

Setup

- ☞ Gather all cards from the following encounter sets:



Smoke and Mirrors



Arkham



People of Arkham



Fire!



Ashen Pilgrims



Reeking Decay



Hallucinations



Bad Weather



Queen of Ash



Gangs of Arkham

- ☞ Use the Act deck, Agenda deck, and Scenario Reference Card from the **Smoke and Mirrors** encounter set.
- ☞ Choose one of the two Downtown locations and one of the two Uptown locations at random and put them into play. Remove the other versions of Downtown and Uptown from the game.
- ☞ Put the Miskatonic University (*Quiet Campus*), Northside, Easttown, Merchant District, Waterfront District, Southside, and French Hill locations into play.

- ☞ Set the Miskatonic University (*In Flames*) location card aside, out of play.
- ☞ Gather each card in the **People of Arkham** encounter set. Shuffle Sgt. Earl Monroe, Abigail Foreman, and Cornelia Akely together. From those cards, take 2 of them at random and deal 1 card facedown beneath Downtown, and 1 card facedown beneath Southside. Set the remaining card and the rest of the encounter set aside, out of play.
- ☞ Put the Elokoss enemy into play at Easttown, with Elokoss (*Mother of Flame*) side face-up.
- ☞ Each investigator begins play at Miskatonic University.
- ☞ Choose an investigator to begin with Dr. Henry Armitage in play under their control. He does not take up an ally slot for this scenario.
- ☞ Based on the number of investigators in the game, do the following:
 - ◆ 1 investigator: The lead investigator gains 3 clues from the token bank.
 - ◆ 2 investigators: The lead investigator gains 2 clues from the token bank.
 - ◆ 3 investigators: Do nothing.
 - ◆ 4 investigators: Place 1 doom on the agenda.
- ☞ Set the 2 copies of Rogue Gangster aside, out of play.
- ☞ Set the following cards from the **Smoke and Mirrors** encounter set aside, out of play: Each copy of Mark of Elokoss, and Servant of the Flame (*On the Run*).
- ☞ Set following cards from the **Queen of Ash** encounter set aside, out of play: Servant of the Flame (*A Willing Sacrifice*), Queen's Knight, and Herald of Flame.
- ☞ Shuffle the following cards together to create the encounter deck:
 - ◆ The **Fire!** encounter set.
 - ◆ The **Ashen Pilgrims** encounter set.
 - ◆ The **Reeking Decay** encounter set.
 - ◆ The **Hallucinations** encounter set.
 - ◆ The **Bad Weather** encounter set.
 - ◆ Each copy of the Ashen Rebirth treachery from the **Queen of Ash** encounter set.
- ☞ Remove all other cards from the game.
- ☞ You are now ready to begin.



Codex: Where There's Smoke, There's Fire

Read the following entries only when directed while playing the *Where There's Smoke, There's Fire* scenario.

Codex 1: David Renfield

The eschatologist is scrambling across different buildings, looking for something. "Oh thank god, you're here! When your friend came to me to explain the plan, I took them for a fool, though I was still willing to entertain them. After all my studies, I still didn't believe we would live to see an apocalyptic event in our lifetimes."

He explains that in order to sever the connection between Elokoss' realm and our own, we will need to help him decipher the manuscript from its ancient Arkadian language. "We need to hurry up, the fire has already reached the university!"

If this is the first time you trigger this codex, spawn the set aside Herald of Flame enemy at Miskatonic University, exhausted.

Place 1 of your clues on David Renfield. You may draw an encounter card to place an additional clue.

If there are 2  clues on David Renfield, continue reading. Otherwise, any investigator may trigger this codex again.

After long hours of searching, you've found various tomes you can use to cross-reference and eventually wholly translate the ancient manuscript into a set of instructions. The plan is almost ready.

Place David Renfield beneath the act.

Each investigator may heal 2 damage and 2 horror.

If there are 4 *Elite* enemies under the act, read **Codex Ω**.

Codex 2: Cornelia Akely

You find Ms. Akely protecting a group of distressed townsfolk in a run-down garage turned makeshift shelter. Her expression hardens as she sees you coming closer. "Don't care whatever you're up to, there's no more space here, get outta here!"

Place 1 resource (from the token pool) on Cornelia Akely, as a lead. If there are 1  leads on her, continue reading. Otherwise, any investigator may trigger this codex again.

Eventually, your words get through to the grumpy foreman. "I remember your friend's plan, and I can help. I may have the people's respect but I don't have their attention. I know someone who'll get 'em to listen."

Place Cornelia Akely beneath the act.

Put the set aside Margaret Liu enemy facedown beneath Uptown.

Codex 3: Naomi O'Bannion

Despite the chaos outdoors, the O'Bannion's kingpin seems rather relaxed in her outfitted and heavily guarded safehouse. "The relic that your friend left me to protect? I knew those kooks would be looking for it." She takes a long drag of her clove cigarette. "So I split it in three pieces, one at each of our safehouses. I've lost contact with the other two, so you're gonna have to rough up a few of my guys to take it off their hands. Come back when you have all of 'em. You better leave now, before I change my mind."

If this is the first time you trigger this codex, each investigator gains 1 clue from the token bank.

Exhaust and disengage Naomi O'Bannion.

If there are no facedown cards beneath Northside, Waterfront District, or French Hill, continue reading. Otherwise, any investigator may trigger this codex again.

Returning with the three pieces, O'Bannion fits them together to form what looks like a large serrated ritual axe. "Don't ask me how it works, just do what you gotta do." You mention that you were surprised by her willingness to help, considering what you've heard about the O'Bannion's ruthlessness, and she blows a thick cloud of smoke in your face. "A town without people is a town without business. Now get lost."

Place Naomi O'Bannion beneath the act.

Each investigator may gain up to 3 resources.

If there are 4 *Elite* enemies under the act, read **Codex Ω**.

Codex 4: Sgt. Earl Monroe

You find the police officer next to his patrol car, madness in his eyes, striking the warm air with his nightstick. "Back off, don't come any closer! The flames! The flames!". You brace yourself for a fight.

Place 1 resource (from the token pool) on Sgt. Earl Monroe, as a lead. If there are 1  leads on him, continue reading. Otherwise, any investigator may trigger this codex again.

Eventually you manage to beat the sense back into him. "Alright, alright, I'm okay now," the officer spits some blood as he nurses a bruised cheek.

"I've never seen anything like it, I didn't believe your friend at first, but my god they were right all along. I was just a courier between your friend and the O'Bannions. Delivered a crate to the kingpin last night, don't know what for, didn't ask. She's probably at one of their safehouses by now." He looks eastward towards people running from the rising flames in the distance. "I've been a pretty bad cop, I've failed this town." You tell him to chin up, that the fight isn't over yet.

Place Sgt. Earl Monroe beneath the act.

Each investigator gains 2 clues from the token bank.

Shuffle the set aside Naomi O'Bannion enemy and the 2 copies of Rogue Gangsters together, and deal 1 card facedown beneath Northside, Waterfront District, and French Hill.

Codex 5: Abigail Foreman

You find the local librarian frantically searching through several tomes on her desk, driven by what must be the deity's spreading madness. "My head is burning! It's in here somewhere! It must be!"

Place 1 resource (from the token pool) on Abigail Foreman, as a lead. If there are 1  leads on him, continue reading. Otherwise, any investigator may trigger this codex again.

You finally are able to calm her down. "Thank you, I don't know what had happened to me, it felt like I had seen things that weren't meant to be seen. My visions reminded me of how the fire of Alexandria was once described by its survivors." She pauses for a second, thinking hard. "Ah yes, your friend was in fact searching for a rare manuscript rumored to have survived the burning of the library of Alexandria, but the only copy we had was checked out by someone by the name of... David. Yes, David Renfield."

Place Abigail Foreman beneath the act.

Replace Miskatonic University with its set aside (*In Flames*) version, keeping all tokens and attachments.

Place 2  additional clues on Miskatonic University from the token bank.

Put the set aside David Renfield enemy facedown beneath Miskatonic University.

Codex 6: Margaret Liu

You find Ms. Liu hiding backstage, crying over the devastation. "It's so horrible, all the fire, all the destruction." You explain to her that you need her to gather people to help your cause, but she seems unconvinced until you mention your friend and Cornelia's involvement. Her eyes widened. "I don't care about your plans, but I do have a soft spot for Cornelia... I will help her if that is her wish." As you prepare to leave, you hear screams coming from the entrance to the lounge.

If this is the first time you trigger this codex, spawn the set aside Queen's Knight enemy at Uptown, exhausted.

You have rallied the people of Arkham at Margaret Liu's current location. Place a resource on that location as a reminder.

You may move Margaret Liu to any connecting location.

If 2  locations have been rallied, continue reading. Otherwise, any investigator may trigger this codex again.

You've walked around town, with Cornelia's words and Liu's voice, gathering a crowd of people who want to help stop the madness. "That's it! There should be enough people now." Cornelia nods at you, and smiles at Margaret, who only manages to return a faint blush. "Your friend's plan is almost ready now, we'll keep the people gathered here while you figure out the rest."

Place Margaret Liu beneath the act.

Each investigator may draw up to 2 cards.

If there are 4 **Elite** enemies under the act, read **Codex Ω**.

Codex Ω: Arkham United (1 of 2)

Read all of the following sections whose condition has been met.

If David Renfield is not beneath the act deck:

A man runs up to you. "I've been searching for you everywhere! Your friend told me to translate this ancient manuscript and find you in case anything went wrong."

That was the missing piece, the instructions for the ritual. Your friend's plan is finally ready.

Continue reading.

If Naomi O'Bannion is not beneath the act deck:

A tough looking gangster walks up to you. "I've been told that you need this, and that you would know what to do with it. Orders from above." She hands you an ornate axe made of unknown alloys. "You are in debt with the O'Bannions now."

That was the missing piece, the relic mentioned in the manuscript. Your friend's plan is finally ready.

Continue reading.

If Margaret Liu is not beneath the act deck:

You notice two figures in the distance walking towards you, with a crowd of townsfolk behind them. You recognize them as Margaret Liu, the lounge singer, and Cornelia Akely, a well known and respected foreman. "Your friend told us to gather a crowd, and we did. Let's save this city."

That was the missing piece, the ritual needed the combined willpower of many minds. Your friend's plan is finally ready.

Continue reading.

Codex Ω: Arkham United (2 of 2)

If Elokoss is in the victory display:

Although your friend is still nowhere to be found, you have finished preparing the ritual to sever the connection between the realms. You may have defeated the physical vessel of Elokoss, but the ancient deity has stayed in Arkham long enough to persist in an immaterial form. The only way to stop the spreading destruction is to continue with your friend's plan.

Arkham is united to prevent its destruction. There's no time to wait. You explain to the confused crowd that you've gathered on what they must do and begin the ritual.

Carefully following the instructions from the translated manuscript, the crowd surrounds you, eyes closed, but straining hard. They must manifest the link between the dimensions with their collective willpower. Once that link becomes visible in the physical realm, all you have to do is swing the axe into the link and that will permanently sever the dimensions, cutting off Elokoss' power from Earth.

Faint wisps of flame begin to appear in the sky. The crowd's manifestation is working! Everything is going according to plan, until a nightmarish cloaked entity walks up from the crowd and knocks you down. It grabs the ritual axe and runs away! You'll need to chase it to get it back.

Spawn the set-aside Servant of the Flame (On The Run) at an empty location, with 2  damage on it.

Otherwise:

Although your friend is still nowhere to be found, you have finished preparing the ritual to sever the connection between the realms. Arkham is united to prevent its destruction. There's no time to wait. You explain to the confused crowd that you've gathered on what they must do and begin the ritual.

Carefully following the instructions from the translated manuscript, the crowd surrounds you, eyes closed, but straining hard. They must manifest the link between the dimensions with their collective willpower. Once that link becomes visible in the physical realm, all you have to do is swing the axe into the link and that will permanently sever the dimensions, cutting off Elokoss' power from its vessel here on Earth.

Faint wisps of flame begin to appear in the sky. The crowd's manifestation is working! Everything is going according to plan, until a nightmarish cloaked entity walks up from the crowd and knocks you down. It grabs the ritual axe and taunts you. You'll need to fight to get it back.

Spawn the set-aside Servant of the Flame (A Willing Sacrifice) at the lead investigator's location, exhausted, with 2  damage on it.

Exhaust Elokoss (Mother of Flame).

Codex Φ: Servant of Flame

The flaming creature crumbles into a pile of ash, leaving behind the relic you needed to finish the ritual.

Place Servant of the Flame beneath the act.

Read all of the following sections whose condition has been met.

If Elokoss is in the victory display:

With the crowd gathered together again, you repeat the instructions of the ritual, this time with nothing stopping you. The faint wisps of flame grow into a twisting inferno in the sky, ending in a single point near the ground. You bring the axe sideways across the flaming tornado to sever the dimensions. A flash of white blinds you and your companions.

Proceed to R1.

Otherwise:

With the crowd gathered together again, you repeat the instructions of the ritual, this time with nothing stopping you. The faint wisps of flame grow into a twisting inferno in the sky, ending in a single point near the ground. You bring the axe sideways across the flaming tornado to sever the dimensions. A flash of white blinds you and your companions. By the time your vision has recovered, you hoped the twister would have disappeared. Instead, it seems like it's become tethered to the physical vessel of Elokoss, desperately hanging on to its connection to our reality. You must destroy the weakened vessel to end it once and for all.

Flip Elokoss to her (Faint Embers) side, keeping all damage and attachments on her.

Place 3 clues on Elokoss.



DO NOT READ until the end of the scenario

If no resolution was reached: The rest of the night is a blur. You awaken at the edge of town, on a bank of the riverside, with burns all over your body. Weak and mentally exhausted, you watch in despair as Arkham continues to burn in an unstoppable inferno, growing into towering pillars of black smoke.

- Each investigator earns experience equal to the **victory X** value of each card in the victory display, along with 1 bonus experience for each enemy beneath the act when the scenario ended.

Check the number of enemies that are under the act when the scenario ended.

- If there are 1 or fewer **Elite** enemies, proceed to **Resolution 3**.
- If there are 2 or 3 **Elite** enemies, proceed to **Resolution 4**.
- If there are 4 or 5 **Elite** enemies, proceed to **Resolution 5**.

Resolution 1: With the physical vessel destroyed, there is no more connection to our dimension. The twister fades into the smokey skies, and the townsfolk rejoice as it begins to rain, dousing out the rest of the fires across town. After the dust has settled, you finally figure out the unfortunate fate of your friend - they were the unwilling sacrifice the Brethren have made to summon Elokoss in the first place. Despite the horrible revelation, your friend will be remembered as a hero who helped save Arkham.

- In your campaign log, record the investigators severed Elokoss' connection to our dimension forever.
- Each investigator earns experience equal to the **victory X** value of each card in the victory display, along with 1 bonus experience for each enemy beneath the act when the scenario ended.
- If the Dr. Henry Armitage story asset was under control of an investigator when the scenario ended, any investigator may add him to their deck for the remainder of their campaign. This asset does not count towards that investigator's deck size.
- Each investigator may remove the Mark of Elokoss weakness from their investigator's deck.

Resolution 2: The new ritual was a success. By the time your vision has recovered, the twister is already fading into the smokey skies. The townsfolk rejoice as it begins to rain, dousing out the rest of the fires across town. After the dust has settled, you finally figure out the unfortunate fate of your friend - they were the unwilling sacrifice the Brethren have made to summon Elokoss in the first place. Despite the horrible revelation, your friend will be remembered as a hero who helped save Arkham.

- In your campaign log, record the investigators severed Elokoss' connection to our dimension forever.
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- If the Dr. Henry Armitage story asset was under control of an investigator when the scenario ended, any investigator may add him to their deck for the remainder of their campaign. This asset does not count towards that investigator's deck size.
- Each investigator may remove the Mark of Elokoss weakness from their investigator's deck.

Resolution 3: The flames will rage on for three more days, and those whole fled whisper of unspeakable visions - terrifying, ghoully faces staring out of the flames - that still haunt them. Your home has been completely destroyed.

- In your campaign log, record Arkham burned to ash.
- Each investigator suffers 1 mental trauma and 1 physical trauma from their horrific experiences.

Resolution 4: The flames will rage on for two more days, and those whole fled whisper of unspeakable visions - terrifying, ghoully faces staring out of the flames - that still haunt them. And yet, with the effort you've made, the people that you've managed to help out have gained the hope necessary to power through and defeat the fires. It is only a matter of time until the followers of Elokoss rise again...

- In your campaign log, record most of Arkham burned.
- Each undefeated investigator suffers 1 physical trauma from their horrific experiences.

Resolution 5: And yet, with the effort you've made, the people that you've managed to help out have gained the hope and strength necessary to defeat the fires without you. The flames rage on for only one more day before being extinguished. It is only a matter of time until the followers of Elokoss rise again...

- In your campaign log, record half of Arkham burned.
- Each undefeated investigator suffers 1 physical trauma from their horrific experiences.
- Each investigator may remove the Mark of Elokoss weakness from their investigator's deck.