

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

THE APPROACHING STORM

Clouds Gather to the North

And it came to pass in the days of the war, the days of the unyielding conflict, that I was praying, crying bitterly all through the night. And behold, at the break of dawn, it seemed as though all the unbelievers had gathered in a group before my mind's eye. And a man was hovering above them, surrounded by swirling clouds. The clouds grew dark and enveloped the unbelievers, and their bodies fell to a great basin and became a sea of bones.

The Approaching Storm is a user created custom campaign for *Arkham Horror: The Card Game* for 1-4 players.

Required Products

To play *The Approaching Storm* you need the *Arkham Horror: The Card Game* base game as well as *The Dunwich Legacy* expansion box. More specifically, you will need the following encounter sets from *The Dunwich Legacy*:



Naomi's Crew



Armitage's Fate



Sorcery



The Beyond

You can play without *The Dunwich Legacy* expansion by simply omitting the cards from it but the experience will be lacking and the scenarios haven't been balanced for it.

Additional Rules

New Keyword: Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

This rule can be found in *The Forgotten Age* Campaign Guide (available at Fantasy Flight Games' website).

Pieces of the Manuscript

During the campaign, you will be able to find pieces of an ancient manuscript. When you do, the game will instruct you to add tallies in your Campaign Log. The number of pieces you find will affect certain things during the campaign.

Campaign Icon

The cards in *The Approaching Storm* campaign can be identified by this symbol in the bottom right corner of the cards:



Campaign Setup

To set up *The Approaching Storm* campaign, perform the following steps in order:

1. Choose investigator(s).
2. Each player assembles his or her Investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.
 - ◆ Easy (I want to enjoy the story):
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ♠, ♠, ♠, ☠, ♠, ♠.
 - ◆ Standard (I want to experience the Darkness):
+1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠, ♠, ☠, ♠, ♠.
 - ◆ Hard (I want to embrace the Darkness):
0, -1, -1, -2, -3, -3, -4, -5, ☠, ☠, ♠, ♠, ♠, ☠, ♠, ♠.
 - ◆ Expert (I am the Darkness):
0, -1, -2, -3, -3, -4, -4, -5, -6, ☠, ☠, ♠, ♠, ♠, ☠, ♠, ♠.

You are now ready to begin at the Prologue.

Prologue

It is just past noon and the sun is relentless in its warming of the streets of Arkham. You are making your way down Main Street as a young boy comes running towards you, calling your name.

"For you m'lord," the rascal manages as he catches his breath.

"Meet me at The Edward Hotel"
-Signed Dr. H. Armitage

The handwriting is unmistakably that of your trusted friend and colleague Dr. Henry Armitage. Of that you are certain. But what matter of business is so urgent he had no time to provide any additional information?

You turn to ask the young boy about it, but he is no longer anywhere to be found. Your eyes return to the single sentence on the wrinkled piece of paper.

Determined to illuminate the matter at hand, you gather your things and make your way towards the less respectable parts of Arkham and The Edward Hotel.

Scenario I: A Plot Uncovered

As you arrive at The Edward Hotel, you are surprised to see Dr. Armitage exit a cab across the street from you. Not a second passes before he spots you.

"Wonderful! I am in much need of your counsel," he begins. Before he has a chance to say any more, you interrupt him and ask what was so important he sent a messenger boy running all over the city to find you.

"Yes, sorry. I will explain," he replies. "My old friend professor Hunderton is requesting my aid. He claims to have stumbled upon some grave news that is threatening Arkham, indeed the world."

Your unsatisfied face quickly spur him on.

"He claims the many occult and extraordinary occurrences around Arkham lately has awoken something old and dark. He has tracked the activities as best he could but needs help finding the final piece of the puzzle."

He leads you into the hotel and up two flights of dimly lit stairs. The state of the hotel is even worse than you had expected. But then again, you try not to frequent these parts of the city unless forced to.

As you arrive on the second story of the hotel, Armitage knocks on the closest door. To your horror, the reply comes at once as a very alarming cry of pain.

Wasting no time you burst through the door and are greeted by a scene much horrid. On the floor lies a man in his early forties, blood gushing from a stab wound in his back. Movement to your left catches your eye and you see a shadow dive out the window as a gunshot goes off to your right where an older man, smoking revolver in hand, cries out to you. "Don't let him get away!"

★ The investigators must decide (choose one):

- ◆ Time is of the essence, pursue the Shadow at once.
Proceed to The Chase is on.
- ◆ The culprit can wait. Better to provide immediate aid to the victim.
Proceed to The Scene of the Crime.

The Chase is on: *As you set off after the shadow, you hear Armitage cry "Oh no. He is dead!" as he cradles the dead man in his arms. The sound of his loss sends a chill down your spine. Proceed to Setup.*

The Scene of the Crime: *"Oh no. He is dead!" Armitage cries out in despair as you approach the man with the revolver. He introduces himself as Mr. Butterbirch, the late professor Hunderton's manservant. He and his master caught a thief in the act as they returned to the room after luncheon. But instead of taking flight, the thief attacked professor Hunderton.*

"Just as you burst through the door, the thief dropped this," Mr. Butterbirch explains as he points towards a small statue of a parrot laying on the floor next to the window.

◆ Add the Obsidian Parrot asset to one of the investigators' decks (does not count towards deck size).

With professor Hunderton dead and Armitage in shock, you ask Mr. Butterbirch, who seems to be keeping his calm quite well, to keep an eye on your friend as you set out after the murderer. Proceed to Setup.

Setup

◆ Gather all cards from the following encounter sets: *Ancient Evils, Naomi's Crew, A Plot Uncovered, Rats, Shadows, Striking Fear*. These sets are indicated by the following icons:



◆ Set the following cards aside, out of play: The Obsidian Parrot (unless it is already in an investigator's deck), Regis M. Butterbirch, The Hooded Man as well as the Docks, Warehouse, Warehouse Back, Warehouse Entrance, Warehouse Office, and the Warehouse Staff Room locations.

◆ Put the Back Alley, Main Road, Side Road, The Edward Hotel, and The Edward Park locations into play.

◆ Each investigator begins the game at The Edward Hotel.

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

◆ If the investigators read **The Scene of the Crime**, add one doom to the Agenda.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned and/or was defeated): *Unable to continue your hunt for the murderer, you return to the hotel. The police has arrived and the scene of the crime is now off limits. Armitage, who has regained his composure, takes you aside and brings you, along with Mr. Butterbirch - Mr. Hunderton's manservant, back to his apartment.*

◆ In your Campaign Log, record that the murderer got away.

Proceed to The Next Piece of the Puzzle on page 4.

Resolution 1: *You finally have your prey cornered. As you close in, you hear shouts and police whistles at the entrance of the warehouse. Your momentary lapse in focus is all The Hooded Man needs as he darts towards a small window at the back and via the fire escape jumps into the Miskaktonic river.*

As the police notice you, you are unable to pursue. You inform them of what you know before returning to the hotel only to find the crime scene off limits. Armitage, who has regained his composure, takes you aside and brings you, along with Mr. Butterbirch - Mr.

Hunderton's manservant, back to his apartment.

◆ In your Campaign Log, record that you almost caught *The Hooded Man*.

◆ Each investigator earns 4 experience points.

Proceed to The Next Piece of the Puzzle on page 4.

Resolution 2: *Unable to continue your hunt for the murderer, you return to the hotel. The police has arrived and the scene of the crime is now off limits.*

Armitage, who has regained his composure, takes you aside and brings you, along with Mr. Butterbirch - Mr. Hunderton's manservant, back to his apartment.

◆ In your Campaign Log, record that *The Hooded Man* got away.

◆ Each investigator earns 2 experience points.

Proceed to The Next Piece of the Puzzle on page 4.

The Next Piece of the Puzzle: *Back in the safe confines of your friend's apartment, you learn that Dr. Armitage and Mr. Butterbirch took with them all that they thought too important to leave for the police. Mr. Hunderton had purchased tickets for all of you to accompany him on the riverboat The Kaiser Willhelm, which is currently in Arkham before continuing its journey north along the Miskatonic on the morrow. But to what end, you are currently unable to deduce.*

The culprit seems to have been after some of Mr. Hunderton's items pertaining to the case he was researching: several dusty old books, a page from an old manuscript, and an obsidian statue of a parrot. You study the old manuscript but soon abandon your efforts as you realize you are in need of more information to be able to deduce anything from the strange writing. Hoping for more clues, you turn to the strange statue. You turn it around, tap it, even gently try to bend it, but all is for nothing. Whatever it is Dr. Armitage's friend has uncovered, its secrets remain out of reach. Perhaps the old books can help shed some light on the matter.

"The books will have to wait," Armitage interrupts you. "Professor Hunderton purchased those ticket for us for a reason. There must be something of importance on that riverboat and we need to be aboard it before it leaves tomorrow morning.

"Very well," Mr. Butterbirch replies. "I will see this through to the end. My master's work must be finished."

- ◆ If the Obsidian Parrot asset is not in an investigator's deck, add it to one of the investigators' decks (does not count towards deck size).
- ◆ Add a tally under the "Pieces of the manuscript found" part of the Campaign log.
- ◆ Add the Regis M. Butterbirch ally to one of the investigators' decks (does not count towards deck size).
- ◆ Add the Dr. Henry Armitage ally, found in the *Armitage's Fate* (♥) encounter set, to one of the investigators' decks (does not count towards deck size).

Scenario II: Dark Waters

The following morning you find Dr. Armitage and Mr. Butterbirch waiting at the quay and you embark The Kaiser Willhelm together. You show your tickets to the Steward who is greeting you as you come aboard. He calls for a crewman to show you to your cabins.

Setup

- ◆ Gather all cards from the following encounter sets: *Darkness, Dark Waters, Crowds, Flies, Rats, Unclean Water*. These sets are indicated by the following icons:



- ◆ Set the following cards aside, out of play: The Captain Whollerton, Mr. Wright, and Baelzebub enemy cards, the Captain's Keys and the Steward's Keys story assets, as well as the *Darkness* (6), *Flies* (fly), and *Unclean Water* (cloud) encounter sets.
- ◆ Put one of the two versions of the following locations into play at random: Main Room, Dining Room, Passenger Cabins, Riverboat Outside, and Riverboat Upper Deck. Put the other versions of each of these locations into a separate deck to the side.
- ◆ Put all the other locations into play.
- ◆ Each investigator begins play in the Main Room.
- ◆ Spawn **X** Crewman enemies (*On Duty* side up) where **X** is the number of investigators in the game +1 (remove the remaining Crewman enemies from the game) and the 5 Passengers (*Innocent Bystanders* side up) at random locations. See below for how to spawn at random locations.
- ◆ Spawn Mr. Guiland (*On Duty* side up) in the Kitchen.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.

Spawning at Random Locations

During this scenario, you will at times be instructed to spawn cards at random locations. This should be done by shuffling together the 5 locations set aside during setup and drawing 1 at random and then returning the card and shuffle before drawing for the next card to be spawned randomly.

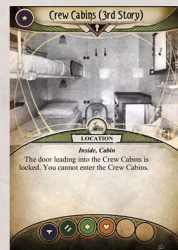
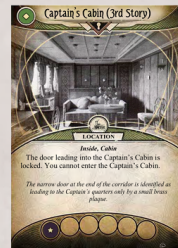
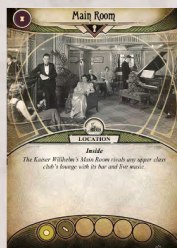
Suggested Location Placement & Connectivity

Deck Level

Second Story

Third Story

Upper Deck



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned and/or was defeated): *As your attempts to uncover what threat to our world professor Hunderton was pursuing were unsuccessful, the crew of The Kaiser Willhelm brought forth an ancient monstrosity. Your failure has doomed the world as its master will soon follow.*

- ◆ Each investigator is **killed**.
- ◆ The investigators lose the campaign.

Resolution 1: *The Kaiser Willhelm has turned into a battlefield, but you have emerged victorious. No ancient evil has been summoned.*

You tell the panicked passengers to try to remain calm while you will try to reach the authorities using the boat's radio equipment. But first you search as much of the boat as possible. To your horror you find what must be what is left of those passengers who 'vanished' while the boat was in Arkham. At least their ghastly demise didn't end in an ancient evil's entry into our world. Once you get through to the authorities you and the remaining passengers are transported back to Arkham where you, after explaining yourself to the police using the evidence you found and a day's rest, return to Dr. Armitage's apartment and the books you hope will provide you with the next clue.

- ◆ In your Campaign Log, record that you stopped the crew of The Kaiser Willhelm.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Each investigator earns 4 additional experience points for stopping the crew.

Resolution 2: *You abandon The Kaiser Willhelm as the first explosion rocks the riverboat. You struggle against the currents of the Miskatonic river as five explosions follow. As ear deafening as the dynamite blasts are, they are pierced by an otherworldly shriek which freezes your blood.*

As the smoke clears you realize the river is calm, the water is clear, and The Kaiser Willhelm is nowhere to be seen. The crew, the fog, and the creatures it had brought are all gone. You and the surviving passengers make your way ashore.

- ◆ Check if there are any Passengers still in play:
 - * If there are 1-2 in play, each investigator suffers 1 mental trauma.
 - * If there are 3-5 in play, each investigator suffers 1 mental trauma and adds a random basic **Madness** or **Pact** weakness to his/her deck for the remainder of the campaign.

Finally police cars show up and officers take your statements before you and the remaining passengers are transported back to Arkham. There, after a day's rest, you return to Dr. Armitage's apartment and the books you hope will provide you with the next clue.

- ◆ In your Campaign Log, record that you blew up The Kaiser Willhelm.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 3: *The monstrosity gives a final shriek as you force it back into the vortex above The Kaiser Willhelm. As the unearthly entity is sucked into the maelstrom, so is what is left of the crew, the fog, and all the ungodly creatures it had brought with it. You calm the panicked passengers while you try to reach the authorities using the boat's radio equipment. Before they arrive, you search as much of the boat as possible. To your horror you find what must be what is left of those passengers who 'vanished' while the boat was in Arkham. Once the authorities arrive, you and the remaining passengers are transported back to Arkham where you, after explaining yourself to the police using the evidence you found and a day's rest, return to Dr. Armitage's apartment and the books you hope will provide you with the next clue.*

- ◆ In your Campaign Log, record that you forced Baelzebub back into the vortex.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Scenario III: Curiosities

For days you pour over the books and pieces of the manuscript as Armitage and his contacts at city hall try to track down the company owning *The Kaiser Willhelm*. You translate, double check, and cross-reference everything with sources from the university library and Dr. Armitage's many friends among the academia and still you are only able to make the most miniscule of progress. A week passes without any news before Armitage suggests you try a different approach. Let the scholars at the university keep at it while you direct your attention to the statue of the parrot. There just might be a place in Arkham where such an item can be scrutinized.

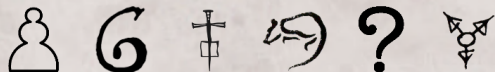
You accompany Armitage to Northside and a small two story building with an old, weather-beaten sign above the shopfront which reads 'Curiositie Shoppe.'

"The proprietor, a Mr. Thomas, is a man much learned about items of the mysterious and occult," Armitage explains. "With the proper incitement I'm sure he can help."

Next to the door is a billboard with all manner of strange advertisements on display. One in particular catches your eye as you approach. It is about a play coming to Arkham for a special one-night only performance at the Ward Theatre. Perhaps that would be something more down to earth you could do to relax if you ever manage to solve the mystery at hand. Turning your focus back to the present, you realize something is amiss. The shop is dark and the door locked. You carefully look around before deciding on how to proceed.

Setup

◆ Gather all cards from the following encounter sets: *Curiosities*, *Darkness*, *Naomi's Crew*, *Rats*, *Shadows*, *Striking Fear*. These sets are indicated by the following icons:



- ◆ Set Oliver Thomas, *Mysterious Book*, as well as the Attic, Cellar, and Second Story locations aside, out of play.
- ◆ Put all other locations into play. Each investigator begins play at the Main Road.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated and/or resigned without any resigning investigator controlling the Oliver Thomas story asset):

Leaving Northside and the Curiositie Shoppe no wiser than when you arrived, you return to Armitage's apartment hoping either your friends at the university or Armitage's contacts at city hall has had better luck.

◆ In your Campaign Log, record that *you failed to save Oliver Thomas.*

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

◆ Based on your difficulty level, add the following chaos token to the chaos bag for the remainder of the campaign:

* **Easy:** -3.

* **Standard:** -4.

* **Hard:** -4.

* **Expert:** -5.

Resolution 1: *As you get outside you hear police whistles heading your way. Someone else must have noticed that something was wrong and contacted the authorities. Mr. Thomas explains the situation to the officers and once the last of the criminals have been taken away he invites you to join him inside.*

He listens to your story and examines the parrot statue with a keen interest. He vanishes into the back before returning a few minutes later with an old book. Eagerly he flicks through it until he finds an image of a man, hovering in the air with wisps of clouds surrounding him.

"This is Baal," he explains. "An ancient Babylonian deity. Or at least how they perceived him. Legend has it that when he was banished long ago, a statue of the darkest obsidian was made to hold the last essence of him in our world and as long as it resides in our world, the ancient one has a foothold here and will forever try to regain entry. Perhaps this statue of yours holds the essence of Baal."

◆ In your Campaign Log, record that *you saved Oliver Thomas.*

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

◆ Each investigator earns 2 bonus experience points for learning what Mr. Thomas had to say.

◆ Based on your difficulty level, add the following chaos token(s) to the chaos bag for the remainder of the campaign:

* **Easy:** -4.

* **Standard:** -3 and -4.

* **Hard:** -5.

* **Expert:** -3 and -6.

Resolution 2: *Someone else has noticed that something was amiss with the shop and contacted the authorities. You make a hasty exit to avoid having to explain yourself to the police.*

◆ If the Oliver Thomas story asset is controlled by an investigator, in your Campaign Log, record that *the police saved Oliver Thomas.*

◆ If the Oliver Thomas story asset is not controlled by an investigator, in your Campaign Log, record that *you failed to save Oliver Thomas.*

Leaving Northside and the Curiositie Shoppe no wiser than when you arrived, you return to Armitage's apartment hoping either your friends at the university or Armitage's contacts at city hall has had better luck.

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

◆ Based on your difficulty level, add the following chaos token to the chaos bag for the remainder of the campaign:

* **Easy:** -4.

* **Standard:** -4.

* **Hard:** -5.

* **Expert:** -5.

Scenario IV: Shadow Rails

Back in Dr. Armitage's apartment, you return to your studies of the ancient document. You make daily visits to the university to update yourself on anything they might have uncovered and finally, as Dr. Armitage's contacts at city hall come through and you learn that the company owning The Kaiser Willhelm is renting a small shipping office in Bolton, you come to the nerve-racking conclusion that the manuscript is detailing how to conjure the magical Seals of Baal and unleash the ancient god upon our world.

At the train station, Armitage purchases tickets for the first train to Bolton before joining you on the platform where you show him and Mr. Butterbirch how the manuscript details the seals and how to break them and prevent the ancient one from entering our world.

"Let us hope we are not too late," Dr. Armitage says as the train leaves the station.

The monotonous sound of the train slowly lulls you into an unruly sleep. Suddenly, you wake as the train comes to an abrupt stop. It appears you have stopped in the middle of nowhere. Perplexed, you open the door to your coupé.

Setup

◆ Gather all cards from the following encounter sets: *The Beyond*, *Darkness*, *Naomi's Crew*, *Shadow Rails*, *Sorcery*. These sets are indicated by the following icons:



- ◆ Set The Beast, Naomi's Crew encounter set (✚), and the 4 copies of Promises of Baal aside, out of play.
- ◆ Put the Engine location into play. Then, put the 3 Passenger Car locations into play at random, in a straight line to the left of the Engine.
- ◆ Put the 4 remaining locations into play, 2 on either side of the line of train cars.
- ◆ Each investigator begins play in the Passenger Car connected to the Engine.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): You are jostled from your unruly sleep as the train abruptly stops. Rubbing your eyes, you peer out through the window and see a sign saying Bolton Train Station. Was it all a dream?

- ◆ Each investigator adds 1 copy of the Promises of Baal Weakness to his/her deck. This card does not count toward an investigator's deck size.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 1: You are jostled from your unruly sleep as the train abruptly stops. Rubbing your eyes, you peer out through the window and see a sign saying Bolton Train Station. Was it all a dream?

- ◆ Each investigator who was defeated adds 1 copy of the Promises of Baal Weakness to his/her deck. This card does not count toward an investigator's deck size.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Each investigator who wasn't defeated earns an additional +2 experience.

Scenario V: Lair of the Cult

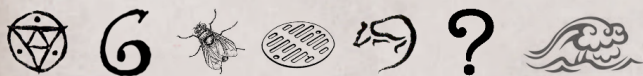
You sit down on a bench and talk to Armitage and Mr. Butterbirch about the 'dream' you all just shared. Something otherworldly clearly doesn't want you pursuing this mystery.

Determined to see it through to the end, you rise on shaky legs and head to the information desk to find a map of Bolton. Relieved, you find it is only a short walk from the train station to where the office of the shipping company owning The Kaiser Willhelm is located.

It is late in the afternoon as you arrive but still within regular office hours. Despite this, the office is closed and looks abandoned. After a careful look around, you pry the office door open and step inside.

Setup

◆ Gather all cards from the following encounter sets: *Dark Cult*, *Darkness*, *Flies*, *Lair of the Cult*, *Rats*, *Shadows*, *Unclean Water*. These sets are indicated by the following icons:



◆ Check Campaign Log.

* If the murderer got away, add 2 doom to the agenda.

* If the Hooded Man got away, add 1 doom to the agenda.

◆ Find the Altar of Baal location, the Sacrificial Chamber location, and the Sewer Fiend enemy (each one is the revealed side of a Sewers location). Set them aside, out of play.

◆ Put the Shipping Office, Back Office, and Hidden Passage locations into play.

◆ Each investigator begins play at the Shipping Office.

◆ Set all of the other locations as well as the Sewer Fiend aside as a separate "Sewers Deck." To do this, perform the following:

* Shuffle the set-aside Altar of Baal, the set-aside Sacrificial Chamber, and 3 other Sewers locations together to form the bottom 5 cards of the Sewers Deck, Sewers side faceup.

* Then, shuffle all of the other Sewers locations and the set-aside Sewer Fiend. Set them on top. All of the cards in the Sewers Deck should be showing only the Sewers side, so that the players do not know which is which.

◆ Set aside The Hooded Man, Abomination of Baal, 3 Storm Ravager enemies as well as the following encounter sets:

Flies (🪰) and Unclean Water (☁️).

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

Location Adjacency in the Sewers

During this scenario, locations will be arranged in a set pattern, with new locations from the Sewers Deck emerging to the left, right, above, or below existing locations, as they are revealed. A location that is put into play to the left, right, above, or below another location should be set next to that location in the manner described, with no other locations in between them.

A location that is next to another location in this manner is considered adjacent. Locations are only adjacent orthogonally (left, right, above, and below), and are not adjacent diagonally. During this scenario, adjacent locations are considered to be connected to one another.

You cannot put a location into play where an existing location already is. If you are given the choice to place a location from the Sewers Deck in one of multiple spots, and one of those spots is occupied by an existing location (with the exception of the Shipping Office or Back Office), you cannot choose that spot. You must choose a spot unoccupied by a location, if able. If all of the specified spots are occupied by existing locations, the Forced effect fails and no new Sewers locations are put into play.

The Sewer Fiend

When an investigator reveals the Sewer Fiend after moving to an unrevealed Sewers location, draw the top card from the Sewers Deck as a replacement for the location card.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): *All your hard work proved futile as your bones join the ranks of the sacrificial victims to Baal, Lord of the Storm. Your failure has doomed the world.*

- ◆ Each investigator is **killed**.
- ◆ The investigators lose the campaign.

Resolution 1: *As you wake you realise the storm is no longer raging. All is calm and quiet. Stumbling to your feet, you gaze upon a vast, gray wasteland.*

You try to get your bearings but realize that you are somewhere completely alien. At first you think you are still dazed from whatever transpired in the sewers but soon realize that everything is as if your senses were numbed beyond comprehension.

You begin to walk and soon the wasteland becomes cut up into pieces. Immense crevasses divide the soft, gray ground. Across some of the crevasses you see narrow rope bridges swaying as if blasted by a great wind you cannot feel.

- ◆ In your Campaign Log, record that you *failed to break the seals*.
- ◆ Each investigator suffers 1 physical trauma from the ordeal in the sewers and 1 mental trauma as they stare across the grayness of Baal's domain.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2: *As you wake you realise the storm is no longer raging. All is calm and quiet. Stumbling to your feet, you gaze across a vast, gray wasteland.*

You try to get your bearings but realize that you are somewhere completely alien. At first you think you are still dazed from whatever transpired in the sewers but soon realize that everything feels as if your senses were numbed beyond anything you have experienced before.

You lay the palm of your hand upon the ground and feel nothing. You see your hand touch the gray dust but cannot feel it.

Walking across the wasteland you soon realise it is cut up into pieces. Immense crevasses divide the soft, gray ground. Across some of the crevasses you see narrow rope bridges, swaying as if blasted by a great wind you cannot feel.

- ◆ In your Campaign Log, record that you *broke the seals*.
- ◆ Each investigator suffers 1 physical trauma from the ordeal in the sewers.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Each investigator earns 2 bonus experience for successfully breaking the Seals of Baal.

Scenario VI: Domain of Baal

Unable to make sense of your immediate surroundings, you set out across the wasteland. With nothing else to help you navigate, you take aim for a distant tower, the only visible structure on the horizon.

As you traverse the alien landscape, your senses begin to acclimatize to the lack of input but every step is still made hesitantly as the ground does not feel 'right' beneath your soles, the wind does not bite your cheeks, and the sound of your steps does not carry to your ears.

Setup

◆ Gather all cards from the following encounter sets: *Darkness, Domain of Baal, Flies, Striking Fear*. These sets are indicated by the following icons:



- ◆ Check Campaign Log.
 - * If you failed to break the seals, use Act 4—Lord of the Storm.
 - * If you broke the seals, use Act 4—The Chains of Baal.
- ◆ Find the Base of the Tower location, all **Tower** locations as well as the Tower Guardian, Baelzebub - Avatar of Baal, and Presence of Baal enemies. Set them aside, out of play.
- ◆ Put all other locations into play.
- ◆ Each investigator begins play in the Wasteland.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): *The presence in your mind grows unbearable, breaking down your defences as unyieldingly as the passage of time.*

Soon you lose all will to press on, to find a way out of the grayness closing in around you.

- ◆ Each investigator is driven **insane**.
- ◆ In your Campaign Log, record that you failed to prevent Baal from entering our world.
- ◆ The investigators lose the campaign.

Resolution 1: *The presence in your mind goes silent. The dark clouds that permeated the tower disperse and the monsters with them. Completely drained of energy, you slump to the floor. The numbness of your senses return and you welcome it with a smile as the world goes dark.*

◆ Each investigator suffers 1 physical and 1 mental trauma from the otherworldly experience in Baal's domain.

You wake up drenched in sweat, everything around you is pitch dark, and the only thing you feel is your head throbbing with pain. At first, the pain is almost unbearable but then you realize that your senses have returned to normal and a faint smile crosses your cracked lips despite the agonizing headache. Suddenly you hear voices calling out and flashes of lights coming towards you.

"What are you doing down here in the sewers? Are you all right?" A group of workers help you to your feet as you realise you are back in the sewers beneath the shipping office.

- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ In your Campaign Log, record that you prevented Baal from entering our world.

Proceed to the Epilogue on page 13.

Epilogue

Back in Arkham, Dr. Armitage locks himself up in his apartment for days, trying to recuperate as well as he can while Mr. Butterbirch goes to the police and claims what is left of professor Hunderton's earthly possessions before leaving for who knows where.

You, on the other hand, are struggling with how to cope with the many unexplainable events.

Check Campaign Log. If you saved Oliver Thomas:

Proceed to **Part 1**.

If you failed to save Oliver Thomas or
if the police saved Oliver Thomas:

Proceed to **Part 2**.

Part 1: *The monsters from your 'dream' aboard the train haunt you every night and it is only knowing that you left the obsidian parrot statue back in Baal's domain you make it through the days. Knowing the Lord of the Storm no longer has a beacon in our world to home in on at least keeps you sane enough to continue on every day.*

If the Mysterious Book was added to an investigator's deck
and that investigator survived the Domain of Baal scenario:

Proceed to **Part 6**.

If not:

Proceed to **Part 3**.

Part 2: *The monsters from your 'dream' aboard the train, the underground storm, and the sensory deprivation from the Domain of Baal all haunt you every night. Despite the nightmares the days are worse. Unable to stop thinking of the presence you felt inside your head, you keep researching the books and the statue of the parrot, it is certainly something extraordinary.*

If the Mysterious Book was added to an investigator's deck
and that investigator survived the Domain of Baal scenario:

Proceed to **Part 4**.

If not:

Proceed to **Part 5**.

Part 3: *A week passes before you hear anything from Dr. Armitage, but once you do you are glad to see he is as strong in body and as unwavering in mind as you remember him from*

before all this began. You take him to his favorite restaurant and treat him to a meal worthy a king.

★ The investigators win the campaign!

Part 4: *A week passes before you hear anything from Dr. Armitage, but once you do you hardly recognize him. He appears to have aged a decade since you met him outside the Edward Hotel at the beginning of this ordeal. You take him to his favorite restaurant and try to entertain him as well as you can while the presence inside your mind beckons for your attention. As you leave the restaurant, you pass a poster advertising the same one-night only play coming to the Ward Theatre you noticed when visiting the Curiositie Shoppe and suddenly the presence in your mind goes silent. Feeling more refreshed than ever since you returned from Bolton, you make sure to write down the date and how to procure tickets. This is one show you will make sure not to miss.*

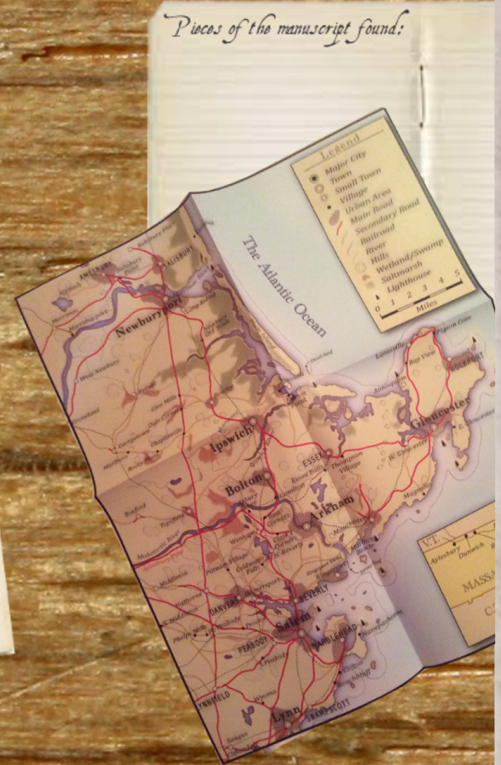
✂ The investigators win the campaign?

Part 5: *A week passes before you hear anything from Dr. Armitage, but once you do you hardly recognize him. He appears to have aged a decade since you met him outside the Edward Hotel at the beginning of this ordeal. You take him to his favorite restaurant and try to entertain him as well as you can while the presence inside your mind beckons for your attention.*

✂ The investigators win the campaign?

Part 6: *A week passes before you hear anything from Dr. Armitage, but once you do you are glad to see he is as strong in body and as unwavering in mind as you remember him from before all this began. You take him to his favorite restaurant and treat him to a meal worthy a king. As you leave the restaurant, you pass a poster advertising the same one-night only play coming to the Ward Theatre you noticed when visiting the Curiositie Shoppe. Feeling more refreshed than ever since you returned from Bolton, you make sure to write down the date and how to procure tickets. This is one show you will make sure not to miss.*

✂ The investigators win the campaign!



Player Name	Player Name	Player Name	Player Name
Investigator	Investigator	Investigator	Investigator
Unspent Experience	Unspent Experience	Unspent Experience	Unspent Experience
Trauma (physical/mental)	Trauma (physical/mental)	Trauma (physical/mental)	Trauma (physical/mental)
Story Assets/Weaknesses	Story Assets/Weaknesses	Story Assets/Weaknesses	Story Assets/Weaknesses

1. *A Plot Uncovered*

Notes:



2. *Dark Waters*

Notes:



3. *Curiosities*

Notes:



4. *Shadow Rails*

Notes:



5. *Lair of the Cult*

Notes:



6. *Domain of Baal*

Notes:



Encounter Sets Reference List



Crowds



Curiosities



Dark Waters



Darkness



Domain of Baal



Flies



Lair of the Cult



A Plot Uncovered



Shadows





Shadow Rails



Unclean Water

Achievement List

The following is a list of achievements for *The Approaching Storm* campaign. As you complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- ☐ **The Perfect Hunt:** Defeat The Hooded Man without any investigator or *Ally* taking damage when testing  (5) as Act 2 is advanced and after drawing the  chaos token during the *A Plot Uncovered* scenario.
- ☐ **Saviour of the Innocent:** Save all 5 Passengers by having them in the Victory display at the end of the *Dark Waters* scenario.
- ☐ **A Fan of Mr. Thomas:** Save Oliver Thomas twice by having him controlled by an undefeated investigator at the end of both the *Curiosities* and the *Shadow Rails* scenario in the same campaign playthrough.
- ☐ **Storm Breaker:** Defeat all 3 Storm Ravagers during the *Lair of the Cult* scenario.
- ☐ **Monster Slayer:** Defeat the Baelzebub, The Beast, Sewer Fiend, Abomination of Baal, and Tower Guardian enemies in the same campaign playthrough.
- ☐ **Master Investigator:** Find all 8 pieces of the manuscript.

Designer Comments

With this campaign I have tried to combine my favourite mechanics from different official *Arkham Horror: The Card Game* scenarios (i.e. the chase from *Curse of the Rougarou*, the exploration of the catacombs in *The Pallid Mask*, the uncertainty of the otherworldly locations in *Lost in Time and Space*, and of course paying homage to the greatest scenario yet with a train scenario but with a different horror element) with a few of my own.

The myths behind the story in this campaign have been interpreted loosely to create an experience which fits within the Lovecraftian Cthulhu Mythos. It is in no way an attempt at a correct religious or historical representation.

And with that I really hope you have enjoyed playing through *The Approaching Storm* campaign.