

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide
Of Sphinx and Sands





Welcome!

This is a 3-scenario campaign which begins in Boston before moving onto Egypt. It has the requisite relic, some cultists, some monsters, and even a few scamps which you'll meet along the way.

It can be played as a standalone campaign or incorporated into an existing one. If playing as a standalone campaign it is suggested to build decks containing 8-12xp before you start. If blending into another campaign, investigators should each spend 2xp as a cost of playing the campaign.

This campaign was inspired by *Under the Pyramids* by H.P. Lovecraft. Deep thanks to Tim Burnett for creating the Strange Eons plug-in, arkhamcentral for growing a fantastic user-created community, Dran for assembling the original TTS Mod, and for everyone who gave feedback on the campaign over the years. This final version took into consideration, and adjusted for, those commentaries and criticisms and is better as a result.

If you wish to replay the campaign but add some variation there are alternate versions of some cards and instructions for using them at the end of this guide.

The Token Bag for the Campaign

Easy: +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, -3,



Standard: +1, 0, 0, -1, -1, -1, -2, -2, -3, -4,



Hard: 0, 0, 0, -1, -1, -2, -3, -3, -4, skull, heart,



Expert: 0, -1, -1, -2, -3, -4, -5, skull, skull, heart,





Prologue

You are just finishing your afternoon tea and an excellent folio on Dr. Dyer's expedition to Antarctica when your phone's shrill ring demands that you set both aside. With a sigh of resignation you pick up the receiver.

To your no small surprise it's an old friend, Francis Morgan. The two of you hadn't talked for a while but his urgency brooked no opening for pleasantries and remembrances. Rather in words which shot out over the wire, and often tripped over each other en route, he said he needed a certain Egyptian antiquity in the collection of the Cabot Museum. Needed, direly, desperately, and yesterday.

Despite his connections in the art world, going through official channels was a morass he didn't have time to wade. So, seeing as you were still living in Boston, could you pop over to Beacon Hill and pick this up in a less... official capacity? And upon recovery of the relic, or discovery of its prior purloining, to join him as soon as possible in Cairo. Transportation had already been arranged.

Steeped in mystery, and some doubt, you agreed to do it. After considering if you needed to call others for help yourself, you dashed out the door.


It was only when you were nearly at the museum that you fully digested Dr. Morgan's final words. "You must get this. Damn any cost."

Scenario 1: Eye on the Prize

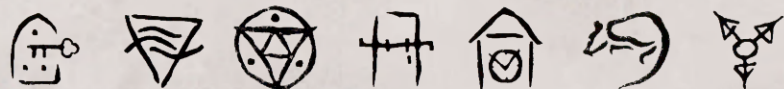
You arrive at the museum shortly before it's scheduled to close. Taking a deep breath, you step in.










Setup

Put into play the locations Museum Entrance, Renaissance Gallery, Greco Roman Exhibit, The Medieval Exhibit, The Modern Gallery, and the Hieroglyphs. Place 1 Museum Guard and all Investigators into play at the Museum Entrance.

Shuffle all of the Docents with Lounging side up. Without looking at the other side, place  of them in play in the **Gallery** locations furthest from the Investigators, max 1 per location. Remove any remaining Docents from the game.


Gather the following Encounter Sets: *Agents of Yog-Sothoth*, *Chilling Cold*, *Dark Cult*, *Locked Doors*, *Midnight Masks*, *Rats*, *Striking Fear*. These sets are associated with the symbols below.










From those sets put to the side: Offer of Power () , Crypt Chill () , Acolyte () , Mysterious Chanting () , Locked Door () , False Lead () , Swarm of Rats () , Dissonant Voices () , and Frozen in Fear () . Remove from the game the other cards from these sets.

From this campaign gather the sets *Museum*, *Guards*, *Cultists*, and *Choice*. These sets are associated with the symbols below.



Remove from the game the Adept () .

Create the Encounter Deck. Shuffle together all copies of Choose () , False Lead, It Moved! () , Lapse of Concentration () , Knocked Over () , Swarm of Rats, Tricks of Shadows () , and  (max 3) copies of Museum Guard () .

You're ready to begin. Good luck!



DO NOT READ until the end of the scenario

If there was no **Resolution reached** because all of the Investigators were defeated or resigned, proceed to Resolution 2.

Resolution 1: *As you grab the eye you have a vision. You see a monstrosity, yellow shaggy fur and tentacles, moving forward in an undulating motion. In a scene watched over by a beautiful undead queen sitting on a cold gold throne.*

The vision clears. You shake your head and focus on the here and now. Getting the Eye was a great start. But you know that time is also of paramount importance. You exit through the back door and catch a car to the airport.

Resolution 2: *Disheartened you leave the museum. The past few hours taxed you much more than you expected. And you tell yourself that it just wasn't in the cards for you tonight.*

Dr. Morgan will certainly be disappointed. But perhaps you can still be of use to him. You get a car and head to the airport.

☉ Record in your Campaign Log whether or not an Investigator acquired the Eye of Horus. If they did, take 1 additional Victory Point.

☉ Record in your Campaign Log whether or not you defeated any Museum Guards.

☉ Record in your Campaign Log how many doom tokens have been placed on Agenda 3, ignoring doom from all other sources. If the Scenario ended before the beginning of Agenda 3, record "0".





Interlude

You arrive at the airport, and look around for the transportation which Dr. Morgan claimed to have arranged. Outside of the international terminal was someone with a sign with your name on it. When approached he tells you that he has a private jet fueled and ready for take off. It seems Dr. Morgan wasn't exaggerating about not wanting to spend any more time than absolutely necessary.

It seems that the pilot has flown Dr. Morgan around on more than one occasion. Dr. Morgan had been his typical, genial self until several months ago. He then started becoming increasingly agitated; he would ask to be flown around the world at a moment's notice. But he had been spending the vast amount of his time going through the collections in the Egyptian Museum in Cairo.

His fixation on the Eye was a new twist; but for some months he had been mumbling about the Trapezohedron and the "ghoul queen".

Much of what the pilot remembered touched your mind like a scrap of paper being blown in the wind. There were tantalizing moments where something that would strike a chord and, just for that moment, you had an inspiration as to its connections. But then immediately a gust would take it and blow it out of your mind. As it was getting late you tried to spend the flight getting some sleep. Uneasy, troubled sleep.



Scenario 2: Chaos in Cairo

When you land the pilot has already radioed ahead to reserve you a car. He had tried contacting Dr. Morgan, but to no avail. So he suggested you try tracking him down in the Museum. There would be a good chance that he's there, somewhere in the collections, or if not someone there may know where he was. That sounded fair enough to you. So you had barely touched down before the search had begun!

There are 2 optional additions to this scenario.

Optional Module A and Optional Module B.

Module A is to simulate the enemies pursuing the Eye of Horus (and the Module will only be used if you recovered it in Scenario 1). Optional Module B is to simulate enemy henchmen in the crowds.

The scenario is designed, and it's suggested, to include them, especially Module B. They add some variety in the gameplay and theme. But they are, as stated, optional. If it is chosen to be used, Optional Module A is in effect the entire Scenario.

Optional Module A


☞ If the Eye of Horus is in play and held by an Investigator

Cultists gain the following instructions which overrides their own in cases of conflict.

Spawn: Location of the Eye of Horus.

Prey: Investigator with the Eye of Horus.

Hunter.

If a Cultist attacks an Investigator holding the Eye of Horus, the attack does no damage or horror. Instead the Investigator tests their  versus the Cultist's evasion value. If that skill check fails, place the Eye on that Cultist.

☞ If the Eye of Horus is in play and held by a Cultist

A Cultist holding The Eye gains Aloof. If a Cultist begins the Enemy Phase with the Eye of Horus, they will be the first Enemy to act in the phase. They will move towards the nearest Resign location. During their movement phase, all other Cultists will take the shortest route to move towards the Cultist with the Eye.

If a Cultist begins the Enemy phase on a Resign location while holding the Eye, place a resource on them. If a Cultist begins the Enemy phase on a Resign location while holding the Eye and has a resource on them, remove them and the Eye from the game. Then discard all remaining Cultists in play.

Killing a Cultist who is holding the Eye of Horus will cause them to drop it onto their location.



☞ If the Eye of Horus is in play and on a location



If the Eye is on a location, during the Enemy Phase all Cultists will move towards that location. They will pick up The Eye rather than attacking. Investigators may pick up The Eye as a fast action but must immediately put it into play.



Optional Module B

When the Islamic District locations enter play, take the set-aside Islamic District Clue tokens. Separate the Kidnapper tokens from the rest.

With the Kidnapper tokens facedown, and keeping them facedown, choose  + 1 of them at random. Keep all Kidnappers, selected and removed, facedown. Set aside 3  + 3 regular Islamic District Clue tokens. Place them facedown.

Keeping everything facedown, combine and randomize the  + 1 Kidnapper tokens and 3  + 3 regular Islamic District Clues. Distribute them evenly across the 4 Islamic District locations.

This can be done during Game Setup if you like; just be careful not to disturb the clues on the locations.

When the Islamic District locations are revealed, do not place any more clues on them. Clues generated due to Encounter cards still come into play as directed.

Islamic District locations can be investigated at their designated shroud values. Each non-Kidnapper clue is worth 1 clue. Kidnappers themselves are not.

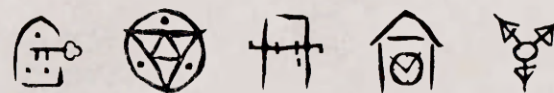
When a Kidnapper is revealed, place them into the threat area of the Investigator who revealed them.







If you reveal and defeat *all* of the Kidnappers, add 2 Victory points to your total at the end of the scenario.



Setup

Gather the following Encounter Sets: *Agents of Yog-Sothoth*, *Dark Cult*, *Locked Doors*, *Midnight Masks*, and *Striking Fear*. These sets are associated with the symbols below.



From those sets put to the side: Offer of Power () , Acolyte () , Locked Door () , False Lead () , Hunting Shadow () , and Dissonant Voices () . Remove the other cards from these sets from the game.

From this campaign gather the following Encounter Sets: *Cairo Streets*, *Chaos in Cairo*, *Cobra*, *Cultists*, *Islamic District*, *Kidnappers*, *Southeastern Cairo*, and *Sphinx*. These sets are associated with the symbols below.



If you're playing with 1 or 2 Investigators, remove 1 Assassin from the game.

If in your Campaign Log you recorded that you defeated a Museum Guard, set aside Abdul Reis and remove Ali Ziz from the game. If you did not defeat a Museum Guard, set aside Ali Ziz and remove Abdul Reis from the game.

Note: for this scenario, if something instructs an Investigator to remove an Item from the game, record it in the Campaign Log as “Lost” for that Investigator.

Optional: For every Doom less than 6 which you recorded in your Campaign Log after Scenario 1, place 1 Resource on the Agenda (max 3). Each turn, when you would place Doom, remove a Resource instead. Once the Resources are gone, add Doom normally.

Put into play the Egyptian Museum and place all Investigators at that location. If you claimed the Eye of Horus in Scenario 1, put it into play, controlled by an Investigator.

Create the Encounter Deck. Shuffle together all copies of Acolyte, Brigand, Dissonant Voices, False Lead, Offer of Power, and the *Chaos in Cairo* (☪) and *Sphinx* (🐺) encounter sets.

You are now ready to begin the scenario.



Map of Cairo

All of the locations in this scenario are genuine places and landmarks in Cairo. Below is a map of the city with some of the

locations highlighted. It's not at all necessary to play the scenario, but it's kind of fun to help visualize.



DO NOT READ until the end of the scenario


If there was no Resolution reached and at least 1 Investigator resigned, go to Resolution 4. If all Investigators were defeated, go to Resolution 5.

Resolution 1: *You are more than a little surprised to see Harry Houdini in the shack as well. But before you get a chance to ask about it, Dr. Morgan embraces you tightly. "You made it! With the Eye! Fantastic! You're a marvel! We now have a chance. My studies these past months led me to believe a great evil was stirring in the Great Sphinx. And that the Eye could be the key to sealing it away. Then this past week I started hearing that Harry had escaped from the Great Sphinx and knew I needed to find him. But I found more than I had looked for. Yesterday I met Harry for tea, to plan an expedition into the Sphinx, when we were abducted and brought here. Harry was handled too roughly in the capture to join us," he pauses for that to sink in, "but has given me enough of an idea of the catacombs underneath the Sphinx that I believe we can find our way where we need to go. And with the Eye... with the Eye! we can truly do some good!"*

☉ In your campaign log, record that, "You rescued Dr. Morgan."

If you have a Cairo Ally, proceed to Resolution 6. Otherwise, proceed to Resolution 7.

Resolution 2: *You are more than a little surprised to see Harry Houdini in the shack as well. But before you get a chance to ask about it, Dr. Morgan embraces you tightly. "The Eye! Do you have the Eye?!"*



When you tell him you sadly do not, his entire body slumped. He mutters to himself, "Ah. Pity. This will be much harder. But we still have a chance to do some large amount of good." He straightens himself out and draws himself to height. And then he continues, speaking to the group, "My studies these past months led me to believe a great evil was stirring in the Great Sphinx. And that the Eye could be the key to sealing it away. Then this past week I started hearing that Harry had escaped from the Great Sphinx and knew I needed to find him. But I found more than I had looked for. Yesterday I met Harry for tea, to plan an expedition into the Sphinx, when we were abducted and brought here. Harry was handled too roughly in the capture to join us," he pauses for that to sink in, "but has given me enough of an idea of the catacombs underneath the Sphinx that I believe we can find our way where we need to go. Without the Eye,

our victory would not be as... final, as it could have been, but we can still score a major victory nonetheless."

☞ Record in your Campaign Log that, "You rescued Dr. Morgan."

If you have a Cairo Ally, proceed to Resolution 6. Otherwise, proceed to Resolution 7.

Resolution 3: *The city hasn't beaten you. You haven't quit. You just needed more time. You know it. Just more time. As you're standing there, ruing your missteps and bad luck, you feel a sharp pain at the back of your neck. You drop like a stone and all goes dark.*

☞ Record in your Campaign Log that, "You were abducted."

Proceed to Resolution 7.



Resolution 4: *You found the city overwhelming. The swirl of life, and death, in these dusty streets were too strong not to succumb to. You reluctantly decide that you cannot save Dr. Morgan, nor whatever it was he hoped to accomplish, if you cannot save yourself. You make your way back to the Cairo Museum to see if you can get some guidance, assistance, and advice. You're sure you can still fulfill whatever it was that Dr. Morgan was planning. You just haven't made it any easier on yourself. Or, you tell yourself bitterly, on your friend.*

☞ Record in your Campaign Log that, "You sought help from the museum."

Proceed to Resolution 7.

Resolution 5: *You will not give up, you tell yourself. No matter what happens, no matter the risk, I will push on. But the will was willing to go where the body could not. At last, you lay defeated on the street, with your last memory of a face leaning over you.*

☞ Record in your Campaign Log that, "You were abducted."

Proceed to Resolution 7.

Resolution 6: *Harry slowly stands out of his chair and then with blinding speed knocks your Ally cold. As you look at him in shock, he shrugs and says, "He was one of them. One of them after the Eye. He would have jumped you at the first good opportunity." And as he says that you notice for the first time a fading black eye dusting Harry's left socket. "Believe me, the best place for him is locked here in this shack."*

Proceed to Resolution 7.



Resolution 7: If no Investigator had an Item removed from the game during the Scenario, proceed to Resolution 8.

Each Investigator should set aside any of their Items which were removed from the game during the Scenario due to a Treachery card or location effect. These copies of these Items may not be replaced in the deck or upgraded before the next scenario. If an Investigator has multiple copies of the same Item, but only 1 was removed from the game, they may still replace or upgrade the non-removed copy.

Some to all of the Items which were lost during

the Scenario have been permanently lost for the remainder of the Campaign. They should, however, still be considered part of your deck for deck construction purposes.

Proceed to Resolution 8.

Resolution 8:

☞ Any Tomes and Market Items which Investigators purchased from Soor el-Azbakeya or Khan El-Khalili may be permanently added to those Investigators' decks. An Investigator does not have to pay the printed experience for the cards and the cards do not count against an Investigator's maximum deck size.

☞ If you recovered the Eye of Horus in the first scenario, but while playing Optional Module A, a Cultist resigned with it in its possession, record in your Campaign Log that you no longer have the Eye.

☞ If you played Optional Module B and discovered and defeated all of the Kidnappers, take 2 additional Victory Points.

☞ All Investigators gain experience equal to the number of Victory Points in your victory pile.



Scenario 3: Will to Triumph

Sitting at the borderlands between the city of Giza and the desert, just scant miles from the Egyptian Museum where you began your search, the Great Sphinx feels nonetheless unworldly in the middle of the night. You tell yourself that it is just stress, and the exhaustion of the last few days, that makes your mind so frantic as you turn towards the imposing edifice and monument to a god unknown. But when your mind slips there is a voice telling you that you are wrong. And that you don't belong there. And that you need to run away. Far far away. And it takes all of your willpower to try to block it out. And to believe that it will be fine. Because it is just exhaustion. Just exhaustion. Surely just exhaustion...

☞ If in your Campaign Log you recorded that you rescued Dr. Morgan, proceed to Prelude 1.

☞ If in your Campaign Log you recorded that you sought help from the Museum, proceed to Prelude 2.

☞ If in your Campaign Log you recorded that you were abducted, proceed to Prelude 3.

Prelude 1

Dr. Morgan lets out a deep breath. And he begins to fill you in. "I've been studying the antiquities from the Fourteenth Dynasty of Egypt, going back to 1750 BC, for some time now. And would come across fragments of fragments of stories from that age. References to a Crawling One and an angled stone. Talk of Khephren and other worlds. An eddying whirlpool of scattered, impossible events. But many of them, at some point, connected to The Great Sphinx. The Sphinx, which may be much more than it seems and yet more obvious than it looks. And another piece that kept orbiting around the Sphinx was mentions of the Eye. Connected in retrospect, of course. It's taken me no small amount of time to bring this together. Recently I began hearing things that an American, a great magician, had truly



been down to the Sphinx. I had just finished my enquiries and set up an appointment with Harry here" at which point Houdini, who had been listening silently, merely nodded, "when we were both waylaid." At this point Houdini took up the narrative. "My connection was, how to say, entirely non-voluntary. I had been for a while in London and then had some time before an engagement in Australia whereby my wife and I decided to take in some of the world. On our third day in Cairo we found what we had thought were wonderful guides: an Abdul Reis and an Ali Ziz." He pauses as he notes your recognition. "They ably showed us around the city and then we made out for the pyramids. Our second night out we encountered a group of Bedouins who, from what I could pick from my limited Arabic, spoke darkly of me as a magician and of my acclaimed escapes. Then within a flash, and showing my purported guides to be their confederates, they bound me and gagged me, and tossed me down a well of the Sphinx." Here he paused for several moments. "I will not talk

here, not now, of what I found. Nor will I willingly repeat the experience. But I have spoken at length with the good doctor who will be able to serve as your guide as you venture downward, may you not later regret it."

If in your Campaign Log there are any Items recorded as "Lost"

Noting your dispirited looks, Houdini put in an uptick to his voice and a twist to his smile. "I may, also be able to be of some other assistance." And with a flourish of his cape some of your belongings spilled forth.

☉ If, as a group, there was 1 Item recorded as Lost then return it to the owner's deck.

☉ If, as a group, there were 2 or 3 Items recorded as Lost then select 1 to remain Lost for this Scenario and return the other(s) to the Investigator(s) who lost them.

☉ If, as a group, there were more than 3 Items Lost then randomly select 1 to remain Lost for this Scenario and return the others to the Investigator(s) who lost them.

Any card still Lost should not be replaced even if it results in an illegal deck size.

Choose one Investigator to begin the game with Dr. Morgan as an Ally under their control.

Harry gives you some further words of encouragement, and scattered tips, before you repeat his subterranean journey. Tying yourselves with ropes and harnesses, you let yourself down slowly, as the light of the torches above become an ever-decreasing sliver of light. And the voice begins to return. . .

Proceed to Setup.

Prelude 2

Not wanting to be out in the absolute dead of the night, you sought refuge within the museum. Much more of a welcome guest than your last night in a museum, you think with some gallows humor. In the morning you wake up relatively refreshed. You take the chance to speak more and less rushed with the staff, who you've become somewhat acquainted with by now. They could not share much, but did say that Dr. Morgan's work had been focusing on Egypt of the 17th Century BC. Looking through his office you found scraps of paper with notes like "Crawling Chaos!!" and "Khephren... Yith?" and sketches of various pieces of stones and jewelry, including more than several different renditions of the Eye. And the Sphinx. Many references and sketches of a distorted and animalistic Sphinx.



Some drawings fantastical, some terrifying, some distended in dimensions, and some prosaically architectural. On the schematics of the Great Sphinx there was one well that Dr. Morgan had marked and circled multiple times. Consultations with his colleagues confirmed that that seemed to be his intended ultimate destination. You set out back into the city for some basic provisions and return in the evening.

If in your Campaign Log there are any Items recorded as “Lost”

When you return to the Museum the staff announce they also had spent some time out. And may have recovered some of your former belongings.

Each Investigator who had more than 1 Item recorded in the Campaign Log listed as Lost may choose one of theirs to reclaim. It may be then added back to their deck; the remainder will be lost for the rest of the Campaign. Do not add any cards to replace them, even if that creates an otherwise illegal deck size.

That night you take a car out to the Great Sphinx. Despite the darkness you find the well marked in Dr. Morgan’s notes. You anchor some ropes to the top and make your way, hand over hand, down to the bottom. While telling yourself that you aren’t hearing the voice. And telling yourself that you want to go down, not give up and just climb out, never to return. You continue lowering yourself.

Continue to Setup.



Prelude 3

In the morning you find yourself tied and gagged. Hours pass with no change and no visitors. As evening falls men return from you. Among them are two who you recognize as having passed themselves off as tour guides for hire, and refer to each other as Abdul and Ali. They load you into the back of a van and drive out to the pyramids and Great Sphinx. You’re marched out to the Sphinx where they hold you at the edge of a well. You don’t speak Arabic but you can tell from their tone measures of dislike and contempt for you. After interminable minutes of being held at the edge and trying to stare down into inky blackness at the bottom, the one named Abdul speaks. “You wanted to find your friend, sadiq? Well, you won’t find him. But you may find what he was looking for. And then nobody, sadly, shall ever find you.” With that, you were given a hard shove and fell, jostling against the walls, which although painful managed to keep you from dropping into a freefall, before you crumpled down at the bottom. Peering up to the top you see a scant crescent of light from their torches. With only a few rays managing the journey down to your forlorn form. Abdul speaks again. “Perhaps, sadiq, these will help you survive a few minutes longer.” And some things fluttered down, landing nearby.



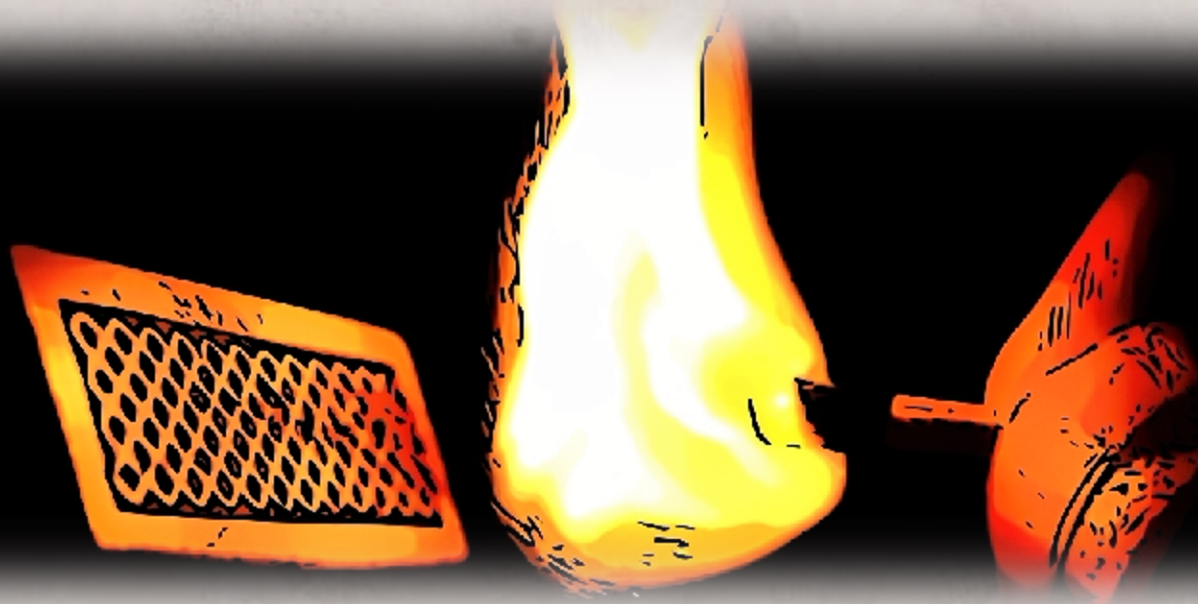
If in your Campaign Log there are any Items recorded as “Lost”

Each Investigator who had more than 1 Item in the Campaign Log recorded as Lost may randomly select 1 to reclaim and add to their deck. The remainder will be lost for the rest of the Campaign. Do not add any cards to replace them, even if that creates an otherwise illegal deck size.

As your abductors stand over, mocking, you manage to gather what they had thrown down. Then they, and their torch, withdrew, leaving you alone in a darkness deep enough to be physical. Then through what may have been 15 minutes, may have been 4 hours as time began to slide into meaninglessness, you slipped loose your bonds. While repeating to yourself that you are simply tired, and not that you hear that voice telling you to leave. That only death lies forward. That the well, although impossible to climb, is yet preferable. Perhaps you would slip and be granted a fast, natural death. That what lies forward is only worse, and perhaps will not be as merciful.

All Investigators begin the Scenario with 1 damage.
Proceed to Setup.





Setup

There are 3 unique mechanics in this Scenario. The primary one, and the overarching theme of the Scenario, is Fear. The primary enemy and obstacle to overcome is yourself. You are crawling forward through a subterranean labyrinth in deep darkness while a malevolent consciousness pushes you back. This will be represented by Fear Tokens, included with the Scenario.

Fear Tokens

☉ Each time an Investigator tests ☠ other than to move, subtract from the result the number of Fear Tokens at their location.

☉ Each time an Investigator attempts to move

☐ test ☠ (1).

☐ if the location is **Dark** test instead ☠ (4) when moving away from Bottom of the Shaft and ☠ (1) when moving towards it.

☐ In all move tests subtract 1 from the result for each Fear Token not from their current location but instead for each Fear Token at the location that they are attempting to move *into*.

☐ If the ☠ test on a move fails, the move action fails. If this ☠ test fails by 2 or more, move the

Investigator 1 location towards the Bottom of the Shaft. If an Investigator fails a move test by 2 or more while *at* the Bottom of the Shaft, they take 1 horror instead.

☐ This ☠ test is not triggered by moves which were forced or otherwise instigated by a scenario or location effect, including this effect itself.

☐ Reduce the difficulty of a move test by 1, to a minimum of 1, for each clue which that investigator possesses.

☉ Investigators may only discover clues at locations with no Fear Tokens and must discard all of their clues after they move and before initiating or resolving any ☞ or ⚡ actions or effects. Unless otherwise specifically stated clues serve no other purpose in the scenario but exist throughout for investigator needs and uses.

☉ When instructed to place a Fear Token on an out of play location, leave it on the location when it is brought into play.

☉ Investigators may remove a Fear Token from their location by performing the Explore action.

➡: **Explore.** Test ☠ (X) where (X) is the location's listed shroud value. If you succeed,

remove 1 Fear Token from your location.

Note that this is not an Investigate action and these are not clues and cards which modify Investigate actions and/or clues do not apply.

Deep Breath

During this Scenario Investigators may perform the action Deep Breath as many times as they wish on their turn.

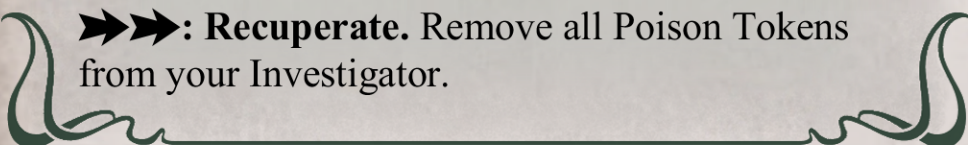
➤: **Deep Breath.** Gain +1 🐛 until the beginning of the next Investigator Phase.

Venomous

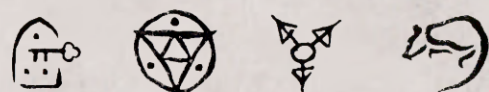
When an Investigator is dealt damage by a **Venomous** Enemy put a Poison Token on the Investigator. Each Poison Token gives an Investigator -1 🐛. Investigators may take the following actions.

➤: **Rest.** Remove 1 Poison Token from your Investigator.

➤➤➤: **Recuperate.** Remove all Poison Tokens from your Investigator.

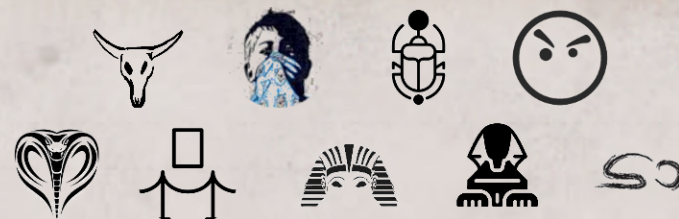


Gather the following Encounter Sets: *Agents of Yog-Sothoth*, *Dark Cult*, *Striking Fear*, and *Rats*. These sets are associated with the symbols below.



From those sets put to the side: Offer of Power (🏠), Acolyte (🔑), Wizard of the Order (🔑), Dissonant Voices (🐍), Frozen in Fear (🐍), and Swarm of Rats (🐍). Remove the other cards from these sets from the game.

From this Campaign gather the following Encounter Sets: *Abomination*, *Cairo Streets*, *Chaos in Cairo*, *Choice*, *Cobra*, *Museum*, *Sphinx*, *Will to Triumph*, and *Worship*. These sets are associated with the following symbols.



From the sets of previous scenarios put to the side: Scorpion (🐍), It Moved! (🐛), Test of Leadership (🐛), Choose! (😊), Egyptian Cobra (🐍), Tricks of Shadows (🐛), Echoing Footsteps (🐛), and Voice of the Sphinx (🐛). Remove the other cards from these sets from the game. Note that in this scenario 2 copies of the Voice of the Sphinx are needed.

If the Investigators possess the Eye of Horus, remove from the game the locations **Sanctuary: Radiant** and **Sanctuary: Dimmed**. If the Investigators do not possess the Eye of Horus, remove instead from the game the location **Sanctuary: Mystery**.

If the Investigators rescued Dr. Morgan, remove from the game Act 4a. If they did not, remove from the game Act 3a instead.

Create the Encounter Deck. Shuffle together all copies of Acolyte, Choose!, Dissonant Voices, Egyptian Horned Viper, Falling Stone, Frozen in Fear, It Moved!, Mummy, Scorpion, Swarm of Rats, Test of Leadership, Tricks of Shadows, Wizard of the Order, and 1 copy of the Voice of the Sphinx.

🌀 For an additional challenge, add 1 more 🐛 to the Chaos Bag for this scenario.

Put into play **Bottom of the Shaft**, all **Tunnels**, **Fresco Room**, and **Black Stairs**. Place 2 Fear Tokens on Bottom of the Shaft.

🌀 For 1-2 Investigators, place 3 Fear Tokens on all Tunnels and Fresco Room.

🌀 For 3-4 Investigators, place 4 Fear Tokens on all Tunnels and Fresco Room.

Place all Investigators at Bottom of the Shaft.

DO NOT READ until the end of the scenario

If no resolution was reached as all Investigators were defeated or resigned, proceed to **Resolution 3**.

If no resolution was reached as all Investigators were defeated, proceed to **Resolution 4**.

Resolution 1: *With a screech that shall haunt me until the end of my days, piercing my very bundling of nerves that first began separating man from total savages, the creature abruptly withdrew as the unimaginable columns collapsed on the malformed collection of profane worshippers. But in the creature's last thralls, I saw the horrifying truth of the matter. The last spasm of its being revealed to me the supreme horror—the Unknown God of the Dead, which licks its colossal chops in the unsuspected abyss, fed hideous morsels by soulless absurdities that should not exist. The five-headed monster that emerged. . . that five-headed monster as large as a hippopotamus . . . the five-headed monster—and that of which it is the merest fore paw. . . And I survived. And I drove it back to its plane that human thought may not dwell.*

You have had **tremendous success** in the campaign. You have driven back the Sphinx. You have closed the portal. And you have destroyed King Nephren and his horrific followers. You retire to a Cairo cafe to replenish your spirits and question yourself the reality of what you had just experienced.

☞ Each investigator earns experience equal to the Victory Points in the victory display.

☞ Each investigator earns an additional 4 bonus experience for their new understanding of reality.

After all Investigators have drawn their initial hand:

☞ Give the **Blindfold** to 1 Investigator.

☞ For 1 or 2 Investigators, give **Matchbook** to 1 Investigator.

☞ For 3 Investigators, give **Flashlight** to 1 Investigator.

☞ For 4 Investigators, give **Flashlight** to 1 Investigator and **Matchbook** to 1 Investigator.

Then the items above may be immediately put into play. If the Investigators possess the Eye of Horus, put it into play under the control of an Investigator.

Note on the scenario: This campaign drew inspiration from Lovecraft's *Imprisoned with the Pharaohs*. It was originally published by Harry Houdini, purporting to be a true telling of something which he had gone through and only later acknowledged to be a work of Lovecraft. This last scenario attempts to place the investigators directly into that story. If you'd like added immersion 95% of the flavor text is straight from the source and tracks the scenario, and story, as it progresses.



☞ If this was being played in concert with another campaign and an Investigator began this scenario with Dr. Morgan in play, he offers to continue on with your adventure. Any investigator may add him to their deck.

☞ If this was being played in concert with another campaign any Market items and tomes may be carried over, after paying their stated experience cost.

☞ Any Item cards which were lost after the second scenario may be added back to their owner's decks.

Resolution 2: *With a howl of pain, anger, and unimaginable malice, the creature withdrew. Withdrew, not defeated, did I say? Yes, withdrew. For in the creature's last thrashes of pain, I saw the horrifying truth of the matter. The last spasm of its being revealed to me the supreme horror—the Unknown God of the Dead, which licks its colossal chops in the unsuspected abyss, fed hideous morsels by soulless absurdities that should not exist. The five-headed monster that emerged. . . that five-headed monster as large as a hippopotamus . . . the five-headed monster—and that of which it is the merest fore paw. . .*

You have achieved a good measure, but not ultimate, success in the campaign. You have navigated Cairo and steeled your will in the pitch night. You have wounded the Sphinx and forced it to abscond of our plane. But it could and will return. Unless another band, or your band with a further effort, does banish it entirely.

☞ Each investigator earns experience equal to the Victory Points in the victory display.

☞ Each investigator earns an additional 3 bonus experience for learning their limits are beyond what they believed they were.

☞ If this was being played in concert with another campaign and an Investigator began this scenario with Dr. Morgan in play, he offers to continue on with your adventure. Any investigator may add him to their deck.

☞ If this was being played in concert with another campaign any Market items and tomes may be carried over, after paying their stated experience cost.

☞ Any Item cards which were lost after the second scenario may be added back to their owner's decks.

Resolution 3: *Then it did emerge . . . it did emerge, and at the sight I turned and fled into the darkness up the higher staircase that rose behind me; fled unknowingly up incredible steps and ladders and inclined planes to which no human sight or logic guided me, and which I must ever relegate to the world of dreams, or the dawn would never have found me breathing on the sands of Gizeh before the sardonic dawn-flushed face of the Great Sphinx.*

The Great Sphinx! God!—that idle question I asked myself on that sun-blest morning before . . . what huge and loathsome abnormality was the Sphinx originally carved to represent? Accursed is the sight, be it in dream or not, that revealed to me the supreme horror—the Unknown God of the Dead, which licks its colossal chops in the unsuspected abyss, fed hideous morsels by soulless absurdities that should not exist. The five-headed monster that emerged. . . that five-headed monster as large as a hippopotamus . . . the five-headed monster—and that of which it is the merest fore paw. . .

You, unfortunately, lost the campaign. The Sphinx entered our world with consequences and cataclysm. You did, however, escape with your life and your sanity. Which, in the world of Lovecraft, is some small measure of success.

☞ Each investigator earns experience equal to the Victory Points in the victory display.

☞ Each investigator earns an additional 2 bonus experience for learning the true nature of the Sphinx.

☞ Each investigator gains 1 mental trauma for learning the true nature of the Sphinx.

☞ If this was being played in concert with

another campaign any Market items and tomes may be carried over, after paying their stated experience cost.

☞ Any Item cards which were lost after the second scenario may be added back to their owner's decks.

Resolution 4: *Then it did emerge . . . it did emerge, and at the sight I froze in terror.*

The Great Sphinx! God!—that idle question I asked myself on that sun-blest morning before . . . what huge and loathsome abnormality was the Sphinx originally carved to represent? Accursed is the sight, be it in dream or not, that revealed to me the supreme horror—the Unknown God of the Dead, which licks its colossal chops in the unsuspected abyss, fed hideous morsels by soulless absurdities that should not exist. The five-headed monster that emerged. . . that five-headed monster as large as a hippopotamus . . . the five-headed monster—and that of which it is the merest fore paw. . .

I lay, unable to move, as the horrible cacophonic menagerie did bind me and expelled me into the stinking darkness from which the monster was emerging—and then my mind processed no more.

All Investigators have been **Devoured**.

You have, unfortunately, lost the Campaign and your investigators. On an upbeat note, it is a proper ending for a narrative attempting to hew closely to a Lovecraft story. So you have that going for you.

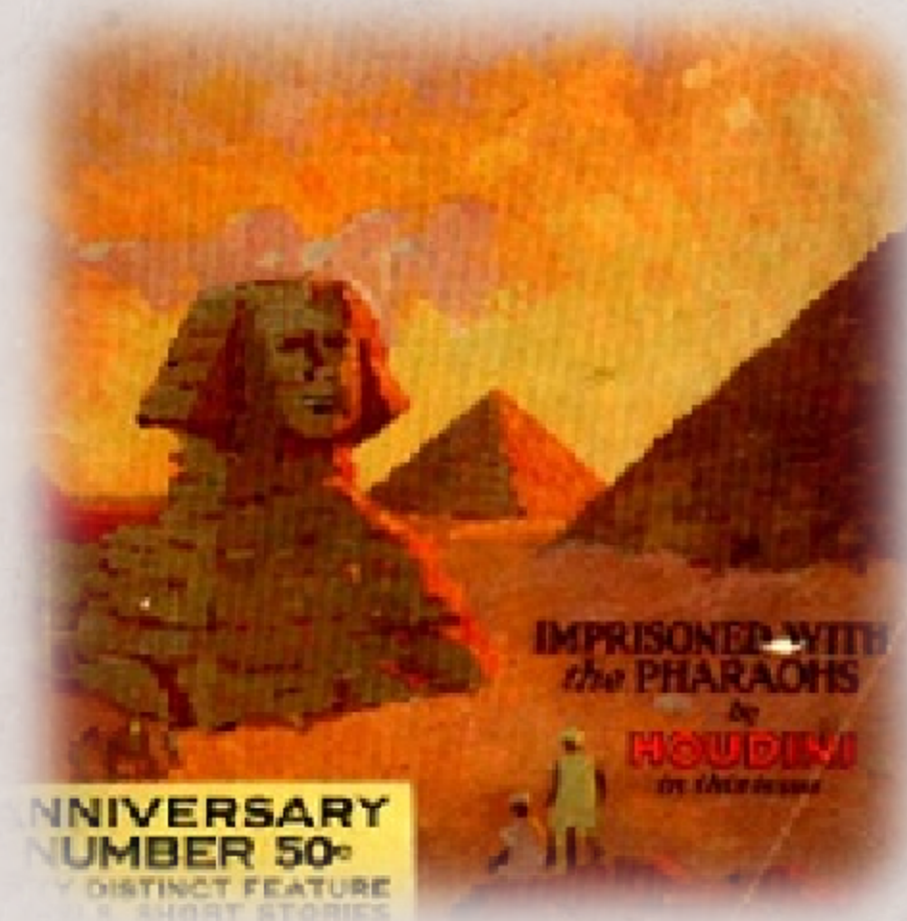
Post-Script

Thanks for taking the time to play this little campaign. Hopefully it gave you some good moments.


This has been a long time simmering. The third scenario was being finished just when Carcosa was first getting released. And the campaign had its share of imperfections, especially in polish and clarity, that made me want to come back to it over the years. But life and work and etc got in the way. Now it's finally in a state that it can be put down for good.

Thanks to everyone who played it. Thanks especially to anybody who commented on it. The final version is now a better experience as a result.

If you'd like another run at it there's some alternative versions of some cards to give the campaign a couple of different wrinkles. I wouldn't say it's "better" or "improved"; the original is still how I conceive of the Campaign being played. It just adds variety if you don't want to know everything that's coming. If once is enough, thanks for giving it that much of your time.



Alternate Plays

As mentioned these aren't to be taken as better or worse than the base cards in the campaign. They are purely for the sake of variety and replayability with one exception below. These cards are marked with the encounter set . They are their own encounter set and have their own numbering. Their number in the collection, however, corresponds to the cards which they should replace. As reference, the collection numberings run

Scenario 1: 1 - 47

Scenario 2: 48 - 113

Scenario 3: 114 - 156


For the Tests of Leadership you should do a blind shuffle of the 4 types and put 2 random ones into the encounter deck when they're instructed to be used.

And in general you may blind shuffle this set with the ones from the base set to randomize which one you use.

The third scenario changed both very little and greatly. For an alternative experience you can try playing the Fear movement mechanic as it was originally designed, and generated extreme splits of opinion and experiences. It is most definitely more punishing and more difficult, if not almost certainly fatal, to some investigators and deck builds. It is, however, also completely pure with the theme.

To play it this way, delete the below from the Campaign Guide and rules to the third scenario.

Reduce the difficulty of a move test by 1, to a minimum of 1, for each clue which that investigator possesses.

And then for **Dark** locations change the difficulty of all move tests to  (3).

In this version clues are completely superfluous except for the 1 location **Sanctuary: Mystery**. You could stop placing them altogether although it does then cause some player cards to malfunction. The card universe, and clue dependencies, have just blown up in the last 3 years changing the face and consequences of how it was originally.

From a narrative perspective the story through the tunnels changes from one that you're examining the walls to become more confident in what is coming next to a straight gut check, hiking up Mount Doom in the shadows of Nazgul. Or more directly, here fighting an urge to flee by the presence of the Sphinx sending out waves of mental wrongness while the absolute darkness of the tunnels puts your nerves at a fever pitch.

There is one card which is a supplement, not replacement. It has collection numbers 157-160 and plays in the third scenario. You may also just add the new items into the markets, rather than taking out and replacing the old ones, if you like.

Thanks for playing. It's been a journey.

