

ARKHAM HORROR THE CARD GAME

THE LIMENS OF BELIEF

A Custom Solo Scenario
with
Lita Chantler

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The Limens of Belief

Hi, I'm Noaloha and this is my attempt at telling a short story through *Arkham Horror: The Card Game*. This scenario is designed as a solo-only experience using a specific custom investigator. *The Limens of Belief* should be played using the rules for Standalone Mode as explained on page 19 of the Rules Reference.




Expansion Symbol






The cards in *The Limens of Belief* can be identified by this symbol,








2

Construct the chaos bag with the following tokens:

Easy: +1, +1, 0, 0, 0, 0, -1, -1, -2, , , . (14 in total.)

Standard & Hard: 0, 0, -1, -1, -1, -2, -2, , , , , . (14 in total.)

Expert: 0, -1, -1, -2, -3, -4, -5, , , , , . (14 in total.)

The Limens of Belief combines its cards with several full encounter sets (plus a few individual cards, typically locations) from the *Night of the Zealot* campaign. Have these to hand as you enter setup.

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Two Down, One to Go...

You had practically stumbled across the first of the ghoul lairs. It had remained hidden from sight, from light, all those years. Yet you never gave up searching. Your faith in your beliefs pushed you on with limitless drive. And you proved all of the doubt-casters wrong that night.

It was a messy solution, that first lair, but you don't dwell on the harm that befell the surroundings and its residents. Your cause is great, even if few accept it.

The second lair was a bloodbath. Sheer destruction. But that wouldn't work again. Precautions had been taken by the cult members. This time, this final lair, you knew that a more subtle variety of action was required. You've patiently infiltrated the cult itself. You have a lead. To destroy this last access point of that ghoulish realm, you'll have to embroil yourself in the workings of their dark network, playing the part of a cultist, whilst also playing the part of the investigator.

You stand outside the shrouded lair, outside this plain old house, considering the nature of it all. You know enough of the arcane to realise that your solution requires a back entrance.

4

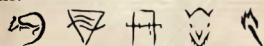
Setup

Gather all the cards from the following encounter sets: *Striking Fear*, *Dark Cult*, *Nightgaunts*, and *Agents of Cthulhu*. These sets are indicated by the following icons:



Shuffle these cards together to form encounter deck #1.

Gather all the cards from the following encounter sets: *Rats*, *Chilling Cold*, *Locked Doors*, *Ghouls* and *The Gathering*. These sets are indicated by the following icons:



Remove the locations, the Ghoul Priest and Lita Chantler from *The Gathering* set and shuffle all the remaining cards together to form encounter deck #2.

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Take the following three locations from *The Midnight Masks* encounter set: Rivertown, Miskatonic University, and the Graveyard. From *The Limens of Belief* cards, take *The House* location. Put these four locations into play. Your investigator begins play at *The House*.



Oh, right, of course. The investigator. Take the Lita Chantler investigator card and construct your deck. This should be done before setup, but whatever.

Of the location cards from *The Gathering* remaining, take the *Hallway* and the *Cellar* and put them aside, out of play. All other cards from that set - the Ghoul Priest, Lita Chantler, the Study, the Attic, and the Parlor - can be returned to the box.

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You will have noticed that several of the cards from *The Limens of Belief* set are double-sided. If you want your first sessions to have an element of surprise, try to avoid looking too much at the 'flipped' side! Each side has a different name however, so this makes the setup instructions a little awkward. If a card I mention in the following paragraph isn't in front of you, it'll most likely be a flipped side.

From this custom set, you should put aside, out of play: Professor Warren, Mister Collins, Charred Phalange, Malformed Beast, Study Door, the Mausoleum, the Attic, and the Parlor.

Start with encounter deck #1 in the game. Keep encounter deck #2 out of the game until instructed otherwise.

7

DO NOT READ
until the end of the scenario

If no resolution was reached (you were defeated): You pushed yourself too far, your strength of body was no match for your mind. Or perhaps fortune just did not favor you. Your doom still searches. This little setback shall not deter it.

Resolution 1: You've settled into a steady rhythm, found your pace. The harmonics are just right. Wait, what was that noise? Is that the people who... no, no! How could they have come through? They mustn't interfere with this barrier!

Resolution 2:

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