The Drowned Quarter
 Elder Mist	 Expedition
 Flood	 The Grand Vault
 The Inescapable	 Obsidian Canyons
 One Last Job	 Pilgrims
 R'lyeh	 Sepulchre of the Sleeper
 Star Spawn	 Stowaways
 Tasks	 Undersea Creatures



From the Core Set:

 Agents of Cthulhu	 Ancient Evils
 Chilling Cold	 Dark Cult
 Locked Doors	 The Midnight Masks
 Nightgaunts	 Rats



Quick Reference

Flood Tokens.....	2
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