

The Silver Twilight Lodge

EASY / STANDARD



-2. If you fail, place 1 of your clues onto your current location (if you cannot, instead place 1 doom on your current location.)



-X. X is the number of **Cultist** enemies in play (Max 5).



-3. If you fail, take 1 damage if you are at a **Basement** location, or 1 horror if you are not.

1 / 40 1a

The Silver Twilight Lodge

HARD / EXPERT



Reveal another token from the Chaos bag. If you fail, place 1 of your clues onto your current location (if you cannot, instead place 1 doom on your current location.)



-X. X is the number of **Cultist** enemies in play.



-4. Take 1 damage if you are at a **Basement** location, or 1 horror if you are not.

1 / 40 1b

Initiation Ceremony

ACT 1b

You are blindfolded from behind as masked members of the Lodge silently fill the room.

"It is time to learn true wisdom and cast off useless reasons! To learn of the Sacred Lords, the Great Old Ones who roam the vastness of time. Now, witness the reality! For a moment your mind is sent reeling. Visions of cosmic vistas and strange alien landscapes overwhelm you. You return suddenly, left with only the vaguest memory of a vast, inhuman presence.

"Now, swear your loyalty, for those that defy us will feel the wrath of the Silver Twilight! Numbly, you repeat the words as you fight to hide the terror welling up inside. Finally, the Master removes your blindfold and warmly bids you join the others gathering downstairs.

Add a **▲** token to the bag for the remainder of the campaign.

Each investigator, in player order, discards cards from the encounter deck until a **Cultist** is discarded and draws that card.

Shuffle the encounter discard pile into the encounter deck.

4 / 40

The Initiation

Act 1a

You have been summoned to the Lodge at midnight to undergo your initiation into the higher mysteries. You shouldn't be late.

Only **Silver Twilight, Scholar** or **Miskatonic** investigators may enter **Third Floor** locations.

Objective – If an investigator enters the Initiation Room, advance.

(Hint - find as much evidence (clues) as possible)

Secrets Revealed

ACT 1b

You step into a strange room, hidden away from regular visitors to the Lodge. You quickly spy an oddly bound tome, and your eye is drawn to a scrawled passage:

You do not yet know the true Gods. Everything you know is a lie. The Great Old Ones are the rulers of the Universe; these and others you have not yet heard of. The time may come, if you give your selfless devotion, that you will worship in the flesh the Old Ones, whose glory is beyond your comprehension!

You put down the strange book, a shudder running down your spine. Carefully searching the rest of the room you eventually find a cleverly concealed doorway, hidden from prying eyes.

Put into play a set aside Secret Room location that connects to a Private location containing an investigator.

2 / 40 2

Explore the Lodge

Act 1a

The dark lodge building looms above you, its shadowy recesses holding hidden secrets. You steal your resolve and press on to find answers.

Objective – If an investigator enters a **Private** location, advance.

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

(Hint - find as much evidence (clues) as possible)

Horrific Discovery

ACT 1b

Your investigation has revealed a shocking discovery. Under the Lodge proper stretch caverns and tunnels that seem to be far older than the city above.

You dare not guess at their original purpose, or who it was that carved them out of the solid granite. In the darkness you hear moans and cries echoing through the stone halls. The loudest seem to be coming from a nearby alcove, however you fear the noise may soon attract unwelcome attention.

Place 1 doom on the Holding Calls.

3 / 40 3

Investigate the Disappearance

Act 1a

Your investigation into the disappearance of James Clark has led you to the Silver Twilight Lodge. The dark lodge building looms above you, its shadowy recesses promising answers.

Objective – If an investigator enters the Holding Cells, advance.

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

(Hint - find as much evidence (clues) as possible)

Act 2a

Rescue the Prisoner

Following the cries you see a half-starved, wild eyed man chained to the wall of an alcove in the dank granite chamber.

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

Objective— Holding Cells gains **▲**. If there are no clues here: Test **♣** (4) to break the chain or **♠** (4) to pick the lock. If successful, advance.
(Hint - escape with as much evidence (clues) as possible)



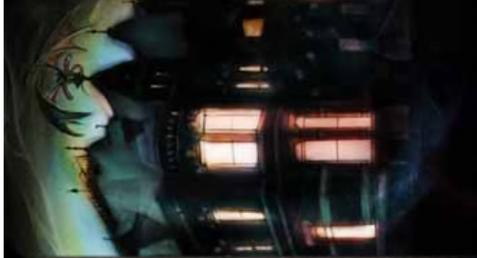
Act 2a

Reveal the Secrets

The hidden doorway revealed, you hesitate on the threshold. Exposing the Silver Twilight could cost you everything, but your intuition tells you to push on.

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

Objective— If an investigator enters a Secret Room, advance.
(Hint - find as much evidence (clues) as possible)



Act 2b

Freedom!

You free the shackled prisoner and he slowly rises to his feet. The man before you is clearly dehydrated and shivering, but matches the description given to you by his distraught wife. You tug his arm, but he means defiantly, "No, no more. I beg you! Not again!" His time here has left him half-crazed and unable to discern you from his tormentors. What have they done to him?

Suddenly, shrill voices echo through the dark halls. "Through here! Master, I seen 'em down in the cells!"

John Scott, the Master of the Lodge, is a man of high importance in Arkham. It dawns on you that the things you have seen tonight mean you will surely not be allowed to leave here alive.

Put the set aside James Clark into play attached to the Holding Cells.

Spawn the set aside John Scott at the Lodge Cellar. If any investigator is at a **Second Floor** or **Third Floor** location, spawn the set aside Carl Sanford at the Lodge Hall.



Act 2b

A Hidden Door

Suddenly, shrill voices echo through the dark halls. "Through here! Masters, the intruders are there, I seen 'em!"

The Masters of the Lodge are men of high importance in Arkham. You have seen the truth they conceal behind a mask of civility and you surely will not be allowed to leave alive.

As strange chanting in an unknown tongue reaches your ears, you realise they are blocking your exit from the building.

If any investigator is at a **Basement** location, spawn the set aside John Scott at the Lodge Cellar.

If any investigator is at a **Second Floor** or **Third Floor** location, spawn the set aside Carl Sanford at the Lodge Hall.



Act 3a

Heart of Darkness

With the sounds of the Lodge Masters quickly approaching, you grab anything incriminating you can find.

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

Objective— Find and complete an Objective to advance.
(Hint - escape with as much evidence (clues) as possible)



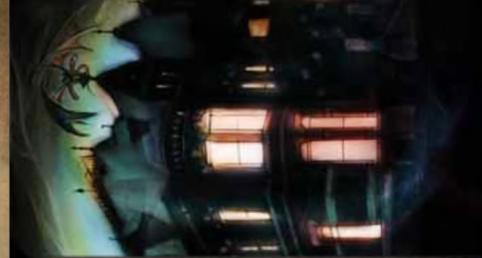
Act 2a

Subterfuge

Still reeling from your other-worldly experience, you tentatively search for anything you can use to confirm your suspicions. The members are gathering downstairs; you must hurry.

Enemies gain **▲**. **Parley**. Test **♣** or **(X)**, where X is this enemies combined damage and horror value. If you succeed, flip one doom on this enemy or its location to its clue side and take control of it. If you fail, place 1 doom on this enemy."

Objective— When investigators in the Library have **6♣** total clues, advance.
(Hint - escape with as much evidence (clues) as possible)



Act 3b

A Terrible Secret

Riffling through handwritten documents you find a stack of letters addressed to Carl Sanford. Amongst them you spot stamps you recognise from Boston, Scotland, France, Maine, Germany and others you cannot place.

Skimming the contents reveals a global network of criminal conspirators involved in kidnapping, murder and worse. Intertwined are obscure references to horrific alien Gods. It is clear the Silver Twilight conceals at its core a cadre of insane fanatics, believing themselves acting on behalf of some misted deity. The room spins as you try to grasp the enormity of what you have uncovered.

Clutching the files you have gathered, you quickly turn to flee.

Record in your Campaign Log that we took Carl Sanford's letters.



Act 2b

Your search has led you to the Lodge Library. Home to many forbidden texts, you spy works by Tom Jinnz, Pinn & even ancient Eibon that would be the envy of the Mistakonic Library. You wonder how the Lodge came to acquire so many rare and, though reviled, surely expensive works. Reading the titles causes you to shudder, though you cannot quite say why. Eventually you find a strange looking tome with no visible name. Pulling it out, the bookshelf pivots to reveal a short corridor beyond... Put the set aside Secret Room that connects to the Library into play.

Act 3a



The Order Exposed

You quickly gather proof of the nature of the Order's activities before you arouse further suspicions. The hidden recesses are open to you, which surely hold the evidence you seek.

Enemies gain **Parley**. Test **♥** or **♣** (X), where X is the enemies' combined damage and horror value. If you succeed, flip one doom on this enemy or its location to its clue side and take control of it. If you fail, place 1 doom on this enemy.

Objective—Find and complete an objective on a location to advance.
(Hint - escape with as much evidence (clues) as possible)

10 / 40

Act 3a



Extraction

The missing attorney stands before you, delirious and dishevelled, as sounds of the Silver Twilight grow closer.

Frantically, you gather as much evidence as possible before making your escape.

When you successfully investigate, instead of discovering a clue at this location, flip one doom there to its clue side.

Objective—If each undefeated investigator has resigned, advance.
(Hint - escape with as much evidence (clues) as possible)

5 / 40

Act 3a



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Objective—If each undefeated investigator has resigned, advance.
(Hint - escape with as much evidence (clues) as possible)

5 / 40

Record in your Campaign Log that we took Carl Sanford's letters.

Gathering the evidence you have collected, you quickly turn to flee.

Within the hidden chamber you find a stack of letters in a variety of styles. All addressed to Carl Sanford, you see references to Boston, Scotland, France, Maine, Germany and other places you cannot recognise at a glance. Skimming the contents reveals a global network of criminal conspirators involved in kidnapping, murder and worse. Intermixed are obscure references to horrific alien Gods. It is clear the Silver Twilight conceals at its core a cadre of insane fanatics, believing themselves acting on behalf of some twisted deity. You shudder as you realise how close you were to becoming part of their diabolical plans.

Gathering the evidence you have collected, you quickly turn to flee.

ACT 3b



Agenda 1a



Too Quiet

The dim halls of the lodge echo with the sounds of your intrusion. You must tread carefully, lest you alert those inside.

Forced—After you fail a skill test while investigating: Flip one clue at your location to its doom side.

6

12 / 40

Intruders!

Your footsteps echo throughout the rooms as you venture deeper into the lodge. Suddenly you hear a second set of footsteps - someone is coming!
Your heart pounding, you attempt to find a shadow to conceal yourself until the danger has passed.

The investigator with the most clues tests **♣** (3). If this test is failed they must discard cards from the encounter deck until an enemy is discarded that could spawn at their location, then draw that enemy.

Shuffle the encounter discard pile into the encounter deck.

AGENDA 1b



Escaping the lodge

Clutching the evidence you have gathered, you burst out of the lodge with the sounds of pursuit close behind. For a frantic moment it seems you will be caught, however you know these streets well and duck into one of the many alleys of French Hill until the sounds recede.

(>R1)

11 / 40

Act 4a



Escape!

With what you hold in your hands you realize you are in grave danger. You must get this out to the world to ensure they are exposed!

When you successfully investigate: Instead of discovering a clue at this location, flip one doom there to its clue side.

Objective—If each undefeated investigator has resigned, advance.
(Hint - escape with as much evidence (clues) as possible)

ACT 3b



If James Clark was controlled by an investigator that resigned:

You drag the dazed man with you as you flee the Lodge. With his testimony, you should be able to find out exactly what was going on in that place!

(>R2)

If James Clark was not controlled by any investigator that resigned:

You flee into the night, abandoning the unfortunate prisoner to his captors.

(>R3)

Agenda 2a

Stirrings in the Dark

Your presence has drawn notice and in the recesses of the lodge you hear sounds of movement. You must move quickly if you are to escape detection.

Forced 1 – After you fail a skill test while investigating, flip one clue at your location to its doom side.

5

Agenda 1a

Entering the Order

As a member of the lodge your presence is expected, however, prying too deeply may arouse suspicion.

All enemies gain Aloof unless another enemy at their location is engaged.

Forced – After you successfully investigate whilst a ready enemy is present at your location, Place 1 doom on that enemy.

Carl Sanford gains “When Carl Sanford takes any amount of damage, advance to Agenda 3a.”

8

Agenda 2b

Discovery

Sounds of activity grow louder. Doors bang and lights flare into life all over the lodge as the cult moves through the rooms, searching for intruders.

Shuffle the encounter discard pile into the encounter deck.

Each investigator, in player order, discards cards from the encounter deck until an enemy is discarded, then draws that card.

Agenda 1b

Alerting the Order

Carl Sanford eyes you suspiciously as you lurk around the upper floor.

“Your brethren await you downstairs, you shouldn’t keep them waiting.”

Your stammered excuses sound hollow even to your own ears. You know you don’t have long before you are found out.

Move Carl Sanford one location towards an investigator.

Shuffle the encounter discard pile into the encounter deck.

Agenda 3a

Against the Silver Twilight

Your plans have been discovered! Shouts and strange noises echo through the lodge as the forces of the Silver Twilight are mustered against you. You grit your teeth and prepare for a fight.

Each enemy gains **Forced** – After this enemy attacks, the defending investigator places one of their clues on their current location.

4

Agenda 2a

Suspicious Mount

The other members eye you with mounting suspicion. You begin to realise that prying deeper into the secrets of the lodge may be hazardous to your health.

All enemies gain Aloof unless an enemy at their location is engaged, or they have 3 or more doom on them.

Forced – At the end of the Mythos phase, Place 1 doom on enemies in play.

Carl Sanford gains “When Carl Sanford takes any amount of damage, advance to Agenda 3a.”

10

Agenda 3b

If any investigator resigned and James Clark was not controlled by an investigator that resigned:

- Escaping into the night, you leave your friends to their fate at the hands of the Silver Twilight.

Each investigator that has not resigned is defeated. Record the number of clues on the Act card. (→R1)

If James Clark was controlled by an investigator that resigned:

- You shove the snuffed attorney out of the doorway and into your waiting vehicle, leaving your friends to their fate.

Each investigator that has not resigned is defeated. Record the number of clues on the Act card. (→R2)

If no investigators resigned:

- As the forces of the Silver Twilight bear down, your reason leaves you. You flee in a panic, your only concern escape.

Each investigator that has not resigned is defeated.

Agenda 2b

Your stammering explanations no longer convincing, the lodge members close ranks.

Your time has run out.

Shuffle the encounter discard pile into the encounter deck.

*** Carl Sanford**
Lord of the Silver Twilight

3 6 4

Humanoid. Cultist. Elite

Hunter. Alert. Conspiracy.

When Carl Sanford attacks you: Prevent any amount of the damage and/or horror dealt. Place 1 Doom on Carl Sanford for each damage or horror prevented in this way.

Forced – When Carl Sanford has 3 damage or more on him, flip him.

Victory 1.
Disrupt 1.

ENEMY



28 / 40

Escape Through the Gate Box

Just as you close in on the Lodge Master he quickly ducks out of sight. In full pursuit, you turn the corner to find a curious sight - a large wooden box, the hinged lid swinging open.

Peering into the container, you feel a sudden sense of vertigo. The bottom appears to open up into another world! This box obviously contains some kind of gateway or portal.

As you contemplate following the fiend, a rush of heat forces you backwards. The box emits a burning light, strange glyphs searing the surface, which quickly alight and consume the wooden apparatus until only ashes remain. It appears that Sanford has escaped... for now.

Add this card to the victory display.

Victory 1.
Disrupt 1.

STORY

*** James Clark**
Mind-Addled Prisoner

ASSET



Ally.

Parley. Choose and discard a card from your hand and place 1 resource on James Clark for each damage or ? icon on that card. Then, if there are 1 resources on James Clark, discard them all and take control of him. Any investigator at this location may use this ability.

1 1

Illus. IcedWingsArt

39 / 40

*** John Scott**
Master of the Lodge

4 4 3

Humanoid. Cultist. Resurrected. Elite

Retaliate. Conspiracy.

When attacking, John Scott deals damage equal to the number of different card types in the targeted investigators discard pile (Card types are Asset, Event, Skill, Treachery, Enemy).

His manner and speech patterns are strangely archaic.

Victory 1.
Disrupt 2.

ENEMY



Illus. Paul Abrams

29 / 40



Resurrection Formula

ASSET



Spell.

Uses (3 Charges).

Spend 1 charge: Choose an Ally card in your discard pile and add it to your hand.

Spend 1 charge: Defeat a Resurrected enemy at your location.

Ashes to Ashes, Dust to Dust.

1

40 / 40



Dedicated Servant

2 1 3

Humanoid. Cultist.

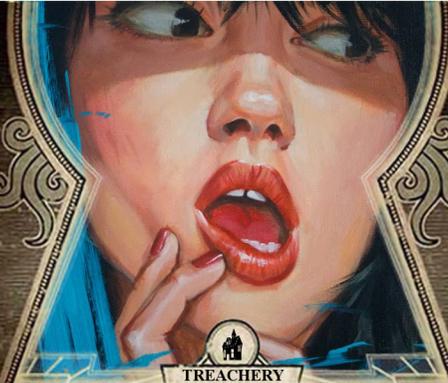
Spawn – Nearest non-*Basement* location
Dedicated Servant gains Aloof whilst at the same location as a *Silver Twilight* investigator.

Forced – When Dedicated Servant is defeated: You must (choose one) place 1 doom on the current location, or place 1 doom on the nearest enemy.

ENEMY



Illus. animart 30 / 40 30



TREACHERY

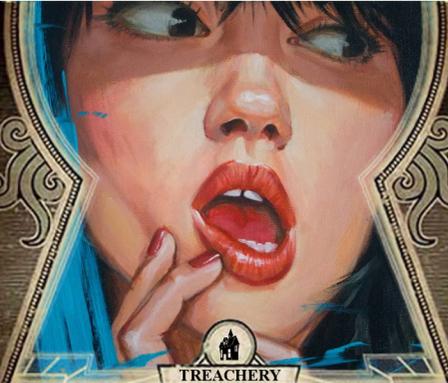
Clumsiness

Blunder.

Test ♣ (1). This test gets +X difficulty, where X is the number of different card types in your discard pile (*Card types are Asset, Event, Skill, Treachery, Enemy*).

If you fail, you must choose one: Either spend 1 clue for each point you failed by, place 1 doom on your current location or place 1 doom on the nearest enemy.

33 / 40 31



TREACHERY

Clumsiness

Blunder.

Test ♣ (1). This test gets +X difficulty, where X is the number of different card types in your discard pile (*Card types are Asset, Event, Skill, Treachery, Enemy*).

If you fail, you must choose one: Either spend 1 clue for each point you failed by, place 1 doom on your current location or place 1 doom on the nearest enemy.

34 / 40 31



TREACHERY

Entrancing Painting

Hazard.

Revelation – Test ♣ (4). If you are an *Artist* this test automatically succeeds.

For each point you fail by you must either: Choose and discard a card from your hand, or take 1 horror.

Signed "Pickman".

36 / 40 33

Dedicated Servant

2 1 3

Humanoid. Cultist.

Spawn – Nearest non-*Basement* location
Dedicated Servant gains Aloof whilst at the same location as a *Silver Twilight* investigator.

Forced – When Dedicated Servant is defeated: You must (choose one) place 1 doom on the current location, or place 1 doom on the nearest enemy.

ENEMY



Illus. animart 31 / 40 30

Dedicated Servant

2 1 3

Humanoid. Cultist.

Spawn – Nearest non-*Basement* location
Dedicated Servant gains Aloof whilst at the same location as a *Silver Twilight* investigator.

Forced – When Dedicated Servant is defeated: You must (choose one) place 1 doom on the current location, or place 1 doom on the nearest enemy.

ENEMY



Illus. animart 32 / 40 30



TREACHERY

Entrancing Painting

Hazard.

Revelation – Test ♣ (4). If you are an *Artist* this test automatically succeeds.

For each point you fail by you must either: Choose and discard a card from your hand, or take 1 horror.

Signed "Pickman"

38 / 40 33



TREACHERY

Entrancing Painting

Hazard.

Revelation – Test ♣ (4). If you are an *Artist* this test automatically succeeds.

For each point you fail by you must either: Choose and discard a card from your hand, or take 1 horror.

Signed "Pickman"

37 / 40 33

TREACHERY

Dangerous Discovery

Mystery. Blunder.

Revelation – Test (1). For each point you succeed by, place 1 clue on your current location. Then, test (X) where X is the number of clues on your location. If you fail you must choose: either flip one clue at your location to its doom side, or place one clue from your location on the nearest enemy and flip it to its doom side.

35 / 40 32



Lodge Catacombs

4 **LOCATION** **2**

Basement

Forced – After you enter Lodge Catacombs while there are any clues here: Take 1 damage

The darkness hides steep stone steps and several uncovered pits of unknown purpose.

Illus. Greg Bobrowski 18 / 40 18

Lodge Catacombs

LOCATION

Basement.

Investigators cannot enter this location while there are any clues on Lodge Cellar.

Hidden behind a large barrel, steps lead down into ominous stone caverns.

Illus. Greg Bobrowski

Altar of the Void

2 **LOCATION** **2**

Third Floor

While investigating here, increase the shroud value of Altar of the Void by 1 for each 2 clues you have.

Objective – If there are no clues here: Advance (Group limit once per game.)

“Those first men formed the cult around small idols which the Great Ones sheved them; idols brought in dim eras from dark stars.”

- H.P. Lovecraft, The Call of Cthulhu.

Illus. jbrown67 17 / 40 17

Secret Room

LOCATION

Third Floor.

Investigators cannot move to this location unless there is at least 1 doom on a **Third Floor** location.

Stumbling in the dark, you discover a false wall concealing a short, dark passageway.

Illus. jbrown67

Holding Cells

3 **LOCATION** **1**

Basement.

While you are at the Holding Cells, reduce the cost of each **Ally** asset in your hand by 1.

Chained to the walls lie the desiccated remains of former prisoners, along with other, less human things.

Illus. jbrown67 19 / 40 19

Catacomb Alcove

LOCATION

Basement.

The catacombs are carved from granite and appear far older even than the lodge building above.

Illus. jbrown67

Ceremony Room



8 LOCATION **2**

Basement.

The shroud value of Ceremony Room is reduced by 1 for each damage on your investigator card.

Objective – ► If there are no clues here: Advance. (Group limit once per game.)

At the center of this room lies an ornately carved stone altar. Blood drains from the altar through a series of channels in the mosaic stone floor.

Secret Room



LOCATION

Basement.

Investigators cannot move to this location unless they have exactly 5 cards in hand.

The entrance to this room is hidden behind a complex series of mechanisms. Somebody does not want uninvited guests.

Initiation Rooms



2 LOCATION **2**

Third Floor. Private.

Forced – After entering the Initiation Rooms whilst no clues are present here: Take 1 horror. Ignore this effect if you are an **Artist**.

► Take 1 horror: Draw 2 cards. Increase the Shroud value of Initiation Rooms by 2 until the end of the round.

Vivid murals of alien vistas cover several walls, filling the viewer with a sense of cosmic insignificance.

Third Floor Inner Room



LOCATION

Third Floor.

Investigators cannot move to this location unless they have at least 1 clue.

The rooms to the Third Floor are shrouded in darkness.

Lodge Hall



5 LOCATION **1**

Second Floor.

While investigating here, decrease the shroud value of Lodge Hall by 2 for each **Ally** asset you control.

Searching this huge hall is a tall task without assistance.

Lodge Hall



LOCATION

Second Floor.

The spacious hall is used for lodge meetings and seats over thirty members.

Library



4 LOCATION **1**

Third Floor.

► When the last clue is removed from the Library: Put the set aside Resurrection Formula into play under your control, if able.

►: Reveal cards from your deck until you reveal a **Spell, Tome** or any weakness card. Draw that card and shuffle the rest of the revealed cards into your deck.

Third Floor Room



LOCATION

Third Floor.

Investigators cannot move to this location while there are any clues on Lodge Hall.

Behind a set of innocuous drapes, a hidden staircase leads up to the Third Floor.

Lobby

3 LOCATION **0**

Ground Floor.

► **Resign.** Record the number of clues on the resigning investigator in your Campaign Log rather than placing them on this location.

The Lodge is dark and empty. Was that a noise? Or just your imagination?

Illus. Kathrine Snow 24 / 40

Lodge Cellar

1 LOCATION **1**

Basement.

Lodge Cellar is investigated using instead of the skill indicated by the investigation attempt.

The cellar is filled with heavy wine barrels, which seem almost strategically placed to impede further exploration.

Illus. Roy Sevastus 25 / 40

Lobby

LOCATION

Ground Floor.

The oak-panelled walls provide a touch of opulence, whilst the latest electric chandeliers show no expense has been spared.

Illus. Kathrine Snow

Lodge Cellar

LOCATION

Basement.

The dark cellar contains a wine rack and several large unmarked barrels.

Illus. Roy Sevastus

Lounge

2 LOCATION **2**

Ground Floor.

Forced – After you reveal Lounge: For each investigator and *Ally* at this location, flip one clue token here to its doom side.

Delicate pottery and silverware invite a careless bump in the dark.

26 / 40

Inner Sanctum

4 LOCATION **1**

Basement. Private.

While you are at the Inner Sanctum, reduce the cost of each *Relic* asset in your hand by 1.

Whatever this room is used for you are sure of one thing; it was never meant for your eyes.

Victory 1.

Illus. Roy Sevastus 27 / 40

Lounge

LOCATION

Ground Floor.

The main lounge is shrouded in darkness. What secrets lurk within?

26 / 40

Catacomb Alcove

LOCATION

Basement.

The catacombs are carved from granite and appear far older even than the lodge building above.

27 / 40