



BRETHREN OF ASH
CAMPAIGN GUIDE

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

BRETHREN OF ASH

STOP!

This is not the rulebook. It is a campaign guide used to set up and play the core set campaign. If this is your first time playing *Arkham Horror: The Card Game*, we recommend you start by reading the rulebook included in this box. Step-by-step instructions for how to set up the game can be found starting on “First Game Setup” on page 6 of the rulebook as well.

A Glorious Rebirth

Arkham has always been a little strange. It seems like every time you read the news, there's a fresh report of some gruesome murder or sudden disappearance. A battered corpse in the Waterfront District. A missing police officer in French Hill. A bloody sigil drawn in the alley behind Velma's Diner. The city has its share of crackpots and conspiracy theorists, sure, but even the most levelheaded observer can't ignore the facts: there's something wrong with this city.

However, most folks in Arkham don't like to dwell on the bad. In the wake of the flood six months ago, the city is building itself back stronger than ever, with new money pouring in from outside investors. They say everything's on the up-and-up, and it sure looks like it. But you know there's always something more to the story.

Whatever lies ahead, you don't have to face it alone. There are others like you who have encountered similar horrors, and who won't settle for easy explanations or comforting distractions. They, too, know there is something to this city's ancient curses and witch legends. Will you stand with them against the evils that lurk beyond mortal understanding? Or will you succumb, as so many have, to the terrors of the Mythos?

Brethren of Ash is a campaign for *Arkham Horror: The Card Game* for 1–4 players. It consists of the following scenarios: “Spreading Flames,” “Smoke and Mirrors,” and “Queen of Ash.” The cards for each of these scenarios can be found in the *Arkham Horror: The Card Game* core set.

























While playing a campaign, the players advance from one scenario to the next in sequential order, with the results of their performance and their decisions in each scenario carrying over to influence the next. Additionally, as the players advance through the story, they earn experience, which they can use to purchase new cards or upgrade existing cards for their deck.

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Campaign Setup

To set up the *Brethren of Ash* campaign, perform the following steps in order. If this is your first game, it is recommended that you also follow the steps for setup in the rulebook included in the *Arkham Horror: The Card Game* core set.

- 1. Choose investigator(s).** Each player chooses a different investigator to play and records their choice in the Campaign Log.
- 2. Each player assembles their investigator deck.** The full rules for deck customization can be found on page 30 of the rulebook.
- 3. Choose difficulty level.** There are four levels of difficulty in *Arkham Horror: The Card Game*: Easy, Standard, Hard, and Expert. The players decide which difficulty best suits their group, and they keep this difficulty for the duration of the campaign.
- 4. Assemble the campaign chaos bag.** Add the listed chaos tokens to the chaos bag according to your chosen difficulty level. Return the other chaos tokens to the game box.
 - ◆ **Easy (I want to experience the story):**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , .
 - ◆ **Standard (I want a challenge):**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , .
 - ◆ **Hard (I want a true nightmare):**
0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , .
 - ◆ **Expert (I want Arkham Horror):**
0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, , , , , , .

Players are now ready to set up **Scenario I: Spreading Flames**.

Scenario I: Spreading Flames

Strange things are afoot in the city of Arkham. A recent spate of fires and grisly "accidents" have the entire city on edge. While the Arkham Advertiser has offered a few flimsy explanations, you and your associates are not so sure. Robbed figures have been sighted near these odd happenings, and your mutual friend is convinced they are to blame. You agree to meet at your friend's dormitory at Miskatonic University to try and get to the bottom of things. However, when you arrive, your friend's room is empty and the dormitories are strangely quiet...

Setup

☞ Gather all cards from the following encounter sets:



Spreading
Flames



Ashen
Pilgrims



Bystanders



Cosmic Evils



Eldritch Lore



Fire!



Hallucinations



Mad Science



Miskatonic
University

☞ Put the Your Friend's Room location card into play. Set each other location aside, out of play.

◆ Each investigator begins play at Your Friend's Room.

☞ Set all 5 copies of the Fire! treachery aside, out of play, along with the Dr. Henry Armitage story asset and the Servant of Flame enemy.

☞ Shuffle the remaining encounter cards to create the encounter deck.

☞ You are now ready to begin.

Keywords and Concepts

This is a list of keywords and rules on cards in this scenario to keep on hand while playing the game.

Doomed

Doomed is a keyword ability.

When an enemy with the doomed keyword is defeated (either by an investigator or a scenario effect), place 1 doom on the current agenda. This effect can cause the current agenda to advance.

☞ An effect that "discards" an enemy is not considered to defeat that enemy and does not trigger the doomed keyword.

Hunter

Hunter is a keyword ability.

At the start of the enemy phase, each ready, unengaged enemy with the hunter keyword moves to a connecting location, along the shortest path towards the nearest investigator. Enemies at a location with one or more investigators do not move.

☞ Some enemies may target specific prey. (See "Prey" on this page.)

☞ If there are multiple equidistant investigators who qualify as "the nearest investigator," the hunter enemy moves towards the one who best meets its designated target. If none do, or if the enemy has no prey keyword, the lead investigator decides.

☞ If a hunter enemy would be compelled to move into a location but is blocked by a card ability, that enemy does not move.



Peril

Peril is a keyword ability.

While an investigator is resolving an encounter card with the peril keyword, they cannot confer with the other players. Other players cannot play cards, trigger abilities, or commit cards to that investigator's skill test(s) while the peril encounter card is being resolved.

Prey

Prey is a keyword ability.

Given the opportunity, some enemies will pursue a defined investigator. These enemies are identified with the keyword Prey in their text box, followed by instructions on whom they should engage, in parentheses.

☞ Given the choice between multiple equidistant investigators (or between investigators at its location), an enemy with the prey keyword targets the investigator who best meets its prey instructions.

Retaliate

Retaliate is a keyword ability.

Each time an investigator fails a skill test while attacking a ready enemy with the retaliate keyword, after applying all results for that skill test, that enemy performs an attack against the attacking investigator. An enemy does not exhaust after performing a retaliate attack.

☞ This attack occurs whether or not the enemy is engaged with the attacking investigator.

Surge

Surge is a keyword ability.

After an investigator draws and resolves an encounter card that has the surge keyword, that investigator must draw and resolve another card.

☞ If an investigator draws a card with the surge keyword during setup, the surge keyword still resolves.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): You awaken at the edge of campus, eyes stinging from the smoke, and watch in stunned silence as Miskatonic University burns. Embers dance in the sky above the conflagration like burning stars. Too exhausted to help, you watch a cadre of students struggle in vain to stop the blaze. First the observatory, then the dorms, and finally the science building succumb to the flames. Amidst the clamor, you find Dr. Henry Armitage standing under a birch tree, watching Orne Library burn. The flames lick the bones of the stately building clean, leaving behind a skeletal ruin. The head librarian is clearly in shock. His face goes ashen as you explain the odd circumstances surrounding your friend's disappearance. Who was your burning nemesis? And what did the hooded figures patrolling the campus want?

- ☉ In your campaign log, record Miskatonic University burned.
- ☉ Each investigator suffers 1 mental trauma, as they are wracked with guilt for letting the university burn.
- ☉ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
 - ◆ Each investigator earns 2 bonus experience, as they reflect on the events of the night.
- ☉ Proceed to **Scenario II: Smoke and Mirrors**.

Resolution 1: Mayhem unfolds as dozens of students work together to fight the raging inferno. Your mind races with a flurry of questions. Who was your pursuer? What did the hooded figures patrolling the campus actually want? And where is your friend?

Dr. Armitage places one hand on your shoulder, startling you. "If we hope to find your friend and their kidnapper, we must leave now. I'll explain everything on the way." You look at the students, fighting bravely against the blaze, and then at the head librarian. You could stay and help, but it would cost you precious time.

- ☉ In your campaign log, record the investigators defeated their masked pursuer.
- ☉ Choose an investigator to become the bearer of the Dr. Henry Armitage story asset. (Add that card to that investigator's deck, ignoring deckbuilding restrictions. It does not count toward that investigator's deck size.)
- ☉ Each investigator earns experience equal to the **victory X** value of each card in the victory display.
 - ◆ Each investigator earns 3 bonus experience, as they reflect on the events of the night.
- ☉ The investigators must decide (choose one):
 - ◆ Stay and fight the fire! Proceed to **Resolution 2**.
 - ◆ "There's no time. We have to go." Skip to **Resolution 3**.

Resolution 2: Your eyes sting from the acrid smoke as you work hand in hand with the others to quench the hungry flames. You manage to hold the flames at bay until the Arkham Fire Department arrives on the scene. With the situation under control, you hasten to meet up with Dr. Armitage.

- ☉ In your campaign log, record the investigators saved Miskatonic University.
- ☉ Each investigator earns 1 bonus experience and suffers 1 physical trauma from the burns they sustained while fighting the fires.
- ☉ Proceed to **Scenario II: Smoke and Mirrors**.

Resolution 3: You flee the campus with Dr. Armitage, leaving the university to its fate. The wail of sirens drowns out all other sounds as you follow the head librarian to his apartment.

- ☉ In your campaign log, record Miskatonic University burned.
- ☉ Each investigator suffers 1 mental trauma, as they are wracked with guilt for letting the university burn.
- ☉ Proceed to **Scenario II: Smoke and Mirrors**.





Expanded Campaign Rules

Earning and Spending Experience

As an investigator delves deeper into the Mythos, they gain insight into the hidden truths of the world—hidden monstrosities and secrets that humanity was never meant to know. This insight manifests in the form of experience. During the resolution of a scenario, each investigator may earn 1 or more experience. Experience is earned separately by each investigator, and may not be transferred from one investigator to another. Experience can be obtained by placing encounter cards worth victory points in the victory display (often by defeating monsters or clearing all the clues off of a location), or through story decisions and scenario outcomes.

Experience may be spent between scenarios to learn new skills or spells, or to acquire new items and weapons, in the form of additional cards. Adding a new card to a deck costs experience equal to that card's level, denoted by 1 or more white pips near the top left corner of the card. Adding a new card to your deck always costs at least 1 experience even if the card you are adding is level 0, and it requires that you maintain your deck size (usually by removing another card that would put you in excess of your deck size).

Some cards may be upgraded to their higher level version. These cards have the same title as their other versions but may have additional effects, additional skill icons, and/or different costs. If a player has a lower level version of a card and wishes to purchase the higher level version, they may upgrade that card by spending experience equal to the difference in level between the two. The new version is added to the deck, and the older version is removed.

A player is not required to spend all of their earned experience between scenarios. They may record any leftover experience under "Unspent Experience" in the campaign log and spend it at a later time.

Trauma, Death, and Insanity

Trauma represents permanent damage that has been dealt to an investigator's health and/or psyche. If an investigator is defeated during a scenario, that investigator still advances to the next scenario with the rest of the party, unless the scenario resolution states that the investigator is killed or driven insane. However, an investigator who is defeated through damage or horror suffers permanent trauma, which stays with that investigator for the remainder of the campaign. Refer to page 22 of the rulebook for the full rules on suffering trauma.

Note: If you are worried about taking trauma, resigning from a scenario is almost always better than defeat.

Players are now ready to begin the next scenario in the campaign.

The Campaign Log

The campaign log (*on page 15*) is used to track the progress and development of the campaign. At the end of each scenario, the players are asked to record their outcome by entering all of the relevant information in the campaign log. This includes any experience, story assets, or weaknesses earned, each investigator's trauma level, and any killed or insane investigators.

During the resolution of a scenario, the players are often instructed to record an important note or story element in the campaign log, under "Campaign Notes." These notes will often be referenced in later scenarios, allowing decisions from one scenario to be carried over into later scenarios. If the players are instructed to cross out one of these notes, the crossed-off note is ignored for the remainder of the campaign.


Scenario II: Smoke and Mirrors

You follow Dr. Armitage back to his apartment. A veil of black smoke obscures the moon and stars as a warm breeze carries ash and embers through the familiar city streets.

"I've had my suspicions that something foul was afoot. Several students have disappeared in the last few weeks," the head librarian tells you. "All of them began to exhibit strange behaviors after attending a supposedly exclusive 'meeting' off campus not long ago. They complained of horrible, incessant whispers and a strange bruise that suddenly appeared on their skin. And then, they vanished."

Fearing the worst, you ask him about your friend. "They insisted we meet earlier today," he replies. "They told me that an organization calling themselves the 'Brethren of Ash' have been inviting students and vulnerable citizens to these strange assemblies. Your friend listed a number of individuals who attended, although it is unclear whether they were prospective recruits or loyal adherents. Before they left, your friend spoke of another meeting tonight. A gathering of all the faithful. I don't know why, but the thought of it fills me with an inutterable dread. And now your friend is gone," he says dourly.

You resolve to interrogate the list of suspects and then meet at Velma's Diner in Easttown before midnight. The head librarian suggests you use a light touch rather than a more heavy-handed approach, which could alert the cabal. However, you worry you will not have any other choice.

- ☞ Add 2  tokens to the chaos bag for the remainder of the campaign. (Record this in your campaign log.)

Proceed to **Setup**.

Setup

- ☞ Gather all cards from the following encounter sets:



Smoke and Mirrors



Arcane Lock



Arkham



Bad Weather



Dead Ends



Flying Terrors



Gangs of Arkham



People of Arkham



Whippoorwills

- ☞ Choose one of the two Downtown locations and one of the two Uptown locations at random and put them into play (see next page for suggested placement). Remove the other versions of Downtown and Uptown from the game.
- ☞ Put the Northside, Easttown, Merchant District, Waterfront District, Southside, and French Hill locations into play.
- ☞ Gather each card in the **People of Arkham** encounter set. Choose one of them at random and set it aside, out of play, without looking at it. Shuffle each remaining card from that set along with the Servant of Flame enemy and deal 1 card facedown beneath Northside, Downtown, Southside, French Hill, Uptown, and Waterfront District.
- ☞ Check your campaign log.
 - ◆ If *Miskatonic University burned*, put Miskatonic University (*In Flames*) into play and remove the other copy of Miskatonic University from the game.
 - ◆ If *the investigators saved Miskatonic University*, put Miskatonic University (*Quiet Campus*) into play and remove the other copy of Miskatonic University from the game. Place 1 doom on the agenda.
 - ◆ Each investigator begins play at Miskatonic University.
- ☞ Place 1 doom on the agenda for each investigator in the game.
- ☞ If an investigator is the bearer of the Dr. Henry Armitage story asset, search their deck for him and put him into play under his bearer's control. He does not take up an ally slot during this scenario.
- ☞ Set each copy of the Mark of Elokoss weakness aside, out of play.
- ☞ Shuffle the remaining encounter cards to create the encounter deck.
- ☞ You are now ready to begin.


Strategy Tip: Time is short. During this scenario, investigators may either defeat suspects or trigger their codex entries to interview them (See "The Codex" on page 7). How you choose to approach this scenario (with violence or interrogation) will have an effect on the challenges you face later in this campaign! Also remember that resigning is not losing: you may choose to abandon your search at any time.


Suggested Location Placement for Smoke and Mirrors









New Keywords and Concepts

The Codex

Some cards have the codex symbol () on them. During a scenario, some card effects and abilities may direct players to read a specific codex entry. While playing, keep the campaign guide on hand for easy reference.


Certain locations, characters, and enemies have codex entries, marked with ( X). To read a codex entry, pay all costs and/or resolve all effects associated with its triggering ability, then read the corresponding entry for the current scenario in the campaign guide and resolve its text.

-  Each codex entry cannot be resolved more than once per scenario unless otherwise stated.
-  When resolving a codex entry, the player who triggered that entry resolves all effects (resolving a test, dealing damage, paying resources, etc). If it is unclear who triggered the codex entry, the lead investigator resolves the entry.
-  Codex entries that are triggered via a specific action type (such as **Fight**, **Evade**, **Parley**, etc.) are considered to be that action type throughout the resolution of that codex entry.
-  While resolving a codex entry, a player only reads the section for which they meet the requirements. If they do not meet the requirements to resolve the first section of a codex entry, skip to the following section.
-  If a card effect directs players to resolve a codex entry that does not exist for the scenario being played, that effect fails.
-  After resolving a codex entry and making any changes to the game and/or in the campaign log, resume play.

Alert

Alert is a keyword ability.




Each time an investigator fails a skill test while attempting to evade a ready 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 or not the enemy is engaged with the evading investigator.

Aloof

Aloof is a keyword ability.


An enemy with the aloof keyword does not automatically engage investigators at its location.

-  When an aloof enemy spawns, it spawns unengaged.
-  An investigator may use an engage action or a card ability to engage an aloof enemy.
-  An investigator cannot attack or evade an aloof enemy while that enemy is not engaged with an investigator.

Elusive

Elusive is a keyword ability.

Elusive enemies represent enemies who want to avoid the investigators for their own survival or to accomplish their own goals. If a ready enemy with the elusive keyword attacks or is attacked, after that attack resolves, that enemy immediately disengages from all investigators, moves to a connecting location (with no investigators if able), and exhausts.

-  This effect occurs whether or not the enemy was engaged with the attacking investigator.


Codex: Smoke and Mirrors

Read the following entries on this page and the next only when directed while playing **Smoke and Mirrors**.

Codex 1: David Renfield

The haughty Mr. Renfield tries to brush you off politely, but when you mention the "Brethren of Ash," he flees down a nearby street. Although you give chase, the eschatologist is surprisingly fleet-footed.

Move David Renfield to a connecting location (with no investigators, if able).

Place 1 resource (from the token pool) on David Renfield, as a lead. If there are 1  leads on him, continue reading. Otherwise, any investigator may trigger this codex again.

Eventually, you find Mr. Renfield hiding in a cluttered bookshop. After you explain yourself and your intentions further, he acquiesces to your questioning.

"I only attended the meeting out of an academic curiosity," the eschatologist says. "While much of what they said was utter drivel, I did glean some insights. It seems the Brethren of Ash worship an ancient devil named 'Elokoss': a being of fire and destruction, said to be responsible for the great fire of Alexandria. Or so they claim. As if that were something to take pride in," he scoffs. "When you mentioned the Brethren, I—I worried you were one of them. They are an army of thralls, all united under their queen!"


You have successfully interrogated this suspect.

Place David Renfield beneath the act.

Codex 2: Cornelia Akely

You find Ms. Akely working the late shift at a run-down garage. She seems friendly enough as she offers you a cigarette, but the moment you mention the "Brethren of Ash," her expression hardens, and she points you to the door.

Heal 1 horror.

Place 1 resource (from the token pool) on Cornelia Akely, as a lead. If there are 1  leads on her, continue reading. Otherwise, any investigator may trigger this codex again.

Eventually, your words get through to the grumpy foreman. She apologizes and invites you to sit down. "I went because a couple of my friends at the NHI factory talked them up. Apparently those 'Brethren of Ash' are preaching something about a 'glorious rebirth' for all of their followers. I tuned out the rest of it. I don't really go for that kind of flim flam anyway," Cornelia says.

When you ask about her friends, she shakes her head. "All three of 'em haven't shown up to work for the past few weeks."


You have successfully interrogated this suspect.

Place Cornelia Akely beneath the act.

Codex 3: Naomi O'Bannion

The O'Bannion's kingpin is hardly interested in your questions, though she is more than willing to off anything that's giving you trouble...for a price. You'll need to grease a few more palms if you plan to get any information out of her.

You may choose a non-**Humanoid** enemy at any location. Automatically defeat the chosen enemy.

Place 1 resource (from the token pool) on Naomi O'Bannion, as a lead. If there are 1  leads on her, continue reading. Otherwise, any investigator may trigger this codex again.

Naomi tosses her head back in a full-throated laugh when you mention the Brethren of Ash. "Those kooks? I don't know them. But two of my guys found a pair of them sniffing around one of our gin joints. There was something real strange about 'em, like they weren't all there. And it wasn't 'cause of the giggle water, I'll tell you," she takes a long drag of her clove cigarette. You ask where they were found, and she blows a thick cloud of smoke in your face. "Like hell am I gonna tell you about my business. Now get lost."


You have successfully interrogated this suspect.

Place Naomi O'Bannion beneath the act.

Codex 4: Sgt. Earl Monroe

At the mention of the "Brethren of Ash," the police officer brandishes his nightstick and tells you that you'd best stick your nose somewhere else. You brace yourself for a fight.

Heal 1 damage.

Place 1 resource (from the token pool) on Sgt. Earl Monroe, as a lead. If there are 1  leads on him, continue reading. Otherwise, any investigator may trigger this codex again.

Eventually, Monroe relents. "Alright, alright," the officer spits some blood as he nurses a bruised cheek.

"There were a few of them who came to me after we logged the third disappearance. They insisted the folks who disappeared did so willingly. When I said I still wasn't convinced, they took me to one of their meetings out near the docks. There was something real screwy about the whole affair. Something wrong with their eyes, like they were hypnotized or something." The officer looks away in regret. "They paid me to keep quiet. I'm not proud of it. Don't tell anyone about this—I, I promise I'll keep to the straight and narrow from now on."


You have successfully interrogated this suspect.

Place Sgt. Earl Monroe beneath the act.

Codex 5: Abigail Foreman

The junior librarian waves your questions away as she pulls several more tomes off the shelf. The only way to pull her away from her work might be to help her find whatever she is looking for.

Draw 1 card.

Place 1 resource (from the token pool) on Abigail Foreman, as a lead. If there are 1  leads on her, continue reading. Otherwise, any investigator may trigger this codex again.

Abigail slumps back in a lavish armchair with a sigh. “Yes, I’ve been looking for any information on the ‘Brethren of Ash’ since my roommate went missing last week. Thankfully, I found this,” she opens up a thin volume with a delicate inlay of a birch tree with flowering eyes on the cover. Inside are many disturbing drawings of violent sacrifice, victims burned alive, and strange inhuman symbols arrayed in odd patterns.

“Rather macabre, don’t you think?” says Abigail. “It appears to be written in Akkadian. Unfortunately, it will take weeks to translate with the entire ancient languages department away on an expedition. Egypt, this time. I’m sorry I couldn’t be more help,” she says, pressing her hand to the book cover.


You have successfully interrogated this suspect.

Place Abigail Foreman beneath the act.

Codex 6: Margaret Liu

Margaret Liu, one of the most well-known lounge singers in town, is fully engrossed in her performance. You may have to get creative to catch her attention.

Look at the top card of the encounter deck. You may discard it.

Place 1 resource (from the token pool) on Margaret Liu, as a lead. If there are 1  leads on her, continue reading. Otherwise, any investigator may trigger this codex again.

Your attempts to get Ms. Liu’s attention are more than effective, and soon you find yourself backstage with her undivided attention. “I must say I was very impressed at your little, erm, performance,” she says. “But why are you really here?” The lounge singer’s carefree smile vanishes at the mention of the “Brethren of Ash.”

“I don’t know who they are and I don’t care to,” she says. “I was headed home a week ago when I was accosted by two men in—and I must emphasize this—the ugliest robes you’ll ever see. They had the strangest symbol on the hood,” she says, then scribbles a crude sigil on a napkin. It resembles a hand with an inset eye. You ask her what happened next, and she nods to the bruiser at the door.

“Antonio scared them off. I haven’t seen them since.”



You have successfully interrogated this suspect.

Place Margaret Liu beneath the act.

Codex Φ: Servant of Flame

Your nemesis lies incapacitated at your feet. The flame that cloaked them has died out, though their robes are miraculously un-singed. Any attempts to remove their mask are fruitless; you will need to wait for them to regain consciousness if you want to discover who they are. You wonder how many victims their blood-spattered sickle has claimed. Perhaps it would be better to finish them off here and now, to avoid future bloodshed. No one else has to know.

The investigators must decide (choose one):

-  We can’t risk letting them hurt others. They’re too dangerous to be left alive. Add the Servant of Flame to the victory display. Each investigator draws 3 cards.
-  Hold them for questioning later tonight. Place the Servant of Flame beneath the act. Each investigator gains 1 clue (from the token pool).

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): On the cab ride to Velma's Diner, you consider all that you've learned. Unfortunately, your search turned up plenty of leads but few solid results. You can only hope Dr. Armitage fared better.

- ☉ Reveal the enemy from the **People of Arkham** encounter set that was set aside at the beginning of the game. This is the true identity of the Servant of Flame enemy, a harbinger of Elokoss. In your campaign log, record [character name] is the harbinger of Elokoss.
- ☉ Gather each **Elite** enemy in play and/or beneath a location when the scenario ended and shuffle them together facedown along with the harbinger of Elokoss, then draw one of them at random. If the enemy drawn...
 - ◆ ...is the harbinger of Elokoss, record *the investigators discovered the cult's whereabouts* in your campaign log.
 - ◆ ...is any other enemy, record *the investigators failed in their search* in your campaign log.
- ☉ If the Servant of Flame enemy is in the victory display, record *the investigators killed the Servant of Flame* in your campaign log.
- ☉ Each investigator earns experience equal to the **victory X** value of each card in the victory display, along with 1 bonus experience for each enemy beneath the act when the scenario ended.
- ☉ If the Servant of Flame enemy was beneath the act when the scenario ended, skip to **Resolution 2**. Otherwise, proceed to **Scenario III: Queen of Ash**.

Resolution 1: You hail a cab bound for Easttown and reflect on all that you've learned. Despite their attempts to hide their true identity, you've sussed out the real culprit. You only hope the information you gathered is enough to save your missing friend.

- ☉ In your campaign log, record *the investigators discovered the cult's whereabouts*.
- ☉ Reveal the enemy from the **People of Arkham** encounter set that was set aside at the beginning of the game. This is the harbinger of Elokoss. In your campaign log, record [character name] is the harbinger of Elokoss.
- ☉ Check which enemies are in the victory display and/or under the act when the scenario ended and update your campaign log.
 - ◆ If the Servant of Flame enemy is in the victory display, record *the investigators killed the Servant of Flame*.
 - ◆ If there are 6 **Elite** enemies under the act, record *the investigators scoured Arkham for answers*.
 - ◆ If there are 6 **Elite** enemies in the victory display, record *the investigators stirred up trouble*.
- ☉ Each investigator earns experience equal to the **victory X** value of each card in the victory display, along with 1 bonus experience for each enemy beneath the act when the scenario ended.
- ☉ If the Servant of Flame enemy was beneath the act when the scenario ended, proceed to **Resolution 2**. Otherwise, proceed to **Scenario III: Queen of Ash**.

Resolution 2: On your way to meet Dr. Armitage, you ask the cab to swing by the secure location where you kept your unconscious nemesis. The smell of smoke greets you as you enter, and the floors are black with soot. Despite your best efforts, the ghoulish figure escaped capture. The handcuffs you used to secure the servant were smashed—not melted or otherwise tampered with—suggesting that they had help in their escape.

- ☉ In your campaign log, record *the Servant of Flame escaped*.
- ☉ Each investigator earns 1 bonus experience.
- ☉ Proceed to **Scenario III: Queen of Ash**.















Scenario III: Queen of Ash

Intro 1: Dr. Armitage thanks the waitress at Velma's Diner as she sets two pieces of warm apple pie between you. The head librarian pushes one toward you with a strained smile. "Arkham is changing. The world is changing—for the worse, I fear—but at least we have pie."

Together, you and Dr. Armitage piece together a disturbing picture of the situation at hand. "The Brethren of Ash are not conspirators," Armitage says. "They are thralls, all of them. Thralls of an ancient goddess, one they call 'Elokoss.'" Dr. Armitage shows you a grotesque woodcut of a gnarled tree with burning branches before continuing.

"After attending one of the cult's secret gatherings, some prospective followers develop a strange bruise that marks them as one of Elokoss's own. These followers are from all walks of life: rich and poor, weak and strong. Most importantly, these thralls have no idea that they are under her sway. Your mysterious pursuer is one such thrall. According to prophecy, the 'Servant of Flame' who attacked us at the university is the harbinger of the queen's return. The servant gathers sacrifices to make way for their queen's glorious rebirth. A rebirth they predict will happen this very evening."

- ☞ Based on your campaign difficulty, perform the following. If you are playing on...
- ◆ ...Easy difficulty, add an  token to the chaos bag for the remainder of the campaign.
 - ◆ ...Standard difficulty, add an  and a  token to the chaos bag for the remainder of the campaign.
 - ◆ ...Hard difficulty, add an , , and a  token to the chaos bag for the remainder of the campaign.
 - ◆ ...Expert difficulty, add an , , , and a  token to the chaos bag for the remainder of the campaign.
- ☞ Check your campaign log.
- ◆ If the investigators discovered the cult's whereabouts, proceed to **Intro 2**.
 - ◆ Otherwise, skip to **Intro 3**.

Intro 2: The thought of your friend being sacrificed chills you to your core. Rather than piece together circumstantial evidence, you suggest that you search the Servant of Flame's residence for some clue. Your search turns up several leads. An invitation to a secret meeting. A pair of scuffed muddy boots. A record of bootlegging operations in the Waterfront District. A photo of three faces lit by candlelight in the dark. Everything points to the Arkham sewers.

"A bit foolish, wouldn't you think, for a cult that worships fire to conduct their business in the sewers?" Armitage chuckles. "But I believe you are correct."

Together, you resolve to scour the sewers for any trace of your friend.

Proceed to **Setup**.

Intro 3: The thought of your friend being sacrificed chills you to your core. Together, you and Dr. Armitage pore over the precious few clues you have gathered. After several hours of mind-numbing analysis, Armitage theorizes that the Brethren of Ash are conducting their ritual in the Arkham sewers.

"A bit foolish, wouldn't you think, for a cult that worships fire to conduct their business in the sewers?" Armitage chuckles. "But it's the only lead we've got."

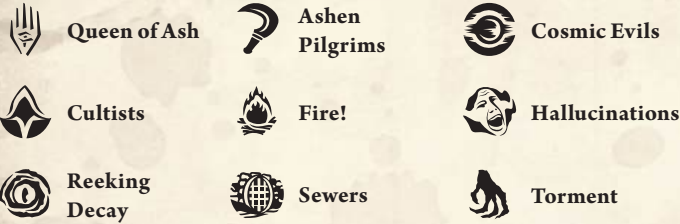
Together, you resolve to scour the sewers for any trace of your friend.

- ☞ During setup, place 1 doom on the agenda.

Proceed to **Setup**.

Setup

☞ Gather all cards from the following encounter sets:



☞ Put Underground Cistern into play. (See the diagram below for suggested location placement.)

- ☞ Shuffle each location in the **Sewers** encounter set so you do not know which is which and put each of them into play, unrevealed.
- ☞ Set Sluice Control aside, out of play.
- ☞ Each investigator begins play at Sewer Culvert.

☞ Check the campaign log.

☞ If *the investigators scoured Arkham for answers*, you have a general sense of where the ritual is to take place. Each investigator begins the game with 1 clue (from the token pool).

☞ If *the investigators stirred up trouble*, the Brethren of Ash have gotten wind of your violent tactics. Find each **Cultist** enemy in the **Ashen Pilgrims** and **Cultists** encounter sets, shuffle them together and put 1 enemy from that set into play, each at a different Sewer Tunnels location.

☞ If *the investigators killed the Servant of Flame*, remove the Servant of Flame enemy from the game. Otherwise, set it aside, out of play.

☞ If there are 3 or 4 players in the game, place 1 doom on the agenda.

☞ Gather the **Fire!** encounter set and set each copy of Fire! aside, out of play, along with both copies of the Collector reward asset and the Elokoss, Queen's Knight, and Herald of Flame enemies.

☞ Shuffle the remaining encounter cards to create the encounter deck.

☞ You are now ready to begin.

Suggested Location Placement for Queen of Ash



Note: During this scenario, remember that some locations have different location connection icons on their revealed sides!

Codex: Queen of Ash

Read the following entries on this page only when directed while playing **Queen of Ash**.

Codex Φ : Servant of Flame

By defeating the Servant of Flame, you have brought them to their senses. As you take off their mask, they look up at you, confused.

Check your campaign log and resolve one of the following:

If David Renfield is the harbinger of Elokoss:

David snarls as you try to help him stand. "Leave me. I am a willing servant. I welcomed her into me. And now she will purge all in her cleansing flame," he laughs weakly before drawing his last breath.

Each investigator may search their deck for a **Tome** or **Spell** card and play it, ignoring all costs.

If Cornelia Akely is the harbinger of Elokoss:

Cornelia stares, bewildered, at her bloody hands. "I thought it was all a nightmare," she says as you help her to her feet. She looks you over and her face furrows. "You're hurt. I can help."

Each investigator heals 3 damage.

If Naomi O'Bannion is the harbinger of Elokoss:

"What kind of party is this?" Naomi bellows, then gives you a murderous look. "And who the hell are you?" You do your best to explain the situation as you help her to her feet.

Each investigator gains 5 resources.

If Sgt. Earl Monroe is the harbinger of Elokoss:

The officer's face is frozen in a look of terror as you take off the mask. "Where am I?" he asks, almost childlike. "And what did I do?" he looks at his blood-splattered clothing in horror.

Each investigator may search their deck for a **Weapon** asset and play it, ignoring all costs.

If Abigail Foreman is the harbinger of Elokoss:

Abigail clasps your hands tightly as you pull off her mask. "Finish her. Elokoss must not awaken," she coughs. The librarian hands you a crumpled note before passing out.

Each investigator may draw up to 3 cards.

If Margaret Liu is the harbinger of Elokoss:

"This is just like that debacle at the Tick Tock Club," Ms. Liu seethes as you help her to her feet. The singer is remarkably unfazed by the surrounding chaos. Rather than ask about the debacle, you point her in the direction of the exit.

Each investigator heals 3 horror.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Dr. Armitage barely escapes the sewers alive, wracked with guilt at leaving his companions behind. By dawn, an unquenchable fire has spread through all of Easttown, claiming countless lives. Although the Arkham Fire Department tries its best, the flames rage for three days before finally dying out. Those who fled whisper of unspeakable visions—a terrifying, ghoulish faces staring out of the flames—that still haunt them. Doctors and nurses are still unable to identify the source of the victims' strange bruises, which will not heal. Any trace of Armitage's companions, as well as the Brethren of Ash, has been eradicated in the inferno.

☞ In your campaign log, record **Elokoss was reborn**.

☞ Each investigator is **killed**.

☞ The investigators lose the campaign.

Resolution 1: Against all odds, the vessel of the ancient evil Elokoss has been destroyed, and the cult's plans to bring her to this plane foiled. Dr. Armitage tends to the cultists as they reawaken. You find your friend among them, frightened and confused, but otherwise unharmed. As you explain the awful events of the evening, they listen intently. While escorting them and the rest of the innocents out of the sewers, you notice a strange, familiar mark on their neck. The bruise has lightened, and is only faintly visible, but it is still there.

It may only be a matter of time until the mark reawakens, and more followers of the Queen of Ash rise again to resurrect their goddess. You vow you will be ready, should that day come again.

☞ In your campaign log, record **the investigators defeated Elokoss and the Brethren of Ash**.

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

◆ Each investigator earns 5 bonus experience for defeating Elokoss and for saving their friend.

☞ The investigators have earned the Collector campaign reward card. Add both copies of this card to the player card pool (see "Reward Cards" on page 23 of the rulebook).

☞ Each investigator suffers 2 mental trauma and 2 physical trauma from their horrific experiences.

☞ The investigators win the campaign!

Design Notes

"There are horrors beyond life's edge that we do not suspect, and once in a while man's evil prying calls them just within our range."

—H.P. Lovecraft, "The Thing on the Doorstep"

Welcome to Arkham, and congratulations on completing the *Brethren of Ash* campaign! Regardless of what resolution you achieved, I hope the experience was a memorable one.

Lovecraft's iconic city of Arkham is in a state of upheaval. In the wake of a great flood, we see a city reeling from disaster and struggling to find itself. The O'Bannions are thriving, well-established occult circles like the Silver Twilight Lodge have dispersed, and new business endeavors have taken hold in the city. Each of these changes presage a whole new crop of strange and foreboding mysteries for our investigators to uncover.

This core set serves as an introduction to the next chapter in Arkham's ongoing story. In this set of player cards, we wanted to re-establish class identities and mechanics that emerged throughout the lifetime of *Arkham Horror: The Card Game*. For example, more emphasis has been put on the Rogue class' economy and movement. Keywords that have appeared previously, such as patrol, elusive, and alert, have been cemented as core mechanics. Other quality of life updates, such as connection tokens, updated card frames, and card dividers, have also been included.

It is my hope that this core set feels like a celebration of everything fans enjoy about the game, but that it also establishes a fresh new direction for future stories in Arkham and beyond. I cannot wait to see what dark corners of infinity we have yet to explore together. You won't have to wait long to find out!

—Josiah "Duke" Harrist

Resolution 2: *A howling wind pelts you with cinders. Dr. Armitage pulls a battered tome out of the hands of a fallen cultist and chants a guttural, inhuman language. A loud crack, as of splitting timber, resounds through the cistern, and the flaming tree turns to powdery ash before your very eyes. All around you, the cultists drop their weapons and stop in their tracks, looking suddenly lost. They are no longer under Elokoss's sway.*

You find your friend among them, frightened and confused, but otherwise unharmed. All trace of the mark on their neck has vanished, and the rest of the cult seem to have returned to normal, with no memory of the events of the evening. Still, your experience tonight leaves you fearful. In the months ahead, the slightest hint of smoke sets your pulse racing. The flames have subsided, but you can't shake the nagging feeling that somewhere deep below the city, the embers of Elokoss's rage continue to smolder.

- 🕒 In your campaign log, record the investigators stopped Elokoss's glorious rebirth.
- 🕒 Each investigator earns experience equal to the **victory X** value of each card in the victory display.
 - ❖ Each investigator earns 5 bonus experience for stopping a blasphemous ritual.
- 🕒 The investigators have earned the Collector campaign reward card. Add both copies of this card to the player card pool (see "Reward Cards" on page 23 of the rulebook).
- 🕒 Each investigator suffers 2 mental trauma and 2 physical trauma from the events of the evening.
- 🕒 The investigators win the campaign!

Resolution 3: *The old sluice gate screeches open, loosing a deluge of fetid sewage. Down the corridors, you hear the torrent of water accompanied by the screams of countless cultists. Rather than try to run, you accept your fate. It is clear that there is no escape. You did what had to be done. As the muck rises rapidly to your ankles, then your knees, then your neck, you think of your friend and Dr. Armitage, and the countless others who have likely drowned. You sacrificed yourself and them to stop the return of an ancient evil. You only hope your sacrifice was not in vain.*

- 🕒 In your campaign log, record the investigators flooded the Brethren of Ash's summoning ritual.
- 🕒 Each investigator who did not resign is **killed**.
- 🕒 Each investigator who did resign earns experience equal to the **victory X** value of each card in the victory display.
 - ❖ Each investigator earns 3 bonus experience for escaping the deluge.
- 🕒 The investigators have earned the Collector campaign reward card. Add both copies of this card to the player card pool (see "Reward Cards" on page 23 of the rulebook).
- 🕒 Each surviving investigator suffers 3 mental trauma, as they are wracked with guilt for leaving their friends behind.
- 🕒 The investigators win the campaign, but it is only a matter of time until the followers of Elokoss rise again...



Campaign Log: *Brethren of Ash*

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

Scenarios

Spreading Flames xp:

Smoke and Mirrors xp:

Queen of Ash xp:

Campaign Notes

KILLED AND INSANE INVESTIGATORS

CHAOS BAG

Scenario Encounter Set Symbols



Spreading Flames



Smoke and Mirrors



Queen of Ash

Core Encounter Set Symbols



Arcane Lock



Arkham



Ashen Pilgrims



Bad Weather



Bystanders



Cosmic Evils



Cultists



Dead Ends



Eldritch Lore



Fire!



Flying Terrors



Gangs of Arkham



Hallucinations



Mad Science



Miskatonic University



People of Arkham



Reeking Decay



Sewers



Torment



Whippoorwills

The End...or Is It?

By the end of the campaign, the experience, trauma, weaknesses, and story assets earned by the players depict the full consequences of their actions. The notes in the campaign log form an outline of the investigators' decisions (and missteps) throughout the story to form an account uniquely their own. Players are encouraged to share their sordid accounts and final decks online and with the broader community of Arkham Horror fans!

You have taken your first step into the dark and terrifying world of the Mythos. Now that you have learned some of the basics of the game, try replaying the campaign with a different investigator, or on a higher (or lower) difficulty level. Although standard rules dictate that each campaign begin with new decks and 0 experience, you may want to continue your character's story from *Brethren of Ash* in a new campaign (*for more information on this mode of play, check out Epic Campaign Mode on page 23 of the rulebook*). Deckbuilding is also a great way to shape your experience, allowing you to tailor your investigator to a specific playstyle.

Expansions of *Arkham Horror: The Card Game* introduce new player cards, investigators, and campaigns. If you want to experiment more with deckbuilding, we recommend you check out one of the investigator decks. Likewise, standalone scenarios and campaign expansions provide new stories with their own unique mechanics and challenges. More information on the newest *Arkham Horror: The Card Game* products can be found at www.fantasyflightgames.com or by following the QR code below:

Follow this QR code to check out the latest *Arkham Horror: The Card Game* products!

