

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

## PATHFINDER: STRANGE AEONS

### Iä! Iä! Pathfinder Fhtagn!

*"Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. There is no legend so old as to give it a name, or to recall that it was ever alive; but it is told of in whispers around campfires and muttered about by grandams in the tents of sheiks, so that all the tribes shun it without wholly knowing why. It was of this place that Abdul Alhazred the mad poet dreamed on the night before he sang his unexplainable couplet:*

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

*- H.P. Lovecraft, The Nameless City*

### Introduction

Pathfinder: Strange Aeons is a fan-made expansion for Arkham Horror The Card Game, based off the popular Pathfinder RPG, and in particular the Lovecraft-inspired Pathfinder Campaign, Strange Aeons.

So, yes, it's an Arkham Horror crossover into an RPG campaign that already was a Lovecraft crossover in the first place. Does this cause a eternal loop of Mythos-related madness? Let's find out.

### What's Inside?

This expansion includes a number of elements that can be used individually, or combined together for a complete Pathfinder experience. In this expansion you'll find:

- Ⓢ Rules for **Deck Drafting**, an alternate and challenging way to construct your starting deck during the first scenario.
- Ⓢ Rules for **Medieval Fantasy** scenarios, for use with Pathfinder or any other Medieval Fantasy scenario.
- Ⓢ Rules and new cards for **Treasure**, a variant allowing Investigators access to powerful unique items ... if they can find them.
- Ⓢ Six additional **Pathfinder Investigators** for use in this campaign, or elsewhere.
- Ⓢ Twenty-four additional **Player Cards** for use in Medieval Fantasy setting scenarios, or elsewhere.
- Ⓢ And of course, the first **Two Scenarios** in the Pathfinder: Strange Aeons campaign. These are:

*"In Search For Sanity"*, where the investigators wake up, with no memory, imprisoned in an asylum fallen into chaos.

*"The Thrushmoor Terror"*, where two competing cults of evil seek to destroy the town of Thrushmoor.

## Drafting Rules

Deck Drafting is an optional set of rules that allow Investigators to construct their deck from a limited draft pool during the first scenario. Drafting asks you to make decisions on the fly about what would be best for your deck, with a twist - you do this during play!

### Draft Deck

The first step when drafting is to construct your Draft Deck. The Draft Deck is an additional deck, separate to your normal Deck, that will be in-play during your first scenario. Before playing your first game, construct a Draft Deck as follows:

- ☉ Firstly, select the Investigator you wish to play. Do not construct a normal Deck; your normal Deck will start empty. Instead construct your Draft Deck for that Investigator.
- ☉ The size of your Draft Deck must be your decksize minus five, times three. (ie, 75 cards for most investigators).
- ☉ The Draft Deck must follow the normal rules for deck construction (eg, all cards must be level 0, no more than two copies of each card, follow the Deckbuilding Options and Deckbuilding Restrictions on your Investigator card etc), with the following exceptions:
  - ◆ **Exception 1:** If you are allowed a maximum number of a certain type of card in your deck, you are allowed three times that maximum within your Draft Deck. (eg, Finn Edwards can have up to 15 Seeker/Survivor cards in his Draft Deck).
  - ◆ **Exception 3:** If you must have a minimum number of a certain type of card in your deck, you must have three times that minimum number in your Draft Deck. (eg, Lola Hayes must have at least 21 cards from 3 different classes in her Draft Deck).
- ☉ Once you have constructed the initial Draft Deck (75 cards for most investigators), then add in additional cards from your Investigator "Deckbuilding Requirements", ie, Signature cards and Basic Weaknesses. Signature Cards that start in play (eg, Duke, Sophie etc) are not added to the Draft Deck and start in play as normal.

And that's it! You are now ready to play your first scenario.

### Drafting In Play

During your first scenario, you will use your Draft Deck to construct your real Deck that you will then use, both for the rest of the scenario (if you complete it), and for the rest of the campaign.

- ☉ You begin the game with both your Deck and your Draft Deck in play. As your Deck is empty, it will have no cards.
- ☉ Your Draft Deck is not your 'Deck'. Cards that reference your Deck, still apply to your Deck and not your Draft Deck. For many cards, this means they will have no effect, at least until your Deck fills up. (eg, Eureka, Norman Withers, Alyssa Graham, etc, do not apply to your Draft Deck).
- ☉ While your Draft Deck is not empty, whenever you are instructed to draw a card, you must 'draft a card' instead (see 'Drafting A Card', below). You must draft each card separately, even if instructed to draw multiple cards. Once your Draft Deck is empty, the draft has ended and you must follow the steps for 'Completing Your Deck', below.
- ☉ When drawing cards after setup, as per the rules above, these will be drafted. You cannot mulligan.
- ☉ Your Discard Pile is still your Discard Pile, and cards can interact with this normally.
- ☉ It is possible through certain card effects, to add cards to your Deck, for example by shuffling your Discard pile into your Deck. This is fine. Note though that you will be unable to draw a card from it until you complete your draft, as above. Effects that "search" your Deck will still work, however.
- ☉ If you complete the scenario, before your Draft Deck is empty then, before the resolution of the scenario, keep drafting cards until your Draft Deck is empty and follow the steps for 'Completing Your Deck', as normal. You should always complete the draft during one scenario.

## Drafting A Card

When instructed to 'draft a card', do the following.

☞ Reveal the top 3 cards from the Draft Deck. Select one of these to add to your hand, and return the other 2 to your Draft Discard Pile. You can select any of the 3 cards to add to your hand with the following exceptions:

❖ **Exception 1:** If your Deckbuilding Restrictions allow a maximum number of a certain type of card in your deck, that must still be followed when drafting a card (eg, *Jenny Barnes can have up to 5 non-Rogue cards in her deck. She cannot select a non-Rogue card from her draft if it would bring her over that number.*).

❖ **Exception 2:** If your Deckbuilding Restrictions require a minimum number of a certain type of card in your deck, you cannot select a card that would make it impossible to fulfill this requirement. (eg, *Lola Hayes must have at least 7 cards from 3 different classes in her deck. If she has yet to achieve this minimum and has only 2 cards left to draft, and needs them all to be in a certain class, she cannot draft other classes.*).

☞ If any of the three revealed cards are Signature Cards or Basic Weaknesses, immediately draw that card, then reveal another card to replace it and continue the draft. (If more than one such card is revealed, repeat this process for all such cards, in an order of your choosing.)

☞ If, for whatever reason, you cannot draft any of the three cards on offer, the 'draft a card' effect fails, and you must return all 3 cards to your Draft Discard Pile.



## Completing Your Deck

Once your Draft Deck is exhausted (after 25 draws, for most investigators) you have 'completed the draft'. You then do the following:

☞ Search your Draft Discard Pile for 5 cards of your choice, and add them to your Discard Pile, following the Deckbuilding Restrictions on your Investigator, to complete your deck.

☞ Shuffle your Discard Pile into your deck.

Congratulations, you have completed the draft!

**Designer's Note:** When drafting, investigators will often have a tough choice between what helps them *now* and what is better suited long-term for their deck.

This is part of the challenge!

It is not recommended that investigators print-out their Draft Deck, crossing off cards to see what remains. Instead, investigators are encouraged to "go with their gut" to keep the main scenario flowing.

## Medieval Fantasy Setting

The Pathfinder: Strange Aeons campaign takes place in the world of Golarion, a realm of orcs, dragons and sorcerers, but also of pirates and traders, of swashbucklers and gothic horror, of lost civilisations, heroic nations, floating castles, demon incursions and meddling gods. In short, Golarion is a world suitable to many stories... but not all.

You are unlikely to find a M1918 Browning Automatic Rifle or other modern weaponry in Golarion. Likewise the notion of a modern armed police-force does not exist. For that reason, presented here are rules for running a Medieval Fantasy Setting scenario.

Investigators cannot include any cards in their deck with the following traits: **Firearm, Science, Police, Miskatonic**.

Additionally, the following cards are not permitted: Dynamite Blast, Fire Extinguisher, Flashlight, Kerosene, Newspaper, Police Badge.

The above rules do not apply to Investigators or Investigator signature cards. (For instance, both *Daisy Walker* and *Roland's .38 Special* are permitted despite being *Miskatonic* and *Firearm* respectively).

These deckbuilding restrictions apply during initial deckbuilding and during campaign play.

**Designer's Note:** As well as being setting-appropriate, the above restrictions remove many powerful cards from the cardpool such as *Dr Milan Christopher*, *Beat Cop*, *Lightning Gun*, and *Flashlight*. Players will have to seek alternate strategies when missing some of their favourite cards.

As the Investigators themselves are not affected, players are encouraged to seek alternate explanations for these anachronisms.

## Treasure

Ah, treasure! Where would a fantasy world be without it?

Treasure cards are player card story-assets, as indicated by their encounter-set icon, and as such cannot be included in an Investigator's deck except through the rules below. Treasure cards are indicated by the **Treasure** trait.

When playing a scenario with Treasure, the scenario setup rules will instruct you to create a Treasure Deck, and will tell you which encounter-sets should go in this deck.

Locations may have "Treasure X" in place of "Victory X". When such a location is revealed, place X 'treasure markers' on it. (Treasure markers can be anything, coins for example).

If a location with Treasure X has no clues on it and at least 1 treasure marker, an investigator at that location may take the **Treasure** action as follows: Remove 1 treasure marker and place it in the victory display, then draw 1 card from the Treasure deck.

At the end of the scenario, cards drawn from the Treasure deck can be added to an investigator's deck for free. For each drawn treasure card, a single investigator may choose to add that card to their deck. This does not count towards that investigator's deck limit. Drawn treasure cards that are not chosen to be added to a deck are returned to the collection (not to the Treasure Deck). The remaining Treasure Deck continues into the next scenario in the campaign, possibly with new cards added to it.

In addition to the drawn treasure cards, each treasure marker in the victory display counts as "Victory 1" for the investigators.

In addition to their use in the Pathfinder: Strange Aeons campaign, the Treasure Deck and Treasure Cards can be used as a variant in any scenario, replacing all locations with "Victory X" with "Treasure X". Players can choose which treasure encounter-sets to use when playing with such a variant.

## Additional Rules and Clarifications

### Victory (Personal)

Certain player cards may indicate “Victory X (Personal)” instead of the standard “Victory X”. Should such a card end the scenario in the victory display, it rewards bonus experience only to the owner of the card, rather than to all investigators.

### Odd and Even

Certain cards may require you to determine if a number is “odd” or “even”. Note that zero is an even number. If a number does not exist (or is ‘-’) it counts as neither odd nor even.

## Campaign Setup

To setup the *Pathfinder: Strange Aeons* campaign, perform the following steps in order.

1. Choose investigator(s)
2. Each player assembles his or her Draft Deck (see Drafting rules).
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

◆ **Easy (I want to experience the story):**

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ♣, ♣, ♠, ♠, ♣, ♣, ♠, ♠

◆ **Standard (I want a challenge):**

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ♣, ♣, ♠, ♠, ♣, ♣, ♠, ♠

◆ **Hard (I want a true nightmare):**

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ♣, ♣, ♠, ♠, ♣, ♣, ♠, ♠

◆ **Expert (I want Arkham Horror):**

0, 0, -1, -2, -2, -3, -3, -4, -5, -6, -8, ☠, ☠, ♣, ♣, ♠, ♠, ♣, ♣, ♠, ♠

You are now ready to begin at the Prologue.



## Prologue

1

You walk down unfamiliar streets and passageways, alone, surrounded by fog. Everything is silent, except the slap of your own footsteps on the muddy cobbles. On either side, buildings and alleyways loom over you, and as the fog wraps around you, its chill cuts under your cloak, biting your lips and ears. You look around, confused; how do you get out of here?

A dull thud echoes through the mist. Then again, and again. Footsteps? The sound moves towards you, slowly, but steadily. Step step step. You peer through the fog, straining to see who might be there. Step, step, step. A tall gaunt figure appears, walking slowly towards you. He is dressed from head-to-toe in tattered bandages, yet his mouth is visible, a maw of piercing sharp teeth. In his hand, a wicked razor glints in the half-light, a single drop of blood running down its length, splashing on the floor. He looks directly towards you with bandaged eyes and, without pause, continues walking his strange gait. Step, step, step.

Do you: approach him, arms out in peace, and try to talk to him - perhaps he know a way out of this fog? (turn to 10); draw your weapons and prepare for a fight - he seems hostile (turn to 2); run, you need to leave, right now, before he gets close (turn to 5).



2

You've never been one to back down from a fight, and this 'tattered man' clearly means violence. You draw your weapon, a simple short blade, and plant your heels in the mud. Before you can breathe, he is upon you, changing from a slow walk to a leaping, bounding hiss. His arms move like lightning, his razor flashing in the moonlight as he carves it upon your flesh. You try to fight, to parry, even to strike back, but he is too fast.

You try to think quickly. Above you is a tavern sign, a heavy steel shield that has "The Thrushmoor Arms" painted on it. Do you: feint, then throw your blade at the shield, knocking it on your adversaries head, something he probably won't see coming (turn to 6); run, you can still make it out alive if turn tail now (turn to 4).

3

Armed with the secret knowledge, you dispel the power within him, and the figure cowers in fear. With another flick of your wrist, you spin your sword around and slay your foe.

Remember that "you defeated The Tatterman".

**Proceed to Scenario 1: In Search of Sanity.**

4

You don't know who this figure is, but the sense of dread that accompanies him is unmistakable. You spin on your heel and run through the fog. Without pause, the figure gives chase, leaping and bounding over the cobbles, razor flashing in the moonlight. You quicken your run, drawing short of breath, but he keeps coming. You duck into an alley to lose him, and double back on a different street.

Do you: hide inside a house, keeping quiet (turn to 8); draw your blades - he's going to catch you eventually, might as well be ready for it (turn to 9); or keep running, you need to stay ahead of him (turn to 7).

5

You slump to the ground, the creature standing over you, your life draining from your body. The last thing you hear is an old woman's voice in the background.

"Good, good, yes, another soul for me, another soul for my tea. Thank you Tatterman, you are most kind".

You die.

**Proceed to Scenario 1: In Search of Sanity.**

6

You move to strike the figure, then pull back. As expected, the creature dodges your fake blow, and you use all your might and throw your sword at the large heavy shield serving as a tavern sign. Your aim is true, the shield wobbles, and then falls crashing towards the creature's head...

... and misses.

You had your chance, you blew it. One slash of the razor and it's over. (turn to 5).

7

You run and run, until your lungs feel like they are going to burst. You stop and double over, almost retching with fatigue and fear. All around you is still fog and confusing streets. Surely you've lost him now. You turn around, to check your pursuer has finally gone, and that is when you see the razor. (turn to 5).

8

You slip inside a house, hiding behind a worktop containing yesterday's bread, covered in cloth. Trembling, you try to master your fear and keep silent, your breath lowering to a mouse's whisper. For what seems like an eternity you stand still, though outside the window, the fog never changes, and no soul walks past.

Eventually you deem it safe and stand up, stepping carefully from behind the bread counter. There is a knock at the door. Knock, knock, knock. Knock, knock, knock. Your eyes open wide as the door bursts open and the razor arrives. (turn to 5).

9

You can't keep running forever and it seems this assailant is faster than you are. Fighting is your only option, perhaps you can strike while he's not ready. You spin around, raising your weapon, but the run must have taken it out of you a little as he is already upon you before you can even assume a defensive stance.

You move to strike, but he dodges it easily and swings left. You dodge right, glance around, but it was a feint and he is there already, razor in hand. The razor cuts down. (turn to 5).

10

You approach the figure arms out, indicating a parley. It might be holding a weapon, sure, but there is little that cannot be solved by rational discourse, even among strangers or enemies.

"Excuse me ... sir... but do you have any idea where we are?" you exclaim. "Most embarrassingly I appear to have somewhat, er, lost my memory?"

The creature cocks its bandaged head at you, and though you cannot see its face properly, you think it's fanged mouth is perhaps twisting into some kind of smile.

"Do you understand my language?", you offer, and make every effort to be friendly. But it is no use. The creature leaps forwards, razor in hand, and knocks you to the ground before raising its hands for the cut. (turn to 5).

## Scenario I: In Search of Sanity

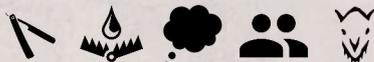
You died that night, you are sure of it. That man, with the tattered rags, he killed you. Was it just a dream? It seemed so real. But that was then, this is now. You stand up and look around. You're in a cell, a prison or dungeon possibly, or maybe... an asylum? Screams can be heard from outside, horrible, blood-curdling screams, just a few feet away.

Something isn't right. The screams from outside increase, a man is being tortured, possibly killed. You know you're not supposed to be here, but beyond that, you can't remember anything. Where are you? How did you end up here? What is going on?

Gingerly you push the door to your cell, and to your surprise, it opens. You step outside and into a world of madness...

### Setup

☞ Gather all cards from the following encounter sets: *In Search of Sanity*, *Dungeons*, *Dreams*, *Doppelgangers*, *Ghouls*. These sets are indicated by the following icons.



☞ Put the Prison and The Grand Hall into play. Each investigator begins play at the Prison.

☞ Put the Chapel of Many Faiths and three other Southern Hall locations chosen at random all into play. Remove the remaining Southern Hall locations from the game.

☞ Set the following cards aside, out of play: The Tatterman, Tattered Shadows, Ulver Zandalus.

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

☞ If playing with Treasure, gather all cards from the following treasure sets: *Relics of Legend*, *Relics of the Dream*. These sets are indicated by the following icons.



☞ Shuffle all **Treasure** cards in the treasure sets together to build the treasure deck. Return any other cards to the collection.

## DO NOT READ until the end of the scenario

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

### Investigator Defeat:

Opening your eyes, you look around. You are tied to a chair, hooded figures all around. One of them thrusts an orange-stained robe, and a hood towards you. "Praise Zandalus?", you offer.

"Yes, yes indeed," comes the reply, and you turn around to see a glowing hot brand thrust towards your face.

☞ Each investigator who was defeated records in the Campaign log that they were "marked by Zandalus".

☞ Each investigator who was defeated may not mulligan in their next scenario.

☞ If no resolution was reached (each investigator was defeated). Go to **Resolution 1**.

### Resolution 1

You fling open a door, in an attempt to find your way out. What greets you is not a room, but a vast landscape - a huge still lake, and a domed and spired city silhouetted against the lake's edge. Above the city, the sky burns yellow and black, twin suns cast their shadow over all, and you find yourself, your very soul, being pulled further and further into the landscape.

You quickly slam the door and dive out of a window into the fog. Everything goes black.

☞ In your Campaign Log, record that Briarstone Asylum was consumed into Carcosa.

☞ If the Tatterman is not in the victory display, record in your Campaign Log that *The Tatterman still lives*.

☞ Each investigator that "ate the delicious stew", draws a random token from the chaos bag. If it is a skull or a snake, that investigator suffers 1 physical trauma. Yuk!

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

### Resolution 1

You and the remaining survivors run together down the stone steps of the huge manor that was Briarstone Asylum, as the sounds of crashing timber and grinding rock echo out behind you. In the half-light of the moon, you stumble onwards, through the courtyard, past the wrought iron gates, and away from this evil place forever. Pausing only to catch your breath, you turn around in time to see the Asylum collapse in a great cloud of dust, rubble and fire. Before long it is a bonfire, lighting up the night.

Turning your back, you press on, and with the survivors beside you, pick your way through a cobbled road, overgrown bushes, then down a hill through mud and grass before you here the crunch of shingles beneath your feet. The wind howls in the night, and you hear the sound of waves.

Sitting down on a nearby rock, you look around, just as the first rays of dawn twinkle over the bay. You are on an island – an island! Across the bay, the lights and gulls of a fishing town are the only signs of civilisation. Perhaps you can get some rest and some answers there

☞ In your Campaign Log, record that *Briarstone Asylum* was destroyed.

☞ If the Tatterman is not in the victory display, record in your Campaign Log that *The Tatterman still lives*.

☞ Each investigator that “ate the delicious stew”, draws a random token from the chaos bag. If it is a  or a , that investigator suffers 1 physical trauma. Yuk!

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

### Designer's Note: Encounter Sets

The encounter sets used within this campaign feature in future scenarios, and can be used in custom campaigns in a similar way to the Core encounter sets. Each set tests investigators in a different way:



*Dungeons* - puts pressure on movement and health.

*Dreams* - puts pressure on handsize and sanity.

*Doppelgangers* - attacks allies, and distracts with side-quests.

*Lowls' Revenge* - deals out delayed threats, more difficult than normal, but with some time to prepare.

*Cursed Town* - puts pressure on action compression, and asks investigators to do a lot in a short period of time.



## Scenario II: The Thrushmoor Terror

You sit on the beach of the island, with the remaining survivors of the chaos that was Briarstone Asylum, and discuss your next move.

Despite having no memory except for the recent events, you piece together what little you know. You were placed in Briarstone by one Count Lowls, the ruler of Versex and Thrushmoor, the town across the water. The Count is known to be a recluse, an eccentric, but also a harsh and capricious tyrant - whatever his reasons, you doubt they were benign. Ulver Zandalus, the dreamer behind Briarstone's madness, was also a patient of the Count. All roads lead to him.

Thrushmoor likely contains answers; hopefully its people will be friendly and receptive. In the dawn light, a little fishing boat passes by and you wave. You gaze back across Briarstone Island and notice a large obelisk on the shore, covered in runes. "A Star Stele," says one of your companions. "They've been here forever, since before the town even."

"And do they always do that?" you ask as the runes across the stone glow bright yellow, thick blood trickling out of their grooves and down to the beach sands.

### Setup

☞ Gather all cards from the following encounter sets: *The Thrushmoor Terror*, *Lowls' Revenge*, *Cursed Town*, *Striking Fear*, *Dark Cult*, *Agents of Hastur*, *Agents of Cthulhu*. These sets are indicated by the following icons.



☞ Put the following locations into play with their **Hastur** side revealed: Briarstone Island, Professional District, Iris Hill. Each investigator begins play at Briarstone Island.

☞ Put the following locations into play with their **Cthulhu** side revealed: The Wharf, Market District, The Old Church, Fort Hailcourse.

☞ Put the remaining two locations into play unrevealed (*Lowls' Family Manor* and *Locked Door*).

☞ Shuffle the **Star Stele** story assets and place one of them in play, **Hastur** side up, attached to Briarstone Island. Place a second in play, **Hastur** side up attached to *Lowls Family Manor*. Place the last in play, **Cthulhu** side up attached to Market District.

☞ Set the following cards aside, out of play: *Melisenn Kororo*, *Mrs Brit*.

☞ Shuffle the following encounter sets together to form the **Hastur** encounter deck: *Lowls' Revenge*, *Striking Fear*.

☞ Shuffle the following encounter sets together to form the **Cthulhu** encounter deck: *Cursed Town*, *Dark Cult*.

☞ If playing with **Treasure**, gather all cards from the following treasure sets: *Relics of Legend*, *Relics of the Dream*. These sets are indicated by the following icons.



☞ Shuffle all **Treasure** cards in the treasure sets together to build the treasure deck. Return any other cards to the collection.

### Dual-Locations

Each of the **Thrushmoor** locations in this scenario have no unrevealed side, instead having two revealed sides, one **Hastur** and one **Cthulhu** side. Whenever such a location enters play (including during setup, or being flipped), place clues on that location equal to its clue value, as normal. Treasure tokens are not refreshed.

### Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/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, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠, ♠, ♠

☞ Do not read Interlude I, the Fate of Thrushmoor.

## Two Agendas, Two Encounter Decks

During this scenario, there are two agenda decks and two encounter decks, each one representing the progress of the forces of Hastur or Cthulhu.

When playing this scenario, players must observe the following additional rules:

### Two Agendas

- ◆ The a/b agendas are referred to as the **Hastur** agendas. The c/d agendas are referred to as the **Cthulhu** agendas.
- ◆ Whenever 1 or more doom is placed on “the current agenda,” the players may decide which of the two agendas to place this doom on.
- ◆ Doom on cards other than the two agendas (such as enemies, locations, or assets) count towards the doom threshold of both agendas.
- ◆ When one agenda advances, doom on the other agenda is not removed. All other doom in play is removed.
- ◆ If the doom thresholds of both agendas are satisfied during the “Check doom threshold” step of the Mythos phase, choose only one agenda to advance. Then, once you have completed advancing that agenda, check the doom threshold of the other agenda and advance it if its doom threshold is still satisfied.

### Two Encounter decks

- ◆ Each location is marked with a **Hastur** or **Cthulhu** trait. When drawing from the encounter deck, investigators draw from the deck corresponding to the location they are at.
- ◆ Each encounter deck (**Hastur** and **Cthulhu**) has its own discard deck. When a card is moved to the encounter discard deck, it is returned to the discard corresponding to the deck from which it came from.
- ◆ (If investigators find a way to be present at a location with neither **Hastur** nor **Cthulhu** traits, and are required to draw an encounter card, they may choose which deck to draw from).



## DO NOT READ until the end of the scenario

### If no resolution was reached:

Check which agenda is further ahead (an agenda is further ahead than another if it is at a later stage, or the stages are equal and it has more doom on it). If the **Hastur** agenda is further ahead (or they are equal), read **Resolution 1**. If the **Cthulhu** agenda is further ahead, read **Resolution 3**.

### Resolution 1

The Star Stella glow bright yellow against the night sky as Melisenn Kororo, dressed in golden robes, addresses the assembled crowds of the town.

*"Be not afraid people, this town is full of noises, sounds and sweet airs that give delight and hurt not!"*

You look around you and see buildings dissolving against a background of burnt sienna, their lines being smudged and redrawn as if some great celestial hand was painting a new picture.

*"Sometimes a thousand twangling instruments will hum about my ears; and sometimes voices that, if I then had woken after a long sleep will make me sleep again."*

The people of Thrushmoor huddle together, confused. The night sky rolls away, replaced by black twin suns against a background of fire.

*"The clouds methought would open, and show riches, ready to drop upon me; that, when I waked, I cried to dream again."*

- ☉ In your Campaign Log, record that *Thrushmoor* was consumed into *Carcosa*.
- ☉ If Mrs Brilt is in victory display, record in your Campaign Log that *The Cult of Cthulhu* was shattered.
- ☉ If an investigator "activated the key's wards", that investigator draws a random token from the chaos bag. If it is a , ,  or a , then you have drawn the attention of Things Beyond the Stars. Add 1  chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display
- ☉ Proceed to **Interlude I, the Fate of Thrushmoor**.



### Resolution 2

Both priestesses lie dead at your feet, and the remaining cultists quickly flee the scene. With haste, you find the remaining kidnap victims, tied and gagged, ready to be brought to the charged Star Stella for sacrifice. One quick slice of the knife and they are free.

And of the Star Stella themselves? Strange powerful artifacts that seem to channel the very forces of the Gods themselves. You are no closer to understanding them than when you started, but, in a funny way, you're not sure the cultists were either. The storms overhead retreat and you look around. A new morning dawns.

- ☉ In your Campaign Log, record that *Thrushmoor* was saved.
- ☉ Record in your Campaign Log that *The Cult of Hastur* was shattered and *The Cult of Cthulhu* was shattered
- ☉ If an investigator "activated the key's wards", that investigator draws a random token from the chaos bag. If it is a , ,  or a , then you have drawn the attention of Things Beyond the Stars. Add 1  chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display
- ☉ Proceed to **Interlude I, the Fate of Thrushmoor**.

### Resolution 3

The storm grows louder and louder above your head, and with the thunder, the lightning, and the cacophonous waves crashing on the harbour, it makes it difficult to hear even your own thoughts.

"We have to stop them!" you shout above the din. "We have to –"

But blood runs down the street, trickling from the Star Stele, and pooling into the gutters, and it is then you realise you are too late. Rising out of the bay comes an enormous form, monstrous and majestic, twisted and unreal, yet so true as to fill all your senses. You realise you have seen this same form before, in your blackest nightmares, where nothing is left but the stars and the depths.

"Run!" shouts a villager, before a wave as big as a house lifts him off the street.

But it is too late. For Cthulhu the Destroyer is here, and Thrushmoor will not be spared His wrath.

- ☉ In your Campaign Log, record that *Thrushmoor* was destroyed.
- ☉ If Melisenn Kororo is in victory display, record in your Campaign Log that *The Cult of Hastur* was shattered.
- ☉ If an investigator "activated the key's wards", that investigator draws a random token from the chaos bag. If it is a , ,  or a , then you have drawn the attention of Things Beyond the Stars. Add 1  chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display
- ☉ Proceed to **Interlude I, the Fate of Thrushmoor**.



## Interlude I, The Fate of Thrushmoor

Check the Campaign Log.

☉ If Thrushmoor was consumed by Carcosa or Thrushmoor was destroyed read **Thrushmoor's Fate 1**.

☉ Otherwise read **Thrushmoor's Fate 2a**.

### Thrushmoor's Fate 1

Where once stood the town of Thrushmoor, now lies... nothing. Four thousand souls removed from the world in just one day. As you pick your way down the reeds and rocks that lie at the old harbour's edge, you wonder what happens next. You're still no closer to recovering your memories, or finding the elusive Count Lowls who is possibly behind all this disaster. You pick up a stone, and throw it into the bay. It sinks with a plop, leaving only an ever decreasing circle of ripples.

The "kaw!" of a gull snaps you out of your reverie and you look up to see a boat approaching. It's one of the many river barges that move up and down the bay, trading goods, news, and occasionally illicit goods. On the deck is a red-haired halfling, wearing swashbucklers' boots and a captain's jacket. She looks over, wide-eyed at the remains of the town behind you and then, scratching her head, glances down from the barge at you.

"Something tells me you've got a story to tell, matey," she says with a nod. "I'll break open the rum. You look like you need it."

☉ Each investigator earns 4 bonus experience as the failure at Thrushmoor offers an opportunity to reflect, and to consider choices made.

☉ The story continues in Scenario III: Dreams of the Yellow King



### Thrushmoor's Fate 2a

Thrushmoor has been saved, but where once was a thriving town, now is a place on the edge of despair. Violence and murder have divided the people, with many slain during the cultists' kidnappings. Graffiti, rubbish and debris line the streets, and both the town guard and the ruling nobles have all been slain. Worse, food stocks are still low, and although fishing has resumed, the town faces continued threat of starvation if rationing cannot be managed and stocks built up. Without new leadership, Thrushmoor may have survived the battle only to lose the war.

☉ If an investigator "lit a fire on Iris Hill", that investigator draws a random token from the chaos bag. If it is a ☠, ⚔, ☠, ☠ or a ☠, then the fire has spread to the rest of the city, making rebuilding efforts twice as difficult for the people of the town. Add a -4 chaos token to the chaos bag for the remainder of the campaign.

☉ The investigators as a group must then choose: Either an investigator stays behind, to assist with the rebuilding of Thrushmoor (go to **Thrushmoor's Fate 2b**); the investigators place their trust in a local citizen of good standing to aid the town (go to **Thrushmoor's Fate 2c**); or the investigators send word to the capital that help is needed (go to **Thrushmoor's Fate 2d**).

### Thrushmoor's Fate 2b

You know what must be done, and in times like these, the people of Thrushmoor need a hero to look up to, someone they can trust. Your memory might not have fully returned, but what matters is what you do **right now**, not what has happened in the past.

Gathering the people of the town together, you stand on the fallen remains of one of the Star Stele and begin your speech.

"Good people of the town. What is needed now is for us to stand together. I have a plan that will see us through this winter..."

☉ One investigator becomes the *Regent of Thrushmoor*. That investigator retires from the campaign and cannot be played again. The investigator's player may select a new investigator, with a starting experience value equal to the retired investigator's experience. The fate of Thrushmoor is now in the hands of the Regent.

☉ All investigators (including the new investigator) earn 2 bonus experience, as the presence of a Regent, provides insight into how to deal with their own pasts.

☉ The story continues in Scenario III: Dreams of the Yellow King

### Thrushmoor's Fate 2c

Thrushmoor needs help, but that help must come from within the town, someone local who will be trusted by the people they know. Besides, you have your own problems to deal with, the loss of your memories, the location of Count Lowls, and possibly worse atrocities yet to come.

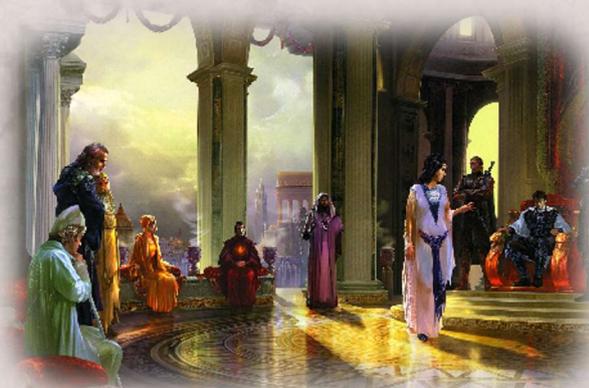
Over the next few days, you gather the important townsfolk together, and already leaders begin to emerge. Kletta, the dwavern smith who helped rebuild the town after the flood 50 years ago; Dena, the innkeeper who offers free board for any who have lost homes or loved ones, and Keldrin the wagonmaster with ties to the trading posts up and down the bay. These and many more begin to rally the people and form a plan.

It isn't long before you feel like a spare part, and you consider your next move. Leafing through the ruins of the Lowls Country Manor, something catches your eye – an upturned trunk with the insignia of the Count. A note has been pinned to the outside "IMPORTANT BOOKS – DO NOT FORGET!!!". Curious, you try the lock; it opens with a click.

☉ The people of Thrushmoor form a "workers' committee" and focus on the rebuilding of the city. In time, they successfully petition the Prince of Ustalav to change their province from a hereditary county to an elected Palatine Council.

☉ Add a "0" chaos token to the chaos bag for the remainder of the campaign. Your faith in the everyday people of Golarion has drawn the notice of the Gods.

☉ The story continues in Scenario III: Dreams of the Yellow King



### Thrushmoor's Fate 2d

You realise quickly that you and the people alone aren't enough for Thrushmoor; what is needed is outside help. Messages are written, a horse is provided and without delay you send a rider galloping out of the front gate.

It doesn't take long before you get a reply, but it is not a rider that returns but bugles and drums, followed by pennants flapping in the wind. Marching through the town gates is a contingent of armed men, followed by a supply-line of wagons containing stone, wood, and most importantly livestock. The people run out into the streets and rejoice beneath their new flag.

With the arrival of the military, you can't help but feel there will be many questions, many of which you don't know the answer to, many you don't want to answer. What happened to Briarstone Asylum? Who are you exactly? Taking what loot you can from the ruins of Lowls Country Manor, you head to the harbour and look around for a barge. Sure enough, one is packing up to leave. Its captain, a red-haired halfling woman wearing swashbucklers' boots and a captain's jacket, looks you up and down.

"Might it be you're in need of passage?", she says with a smile.

☉ Count Lowls is declared in dereliction of his duty, and the County of Versex (including Thrushmoor) is awarded to Grand Count Neska, a powerful noble.

☉ For the remainder of the campaign, you start each scenario with 1 additional resource. The coffers of Grand Count Neska run deep, and he invests in Thrushmoor and its people.

☉ The story continues in Scenario III: Dreams of the Yellow King

# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME<sup>™</sup>

### Credits

Pathfinder: Strange Aeons is a fan-made expansion, using both Fantasy Flight Games' *Arkham Horror LCG* and material adapted from Paizo Publishing *Pathfinder RPG*, and *Strange Aeons Adventure Path*. As this is a fan-made scenario, you are expressly forbidden from charging anyone to use or access this content.

"Pathfinder", "Strange Aeons", and many of the characters and stories within are the property of Paizo Inc.

Pathfinder logos are used under Paizo's Community Use Policy. This fan-made material is not published, endorsed, or specifically approved by Paizo Publishing. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](http://paizo.com/communityuse). For more information about Paizo Publishing and Paizo products, please visit [paizo.com](http://paizo.com).

All artwork within this expansion has been taken from the internet and credited to the artist, wherever possible. Should any artist not wish their work to be used in this content, please get in touch.

For any contact, email [TheWholePointOfTheGame@gmail.com](mailto:TheWholePointOfTheGame@gmail.com)

For those that made it this far, I hope you enjoyed playing this expansion as much as I enjoyed creating it. Both *Arkham Horror LCG* and the *Pathfinder RPG* are wonderful games, and combining the two has been hugely enjoyable.

Until next time, brave heroes ...

# STRANGE AEONS