

ARKHAM HORROR®

THE CARD GAME

Campaign Guide

THE CIRCLE UNDONE

Death Is Only the Beginning

"The hidden cults to which these witches belonged often guarded and handed down surprising secrets from elder, forgotten aeons; and it was by no means impossible that Keziah had actually mastered the art of passing through dimensional gates."

– H. P. Lovecraft, *The Dreams in the Witch House*

The Circle Undone is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Circle Undone* deluxe expansion contains a prologue scenario, "Disappearance at the Twilight Estate," and two full scenarios: "The Witching Hour" and "At Death's Doorstep." These scenarios can be played on their own or combined with the six Mythos Packs in *The Circle Undone* cycle to form a larger nine-part campaign.

Additional Rules and Clarifications

Tarot Slot

Tarot slots are a new type of asset slot introduced in this expansion. The following symbol indicates that an asset fills a tarot slot:



1 tarot slot

As with other slots, tarot slots limit the number of asset cards of that slot type an investigator is permitted to have in play simultaneously.

By default, an investigator has only one tarot slot available.

All other rules governing slots apply to tarot slots, as usual.

Haunted

Haunted is a new ability that appears on some locations. Each time an investigator fails a skill test while investigating a location, after applying all results for that skill test, that investigator must resolve all "Haunted –" abilities on that location.

A location is "haunted" for the purposes of other card effects if it has at least one "Haunted –" ability (printed or otherwise).

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.

Prologue Investigators

The four investigator cards depicted here (Gavriella Mizrah, Jerome Davids, Penny White, and Valentino Rivas) are marked with the *Disappearance at the Twilight Estate* encounter set icon and can only be used in the prologue for *The Circle Undone*. They cannot be used in other scenarios. Keep them with the rest of the scenario cards for *Disappearance at the Twilight Estate*, and do not integrate them into your collection of player cards.



Story Cards

Story cards are a new cardtype in *The Circle Undone* campaign. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text.

Joe's "Hunch Deck"

As a private eye, Joe Diamond has learned to follow his instincts, and therefore he has a separate hunch deck, which is constructed during step 4 of the setup of each scenario. The cards in this hunch deck are chosen from Joe's 40-card deck and therefore count toward his total deck size. With the exception of these setup instructions, all references to Joe's "deck" refer to Joe's standard investigator deck and not his hunch deck. Joe's hunch deck has no discard pile; cards from your hunch deck are discarded to your standard discard pile when played.

Expansion Icon

The cards in *The Circle Undone* campaign can be identified by this symbol before each card's collector number:



Campaign Setup

To set up *The Circle Undone* campaign, perform the following steps in order.

1. Choose difficulty level.

2. Assemble the campaign chaos bag.

◆ Easy (I want to experience the story):

+1, +1, 0, 0, 0, -1, -1, -2, -3, ☠, ☠, ♠, ☆.

◆ Standard (I want a challenge):

+1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ☆.

◆ Hard (I want a true nightmare):

0, 0, -1, -1, -2, -2, -3, -4, -5, ☠, ☠, ♠, ☆.

◆ Expert (I want Arkham Horror):

0, -1, -1, -2, -2, -3, -4, -6, -8, ☠, ☠, ♠, ☆.

You are now ready to begin at the prologue.

Wait!

Do not choose investigators or assemble investigator decks just yet. First, play through the prologue below. You will be instructed to choose investigators and assemble investigator decks once the prologue is complete.

Prologue (Scenario 0): Disappearance at the Twilight Estate

Sunday, November 22nd, 1925. Arkham, Massachusetts.

Though All Hallows' Eve is nearly a month past, a grim melancholy lingers throughout the town. Each morning, a thick fog permeates the streets. Nights are beginning to grow longer, and if you ask around town, you'll hear people swear that it's getting darker, too. But despite the gloomy mood, progress continues in the sleepy town of Arkham. The election of Nathaniel Rhodes to the United States Senate has upstanding members of the community feeling optimistic about the town's future. And tonight, at his well-appointed estate in French Hill, a man named Josef Meiger hosts the Silver Twilight Lodge's charity gala, an annual members-only event that will turn deadly for several attendees...

- ☞ Each player must choose one of the following neutral investigators to control for the duration of this prologue: Gavriella Mizrah, Jerome Davids, Penny White, or Valentino Rivas. Throughout this prologue, you will play through this character's story and make choices that will determine his or her fate. Your choice of investigator has no direct effect on your standard investigator deck, though the results of the prologue will influence the story.
- ☞ Do not assemble an investigator deck for any neutral investigator. Instead, gather the cards listed on its reverse side—these cards will be used in that investigator's unique setup. (All listed cards are level 0 unless otherwise noted.)
- ☞ If there are 3 or fewer players in the campaign, in the "Missing Persons" section of your Campaign Log, cross off the profiles of any of the neutral investigators who were not chosen.
- ☞ Proceed to **Intro**.

Intro: “Ladies and gentlemen,” Josef Meiger announces, raising a glass of champagne in a toast. A hush descends on the room, until only the crackle of the fireplace and whispers of gossip can be heard. “Allow me to welcome you all into my home for this year’s charity gala. We have some very upstanding citizens here tonight, and I thank all of you for your hard work and generosity.” Cheers and murmurs of agreement fill the room. Many of the guests raise their glasses to Valentino, one of the most esteemed members of the Lodge this year, who sits at the Guest of Honor table, which is nearest to the fireplace.

Josef’s assistant, Jerome, blends into the wall behind Josef, discreetly checking his pocket watch. In another corner of the room, the head housekeeper, Penny, walks from table to table, filling empty glasses and collecting dirty salad plates. “Each of you has done great deeds in the name of the Silver Twilight Lodge and our historic city,” Josef continues. “Next year, we will continue to shoulder this burden and do what must be done for the sake of progress.” Jerome steps forward quietly, interrupting Josef’s speech with the unassuming confidence that comes from years of trusted service. He taps Josef lightly on his shoulder and shows him the time. “I’m afraid I am already out of time. Thank you all very much for attending,” Josef concludes, bowing. Polite applause rises from the audience, and Josef walks briskly toward the parlor, followed closely by his assistant. Two servants collect coats as latecomers trickle into the manor, and Gavriella—Josef’s head of security—watches over the entrance with hard eyes and a clenched jaw. “Has Mr. Sanford arrived?” Josef asks curtly, tapping his polished leather shoe on the floor.

“I’m afraid not,” Jerome replies, flipping through the last pages of the estate’s guest book. “But he should be here any minute, Mr. Meiger.”

“Good. I want there to be no problems whatsoever when he arrives; am I understood?” Josef calls out to Gavriella: “Make sure he is well protected.” Gavriella nods, patting the handle of her .45 in her shoulder holster. Josef turns his attention back to his assistant. “And have Penny make sure the main course is kept good and hot while we wait for Mr. Sanford’s arrival. Not a single slice is to be served without his presence.”

“Not even for Mr. Rivas, sir?” Jerome asks, glancing at Josef over the rim of his thick glasses. Josef pauses for a moment, considering.

“Pour Mr. Rivas another glass of champagne, and I am sure he will not complain. Also, I’m still waiting on those accounts I asked you about earlier today. Don’t forget,” Josef says, clapping his assistant on the shoulder before walking back into the banquet hall. Jerome nods obediently and heads upstairs.

Soon after, the dark mist would appear, and nothing would be the same.

- ☪ One at a time, each player must proceed to the intro for their chosen character and read that section aloud. Do not read any intro for a character not chosen by a player. Once each player has read his or her character’s intro, proceed to **Setup**.

Gavriella Intro: You stand guard as instructed, waiting for Mr. Sanford to appear. By now, the remaining guests have filed into the banquet hall, and you can hear the sounds of merriment and drinking coming from beyond the wooden door behind you. You pay them no mind, remaining vigilant. Years of fighting and discipline have taught you to be ready for anything, even at a harmless banquet like this. Just as you begin to ponder whether your talents are being wasted under Mr. Meiger’s employ, a dark mist invades the parlor through the front door and the window frames, flooding the room. At first, you believe it to be only the evening fog seeping through the manor’s entryway, until you begin to notice that everything the mist touches seems to have decayed as though aged hundreds of years.

You step back cautiously, keeping a hand on the grip of your weapon just in case. Never in all your years have you seen something like this. An unnatural chill spreads throughout the room, and shivers run up your spine. As the ashen mist finishes pouring in, it coalesces into a singular form: a humanoid figure wrapped in shadows. It raises its hand and points at you with a charred, blackened finger.

You unholster your firearm and point it at the creature, allowing your training to take over. “Don’t come any closer!” you shout. The thing watching you from the entrance is unfazed. Its ethereal form begins to glide toward you, dark mist crawling over the carpet in its wake. “I warned you,” you growl, and a thunderous shot echoes through the parlor as you squeeze the trigger. The bullet rips a hole in the figure’s head like a rush of air billowing through a column of smoke. The mist stitches itself together, and the thing continues to drift your way, reaching out menacingly.

Nothing could have prepared you for combat with such an unnatural enemy. Faced with no other option, you turn and flee up the staircase nearby, pausing to squeeze off several more shots at the top. The bullets that make their target simply pass harmlessly through the ghostly figure, striking the door behind it. A few stray shots shatter a column of the staircase’s wooden balustrade.

Jerome Intro: You carefully flip through the pages of Mr. Meiger’s ledger, looking for the accounts he inquired about. You have served Mr. Meiger faithfully for almost a decade, and he trusts you with sensitive information like this—a point of pride for you. While you are often curious about your employer’s business, you have never pried into his personal matters. Not until tonight, anyway.

You adjust your glasses and lean forward as you turn to the page regarding Mr. Meiger's request. Some of the names on the list you recognize: Rivas, Gensler, Fairmont, Rhodes, Wick. But many are names you have never heard of before, let alone seen affiliated with Mr. Meiger's work: Lindquist, Konstantinov, Magro, Atkinson, Lamar... Just how deep do Mr. Meiger's connections go?

Strange as that may seem, it is the list of names on the page afterward that raises your hackles. While it was clear that the names on the previous page are associates of Mr. Meiger's, or at least prominent members of the Lodge, you can only assume that this next series of names is of people your employer is...targeting. For what, you cannot say.

You stand next to Josef's desk and record the list in your pocket journal carefully, making sure to keep the names in the exact order they appear in Mr. Meiger's ledger. You hope that your suspicion is nothing more than the absurd imagination of an overworked secretary. Still, something about all of this has you concerned. That, and the sudden draft of frigid air that has somehow wafted into the room. Your gaze naturally drifts to the window, at which point you scream out in shock and lose your balance, stumbling backward into Mr. Meiger's desk.

Pressed up against the office window is a host of screaming faces emerging from the mist, or perhaps composed of it. Their ghostly hands press against the glass, their eyes hollow and empty. Your reading glasses clatter to the ground and shatter under your heel as you scramble to the other side of the office. You don't realize that you dropped your pocket journal in the chaos until it is too late.

Penny Intro: You sigh as the cool New England air embraces you. It has been a very stressful night: stressful enough that you've decided to sneak away from the clamor to grab a quick smoke before heading back to work. You rest your arms along the metal railing of the balcony, your fingers trembling as they hold your cigarette. The dreary gambrel rooftops and Victorian manors of French Hill span the view below you, the unlit windows hiding countless secrets.

You can't remember a night in which your employer was as concerned with every little detail as he is tonight. He is normally so calm, so collected. There's something special about tonight that has him on edge. Is it Mr. Sanford? A shudder crawls through you. For some reason, something about that man gives you the creeps. But Josef has interacted with Mr. Sanford many times before, so that cannot be the reason. What could it be that has Mr. Meiger so worried?

You are torn from your thoughts by the gathering of grey clouds overhead, swiftly blotting out the night sky. As the clouds grow ever closer, you begin to see shapes emerging from the vapor. You squint and

lean over the railing for a better view. That is when you notice the true forms of the shapes in the mist: their screaming faces, their clawing hands, all writhing in torment and coming straight for you. You cry out in terror and back up against the wall as the mist envelops the building. A spectral shape emerges from the haze beyond the railing, dressed in bloodstained rags. It begs for rest in a croaking, gasping voice. Your only hope for escape is to retreat back into the manor and call for help...

Valentino Intro: "Are you going to break, or are you going to sit there admiring the cue ball all night?" you ask with a mocking smile. Your opponent sets the ivory ball back on the table with a sigh.

"I can't help myself around ivory. You know that, Tino," Adam replies. You rarely see Adam Gensler except during Lodge functions, but you prefer his company to that of the stuffy business types who make up most of the Lodge these days. He makes his shot, the sudden clattering interrupting the din of conversation. "Your shot, Tino. And do try to avoid hitting the nine ball first. You're always so overeager." Adam chuckles as he moves to the other side of the table, making way for you.

"That was one time, my friend, one time." You roll your eyes. Truth be told, you've enjoyed coming to these events for the opportunity to give back to the community, not to hobnob with Arkham's gentry. But hobnobbing has had its perks.

You lean over the table and clear your mind as you line up your shot. The room falls silent as you block out the clamor and the music, focusing all of your attention on the one ball and the corner pocket. You hold your breath and strike the cue ball. It clacks as it hits its target, and the one ball drops effortlessly into the corner pocket. "There, you see?"

It is only then that you realize the silence around you is not just in your mind. All of the light and warmth has been sucked out of the room. Adam is gone, along with everyone else who was present just moments before you took your shot. "Hello?" you call out. A dark mist coils about your ankles as you walk around the billiards table. "If this is a practical joke of some kind, it's in awfully poor taste," you remark. The only response is the deep growl that emerges from beneath the table. Morbid curiosity compels you to look underneath it, at which point a dark hound pounces onto your chest, savagely clawing at your torso. You react instinctively, pushing it off of your body as hard as you can. It lands on the billiards table, causing it to collapse under the creature's weight. You slowly back up as the creature rises to its feet once again and jumps off the broken table, its hollow eyes gazing into your soul.

Setup

- ☞ Gather all cards from the following encounter sets: *Disappearance at the Twilight Estate*, *At Death's Doorstep*, *Inexorable Fate*, *Realm of Death*, *Spectral Predators*, *Trapped Spirits*, *The Watcher*, and *Chilling Cold*. These sets are indicated by the following icons:



When gathering the *At Death's Doorstep* encounter set, only gather the seven **Spectral** locations from that encounter set. Do not gather any of the other cards from that encounter set.

- ☞ Put the seven **Spectral** locations into play. (See suggested location placement, below.)
- ☞ Put The Spectral Watcher enemy into play in the Entry Hall.
- ☞ Each player follows the setup instructions on the back of his or her investigator card.
- ☞ Shuffle the remaining encounter cards to build the encounter deck.



No Way Out

There is no positive resolution for this scenario. Investigators should strive to last as long as they can and gather as many clues as they can before their inevitable demise. Note that while cards can still be added to the victory display during this scenario, experience and victory points will not be gathered for this scenario.

Since these investigators do not have decks, ignore any instruction or effect that would cause them to draw cards or interact with player decks. Additionally, since these investigators do not have discard piles, **each player card that would be placed in their discard pile is removed from the game, instead.**

Good luck. You'll need it.

Suggested Location Placement

The Spectral Realm

Note: This scenario only uses the seven locations with the **Spectral** trait. Do not set up this scenario using any locations without the **Spectral** trait!

DO NOT READ until the end of the scenario

No resolution was reached, because each investigator was defeated: “Mr. Sanford, thank you so much for coming. I know you are a busy man. Your presence at tonight’s meeting is very much appreciated.” Josef shakes Carl Sanford’s hand firmly as he speaks. Sanford merely nods. “I know you’ve only just arrived, but I have some...private matters to discuss with you, if that is all right,” Josef continues, his narrow eyes shifting back and forth between the men flanking Mr. Sanford.

“Very well.” The elderly man nods to his two enforcers, who step aside to give him privacy. He cradles his hands behind his back, his stature impressive for his age. His discerning eyes fall on Josef. “What is the matter?”

Josef leans closer. “It’s here, sir. It’s here in this very house.”

There is a quiet pause between the two men, and then Carl Sanford smiles.

- ☞ No experience is earned for this prologue.
- ☞ In your Campaign Log, record *X pieces of evidence were left behind*. X is the total number of clues on Act 1a—“The Disappearance.”
- ☞ Return each of the player cards used in this scenario to the collection.
- ☞ Each player chooses an investigator from the standard pool of investigators and assembles his or her investigator deck, as usual.
- ☞ Proceed to **Scenario I: The Witching Hour**.



Scenario I: The Witching Hour

Intro 1: It is a breezy November evening in Arkham—the perfect night for a walk through Independence Square, or so you had thought, up until the moment Anna Kaslow offered to tell your fortune. You agreed, though you would soon come to regret this decision. For each of the cards the Romani soothsayer draws from her deck, she weaves a tale of despair and misfortune. Judgment. Temperance. Justice. The Hermit. The Hanged Man. The Hierophant. The Lovers. The Chariot. The Wheel of Fortune. To complete her tale, Anna draws the top card and lays it in the center of the formation. Dominating the old, worn card is the ominous image of a towering construct of black onyx. A hellish storm rages over the tower, lightning coursing through the dark clouds. It reads: THE TOWER · XVI. Even if the rest of the reading had gone swimmingly, the sight of the center card would have sent a shiver down your spine. As it stands now, it feels more like the closing of a casket over your body.

“You did tell me to give it to you straight,” the soothsayer says. She sits cross-legged in front of you, wearing a stony, grim expression. From her unwavering gaze and her cold eyes, you can tell Anna derives no satisfaction from this reading. “Simple misfortune is the least of your concerns,” she explains. “This is a matter of life and death.” She motions to the cards surrounding The Tower—each of them laid in the reverse position—and stares at them intently. “Arrayed against you is everything that you cannot see. You alone stand in their way,” she says enigmatically.

☞ The lead investigator must decide (choose one):

- ◆ “What can I do to avoid this fate?” Proceed to **Intro 2**.
- ◆ “This is bullshit.” Skip to **Intro 3**.

Intro 2: The woman nods and draws the top card of the deck with a steady hand, revealing it to you without looking at it herself. Depicted on the card is a single wooden wand, surrounded by a pattern of broken stained glass. It reads: ACE OF RODS. “You must be ready to act,” she advises. “Without hesitation. Without regret. When the opportunity arises, you must set into motion the events that will change this fate.”

- ☞ In your Campaign Log, record you have accepted your fate. Add 2 tokens to the chaos bag for the remainder of the campaign.
- ☞ Before drawing his or her opening hand for this scenario, the lead investigator searches the collection for 1 copy of The Tower · XVI and 1 copy of Ace of Rods and adds each of them to his or her deck, if able. The lead investigator has earned these cards. They do not count toward his or her deck size. (If one or both of these cards are not available, skip this step.)

☞ Skip to **Intro 4**.

Intro 3: The woman smirks. “Yes, in a sense, I suppose it is,” she responds. With a single swift motion, she picks up each of the cards displayed before you, save for The Tower card, and shuffles them back into the deck. “The cards only reveal and advise. They cannot influence or impose.” She locks eyes with you, and her smile vanishes from her face. “In other words, though your fate is not set in stone, I assure you the danger you face is not ‘bullshit.’ It is real.” Her eyes narrow. “It is very real.”

☞ In your Campaign Log, record you have rejected your fate. Add 2 tokens to the chaos bag for the remainder of the campaign.

☞ Proceed to **Intro 4**.

Intro 4: Silence hangs in the air as you peer into The Tower card. The world around you dissolves into emptiness as your eyes fixate on the onyx tower. Rolling thunder echoes in the distance. “Do you understand now?” Anna asks. There is no other sign of the soothsayer: only her strained voice. A bolt of lightning streaks across the sky. “Do you see your fate before you, as I do?”

Another resounding crack of thunder, and you are suddenly awake. Icy rain pelts your body, soaking you through to the bone. You are lying in the mud beside a wooded trail, and there is no other soul in sight...

Setup

☞ Gather all cards from the following encounter sets: The Witching Hour, Anette’s Coven, City of Sins, Witchcraft, Ancient Evils, Striking Fear, and The Devourer Below. These sets are indicated by the following icons:



When gathering The Devourer Below encounter set, only gather the 6 Arkham Woods locations. Do not gather any of the other cards from that encounter set.

☞ Gather all cards from the Agents of Azathoth and Agents of Shub-Niggurath encounter sets. Set these encounter sets aside, out of play. These sets are indicated by the following icons:



- ☞ Put 4 Witch-Haunted Woods locations into play as follows:

- ◆ In player order, each investigator puts 1 random Witch-Haunted Woods location into play in front of him or her, until there are exactly 4 Witch-Haunted Woods locations in play (see “Lost and Separated,” below).

For example: In a 1-player game, there should be 4 Witch-Haunted Woods in front of that investigator. In a 2-player game, there should be 2 Witch-Haunted Woods in front of each investigator. In a 3-player game, there should be 2 Witch-Haunted Woods in front of the lead investigator and 1 Witch-Haunted Woods in front of each other investigator. In a 4-player game, there should be 1 Witch-Haunted Woods in front of each investigator.

- ◆ Remove each other Witch-Haunted Woods from the game.
- ◆ Each investigator begins play at one of the locations in front of him or her, chosen at random.

- ☞ Set the following cards aside, out of play: each of the Arkham Woods locations and Anette Mason.

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

Lost and Separated

During this scenario, the investigators begin play separated and cut off from one another. This is represented by locations entering play “in front of” each investigator (placed just above their play area).

Act 1a—“Lost in the Woods” has the text: “Locations in front of you are connected to one another.” This text means that regardless of location/connection symbols, the locations in front of you are considered to be connected to one another, and enemies and investigators may move between them. Locations remain connected to one another via their location/connection symbols, as well.

However, Lost in the Woods also has the text: “You cannot enter locations in front of other investigators.” This means that you cannot move to a location in front of another investigator, even if the two locations are connected or if you are moving via a card effect. Note that this restriction does not apply to enemies, who are free to move between connected locations regardless of which investigator those locations are in front of.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated, and it was act 1, 2, or 3 when the scenario ended: Go to Resolution 3.

If no resolution was reached because each investigator was defeated, and it was act 4 when the scenario ended: Go to Resolution 4.

Resolution 1: *Despite her wounds, the leader of the coven rises to her feet. More of the hooded figures emerge from the tree line, eager to defend their leader. “Interloper!” one calls you, pulling off her hood and pointing a gnarled wooden rod in your direction. Her bright-red hair glows in the firelight, embers dancing about her extended hand. “They’re the ones from before, High Priestess: the ones who interfered with our great work.”*

The “High Priestess” holds up a single hand, and a hush falls over the other witches. “As always, I admire your perseverance, sister. But I do not believe these are the ones you speak of,” she replies to the red-haired accuser. You lower your weapons as several of the hooded figures approach and surround their leader. They begin chanting in a soft tone as they examine her wounds. The red-haired witch crosses her arms and watches you with a hard glare, her gaze never straying far from you. “I am Anette,” says the leader of the coven, “and these are my sisters. Tell me: Who are you, and why are you here?”

You explain how you awoke in the woods, how you were attacked by terrible creatures, and how you came to the center of this circle in order to break the spell surrounding the woods. Anette’s eyes narrow as she hears your story. “That is impossible. The circle was closed. None could enter the woods while we were completing our spell.” She grits her teeth. “You must go at once. This is not your place.”

“But, High Priestess!—” the red-haired witch exclaims, only to be interrupted by Anette’s gaze. The two lock eyes, a battle of wills that quickly proves Anette victorious.

"Stand down, Erynn," Anette says with a firm, motherly tone, as though admonishing a child. She turns her attention back to you as the witch named Erynn lowers her head in defeat. "Go. You've broken the spell, just as you desired. You can leave the woods now. But I give you one final warning: cross us again, and we will not be so merciful."

You begin to protest, but before you are able to utter a single word, a dark gale snuffs out the fire at the center of the clearing. Shadows from beyond the tree line suddenly twist and coil into the clearing, tugging at the edges of the witches' cloaks. One by one, the shadows twist and pull each of the witches into the darkness beyond. In moments, they are gone. You are left with only the soft glow of moonlight to guide you home.

- ☞ In your Campaign Log, record the witches' spell was broken.
- ☞ In your Campaign Log, under "Mementos Discovered," record Mesmerizing Flute and Ritual Components. Each investigator earns 1 bonus experience, as he or she gains insight into Arkham's mysterious past.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2: With the spell broken, the hooded figures turn their attention to you. More of them emerge from the tree line, eager to take vengeance upon you for destroying their plans. "Interloper!" one of them calls you, pulling off her hood and pointing a gnarled wooden rod in your direction. Her bright-red hair glows in the firelight, embers dancing about her extended hand. "You will not escape this time!" she cries, prepared to strike you down.

"Stop!" the leader of the coven yells in a commanding voice, holding up her hand. The red-haired accuser stops in her tracks, and there is a sudden stillness in the clearing around the circle.

"But High Priestess," the witch persists, "they're the ones from before. The ones who interfered with our great work."

The High Priestess places a hand on the red-haired witch's shoulder. "As always, I admire your perseverance, sister. But I do not believe these are the ones you speak of," she replies.

The red-haired witch lowers her rod as the High Priestess approaches you, her arms crossed. She watches you with a hard glare, her gaze never straying far from you. "I am Anette, and these are my sisters," she says. "Tell me: who are you, and why are you here?"

You explain how you awoke in the woods, how you were attacked by terrible creatures, and how you came to the center of this circle in order to break the spell surrounding the woods. Anette's eyes narrow as she hears your story. "That is impossible. The circle was closed. None could enter the woods while we were completing our spell." She grits her teeth. "You must go at once. This is not your place."

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- ☞ In your Campaign Log, record the witches' spell was broken.
- ☞ In your Campaign Log, under "Mementos Discovered," record Mesmerizing Flute and Scrap of Torn Shadow. Each investigator earns 1 bonus experience, as he or she gains insight into Arkham's mysterious past.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 3: *You collapse to the ground in exhaustion, your head swimming with otherworldly voices and the high-pitched piping of a hundred discordant flutes. Your entire body rattles with the sensation. Blood trickles from your ears, and tears well in your eyes. You try to crawl to safety, but it is to no avail. The piping only grows in volume, the discordant cacophony shattering your eardrums and turning your thoughts to sludge. Eventually, after what feels like hours, weariness claims your consciousness.*

When you next awaken, it is by the side of Hangman's Brook, where a small child is shaking you vigorously by the shoulders. "Get back here; don't touch them!" the child's mother calls to the boy, and he recoils from you. Considering the state you're in, you wouldn't be surprised if she thought you some kind of rummy. You brush some of the caked dirt off of your coat and rise begrudgingly to your feet, wandering toward Uptown.

☞ In your Campaign Log, record the witches' spell was cast.

☞ Check the act deck.

☞ If it was act 1 or 2 when the scenario ended, no record is made.

☞ If it was act 3 when the scenario ended, in your Campaign Log, under "Mementos Discovered," record *Mesmerizing Flute*. Each investigator earns 1 bonus experience, as he or she gains insight into Arkham's mysterious past.

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

Resolution 4: *You collapse to the ground in exhaustion, your head swimming with otherworldly voices and the high-pitched piping of a hundred discordant flutes. The sensation fades as the circle's leader approaches, her powerful form looming over you. "We cannot allow the spell to fail. Take them to the edge of the woods and make sure we are not interrupted," she commands several of the other hooded women. They grab you by the arms and hoist you up, dragging you away from the central clearing. You try to resist, but your limbs are numb and sluggish, and the cacophony of sound and sensations assaulting your mind has turned your thoughts to sludge. Eventually, after what feels like hours, you are hurled to the ground, and weariness claims your consciousness.*

When you next awaken, it is by the side of Hangman's Brook, where a small child is shaking you vigorously by the shoulders. "Get back here; don't touch them!" the child's mother calls to the boy, and he recoils from you. Considering the state you're in, you wouldn't be surprised if she thought you some kind of rummy. You brush some of the caked dirt off of your coat and rise begrudgingly to your feet, wandering toward Uptown.

☞ In your Campaign Log, record the witches' spell was cast.

☞ In your Campaign Log, under "Mementos Discovered," record *Mesmerizing Flute*. Each investigator earns 1 bonus experience, as he or she gains insight into Arkham's mysterious past.

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



Scenario II: At Death's Doorstep

Four Missing, Whereabouts Unknown

Residents of French Hill are still in a tizzy after the sudden disappearance of several guests and house staff from the home of Mr. Josef Meiger during the night of the annual Silver Twilight charity gala last Sunday. "We are absolutely baffled as to how this could have happened," said Mr. Meiger the day after the disappearances. "That said, we are confident that Sheriff Engle and the Arkham Police will do their due diligence in finding the missing persons."

There is still no evidence whatsoever as to the whereabouts of Miss Gavriella Mizrah, Mr. Jerome Davids, Mr. Valentino Rivas, and Mrs. Penny White, all of whom vanished halfway through the event and have not been seen since. The police are offering a substantial reward for any person or persons who come forward with information related to these disappearances. When asked whether the police were considering the case a homicide, Sheriff Engle had this to say: "There's no reason to suspect foul play is involved just yet. However, given the circumstances, we have to consider every possibility." No other attendees have come forward with statements concerning the gala, which seemed to finish without a hitch despite the disappearances.

So far, none of the prominent members of the Silver Twilight Lodge have expressed any concern about the Lodge's upcoming benefit dinner, which was recently moved to the same location: Josef Meiger's estate in French Hill. "I am certain that this event will be a smashing success," Mr. Meiger told the *Arkham Advertiser* in an interview yesterday. "There is no reason for the fair residents of Arkham to worry."

—Minnie Klein

You fold up the newspaper and shove it aside on your desk, examining the other files you've collected over the last few days concerning the missing persons. It has been several days since your experience in the woods. You have tried to put it all out of mind, but it is impossible. Every night, you dream of a nameless place in the void of space, a faint discordant melody of hypnotizing flutes pulling you forward. Now there are others disappearing from the town without a trace. The disappearances dance along the edges of your thoughts. No reason to worry, you ponder, turning the man's words over in your head. You think of the card reader and her warning, and you wonder if you are simply imagining devils where there are none. Regardless, there is only one way to know for sure. You pick up the invitation, examining the silver-embossed stationary and perfect calligraphy.

The Silver Twilight Lodge






requests the pleasure of your company on the evening of November the twenty-ninth at eight o'clock at the estate of Josef Ekhard Meiger, Esq. for the benefit of The Fairchild Foundation

As you prepare for the night ahead, you cannot help but wonder: Are you taking action to remedy your fate, as the soothsayer advised? Or are you walking willingly into the jaws of a grim destiny?

Proceed to **Setup**.

Standalone Mode

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

- ☉ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , .
- ☉ All 4 profiles are "crossed off" in your Campaign Log.
- ☉ No pieces of evidence were left behind.

Setup

- ☉ Gather all cards from the following encounter sets: *At Death's Doorstep*, *Silver Twilight Lodge*, *Spectral Predators*, *Trapped Spirits*, *Inexorable Fate*, and *Chilling Cold*. These sets are indicated by the following icons:



- ☉ Set the *Realm of Death* and *The Watcher* encounter sets aside, out of play. These sets are indicated by the following icons:



- ☉ Set the seven *Spectral* locations aside, out of play.
- ☉ Set the Josef Meiger enemy aside, out of play.

❖ *Note: This card is double-sided and has a story card on its other side. For the best experience, do not look at the other side unless an effect instructs you to do so.*

- ⑦ Put each of the seven non-**Spectral** locations into play (Entry Hall, Victorian Halls, Trophy Room, Billiards Room, Master Bedroom, Balcony, and Office). Each investigator begins play in the Entry Hall. (See suggested location placement, below.)
- ⑦ Check the “Missing Persons” section of the Campaign Log:
 - ❖ Place 6 clues on the Entry Hall if Gavriella Mizrah’s profile is not crossed off.
 - ❖ Place 6 clues on the Office if Jerome Davids’s profile is not crossed off.
 - ❖ Place 6 clues on the Billiards Room if Valentino Rivas’s profile is not crossed off.
 - ❖ Place 6 clues on the Balcony if Penny White’s profile is not crossed off.
 - ❖ As evenly as possible, remove a total number of clues from the above locations equal to the number of *pieces of evidence that were left behind* in your Campaign Log.
- ⑦ Shuffle the remainder of the encounter cards to build the encounter deck.

Replacing Locations

Throughout this scenario, you may be instructed to swap set-aside locations with existing ones. When a location is swapped with one that is already in play, it takes its place. All tokens, attachments, investigators, enemies, and other cards at the former location are considered to now be at the new location (attached cards remain attached, for example). No game element is considered to have moved during such a swap.

Suggested Location Placement



The Mortal Realm

Note: This scenario's setup only uses the seven locations without the **Spectral** trait. Each of the **Spectral** locations should be set aside.

Interlude I: A Record of Those Lost

Do not read this interlude unless you are instructed to do so.

Check the “Missing Persons” section of your Campaign Log. In order, read the sections below for each of the characters whose profile is not crossed off.

If Gavriella Mizrah’s profile is not crossed off and there are no clues on the Entry Hall, read the following:

The entry hall to the manor is beautifully decorated, but you find it odd that the grand staircase’s wooden balustrade has been recently repaired and, by the looks of it, hastily so. While nobody is looking, you follow the handrail up and down the stairs until you spot what you are looking for: several splinters of wood, perhaps dislodged by a bullet. You ascend the staircase once more and position yourself where one would need to be standing in order to fire such a shot. After a moment of observation, a faint glimmer near one of the decorative ferns on the second floor catches your eye. There, you find proof: a bullet casing from a .45 handgun. A gun was indeed fired in the entry hall of the manor—but if that is true, how did nobody hear the shots?

Under “Missing Persons,” next to Gavriella Mizrah’s profile, record the investigators are on Gavriella’s trail.

If Jerome Davids’s profile is not crossed off and there are no clues on the Office, read the following:

Josef Meiger’s personal office is pretty tidy for somebody whose personal secretary just went missing. Perhaps he’s just a fastidious person...or perhaps he’s been scrubbing evidence of some wrongdoing. You find nothing of note in any of Josef’s files, but after some perusing, you realize there is one place you haven’t checked: the trash. Rooting through the garbage bin yields fruit. Near the bottom is a small pocket journal belonging to Jerome Davids, probably tossed there carelessly by the cleaning staff. You turn to the last page. There, Jerome had recorded a list of names, perhaps transcribed from Josef’s records. You don’t know what it means yet, but it must be important.

Under “Missing Persons,” next to Jerome Davids’s profile, record the investigators are on Jerome’s trail.

If Penny White’s profile is not crossed off and there are no clues on the Balcony, read the following:

The balcony outside Josef Meiger’s bedroom overlooks the rainy streets and somber spires of French Hill. According to eyewitnesses, Penny was last seen entering Josef’s bedroom, presumably to tidy it up, or perhaps to look for one of his personal belongings. The cigarette butt on the floor of the balcony tells a different story. Penny came here for a break, and judging from how busy the rest of the staff is, it was probably a much-needed one. If she had been in any danger, could she have climbed or jumped down from the balcony? You peer over the edge. It’s possible, but unlikely. A fall from here could break a leg, or worse. She likely would have retreated back into the manor, where she could have called for help...only, nobody saw her exit from the bedroom. Something doesn’t add up. You tuck the cigarette butt into your coat pocket, hoping it’s actually a lead and not a wild goose chase.

Under “Missing Persons,” next to Penny White’s profile, record the investigators are on Penny’s trail.

If Valentino Rivas’s profile is not crossed off and there are no clues on the Billiards Room, read the following:

Tracing Valentino’s steps isn’t difficult. As the guest of honor (and life of the party, from what you hear) there was always a crowd around him. This makes the story that he “vanished when they weren’t looking” all the more unbelievable. In the billiards room, where Valentino was last seen, you corner Adam Gensler, the man he was playing billiards with just before his disappearance. “Look, I already told the cops and the reporters what I saw,” he explains, fidgeting and tapping his toes repeatedly. “Tino and I were playing billiards, I looked away, next thing I know he’s gone,” he insists angrily, returning to his billiards game. “Now where is that damned one ball?” he mutters. It might be nothing, but it looks like Valentino wasn’t the only thing to go missing that night.

Under “Missing Persons,” next to Valentino Rivas’s profile, record the investigators are on Valentino’s trail.

Once each relevant entry has been read, advance to act 1b.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated) and it was act 1 when the scenario ended: Go to Resolution 2.

If no resolution was reached (each investigator resigned or was defeated) and it was act 2 when the scenario ended: Go to Resolution 3.

If no resolution was reached (each investigator resigned or was defeated) and it was act 3 when the scenario ended: Go to Resolution 1.

Resolution 1: As soon as you emerge onto the patio, you are surrounded by grim men in trench coats. Several of them reach into their coat pockets: a warning not to do anything too hasty. Before any threats can be fulfilled, the silence is broken by an icy voice. "Now gentlemen, there is no need for that." The men withdraw to reveal an elderly man you recognize as Carl Sanford, the president of the Silver Twilight Lodge. Despite the dangerous situation, his expression is almost too casual. The complete lack of fear in his posture and his actions suggests a confidence backed by substantial power. His bodyguards take several steps back, allowing you to speak with Mr. Sanford in private.

- ☞ In your Campaign Log, record the investigators escaped the spectral realm.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Proceed to **Interlude II: The Price of Progress**.

Resolution 2: You head out of the manor and are embraced by the brisk evening air. Your investigation has left you exhausted and strangely paranoid. Something about that event felt peculiar to you, though you aren't sure why. Although the guests seemed oblivious, you noticed that the staff was sweaty and jittery, and the Lodge members seemed tense as well. More than once, you noticed their gaze drawn to you, watching your every move. If you didn't know any better, you'd think the Silver Twilight Lodge was having you tailed

for some reason. Regardless, you weren't able to find much information about the four disappearances, and you doubt you ever will. Perhaps it was nothing, after all.

- ☞ In your Campaign Log, record the investigators learned nothing of the Lodge's schemes.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Skip **Interlude II: The Price of Progress**, and proceed directly to **Scenario III: The Secret Name**.

Resolution 3: You flee toward the manor's entry hall, but the wall of spectral mist still blocks your way. Emerging from the mist are several ghostly faces and arms, writhing and screaming in torment. You turn and are confronted by the empty visage of the hooded Watcher. Before you even realize your doom, the creature's ethereal body is swirling and swooping through the air as though composed of mist itself. The creature reconstitutes before you, and its charred hand grips your throat, holding you aloft with tremendous strength. You kick and dig your nails into the creature's hand, struggling with the ferocity of a cornered animal, but it is no use. The last thing you see is the red glare of the thing's eyes as it drills into your mind.

- ☞ In your Campaign Log, record the investigators are never seen or heard from again.
- ☞ Each investigator who resigned earns experience equal to the Victory X value of each card in the victory display.
- ☞ Each investigator who has not resigned is **killed**. If there are not enough investigators in the pool of available investigators to continue the campaign, the campaign is over, and the players lose. Each player whose investigator has been killed must choose a new investigator from the pool of available investigators.

☞ Skip **Interlude II: The Price of Progress**, and proceed directly to **Scenario III: The Secret Name**.

Interlude II: The Price of Progress

If at least one of the investigators has the **Silver Twilight** trait, proceed to **The Price of Progress 1**.

Otherwise, skip to **The Price of Progress 2**.

The Price of Progress 1: “Ah, it’s you. I did not expect you to be here, though perhaps I should have,” Mr. Sanford says with a hint of surprise in his voice. “I regret that you had to be involved in this unfortunate affair. I did not plan for you to be a part of any of this.” You narrow your eyes. You suspect fortune had nothing to do with it. You ask him what will happen to those still trapped inside. “Human progress requires sacrifice,” he recites stoically. “It is lamentable when that sacrifice is in blood, but the price in lamentation does not outweigh the yield of our labor.”

Skip to **The Price of Progress 3**.

The Price of Progress 2: “I regret that we must meet under such... unfortunate circumstances,” Mr. Sanford says offhandedly. You narrow your eyes. You suspect fortune had nothing to do with it. You ask him what will happen to those still trapped inside. “Human progress requires sacrifice,” he recites stoically. “It is lamentable when that sacrifice is in blood, but the price in lamentation does not outweigh the yield of our labor.”

Proceed to **The Price of Progress 3**.

The Price of Progress 3: You didn’t come here to listen to Mr. Sanford proselytize about sacrifice. You came here for answers. You demand an explanation, but the elderly man cuts you off with a scowl. “Yes, yes. You speak of the incident last week. That was the creature’s first manifestation, and the arrival of the dark mist, which you encountered inside.” He glances at the front door to the manor and clears his throat. “The Lodge was not involved in the disappearances that occurred that night,” he explains after a short pause. “But we couldn’t exactly go to the police and tell them a creature made of mist kidnapped four people in Mr. Meiger’s household, could we? So, we had to take matters into our own hands. We suspected that creature was drawn to the crowd, so we recreated the incident in order to understand what happened—to discern its motives.” The decision to host another event at Mr. Meiger’s estate so soon after the disappearances makes sense to you now. As much as you hate to admit it, there is some logic to the plan the Lodge put into action, although you don’t particularly like being used as bait. Who knows how many innocent bystanders were put in mortal danger? Even if the goal was noble, was it worth the sacrifice?

“I hope you understand that our organization only seeks the betterment of humankind. There are harsh truths that lie beyond our five senses,” Mr. Sanford says, his expression grim. “If we are to survive and prosper, we must adapt. We must learn. We must understand. That is what our order seeks to achieve—a greater understanding of the world around us. A worthy pursuit, don’t you agree?”

☞ Check the **Silver Twilight** enemies in the victory display and beneath the Entry Hall.

✦ If Josef Meiger is in the victory display, proceed to **The Price of Progress 4**.

✦ If Josef Meiger is beneath the Entry Hall, skip to **The Price of Progress 5**.

✦ If neither of the above is true, and the number of **Silver Twilight** enemies in the victory display is equal to or greater than the number beneath the Entry Hall, proceed to **The Price of Progress 4**.

✦ If none of the above are true, and there are more **Silver Twilight** enemies beneath the Entry Hall than in the victory display, skip to **The Price of Progress 6**.

The Price of Progress 4: Before you can reply, one of Sanford’s men emerges from the house behind you. He sheathes a long silver blade as he addresses Mr. Sanford. “There is no sign of Josef inside, sir.” The man eyes you suspiciously, keeping his hand on the hilt of his sword. His posture reminds you of that of a knight, stoic and rigidly disciplined.

“I see,” Sanford replies. He closes his eyes and takes a deep breath before continuing. “A great loss for our order, but one we anticipated. Gather the Lodge’s belongings from inside the estate, and I will deal with the consequences.” The knight nods and heads back inside. Carl’s cold blue eyes turn back toward you. “As for you, I would ask you to leave this place at once. You have done enough harm as it is.” Before you can protest, he commands the other men nearby to escort you off the premises, and you have little choice but to comply.

☞ In your Campaign Log, record Josef disappeared into the mist.

☞ In your Campaign Log, record the investigators are enemies of the Lodge.

☞ The story continues in **Scenario III: The Secret Name**.

The Price of Progress 5: You consider Mr. Sanford's words carefully. You believe that he is telling the truth, but you're not sure if the ends justify his means. Before you can reply, Josef steps forward. "I believe our new comrades understand the value of working together," he says politely, standing at your side. "They could have escaped on their own, but they stayed behind to make sure members of the Lodge were safe. Surely we are of the same mind."

"Courage is not the same as sacrifice, Josef," Carl Sanford intones patiently. "Do they have the will to do what is truly right for all of humanity?" The elderly man turns his attention back to you, his cold eyes glinting in the moonlight. He approaches calmly, extending his hand. "Regardless, you have experienced firsthand the danger that we all face. Join us, and we can face it together. With our knowledge combined, we can protect Arkham from this threat."

- ☞ In your Campaign Log, record the investigators rescued Josef.
- ☞ Each investigator earns 2 bonus experience, as he or she gains insight into the inner workings of the Silver Twilight Lodge.
- ☞ The investigators must decide (choose one):
 - ☞ "I refuse to be a part of this." Skip to **The Price of Progress 7**.
 - ☞ "I agree." Skip to **The Price of Progress 8**.
 - ☞ "I agree." (You are lying.) Skip to **The Price of Progress 9**.

The Price of Progress 6: You consider Mr. Sanford's words carefully. You believe that he is telling the truth, but you're not sure if the ends justify his means. Before you can reply, Josef Meiger emerges from the house behind you, flanked by two guards wearing expensive suits. One wields a long silver blade as he stands guard. The other observes the situation vigilantly, keeping one hand on the grip of a revolver holstered at his side. Josef recognizes you and addresses you curtly. "You have been poking your head where you don't belong," he threatens, narrowing his dark eyes.


"Stay your tongue, Josef," Sanford interjects. He approaches calmly, extending his hand toward you. "You have experienced firsthand the danger that we all face. Join us, and we can face it together. With our knowledge combined, we can protect Arkham from this threat."

- ☞ In your Campaign Log, record Josef is alive and well.
- ☞ The investigators must decide (choose one):
 - ☞ "I refuse to be a part of this." Skip to **The Price of Progress 7**.
 - ☞ "I agree." Skip to **The Price of Progress 8**.
 - ☞ "I agree." (You are lying.) Skip to **The Price of Progress 9**.


The Price of Progress 7: Mr. Sanford scowls, returning his hand to his side and narrowing his gaze. "I see. I cannot say I am not disappointed. I thought you would be insightful enough to see the value in working together. But I realize now that my confidence was misplaced." He sighs and gazes past you, toward Josef's manor. "Very well. The Lodge will handle this problem on our own. Return to your state of ignorance. But I warn you: do not get in our way. I am not an enemy you want to have." Before you can protest, Sanford commands the other men nearby to escort you off the premises, and you have little choice but to comply.


- ☞ In your Campaign Log, record the investigators are enemies of the Lodge.
- ☞ The story continues in **Scenario III: The Secret Name**.

The Price of Progress 8: You shake Mr. Sanford's hand. His grip is cold, but strong. The other members of the Lodge seem to relax around you. "We will do great works together, my friends," says Sanford. "Great works indeed."

- ☞ In your Campaign Log, record the investigators are members of the Lodge. Add 1  token to the chaos bag for the remainder of the campaign.
- ☞ The story continues in **Scenario III: The Secret Name**.

The Price of Progress 9: You shake Mr. Sanford's hand. His grip is cold, but strong. The other members of the Lodge seem to relax around you. "We will do great works together, my friends," says Sanford. "Great works indeed." But out of the corner of your eye, you see one of the Lodge's enforcers gripping his weapon a little tighter.

- ☞ In your Campaign Log, record the investigators are members of the Lodge. Add 1  token to the chaos bag for the remainder of the campaign.
- ☞ In your Campaign Log, record the investigators are deceiving the Lodge.
- ☞ The story continues in **Scenario III: The Secret Name**.



DO NOT READ UNLESS "YOU ARE BEING HUNTED"

You are startled from your reverie by the sensation of something crawling up your chest, an icy hand that clasps around your throat. It grips until your breath is trapped and your windpipe starts to crack. Only there is nothing there—just a chilly draft entering the room through the open window. The wind shrill, whistling wind rattles your window frame, penetrating the safety of your home. It almost sounds like the dissonant notes of a dreadful flute: a mindless, haunting music that fills you with inexplicable terror. You rush to the window and slam it shut, hands trembling. Still, the thin, discordant notes echo around you. This can't be real, you think. Not here, not now. But denial provides no asylum.

The cold creeps its way up your back once again. A thin, grey mist pours into the room, seeping beneath your front door and through the cracks around your window. It crawls along the ground and coils slowly around your ankles, sending shivers up your body. You run into your bedroom, slam the door, and lock it. A few seconds of respite are all you receive before the invader resumes its assault. Over and over, a heavy force slams against the door, shaking the entire room. You press against the door, trying to hold it shut. With each pounding crash, dark mist seeps through cracks appearing in the wood. With a final crash, the door shatters. You are hurled back, landing not on the floor but in a cloud of mist, gripped by a hundred spectral arms that cling into your flesh and tear you limb from limb.

NO!—That can't be right. You are here, reading this very text. A wave of relief washes over you as you realize it is all in your head. Even so, the words compel your mind to torment you with visions of a macabre death. You find yourself glancing at your window, searching for dark mist that is not there. What if the text is trying to tell you something? Maybe—no, that's impossible.

"Real or imagined, your fate approaches all the same."



Scenario III: The Secret Name

Check Campaign Log.

- ☉ If the investigators are members of the Lodge, proceed to **Intro 1**.
- ☉ If the investigators are enemies of the Lodge, skip to **Intro 4**.
- ☉ If the investigators learned nothing of the Lodge's schemes, skip to **Intro 5**.
- ☉ If the investigators are never seen or heard from again, skip to **Intro 6**.

Intro 1: The upstairs study of the Silver Twilight Lodge is cozy, if a little cramped. The floor is covered in a plush carpet, and several comfortable sofas and small round tables fill the warmly lit room. Portraits of world-weary Lodge members line the walls around you. Carl Sanford, president of the Lodge, sits across from you, idly swirling a glass of Merlot in his wrinkled hand.

"The Silver Twilight Lodge pursues knowledge that can help us elevate our understanding of the universe," Mr. Sanford explains, pausing to take a sip from his wine. "The creature you encountered in Josef Meiger's estate—its appearance is not the only peculiar happening in Arkham as of late. Tell me: have you experienced anything else recently that might be connected to these events?"


The investigators must decide (choose one):

- ☉ Tell the Lodge of the witches in the woods. Proceed to **Intro 2**.
- ☉ Tell him you know of no possible connection. (You are lying.) Skip to **Intro 3**.

Intro 2: You tell Mr. Sanford about your experience last week—waking up in the middle of the woods, the strange mist that weaved throughout the trees, the witches and their spell. He leans forward and listens intently as you explain the night's strange events, your memories still somewhat of a haze. You conclude your story, and the elderly man considers your words. "Interesting," he says at last. "I know of this coven. They are led by a witch named Anette Mason. Their magic is no trivial thing. They have passed down arcane secrets that can manipulate the energies of the universe. It is dangerous knowledge they possess—knowledge I believe they derived from a powerful witch who fled from Salem over two hundred years ago. Does the name 'Keziah' mean anything to you?"

You nod. Everyone in Arkham has at least some passing knowledge of the witch whose ghost supposedly haunts the old condemned "Witch House" in French Hill. Most believe her to be a work of fiction; a tall tale meant to scare young children away from the decrepit house. Mr. Sanford's steely gaze and humorless tone makes it clear to you that this is not the case. "Perhaps this Anette is a true descendant of Keziah, or perhaps she is simply using her name. In any event, I believe these events are connected. To that end, I have a task for you, on behalf of the Silver Twilight Lodge." Carl Sanford rises to his feet, using his cane more for show than for balance. You rise as well, ready to perform whatever duties are necessary to get to the bottom of this mystery.

"We need as much information about this coven as we can obtain. If there is any place that will have these answers, it is the house where Keziah herself lived all those years ago." You nod in agreement—there are too many questions you need answered. What spell were the witches casting that night in the woods? What is their motive? And what is their connection to the creature that kidnapped those four unfortunate souls? You shake Mr. Sanford's hand and depart for the Witch House.

In your Campaign Log, record the investigators told the Lodge about the coven. Add 1  token to the chaos bag for the remainder of the campaign. Skip to **Setup**.

Intro 3: You shake your head. You're not sure if the events that took place in the woods are connected, or if they even really happened—some part of you still believes it was all a strange dream. Mr. Sanford examines you with a cold, piercing glare. You get the feeling that he is looking directly through you. "Very well," he says. "Out of curiosity, does the name 'Keziah Mason' mean anything to you?"

You nod. Everyone in Arkham has at least some passing knowledge of the witch whose ghost supposedly haunts the old condemned "Witch House" in French Hill. Most believe her to be a work of fiction; a tall tale meant to scare young children away from the decrepit house. Mr. Sanford's steely gaze and humorless tone makes it clear to you that this is not the case. He motions to an old, worn tome which lies on the table in front of you, open to a page filled with strange inscriptions and arcane glyphs. "I believe the creature you encountered in Josef's manor is tied to Keziah and the secret knowledge she possessed. See for yourself." You pick up the tome and examine the markings on the page closely.

If at least one of the investigators is a Mystic (▲), read the sidebar below. Otherwise, it all looks like gibberish to you; skip this sidebar.

(▲): The markings on the tome form the basis for some kind of spell or ritual. It involves calling out to the dead – beseeching them for power, for secrets, or perhaps for aid. But who was beseeching whom, and for what purpose?

“To this end, I have a task for you, on behalf of the Silver Twilight Lodge.” Carl Sanford rises to his feet, using his cane more for show than for balance. You rise as well, ready to perform whatever duties are necessary to get to the bottom of this mystery.

“We need as much information about this creature as we can obtain. If there is any place that will have these answers, it is the house where Keziah herself lived all those years ago.” You nod in agreement—there are too many questions you need answered. Perhaps this is connected to the spell the witches were casting that night in the woods, after all. If so, what is their motive? And what does this have to do with the creature that kidnapped those four unfortunate souls? You nod to Mr. Sanford and depart for the Witch House.

In your Campaign Log, record the investigators hid their knowledge of the coven. Skip to **Setup**.

Intro 4: After your confrontation with the president of the Silver Twilight Lodge, you travel to the manor of the Arkham Historical Society in Southside. You are positive that the events you experienced in the woods last week have something to do with the creature that kidnapped those four unfortunate souls. It’s just a hunch—a feeling that crawls along the back of your neck, imploring you to look away—but you’re sure that everything is connected. You’re just not sure how.

As you enter, one of the Historical Society’s many researchers greets you and asks if she can help in any way. You give a cursory description of the information you’re looking for; just enough that she can direct you where to look, but vague enough to leave your motives at the door. “I don’t know why you are researching such morbid affairs, but the records you are looking for should be in the library on the third floor,” the researcher says.

You thank her and head to the third floor, where you begin to study the history of witchcraft in Arkham. In the late 17th century, Arkham was one of the New England towns caught up in the hysteria of witch trials. Accusations of witchcraft spread like wildfire, and many of the

accused were executed by hanging or burning, guilty and innocent alike. But there was one witch whose infamy rose above the rest, and whose mystical power was never in question: Keziah Mason.

You recognize the name as the ghost who supposedly haunts the old Witch House in French Hill. You had always thought her to be a work of fiction; a tall tale meant to scare young children away from the condemned house. But the Historical Society’s records indicate that Keziah was a real person: a powerful witch who had fled from Salem over two hundred years ago.

You are no stranger to real witchcraft. If Keziah Mason has anything to do with the coven you encountered in the woods, you must discover that connection. You leave the manor and head toward French Hill, where the Witch House awaits...

Skip to **Setup**.

Intro 5: Your lead regarding the Silver Twilight Lodge’s charity gala turned out to be a bust, but Anna Kaslow’s reading still plays out over and over in your mind. You cannot help but feel as though you are missing a piece of this puzzle—something you can use to avoid the dire fate the tarot reader described. Turning your attention back to the coven of witches you encountered in the woods last week, you travel to the manor of the Arkham Historical Society in Southside. Perhaps there is some piece of information you have overlooked that will shed light on their identity, or their motives.

As you enter, one of the Historical Society’s many researchers greets you and asks if she can help in any way. You give a cursory description of the information you’re looking for; just enough that she can direct you where to look, but vague enough to leave your motives at the door. “I don’t know why you are researching such morbid affairs, but the records you are looking for should be in the library on the third floor,” the researcher says.

You thank her and head to the third floor, where you begin to study the history of witchcraft in Arkham. In the late 17th century, Arkham was one of the New England towns caught up in the hysteria of witch trials. Accusations of witchcraft spread like wildfire, and many of the accused were executed by hanging or burning, guilty and innocent alike. But there was one witch whose infamy rose above the rest, and whose mystical power was never in question: Keziah Mason.

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Keziah was a real person: a powerful witch who had fled from Salem over two hundred years ago.

You are no stranger to real witchcraft. If Keziah Mason has anything to do with the coven you encountered in the woods, you must discover that connection. You leave the manor and head toward French Hill, where the Witch House awaits...

Skip to **Setup**.

Intro 6: You pin the newspaper article up on your wall along with the rest of the evidence you've found. Whatever is happening in Josef Meiger's manor, it's getting out of hand. First, there were the four disappearances on the twenty-second, at the Silver Twilight Lodge's annual charity gala. Now more have gone missing after a second event at the same estate. Is the Lodge somehow involved? Why else would they move this dinner to Mr. Meiger's estate?






That's not the only headline, either. Strange sightings have been occurring throughout the city: ghostly figures, an ashen mist, and a hunched, cloaked figure whose identity is hotly debated by the community. The name on the tips of everybody's tongues is Keziah Mason—the ghost who supposedly haunts the old Witch House in French Hill. You had always thought her to be a work of fiction; a tall tale meant to scare young children away from the condemned house. But with all of the disappearances and odd sightings occurring throughout town, you're not so sure. Perhaps there is something to this old ghost story, after all.

Proceed to **Setup**.

Standalone Mode

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

☞ Assemble the chaos bag using the following tokens:

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

☞ The investigators are enemies of the Lodge.

Setup

☞ Gather all cards from the following encounter sets: *The Secret Name*, *City of Sins*, *Inexorable Fate*, *Realm of Death*, *Witchcraft*, and *Rats*. These sets are indicated by the following icons:



☞ Put Moldy Halls, Walter Gilman's Room, and the three Decrepit Door locations into play. Each investigator begins play in the Moldy Halls. (See suggested location placement below.)

☞ Set the seven "Unknown Places" locations aside as a separate "Unknown Places Deck." To do this, perform the following:

- ◆ Shuffle the Unknown Places with Witch House Ruins on its revealed side and three other random Unknown Places locations together to form the bottom four cards of the Unknown Places Deck, unrevealed side faceup.
 - ◆ Then, place the other three Unknown Places locations on top, in a random order. All seven cards of the Unknown Places deck should be showing only the unrevealed side, so the players do not know which of the Unknown Places is the Witch House Ruins.
- ☞ Set the following cards aside, out of play: Nahab, Site of the Sacrifice, Keziah's Room, The Black Book, both copies of Strange Geometry, and both copies of Ghostly Presence.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



Multi-class Cards

Some of the new player cards in this mythos pack belong to more than one class—Guardian (♁), Seeker (🔍), Rogue (🎲), Mystic (🔮), or Survivor (🦋).



These cards can be identified by their gold color and by the presence of multiple class icons instead of one. A multi-class card is a card of each of those classes, and is not a neutral card. A multi-class card can be included in an investigator's deck if that investigator has access to *either* of that card's classes.



For example: *Scroll of Secrets* is a level 0 multi-class card which bears both a Seeker and a Mystic class icon. It is therefore a level 0 Seeker card and a level 0 Mystic card. It is not a neutral card. Any investigator who has access to either level 0 Seeker cards or level 0 Mystic cards can include *Scroll of Secrets* in his or her deck. For example, Diana Stanley could include *Scroll of Secrets* in her deck, even though she does not have access to Seeker cards.

If an investigator has limited access to one of the classes on a multiclass card and unlimited access to one of the other classes on that card, it will still occupy one of the investigator's limited slots unless their deckbuilding options contains the word "other" in it.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *Flashes of vision spark your memory as you are dragged along the dirty wooden floor. A foul ceremony—the house—Nahab—a rhythmic chant—the spiraling black vortex—a dark revelry—the Primal Chaos—a child's cries—a writhing tunnel inside your chest.*

Proceed to **Resolution 1**.

Resolution 1: *You awaken in the muddy lawn at the base of some crooked wooden steps, the front door of the Witch House looming above you. Every fiber of your being is filled with regret. You know you have failed to prevent something awful, though you are not sure exactly what. The evidence of your eyes and ears suggests what you saw inside the Witch House was not concurrent with here and now. Regardless, you've learned several things about Keziah Mason, the witch who once inhabited this old and forsaken house. With your spirit diminished and your body aching, this information will have to suffice. You dare not venture back into this infernal house.*

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


◆ If Brown Jenkin was defeated at least once during this scenario, each investigator earns 1 bonus experience.


◆ If Nahab was defeated at least once during this scenario, each investigator earns 1 bonus experience.

Check the act deck.


◆ If it was act 1 when the scenario ended, no additional record is made.


◆ If it was act 2 when the scenario ended, in your Campaign Log, under “Mementos Discovered,” record *Gilman's Journal*. Additionally, any one investigator may choose to add The Black Book story asset to his or her deck. This card does not count toward that investigator's deck size. If an



investigator chooses to include The Black Book in his or her deck, add 1  token to the chaos bag for the remainder of the campaign.

◆ If it was act 3 when the scenario ended, in your Campaign Log, under “Mementos Discovered,” record *Gilman's Journal* and *Keziah's Formulae*. Additionally, any one investigator may choose to add The Black Book story asset to his or her deck. This card does not count toward that investigator's deck size. If an investigator chooses to include The Black Book in his or her deck, add 1  token to the chaos bag for the remainder of the campaign.

Resolution 2: *When you come to, you are lying on the wooden floor of Walter Gilman's room. The trappings of Keziah's foul practices are nowhere to be found, nor is the fanged, bearded rat – Keziah's “familiar,” as you now understand. Just as you are about to rise to your feet, you spot something glinting in a corner of the room. Crawling underneath Gilman's bed, you reach out and grab the trinket. It is a worn nickel crucifix, similar to the ones you saw in the loomfixer's room. You shove it into your pocket before leaving the troubling room and its strange angles behind. You've learned as much as you care to uncover about Keziah Mason, the witch who once inhabited this old and forsaken house. As you step out into the chilly November air, you turn and take one last look at the decrepit Witch House. You fear that though you may never enter this place again, in your thoughts and your dreams, you will never truly leave it behind.*

 Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 bonus experience as he or she gains insight into Arkham's mysterious past.

 In your Campaign Log, under “Mementos Discovered,” record *Gilman's Journal*, *Keziah's Formulae*, and *Worn Crucifix*.

 Any one investigator may choose to add The Black Book story asset to his or her deck. This card does not count toward that investigator's deck size. If an investigator chooses to include The Black Book in his or her deck, add 1  token to the chaos bag for the remainder of the campaign.

Campaign Log:

The Circle Undone

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

Campaign Notes

Mementos Discovered

- ☐ Prologue
- ☐ *The Witching Hour*
- ☐ *At Death's Doorstep (Act 1)*
- ☐ *~ A Record of Those Lost*
- ☐ *At Death's Doorstep (Acts 2-3)*
- ☐ *~ The Price of Progress*
- ☐ *The Secret Name*
- ☐ *The Wages of Sin*
- ☐ *For the Greater Good*
- ☐ *~ The Inner Circle*
- ☐ *Union and Disillusion*
- ☐ *In the Clutches of Chaos*
- ☐ *~ Twist of Fate*
- ☐ *Before the Black Throne*
- ☐ *~ Epilogue*

KILLED AND INSANE INVESTIGATORS

NO. 13

POLICE DEPARTMENT

CITY OF ARKHAM

REPORT OF MISSING PERSON

NG NEWS —

Enters
d Week

Nathaniel Rhodes
Elected to US Senate

TEN PAGES

FOUR MISSING
WHEREABOUTS UNKNOWN

Residents of French Hill are still in a
tizzy

The Arkham
YOUR D

Missing Persons

Gavriella Mizrah



Jerome Davids



Denny White



Valentino Divas



Encounter Set Icons



Agents of Azathoth



Anette's Coven



At Death's Doorstep



Before the Black Throne



City of Sins



Disappearance at the Twilight Estate



For the Greater Good



In the Clutches of Chaos



Inexorable Fate



Music of the Damned



Realm of Death



Secrets of the Universe



Silver Twilight Lodge



Spectral Predators



The Secret Name



The Wages of Sin



The Watcher



The Witching Hour



Trapped Spirits



Union and Disillusion



Witchcraft



FANTASY
FLIGHT
GAMES

