



Prologue

Dr. Henry Armitage pours himself a glass of pinot and sits down at his desk, gesturing for you to sit across from him. “I apologize for the short notice,” he begins. His face is pale, his forehead sweaty and wrinkled with worry.

Armitage—the head librarian of Miskatonic University, and a former mentor of yours—privately contacted you in the hopes of gaining your assistance. Eager to help, you made your way to his home in Southside. Upon entering, you were surprised to find his home in disarray. Books and notes litter his desk, and an empty bottle of wine has tipped over onto the ground by the fireplace. You’d always known Armitage to be neat and well-organized.

*The elderly man takes a moment to collect his thoughts. “I am looking for two of my colleagues—Dr. Francis Morgan, professor of archaeology, and Warren Rice, professor of languages. Warren was supposed to meet up with me over supper earlier today to discuss several important findings, but he has since gone missing. At first I thought nothing of it, but I have a nagging feeling something else is going on. A very... **familiar** feeling.” You’ve never seen Armitage quite this worried before. His hands tremble as he reaches for the glass on his desk, and he sips from it nervously. “I tried to find Francis, hoping he knew where Warren was, but he too is out of touch. Francis has been spending a lot of time in some gambling den, or so I am told.*

“I sent for you because I am worried Warren might be in trouble. I would appreciate it greatly if you could find him for me. You may also wish to ask Francis for help, if you can reach him.”

(C) The investigators must decide (choose one):

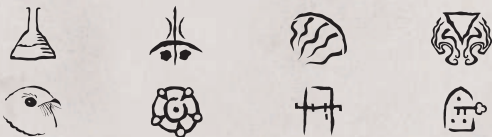
- ◆ *Professor Warren Rice was last seen working late at night in the humanities department of Miskatonic University. Let’s search for him there.*
Proceed with “Scenario I–A: Extracurricular Activity” if you wish to find Professor Warren Rice first.
- ◆ *Dr. Francis Morgan was last seen gambling at the Clover Club, an upscale speakeasy and gambling joint located downtown. Let’s go talk to him.*
Proceed with “Scenario I–B: The House Always Wins” if you wish to find Dr. Francis Morgan first.

Scenario I-A: Extracurricular Activity

Dr. Armitage is worried his colleague, Professor Warren Rice, might be in trouble, so he has asked for your help in finding his friend. He seems unreasonably nervous about his colleague's disappearance considering Professor Rice has only been "missing" for a matter of hours...

Setup


- ☉ Gather all cards from the following encounter sets: *Extracurricular Activity, Sorcery, The Beyond, Bishop's Thralls, Whippoorwills, Ancient Evils, Locked Doors, and Agents of Yog-Sothoth*. These sets are indicated by the following icons:



- ☉ Depending on the following circumstances, a different version of Faculty Offices should be used in this scenario.
- ☉ If Extracurricular Activity is the first scenario of the campaign, use Faculty Offices (*The Night is Still Young*). Set it aside, out of play. Remove Faculty Offices (*The Hour is Late*) from the game.
 - ☉ If you have completed The House Always Wins, use Faculty Offices (*The Hour is Late*). Set it aside, out of play. Remove Faculty Offices (*The Night is Still Young*) from the game.
- ☉ Set the following cards aside, out of play: "Jazz" Mulligan, Alchemical Concoction, The Experiment, Professor Warren Rice, Dormitories, and Alchemy Labs.
- ☉ Put the Miskatonic Quad, Orne Library, Humanities Building, Student Union, Science Building, and Administration Building locations into play. Each investigator begins play at the Miskatonic Quad.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement





DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): As you flee from the university, you hear screaming from the northern end of the campus. An ambulance passes you by, and you fear the worst. Hours later, you learn that a 'rabid dog of some sort' found its way into the university dormitories. The creature attacked the students inside and many were mauled or killed in the attack.

- ☉ In your Campaign Log, record that Professor Warren Rice was kidnapped.
- ☉ In your Campaign Log, record that the investigators failed to save the students. You are haunted by guilt. Add 1 ☠ token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as he or she reflects on the night's events.
- ☉ If this is the first scenario of the campaign, proceed to Scenario I-B: The House Always Wins. Otherwise, proceed to Interlude I: Armitage's Fate.

Resolution 1: You find Professor Rice bound and gagged in the closet of his office. When you free him, he informs you that the strange men and women wandering around the campus had been stalking him for hours. They cornered him in his office and tied him up, although for what purpose, Rice isn't sure. You inform him that Dr. Armitage sent you, and Rice looks relieved, although he suspects that Dr. Morgan might be in danger as well. Because the strangers on campus seem to have been targeting Professor Rice, you decide that the best course of action is to escort him away from the campus as quickly as possible. As you leave the university, you hear screaming from the northern end of the campus. An ambulance passes you by, and you fear the worst. Hours later, you learn that a 'rabid dog of some sort' found its way into the university dormitories. The creature attacked the students inside, and many were mauled or killed in the attack.

- ☉ In your Campaign Log, record that the investigators rescued Professor Warren Rice. Any one investigator may choose to add Professor Warren Rice to his or her deck. This card does not count toward that investigator's deck size.
- ☉ In your Campaign Log, record that the investigators failed to save the students. You are haunted by guilt. Add 1 ☠ token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ Proceed to Scenario I-B: The House Always Wins.

Resolution 2: You pull each of the dormitory's fire alarms and usher the students out of the building's north exit, hoping to make your way off campus. Many of the students are confused and exhausted, but you believe an attempt to explain the situation will do more harm than good. Minutes later, a terrible screech echoes across the campus, piercing and shrill. You tell the students to wait and head back to the dormitories to investigate. Oddly, you find no trace of the strange creature—a prospect that worries you more than it relieves you. You hurry to the faculty offices to find Professor Rice, but there is no sign of him anywhere.

- ☉ In your Campaign Log, record that Professor Warren Rice was kidnapped.
- ☉ In your Campaign Log, record that the students were rescued.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If this is the first scenario of the campaign, proceed to Scenario I–B: The House Always Wins. Otherwise, proceed to Interlude I: Armitage's Fate.

Resolution 3: After defeating the strange and terrifying creature from the Department of Alchemy, you rush to the faculty offices to find Professor Rice. By the time you get to his office, there is no sign of him anywhere.

- ☉ In your Campaign Log, record that Professor Warren Rice was kidnapped.
- ☉ In your Campaign Log, record that the Experiment was defeated.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If this is the first scenario of the campaign, advance to The House Always Wins. Otherwise, advance to Interlude I—Armitage's Fate.

Resolution 4: You awaken hours later, exhausted and injured. You're not sure what you saw, but the sight of it filled your mind with terror. From other survivors, you learn that a 'rabid dog of some sort' found its way into the university dormitories. The creature attacked the students inside, and many were mauled or killed in the attack.

- ☉ In your Campaign Log, record that the investigators were unconscious for several hours.
- ☉ In your Campaign Log, record that Professor Warren Rice was kidnapped.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as he or she reflects on the night's events.
- ☉ In your Campaign Log, record that the investigators failed to save the students. You are haunted by guilt. Add 1 ☠ token to the chaos bag for the remainder of the campaign.
- ☉ If this is the first scenario of the campaign, advance to Scenario I–B: The House Always Wins. Otherwise, advance to Interlude I: Armitage's Fate.



Scenario I-B: The House Always Wins

Dr. Armitage suggested you track down his associate Dr. Francis Morgan. He's not sure whether Dr. Morgan is in trouble, but he's not particularly happy with his colleague's present choice of company. He's in the Clover Club, a notorious gambling joint somewhere downtown. Finding the club's exact location isn't easy—you have to grease a few palms just to learn which of the Downtown restaurants operates as the club's front. That restaurant is La Bella Luna, a somewhat upscale Italian eatery by the theatre. You change into your Sunday best and make your way there.

In front of La Bella Luna stands a man in a pinstripe suit who sizes you up as you approach. "Enjoy yourselves," he says with a snake-like grin as he holds open the restaurant's front door.

Setup

- ☞ Gather all cards from the following encounter sets: *The House Always Wins*, *Bad Luck*, *Naomi's Crew*, *Rats*. These sets are indicated by the following icons:



- ☞ Set the *Hideous Abominations* and *Striking Fear* encounter sets aside, out of play. These sets are indicated by the following icons:



- ☞ Put the Clover Club Lounge, Clover Club Bar, Clover Club Cardroom, and La Bella Luna locations into play. Each investigator begins play in La Bella Luna.
- ☞ Put Clover Club Pit Boss into play in the Clover Club Lounge.
- ☞ Set the following cards aside, out of play: Darkened Hall, Peter Clover, Dr. Francis Morgan, and each copy of Back Hall Doorway.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

Note: At the start of this scenario, agenda 1a grants each **Criminal** enemy the aloof keyword, which stops those enemies from automatically engaging you. At some point, those enemies may lose the aloof keyword. Remember that enemies who are no longer aloof will automatically engage investigators at their location, as per normal.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned before Act 3 or was defeated): You barely made it out of the club alive. Go to **Resolution 1**.

Resolution 1: *You flee to the end of the block and pause to recover. Before you can catch your breath, the ground shakes with a thunderous crash. People emerge from their homes and storefronts to see what the ruckus is, and a crowd forms on the street. You head to the front of the crowd and are horrified to see the building from which you fled just minutes earlier reduced to rubble. There is no sign of Dr. Morgan anywhere.*

- ☉ In your Campaign Log, record that the O'Bannion gang has a bone to pick with the investigators.
- ☉ In your Campaign Log, record that Dr. Francis Morgan was kidnapped.
- ☉ If player “cheated,” add 1 ☼ chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as he or she reflects on the night’s events.
- ☉ If this is the first scenario of the campaign, proceed to Scenario I–A: Extracurricular Activity. Otherwise, proceed to Interlude I: Armitage’s Fate.

Resolution 2: *“What in the world...?” Dr. Morgan finally breaks out of his daze as you make your way to safety. You ask him what he remembers, and he sputters and shakes his head. “It’s all a haze,” he explains, visibly exhausted. “I was having the run of my life! Perhaps I had one too many shots. But, those creatures—I haven’t seen anything like that since...” He trails off, and you can tell that his mind is racing. His eyes widen with realization and his face pales. “I may not be in the best shape, but I’ll help with your investigation. Whatever it takes.”*

- ☉ In your Campaign Log, record that the O'Bannion gang has a bone to pick with the investigators.

- ☉ In your Campaign Log, record that *the investigators rescued Dr. Francis Morgan*. Any one investigator may choose to add Dr. Francis Morgan to his or her deck. This card does not count toward that investigator’s deck size.

- ☉ If any player “cheated,” add 1 ☼ chaos token to the chaos bag for the remainder of the campaign.

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

- ☉ Proceed to Scenario I–A: Extracurricular Activity.


Resolution 3: *Although you were unable to find Dr. Morgan in the club, the man you rescued is grateful for your help. He introduces himself as Peter Clover, the owner of the establishment you’d just left. Despite the situation, he maintains an air of quiet professionalism. As you make your way towards the street, a well-polished Chrysler B-70 rolls up to you, and a gorgeous woman with long brown hair and narrow eyes exits. She is flanked by dangerous-looking men who slip their hands under their suit jackets when they see you. “Peter,” she says with a sigh of relief, “Good, you’re okay. I heard there was trouble?” She turns and glares at you with deadly eyes. “Who are they?”*

Mr. Clover dusts off his vest, unworried. “Naomi, my dear, these are friends of mine. They...” he clears his throat. “They escorted me off the premises,” he explains after a short pause. “They have earned our gratitude.” The woman crosses her arms and takes a moment to size you up before giving you a smirk.


“Very well then. I must thank you for taking care of Peter. Run along now; we’ll handle things from here.” She nods to the goons flanking her and they walk past you toward the club’s rear entrance, pulling firearms out from underneath their coats. You’re not sure what ‘handling things’ means, but you’re pretty sure you don’t want to be here when the gunfire starts. You thank Naomi and Peter, and head off.

- ☉ In your Campaign Log, record that Naomi has the investigators’ backs.

- ☉ In your Campaign Log, record that Dr. Francis Morgan was kidnapped.

- ☉ If any player “cheated,” add 1  chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ Proceed to Interlude I: Armitage’s Fate.

Resolution 4: *You are pulled from the debris by several firefighters, one of whom exclaims, “We’ve got a live one!” A few of them patch you up, and the cops ask you what happened. You’re certain they wouldn’t believe your story about horrible monstrosities demolishing the building from within. Unsure of what to say, you give a vague statement about not remembering much. “We’re bringing you to St. Mary’s,” one of the nurses says, pointing to a nearby ambulance. Knowing now how dire the situation is, you slip away while she is distracted by something else in the rubble...*

- ☉ In your Campaign Log, record that the O’Bannion gang has a bone to pick with the investigators.
- ☉ In your Campaign Log, record that Dr. Francis Morgan was kidnapped.
- ☉ If any player “cheated,” add 1  chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator suffers 1 physical trauma.
- ☉ In your Campaign Log, record that the investigators were unconscious for several hours.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 experience as he or she reflects on the night’s events.
- ☉ If this is the first scenario of the campaign, proceed to Scenario I–A: Extracurricular Activity. Otherwise, proceed to Interlude I: Armitage’s Fate.

Interlude I: Armitage’s Fate

Check Campaign Log. *If the investigators were unconscious for several hours:* Read **Armitage’s Fate 1**.

Otherwise, skip to **Armitage’s Fate 2**.

Armitage’s Fate 1: *You are more than a little rattled by your experiences in the university and the Clover Club. You’re not sure what to make of whoever—or whatever—was after Rice and Morgan. Worried about Dr. Armitage, you swiftly make your way back to his home. When you arrive, you find that the latches of his front door have been busted open, and his living area and study have been ransacked. Dr. Armitage is nowhere to be found. Searching his home, you find a journal the intruders didn’t steal tucked beneath several other documents in the bottom drawer of Armitage’s desk. The journal appears to be written in a strange language you cannot decode, using a script you’ve never seen in your entire life. Fortunately, it seems Dr. Armitage had already gone through the trouble of translating it into English. Apparently, it belongs to one “Wilbur Whateley.”*

The journal—along with Armitage’s many notes—tells a startling tale, one you would scarcely believe had it not been for your harrowing experiences earlier tonight...

- ☉ In your Campaign Log, record that Dr. Henry Armitage was kidnapped.
- ☉ Each investigator earns 2 bonus experience as reading Wilbur’s journal gives them insight into the hidden world of the mythos.
- ☉ The story continues in Scenario II: The Miskatonic Museum.

Armitage’s Fate 2: *When you arrive at Dr. Armitage’s home in Southside, you find him sitting at his desk, pale-faced and sweating with worry. He is grateful to you for searching for his colleagues, but he doesn’t look relieved. With a long pause, he straightens his glasses and explains:*

“I’m afraid I must apologize. There’s something I didn’t mention to you earlier.” Dr. Armitage then spins a tale you would scarcely believe had it not been for your harrowing experiences earlier that night...

- ☉ In your Campaign Log, record that the investigators rescued Dr. Henry Armitage. Any one investigator may choose to add Dr. Henry Armitage to his or her deck. This card does not count toward that investigator’s deck size. It can be found in the *Armitage’s Fate* encounter set, indicated by this icon:



- ☉ The story continues in Scenario II: The Miskatonic Museum.



Scenario II: The Miskatonic Museum

Several months ago, Armitage and his colleagues stopped a rampaging horror from tearing through Dunwich, a backwater town several hours north and west of Arkham. At first you imagine this beast as a rabid bear, or worse, but the professor's description of the creature paints a different picture.

It all began when a man named Wilbur Whateley entered the Orne Library looking for Olaus Wormius's Latin translation of a book called the Necronomicon. Wilbur already possessed a beaten-up English translation by Dr. John Dee, but it was insufficient for his purposes. Armitage turned the man away, fearing what use the strange man had for the book. Whateley returned in secret, hoping to steal the book, but was attacked by a hound guarding the university. Armitage, Rice, and Morgan later discovered Whateley's body. A description of the foul corpse—semi-anthropomorphic and covered in fur, with a leathery hide and greenish-grey tentacles—causes you to question whether or not Whateley was truly human.

Check Campaign Log. If Dr. Henry Armitage was kidnapped:
Proceed to **Part 1**.

If the investigators rescued Dr. Henry Armitage:
Skip to **Part 2**.

Part 1: The notes written by Dr. Armitage in the journal stress Whateley's desire to get his hands on the Necronomicon for some terrible purpose. As you read on, it seems that Dr. Armitage brought the university's copy of the tome to Harold Walsted—the curator of the Miskatonic Museum—for safekeeping in the museum's Restricted Hall. Although you are worried about your mentor, you are equally worried that Armitage's kidnappers might get their hands on this Necronomicon. You decide to head to the museum to prevent them from acquiring it.

Proceed to **Setup**.

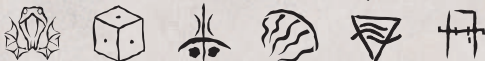
Part 2: "My colleagues and I were quick to put the ordeal behind us," Armitage says with a sigh. "But it seems that things haven't fully resolved themselves. I'll tell you the rest later, but for now, it is imperative that we get our hands on that copy of the Necronomicon. If my instincts are correct, the assailants you've encountered will be searching for it. After all that transpired, I didn't feel safe keeping it at the library, so I brought it to my good friend, Harold Walsted. He is the current curator of the Miskatonic Museum. I thought it would be safe in the museum's Restricted Hall, but now I'm not so sure. You must retrieve it at all costs! I fear terribly what they could do with the rites contained in its pages..."

Proceed to **Setup**.



Setup

- ☉ Gather all cards from the following encounter sets: *The Miskatonic Museum*, *Bad Luck*, *Sorcery*, *The Beyond*, *Chilling Cold*, and *Locked Doors*. These sets are indicated by the following icons:



- ☉ Put one of the two Administration Office locations and one of the two Security Office locations into play at random. Remove the other versions of Administration Office and Security Office from the game. Then, put the Museum Entrance and Museum Halls locations into play. Each investigator begins play at the Museum Entrance.
- ☉ Set the 6 “Exhibit Hall” locations aside as a separate “Exhibit Deck.” To do this, perform the following:
- ◆ Shuffle the Exhibit Hall (*Restricted Hall*) and 2 other random Exhibit Hall locations together to form the bottom 3 cards of the Exhibit Deck, unrevealed side faceup.
 - ◆ Then, place the other 3 Exhibit Hall locations on top, in a random order. All 6 cards of the Exhibit Hall deck should be showing only the unrevealed side, so that the players do not know which Exhibit Hall is the Exhibit Hall (*Restricted Hall*).
- ☉ Set the following cards aside, out of play: Harold Walsted, Adam Lynch, *The Necronomicon (Olaus Wormius Translation)*, and Shadow-spawned.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

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

- ☉ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠, ♠, ♠, ♠, ♠.

- ☉ *Dr. Henry Armitage was kidnapped.*

“The Void”

Some cards in this scenario reference an area called “the void.” The void is an out-of-play area next to the act and agenda deck which the Hunting Horror enemy can enter and leave via card effects. While the Hunting Horror is in the void, it is considered out of play and cannot be affected by player cards or investigator actions.



DO NOT READ

until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *Whatever the creature in the museum was, you had neither the will nor the tools to destroy it. It seems you must give up any hope of recovering the Necronomicon. Even so, there are others depending on you. Gathering your courage, you prepare for your next task.*

- ☉ In your Campaign Log, record that *the investigators failed to recover the Necronomicon.*
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 1: *As long as this translation of the Necronomicon exists, there will be sorcerers and other foul agents like Whateley seeking it. In the end, you know what must be done to protect humanity from the threats you've seen. You find a trash bin and fill it with books and documents, throwing the Necronomicon on top. It takes several matches to set the contents of the bin alight. The flames fill the room with heat and the creeping shadows retreat from its light. You watch the book burn for some time, its pages turning to ash. You can only hope you've made the right decision.*

- ☉ In your Campaign Log, record that *the investigators destroyed the Necronomicon.*
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Resolution 2: *The Necronomicon is more than just a book; it is a tool. Within its pages is a wealth of information about the forces and creatures you have encountered. Knowing how useful it could be in your endeavors, how could you possibly bring yourself to destroy it? Besides, as long as you keep the book safely in your possession, you will still be foiling those who wish to use it for nefarious purposes.*

- ☉ In your Campaign Log, record that *the investigators took custody of the Necronomicon.*
- ☉ The investigators have earned The Necronomicon (Olaus Wormius Translation) card. Any one investigator may choose to add The Necronomicon (Olaus Wormius Translation) to his or her deck. This card does not count towards that investigator's deck size.
- ☉ You have given in to the temptation of power. Add 1 ♣ chaos token to the chaos bag for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Scenario III: The Essex County Express

Recent events in the Museum have forced you to re-evaluate Armitage's tale about Dunwich. It cannot be a coincidence—Wilbur Whateley, the Necronomicon, the creature from Dunwich, and the people and creatures who attacked here in Arkham—everything must be connected. You're certain now where you must head: the lonely and dismal town of Dunwich Village.

You consider telling the Massachusetts State Police what you know, but the negative consequences outweigh the potential gain. Given the nature of your story, they would likely write your stories off as an absurd hoax. Worse, they could lock you up. After all, you were present in an illegal speakeasy, and you also trespassed in the museum. Instead, you decide to head to Dunwich yourself, in order to investigate further.

You pack everything you think you might need and manage to get some rest for the night. In the morning, you head to the train station in Northside and purchase a last-minute express ticket. Dunwich is several hours by train northwest along the Miskatonic River Valley. There is no train station in Dunwich, but you manage to phone one of Armitage's acquaintances in the small village: a man by the name of Zebulon Whateley who was present during the events several months ago.

Armitage's notes indicate that the Whateley family is spread across many branches, some decadent and unscrupulous, others "undecayed" or otherwise untouched by nefarious and diabolic rites. According to Armitage, Zebulon's branch of the family lay somewhere between the decayed and undecayed Whateleys, who knew of the traditions of his ancestors, but was not corrupted by them. He agrees to pick you up at the closest station and drive you into town.

As the train departs from Arkham, you feel the events of the previous night catching up to you, and exhaustion sets in. But before you can safely reach your destination, the train car suddenly rumbles and shakes, startling you out of your reverie. The train loudly skids to a violent halt, and you hear a rattling noise behind you...

Setup

- ☞ Gather all cards from the following encounter sets: *The Essex County Express*, *The Beyond*, *Striking Fear*, *Ancient Evils*, *Dark Cult*. These sets are indicated by the following icons:



- ☞ Put one of the three Engine Car locations into play at random. Remove the other versions of Engine Car from the game. Then, put six of the eight Train Car locations into play at random, in a straight line to the left of the Engine Car. Remove the remaining two Train Car locations from the game.
- ☞ Reveal the leftmost Train Car. Each investigator begins play in that location. (If that location has a 'forced' effect that triggers upon entering that location, ignore it.)
- ☞ Set all 4 copies of *Across Space and Time* aside, out of play.
- ☞ Based on your difficulty level, add the following chaos token(s) to the chaos bag, for the remainder of the campaign:
 - ◆ **Easy:** -2.
 - ◆ **Standard:** -3.
 - ◆ **Hard:** -4.
 - ◆ **Expert:** -5.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

← Left

Location Placement

Right →



Moving on the Train: “Left” and “Right”

During this scenario, locations are lined up from left to right, with the Engine Car as the rightmost location. Whenever a card effect refers to “the location to the left,” or “the location to the right,” it refers to the location immediately to your location’s left or right.

Any card effects that reference a direction (left or right) should be interpreted from the perspective of the diagram on the previous page.

DO NOT READ until the end of the scenario








Before resolving any other resolution, if at least 1 investigator was defeated: The defeated investigators read **Investigator Defeat** first.

Investigator Defeat: *Your experience beyond the gate is simultaneously terrifying and impossible to recall with clarity. A hypnotic spectacle of lights, otherworldly sensations, and altered geometry dances at the tattered edges of your mind. An unearthly voice from beyond rings in your ears, its significance an enigma. When you awaken, you find yourself in the woods, several miles from the Miskatonic River. Destroyed train cars surround you. They are crumpled as if from a severe impact; they are also decayed as if years of rust and squalor have claimed them. There is no sign of the other passengers.*

- Each investigator who was defeated has acquired the Across Space and Time weakness and must add 1 copy of it to his or her deck. This card does not count toward that investigator’s deck size.
- Each investigator who was defeated earns 1 bonus experience as his or her experience beyond the gate grants them insight into the cosmos.
- If an investigator with The Necronomicon (*Olaus Wormius Translation*) in his or her deck was defeated, in your Campaign Log, record that *the Necronomicon was stolen*. The Necronomicon (*Olaus Wormius Translation*) must be removed from that investigator’s deck.

Standalone Mode

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

- Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, , , , , , , .

- If an investigator with the Dr. Henry Armitage card, the Professor Warren Rice card, or the Dr. Francis Morgan card in his or her deck was defeated, in your Campaign Log, record that the character in question was *kidnapped*. The associated card must be removed from that investigator’s deck.
- If no resolution was reached (each investigator was defeated): Go to **Resolution 2**.

Resolution 1: *You breathe a sigh of relief as the gate behind the train collapses harmlessly upon itself. The few passengers who survived the ordeal seem unable to comprehend what just happened. One passenger mentions “a pipe bursting in the rear car,” and that quickly becomes the explanation for the innocent and ignorant, those who either cannot or choose not to delve further into the mystery. You, on the other hand, know better... although in hindsight, you wish you didn’t.*

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

Resolution 2 (read Investigator Defeat first!): *Rattled, you begin walking alongside the train tracks, making your way towards Dunwich.*

- In your Campaign Log, record that *the investigators were delayed on their way to Dunwich*.
- Each investigator earns experience equal to the Victory X value of each card in the victory display.



FANTASY
FLIGHT
GAMES



Campaign Log: *The Dunwich Legacy*

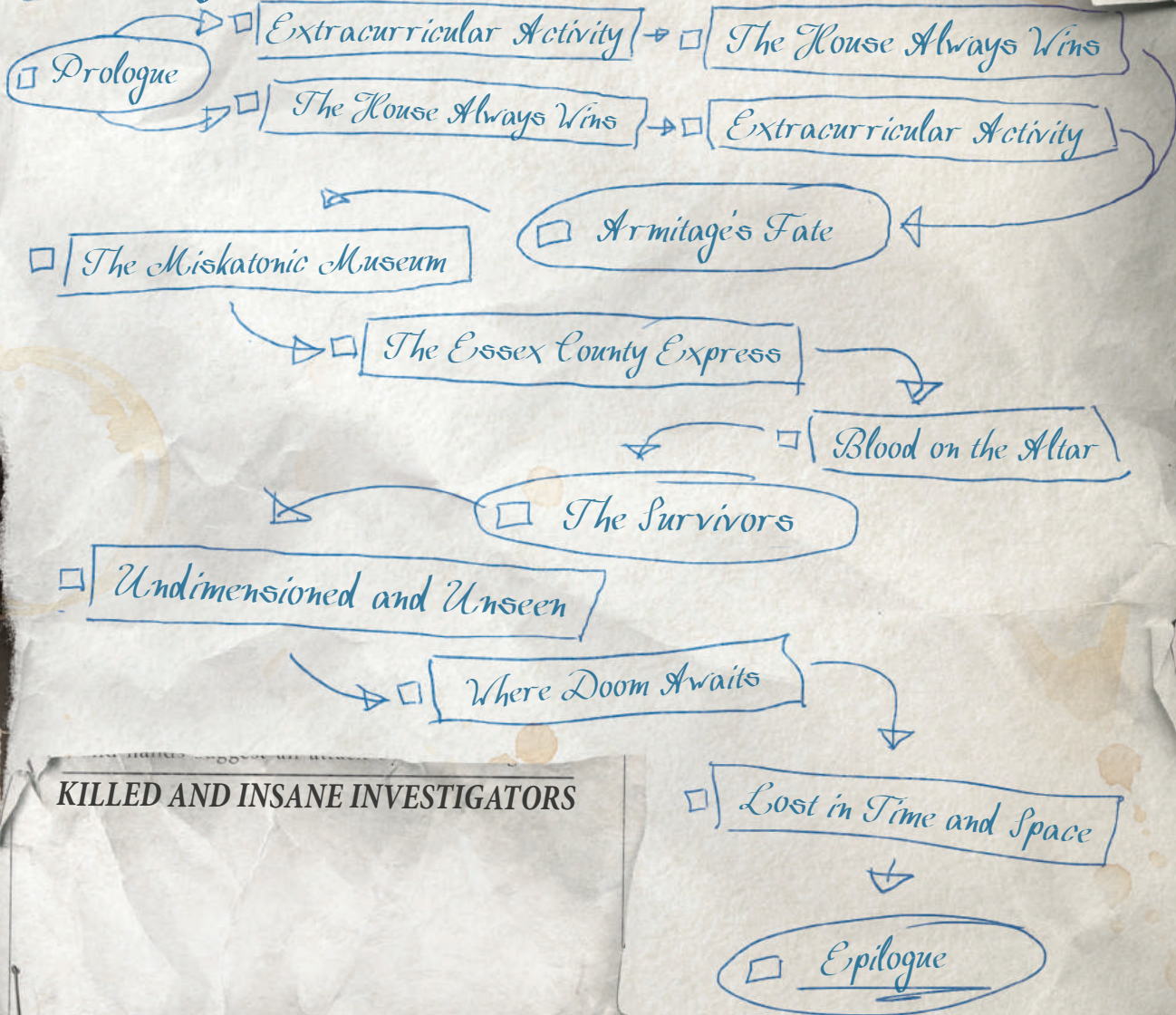
INVESTIGATORS

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

Sacrificed to Yog-Sothoth

Campaign



KILLED AND INSANE INVESTIGATORS