

Endless Horizons

EASY / STANDARD

-X, where X is the number of **Passenger** enemies in play.

-2. For each point you fail by, lose 1 resource (max 3).

-3. Lose 1 action.

Endless Horizons

HARD / EXPERT

-X, where X is the number of **Hazard** encounter cards in play (max 5).

-3. Lose 3 resources.

-4. Immediately end your turn.

Endless Horizon

Your last encounter with the dangers lurking in the Shadowlands has brought you to venture across the sea in search of answers to what has befallen the city of Arkham! Welcome to the second scenario in the campaign of 'Into the Shadowlands.'

Expansion Symbols
The cards in the *Endless Horizon* scenario can be identified by these symbols located on the cards.

- Seafarer

- Tidal Terror

- Burnout

The Sea Beckons...

It all keeps replaying in your mind, as if you're stuck in some sort of horrible trance. The city burning. The Emissary. The portal. And what lay beyond it? Was that where Arkham had been taken to? You needed answers.

Among the papers you found was a dock invoice for the Egyptian artifacts sent from a dig happening near the city of Khadesh, Egypt. It was signed by a Moira Alexander. Based on how the relic reacted when the Emissary picked it up, something must tie the two together. Not wasting any more time, you purchase your tickets for the ocean liner SS *Lorelai* and make haste across the Atlantic. You fear the longer you take, the more Arkham slips away from you.

Your journey across the water is relatively uneventful and Cairo is only a few days away. As the sun sinks beneath the horizon, a letter slides underneath your door. Upon opening, it simply reads 'They know you're here.' You throw open the door and find no one by your cabin...

DO NOT READ

until the end of the scenario

Resolution 1 or if each investigator was defeated: You find yourself on a muddy shore, your clothes tattered and your body covered with bruises and burns. You don't see anyone else from the ship nearby, nor any trace of the Mysterious Stranger. With no recollection of how you made it to shore, you can only press on if you have any hope of uncovering the truth behind these attacks and the fate of Arkham.

❖ In your campaign log, record that you have fallen behind in your journey.

❖ Each investigator searches the Weakness collection and adds a random basic *Injury* weakness to his deck for the remainder of the campaign.

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

Setup

❖ Gather all cards from the *Endless Horizon* encounter sets: *Seafarer*, and *Tidal Terror* and shuffle them together to build the Encounter deck. Set *Burnout* aside and out of play.

❖ Set the following cards aside, out of play: Akachi Onyale: The Emissary, Trickster, Akachi Onyale: The Emissary's Wrath, Abel Jericho, Fanning the Flames and Let's Try This Again.

❖ All investigators begin play at the Promenade Deck.

Additional Clarifications

Do not read before Act 4! When act 4 commences, the game is to be reset to the game condition just before Act 3 was resolved. All assets, resources, weaknesses and card hands should remain the same.

All non-*Elite* enemies in play are to be discarded.

Reshuffle the encounter discard pile into the encounter deck, making sure all *Tidal Terror* cards have been removed.

DO NOT READ

until the end of the scenario

Resolution 4: The ship chugs into Cairo harbor, full of holes and passengers who are unsure of the events from the past couple of days. You disembark and hunker down in a hotel for the night, going over the information you've gleaned so far. Who was the Mysterious Stranger and how can she traverse alternate realities? What did she mean this has happened before? What were the Shadowlands and what connection did that have to Arkham? And why would the Emissary warn you off? You hope that there will be more answers than questions when you reach the temples at Abu Simbel and track down Moira Alexander.

❖ Each investigator earns experience equal to the Victory X value of each card in the display plus an additional 2 points for traversing realities.

7

DO NOT READ until the end of the scenario

Resolution 2: As the pieces of the ship float all around you, you find peace with your end. As you sink deeper beneath the surface, a brilliant glow illuminates the area beneath you. Suddenly, a portal forms and you are sucked through. You fall onto a hard granite surface, coughing up water. After a moment, you realize that you have returned to that dark world you first saw back in Arkham! "I thought you were supposed to be good at this stuff." The woman's voice draws your attention and you see a figure silhouetted against the blue and purple glow of the twisted landscape. She looks like a knight but wearing armor the like of which you've never seen before. Both hardened and terrifying, it matches the attitude of the woman wearing it perfectly. "You did manage to almost avert the catastrophe on the Lorelai, which is impressive in and of itself," she says, looking at you with different colored eyes. "However, you have much further to go and not nearly as much time as you'd like."

8

DO NOT READ until the end of the scenario

Another portal cuts through the air nearby and through it you can see the deck of the *SS Lorelai*. On it, you see yourself lying there, dead. You turn back to the Mysterious Stranger. "Good luck," the woman says. "The realities are starting to collapse on themselves. This time it will be far worse." With that, she shoves you through the portal, forcing you to step over your own corpse. The *Lorelai* is still afloat, but for how much longer? In your campaign log, record that you have jumped to an alternate reality. Remove the *Tidal Terror* encounter set from the game. Add the *Burnout* encounter set to the Encounter deck. Reshuffle the discard pile into the encounter deck. Every Investigator returns to play and takes half damage and horror, rounded up. Every Investigator starts play at the Navigation Bridge. Advance to Agenda 4a and Act 4a.

9

DO NOT READ until the end of the scenario

Resolution 3: As the pieces of the ship float all around you, you find peace with your end. As you sink deeper beneath the surface, a brilliant glow illuminates the area beneath you. Suddenly, a portal forms and you are sucked through. You fall onto a hard granite surface, coughing up water. After a moment, you realize that you have returned to that dark world you first saw back in Arkham! "I thought you were supposed to be good at this stuff." The woman's voice draws your attention and you see a figure silhouetted against the blue and purple glow of the twisted landscape. She looks like a knight but wearing armor the like of which you've never seen before. Both hardened and terrifying, it matches the attitude of the woman wearing it perfectly. "Still, you did kill Akachi and I will admit some satisfaction in that, so I guess you have potential," she says, looking at you with different colored eyes and a smirk on her face.

10

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Agenda 1a



The Storm

As your journey nears its end, a warning has been slipped underneath your door. When you go to check, no one is there. As you go in search of the mysterious person who tipped you off, you notice the gaze of several of the passengers have started to linger longer than usual. Whether they are friend or foe, you are not sure. However, they seem merely content to watch you...for now.

All **Passenger** enemies have Aloof.

3

Agenda 2a



Water Rising

Whether its supernatural forces or a storm that is intensifying as the night progresses, the water levels are starting to rise and this ship won't stay afloat forever.

Forced – If each location has a Compartment Flooding card, immediately advance to Agenda 3b.

5

AGENDA 1b



They Hunger...

A high pitched shrieking can be heard throughout the boat, as if something was scratching against the outside of the hull. Instantly, terrified passengers start to run, leaving only those that were watching you. They start to advance, dozens of possessed passengers encircling you. Then, the shrieking noise again followed by a loud BOOM! Immediately, water rushes into your compartment, scattering anyone still left inside the room. You hastily rush to the exit. Not only do you have to keep them at bay, but now it looks like you'll have to do it soggy.

Gather the set aside *Tidal Wave* encounter set and shuffle it into the Encounter deck. The Lead investigator then reveals cards from the deck until they draw a Compartment Flooding card and immediately plays it.

AGENDA 2b



War on Two Fronts

You hear screams in the distance that are quickly silenced, whether it be by the sea or the monsters that hide in it. There are few compartments on the ship that aren't taking on water. To make matters worse, the possessed passengers are using the flooding ship as cover for their movements.

Search the discard and encounter deck for two Compartment Flooding cards and immediately play them. Reshuffle the encounter discard pile into the Encounter deck.

All **Passenger** enemies make an immediate attack if able.

Agenda 3a

High Tide

The bow of the ship is now submerged beneath the sea as waves continue to crash down upon you.

Forced – Each Compartment Flooding card requires an additional ➤ to discard.

Forced – If each location has a Compartment Flooding card, immediately advance.

8

Agenda 3a

Fanning the Flames

You contain your jubilation about being returned as you realize that you traded in a sinking ship with a burning ship. Embers dance in the air as the ship billows smoke from several holes in the hull. You then see the cause of this: Akachi, only this version seems different than the one you previously faced. Different reality, different rules.

Forced – Put the set-aside *Akachi Onyele: The Emissary's Wrath* into play on the Promenade Deck with 1 damage.

Forced – If each location has a Compartment Burning card, immediately advance.

8

Agenda 3b

Beneath the Surface

No matter how fast you seemed to go, you just weren't quick enough. Water pours in from every direction as the ship sinks beneath the waves. As it breaks apart, you feel the arms of the passengers all over you, pulling you down into the depths...

(➔R2)

Agenda 3b

Up in Smoke

You do your best to try and fight off this new version of Akachi but are unable to overcome her strong assaults. Knowing you are doomed, you jump ship just as the SS Lorelai explodes.

(➔R1)

Act 1a

Something is Amiss

Your presence is no longer unnoticed. You have to try and find the person who warned you about the other passengers. They might have a clue as to what is going on.

You cannot move into **First Class** locations.

2

Act 1b

Out to Sea

The mysterious stranger seems to have disappeared. As your search continues, suddenly the ship lurches, throwing everyone to the floor. As you get up, you see a young man stagger in through the passageway, blood dripping down his uniform. You rush to him as he falls to the floor, keys falling from his hands. "The Captain..." he cautions. "Something's wrong with the Captain." With that, he lays still. You pick up his keys and start towards the bridge, as you notice the ship has started to head away from Cuira and back out towards the sea.

You can ignore the text on the unrevealed sides of **Restricted Section** locations.

You can move into **First Class** locations.

Spawn the set-aside Abel Jericho enemy at the Navigation Bridge location.

Act 2a

Correcting Mistakes

You aren't sure what happened to make the Captain turn against his own crew or to sail the ship back out to sea, but you better get to the bridge and deal with him before matters get worse.

Objective – When Abel Jericho is defeated, advance.

Objective – If the skill test on Abel Jericho is successful, advance.

1

Act 2b

A Wolf in Captain's Clothing

The Captain falls to the ground, his body crumbling to pieces. Beneath it, another body begins to take shape. As the Captain continues to disintegrate, the glow emanating from him grows stronger until a brilliant light surges from it. You shield your eyes and mouth from the bits of Captain that fly by and you chance a peek when you think it's safe. There, standing before you is a familiar face: Akachi Onyele. "Why couldn't you just leave it alone?" Akachi hollers. "Why did you have to keep following? There is only one way this ends." With that, she fades into the air and screams past you, out the door.

Spawn the set-aside *Akachi Onyele: The Emissary's Trickster* into play at the Engine Room.

If you advanced to Act 2b by completing Abel Jericho's test, immediately add him to the Victory Display.

Reveal cards from the Encounter Deck until you draw a Compartment Flooding card. Put it into play at any location without a Compartment Flooding. Shuffle the Encounter discard into the Encounter deck.



The door leading to the Navigation Bridge is locked. You cannot move into the Navigation Bridge.

SS Lorelai

Navigation Bridge

SS Lorelai

Ship, Restricted Section

LOCATION

Lorelai. In Germanic legend, it translates as 'A beautiful siren who entices sailors with song and lures them to their death.' I'm sure it's just a coincidence.

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SS Lorelai

Lounge

SS Lorelai

Ship, First Class

LOCATION

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SS Lorelai

Entry Hall

SS Lorelai

Ship, First Class

LOCATION

Lorelai. In Germanic legend, it translates as 'A beautiful siren who entices sailors with song and lures them to their death.' I'm sure it's just a coincidence.

SS Lorelai

Regal Suites

SS Lorelai

Ship, First Class

LOCATION

The map shows the SS Lorelai ship with four main areas highlighted as cards:

- Dining Hall**: Ship, Second Class. Card number 2. Description: "There were times when it was easy to forget you were on a ship, given the scope and grandeur of it all."
- Foyer**: Ship, Second Class. Card number 1. Description: "The common areas were often times crowded with night owls staying up for one last card game and a drag on a cigarette before bed. In this instance, a perfect place to find victims..."
- Pursers Office**: Ship, Restricted Section. Card number 3. Description: "Draw a random chaos token from the bag. If you draw a ⚡ or a positive number, add 1 clue to this location. If you draw a ☠, ♠, ♣, or a negative number, nothing happens. If you draw a ♠, discard the top card of your deck."
- Engine Room**: Ship, Restricted Section. Card number 3. Description: "This location is investigated using ⚡ instead of the skill indicated by this investigation attempt." and "The heartbeat of the ship can be felt here..."

Each card features a photograph of the respective area and a location icon (a ship's wheel). The map also includes a compass rose in the top right corner and a key in the bottom left corner.





Thy Will Be Done

Hex. Power.

Revelation – Place on the nearest *Passenger* enemy. That enemy gets +1 ♣, +1 ♠ and Retaliate.

If there are no *Passenger* enemies in play, this card gains Surge.

Ransacked!

Obstacle.

Revelation – Test ♣ (3). If you fail, discard 1 asset card either from in play or your hand.

If you cannot, search your deck for an asset card and discard it. Reshuffle your deck.

I don't remember leaving these drapes in my television...

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Cursed Passengers

1 2 3

Humanoid. Passenger.

Gains +1 while sharing a location with another *Passenger* enemy.

It was only nights ago when they smiled and shook my hand. Now, they want more than just my hand, I fear.



ENEMY

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ENEMY



Possessed Passenger

2 4 4

Humanoid. Passenger.

Hunter.

If you are engaged with Possessed Passenger at the end of the enemy phase, draw 1 token from the chaos bag: If you drew a or a , Possessed Passenger attacks you again. If you draw , discard Possessed Passenger.

There is no worse feeling than committing to the sins of evil and not being able to stop yourself.



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ENEMY

Crazy Passenger

? 2 3

Humanoid. Passenger.

Prey – Lowest .

Retaliate.
Crazy Passenger has a value equal to the shroud value of its current location.

Malicious minds breed horrible intentions.



ENEMY

Crazy Passenger

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Humanoid. Passenger.

Prey – Lowest .

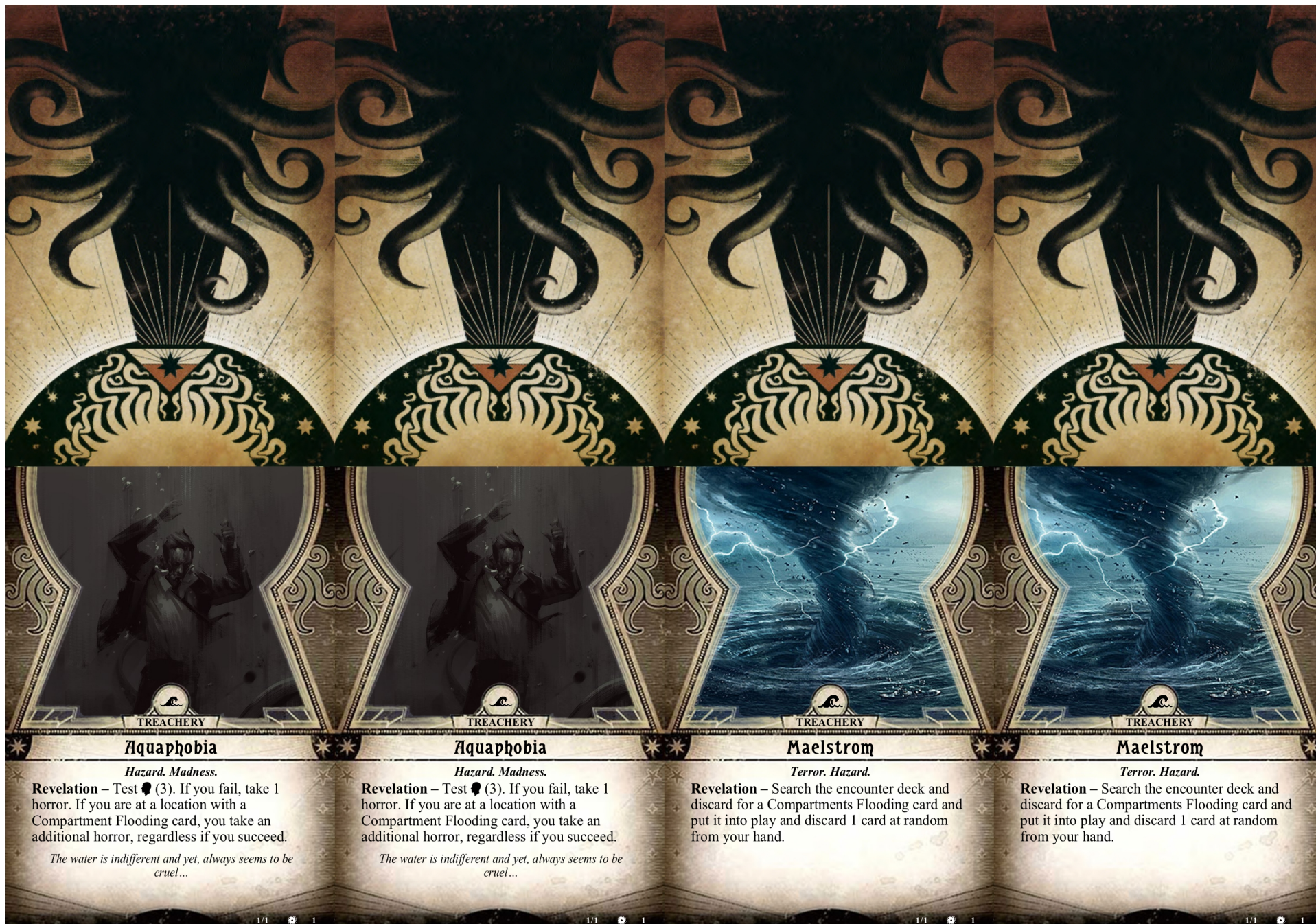
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ENEMY





Aquaphobia

Hazard. Madness.

Revelation – Test ☛ (3). If you fail, take 1 horror. If you are at a location with a Compartments Flooding card, you take an additional horror, regardless if you succeed.

The water is indifferent and yet, always seems to be cruel...

Aquaphobia

Hazard. Madness.

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Maelstrom

Terror. Hazard.

Revelation – Search the encounter deck and discard for a Compartments Flooding card and put it into play and discard 1 card at random from your hand.

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Compartment Flooding

Hazard.

Revelation – Put into play at your location. If there is already a Compartment Flooding card attached to this location, play on the nearest connecting location without a Compartment Flooding card.

Forced – It requires an additional action to move into and out of this location.

►►► : Discard Compartment Flooding.

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Compartment Burning

Hazard.

Revelation – Put into play at your location. If there is already a Compartment Burning card attached to this location, play on the nearest connecting location without a Compartment Burning card.

Forced – You take 1 damage moving into and out of this room.

➤➤➤: Discard Compartment Burning.

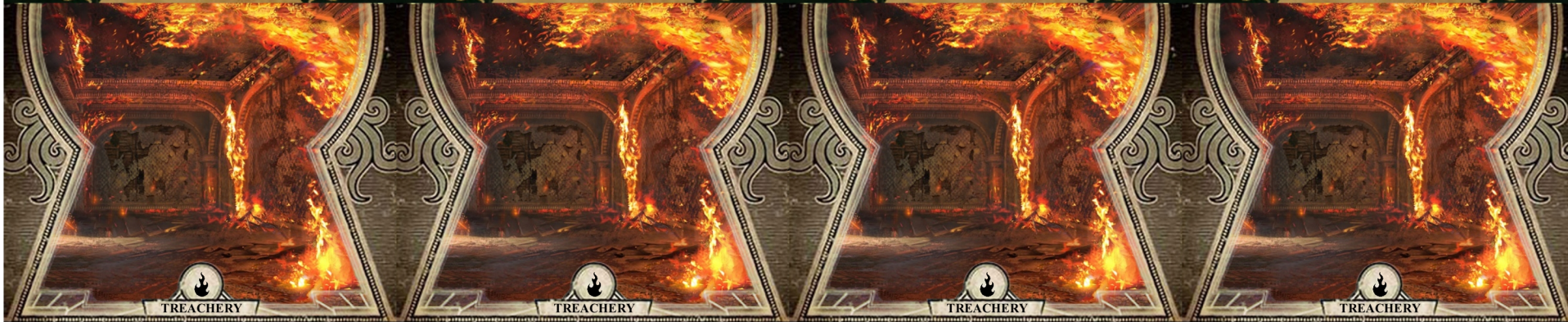
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TREACHERY

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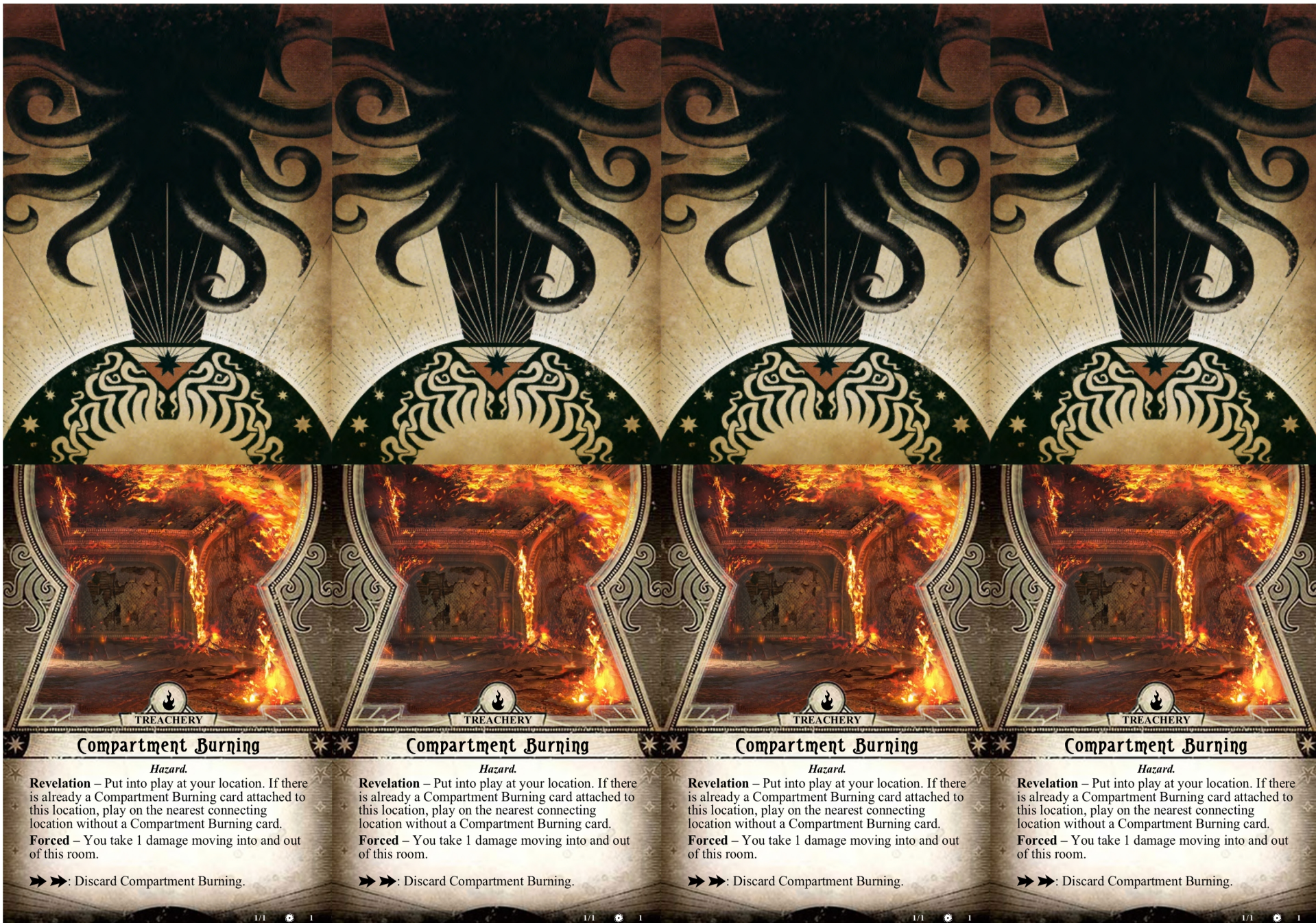
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Fire Stalker

3 4 2

Monster. Shadow.

Spawn – Any location with
Compartment Burning attached.
Hunter.

While attacking Fire Stalker using a *Ranged* or
Firearm asset, it deals +1 damage.

Fire is the eternal cleanser.



TREACHERY

Backdraft

Terror. Hazard.

Revelation – Search the encounter deck and
discard for a Compartment Burning card and
put it into play and lose 2 resources.



TREACHERY

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