

## The Festival

*You are far from home, and the spell of the eastern sea is upon you. It is the Yuletide, that men call Christmas though they know in their hearts it is older than Bethlehem and Babylon, older than Memphis and mankind. You are the only one who came back this winter's night to the old fishing town as legend bade, for only the poor and the lonely remember.*

Prepare for your arrival in your ancestral home of Kingsport, just in time for Christmas. *The Festival* can be played as a standalone scenario, or as a side-story during any campaign.

### Expansion Symbol

The cards in *The Festival* scenario can be identified by this symbol before each card's collector number.



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## Standalone Mode

When played as a standalone scenario, *The Festival* has only two difficulty modes. Construct the chaos bag with the following tokens:

◆ **Standard:** +1, 0, 0, 0, -1, -1, -1, -2, -3, -4, -6,

◆ **Hard:** +1, 0, 0, 0, -1, -1, -3, -4, -5, -6, -7,

## Side-story (Campaign Mode)

Playing *The Festival* as a side-story, set it up as you would the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing *The Festival* side-story costs each investigator 2 experience.**

2

## It is the Yuletide...

The arrival of a mysterious letter in barely legible handwriting rouses you from your armchair by the fire. The words are from a distant relative demanding your presence at a holiday celebration in Kingsport. The letter speaks obscurely of an old family ritual and an ancestral duty being conferred to you. The name of your ancestral home stirs a longing in you. Kingsport: the very ancient town you have never seen but often dream of. There is an urgency in the archaic scrawl; a seeming dread. Nonsense, you think, grabbing your scarf, it would be good to be with family at Christmastime.

A hired car takes you to the train station and from there you ride east, away from the day, the snow falling thickly on bare trees that seem to twist and writhe away from the rails. You arrive in Arkham by twilight, but the conductor informs you that deep snows prevent further passage onward until the morning.

Feeling anew the urgency of the letter, you decide to walk the two miles to Kingsport, along deserted country roads and then winding ever higher up into seaside cliffs like the backbone of some great, slouching beast. The snow finally stops as you crest the hill, stars glimmering sickly above, while the sea pounds against the rocks below. Turning, beyond the hill you see Kingsport outward spread frostily in the gloaming.

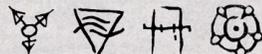
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## Setup

- ◆ Gather all cards from The Festival encounter set, indicated by this icon:



- ◆ Gather all cards from the following encounter sets:



- ◆ Set aside the Stygian Grotto location, out of play.
- ◆ Put the other 11 locations into play. Each investigator begins play at Orange Point.
- ◆ 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.
- ◆ Set all 8 copies of Cloaked Figures aside, in their own deck. Any time Cloaked Figures are removed from play, return them to their set-aside deck.
- ◆ Place (X) Cloaked Figures at the White Church, according to the amount of investigators.
  - 1 investigator: 0 Cloaked Figures.
  - 2 investigators: 1 Cloaked Figure.
  - 3-4 investigators: 2 Cloaked Figures.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.
- ◆ 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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## DO NOT READ until the end of the scenario

**If each investigator resigned:  
Go to Resolution 1.**

**Resolution 1:** *At the hospital you are told that you were found half-frozen in Kingsport Harbour at dawn, clinging to a drifting spar. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. There is nothing you can say, because everything is wrong. Everything is wrong, with the broad window showing a sea of roofs in which only about one in five is ancient, and the sound of trolleys and motors in the streets below. They insist that this is Kingsport, and you cannot deny it.*

*It's not until you are back home, far away from the eastern sea, that you again feel safe. You listen to carollers singing up and down familiar streets, but their music brings you no cheer. You dream of sunless underground waters and strange writhing shapes with features so like your own.*

- ◆ Each investigator suffers 1 physical trauma from their ordeal.
- ◆ Each investigator earns experience equal to Victory X value of each card in the victory display.

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## DO NOT READ until the end of the scenario

**Resolution 2:** *At the hospital you are told that you were found half-frozen in Kingsport Harbour at dawn. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. You have difficulty protesting, your words flopping out slurred. A fever, they say, though you remain cold to the touch with a greyish cast to your skin. The broad window shows you glimpses of an alien city. They insist that this is Kingsport, and will not hear the pleas you scrawl, with stylus on tablet, to be sent home. Home again, deep beneath the spatchural earth, to be with family. The garish decorations in the hospital and the cheerful voices in the streets assault you.*

*You are transferred to St. Mary's Hospital in Arkham. You like it there, for the doctors are broad-minded, and even lend their influence in obtaining the carefully sheltered copy of Alhazred's Necronomicon from the library of Miskatonic University. One passage you read is not new to you. You can hear the words echoed in sunless caverns. As you stare in the mirror at your peeling skin and your strangely rheumy eyes your mind returns again and again to the comforting passage.*

*"The nethermost caverns," writes the mad Arab, "are not for the fathomning of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but farts and instructs the very worm that gnaws, till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are dugged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

- ◆ In your Campaign Log, record that "the investigators have the Kingsport Look."
- ◆ Each investigator suffers 1 physical trauma and must search the collection for a Psychosis weakness card and add it to their deck.
- ◆ Each investigator earns experience equal to Victory X value of each card in the victory display.

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## DO NOT READ until the end of the scenario

**Resolution 3:** *At the hospital you are told that you were found half-frozen in Kingsport Harbour at dawn. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. There is nothing you can say, because everything is wrong; with the broad window showing a sea of modern roofs and the sound of trolleys and motors in the streets below. They insist that this is Kingsport, and you cannot deny it. They murmur about a "psychosis", and you agree you had better get any harassing obsessions off your mind.*

*It's not until you are home, far away from the eastern sea, that you again feel safe. You are able to obtain a carefully sheltered copy of Alhazred's Necronomicon from the library of Miskatonic University. One passage you read is not new to you. You can hear the words echoed in sunless caverns and you feel remorse for what you remember.*

*You leave the book and go to attend the lighting of the tree in town. There are carollers and laughter, foil-wrapped presents and warm punch with old friends. But even in this festive mirth, your mind returns one last time to the accursed passage you read.*

*"The nethermost caverns," writes the mad Arab, "are not for the fathomning of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but farts and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are dugged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

- ◆ Each investigator suffers 1 mental trauma for the violent consequences of their actions.
- ◆ Each investigator earns experience equal to Victory X value of each card in the victory display. Each investigator earns 2 bonus experience point for confronting their ancestry.

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## 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

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## 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.

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The low sound of a bell, like the tolling of a leviathan, rings out over the moonless and tortuous network of the inextricably 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.

### 7/ Legend Too Hideous

Agenda 2a

The hushed throng of cloaked figures oozing into the streets gathers together about you. You are jostled by shadows that seem preternaturally soft, and pressed by chests and stomachs that seem abnormally plump, but you ease and hear never a word. Up, up, up the narrow stairs, with you in tow. Still more of the touching townsfolk converge about you as you flow up crazy alleys and leaning streets toward a high hill in the centre of the town, where perches a great white church, now any remaining Cloaked Figures in *Town* locations, beginning with those unoccupied.

Reveal the White Church location.

### Eldritch Drunken Constellations

AGENDA 1b

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

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.

Agenda 3a

### Through Serpentine Streets

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.

### Crossing the Threshold

AGENDA 1b

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 queery 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.

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### The Memory of Primal Secrets

Agenda 1a

The 'snowy' Kingsport with its ancient wares and steeples, ridgespoles and chimney-pots, wharves and small bridges, willow-trees and groves, endless labyrinthine mazes of crooked streets, and dizzy church-crowned central peak that the dust and scattered at all angles and levels like a child's disordered blocks, ambiguously hovering on grey wings over winter-whitened eaves and gambrel roofs, jangles and small-panned windows one by one gleaming out in the cold dark to join Orion and the arctic stars, and against the rolling wharves and the sea pounds, the secretive, immemorial sea. The snow has subsided for now, but a cold northern wind warns of a greater storm on the way, threatening to blot out the crooked peaks about the town.

### The Imperial Sea

AGENDA 1b

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.

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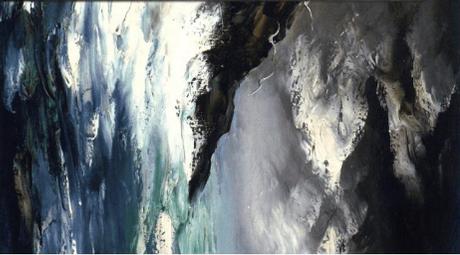
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Illustration: Muriel de Vries

Illustration: Muriel de Vries

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### Act 1A

## Summoned to Strange Feastings

The old man is waiting for you on the hill, but as you walk through the new, fallen snow along labyrinthine streets, you sense an unnerving stillness. You think back to something you heard at the station in Arkham: they must have lied when they said the trolleys ran to this place, since you see not a wire overhead.

You finally stumble across a narrow street you'd missed. You brush snow away from the sign; the name Green Lane struts some familiarity in you. You follow the path to the seventh house on the left, with an ancient peaked roof and jutting second story. You recognize the family crest above the door as your own, although some antiquated version you have not seen before.

You sound the archaic iron knocker, some unnameable fear gathering in you, perhaps because of the strangeness of your heritage, and the bleakness of the evening, and the queerness of the silence in this aged town of curious customs. And when your knock is finally answered you are fully afraid, because you did not hear any footsteps before the door creaked open.

Reveal the White Church location.

Attach a **Grimoire** to the Bland-Faced Man.

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### Act 1B

## The Nethermost Caverns.

The old man makes when you present the ring engraved with two wooded stags, one of which he dons, and the other he drapes around the old woman, who ceases her monotonous spinning. They both start for the outer door, and the old man, your book clutched to his breast, beckons to you as he draws his hood over that unnerving face.

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### Act 2A

## 7A Family Resemblance

The gowned, slippered old man who answers the door has a bland face that reassures you. He writes a quill and scribbles some name on the card, then he carries out books, one in each hand. It is the old man, your book clutched to his breast, beckons to you as he draws his hood over that unnerving face.

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### Act 2B

## Beneath the Earth

On the street, you watch processions of cowed figures move through the alleys, carrying bobbing lanterns. They all appear to be heading uphill, toward the sound of the bell.

The old man makes urgent gestures for you to follow the mob. It appears the time for festival, and the fulfillment of your ancestral duty, is nigh. You can't help but feel unprepared for what lies ahead and wonder what further secrets hide in the darkened streets of Kingsport.

Objective – When all investigators reach the White Church, advance.

Reveal the White Church location.

Attach a **Grimoire** to the Bland-Faced Man.

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### Act 3A

## Voiceless Guides

As the throngs pour through the dark aperture into the church, the old man, your relation, pulls at your sleeve, though you find yourself determined by some unnameable dread to be the last. You cannot shake the image of the cloaked horde, who left no footprints behind them in the snow.

Investigators may spend (X) clues to remove (X) number of **Cultist** enemies from the White Church.

You pause to let your eyes adjust to the interior of the church. It only by a dull glow, as the last of the throng is vanishing up the aisle between the high white pews. They squirm noiselessly down the trapdoor of the vaults, which yawns toothlessly open just before the pulpit. The doors of the church shut behind you, as the old man pulls you dully down the footworn steps and into the dank, suffocating crypt.

Place the set-aside Stygian Grotto location into play, and allow all investigators and enemies from the White Church location to Stygian Grotto.

Advance the Agenda to 4a.

### Act 3B

## The House on Green Lane

### Act 1A

## Homecoming

The pathless road is very lonely, and you seem to hear a distant horrible creaking, as if a gibbet in the wind. A heavy rain falls on you, as if in 1692, and the sky you had been looking up to is a placid, filled with jutting black stones. Beyond, a still higher summit of rock seems to float in the sky above thickening mist, and there, teetering at its edge, squats some grey, unvisited cottage, accessible as long as the weather holds. You turn your attention back to the ancient town sprawled out before you. Where will you find the home of your people?

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.

**Force** – 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*.

1

Illus. Marc de Vlamincx

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 gliter green in the chlorotic glare. You share all the obsessions 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 familiar rites. The festival is ended.

(-R3)

Illus. Pol Ledant

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

Orange Point

LOCATION

### 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

Burying Ground

LOCATION

### 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

The Strange High House in the Mist

LOCATION

### 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**

LOCATION

**Ancestral Home. Kingsport.**

Investigators cannot move into this location.

Illus. Maurice de Vlaminck

**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**

LOCATION

**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

**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**

LOCATION

**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

**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**

LOCATION

**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

**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.*

**Market Square**

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.*

**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.*

**Circle Court**

LOCATION

**Town, Kingsport.**

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

Illus. Maurice de Vlaminck 17/48 17

Illus. Maurice de Vlaminck

Illus. Maurice de Vlaminck 18/48 18

Illus. Maurice de Vlaminck

**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.*

**Central Hill**

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.*

**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.*

**The White Church**

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 19/48 19

Illus. Maurice de Vlaminck

Illus. Maurice de Vlaminck 20/48 20

Illus. Maurice de Vlaminck

**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 22/48 22

**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.*

Illus. Unknown 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



0 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.

Illus. Valentina Baric

25/48

25



0 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.

Illus. Steven Belledin

27/48

27



0 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.

Illus. Reza Afshar

26/48

26

**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

28

**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

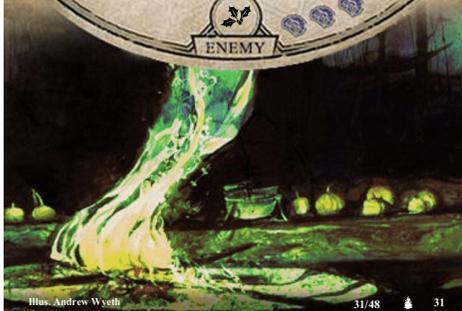
Elite. Abomination.  
 Massive.

**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 Wyatt 31/48 ♠ 31



**Cloaked Figures**  
 Night Marchers

2 4 2

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. Cultist.

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

ENEMY



Illus. Les Edwards 33/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Aloof. Cultist.

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

ENEMY



Illus. Les Edwards 34/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Aloof. Cultist.

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

ENEMY



Illus. Les Edwards 35/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Aloof. Cultist.

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

ENEMY



Illus. Les Edwards 36/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Cultist.

Aloof.

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

ENEMY



Illus. Les Edwards 37/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Cultist.

Aloof.

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

ENEMY



Illus. Les Edwards 38/48 32



**Cloaked Figures**  
Night Marchers

2 4 2

Cultist.

Aloof.

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

ENEMY



Illus. Les Edwards 39/48 32



**Spell of the Eastern Sea**

TREACHERY

**Hazard.**

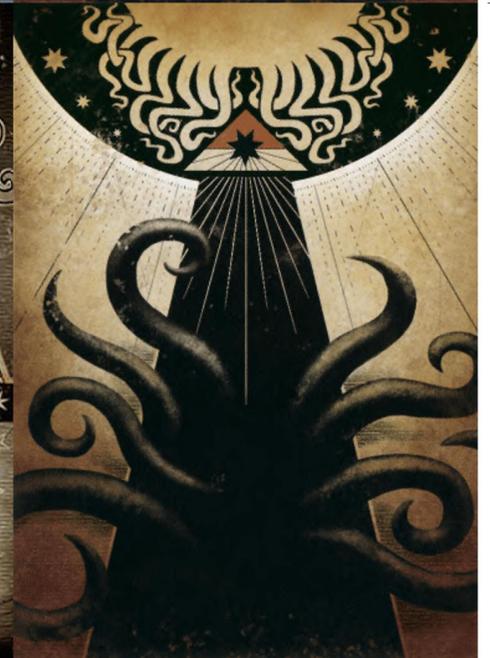
Peril.

**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 40/48 33





TREACHERY

### 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



TREACHERY

### 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, clotted streets toward you.*

Illus. Thomas Cooper Gotch

42/48

34



TREACHERY

### 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.

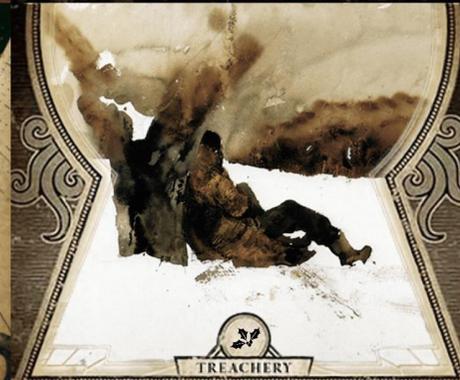
Attached enemy loses Aloof and gains Hunter. Ignore all other movement instructions for this enemy.

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

Illus. Thomas Cooper Gotch

43/48

34



TREACHERY

### 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.

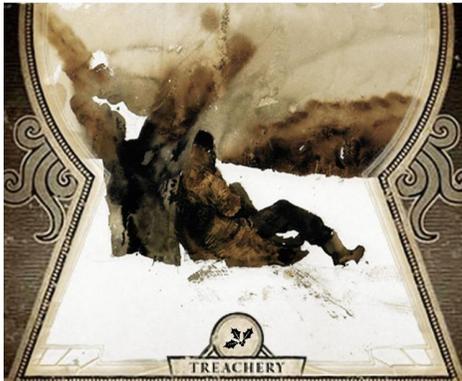
*You would feel better if there were footprints in the snow, people in the streets or a few windows without drawn curtains.*

Illus. Andrew Wyeth

44/48

35





### Watchers

*Terror.*

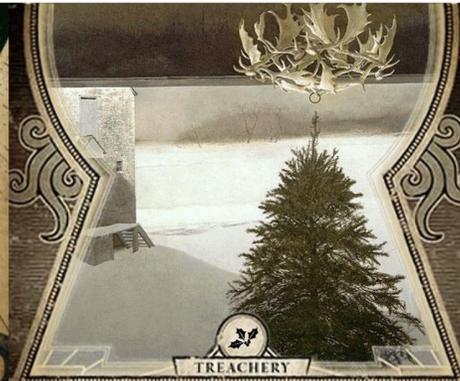
- Peril.
- Revelation** – Attach Watchers to any unrevealed location, or the location with the most clues.
- Forced** – Each time an investigator successfully investigates at this location: Take 1 horror.
- Forced** – When there are no clues remaining at this location: Discard Watchers and add 1 doom 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

45/48

35



### Yule-rite

*Terror.*

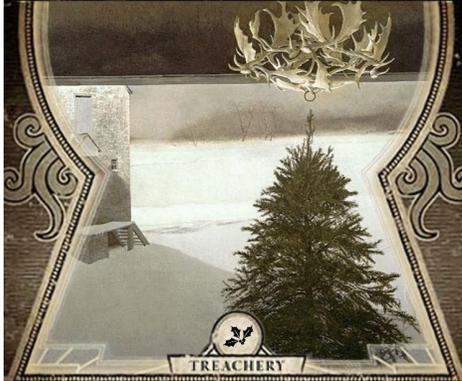
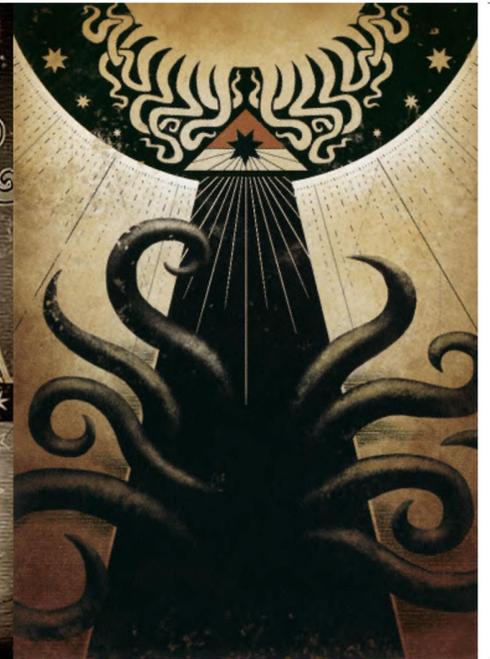
- Peril.
- Revelation** – You must either (choose one): Move each **Cultist** enemy 1 location toward the White Church or draw Cloaked Figures from the set-aside deck.

*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

