

### Setup

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- ❖ Set the following cards aside, out of play: Blessing of Nodens, The Terrible Old Man, Bland-Faced Man, Worm Throng, Amorphous Flute-Player, Hybrid Winged Thing, Pillar of Flame, and all 3 *Grimoire* cards.

- ❖ Place (X) Cloaked Figures at the White Church, according to the amount of investigators.
  - 1 investigator: 0 Cloaked Figures.
  - 2 investigators: 1 Cloaked Figures.
  - 3-4 investigators: 2 Cloaked Figures.

- ◆ Take the previously set-aside *Grimoire* cards, along with the top 3 cards of the encounter deck. Shuffle them and place 1 card under each *Town* location in play.

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7



## The Festival

EASY / STANDARD



–2. If you fail, draw 1 Cloaked Figures.



–1 for each **Cultist** and **Monster** enemy in play (max –3).



–1 for each clue in your possession (max –3). If you fail, draw 1 encounter card.



–X. X is the current Agenda #. If you fail, add 1 doom to the current agenda.

2017 MH

1/48

1a

## The Festival

HARD / EXPERT



–3. If you fail, draw 2 Cloaked Figures.



–1 for each **Cultist** and **Monster** enemy in play.



–1 for each clue in your possession. Draw 1 encounter card.



–X. X is the current Agenda #. Add 1 doom to the current agenda.

2017 MH

1/48

1b

### 7/ Legend Too Hideous

Agenda 2a

The low sound of a bell, like the tolling of a leviathan, rings out over the moonless and tortuous network of the incredibly ancient town. Answering its call, you see a few cloaked figures emerge from darkened doorways and begin to glide their way silently through the streets, uphill toward the tall spire of a church.

When you would add a doom token to this agenda, instead spawn Cloaked Figures at a **Town** location, beginning with any unoccupied.

**Forced** – When 3 Cloaked Figures are at the White Church: Advance.

Illustration: M. V. V. V.

3/48

3

### Eldritch Drunken Constellations

Agenda 4b

The low hushed throngs of cloaked figures oozing into the leviathan, rings out over the moonless and tortuous network of the incredibly ancient town. Answering its call, you see a few cloaked figures emerge from darkened doorways and begin to glide their way silently through the streets, uphill toward the tall spire of a church.

When you would add a doom token to this agenda, instead spawn Cloaked Figures at a **Town** location, beginning with any unoccupied.

**Forced** – When 3 Cloaked Figures are at the White Church: Advance.

Illustration: M. V. V. V.

3/48

4

### Through Serpentine Streets

Agenda 3a

You fight against the crowd, as it undulates incessantly uphill. The few lights in the windows are snuffed out as still more furtive figures surge duly into the streets. You look back over a shoulder: the only light in town seems to come from the windows of a fearlessly archaic cottage crouched near the black waters of the harbor. Your feet slip on the slinky sheen of snow as you are twisted back around and upstart.

When you would add a doom token to this agenda, instead move 1 Cloaked Figure 1 location toward the White Church.

**Forced** – When 6+ Cloaked Figures are at the White Church: Advance.

Illustration: M. V. V. V.

3/48

4

### The Memory of Primal Secrets

Agenda 1a

The snow has subsided for now, but a cold northern wind warns of a greater storm on the way, threatening to blot out the craggy peaks about the town.

Remove The Strange High House in the Mist location, and any accompanying assets and clues, from play. Each investigator at this location discards their hand and all clues, and is placed at Orange Point.

Illustration: M. V. V. V.

2/48

2

### Crossing the Threshold

Agenda 4b

The throngs begin to slide around you as you find yourself in an open churchyard. Death-fires dance over the tombs, revealing gruesome vistas, though queerly failing to cast any shadows. The church towers over you, its spire like a twisted finger jutting up at the blasted sky. You watch as the mass of cloaked celebrants slip speechlessly into the wide doors of the church, leaving no prints behind them in the snow.

Place the set-aside Stygian Grotto location into play. Move all investigators and enemies from **Kingsport** locations to the Stygian Grotto.

Advance to Act 4a.

Illustration: M. V. V. V.

3/48

5

### The Imperial Sea

Agenda 1b

Slowly, the stars have been swallowed by a crawling grey cloud, stealing the last glimmer of sanctuary from the cobbled streets of the ancient town. A new storm begins to howl in from the black seas of infinity, obscuring the high hills above Kingsport with long tendrils of swirling snows. Anyone in those heights will surely be lost. You had best find shelter soon.

Remove The Strange High House in the Mist location, and any accompanying assets and clues, from play. Each investigator at this location discards their hand and all clues, and is placed at Orange Point.

Illustration: M. V. V. V.

3/48

5







Act 4a

## The Rite of Fire and Evergreen

It is finally time for the Yule-rite, older than man and fated to survive him: the primal rite of the solstice and of spring's promise beyond the snows. While a piper drones, you watch as the clocked thrones adore the sick pillar of flame. The old man steps forward, lifting above his head the abhorrent book which you bore to him.

**Forced** – When an investigator first deals damage to an enemy at the Stygian Grotto: Flip the Bland-Faced Man over.

**Objective** – The investigators may spend 2 resources to join in the ancestral ritual. Advance to Act 4b: *Family*.

**Objective** – If all enemies at the Stygian Grotto are defeated, advance to Act 4b: *Festival*.

Illus. Maurice de Vlaminck

9/48

Act 4b

## Spring's Promise

**Family**  
You join in with the throng, your family, as you throw into the water handflats gouged out of the viscous vegetation which glitter green in the chlorotic glare. You share all the obscenities because you have been summoned to this festival by the writings of your forefathers. Then the old man makes a signal to the half-seen flute-player in the darkness, changing its feeble drone to a scarce louder drone in another key: precipitating as it does so a horror unthinkable and unexpected. At this horror you sink nearly to the lichened earth, transfixed with a dread not of this nor any world, but only of the mad spaces between the stars.

(+R2)

**Festival**  
You shove the last of the unspeakable horrors, flabby and amorphous shaped into the city waters of the underground river. As you sink to your knees at the unhallowed shore, you feel both dread and peace at having broken from your familial rites. The festival is ended.

(+R3)

Orange Point

2 LOCATION 1

### Hilltop. Kingsport.

➤ Spend (X) resources: Heal (X) horror.

➤ **Resign.** You turn away from this ancient sea town and head back into the darkness.

From here you have a good view of the land. The road to the right tumbles down into quiet Kingsport, clutched to the edge of the sea. A path veers left, up to higher summits cloaked in mist. The lights of Arkham are far behind you.

Illus. Pol Ledant

10/48

Orange Point

2 LOCATION 1

### Hilltop. Kingsport.

Here, where the road winds down the seaward slope you listen for the merry sounds of a village at evening, but do not hear them. Then you think of the season; perhaps these old Puritan folk might well have Christmas customs strange to you, and full of silent hearthside prayer.

Illus. Pol Ledant

Burying Ground

3 LOCATION 2

### Hilltop. Kingsport.

➤ Test (7) to exhume the grave. You get +1 for this test for each clue discarded. If you succeed, remember that the investigators have "found a seal ring." If you fail, add 1 doom to the agenda.

The snow has been scraped away from one of the graves and there are deep gouges in the frozen soil. The lettering on its headstone has long since been worn away by the stinging salt winds, but you recognize your family's coat of arms.

Illus. Emily Stauring

11/48

Burying Ground

3 LOCATION 2

### Hilltop. Kingsport.

Beside the road at its crest a still higher summit rises, bleak and windswept, and you see that it is a burying-ground where black gravestones stick ghoulishly through the snow like the decayed fingernails of a gigantic corpse.

Illus. Emily Stauring

The Strange High House in the Mist

2 LOCATION 3

### Hillside. Aether.

Attach the set-aside Blessing of Nodens to this location.

You find a path to the isolated cottage, but the only door seems to be on the unreachable oceanward side. You are forced to climb through an open window to gain entry. Inside you find a low room of black oak wainscots and carved Tudor furnishings. No flame is lit, but the room seems to glow green with a dim aqueous light. There is a sudden knocking on the ancient door, beyond which can only lie an abyss of white cloud.

**Victory 2.**

Illus. Andrew Wyeth

12/48

The Strange High House in the Mist

2 LOCATION 3

### Hillside. Aether.

Investigators cannot move into this location.

The crags climb lofty and curious, terrace on terrace, till the northernmost hangs in the sky like a grey frozen wind-cloud. Alone it is, a bleak point jutting in limitless space, and there an ancient house perches on that cliff, seemingly inaccessible. A single window glows with a strange light.

Illus. Andrew Wyeth



**Green Lane**

**2** LOCATION **1**

**Ancestral Home. Kingsport.**

➤ Spend (X) clues: Heal (X) damage.

*There are lights inside one house, partway down the street. The diamond window-panes are evidence that it must be kept very close to its antique state. The upper part overhangs the narrow street and nearly meets the house opposite, so that you are almost in a tunnel.*

Illus. Maurice de Vlaminck 13/48 13

**Green Lane**

**2** LOCATION **1**

**Ancestral Home. Kingsport.**

Investigators cannot move into this location.

Illus. Maurice de Vlaminck 13/48 13

**Back Street**

**2** LOCATION **1**

**Town. Kingsport.**

**Forced** – Investigators who end their turn at Back Street: take 1 horror.

*Curtains are suddenly drawn in the windows of the houses along the street and lights snuffed. You hear a strange slithering sound down a dark alley.*

Illus. Maurice de Vlaminck 14/48 14

**Back Street**

**2** LOCATION **1**

**Town. Kingsport.**

*The ramble of hushed farmhouses and shadowy stone walls quickly turns into a long, unlighted street of village hovels with their curtains drawn.*

Illus. Maurice de Vlaminck 14/48 14

**Ship Street**

**5** LOCATION **1**

**Town. Kingsport.**

**Forced** – Investigators who fail a skill test at Ship Street: add 1 doom to the current agenda.

➤ Spend 1 clue: discard 1 clue from Ship Street.

*The crash of waves from the midnight waters drowns out all noise and creates an unnervingly soothing rhythm, distracting you from your task and almost calling you down to the sea.*

Illus. Maurice de Vlaminck 15/48 15

**Ship Street**

**5** LOCATION **1**

**Town. Kingsport.**

*A short street of gambrel-roofed abodes, covered with moss and ivy, winds around the silent harbour. A cold wind drags in the stench of rotting fish.*

Illus. Maurice de Vlaminck 15/48 15

**Water Street**

**3** LOCATION **1**

**Town. Kingsport.**

➤: Test (4), to pass by the strange stones and knock at the door. If you succeed, attach the set-aside Terrible Old Man to this location.

*Smoke wafts from the stone chimney and you spy a festive glow from one of the windows. Someone appears to be home.*

Illus. Maurice de Vlaminck 16/48 16

**Water Street**

**3** LOCATION **1**

**Town. Kingsport.**

*Gnarled trees cluster in the front yard of an aged cottage. Despite its years, something about the place defies the darkly quiet houses around it. Someone has maintained a strange collection of large stones, oddly grouped and painted so that they resemble the idols in some obscure Eastern temple.*

Illus. Maurice de Vlaminck 16/48 16





## Market Square

3

LOCATION

2

**Town. Kingsport.**

While **Cultist** enemies are at this location, it cannot be investigated.

*A cyclopean evergreen has been cut and placed in the center of the open square. Sap oozes darkly across the stones around its base. You feel exposed to the windows of the buildings creeping in on all sides.*



Illus. Maurice de Vlaminck

17/48 17



## Market Square

3

LOCATION

**Town. Kingsport.**

*Fresh snow coats the one full flagstone pavement in the town. A once-bustling borough still boasts the signs of ancient shops and sea-taverns, creaking in the salt breeze.*



Illus. Maurice de Vlaminck

17



## Circle Court

4

LOCATION

2

**Town. Kingsport.**

If there is an investigator at Circle Court, other investigators cannot enter Circle Court.

*The crumbling masonry of the primordial cottages chokes the street, leaving little room for passage upward.*



Illus. Maurice de Vlaminck

18/48 18



## Circle Court

3

LOCATION

**Town. Kingsport.**

*A precipitous lane runs upward, where decaying houses overlap and tumble together in decadent squalor.*



Illus. Maurice de Vlaminck

18



## Central Hill

2

LOCATION

2

**Town. Kingsport.**

**Forced** – When an investigator enters Central Hill: Lose all remaining actions.

*Nearing the town's summit, you stand in a half-paved square swept nearly bare of snow by the wind, and lined with unwholesomely archaic houses having peaked roofs and overhanging gables.*



Illus. Maurice de Vlaminck

19/48 19



## Central Hill

3

LOCATION

**Town. Kingsport.**

*The town seems to retreat from the sea, houses clinging ever higher to the pocked and scabbed slopes. The incline grows steeper and will take all your effort to climb.*



Illus. Maurice de Vlaminck

19



## The White Church

2

LOCATION

0

**Unhallowed. Kingsport.**

*The church seems to lurch up from the snow, its doorway gaping darkly to the yard. Past the churchyard, where there are no houses, you can see over the hill's summit and watch the glimmer of stars on the harbour, though the town is now invisible, hulking below you in the dark.*



Illus. Maurice de Vlaminck

20/48 20



## The White Church

3

LOCATION

**Unhallowed. Kingsport.**

Investigators cannot move into this location.

*From the zenith of the town, the ghostly spire of the church claws its way into the sky. A high, locked gate surrounds it.*



Illus. Maurice de Vlaminck

20



**Stygian Grotto**

**1** LOCATION **2**

**Underground. Kingsport.**

**Forced** – When the Stygian Grotto is revealed: Place the set-aside Amorphous Flute-Player, Hybrid Winged Thing and Worm Throng into play at the Stygian Grotto.

*You are beneath Kingsport in an unhallowed Erebus of titan toadstools, leprous fire, and slimy water. You hear the feeble drone of a flute, as misshapen creatures flop into view.*

Illus. Albert Bierstadt 21/48 21

**Stygian Grotto**

LOCATION

**Underground. Kingsport.**

*From down below the illimitable staircase, you hear the lapping of sunless waters.*

Illus. Albert Bierstadt

**0** Blessing of Nodens

ASSET

Spell. Spirit.

► **Parlay**. Test (5) to appeal to Nodens for protection. If you succeed, take control of Blessing of Nodens. If you fail, add 1 doom to the agenda.

► Exhaust Blessing of Nodens: Move to a connecting location.

► Discard Blessing of Nodens: Remove 1 enemy at your location from play. This enemy may not be added to the victory display.

*The door opens inward revealing a vast crenulate shell wherein rides the grey and awful form of primal Nodens, Lord of the Great Abyss.*

22/48 22



**0** The Terrible Old Man

ASSET

Ancient Sea Captain

Ally. Kingsport.

► **Parlay**. Test (4) to appeal to The Terrible Old Man to join you. If you succeed, take control of The Terrible Old Man. If you fail, immediately move to a connecting location.

You get +1 and +1.

► When you successfully attack a **Cultist** enemy: Deal +1 damage.

*There is a gentle fumbling at the rusty latch, and you see the narrow, heavy door swing inward. In the pallid glow of the single dim street-lamp you see an ancient-looking man, leaning quietly on a knotted cane and smiling hideously. His eyes shine with a yellow gleam.*

Illus. Maichel Quinto 23/48 23



**0** Bland-Faced Man

ASSET

Distant Relation

Ally. Kingsport.

You get +2.

► After you successfully investigate: Discover an extra clue at your location.

**Forced** – When Bland-Faced Man leaves play: Each investigator takes 3 horror.

*His bland face, somehow resembling your own, both calms and unnerves you.*

Illus. Andrew Wyeth 24/48 24a

**Bland-Faced Thing**

The Worm That Gnaws

4 3 2

Monster. Elite.

**Forced** – While the Aged Volume is attached to the Old Man: he gains +1. Any other **Grimoire** attached to the Old Man gives him -1.

*A sudden motion dislodges something from the old man's hood: a devilish waxen mask falls from what should have been his face. He grabs at you with flabby, strangely coiled hands.*

**Victory 1**

ENEMY


Illus. Unknown 24/48 24b





## Old Tome

Item. Grimoire.


You get +1 .

*In the mouldering library of a decrepit home, you find a copy of Glanvill's "Saducismus Triumphatus." Its velvet cover is lettered with queer symbols.*



## Aged Volume

Item. Grimoire.


You get +1 .

*In a hidden room, you find a strangely familiar book. Its leather cover is slightly wet to the touch and leaves you feeling uneasy.*



## Eldritch Folio

Item. Grimoire.

You get +1 .

*Your investigation of an abandoned cellar reveals a curiously untitled book. The cloth binding is cracked with age.*



## Worm Throng

Those That Ought to Crawl

4 5 2

Monster. Elite.

Alloof. Massive.

**Forced** – At the beginning of the enemy phase: Remove all **Cultist** enemies from Stygian Grotto. Worm Throng gains +(X) Health, where (X) is equal to the number of **Cultist** enemies removed this phase.

*The cloaked figures wriggle and writhe, robes shredding or slipping to the ground in dark puddles, revealing, not human bodies, but corpse-fattened nightmares.*

Victory 2



ENEMY



Illus. Eric Lafgren

28/48



### Amorphous Flute-Player

Servitor of the Outer Gods

1 3 4

Monster. Servitor.

Prey – Highest ♠.

Aloof.

Each investigator at Amorphous Flute-Player's location gets -2 ♠, -2 ♣.

*You see something amorphously squatting far away from the light, piping noisomely on a flute, and as the thing piped you seem to hear a noxious, muffled fluttering in the foetid darkness. The music fills you with unthinkable horror.*

Victory 1

ENEMY



Illus. Paul Carrick 29/48 ♠ 29



### Hybrid Winged Thing

4 5 3

Monster. Abomination.

Prey – Lowest ♣.

Aloof. Retaliate.

*Out of the unimaginable blackness beyond the gangrenous glare of the cold flame, out of the Tartarean leagues through which that oily river rolled uncanny, unheard, and unsuspected, there flops rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember.*

Victory 1

ENEMY



Illus. Unknown 30/48 ♠ 30



### Pillar of Flame

5 1 4

Elite. Abomination.

Massive.

**Forced** – When Pillar of Flame is defeated: set it aside.

☞ If an investigator at the Stygian Grotto controls The Terrible Old Man: The Terrible Old Man opens several peculiar bottles and blue vapour springs forth, extinguishing the greenish flame. Place Pillar of Flame in the Victory Display.

*In all its seething combustion no warmth lies, but only the clamminess of death and corruption.*

Victory 1

ENEMY



Illus. Andrew Wyeth 31/48 ♠ 31



### Cloaked Figures

Night Marchers

2 4 2

Cultist.

Aloof.

**Forced** – During the enemy phase, if unengaged, Cloaked Figures move 1 location toward the White Church.

**Forced** – When sharing a location with other Cultist enemies: Cloaked Figures gain +2 ♣, +2 ♠.

*The Dog Star leers at the throng of cowed, cloaked figures that are now pouring silently from every doorway and forming monstrous processions, gliding uphill.*

Victory 1

ENEMY



Illus. Les Edwards 32/48 ♠ 32









**Cloaked Figures**  
Night Marchers

2 4 2

Aloof.

**Forced** – During the enemy phase, if unengaged, Cloaked Figures move 1 location toward toward the White Church.

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ENEMY



Illus. Les Edwards 37/48 32



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Night Marchers

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ENEMY



Illus. Les Edwards 38/48 32



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Night Marchers

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ENEMY



Illus. Les Edwards 39/48 32



**Spell of the Eastern Sea**

Hazard.

Peril.

**Revelation** – You must move each investigator in a **Town** location, to any connecting **Town** location. Investigators at any non-**Town** locations take 1 damage.

*Gusts of wind howl in from the charnel sea and up through the dizzying streets of Kingsport, carrying shards of ice that slash at your face like daggers. You stumble blindly, arms outstretched.*

TREACHERY



Illus. Maurice de Vlaminck 40/48 33







## Spell of the Eastern Sea

**Hazard.**

**Peril.**

**Revelation** – You must move each investigator in a **Town** location, to any connecting **Town** location. Investigators at any non-**Town** locations take 1 damage.

*Gusts of wind howl in from the charnel sea and up through the dizzying streets of Kingsport, carrying shards of ice that slash at your face like daggers. You stumble blindly, arms outstretched.*

Illus. Maurice de Vlaminck

41/48 33



## Bobbing Lanterns

**Power.**

**Revelation** – If there are no **Cultist** enemies in play, draw Cloaked Figures from the set-aside deck.

**Revelation** – Attach Bobbing Lanterns to a **Cultist** enemy. Limit 1 per enemy.

Attached enemy loses Aloof and gains Hunter. Ignore all other movement instructions for this enemy.

*You catch glimpses of candlelight weaving through the dark, cluttered streets toward you.*

Illus. Thomas Cooper Gotch

42/48 34



## Bobbing Lanterns

**Power.**

**Revelation** – If there are no **Cultist** enemies in play, draw Cloaked Figures from the set-aside deck.

**Revelation** – Attach Bobbing Lanterns to a **Cultist** enemy. Limit 1 per enemy.

Attached enemy loses Aloof and gains Hunter. Ignore all other movement instructions for this enemy.

*You catch glimpses of candlelight weaving through the dark, cluttered streets toward you.*

Illus. Thomas Cooper Gotch

43/48 34



## Watchers

**Terror.**

**Peril.**

**Revelation** – Attach Watchers to any unrevealed location, or the location with the most clues.

**Forced** – Each time an investigator successfully investigates at this location: Take 1 horror.

**Forced** – When there are no clues remaining at this location: Discard Watchers and add 1 doom to the current agenda.

*You would feel better if there were footprints in the snow, people in the streets or a few windows without drawn curtains.*

Illus. Andrew Wyeth

44/48 35







## Watchers

*Terror.*

Peril.

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**Forced** – Each time an investigator successfully investigates at this location: Take 1 horror.

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*You would feel better if there were footprints in the snow, people in the streets or a few windows without drawn curtains.*

Illus. Andrew Wyeth

45/48

35



## Yule-rite

*Terror.*

Peril.

**Revelation** – You must either (choose one): Move each **Cultist** enemy 1 location toward the White Church or draw Cloaked Figures from the set-aside deck.

*You feel the call of the festival, older than man and fated to survive him; the primal rite of the solstice and of spring's promise beyond the snows.*

Illus. Andrew Wyeth

46/48

36



## Yule-rite

*Terror.*

Peril.

**Revelation** – You must either (choose one): Move each **Cultist** enemy 1 location toward the White Church or draw Cloaked Figures from the set-aside deck.

*You feel the call of the festival, older than man and fated to survive him; the primal rite of the solstice and of spring's promise beyond the snows.*

Illus. Andrew Wyeth

47/48

36



## Nameless Menace

*Terror.*

**Revelation** – Move all **Cultist** enemies 1 location toward the White Church. Any investigators engaged with **Cultist** enemies move with them.

**Forced** – If there are no **Cultist** enemies in play: Add 1 doom to the current agenda.

*The decorations adorning the mouldering houses speak of strange customs and foreshadow festivities altogether unwholesome.*

Illus. Andrew Wyeth

48/48

37

