

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

Shadows Of Yog-Sothoth

Against the Silver Twilight

"Do you dare imagine things as they can be? As, indeed, they will be when the earth is transformed and the illusion of reality is erased from the minds of men by the annihilation of those minds? Do you live in hope to see Great Cthulhu striding the earth? Do you dream of the Throne of Azathoth, of joining the flutists who dance there forever? O, purify yourselves then, for these and greater things await you who are members of our terrible Order!"

- The Narrative of Clyde Whipple

Shadows of Yog-Sothoth is a campaign for *Arkham Horror: The Card Game* for 1–4 players. It is based on the campaign of the same name for the *Call of Cthulhu* role-playing game, written by Sandy Petersen and published by Chaosium. A copy of the *Dunwich* Legacy campaign will be required for play.

Additional Rules and Clarifications

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.

Conspiracy

When an enemy with the Conspiracy keyword is defeated, any doom tokens on that enemy must be flipped to their clue side, and placed onto the location where the enemy was defeated. This occurs before any other effects that take place after an enemy is defeated. If there are no doom tokens on an enemy with Conspiracy when it is defeated, the keyword has no effect.

Disrupt X & The Disruption Level

The *Disruption Level* measures how the investigators actions are affecting the plans of their foes, and how much impact they have had on their operations. At various points during the campaign you may be instructed to increase the current *Disruption Level*. Any increases in the *Disruption Level* are permanent. Cards with the **Disrupt X** keyword increase the *Disruption Level* by X at the end of a scenario if present in the Victory display. This increase occurs at the same time as experience is earned.

Whenever the *Disruption Level* increases, increment the **Disruption Tracker** at the back of this Campaign Guide and apply any effects listed immediately in the order they appear in the tracker. The current *Disruption Level* may also impact scenario setup or resolution, simply follow the instructions listed in the setup or resolution text.

The Disruption Deck is formed of 10 Disruption Cards. These cards should be shuffled to form the deck at the start of the campaign and only drawn when instructed by the **Disruption Tracker**. As a card is drawn, each investigator should apply the effects and the card removed for the remainder of the campaign.

Explore

Some abilities in this campaign are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the “activate” action. **Explore** abilities instruct you to draw the top card of the “exploration deck,” which is a separate deck that is constructed during the setup of some scenarios. This deck usually consists of several single-sided locations and treachery cards.

☉ Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a “successful” exploration.

☉ If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.

☉ If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.

☉ As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

*Example: Agenda 1a—“Expedition into the Wild” has the following ability: “☉: **Explore.** Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.” Ursula Downs is at the Expedition Camp and wishes to find a new location to travel to. She spends her first action to explore, drawing the top card of the exploration deck. The card she draws is Circuitous Trail. Because Circuitous Trail is a location that is not connected to the Expedition Camp, it is placed next to the exploration deck, and Ursula draws the next card in the exploration deck.*

This time, she draws the Low on Supplies treachery card, which she resolves as normal and places in the encounter discard pile. Her exploration is unsuccessful, and she must shuffle the Circuitous Trail that she drew previously back into the exploration deck.

Ursula decides to explore one more time, spending a second action. This time, she draws Path of Thorns, which is connected to the Expedition Camp. Her exploration is successful. Path of Thorns is put into play with clues on it equal to its clue value, and Ursula immediately moves from the Expedition Camp to the Path of Thorns.

Campaign Setup

To setup the *Shadows of Yog-Sothoth* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles his or her player deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

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

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☉, ☉, ☉, ☉, ☆.

◆ **Standard (I want a challenge):**

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☉, ☉, ☉, ☉, ☆.

◆ **Hard (I want a true nightmare):**

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☉, ☉, ☉, ☉, ☆.

◆ **Expert (I want Arkham Horror):**

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ☉, ☉, ☉, ☉, ☆.

You are now ready to begin at the Prologue.

Expansion Icon

The cards in the *Shadows of Yog-Sothoth* campaign can be identified by this symbol before each card’s collector number:





Prologue

The Hermetic Order of the Silver Twilight at first seemed like any other fraternal organisation. A convivial fellowship practicing the fine art of conversation, with perhaps a dash more secrecy as befit their rarefied status. You were dimly aware of their many charity drives and prestigious dinners, boasting distinguished guests including a one-time appearance by Senator Rhodes. The names of the Lodge Masters, John Scott and Carl Sanford, were often on the lips of the Arkham elite and they frequently appeared as guest speakers at society events.

The occasional salacious rumour surfaced about the group, some scandal or other that had been hushed up, but no-one ever seemed to recall the exact details. The Silver Twilight was known to keep its membership exclusive after all, and if visitors to the Lodge were never allowed beyond the ground floor there was surely a good reason.

Lately however, your interest in the Order has been driven by more than idle curiosity...

☞ If an investigator has the **Silver Twilight, Scholar or Miskatonic** trait, one such investigator reads **Joining the Lodge**. Otherwise, proceed to **Prologue 2**.

Joining the Lodge: *Your membership of the Silver Twilight Lodge was initially a simple affair. Attending a few dinners and learning the right handshakes was a small price to pay for the chance to mingle with Arkham's best and brightest. If it sometimes required dressing in robes and paying lip service to a few hokey rituals, so be it. Soon however, things took a darker turn. Vague talk of greater insights, real power almost within your grasp. Veiled threats and hints of a deeper meaning behind the ceremonies and oddly unsettling phrases. You have begun to suspect all is not as it seems. Nervously, you reread the telegram that arrived that morning:*

Come to the Lodge tonight, at midnight, for your initiation into the Greater Mysteries. Tell no-one.

Placing the card back in your pocket you mull over your next move.

The investigators must decide (choose one):

☞ "We should attend the meeting to see what we can uncover."

◆ Record in your campaign log that we are attending the midnight initiation ritual. Proceed to **Setup**.

☞ "It's too dangerous. We should investigate on our own."

◆ Proceed to **Prologue 2**.

Prologue 2:

☞ If any investigator has the *Detective*, *Reporter* or *Police* trait, one such investigator reads **An Unusual Case**. Otherwise, proceed to **Prologue 3**.

An Unusual Case: Rumours about the Silver Twilight have been bubbling just under the surface for as long as you can remember. Members have disappeared amid lurid tales of underworld activities, but nothing seems to stick. Witnesses clam up, evidence seems in short supply and official resources dry up overnight.

Your latest investigation concerns a successful attorney, James Clark. His wife reported him missing a week ago and since then you've hit a dead end. With no enemies, debts or illicit affairs to explain his sudden disappearance, your only remaining lead is his Lodge membership. Questioning a few of the higher members elicits only polite but dismissive platitudes. The next day you get the call - you're off the Clark case and have been assigned to handle Widow Whateley's urgent report of a missing cat.

Well, you don't give up that easily. You never were the brightest when it came to keeping your nose out of trouble. It's time you had a snoop around the Lodge itself, to get to the bottom of this once and for all.

The investigators must decide (choose one):

☞ "We should investigate the case of the missing attorney."

◆ Record in your Campaign Log that we entered the lodge to find the missing attorney. Proceed to **Setup**.

☞ "It's too dangerous. We should wait to investigate further."

◆ Proceed to **Prologue 3**.

Prologue 3: With your finely honed instincts, something about the Silver Twilight never seemed quite right. An organisation so shrouded in secrecy naturally drew your attention, but as you looked deeper into its history and affairs you began to notice strange coincidences.

Disappearances seemed unusually common amongst their fellowship, with several having vanished in the last few years. Insanity has led to the hospitalisation of more than one prominent member, whilst those that spoke out against the Order seemed to suffer terrible misfortune. Nothing was found to officially link the Silver Twilight in these cases of course, but you begin to sense a deeper pattern.

Your discovery that the Lodge was once the home of a reputed warlock, burned to death by an angry crowd in 1721, you would once have chalked up to nothing more than another coincidence. That this so-called sorcerer was named none other than John Scott sends your imagination running wild. Eventually you realise that to continue your investigation you will have to explore the Lodge itself. There must be secrets hidden in that old building, things the Order has been concealing from the world.

As midnight approaches, you arrive at the Lodge building. The dark edifice towers above you, and you shudder at the thought of what might lay within.

Record in your Campaign Log that we entered the lodge to investigate further. Proceed to **Setup**



Scenario 1: The Silver Twilight Lodge

You have ventured into the Silver Twilight Lodge in search of answers. Will you discover what lurks at the heart of this secretive organisation, or have you only sealed your fate?

Setup

- ☉ Gather all cards from the following encounter sets: *Silver Twilight Lodge*, *Lodge Members*, *Wards & Traps*, *Custodes*, *Darkness* and *Locked Doors*. These sets are indicated by the following icons:



- ☉ Set the following aside, out of play: John Scott, Carl Sanford, James Clark, Resurrection Formula, each Secret Room.

- ☉ Check your Campaign Log:

- ◆ If *you are attending the midnight initiation ritual*:

Construct the Act deck using Act 1a 'The Initiation', Act 2a 'Subterfuge', Act 3a 'The Order Exposed' and Act 4a 'Escape!'

Construct the Agenda deck using Agenda 1a 'Entering the Order', Agenda 2a 'Suspicious Mount' and Agenda 3a 'Against the Silver Twilight'

- ◆ If *you entered the lodge to find the missing attorney*:

Construct the Act deck using Act 1a 'Investigate the Disappearance', Act 2a 'Rescue the Prisoner', Act 3a 'Extraction' and Act 4a 'Escape!'

Construct the Agenda deck using Agenda 1a 'Too Quiet', Agenda 2a 'Stirrings in the Dark' and Agenda 3a 'Against the Silver Twilight'

- ◆ If *you entered the lodge to investigate further*:

Construct the Act deck using Act 1a 'Explore the Lodge', Act 2a 'Reveal the Secrets', Act 3a 'Heart of Darkness' and Act 4a 'Escape!'

Construct the Agenda deck using Agenda 1a 'Too Quiet', Agenda 2a 'Stirrings in the Dark' and Agenda 3a 'Against the Silver Twilight'

- ◆ Return all unused Act and Agenda cards to the collection.

- ☉ Put Lobby, Lounge, Lodge Cellar, Lodge Hall, both Third Floor Rooms, Lodge Catacombs and both Lodge Alcoves into play. Check your Campaign Log. If *you are attending the midnight initiation ritual* each **Silver Twilight**, **Scholar** or **Miskatonic** investigator begins play in the Third Floor Room (ignoring the text on that location's unrevealed side) and each other investigator begins play in the Lounge. Otherwise, each investigator begins play in the Lobby.

- ☉ Each **Police**, **Detective** or **Reporter** investigator begins with two clues taken from the token pool due to their previous investigations into the Lodge.

- ☉ Check Campaign Log. If *you are attending the midnight initiation ritual* put the set aside Carl Sanford into play at the Third Floor Room.

- ☉ Shuffle the remainder of the encounter cards to form the encounter deck.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

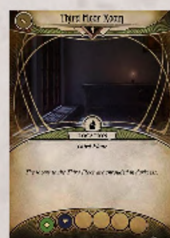
- ☉ Assemble the Chaos Bag using the following tokens:

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♣, ♣, ♣, ♣, ♣, ♣.

- ☉ *We entered the lodge to investigate further.*



Suggested Location Placement:



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned before specified on an Act card or was defeated): *You flee through dark rooms, panic overtaking you. The things you've seen! Barely making it out of the Lodge, your heart pounds as you escape into the night.*

Once the immediate danger is behind you, the true enormity of your situation sets in. From the little you uncovered it is clear the Silver Twilight hides a monstrous secret. They will surely not hesitate to eliminate you for what you know, unless you can convince others they are not what they seem.

Slowly, you walk through the pitch black streets to your lodgings. Once there you pore over the items you recovered, searching for anything you can use to corroborate your story.

- ☉ An investigator that controlled The Resurrection Formula at the end of the game may choose to add it to their deck. This card does not count towards deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If any clues were recorded in the Campaign Log, each investigator earns 1 extra experience per 2♣ clues. If at least 1 clue was recorded, **Criminal** and **Entrepreneur** investigators earn 1 additional experience as they fence several rare and valuable items.
- ☉ If John Scott is in the victory display, record in your campaign log that *John Scott no longer troubles us*

Resolution 1: *As you gasp for breath, the true enormity of your situation sets in. The Silver Twilight hides a monstrous secret, one you have taken the first steps towards uncovering. They will surely not hesitate to eliminate you for what you know, unless you can convince others that the Lodge is not what it seems. Tomorrow, however, you can only pray that the evidence you have recovered will help to convince the authorities to take action.*

- ☉ An investigator that controlled The Resurrection Formula at the end of the game may choose to add it to their deck. This card does not count towards deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

- ☉ If any clues were recorded in the Campaign Log, each investigator earns 1 extra experience per 2♣ clues. If at least 1 clue was recorded, **Criminal** and **Entrepreneur** investigators earn 1 additional experience as they fence several rare and valuable items.
- ☉ If John Scott is in the victory display, record in your campaign log that *John Scott no longer troubles us*

Resolution 2: *With the bewildered attorney in tow, you burst out of the lodge with sounds of pursuit close behind. Reaching the street you stagger into your waiting Bentley, floor the gas and roar off into the night.*

As the lodge disappears in your rear view mirror, the true enormity of your situation sets in. The Silver Twilight hides a monstrous secret, one you have taken the first steps to uncovering. They will surely not hesitate to eliminate you for what you know. Tomorrow, however, with the testimony of your charge you should be able to convince the authorities to take action.

- ☉ An investigator that controlled The Resurrection Formula at the end of the game may choose to add it to their deck. This card does not count towards deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If any clues were recorded in the Campaign Log, each investigator earns 1 extra experience per 2♣ clues. If at least 1 clue was recorded, **Criminal** and **Entrepreneur** investigators earn 1 additional experience as they fence several rare and valuable items.



☞ Each investigator earns 2 additional experience for rescuing an innocent man from a terrible fate. Record in your Campaign Log that *we rescued the prisoner*.

☞ If John Scott is in the victory display, record in your campaign log that *John Scott no longer troubles us*.

Resolution 3: *With a pang of guilt you burst through the Lodge doors, leaving the stupefied attorney to his fate. Having no time to lose, you clamber into your waiting Bentley, floor the gas and roar off into the night.*

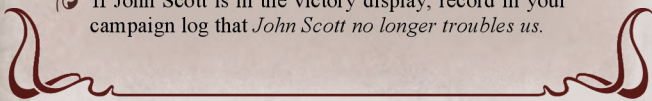
As the lodge disappears in your rear view mirror, the true enormity of your situation sets in. The Silver Twilight hides a monstrous secret, one you have taken the first steps towards uncovering. They will surely not hesitate to eliminate you for what you know. Back at your lodgings you pore over the items you recovered, searching for something, anything you can use to corroborate your story.

☞ An investigator that controlled The Resurrection Formula at the end of the game may choose to add it to their deck. This card does not count towards deck size.

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

☞ If any clues were recorded in the Campaign Log, each investigator earns 1 extra experience per 2♣ clues. If at least 1 clue was recorded, **Criminal** and **Entrepreneur** investigators earn 1 additional experience as they fence several rare and valuable items.

☞ If John Scott is in the victory display, record in your campaign log that *John Scott no longer troubles us*.



Interlude I: Exposing the Silver Twilight

In order, read each of the following sections:

Check the Campaign Log. If you took Carl Sanfords letters, read **Letters from Afar**. If you rescued the Prisoner, read **The Prisoners Testimony**. If you did neither, skip this section.

Letters from Afar: Leafing through the stack of letters you recovered, you notice many are postmarked 'Scotland'. One in particular catches your eye:

*Congratulations on your recent successes in Arkham.
I fear that it will be some time before we find the items
you require, however I have contacted the Serpent
People and they have been convinced to aid us in this matter.
You mentioned in your last letter that Miss Chantraine
might join us here soon, I await this most eagerly.
Ghwlhu Ffaghn!
Your servant, Duncan MacBain.*

Noting the contents, you stash the letters away for safekeeping.

Raise the Disruption Level by 1.

The Prisoners Testimony: Once away from the Lodge, James slowly recovers his senses. After a while he begins to speak "My God, the things I've seen and heard in there! Thank you for saving me from that hell-pit." Haltingly, he recounts a fantastical tale of his time at the Lodge. In his telling, the Silver Twilight are only part of a larger, world-spanning cult dedicated to ancient beings known as Old Ones that they believe once dominated the earth. Their insane members now work tirelessly to ensure their return, and to this end have amassed great wealth and power.

After what you have seen tonight, you can almost believe him. You only hope that his testimony will aid in your efforts.

Raise the Disruption Level by 1. Record 2 additional clues in the Campaign Log.

Check the total clues recorded in the Campaign Log. If the total is 4 or less read **Insufficient Evidence**.

If this number is between 4 and 8 read **Scandal at the Silver Twilight**.

If the number is 8 or more, read **Raid on the Lodge**.

Insufficient Evidence: "Is this really all you have?" The detective gives you a dubious look. "With such a wild story you'd need a lot more than this if you want to make it stick." He sits you down and looks you in the eye "If you want to make trouble for the Silver Twilight, I'm telling you now, you're gonna need a cast iron case. They have friends in high places, and more in low ones."

It looks like your story is destined to be just one more rumour passed around in whispers at society functions. Dejected, you leave the station.

Record in your Campaign Log the Silver Twilight are still in operation in Arkham. Do not alter the Disruption Level.

Scandal at the Silver Twilight: The detective looks across the assembled documents and strange trinkets spread over his desk. "Well, your story was wild, but it's hard to argue with the evidence." He sits you down and looks you in the eye "If you want to make trouble for the Silver Twilight, you're going the right way about it. I just hope you know what you're doing."

The next few weeks see several members arrested and a minor scandal erupts, however the investigation seems to be stymied at every turn. You will have to hope it was enough.

Record in your Campaign Log that the Silver Twilight have suffered setbacks in Arkham. Raise the Disruption Level by 2.

Raid on the Lodge: "I don't wanna know how you did this, but I'm glad you did. With this, we can finally get a warrant to poke around in there!" The detective grins "There's enough here to close that kooky club down for good!"

A week later, the papers are filled with lurid tales of scandal and corruption. Several of the more prominent members have disappeared or died mysteriously, whilst others are under public investigation. The cult has suffered a great blow, however Sanford is nowhere to be found.

Record in your Campaign Log the Silver Twilight no longer operate in Arkham. Raise the Disruption Level by 4

Scenario II: Look to the Future

Intro 1: *Your experience with the Silver Twilight has revealed a wider world of which you were hitherto unaware. Strange forces are at work, and your finely honed sense for the unusual tells you there is more waiting to be uncovered.*

Driven to investigate further, whilst researching the Silver Twilight you uncover references to a sister organisation in Boston. Though tied to the Order financially, your interest is piqued by mention of several appearances by one Carl Sanford. If your experience with the Lodge is any judge, the enigmatically named 'Look to the Future' is surely not as it seems. Having learned all you can from records and reports, you pack your things and head to the station to catch the next train.

Compared with Arkham, Boston fairly bustles with life. Amongst the crowds you find an ex-member willing to talk "Sure, I know 'Look to the Future'. They hold meetings ev'ry week promising to teach you the secret to a great life and all that jazz. The reason I joined, though, was the gadgets you can buy. The strangest things, I tell ya!" A small cash payment secures an example, an oddly formed fountain pen that seems to need no external ink supply.

With no further leads, your next move is obvious - infiltrate the organisation to uncover the truth.

☞ If any investigator has the **Agency** trait, one such investigator reads **Federal Investigation**. Otherwise, proceed to **Intro 2**.

Federal Investigation: *"We've had our eye on this group and their associates for a while. If you can get these individuals to talk, by whatever means necessary, we can shut them down for good." You nod your understanding as the agent hands you the files.*

☞ Each **Agency** investigator adds a copy of **Agency Investigation** to their deck for the remainder of the campaign. Proceed to **Intro 2**.

Intro 2:

☞ If any investigator has the **Drifter** trait, one such investigator reads **Blending In**. Otherwise, proceed to **Intro 3**.

Blending In: *During your travels you've seen this crowd a million times. Down on their luck, desperate for someone to sell them the answer to their problems. You join the assembled mass, looking for all the world like you belong, and strike up a conversation.*

☞ Each **Drifter** investigator begins the next scenario with 1 clue from the token pool. Proceed to **Intro 3**.

Intro 3:

☞ If any investigator has the **Criminal**, **Warden** or **Veteran** trait, one such investigator reads **Finding Work**. Otherwise, proceed to **Intro 4**.

Finding Work: *You put your ear to the ground, and pretty soon you have a name. Bryan Slim runs the security operation over at Look to the Future, and is always on the lookout for new muscle. With a few words to the right people, and some ready cash, you soon have an opportunity to join the payroll.*

The investigators must decide (choose one):

☞ "We should take work as guards to infiltrate the group."

Record in your campaign log that we took work as guards at *Look to the Future*. Proceed to **Setup**.

☞ "It's too dangerous. We should attend a monthly meeting."

Proceed to **Intro 4**.

Intro 4: *The monthly meeting approaches, glossy posters declaring a guest appearance by one Lostalus Black. You join the throng gathering as the hour grows near, apprehensive about what may await you. As you stand waiting to enter, the doors begin to open...*

☞ Record in your campaign log that we are attending a meeting at *Look to the Future*. Proceed to **Setup**



Setup

- ② Gather all cards from the following encounter sets: *Look to the Future*, *Sorcery (Dunwich Legacy)*, *Wards & Traps*, *Custodes*, *Locked Doors*. These sets are indicated by the following icons:



- ② Set the following cards aside, out of play: The Activating the Computer Story card, Cthäat Aquadingen, Escaped Shoggoth, each copy of Shoggoth Matter.

- ② Check Campaign Log. If you took work as guards at *Look to the Future* remove the following from the Act deck:

Act 1a 'Explore the Building', Act 2a 'Into the Basement'.

Then, remove the following from the Agenda deck:

Agenda 1a 'The Meeting', Agenda 2a 'To the Future!'.

- ② Check Campaign Log. If you are attending a meeting at *Look to the Future* remove the following from the Act deck:

Act 1a 'Infiltrate the Organisation', Act 2a 'Find a Plant Key'.

Then, remove the following from the Agenda deck:

Agenda 1a 'Under their Noses', Agenda 2a 'Back from the Future'

- ② Check the current *Disruption Level*. If it is 5 or more, the guards have been placed on alert following your actions at the Lodge. Place 1 doom on the starting agenda.

- ② Check Campaign Log. If you took work as guards at *Look to the Future* put Meeting Hall - Filled to Capacity into play. If you are attending a meeting at *Look to the Future* put Meeting Hall - Watched at All Times into play. Set aside the unused copy of Meeting Hall.

- ② Put Brick Annex, Back Room, Basement Entrance, each Basement, both Restricted Areas and The Future into play. Check your Campaign Log. If you took work as guards at *Look to the Future* each **Criminal**, **Warden** or **Veteran** investigator begins play in Brick Annex, other investigators begin play in Meeting Hall. If you are attending a meeting at *Look to the Future* each investigator begins play in the Meeting Hall.

- ② Check Campaign Log. If you took work as guards at *Look to the Future* put Bryan Slim into play in the Brick Annex. If you are attending a meeting at *Look to the Future* and there is only one investigator, put Lostalus Black - Guest Speaker into play in the Meeting Hall with the Guest Speaker side face up. If you are attending a meeting at *Look to the Future* and there is more than one investigator, put Lostalus Black - Ceremony Leader into play in the Meeting Hall with the Ceremony Leader side face up. Return any unused copies of Lostalus Black to the collection.

- ② For each investigator, add one copy of Into the Future! to the encounter deck. Return any unused copies of Into the Future! to the collection.

- ② Shuffle the remainder of the encounter cards to form the encounter deck.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

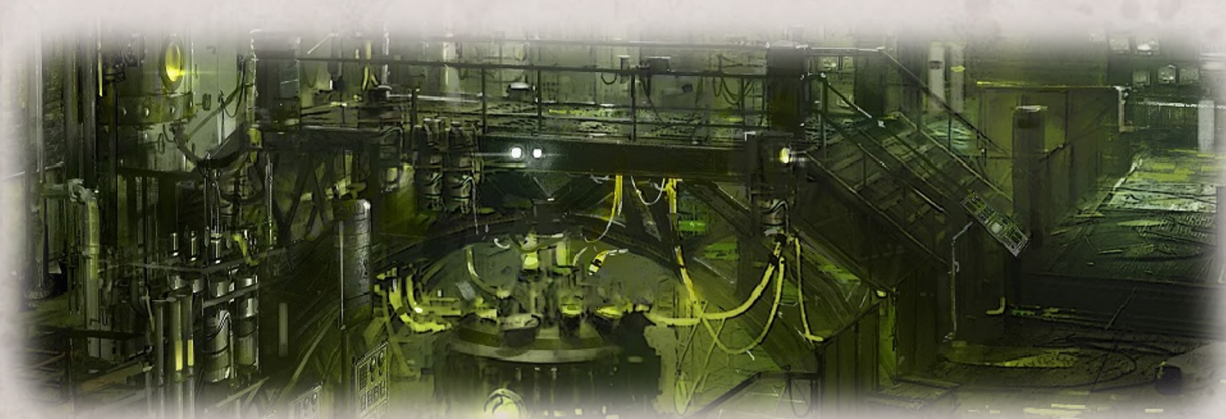
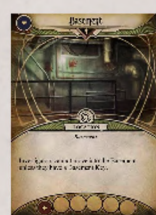
- ② Assemble the Chaos Bag using the following tokens:

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♣, ♠, ♥, ♦, ⚔, ⚡.

- ② We are attending a meeting at *Look to the Future*.



Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): If it is Act 3 or earlier, go to **Resolution 1**. If it is Act 4, go to **Resolution 2**.

Resolution 1: *After being beaten senseless, you are dragged behind the hall and unceremoniously dumped in the alley. "That's what you get for snooping around!" the thugs mutter as they turn to head back into the stone building. Bruised and aching, you stagger disheveled out of the alley and into the city street, drawing sideways looks from passers-by.*

- ☉ Record in the Campaign Log that *Look to the Future* is still in operation.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2: *Trapped in the darkened basement, sirens blaring, you find yourself cornered with no escape. "This is it" you think, closing your eyes. Suddenly, a sensation not unlike vertigo overtakes you, the noise and darkness quickly receding. With a loud electrical CRACK! you are back in the main hall.*

Chaotic scenes play out around you as panicked shouts ring out. Disoriented by the sudden change, you keep your head down to avoid notice and stagger towards the entrance. Eventually, you are able to make your way out onto the street and into the safety of the milling crowd.

- ☉ Record in the Campaign Log that *Look to the Future* has ceased operation.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ Check your Campaign Log. If you learned of the *Disk and the Arc*, any investigator may choose to add the set aside Cthäat Aquadingen to his or her deck for the remainder of the campaign.

Resolution 3: *Clutching the printed paper you pound up the stairs, out of the basement and away from the horror. Your lungs are on fire from the exertion and the noxious fumes as you leave the thing you unwittingly unleashed far behind you.*

*Bursting into the main hall, Look to the Future thugs are soon hot on your heels. You duck and quickly take in the scene as a gunshot *pings* the wall just above your head. Directly ahead is the building entrance, large forbidding wooden doors blocking the way. Without slowing you slam into them, the old timber groaning for a second before yielding. You charge, blinking, into the sunlight and emerge onto the busy street followed by shouts and the crack of more gunfire.*

Without a moment to think you quickly plunge into the mass of people filling the streets of Boston. As you turn a corner you slow to a walk and disappear into the crowd, the shouts of the guards receding behind you.





- ☉ Record in the Campaign Log that *Look to the Future* has ceased operation.
- ☉ Check your Campaign Log. If the *Silver Twilight* no longer operate in Arkham, the lead investigator adds a copy of the *Silver Twilight* Acolyte basic weakness to his or her deck for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ Any investigator may choose to add Cthäat Aquadingen to their deck for the remainder of the campaign. This card does not count towards deck size.

Resolution 4: *You appear stood in waist-deep water, ruined buildings towering above you. Blinking, you try to clear your head of the fog that suddenly clouds it. The sun is low in the sky, larger and redder than you have ever seen. In the distance great mountainous figures walk, or stumble, their titanic movements creating ripples in the pooled water.*

As you struggle to acclimatise to your new surroundings a strange unease overcomes you. The sights and sounds of this new world feel alien, but at once familiar. As your vision clears you notice a faded sign protruding from the water, signs and shapes forming in your mind. "...STON ..LIC . IBRARY".

You begin to comprehend. This sunken, ruined world...is, or perhaps was, the Earth?

With another CRACK! you are back in the Look to the Future building, in your own time and your own Earth. Disoriented by the sudden change, you keep your head down to avoid notice and stagger dazed into the street to make your escape, the haunting images lingering in your mind. Was that a vision of the world as it will be? Or merely one possible fate?

- ☉ If it is Act 3 or earlier, record in your Campaign Log that *Look to the Future* is still in operation.
- ☉ Check your Campaign Log. If you learned of the *Disk and the Arc*, any investigator may choose to add the set aside Cthäat Aquadingen to his or her deck for the remainder of the campaign.
- ☉ Check your Campaign Log. If you have the computer printout, record in the Campaign Log that *Look to the Future* has ceased operations.
- ☉ Each non-*Clairvoyant* investigator suffers 1 Mental trauma as they are plagued with visions of a possible future, unless any investigator is a *Medic*.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Interlude II: Plans of the Silver Twilight

In order, read each of the following sections:

Schemes Revealed: *Poring over the notes you have collected, you begin to piece together an unsettling picture. The Silver Twilight are currently bent towards a singular goal, the recovery of two artifacts; the R'lyeh Disk and the Arc of Vlactos. These items are apparently sacred to their God or Master, an Old One referred to in the oldest tomes as 'Cthulhu'. The scriptures describe this titanic being as he lays, dead but still dreaming in his sunken corpse-city, unable to live until the stars are 'right' again. The Twilight believe that awakening this being will somehow bring them great power as the rest of humanity is brought low.*

Every rational instinct tells you that these are merely the ravings of madmen, grand stories the cult uses to ensnare the gullible. And yet... you have already seen things that would have you consigned to the sanatorium, should you dare speak them out loud. If there is even a shred of truth to these claims, the consequences for ignoring the cults plans could be quite simply catastrophic.

The Disk was last recorded in Scotland by Roman soldiers, whilst the Arc of Vlactos was taken to California by a missionary visiting local tribes. Armed with descriptions of both artifacts and their last known whereabouts, you have no time to waste. Booking passage aboard the Atlantic liner Ceres, you head for Scotland to search for the R'lyeh Disk.

If any investigator has the *Drifter* or *Wayfarer* trait, one such investigator reads **Adventure on the High Seas:**

Adventure on the High Seas: *Boarding the ocean liner, you take in the sea air and feel things you haven't felt in a long time. New horizons, fresh faces, these are the things you live for. Travel always brings out the best in you.*

Each *Drifter* or *Wayfarer* investigator earns 1 experience.

If any investigator has the *Assistant* or *Scholar* trait, one such investigator reads **Hit the Books:**

Hit the Books: *Whilst others spend the week-long voyage in the spacious lounge or out on deck, you would barely know you were at sea at all. Your days and nights are spent scouring your many reference works for mention of the Disk, or its current whereabouts.*

Eventually you unearth a cryptic reference in a book of translated Latin manuscripts. The passage tells the tale of a "cursed golden disk" retrieved by a Roman legionnaire posted to Scotland in the second century. Misfortunes and attacks by serpent-like beings plagued the soldier and his men until he and the disk disappeared on the shores of a local loch. Memorising the details, you only hope this will prove useful in your search.

Each *Assistant* and/or *Scholar* investigator starts the next scenario with 2 clues from the token pool.

Scenario III: The Coven of Cannich

Intro: Your ship arrives at the Firth of Clyde, disembarking after a long week at sea. A cold wind whips across the waterfront, salty spray coating the stone as you wrestle with your bags and cases. Your research tells you that the small town of Cannich, near Inverness, is where the Cult has been searching for the Disk and should be your destination.

The journey to Inverness takes you up through the Highlands for some two hundred miles. After a brief stopover, you board a train bound for the remotest part of Scotland. Your route runs alongside the picturesque River Beaul, whilst the train passes barley fields and crumbling stone walls. As you wind through the green and stony mountains, herds of Cheviot sheep graze placidly and in other circumstances the beauty of the place would surely buoy your spirits.

Instead, each mile you come closer to your goal feels like a great weight pressing down on you. As the train pulls into Cannich station, the sky outside is the colour of ashes and dark, ominous clouds are beginning to gather.

Setup

- ☉ Gather all cards from the following encounter sets:

Coven of Cannich, Chilling Cold, Dunwich (Dunwich Legacy), Midnight Masks, Lodge Members. These sets are indicated by the following icons:



When gathering The Midnight Masks encounter set, only gather the 5 treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather the locations, the act, agenda, or scenario reference cards from that set.

- ☉ Set the following cards aside, out of play: Belphegor (enemy), Belphegor (weakness), 3 Story cards, Locked Iron Box, Macbain Cottage, Dig Site & Hancock House locations.
- ☉ Put the Train Station, McNab's Store, Constable's Office, All-Saints Church, Post Office, Creag Dhubh and King's Head Inn into play. Each investigator begins play in Train Station.

- ☉ Check the Campaign Log. If you learned of the Disk and the Arc each investigator starts with 1 clue from the token pool. If you have the printout each investigator instead starts with 2 clues from the token pool.
- ☉ Check the Campaign Log. If the *Disruption Level* is 8 or higher, the witches are on the lookout for intruders. Put Ian MacIannan into play at the Post Office.
- ☉ Check the Campaign Log. If you took *Carl Sanford's Letters*, put Duncan Macbain into play at the Post Office.
- ☉ Check the Campaign Log. If *John Scott* no longer troubles us there are no additional effects, otherwise search the collection for John Scott - Master of the Lodge and add him to the encounter deck.
- ☉ Shuffle the remainder of the encounter cards to form the encounter deck.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

- ☉ Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠.
- ☉ The Disruption Level is 5.
- ☉ We do not have Carl Sanford's letters.
- ☉ John Scott no longer troubles us.



Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated or resigned before instructed on an Act card): If there are any R'lyeh Disk Pieces in the victory display, go to **Resolution X**, where X is the number of Disk Pieces in the victory display. If there are no R'lyeh Disk Pieces in the victory display, instead go to **Resolution 4**.

Resolution 1: *You hurriedly board the night train back to Inverness, carrying the carefully wrapped golden treasure you have managed to recover. You spend the long journey warily eyeing the other passengers, expecting with every movement some attack by the cult. Once safely back at your lodgings, you uncover the fragment. It is clear the completed disk would bear an intricate latticework design on one side, however more is impossible to discern. Strange glyphs circle the rim, while the reverse side portrays a portion of an unnerving octopoid design. Carved runes and strange gems glow eerily in the dim lamplight.*

As you stare, you begin to feel dizzy and then suddenly nauseous. For a second you feel as if your mind is being pulled by something distant and alien. The angles of the room appear at once concave and also convex, in contradiction to all known laws of space and time. You quickly cover the hideous thing and the feeling subsides, but any doubts you once harboured are dispelled. You are clearly in the presence of something ancient and powerful, and you shudder as you consider the two remaining pieces now surely in the hands of the Silver Twilight.

- ☉ Record in the Campaign Log that we have 1 piece of the R'lyeh Disk.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If Belphegor is not in the victory display, the lead investigator adds the Belphegor weakness to their deck for the remainder of the campaign.
- ☉ If Anne Chantraine is in the victory display, record in the Campaign Log that *Anne Chantraine no longer troubles us*.
- ☉ If John Scott is in the victory display, record in the Campaign Log that *John Scott no longer troubles us*.



Resolution 2: *With both of the golden disk pieces you have managed to recover safely wrapped and stored, you hurry to the train station. You spend the long journey warily eyeing the other passengers, awaiting some last attack by the cult.*

Once safely back at your lodgings, you piece together the two sections. It is clear the disk bears an intricate latticework design on one side portraying some kind of winged creature. Strange glyphs circle the rim, whilst the reverse side portrays an unnerving octopoid figure, carved with runes and set with tiny gems that glow even in the dim lamplight.

As you study the incomplete disk you suddenly begin to feel dizzy and nauseous. A sensation of falling, as if being transported down towards a sunken realm of oddly tilting cyclopean towers and alien geometry overcomes you. Angles appear at once concave and also convex, in contradiction to all known laws of space and time. Just before you lose all sense of reality, you manage to drag your mind back and cover the oddly lusted artifact. Any doubts you once harboured are dispelled. You are clearly in the presence of something ancient and powerful, and you can only hope the remaining piece will not be enough for the plans of the Silver Twilight.

- ☉ Record in the Campaign Log that we have 2 pieces of the R'lyeh Disk.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If Belphegor is not in the victory display, the lead investigator adds the Belphegor weakness to their deck for the remainder of the campaign.
- ☉ If Anne Chantraine is in the victory display, record in the Campaign Log that *Anne Chantraine no longer troubles us.*
- ☉ If John Scott is in the victory display, record in the Campaign Log that *John Scott no longer troubles us.*

Resolution 3: *The golden disk pieces are surprisingly heavy as you wheel the travel case into the train station. You sit anxiously as the train departs, awaiting some last attack by the cult, when a hand lands on your shoulder.*

"Tickets, please." The old conductor extends a hand, a puzzled look on his face as he notices your sudden relief. Once safely back at your lodgings, you unite the three pieces, now finally whole once more.

Completed, it bears an intricate latticework design on one side portraying some kind of winged creature. Strange glyphs circle the rim, whilst the reverse side portrays an unnerving octopoid figure, carved with runes and set with tiny gems that glow even in the dim lamplight.

As you study the disk you suddenly feel a strange falling sensation, as if your mind is being dragged downwards. Your vision is overtaken by flashes of nightmare - a dark, sunken city, oddly tilted cyclopean towers and other, stranger things. Angles appear at once concave and also convex, in contradiction to all known laws of space and time. Lines run parallel and yet somehow touch in the corner of your eye. You behold rows of slimy stone vaults and sense trapped within them vast, loathsome shapes formed on dark stars, yearning to be freed. You have no idea how long your mind roams this sunken realm, however when you return to the room there is daylight outside.

Any doubts you once harboured are dispelled. You have clearly unearthed something ancient and powerful, brought to this world by beings both vast and terrible. You can only hope to keep it out of the hands of the Silver Twilight until you are able to uncover more of its secrets.

- ☉ Record in the Campaign Log that we have 3 pieces of the R'lyeh Disk.
- ☉ Each investigator searches the collection for a random basic **Madness** weakness and adds it to his or her deck for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display, plus 1 additional experience for recovering the entire disk.
- ☉ If Belphegor is not in the victory display, the lead investigator adds the Belphegor weakness to their deck for the remainder of the campaign.
- ☉ If Anne Chantraine is in the victory display, record in the Campaign Log that *Anne Chantraine no longer troubles us.*
- ☉ If John Scott is in the victory display, record in the Campaign Log that *John Scott no longer troubles us.*



Resolution 4: *Dejectedly, you board the night train back to Inverness having been thwarted by the Coven at every turn. You spend the long journey warily eyeing the other passengers, expecting with each movement some attack by the cult.*

Once safely back at your lodgings, you review the information you have gathered so far. With the complete disk now in the hands of the Silver Twilight their plans will surely be proceeding apace. You can only hope the opportunity arises to stymie their goals at some future time.

- ☞ Record in the Campaign Log that we have no pieces of the R'lyeh Disk.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ If Belphegor is not in the victory display, the lead investigator adds the Belphegor weakness to their deck for the remainder of the campaign.
- ☞ If Anne Chantraine is in the victory display, record in the Campaign Log that Anne Chantraine no longer troubles us.
- ☞ If John Scott is in the victory display, record in the Campaign Log that John Scott no longer troubles us.

Resolution 5: *With the Coven closing in around you, you flee through the dark lanes. Lights flicker off and locks turn as you approach, the townsfolk abandoning you to your fate. The sound of pursuit is close behind as you turn down a narrow street.*

Seeing a lit building ahead, you feel a surge of hope. Breathlessly you hammer on the door, blind panic overtaking you as you sense danger closing in. Only when the door swings open do you recognise this as the King's Head, and see the grinning face of Fergus Macinnes flanked by several cloaked figures. You realise that you have made a final, terrible mistake...

- ☞ Each investigator that has not resigned is **Killed**.
- ☞ If at least one investigator resigned, read **Resolution 4**.
- ☞ If no investigators survive, the investigators lose the campaign.

Scenario IV: Devil's Canyon

Intro 1: *Returning from your encounter in the highlands of Scotland, you waste no time in planning your next journey. The Arc of Vlastos is the cult's target, and so it must be yours. Your research indicates the Arc was last reported in the hands of a missionary, one Oliver Whateley, known for his strange and heretical pronouncements. Whateley journeyed into California and there met a local tribe, the Hotethk, known and feared by their neighbours for their sadistic rites. Both Whateley and the Hotethk disappear from the records a short time later. The only lead you have is that the Arc may be buried around the last known village of the Hotethk, a place fancifully referred to as Devil's Canyon.*

- ☞ If any investigator has the **Miskatonic** trait, one such investigator reads **Researching at Miskatonic Library**. Otherwise, proceed to **Intro 2**.

Researching at Miskatonic Library: *The mention of Oliver Whateley and the Hotethk sparks a nagging half-memory of something you have read before. Stopping off at the restricted section of Miskatonic Library, you begin your search. The afternoon drags into evening as you pore over ancient texts and cryptic references, aided by the long-suffering assistant. Eventually your persistence pays off, and you hold in your hands a faded, dusty manuscript.*

- ☞ One **Miskatonic** investigator may choose to begin the scenario with the Journal of Oliver Whateley in play.
- ☞ Each other **Miskatonic** investigator starts the scenario with 2 clues from the token pool.
- ☞ Proceed to **Intro 2**.

Intro 2: *A recent newspaper report catches your eye. The famed film director Von Varnstein has reportedly died by his own hand after a disastrous shoot, in none other than Devil's Canyon. No doubt this is somehow connected. As you pack for a long train ride you decide to first ask around at the nearby film studio.*

- ☞ If any investigator has the **Performer** trait, one such investigator reads **Star Power**. Otherwise, proceed to **Intro 3**.

Star Power: *Arriving at the studio, you quickly find your name has preceded you. Your recent performances have caused quite the stir, and as word spreads you are in town you gather a small crowd of eager fans. Soon a smiling man with a pungent cigar is shepherding you into his office "Wanna see your name in lights? Sure you do! The name's Winwood, and you could be the next Valentino, baby!"*

With some careful prodding you are able to uncover the story of the Devil's Canyon shoot. The film 'Prince of Babylon' had been highly anticipated, but the shoot was plagued by misfortune. The run of bad luck peaked when one of the stars died in a terrible freak accident. Soon after, production was shut down and the director Von Varnstein took his own life in despair. Winwood shrugs "A terrible affair, but that's how it goes sometimes in this business."

Once you make it clear you will not agree to anything without visiting the place, your new benefactor insists on providing a vehicle and supplies for the trip, along with a burly stagehand to accompany you. The journey to Devil's Canyon is long and arduous but uneventful, hours rolling by on the narrow gravel road. Finally you arrive at your destination, the abandoned film set emerging from the desert like some long-forgotten Irem of the sands. Parking your vehicles at the side of the road you shield your eyes from the desert sun and head out.

- ☞ Each **Performer** investigator begins the scenario with a copy of Stagehand in play. Proceed to **Setup**.



Intro 3: Arriving at the studio, you find the place a bustling hive of activity. The lots are filled with people scurrying from set to set, with everyone far too busy to notice you.

Asking around, you find a stagehand willing to spill the beans about the disastrous recent events. The shoot was for the highly anticipated historical epic 'The Prince of Babylon'. Filming was plagued by misfortune and you hear one of the stars died in a freak accident, although your contact whispers this was 'hushed up' by the studio. Soon after, production was shut down and the visionary director Von Varnstein took his own life in despair. The half-completed sets now lie abandoned in the desert, a monument to human folly.

Unable to unearth any more information at the studio, you rent a vehicle and make plans for a trip to Devil's Canyon itself. The journey is long and arduous but uneventful, several hours rolling by on the narrow gravel road. Cliffs rise in the distance, looming ominously as you approach the canyon proper. Finally, you arrive at your destination, the abandoned film set emerging from the desert like some long-forgotten Irem of the sands. Parking your vehicles at the side of the road, you shield your eyes from the mid-day sun as you head towards the sand-scoured buildings.

☉ Proceed to **Setup**.


Setup

☉ Gather all cards from the following encounter sets: *Devil's Canyon*, *Spectral Assault* & *Despair*. These sets are indicated by the following icons:



☉ Set the following cards aside, out of play: Cine-Kodak, Arc of Vlastos, any copies of Stagehand or Journal of Oliver. Whateley not already starting in play.

☉ Set aside 2 copies of Spectral Hunter, plus 1 additional copy per investigator. Return any unused Spectral Hunters to the collection.

☉ Set aside the Spectral Assault encounter set (this set is indicated by the following icon: )

☉ Put Desert Road, Babylon Palace Set, City Wall Set, Storage Sheds, Abandoned Backlot and Production Quarters into play. Each investigator begins play at Desert Road.

☉ Create the Exploration deck. This is done by taking the 5 single-sided locations and shuffling them together. For the duration of this scenario, the following additional rule applies:

Forced – After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.

☉ Instead of starting with 5 resources, investigators start with:

- ◆ 3 resources if there is one investigator.
- ◆ 2 resources if there are two investigators.
- ◆ 1 resource if there are three investigators.
- ◆ 0 resources if there are four investigators.

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

The Hidden Area








Some cards in this scenario reference an area called "The Hidden Area." The Hidden Area is a special area next to the act and agenda deck which enemies can enter and leave via card effects.

While in the Hidden Area enemies are considered in play, but are not at any location and cannot be affected by player cards or investigator actions unless specifically referenced on a scenario card.

Enemies moving to and from the Hidden Area retain all attached cards, damage and other effects as if they were moving to any other location.

Standalone Mode

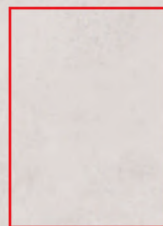
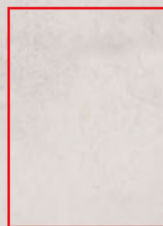
If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

☉ Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .

☉ In 3 or 4 player mode, choose one:

- ◆ The lead investigator starts with a copy of Stagehand in play.
- ◆ The lead investigator starts with Journal of Oliver Whateley in play.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): *The relentless attacks drive you back to your makeshift camp. Eventually you dare not leave, frantic at any signs of spectral intrusion. As the days wear on your supplies grow low, and you are faced with a stark choice.*

☉ The investigators must decide (choose one):

- ☐ “We should make a break for it, we can’t stay here.”
Proceed to **Resolution 2**.
- ☐ “We can’t risk leaving, we should wait here for help.”
Proceed to **Resolution 3**.

Resolution 1: *Exploring the Hotethk Village, you find a small settlement of adobe buildings. After several days of excavation you uncover a golden tablet; the Arc of Vlastos!*

Securing the artifact, you gather your remaining supplies for the journey back to civilization. After almost a day in the desert sun you are overjoyed to hear the sound of an approaching vehicle. Flaggging down the bewildered driver, you hitch a ride and soon make your way back to the train station.

- ☉ Remove all copies of Stagehand and Journal of Oliver Wheateley from each deck.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display, along with 1 additional experience for each Act card completed.
- ☉ Record in the Campaign Log that we have the Arc of Vlastos and increase the Disruption Level by 3. Any investigator may choose to add the Arc of Vlastos to their deck. This card does not count towards deck size.

Resolution 2: *Gathering what supplies remain, you prepare for the long, dangerous journey back to civilization. With the creatures still out there, you have no choice but to try to weather their assault. As you begin your journey, strange tracks and cries soon reveal you are not alone. Frantically you try to quicken your pace, but the beating sun makes the effort intolerable. The attacks start soon after. Unseen assailants cut open your packs and slash at your legs and arms, disappearing into the sands as you try to retaliate.*

Several times you stumble, delirious from the heat and loss of blood. For what seems like hours you stagger onward beneath the desert sun, until finally you hear the sound of an approaching vehicle on the dusty road. Flaggging down the bewildered driver, you collapse into a beaten-up truck as you finally make your escape from the accursed canyon.

- ☉ Record in the Campaign Log that we were unable to recover the Arc.
- ☉ Each investigator suffers 1 mental or physical trauma from the experience unless any investigator is a **Medic**.
- ☉ Remove all copies of Stagehand and Journal of Oliver Wheateley from each deck.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display, along with 1 additional experience for each Act card completed.

Resolution 3: *Carefully rationing out your supplies, you prepare to wait out the creatures until help arrives. Days drag on in a dry, dusty haze as you fearfully watch for signs of another assault. Once the attacks begin, all you can do is try to minimise the destruction.*

Soon you are down to your last dregs of water, warm and gritty in the bottom of your canteen. Venturing out would be suicide, and so you sit as your throat grows tighter. You realise the end cannot be long in coming. Perhaps you almost begin to welcome it.

Finally you hear a strange, distant sound, which you realise with a start to be an approaching vehicle. Pulling yourself to your feet, you stagger onto the dusty road and flag down the bewildered driver in your dishevelled state. Collapsing into the beaten-up truck, you finally make your escape from the accursed canyon.

- ☉ Record in the Campaign Log that we were unable to recover the Arc.
- ☉ Remove all copies of Stagehand and Journal of Oliver Wheateley from each deck.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Scenario V: The Woodie House

Intro 1: After your experiences in California, exhaustion overtakes you as you arrive back at your lodgings. Barely managing to keep your eyes open, you stagger to your bed and collapse.

Almost a full day later you blearily emerge from your slumber. Whilst fixing a restorative breakfast, you find a curious letter at your doorstep, postmarked 'Maine'. Unfolding the paper, you sit down to eat as you begin to read the scrawled handwriting:

Fellow truth seekers,

I have read of your exploits and wish intently to see you. I have some slight occult knowledge myself, and am aware of the danger you and your comrades may be in from the Silver Twilight.

Please: accept the enclosed train tickets to come and meet me immediately in Salk Harbour, Maine. I am wealthy, and I would be only too glad to help others to defend the world against the monstrous evil of the Elder Ones.

I expect you shortly.

Sincerely,

Christopher Edwin

Inside the envelope are indeed first-class train tickets as promised. The mention of the Silver Twilight grabs your attention as you mull over your next move. You must take care, however if you could meet with someone else that has dealt with the cult, perhaps they will have some insight into their goals. You resolve to follow the lead as soon as you have finished breakfast...

Arriving at Maine, Salk Harbour is only a short distance away. The small fishing village appears unremarkable as you pass through town, until you come to a sizable house just on the outskirts. Pressing the bell, you wait for your host to appear. The front door creaks, then appears to open by itself. A whispering voice calls out "Enter!" and as you comply an elderly, pale man emerges confined to a wheelchair. "Do you, ahem, like the door? A newfangled electrical device, I can open it by merely flipping a switch!"

Christopher Edwin proceeds to explain his predicament. Falling sick several months ago, he has since lost the power to walk. Even now he appears remarkably gaunt and pale, his hands kept rigidly on the blanket on his lap. Once you are seated and afternoon tea has been served by the housekeeper Mrs. Brown, he begins.

"I will be happy to provide whatever assistance I can, both financial and otherwise, however, there is something that I need." the old man continues, his voice almost buzzing with phlegm and mucus. "Fifty years ago, an evil and vengeful man named Clarence Woodie lived in a secluded mansion in the woods far to the north of town. He never married, but adopted three boys from the orphanage and raised them in his evil ways. When he suddenly died, the boys claimed that it happened by accident. The townsfolk were dubious, and arrested the lads on a charge of smothering their foster father for his money."

"All three were hanged, buried in unmarked graves. Then a strange thing happened. The person who bought the Woodie house was found dead with a rope burn about his throat, as if he had been hung! Later, several other people including two tramps also died in that house, their throats mysteriously marked by rope as though from a hangman's knot. It was said the damned spirits of Woodie's boys lingered about that house, murdering whoever stayed there too long."

Several months ago a person came to town who had once belonged to the Silver Twilight, a man named Malcolm Smith. He soon bought up the land on which the old house stood. The villagers whispered that he performed strange acts at night, and that he was trying to invoke or tame the haunts that lived there. A few weeks ago, before I fell sick, I spied on him trying to converse with the unquiet spirits! When I saw the wraiths themselves speak with him, I fainted dead away!

Smith disappeared just before I fell ill - a curious coincidence! I don't know if the specters managed to overcome him, or if he found something and remains there still. If Malcolm Smith did indeed die in that haunted house, he may have left interesting manuscripts or information about the organization he devoted his life to — the Silver Twilight. Beware the spirits of the place, as they still may be able to harm you, so take care.

I am wealthy, and wish my last acts to be good ones — perhaps I can in some small way assist in destroying the Silver Twilight and thus saving the world from evil. Find the truth of the Woodie House and I will give you whatever aid I am able for whatever remains of my life.”



Hearing the impassioned words from such a frail body touches something in you. Assuring the old man that you will do what you can you retire for the night. The next day you rise early and set off through the woods, following the directions to the accursed house.




Setup

- ② Gather all cards from the following encounter sets: *Woodie House*, *Traps*, *Striking Fear*, *Darkness & Rats*. These sets are indicated by the following icons:



- ② Set the following cards aside, out of play: Zeke, Jonas, Isaiah, Basement Stairs.
- ② Put Entrance Hall, Main Hall, Kitchen and Backyard Barn into play. Then, take the Back Room, Bedroom, Drawing Room, Front Room, Library and Living Room and for each investigator, randomly put one of these locations into play. Return all unused locations to the collection, with the exception of Basement Stairs. Each investigator begins play in the Entrance Hall.
- ② Take the *Traps* encounter set (this set is denoted by ) and shuffle it to create the Trap deck.
 - ◆ The Trap deck is placed next to the encounter deck. Trap cards are treacheries denoted by **red card titles** instead of the usual black text and the notation “Trap” at the bottom of the card. Cards from the Trap deck do not enter play unless specified, and when they leave play they are placed in the Trap discard pile instead of the regular encounter deck discard pile.
 - ◆ When a Trap card is drawn, treat it as a regular encounter card except as described here. If the Trap deck is empty, shuffle the Trap discard pile back into the Trap deck.
- ② Take 1  cards from the top of the Trap deck and place them face down beneath the Main Hall.

Then, take 1  cards from the top of the Trap deck and place them face down beneath the Kitchen.

Then, for each remaining location (except the Entrance Hall and Backyard Barn), take 1 card from the top of the Trap deck and place it face down beneath that location.

☞ Check the Campaign Log for the *Disruption Level*. If it is:

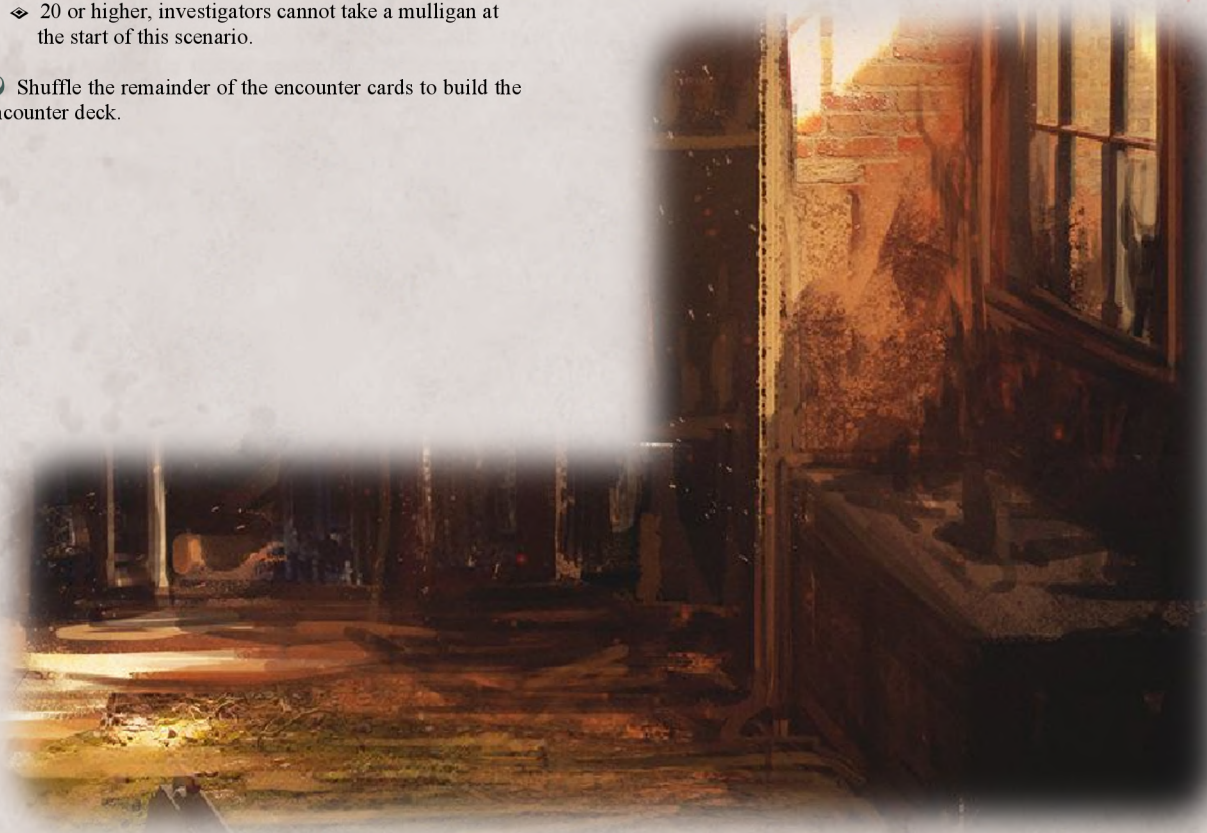
- ◆ 8 or higher, shuffle the set aside Zeke into the encounter deck.
- ◆ 10 or higher, add 1 doom to agenda 1a.
- ◆ 12 or higher, shuffle the set aside Jonas into the encounter deck.
- ◆ 14 or higher, for each location (except the Entrance Hall and Backyard Barn), take the top card of the Trap deck and place it face down below that location.
- ◆ 16 or higher, shuffle the set aside Isaiah into the encounter deck.
- ◆ 18 or higher, add 1 additional doom to agenda 1a.
- ◆ 20 or higher, investigators cannot take a mulligan at the start of this scenario.

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

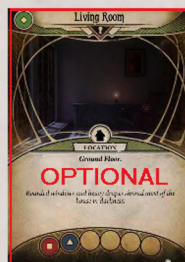
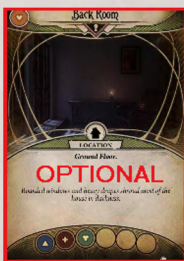
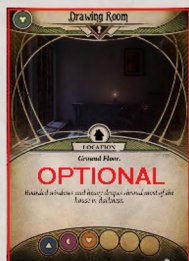
Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

- ☞ Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ☞ The *Disruption Level* is 12



Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated):

If Agenda 1a is in play, go to **Resolution 3**.

Otherwise check your Campaign Log. If you burned the Woodie House to the ground, go to **Resolution 1**.

Otherwise, go to **Resolution 2**.

Resolution 1: With a great 'CRASH' and a sudden rush of heat, the roof collapses inwards. Burning embers fill the air, forcing you back and away from the rapidly disintegrating building. Struggling to see through the smoke and tears, you can only hope that none of the foul clan managed to escape.

Whatever the case, you feel sure you have removed a great evil from the world. Wiping off some of the blood and soot, you fish in your pocket for the crumpled note. You can scarcely believe Edwin was a tool of the Silver Twilight, but the evidence is insurmountable. It is time you returned to confront him and find out exactly what he knows.

- ☉ Each investigator may either heal 1 Mental Trauma or earn 1 experience as they reflect on their success.

Proceed to **Resolution 4**.

Resolution 2: The mob of frenzied, giggling figures closes in around you, too many to fight off. In a panic you turn to run, evading the grasping hands reaching to grab you. You narrowly avoid a rusty farm implement as it swings for you, embedding itself in a rotten door frame. Scrambling through the decaying rooms, bloodthirsty cries ring in your ears. "Don't let 'em git away!"

You reach the doorway to the rear of the house and with a superhuman effort fling it open, the sunlight momentarily blinding you. You stumble out, through the small yard and into dense woodland. Staggering through the forest for several minutes, you eventually collapse into a patch of undergrowth and lie motionless. Cries and shouts from the direction of the house reveal a haphazard pursuit, along with heated arguments about which route you must have taken. Eventually the sounds recede and you cautiously pull yourself to your feet.

- ☉ Check the Campaign Log. If you found the note from Edwin, proceed to **Resolution 4**. Otherwise, proceed to **Resolution 3**.

Resolution 3: Returning to Edwin's home, you are full of questions about your time in the Woodie House. The old man patiently waits, his paralyzed face expressionless as he listens intently. As his housekeeper serves a light meal of hot tea and warm crumpets, he makes a suggestion.

"It is, ahem, clear you have many questions, however it will take time to gather the answers you seek. Tomorrow you should take my old steam yacht, the 'Fair Lady' for a jaunt around the bay. After your recent ordeals, some time relaxing will help to focus your mind for the challenges ahead. Alas, in my condition I cannot partake of such activities, and it is such a shame for the old girl to sit idly."

The next day you head down to the dock, the sun beaming and a fresh breeze whipping the water into foamy peaks. You catch sight of the yacht jauntily bobbing on the waves, just next to a wooden jetty. On the deck you can see the yachtsman Edwin has arranged to crew the vessel already bringing the engine up to full steam. As you walk along the wooden pier, you smile for what seems like the first time since your fateful visit to the Lodge in Arkham all those weeks ago.

- ☉ Record in the Campaign Log that we went for a cruise.

- ☉ If any investigator is *Blessed*, *Cursed*, or *Clairvoyant*, one such investigator reads **A Narrow Escape**.

Otherwise, proceed to **The Sailing Trip**.

A Narrow Escape: Just as you are about to embark, you hear something, a faint whisper at the edge of your mind. It soon becomes a nagging, insistent call pulling you away from the water. As you step towards the boat you feel a surge of danger.

Mumbling something to the grinning pilot about seasickness, you stagger back to shore and sit numbly. What was that feeling, and why did it come so suddenly? As you watch the boat begin to pull away from the jetty the feeling slowly fades and you wonder if you were imagining things. Have your recent experiences affected your mind that badly? You gaze out at the yacht serenely gliding across the waves, feeling foolish. Suddenly you see the boat lurch violently to one side, as if it has struck some obstacle unseen from the shore. As you watch, the water below the vessel darkens, bubbling and boiling. Staring at the unfolding disaster, a horrifying sight seizes your attention.

Emerging from the water, barely visible in the churning maelstrom, ropy strands covered in pustules wrap around the deck. As a wave crashes against the smokestack, you see a glimpse of... something in the water. A cry escapes your lips and you turn away, horror overcoming you. When you next look, the boat has disappeared, a patch of white foam all that remains of the 'Fair Lady'.

Whilst recovering from the shock, a terrible realisation begins to creep over you. Such a monstrosity appearing in the bay at exactly the time you were due to take your trip... the chances are astronomical. Only one person knew of your plans today. You know now what needs to be done. Time to return to the house to confront Edwin. Time for answers.

🕒 Proceed to **Resolution 4**.

The Sailing Trip: As the boat pulls away from the jetty you feel the gentle rise and fall of the waves, the sea breeze and the salty air combining to invigorate your senses. You could almost forget your recent hardships and you remind yourself to commend Edwin on your return for his excellent suggestion.

Suddenly, as the yacht reaches the centre of the bay it lurches violently to one side. You are thrown to the deck, and see the crewman desperately try to swing the boat around. Pulling yourself to your feet, you see the water below the bow darken as it begins to bubble and boil. After a moment to take in the unfolding disaster, you realise the lifeboat is the only escape. Frantically working to launch the small vessel at the rear of the yacht, a horrifying sight causes you to pause open-mouthed.

Emerging from the dark water are ropy strands covered in rows of pustules, which begin to grope and wrap themselves around the deck. As a wave crashes against the smokestack, you see a glimpse of... something in the water below you.

Turning, you see the yachtsman staring at the horror below. His expression is almost more terrifying, though you only catch it for a second. In a matter of seconds he is seized by a slimy, undulating tentacle and disappears with a scream.

Finally the lifeboat drops into the roiling water. Half-mad from panic and battered by the crashing waves, you leap over a groping, coiled appendage and land awkwardly in the small vessel. Through the pain, you frenziedly grab the paddle. As you turn back the yacht disappears below the waves, a patch of white foam all that remains of the 'Fair Lady' and her unfortunate crew.



Frantically you try to keep the tiny boat afloat as the rough swell threatens to drag you under. Eventually you crash onto the shore, collapsing onto solid land with relief.

As you lie, bloody and gasping, a torrent of questions run through your mind. For such a monstrosity to be here in the bay, at exactly the time you were due to take your trip? But the only one that knew of your plans was... Edwin.

After recovering from the ordeal, you pull yourself to your feet and look back up the hill at the house perched atop. It is time to confront the old man, and find out what has really been going on.

- Ⓢ Each investigator takes 1 mental trauma and 1 physical trauma from their ordeal. Proceed to **Resolution 4**.

Resolution 4: After returning from the horror, you head back to confront Edwin. Cautiously pushing open the front door, you gingerly enter, alert for danger. A strange noise from the back room catches your ear, a rustling, buzzing sound followed by a great fluttering and whirring. Finding the door from the hall barred from the inside, you force your way through.

Behind the door is a well furnished study. The large window has been recently pushed open, the wind blowing books and papers around the small room. Sat in the centre of the room is a ghastly sight; the body of Christopher Edwin, or what remains of it, lies in his chair. His withered form is only partially complete, with the torso hollowed out from the rear and the neck terminating in a gaping void. The whole appears partially mummified, and lying discarded a few feet away is a curiously lifelike waxen mask.

You shudder as you imagine what you must have conversed with, not twelve hours prior in this very house. You find yourself wondering whether Edwin was in life an ally of the Silver Twilight, or perhaps just another unfortunate caught up in their schemes?

Searching the study for anything that may be of use, you find a letter postmarked 'Chile' in a familiar handwriting...

My Devoted Servant,

Your plan for the destruction of our enemies is sound, and their deaths we foreordained by the Old Ones of space and time. lā lā!

You must act alone, for we have now set sail to participate in His Rising. We mark the approaching days of Our Lord's awakening, and through the rites passed down in dreams, we shall ensure the fruition of the Great One's release.

The ritual proceeds as planned. The Crawling One gathers sacrifices and the Watchers at Rapa Nui shall be awakened to bring the Messenger. Soon the time will be at hand to reveal and rule as has been foretold.

Ph'nglui' mglw'mkfu Cthulhu R'lyeh ygh'thngl fithygn!

Carl Sanford

As you read the letter, you realise that the Silver Twilight intended not merely to dispose of you using their murderous clan, but also to distract you at a vital point in their plans. If the letter is to be believed there is not a moment to lose.

- Ⓢ Record in your Campaign Log we exposed Christopher Edwin as a tool of the Silver Twilight.
- Ⓢ Check your Campaign Log. If you burned the Woodie House to the ground, increase the Disruption Level by 3. Otherwise, increase the Disruption Level by 1.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Ⓢ Each investigator earns 1 additional experience for each 1♠ enemies in the victory display, to a maximum of 3 additional experience.

Interlude III: Thwarting the Silver Twilight

In order, read each of the following sections:

Your mind is sent reeling by the revelation that the plans of the Silver Twilight are so close to fruition. With rising panic you realise you still have little idea how to stop them. The next few days are spent reviewing your research, along with several ancient manuscripts, as you begin to formulate a plan. Through long nights comparing inscriptions copied from the R'lyeh disk with heiroglyphs found in the Cthäat Aquadingen you are able to confirm your darkest suspicions. The Lords of the Twilight plan to accelerate Cthulhu's return, raising the sunken necropolis that holds him before the stars have come quite right. To achieve such a feat great magical power will be required, perhaps the entirety of the Silver Twilight. There is a glimmer of hope, however...

Check your Campaign Log. If you have three pieces of the R'lyeh disk, read **Secrets of the Disk**.

If you have two pieces of the R'lyeh Disk, or one piece and you have the Arc of Vlactos, read **Researching the Spell**.

If you have no pieces of the R'lyeh disk, or only one piece and you were unable to recover the Arc, read **Frantic Research**.

Secrets of the Disk: *With the full disk at your disposal, your research goes well. The disk is tied to the geometry of the strange island, and with the right connections could be used to 'twist' it, sending the cursed isle back below the waves. However, such a feat can only be performed on the dread island of R'lyeh itself, where the whole of the Silver Twilight and worse will be arrayed against you. Time will be tight.*

☉ Add a -5 token to the chaos bag for the remainder of the campaign.

Researching the spell: *Your research into the disk pieces you have reveals they are connected to the strange geometry of the cursed isle. It may be possible to use them to disrupt the geometric rites used to raise R'lyeh, and if they can be disrupted the cursed isle could be sent back below the waves. However, such a feat can only be performed on the dread island of R'lyeh itself within a few hours of its rising, where the whole of the Silver Twilight will be arrayed against you. Time will be tight.*

☉ Add a -4 token to the chaos bag for the remainder of the campaign.

Frantic Research: *With so little to work with research is long and arduous. Finally you uncover a chance to stymie such an effort by manipulating the strange geometry of the place to send the cursed isle back below the waves. However, such a feat can only be performed on the dread island of R'lyeh itself within a few hours of its rising. With the whole of the Silver Twilight arrayed against you, time will be tight and your chances slim.*

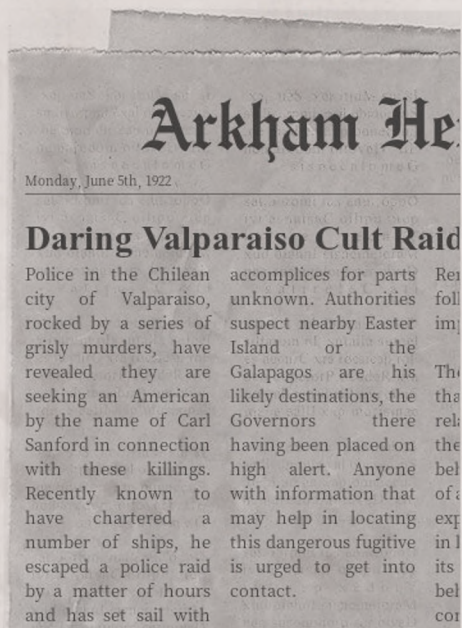
☉ Add a -3 token to the chaos bag for the remainder of the campaign.



Scenario VI: Watchers of Rapa Nui

Intro 1: Your research indicates the first stage of the ritual to raise R'lyeh must take place on an island in the Pacific. The letter from Sanford indicates Rapa Nui, also known as Isla de Pascua or Easter Island, as the likely site and you focus your research here. Annexed by nearby Chile for the last 30 years, it is by all accounts home to a sizeable military presence. You pore over your accumulated references for anything regarding the cryptic references to Watchers and 'The Messenger', but without longer to prepare you are unable to uncover anything about these strange entities. Whatever is occurring there, you have no time to lose.

Heading into town to make travel preparations, a headline on the news stand catches your eye. After purchasing a copy, you take in the story below with mounting dread:



If the Silver Twilight have already set sail, you cannot afford to waste any time. Across the world, a terrible evil is about to be unleashed.

- ☉ If any investigator has the *Socialite*, *Wayfarer* or *Agency* trait, one such investigator reads **The Only Way To Fly**. Otherwise, read **The Long Way Round**.

The Only Way To Fly: The quickest route to Rapa Nui is through the air. However, with no airstrip on the island and the choppy Pacific too rough for seaplanes, powered flight won't be an option. That leaves only one possibility. Using your contacts and a few favours, you are soon able to requisition one of the latest dirigible flying machines - a Zeppelin, plus a small crew able to make the journey. After loading up the airship with supplies and belongings, you are soon soaring above the waves.

The island first appears as a series of green peaks emerging from the shining blue Pacific. Ships dot the ocean around it, including an imposing warship denoting Chilean stewardship of the isle. Soon you can make out the individual dormant volcanoes that make up most of the island as you drift closer, passing over a village dominated by a large church. As the airship comes in to land on one of the peaks a thrown cable anchors the vessel to a large humanoid statue listing slightly on the slope.

After disembarking, you are soon met by a group of uniformed men, rifles conspicuously at their hips, trudging up the mountainside. "Welcome to Isla de Pascua. Visas are in order I presume?"

After checking your paperwork, the Chilean soldiers visibly relax. Speaking with the Corporal, he soon confides in you regarding several strange occurrences.

"The local have many fanciful stories about the island, but we always put this down to local superstition. However, recently there have been disappearances at night. Mainly farmers, but in the last week also several members of an archaeological dig investigating one of the nearby statues. We are on high alert to find the culprits." He eyes you carefully, as if deciding whether to trust you. "Not just that. Some of the men, they have reported... seeing things. Strange lights on the mountainsides at night whilst on patrol. Odd tracks found in the sand in the mornings."



"One even swore that he saw a strange, inhuman creature on the hillside only a few moons ago."

The men look around nervously, one making the sign of the cross, as the Corporal continues. "Of course, you did not hear this from me. The Governor, Pereira, would have my head if he knew I believed in any of this. He is a good man, and keeps the islanders under control, but he is not very tolerant of superstitious nonsense, as he calls it. Well, you have my warning."

As the soldiers depart you make preparations to explore the ancient secret-haunted island.

- ☉ Record in your campaign log that we arrived at Rapa Nui via Airship. Proceed to **Setup**.

The Long Way Round: *Standing over the table filled with maps and charts, you once more review your options for the journey. Firstly, you could take the train to San Francisco and catch a tramp steamer to Valparaiso, Chile. Once there you can investigate the cult and perhaps gain vital information about their plans. A regular supply ship leaves for Easter Island fortnightly, the whole journey taking around a month. The trip would provide several weeks of sea voyage, allowing you to rest and prepare before facing the might of the Silver Twilight.*

Alternatively, you could try to charter a small vessel directly to the island, shaving around a week off the travel time and skipping Valparaiso entirely. Such a journey would save precious days, but would be cramped, costly and difficult. Whichever option you choose, you will have to decide now.

- ☉ The investigators must decide (choose one):

- ◆ "We should travel to Valparaiso first and then to Rapa Nui."
Proceed to **The Supply Ship**.
- ◆ "We should charter a small ship directly, hang the expense."
Proceed to **Chartered Vessel**.

The Supply Ship: *The cross-country train takes several days before you emerge into the busy streets of San Francisco. Boarding a Tramp Steamer to Val Paraiso you prepare for several weeks of sea voyage.*

Sat on the deck a few days later, the salty sea breeze ruffles your notes as you continue your research into the cult's plans. Despite the impending danger, the sea air and gentle motion of the ship soothe your body and mind, and you feel some of the accumulated stress of recent weeks begin to dissipate.

Arriving at the beautiful Chilean city of Valparaiso, you make enquiries regarding the recent cult murders. You are able to learn that Carl Sanford chartered several sizeable vessels along with supplies for a lengthy voyage. From the size of the vessels you judge that at least eighty or a hundred people could be on board, perhaps the entirety of the cult, all bound for the location of the sunken city.

After several days you board the supply ship destined for Rapa Nui. A week later and the island slowly appears over the horizon, a series of green peaks emerging from the shining blue Pacific. An imposing, if outdated, warship marked as the "O'Higgins" idles offshore, Chilean flags flying. As your boat arrives at the largest settlement on the island, you gather your belongings and prepare your paperwork for inspection. This takes even longer than usual, your passports checked and re-checked. The clerk apologises, but insists the measures are part of a new policy instituted by the Island Governor, Capitan Pereira.

"There have been several disappearances over the last few nights. Sheep ranchers mainly, along with a few from the archeological dig. What with that nasty business in Valparaiso, Pereira says we have to ensure we know who we are allowing on the island. I'm sure it is just the natives causing trouble again, but we can't be too careful. There you go, all done!"

Hanga Roa village consists largely of simple buildings, with many small gardens for growing food. Where the village encroaches on the beach, a bustle of fishing vessels crowd the waterfront. Walking through the busy streets, the islanders regard you curiously as you pass and you realise you must be quite an unusual sight.

Heading up a sloped street as the sun begins to set, you pass a large church. Outside is a jovial-looking priest tending to a small vegetable plot who introduces himself as Father Jorge. At your mention of missing ranchers, he sets down his tools and regards you frankly.

"I came to this island twenty years ago, to spread the Word, and since then I've learned an awful lot about this island and her people. They are good folk, simple perhaps, but this is not their doing. Now, they will tell you that this is supernatural forces at work, that strange creatures roam the island and the Hanau Eepe have come back to claim their due. However, this is no devil-work, mark my words. I suspect sheep rustlers, or perhaps some ploy to scare away tourists and lower land prices. In my experience, there is always a logical explanation for these things." His smile is warm but his eyes distant.

"Be careful whilst you are in town at this time. When the military decided to sieze the grazing land, the locals were placed under a strict 9 o'clock curfew. Anyone caught outside after then will be dealt with severely by Pereira himself."

Bidding the priest farewell, you head down into the village as the night begins to draw in.

- ☉ Record in your campaign log that we arrived at Rapa Nui via Supply Ship.
- ☉ Each investigator may choose to either heal 1 physical trauma, heal 1 mental trauma or earn 1 experience from the voyage.
- ☉ Proceed to **Setup**.

Chartered Vessel: *The cross-country train takes several days, before you emerge into the busy streets of San Francisco. After heading to the docks and speaking to the captain of the waiting ship, you load up your supplies and set a course for the island.*

The journey is long and arduous, with cramped quarters and choppy seas. Day and night the crew work to keep the ship on course and under steam as the vessel surges through the waters towards your destination. After several weeks travel the island slowly appears over the horizon, a series of green peaks emerging from the shining blue Pacific. As you approach you pass several vessels flying flags of the Chilean Navy, including a large, if outdated, cruiser marked as the "O'Higgins". Dropping anchor off the coast, you transfer to a smaller boat and soon make landfall on the beach, gathering your belongings as you disembark. Trudging up the sandy shore, you are greeted by a group of uniformed soldiers with rifles held casually, but firmly.

"Welcome to Isla de Pascua, Sanford. I have a warrant here for the arrest of you and your associates. Please, come with me." Despite your protestations the Corporal will not entertain the idea that you are not Sanford, or at least in league with him and his allies. Eyeing their weapons, you have little choice but to allow the men to place manacles around your wrists and to lead you to their waiting car.

After a short journey you arrive at the headquarters of the Chilean military. Leading you past barracks and training grounds, the soldiers usher you into a large office marked 'Capitan Pereira'. Sat behind a neat desk is a distinguished military man, greying but with piercing eyes. He looks up as you arrive. "Apologies for the way you have been brought here, however we must ascertain who you are without room for error. You have passports and visas?" His manner is brusque and efficient.

After thoroughly checking your paperwork he seems to relax somewhat, nodding to a waiting soldier to undo your handcuffs. "The men have standing orders to arrest anyone arriving via their own ship as a possible accomplice of Sanford. This is highly unusual you understand, as most come to the island via the Supply Ship.

At the moment, we cannot take any chances. Your arrival, given the recent disappearances here and the Sanford affair, seems too well timed to be mere coincidence. So, tell me, what are you doing on my island?"

- ☉ Record in your Campaign Log that we arrived at Rapa Nui via a Chartered Ship.
- ☉ If any investigator has the **Reporter**, **Performer** or **Artist** trait, proceed to **Friends in High Places**.
- ☉ If no investigator has the **Reporter**, **Performer** or **Artist** trait, check the Campaign Log. If the *Silver Twilight* are no longer in operation in Arkham or *Look to the Future* has ceased operations proceed to **A Convincing Tale**.
- ☉ Otherwise, proceed to **Confined at the Base**.

Friends in High Places: *As you begin to describe your struggles against the monstrous evil of Sanford and his followers with your usual flair, a change comes over Pereira.*

"I thought I recognised your name. I should say that before the recent troubles there was little activity here requiring my attention, and so I have taken to reading and appreciating the arts to fill my time. I have enjoyed several of your works, but never did I think I would meet you in person! Apologies, please, go on." He listens with rapt attention as you continue your tale.



You carefully excise the most unbelievable elements, but ensure that you highlight the immense threat posed by the Twilight.

"It is good that you have come, knowing what you do. Recently we have experienced several unexplained disappearances. Firstly ranchers at night, then members of an archeological dig examining the statues here. I have had my men on patrol, but all they report is superstitious nonsense. Will you help investigate these occurrences, on my behalf?" The Governor does not wait for an answer, but motions to several waiting men to fetch your belongings as you begin your preparations to explore the island.

☞ Record in your Campaign Log that we were asked to investigate by Pereira. Proceed to **Setup**.

A Convincing Tale: As you describe your struggles against the monstrous evil of Sanford and his followers, Pereira listens intently. You judge it would be best to leave out the more lurid elements of your adventures, however you focus on the twisted motives and foul crimes committed by the cult. At your mention of the organisation you helped overthrow, Pereira stops you.

"I must corroborate this part of your story. We have detailed files on Sanford and his allies and I am sure that this will be mentioned." After several hours of examination, interspersed with poring over newspaper clippings and accumulated paper files, he is finally satisfied.

"It is good that you have come, knowing what you do. Recently we have experienced several unexplained disappearances. Firstly ranchers at night, then members of an archeological dig examining the statues here. I have had my men on patrol, but all they report is superstitious nonsense. Will you help investigate these occurrences on my behalf?"

Nodding your assent, you almost sigh with relief as the Governor motions to several waiting men to fetch your belongings.

☞ Record in your Campaign Log that we spent several hours at the Military Base. Proceed to **Setup**.

Confined at the Base: As you describe your struggles against the monstrous evil of Sanford and his followers, Pereira listens intently. You judge it would be best to avoid the more lurid elements of your adventures, instead focusing on the twisted motives and foul crimes committed by the cult. As you describe one of the more extreme encounters, Pereira stops you.

"I am sorry, but your story sounds like a fantasy. We have detailed files on Sanford and his allies and there is no mention of half of the things you claim." After hours of examination, interspersed with poring over piles of newspaper clippings, he calls a halt to the proceedings.

"There have been many oddities occurring recently. The whereabouts of the murderer Carl Sanford are unknown, then the unexplained disappearances of several ranchers and archaeologists. Where you fit into this I do not yet know, but your involvement is clear. You must wait here while we finish our investigations, and only once we are fully convinced will you be free to leave." Several days later you are finally released, gathering your belongings as you finally prepare to explore the ancient island.

☞ Record in your Campaign Log that we were detained at the Military Base.

☞ When drawing opening hands during this scenario, the investigators cannot take a mulligan. Proceed to **Setup**.



Setup

- ② Gather all cards from the following encounter sets: *Watchers of Rapa Nui*, *Chilling Cold*, *Dark Cult*, *Despair*, *Daytime*, *Nighttime*, *Darkness*, *Deep Hunters*, *Agents of Cthulhu* and *Warriors of the Deep*. These sets are indicated by the icons:



- Set the following cards aside, out of play: Tale of the Priest, Noa Stone, each copy of Sea Eagle, each copy of Evidence, each copy of Empowered Maoi, each copy of Rongorongo Tablet, Moto Nui, Loathsome Shantak, Dimensional Shambler, The Crawling One, The Monolith.



- Put Hanga Roa Village, Puna Pau, Maoi Slopes, Terevaka, Chilean Military Base, Rano Raraku, Orongo Cliffs & Ranu Kau into play.

- Check Campaign Log. If you arrived at Rapa Nui via Airship each investigator begins play in Puna Pau. If you arrived at Rapa Nui via Supply Ship, each investigator begins play in Hanga Roa Village. If you arrived at Rapa Nui via Chartered Ship, each investigator begins play in Chilean Military Base

- ☞ **Check Campaign Log.** If you arrived at Rapa Nui via Supply Ship, search the chaos bag for the token with the highest numerical value and seal it on the starting agenda. Place 1 doom on the starting agenda. Each investigator begins play with 1 clue from the token pool.

- ② **Check Campaign Log.** If you were detained at the Military Base or you spent several hours at the Military Base, place 1 doom on the starting agenda.

- Put the Day/Night Card into play. Check the Campaign Log. If you arrived at Rapa Nui via *Airship* or you arrived at Rapa Nui via a *Chartered Ship*, begin play with the Day side face up. If you arrived at Rapa Nui via *Supply Ship*, begin play with the Night side face up. Activate any **Forced** abilities immediately.

- ② Check the Chaos Bag. If there are 3 or more  tokens in the bag, remove one for the remainder of the campaign and replace it with a  token.

- ☞ Check the current *Disruption Level*. If it is 10 or more, add the set aside Dimensional Shambler to the Night Deck. If it is 13 or more, add the set aside Loathsome Shantak to the Night Deck. If it is 16 or more, search the chaos bag for the token with the highest numerical value and seal it on the starting agenda.

- Check the current *Disruption Level*. If it is 8 or less, the cult has had time to infiltrate the island. Shuffle the *Dark Cult & Daytime* encounter sets to form the Day encounter deck and return the *Despair* encounter set to the collection. Otherwise, shuffle the *Despair & Daytime* encounter sets to form the Day encounter deck and return the *Dark Cult* encounter set to the collection. These sets are indicated by the following icons:



- ② Shuffle the *Chilling Cold*, *Nighttime*, *Darkness*, *Deep Hunters*, *Agents of Cthulhu* & *Warriors of the Deep* encounter sets to form the Night encounter deck. These sets are indicated by the following icons:



Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

- ② Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .

- *We arrived at Rapa Nui via Airship.*

- Ⓒ The Disruption Level is 12.

Two Paths

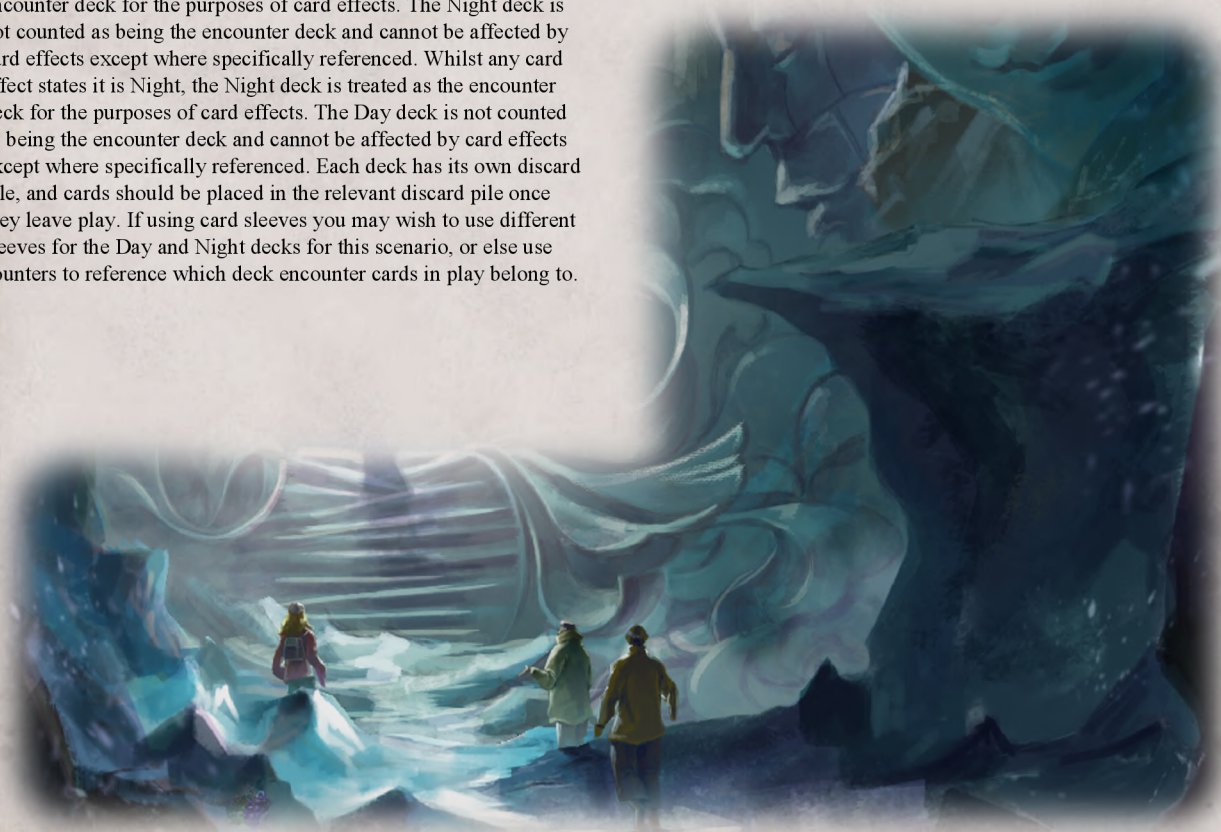
This scenario contains two different act decks — an “a/b” deck, and a “c/d” deck. Each of these act decks is constructed separately, in numerical order, as usual. During the course of this scenario, both of these act decks will be in play, and players may choose which acts to pursue and which to ignore. The text of both acts is considered active at all times. You may need to choose which leads you wish to pursue as both paths may lead you down differing routes to victory.

This scenario also contains two different Encounter decks — a Day deck and a Night deck.

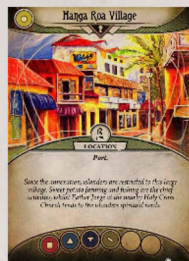
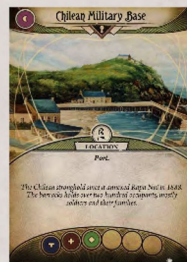
Whilst any card effect states it is Day, the Day deck is treated as the encounter deck for the purposes of card effects. The Night deck is not counted as being the encounter deck and cannot be affected by card effects except where specifically referenced. Whilst any card effect states it is Night, the Night deck is treated as the encounter deck for the purposes of card effects. The Day deck is not counted as being the encounter deck and cannot be affected by card effects except where specifically referenced. Each deck has its own discard pile, and cards should be placed in the relevant discard pile once they leave play. If using card sleeves you may wish to use different sleeves for the Day and Night decks for this scenario, or else use counters to reference which deck encounter cards in play belong to.

The Day/Night Card

The Day/Night card is a special two-sided card which begins in play. It cannot be affected by player card effects and can only be flipped when instructed by an encounter card. The effects of the card are immediate and should be applied as soon as the card is flipped.



Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): If Star-Spawn is in play, go to **Resolution 4**.

Otherwise, read the following: *After your encounter, you flee in a panic until you reach the sanctuary of the Holy Cross Church outside Hanga Roa village. Inside stands Father Jorge, concern etched into his face as you collapse on the threshold.*

Over the next few days he tends to you, nursing you back to health as he informs you of a series of odd occurrences with mounting concern. Further disappearances plague the island and strange lights are seen on the mountainside. You vow to continue your investigations as soon as you feel well enough.

Leaving the church some days later, dark clouds are gathering overhead. In the deepening twilight you notice several of the Maoi on the nearby slopes glowing unnaturally, as shivers run down your spine. As you watch, the glow momentarily becomes a shining beam that converges from all corners of the island and touches a strange roiling cloud that seems to separate from

the other clouds. Writhing and twisting, the cloud shifts from dark grey, to sickly green, to corpse white, before splitting into smaller sections as it breaks up into a thousand pieces, each fleeing to all the corners of the sky. After a few moments, the clouds dissipate and everything is as it was, however you cannot shake the feeling that something terrible has been allowed into the world. At the back of your mind a nagging thought persists. You have seen no sign of Sanford or his allies that fled from Chile. What schemes is he enacting even now?

- ❷ Record in the Campaign Log that we failed to stop the ritual on Rapa Nui. If there are any ▲ tokens in the chaos bag, remove one for the remainder of the campaign and replace it with a ♣ token.
- ❸ Remove all copies of Stone of Noa and Giant Sea Eagle from each deck and return them to the collection.
- ❹ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 1: *Once you recover from the sound and the light both have died away, leaving only a blackened pile of molten, smoking rock where the blasphemous thing once stood. The strange living smoke has dissipated and the cave is eerily silent as you stagger through the darkness back to the surface.*

Emerging from the accursed cave you see several of the misshapen Moai have crumbled into rubble on the slopes. Whatever dark force was animating them has apparently been banished with the destruction of the idol. Over the next few days there are no further disappearances and no reports of strange occurrences on the mountain slopes. Returning to the Orongo cliffs, you climb once again to the guano-covered cave entrance. A wry smile splits the old priest's face as you enter. "Well well, I didn't think you'd actually manage it. Perhaps I underestimated you. With the statue gone it seems the Hanau Eepe have no more use for the island, and hopefully this time they should not return." His wizened eyes twinkle in the half-light as he continues.

"I suppose I should give you some token for this service. Though, it seems we were merely a smaller part of whatever grand scheme you are already wrapped up in. Were I a younger man I would perhaps join you, but my days of confronting evil directly are behind me I fear. Here, take these Rongorongo tablets. They were inscribed by the first Tangata-Manu himself, and have great protective power against the unnatural."



The tablets are wooden and inscribed with delicate glyphs representing strange animals and manlike beings. Turning one over in your hand you feel a tingling in your fingertips. You thank the old priest, make your farewells and begin the arduous journey back to the village, a nagging thought at the back of your mind. You have seen no sign of Sanford or his allies that set sail from Chile. If they were not headed to Rapa Nui, then where are they?

- ☉ Record in the Campaign Log that we destroyed the Monolith.
- ☉ If there are no clues on the Cave of Evil, check the Campaign Log. If you have no pieces of the R'lyeh disk, a golden disk fragment is found in the cave after the destruction of the statue. Record in the Campaign Log that we have 1 piece of the R'lyeh Disk.
- ☉ Remove all copies of Stone of Noa and Giant Sea Eagle from each deck and return them to the collection.
- ☉ Each investigator may add a copy of Rongorongo Tablet to their deck. This card does not count toward deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2: Explosions surge through the cave system, collapsing the tunnels and chambers. Inhuman screams are lost beneath the roar of the flames, the fish-frog creatures quickly trapped beneath the falling rubble. Those few that manage to escape are quickly caught and dealt with by the patrols monitoring the exit caves.

Over the next few days there are no further disappearances and no reports of strange occurrences on the mountain slopes. As soldiers comb the hills for any solitary creatures that escaped the destruction, you head back to the base to meet with Pereira.

"Thankyou, without your efforts these... things would have operated unseen on our island for who knows how long. What they are or how they came to be here I cannot fathom, but it seems we have foiled their plans, for now at least. You have a greater understanding of this than I do, so tell me, what do you think is going on?"

With the governor now willing to believe your claims, you explain the events of the last few weeks, leaving nothing out. His eyebrows raise at several points, but he holds his tongue until your story is complete.

"A week ago I would have called you mad and had you thrown off the island. Now, having seen the proof with my own eyes, I cannot stand by whilst this threat grows. I will have our Cruiser, the O'Higgins, made ready for transportation wherever you desire. She may be an old ship, but she's the fastest we have and I can vouch that her guns still work."

Realising you have seen no sign of Sanford or his allies that set sail from Chile, you fear the worst. What schemes is he enacting even now?

- ☉ Record in the Campaign Log that we destroyed the Deep One cavern.
- ☉ Remove all copies of Stone of Noa and Giant Sea Eagle from each deck and return them to the collection.
- ☉ Check the number of clues recorded on Deep One Cavern at the end of the scenario:

◆ 0 Clues: Record in the Campaign Log that all of the kidnapped victims were saved. Increase the Disruption Level by 2 and each investigator earns 2 additional experience. Check the Campaign Log. If you have no pieces of the R'lyeh disk listed, a golden disk fragment is found in the caves before the charges are detonated. Record in the Campaign Log that we have 1 piece of the R'lyeh Disk.

◆ 1 to 1♣ Clues: Record in the Campaign Log that most of the kidnapped victims were saved. Increase the Disruption Level by 1. Each investigator earns 1 additional experience.

◆ Between 1♣ and 2♣ Clues: Record in the Campaign Log that some of the kidnapped victims were saved, but many were not. There are no additional effects.

◆ 2♣ or more Clues: Record in the Campaign Log that most of the kidnapped victims perished in the blast. Each surviving investigator suffers 1 mental trauma as they are haunted by the faces of those they failed to save, and earns 1 fewer experience for this scenario.

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

Resolution 3: You drive the titan Thing from the stars back once more, your attacks causing it to recoil for just a moment. While thus far you have been able to limit the destruction to the less populated areas, you cannot hold it off forever. As the sea spray from the churning ocean mixes with the driving rain you look up to see a massive, flabby claw outstretched towards a terrified crowd huddled in a small yard. Suddenly the mountainous eldritch horror is lit from behind, shadows appearing in stark contrast to the bright flashes that erupt from the thing.

A second later the sound hits you, a booming series of explosions as the creature sways drunkenly. Behind it, you see in the open ocean a large warship, its broadsides flashing as the cannons are brought to bear on the monstrous being. The explosions continue to burst across the creature as it turns ponderously towards the new threat, facial tentacles twitching and writhing as the water swells around the bloated form. Seizing your opportunity you begin your assault once more, redoubling your efforts. Caught between two assailants the thing seems to hesitate for a second, as if unsure which to deal with first.



As it flounders, you see the warship turn and begin to head directly for the creature. Reaching full speed it seems to glide through the water, the prow carving the waves apart as it surges towards its target.

For a moment it seems the Thing might avoid the oncoming danger. Seeing this, you time a single strike, driving it home with all of your effort. The Titan recoils, drawing back into the path of the steel-hulled vessel, which drives straight on into the blasphemous form. At first it absorbs the oncoming metal frame in its plasticity, until some breaking point is reached and finally the creature is rent asunder by the driving force. Bursting like an overfull bladder, the creature tears apart with a sound you cannot describe and would not dare try.

The warship continues forward as the monstrous spawn of the stars seems to explode into a boiling, seething mass, churning the ocean as the gleaming prow emerges from the horror. As you watch, the roiling mass sinks below the waves, returning to whatever hell-pit it emerged from. As the vessel slows and comes to halt there is no further sound but the pouring rain. You wait and watch for any sign of the thing emerging from the water, but the inky blackness remains still. After what seems like an age, you realise that the danger is finally over.

A few days later and the rebuilding operation is underway, soldiers drafted to construct temporary homes for those left without anywhere to go. Word of your efforts has spread and you are greeted by smiling faces as you assist in the cleanup. A short time later you are summoned to see the Governor.

"Thankyou, without your efforts I have been told the devastation would be even greater than we have suffered. I don't know what that thing was, or how I will explain this to my superiors, but you have my gratitude. Now, you seem to have a greater understanding of this than I do, so tell me, what the hell do you think is going on?"

With Capitan Pereira now willing to believe your claims, you explain the events of the last few weeks, leaving nothing out. His eyebrows raise at several points, but he holds his tongue until your story is complete. "A week ago I would have called you mad and had you thrown off the island. Now, having seen the proof with my own eyes, I cannot stand by whilst this threat grows. I will have our Cruiser, the O'Higgins, made ready for transportation wherever you desire. She may be an old ship, but you have already seen she can handle herself."

Realising you have seen no sign of Sanford or his allies that set sail from Chile, you fear the worst. What schemes is he enacting even now?

- ② Record in the Campaign Log that we saved Hanga Roa village and increase the Disruption Level by 2. Each investigator earns 2 additional experience for defeating the spawn of the stars.
- ② Each **Warden** investigator earns an additional 1 experience for defending the village from certain doom.
- ② Remove all copies of Stone of Noa and Giant Sea Eagle from each deck and return them to the collection.
- ② Each investigator earns experience equal to the Victory X value of each card in the victory display.

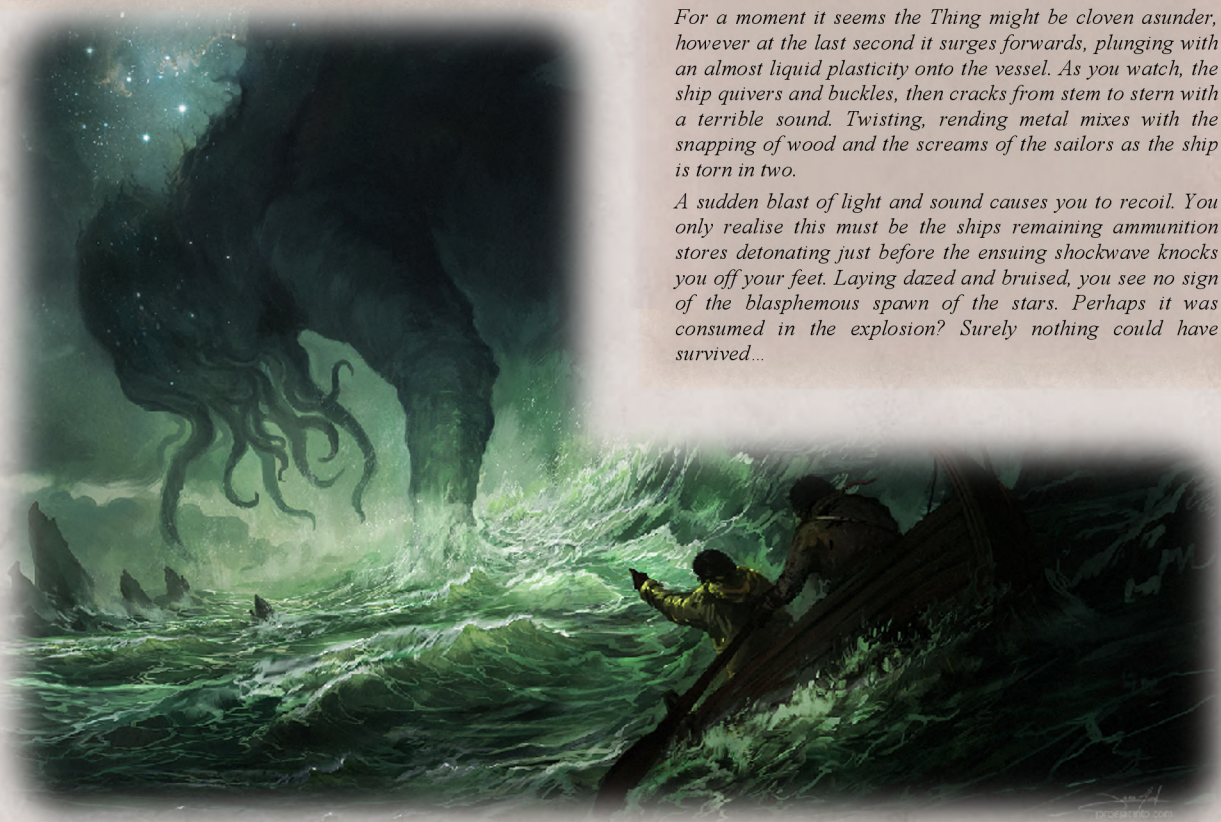
Resolution 4:

Suddenly, the mountainous eldritch horror is lit from behind, shadows appearing in stark contrast to the bright flashes that erupt across its huge back. A second later the sound hits you, a booming series of explosions as the creature sways drunkenly. Behind it you see in the open ocean the large Chilean warship that has been anchored off-shore, its broadsides flashing as cannons are brought to bear.

Explosions continue to burst around the creature as it turns ponderously towards the new threat, facial tentacles twitching and writhing as the water swells around the bloated form. You see the vessel turn and begin to head directly for the creature. Reaching full speed it seems to glide through the water, the prow carving the waves apart as it surges towards its target.

For a moment it seems the Thing might be cloven asunder, however at the last second it surges forwards, plunging with an almost liquid plasticity onto the vessel. As you watch, the ship quivers and buckles, then cracks from stem to stern with a terrible sound. Twisting, rending metal mixes with the snapping of wood and the screams of the sailors as the ship is torn in two.



A sudden blast of light and sound causes you to recoil. You only realise this must be the ships remaining ammunition stores detonating just before the ensuing shockwave knocks you off your feet. Laying dazed and bruised, you see no sign of the blasphemous spawn of the stars. Perhaps it was consumed in the explosion? Surely nothing could have survived...



Then, illuminated by a single flash of lightning, you see the monstrous form once more rising from the waves. Realising there is nothing more you can do, you turn and flee through the rubble as the creature continues to lay waste to the village. The sounds of destruction slowly fade as you make your way into the hills, and find a place to wait out the night.

As first light spills over the peak of Ramu Kau the scale of the disaster becomes clear. The village has been entirely levelled, the church now a broken ruin. A few scattered buildings remain amongst the debris. The majority of the people are simply... gone.

As you help the survivors in the morning half-light you notice something that sends shivers running down your spine. Several of the Maoi on the nearby slopes have begun to glow unnaturally, growing brighter with each minute. As you watch, the glow momentarily becomes a shining beam that converges from all corners of the island and touches a strange roiling cloud that has appeared from the clear sky. Writhing and twisting, this cloudlike mass shifts from dark grey, to sickly green, to corpse white, before splitting and breaking up into a thousand pieces, which flee across all the corners of the sky. After a few minutes, the cloud has dissipated and the Maoi have returned to simple inert carven statues. There is no sign that anything is amiss, however you cannot shake the feeling that something terrible has been allowed into the world. As you ponder the ramifications of this event, you realise you have seen no sign of Sanford or his allies that set sail from Chile. What schemes is he enacting even now?

- ☉ Record in the Campaign Log that *Hanga Roa* village was destroyed. If there are any  tokens in the chaos bag, remove one for the remainder of the campaign and replace it with a  token.
- ☉ Remove all copies of *Stone of Noa* and *Giant Sea Eagle* from each deck and return them to the collection.
- ☉ Each investigator that was not defeated suffers 1 mental or physical trauma from the events of the night.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Interlude III: Dreams in the Deep

In order, read each of the following sections:

Chilling News: *The next day a seemingly innocent piece of news reaches your ears that chills the blood in your veins. Chilean Navy seismographs report underwater activity to the South, a sea quake of massive proportions. The dispatch notes excitedly that this may even soon herald the raising of a new island, with much pontificating on the political and colonial implications of this new territory.*

As you read, a sense of sinking terror comes over you. Sanford and the rest of the Twilight must surely be there already, the schemes of the cult now close at hand. With the Dread Island rising, they will open the tomb-prison and release their star-born High-Priest to plunge between worlds once more. The rest of the day is spent gathering information on the readings, triangulating the position of the quake until you have pinpointed the area the rising will occur.

That night as you sleep, a strange and unsettling dream fills your midnight hours. Visions of a sunken realm brought shudderingly into the light after long aeons, of green-caked titan masonry and endless vaults filled with indescribable horror. Throughout you hear a ceaseless, half-mental repeated rhythm that scrapes at your senses: "Cthulhu... fhtagn."

If any investigator has the **Dreamer** or **Clairvoyant** trait, one such investigator reads **Master of Dreams**.

Otherwise read **Vision of Horror**.

Master of Dreams: *As an experienced Dreamer, you are quickly able to block out the mental assault and try to get your bearings. The unnatural geometry of the place almost overwhelms you, but you manage to explore the city as best you are able. After wandering through the dreamscape for what seems like hours, you begin to feel a tugging from the rows of vaults below you. Something is lurking within, straining to be free, malignant and brooding. As the tugging becomes a whirlpool vortex you force yourself to leave the dream realm, and you awaken to sweat-soaked sheets in the quiet darkness.*

☞ During this scenario, play with the top card of the Exploration deck revealed.

Vision of Horror: *The mental assault combined with the unnatural geometry of the place quickly overwhelms you. Panicking, you flee through the nightmare cityscape of tilting spires for what seems like hours, until you feel a tugging from the rows of vaults below you. Something is lurking within, straining to be free, malignant and brooding. As the tugging becomes a whirlpool vortex you can't escape, you are dragged downwards and into darkness...*

When you return to consciousness, your mind recoils at the memory. Something was waiting there, in the dark, and your blood runs cold as you contemplate your next move.

☞ The investigators must decide (choose one):

- ◆ Each investigator takes 1 Mental Trauma.
- ◆ Add 1 ☠ token to the chaos bag.

Scenario VII: The Rise of R'lyeh

Check Campaign Log. If you destroyed the Monolith or you failed to stop the ritual on Rapa Nui, read **Intro 1**.

If you destroyed the Deep One Cavern or you saved Hanga Roa village, read **Intro 2**.

If Hanga Roa village was destroyed, read **Intro 3**.

Intro 1: Following the reports of underwater seismic activity and your strange dreams, you know that you have no time to waste. With the dread island rising the plans of the cult will soon reach fruition.

Asking around in Hanga Roa, you hire a small fishing vessel able to make the journey. The next few hours pass in a blur as you gather supplies and chart a course to where the seismic readings are strongest. Before you embark, you pause for a moment on the beach of this island paradise, surrounded by the bustle of everyday human life. You almost convince yourself that the events of the past few weeks have been a fantasy, a fevered nightmare from which you may soon awaken. Deep down however, you understand the terrible reality.

As you set off in your small vessel, you steel yourself against the realisation that you may never return, whether or not your mission is a success. Arrayed against you are the entirety of an age-old cult, in addition to whatever horrors inhabit the newly-risen necropolis. But if not you, who else?

🌀 Proceed to **Intro 4**.

Intro 2: Following the reports of underwater seismic activity and your strange dreams, you know that you have no time to waste. With the dread island rising the plans of the cult will soon reach fruition. Convening with Pereira, he reviews the reports you have gathered.

"It seems your prediction regarding the raising of an island has come true. Given what we have seen here, I cannot doubt your statements regarding the possible ramifications of this. I have made the O'Higgins ready for immediate travel, with as many men as I can muster. I only pray it will be enough."

The armoured cruiser sits majestically in the water, its massive hull dwarfing the smaller naval and fishing vessels that surround it. For all its impressive size and arsenal you feel a sense of powerlessness when your thoughts turn to the forces arrayed against you. As the cruiser sets a course for the newly-risen corpse-city you stand on the deck, watching the paradise island of Rapa Nui slowly recede from view until you are surrounded only by the deep ocean.

🌀 Proceed to **Intro 5**.



© Richard

Intro 3: Following the reports of underwater seismic activity and your strange dreams, you know that you have no time to waste. With the dread island rising the plans of the cult will soon reach fruition.

Searching the ruins of Hanga Roa, you find an abandoned fishing boat that somehow escaped the destruction, its owner nowhere to be found. Loading it with supplies, you chart a course for the position where the seismic readings are strongest. Before embarking, you sit for a moment amongst the shattered remains of the village. Here you have had a small taste of the destruction that would be wrought should the Twilight succeed in their goals. You promise yourself you won't let that happen.

As you set off in your small vessel, you steel yourself against the realisation that you may never return, whether or not your mission is a success. Arrayed against you are the entirety of an age-old cult, in addition to whatever horrors inhabit the risen necropolis. Your only hope lies in avoiding the attention of the Twilight until you can complete your task and find a way to disrupt whatever foul sorcery has dragged R'lyeh from the depths.

☉ Proceed to **Intro 4**.

Intro 4: On the approach to the area of sea indicated by the seismographs you obsessively review your notes. Disrupting the ritual used to drag R'lyeh from the depths before the stars are quite right will require you to first find a particular blue stone pillar. There you will act as a fulcrum to alter the strange geometry keeping R'lyeh from its rightful place in the depths. To find the pillar you will need to triangulate from several key locations mentioned in the Cthaat Aquadingen, however you fear three dimensional thinking will be of limited use.

The cult will no doubt be present in force, over a hundred individuals if the reports from Chile can be believed, along with Sanford himself. Considering the horrors present in that accursed place, remaining unseen for as long as possible seems your best chance at survival.

You emerge onto the deck to a dread phantasm visible through the sea mist. A tangle of spires and pillars emerging from the water, or lying parallel with it, or seeming to protrude into it, for it is impossible to discern. Titanic structures built to no earthly geometry lie half submerged in the dark water. You are struck by a profound sense of alienation, a feeling you are intruding on something never meant for human eyes or senses. This must be it, your ultimate goal. Home of titans, the object of your nightmares, a fragment of some alien world sprouting forth from the earth like a tumour.

R'lyeh.

Guiding your small boat into the oily shallows, you peer into the blackened water fearing some submerged spire will snag your hull and tear the vessel asunder. You soon spot a likely landing spot, oozy blocks emerging from the sea covered with seaweed, silt and slime. Obviously the island has only been above water for a few hours. You beach the boat on one of the titanic blocks as the stench of the sea floor assaults your nostrils. Gingerly, you step off the deck and onto the alien shore...

☉ Record in your Campaign Log that we are attempting to infiltrate R'lyeh unseen. Proceed to **Setup**.

Intro 5: As the warship powers towards the location indicated by the seismographs, you once again go over the plan with the captain. Disrupting the ritual used to drag R'lyeh from the depths before the stars are quite right will require disrupting the strange geometry keeping R'lyeh from its rightful place in the depths. Locating the locus of power will no doubt be difficult, given the alien nature of the dread city. The cult will be present in force, over a hundred individuals if the reports from Chile can be believed, along with Sanford himself.

"So, the O'Higgins is to lay down a covering bombardment, whilst the men head to shore in landing boats to carry out the assault. You, on the other hand, have requested a few of my best men to help you find and interrogate this list of key cult members. I don't pretend to know how you plan to sink a whole island, but we can try to give you the best shot at it."

You emerge onto the deck to a vision of horror through the sea mist. A tangle of spires and pillars emerging from the water, or lying parallel with it, or seeming to protrude into it, for it is impossible to discern. Titanic structures built to no earthly geometry lie half submerged in the dark water. You are struck by a profound sense of alienation, a feeling you are intruding on something never meant for human eyes or senses. This must be it, your ultimate goal. Home of titans, the object of your nightmares, a fragment of some alien world sprouting forth from the earth like a tumour. The ancient city of R'lyeh.

As the warship surges through the water you head to the landing craft. Climbing into the small vessel, the first round of bombardment begins. A sudden roar from the cannons causes you to duck your head. In the distance fiery blossoms explode on a tilted pillar, causing the eldritch masonry to splinter and crack. You look around at the sailors in your boat, apprehension and fear etched into their faces. Around you other landing craft are beginning their approach to the accursed island. The assault on R'lyeh has begun.

☉ Record in your Campaign Log that we are assaulting R'lyeh. Proceed to **Setup**.

Setup

- ② Gather all cards from the following encounter sets: *Rise of R'lyeh*, *Lodge Members*, *Ancient Evils*, *Dread City* & *Agents of Cthulhu*. These sets are indicated by the following icons:



- ② Check Campaign Log:

- ◆ If you are attempting to infiltrate *R'lyeh unseen*, also gather the *Unnatural Geometry* and *Deep Hunters* encounter sets, indicated by these icons:



- ◆ If you are assaulting *R'lyeh*, also gather the *Bombardment* and *Warriors of the Deep* encounter sets, indicated by these icons:



- ② Set Carl Sanford aside, out of play.

- ② Check the Campaign Log:

- ◆ If you are attempting to infiltrate *R'lyeh unseen*, remove the following from the Act deck:

Act 1a 'Assault on R'lyeh', Act 2a 'Behead the Hydra'

- ◆ If you are assaulting *R'lyeh*, remove the following from the Act deck:

Act 1a 'Explore the City', Act 2a 'Finding the Pillar'

- ② Put *Sunken Shore* into play. Each investigator begins play in *Sunken Shore*.

- ② Check the Campaign Log. If you are assaulting *R'lyeh* each investigator begins the scenario with a copy of *Naval Rating* in play. Return any unused copies to the collection.

- ② Create the Cult Leader Deck. Firstly, add one copy of *Keeper of the Silver Gate* to the deck. Then check the Campaign Log:

- ◆ If *John Scott* no longer troubles us, add one additional copy of *Keeper of the Silver Gate*. Otherwise, add *John Scott - Resurrected Lord of the Twilight* to the deck.

- ◆ Then, if *Anne Chantraine* no longer troubles us, add one additional copy of *Keeper of the Silver Gate*. Otherwise, add *Anne Chantraine - Something Wicked* to the deck.

- ◆ Then, if you destroyed the *Monolith* or *Deep One cavern*, add one additional copy of *Keeper of the Silver Gate*. Otherwise, add *Crawling One - Awakened the Watchers* to the deck.

- ◆ Shuffle the deck of 4 cards and return any unused copies of *Keeper of the Silver Gate*, *John Scott*, *Anne Chantraine* or *Crawling One* to the collection. Whenever a card requires you to spawn a *Cult Leader*, draw the top card of this deck.

- ② Create the exploration deck. This is done by taking each single-sided location and shuffling them together, along with 1 copy of the *Abnormal Angles* encounter card. If there are 3 or more investigators, add 1 additional copy of the *Abnormal Angles* encounter card to the exploration deck. Return any unused copies of *Abnormal Angles* to the collection.

- ② Check the Campaign Log for the *Disruption Level*.

- ◆ If it is **10 or lower**, the Order has not begun the main ritual. Return the *Ancient Evils* encounter set to the collection.

- ◆ If it is **14 or lower** you are able to scout the area. Put *Vast Carven Wall* and *Cyclopean Tower* into play.

- ◆ If it is **18 or higher** the cult have left a guardian to deal with you as they head to the tomb. Shuffle *Knight of the Outer Void* into the Exploration deck.

- ◆ If it is **22 or higher**, also shuffle all three copies of *Lodge Neophyte* into the Exploration deck.

- ◆ If it is **26 or higher** you have been a major thorn in the side of Carl Sanford and he has decided to deal with you... personally! Shuffle Carl Sanford into the Exploration deck.

- ② For the duration of this scenario, the following additional rule applies:

Forced – After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.

- ② Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

- (C) Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, -4, ♠, ♣, ♥, ▲, ☀, ☾,
✴.
- (C) Choose One:
- ◆ We are attempting to infiltrate R'lyeh unseen.
 - ◆ We are assaulting R'lyeh.
- (C) Anne Chantraine no longer troubles us
- (C) We destroyed the Monolith
- (C) The Disruption Level is 16.



DO NOT READ
until the end of the scenario

Before resolving any other resolution, if at least one investigator resigned or was defeated:

Read **Investigator Resigned** or **Investigator Defeat** first.

Investigator Resigned: *Clambering over the strangely-angled blocks and back to your small boat, you cast off and desperately paddle away. As the nightmare city recedes into the mist, you are wracked with a terrible guilt.*

- ☞ Each resigning investigator suffers 2 Mental Trauma.
- ☞ Each investigator that resigned has left the campaign and plays no further part in it. Treat this as Killed for the purposes of starting a new investigator.
- ☞ If all investigators resigned, record in the Campaign Log that *we allowed the Silver Twilight to awaken Cthulhu and subjugate the earth*. The investigators lose the campaign.

Investigator Defeat: *You flee through the nightmare city in a panic, the strange geometry and unnatural structures warping and confounding all sense of direction or spatial awareness. Soon you are hopelessly lost, collapsing against a stinking, slime-coated block in despair.*

- ❷ Record in the Campaign Log that *(each defeated investigator)* is lost in R'lyeh.
 ❸ If all investigators were defeated read **Resolution 2**.

Resolution 1 (each resigning or defeated investigator should resolve the appropriate resolution first): Standing atop the pillar you look across the hellish island to the necropolis beyond, the tangle of spires warping and changing as your perspective alters. With a shudder you begin the ritual to send R'lyeh back below the waves, forming semi-geometric patterns and odd syllables until you feel the pillar shake as a great rumble rocks the island. The chanting and praying of the assembled cult falters for a second, before the exhortations of their leaders spurs them to continue. For several minutes you are locked in a contest of wills, some unseen energy almost palpable between your small group and the cavoring, braying mass arrayed around the necropolis. Finally, the strange force collapses as the island shakes once more. The unified chanting

of the crowd dissolves into a cacophony of cries and shouts. Confident that the first part of the ritual is complete, you hurriedly begin to prepare the remaining tasks. However, a terrible realisation catches you as you look across at the panicked mass. Watching in horror, you see the great door slowly, almost imperceptibly begin to tilt. At first only a slight change is noticeable, however soon it is inescapable. As it tilts inwards, you see a yawning blackness within which seems almost solid, obscuring further vision. The gap widens until the cloud of darkness suddenly emerges, forming into winged shapes which flap languorously over the crowd of worshippers.

For a moment everything is silent, as the seething mass of cultists stands transfixed. Cowering atop the pillar you try to avert your eyes, but no human mind could resist the psychic force emerging from that aeons-old gateway. In shock you watch as out of the open doorway emerges the titanic horror. Larger than the aperture, its gelatinous immensity seems to squeeze and deform as it negotiates the entrance to its ancient prison. All your preparation and research has done nothing to inure you to the terrible reality of this Elder being, born before the earth was formed. As it slowly oozes through the opening, its worshippers begin to bray and cavort once more in sheer joy and terror. Uncaring, the Star-God wallows through the throng, its great bulk and slimy exterior crushing and suffocating the unfortunates in its path.

Suddenly a mental wave washes over you. Images and sounds of alien worlds, strange inhuman thoughts or waking dreams, polluting your mind like ink dropped into a clear glass of water. Great Cthulhu is free at last and humanity trembles.

- ☉ Record in the Campaign Log that we completed the first part of the ritual to sink R'lyeh.
- ☉ Each investigator searches the collection for a random basic **Madness** weakness and adds it to his or her deck for the remainder of the campaign.
- ☉ If Carl Sanford is in the victory display, record in your campaign log that *Carl Sanford no longer troubles us*.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.


Resolution 2 (each resigning or defeated investigator should resolve the appropriate resolution first): The chanting and praying of the assembled cult rises to a crescendo, the exhortations of their leaders spurring them into a frenzy. The cavorting, braying mass gathered around the tomb entrance erupt in frenzied shrieks as the time draws near.

Watching in horror, you see the great door to the necropolis slowly and imperceptibly begin to tilt. At first only a slight change is noticeable, however soon it is inescapable. As it tilts inwards, you see a yawning blackness within which seems almost solid, obscuring further vision. The gap widens until the cloud of darkness suddenly emerges, forming into winged shapes which flap languorously over the crowd of worshippers.

For a moment everything is silent, as the seething mass stand transfixed at the slowly opening portal. You try to avert your eyes, but no human mind could resist the psychic force emerging from that aeons-old necropolis. In shock you watch as out of the open doorway emerges the titan horror. Larger than the aperture, its gelatinous immensity seems to squeeze and deform as it negotiates the entrance to its ancient prison. All your preparation and research has done nothing to inure you to the terrible reality of this Elder being, born before the earth was formed. As it slowly oozes through the opening, its worshippers begin to shout and exult once more in sheer joy and terror. Uncaring, the Star-God wallows through the throng toward the city, its great bulk and slimy exterior crushing and suffocating the uncaring unfortunates in its path.

Suddenly a mental wave assaults you. Images and sounds of alien worlds, strange inhuman thoughts or waking dreams, pollute your mind like ink dropped into a clear glass of water. Great Cthulhu is free at last and humanity trembles.

- ☉ Record in the Campaign Log that we failed the first part of the ritual to sink R'lyeh.
- ☉ Each investigator searches the collection for a random basic **Madness** weakness and adds it to his or her deck for the remainder of the campaign.
- ☉ If Carl Sanford is in the victory display, record in your campaign log that *Carl Sanford no longer troubles us*.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Scenario VIII: Escape from R'lyeh

Check Campaign Log. If you are assaulting R'lyeh, read **Intro 1**.

Otherwise, if you completed the first part of the ritual to sink R'lyeh read **Intro 2**. If you failed the first part of the ritual to sink R'lyeh instead read **Intro 3**.

Intro 1: As a strange quiet descends, you notice something identifiable only in its absence - the guns of the O'Higgins have fallen silent. You wonder if the warship has fallen afoul of some seaborne monstrosity, or merely retreated to a safe distance. From your vantage point you catch a glimpse of a few soldiers fleeing to the boats, beset by horrors beyond imagining. It is clear you are now on your own, and you can only hope that you are able to complete the ritual and prevent the plans of the Twilight from coming to fruition.

Check Campaign Log. If you completed the first part of the ritual to sink R'lyeh proceed to **Intro 2**.

If you failed the first part of the ritual to sink R'lyeh instead proceed to **Intro 3**.

Intro 2: Atop the pillar you stand agape, transfixed by the monstrous entity as it strides through the city towards you. Entirely at home in this place of inhuman angles, it shifts in and out of view as it passes through and seemingly between the empty spaces of the city. The presence of the monstrous entity intrudes on your mind, the pressure of its alien dream-thoughts increasing as it approaches through the city it calls home. Fighting back overwhelming hopelessness and despair, you recount the final stages of the plan.

You will have to enter the nightmare city and alter the twisted geometry to create a counter-vibration to the geometric rites enacted by the Twilight. This will ensure the malign influence of the monstrosity is contained and refracted inwards until the tremors you can already feel beginning to wrack the island send it back below the waves. Fumbling in your pockets you pull out the notes you copied in that study so long ago, the cryptic words and symbols needed to enact your plan. Hurriedly you begin your descent from the pillar, the profane cries and wailing of the insane cultists reaching you in snatches on the foetid wind.

Proceed to **Setup**.

Intro 3: Stumbling through the twisting streets you find yourself stood before a titanic stone gateway. Though now unseen, the presence of the monstrous entity intrudes on your mind, the pressure of its alien dream-thoughts increasing as it approaches through the city it calls home. For a moment hopelessness and despair threaten to overwhelm you. The world seems distant and indistinct as your memory strains under the mental assault. You collapse, lost amidst the alien masonry.

Dragging your mind away from dark, inhuman thoughts you dimly recall your mission - to alter the geometry of the city, twisting the place through the dimensions to interfere with the spells already enacted by the Twilight. As you force your mind to focus, the details return. In some fashion, so the ancient texts claim, this may be enough to delay the emergence of deathless horror into the world. Fumbling in your pockets you pull out the notes you copied in that study so long ago, the cryptic words and symbols needed to enact your plan. You only hope that this will be enough. This is your last chance, and time grows short.

Proceed to **Setup**.

Setup

- ☉ Gather all cards from the following encounter sets: *Escape from R'lyeh*, *Dread Cthulhu*, *Unnatural Geometry*, *Ancient Evils*, *Dread City & Agents of Cthulhu*.

These sets are indicated by the following icons:



- ☉ Set the following cards aside, out of play: The Dread Cthulhu encounter set (☉).
- ☉ Check your Campaign Log. If you completed the first part of the ritual to sink R'lyeh, remove the following from the Act deck:
Act 2a 'Strange Transformations'
If you failed the first part of the ritual to sink R'lyeh, remove the following from the Act deck:
Act 2a 'Strange Rotations'
- ☉ Put Blue-Stone Pillar and Great Stone Gate into play.
- ☉ Check your Campaign Log. If any investigators are listed as *Lost in R'lyeh*, for each such investigator take the remaining locations and choose one at random. Put that location into play, and the investigator starts in the chosen location.
- ☉ Check your Campaign Log. If you completed the first part of the ritual to sink R'lyeh each remaining investigator begins in the Blue-Stone Pillar. If you failed the first part of the ritual to sink R'lyeh each remaining investigator instead begins in the Great Stone Gate.
- ☉ Create the exploration deck. This is done by taking the remaining single-sided locations and shuffling them together.
For the duration of this scenario, the following rule applies:
- Forced** – After a successful exploration ends: Shuffle the top card of the encounter deck into the exploration deck.
- ☉ Check your Campaign Log. If *Carl Sanford no longer troubles us* there are no additional effects, otherwise search the collection for Carl Sanford - Servant of the Old Ones and add him to the encounter deck.

- ☉ If there are less than 4 investigators, each investigator starts with 1 clue from the token bank.
- ☉ Check Campaign Log:
- ☞ If you learned of the disk and the arc, each investigator gains 1 additional action during his or her first turn.
 - ☞ If you have the Arc of Vlactos each investigator starts with 1 additional clue from the token pool.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

- ☉ Assemble the Chaos Bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, -5, ☉, ☉, ☉, ☉, ☉, ☉.
- ☉ We completed the first part of the ritual to sink R'lyeh
- ☉ Carl Sanford no longer troubles us.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned before instructed on an Act card or was defeated):

Check your Campaign Log. If you twisted the geometry of R'lyeh and you completed the first part of the ritual to sink R'lyeh, read **Resolution 1**.

If you twisted the geometry of R'lyeh and you failed the first part of the ritual to sink R'lyeh, read **Resolution 2**.

Otherwise, if you completed the first part of the ritual to sink R'lyeh, read **Resolution 3**.

If you failed the first part of the ritual to sink R'lyeh, read **Resolution 4**.

Resolution 1: Suddenly a violent tremor shakes the island, waves crashing against the great stone blocks and pillars. The cult pauses in their revels, but dare not cease as their hour of victory approaches. Another vibration causes a stone pillar to work loose and crash onto the courtyard below. The great gelatinous figure pauses, tentacles writhing as its alien mind works. Slowly it turns, the hulking form shaking the ground as it strides back towards the necropolis that has served as its home for millennia.

Triumphant cries and shouts turn to wails of despair as the Twilight realise their fate. Futilely they begin to flee through the city, the quakes becoming more frequent as the island visibly lurches downwards. Water streams through the twisting passages, trapping those within like rats on a sinking ship. The few that manage to reach their moored boats quickly begin working the engines to gather steam, however as the island disappears below the waves a great sucking whirlpool begins to form. Soon the fleeing vessels are dragged under, the last vestiges of the cult vanishing in a swell of sea foam.

Soon a slight churning of the ocean surface is the only hint that anything was ever amiss. The world continues on, unaware of the catastrophe that almost befell it.

- ☉ Record in the Campaign Log that we thwarted the Silver Twilight and saved the world.
- ☉ Any investigator that defied the will of Cthulhu is driven Insane before the Old One returns to his slumber.

- ☉ Each investigator that did not resign is Killed, trapped on R'lyeh as it sinks below the waves. If no investigators remain, then the campaign is won, however no investigators live to tell the tale.
- ☉ If any investigators survived, check the Campaign Log. If you are assaulting R'lyeh, proceed to **Resolution 5**. If you are attempting to infiltrate R'lyeh unseen, proceed to **Resolution 6**.

Resolution 2: The violent tremors shaking the island grow ever stronger, waves crashing against the great stone blocks and pillars. The cult pauses in their revels, but dare not cease as their hour of victory approaches. Another vibration causes a stone pillar to work loose and crash onto the courtyard below. The great gelatinous figure pauses, tentacles writhing as its alien mind works. Slowly it turns, the hulking form shaking the ground as it strides back towards the necropolis that has served as its home for millennia.

Triumphant cries and shouts turn to wails of despair and anger as the Twilight realise their plans have been thwarted. They soon begin to flee through the city, the throng pouring down the twisting alien passageways. Several are swallowed by the unnatural landscape, however those that manage to reach their moored boats quickly begin working the engines to gather steam. As the cult continues their exodus the quakes become more frequent, the island visibly lurching downwards. Water streams over the cyclopean stone blocks and fills the vaults as the island begins to sink. Most of the ships employed by the cult have already left by the time the island disappears below the waves.

Soon a slight churning of the ocean surface is the only hint that anything was ever amiss. The world continues on, unaware of the catastrophe that almost befell it.

- ☉ Record in the Campaign Log that we sent R'lyeh back below the waves, however the cult escaped.
- ☉ Any investigator that defied the will of Cthulhu is driven Insane before the Old One returns to his slumber.
- ☉ Each investigator that did not resign is Killed, trapped on R'lyeh as it sinks below the waves. If no investigator remains, then the campaign is won, however no investigators live to tell the tale.
- ☉ If any investigators survived, check the Campaign Log. If you are assaulting R'lyeh, proceed to **Resolution 5**. If you are attempting to infiltrate R'lyeh unseen, proceed to **Resolution 6**.

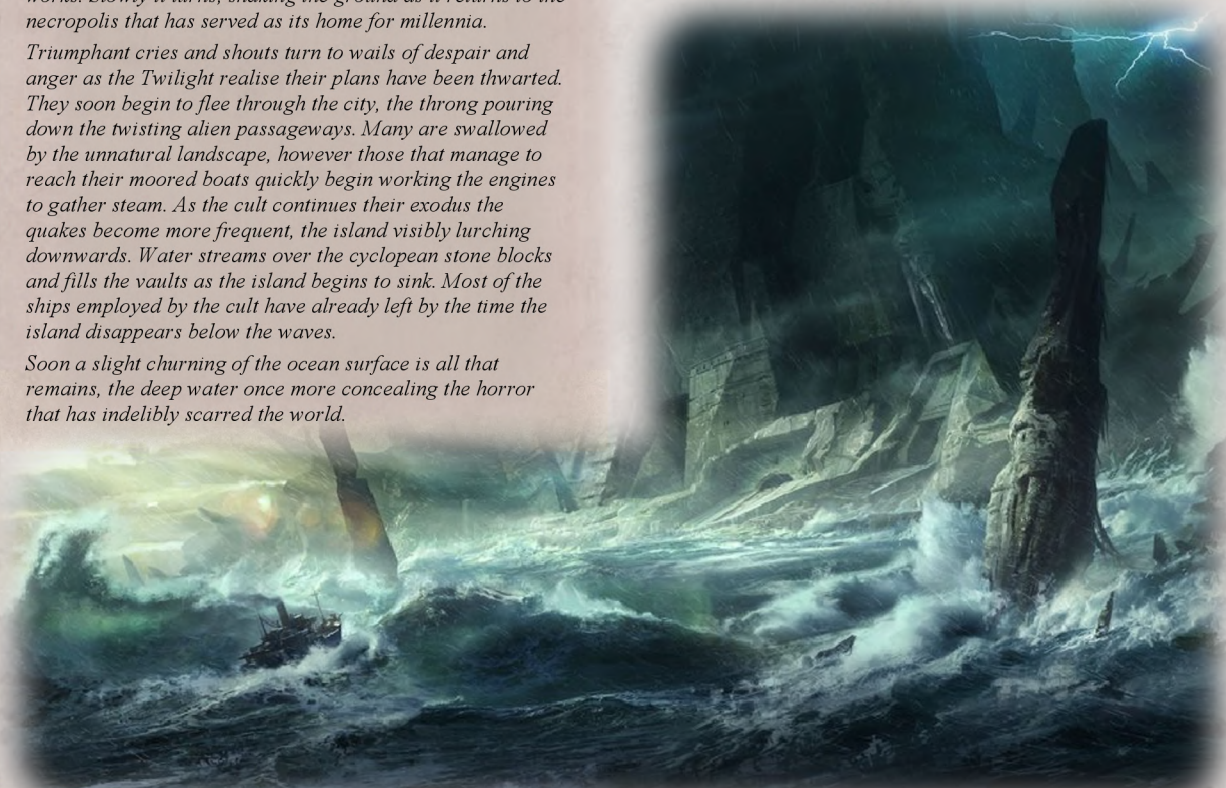
Resolution 3: *As you stare at the Star-God before you, you feel the psychic emanations from the monstrous deity intensify, intruding upon the minds of humanity. In slumbering cities across the globe thousands awaken screaming, whilst artists and the sensitive report strange dreams of a dark, many-spired city along with unquiet thoughts they will not articulate. In the minds of many are awakened strange longings and dark impulses, born on darker stars. A generation is touched by something alien.*

Suddenly a violent tremor shakes the island, waves crashing against the great stone blocks and pillars. The cult pauses in their revels, but dare not cease as their hour of victory approaches. Another vibration causes a stone pillar to work loose and crash onto the courtyard below. The great gelatinous figure pauses, tentacles writhing as its alien mind works. Slowly it turns, shaking the ground as it returns to the necropolis that has served as its home for millennia.

Triumphant cries and shouts turn to wails of despair and anger as the Twilight realise their plans have been thwarted. They soon begin to flee through the city, the throng pouring down the twisting alien passageways. Many are swallowed by the unnatural landscape, however those that manage to reach their moored boats quickly begin working the engines to gather steam. As the cult continues their exodus the quakes become more frequent, the island visibly lurching downwards. Water streams over the cyclopean stone blocks and fills the vaults as the island begins to sink. Most of the ships employed by the cult have already left by the time the island disappears below the waves.

Soon a slight churning of the ocean surface is all that remains, the deep water once more concealing the horror that has indelibly scarred the world.

- ☉ Record in the Campaign Log that we sent R'lyeh below the waves, however the Dreamer afflicted the earth and many of the cultists escaped.
- ☉ Any investigator that defied the will of Cthulhu is driven Insane before the Old One returns to his slumber.
- ☉ Each investigator that did not resign is Killed, trapped on R'lyeh as it sinks below the waves. If no investigators remain, then the campaign is won, however no investigators live to tell the tale.
- ☉ If any investigators survived, check the Campaign Log. If you are assaulting R'lyeh, proceed to **Resolution 5**. If you are attempting to infiltrate R'lyeh unseen, proceed to **Resolution 6**.



Resolution 4: *The time long foretold has arrived. Cthulhu has awoken, and his rule is nigh! With a terrible sound the great slime-covered vaults begin to split apart, releasing a host of star-spawned elder beings from their long slumber. As they emerge the strange waking dreams grow stronger until they overwhelm you, filling your mind with chaotic and inhuman visions, thoughts and urges.*

Across the world madness and chaos erupt, the minds of millions infected by the alien power now fully awoken. As more vaults split open the cult begin to fall upon each other in a mindless slaughter under the malevolent influence of the Old Ones.

In your last lucid moments you wonder if these Elder beings even notice the creatures that were here before them. Will humanity live on only as a fleeting memory in the minds of beings infinitely older, or will everything we were simply be forgotten when they once more take to the stars to plunge between worlds?

"Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom."

-H.P. Lovecraft, The Call of Cthulhu



☉ Record in the Campaign Log that *Cthulhu has awoken and subjugated the earth.*

☉ Each investigator is driven Insane.

☉ The investigators lose the campaign.

Resolution 5: *Waves buffet your small craft as you desperately try to escape the pull of the sinking island. Suddenly, out of the sea mist looms the massive shape of the O'Higgins. Frantically heading towards the armored vessel, you pull alongside and are quickly lifted onto the deck. The ship's engines surge as it powers through the water, bearing you away from the hellish nightmare.*

Standing on the windswept deck you watch as the final spires sink beneath the ocean surface. The surviving crew gather, grim-faced, as the alien city slips below the waves. The captain gives a rousing speech, promising that never again will this evil threaten the world, however you know the awful truth. Soon the stars will come right and great Cthulhu will lead his hordes out from the sunken city once more, to stride across the earth as its true masters. At this thought, a passage from the dread Necronomicon leaps unbidden into your mind:

"Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again."

You will never again know peace now the terrible truth has been revealed to you. You can only keep the secret to shield the world from the knowledge that you have been burdened with.

☉ Each surviving investigator suffers 2 physical and 2 mental trauma, as he or she never fully recovers from the encounter with Cthulhu in the alien city of R'lyeh.

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

☉ Check Campaign Log. If you *thwarted the Silver Twilight and saved the world*, each investigator earns 5 bonus experience, as he or she has defeated the Silver Twilight and averted a terrible fate... for now.

☉ The investigators win the campaign!

Resolution 6: *Waves buffet your small craft as you desperately try to escape the pull of the sinking island. Frantically you navigate the churning ocean, managing somehow to escape into the open water.*

Turning back, you watch as the final spires sink beneath the ocean surface. You know that you should feel triumphant, that you have achieved a great victory, but instead you feel strangely hollow. You tell yourself it is the shock of your frantic escape, but deep down you know the awful truth.

Soon the stars will inevitably come right, with or without the aid of the Twilight. Great Cthulhu will lead his hordes out from the sunken city once more, to stride across the earth as its true masters. At this thought, a passage from the dread Necronomicon leaps unbidden into your mind:

"Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again."

You will never again know peace now the terrible truth has been revealed to you. You can only keep the secret to shield the world from the knowledge that you have been burdened with.

- ☉ Each surviving investigator suffers 2 physical and 2 mental trauma, as he or she never fully recovers from the encounter with Cthulhu in the alien city of R'lyeh.
- ☉ Each surviving investigator earns experience equal to the Victory X value of each card in the victory display.

- ☉ Check Campaign Log. If you *thwarted the Silver Twilight and saved the world*, each investigator earns 5 bonus experience, as he or she has defeated the Silver Twilight and averted a terrible fate... for now.

- ☉ The investigators win the campaign!

