

# ARKHAM HORROR<sup>®</sup>

THE CARD GAME



## THE FESTIVAL

SCENARIO PACK

## The Festival

*You are far from home, and the spell of the eastern sea is upon you. It is the Yuletide, that men call Christmas though they know in their hearts it is older than Bethlehem and Babylon, older than Memphis and mankind. You are the only one who came back this winter's night to the old fishing town as legend bade, for only the poor and the lonely remember.*

Prepare for your arrival in your ancestral home of Kingsport, just in time for Christmas.

*The Festival* can be played as a standalone scenario, or as a side-story during any campaign.

















### **Expansion Symbol**

The cards in *The Festival* scenario can be identified by this symbol before each card's collector number.



## Standalone Mode

When played as a standalone scenario, *The Festival* has only two difficulty modes. Construct the chaos bag with the following tokens:

- ◆ **Standard:** +1, 0, 0, 0, -1, -1, -1, -2, -3, -4, -6, , , , , , , , .
- ◆ **Hard:** +1, 0, 0, 0, -1, -1, -3, -4, -5, -6, -7, , , , , , , , .

## Side-story (Campaign Mode)

Playing *The Festival* as a side-story, set it up as you would the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing *The Festival* side-story costs each investigator 2 experience.**

## It is the Yuletide...

The arrival of a mysterious letter in barely legible handwriting rouses you from your armchair by the fire. The words are from a distant relative demanding your presence at a holiday celebration in Kingsport. The letter speaks obscurely of an old family ritual and an ancestral duty being conferred to you. The name of your ancestral home stirs a longing in you. Kingsport: the very ancient town you have never seen but often dream of. There is an urgency in the archaic scrawl; a seeming dread. Nonsense, you think, grabbing your scarf, it would be good to be with family at Christmastime.

A hired car takes you to the train station and from there you ride east, away from the day, the snow falling thickly on bare trees that seem to twist and writhe away from the rails. You arrive in Arkham by twilight, but the conductor informs you that deep snows prevent further passage onward until the morning.

Feeling anew the urgency of the letter, you decide to walk the two miles to Kingsport, along deserted country roads and then winding ever higher up into seaside cliffs like the backbone of some great, slouching beast. The snow finally stops as you crest the hill, stars glimmering sickly above, while the sea pounds against the rocks below. Turning, beyond the hill you see Kingsport outspread frostily in the gloaming.

## Setup

- ◆ Gather all cards from The Festival encounter set, indicated by this icon:



- ◆ Gather all cards from the following encounter sets:



- ◆ Set aside the Stygian Grotto location, out of play.
- ◆ Put the other 11 locations into play. Each investigator begins play at Orange Point.
- ◆ Set the following cards aside, out of play: Blessing of Nodens, The Terrible Old Man, Bland-Faced Man, Worm Throng, Amorphous Flute-Player, Hybrid Winged Thing, Pillar of Flame, and all 3 *Grimoire* cards.
- ◆ Set all 8 copies of Cloaked Figures aside, in their own deck. Any time Cloaked Figures are removed from play, return them to their set-aside deck.
- ◆ Place (X) Cloaked Figures at the White Church, according to the amount of investigators.  
1 investigator: 0 Cloaked Figures.  
2 investigators: 1 Cloaked Figures.  
3-4 investigators: 2 Cloaked Figures.
- ◆ Shuffle the remainder of the encounter cards to build the encounter deck.
- ◆ Take the previously set-aside *Grimoire* cards, along with the top 3 cards of the encounter deck. Shuffle them and place 1 card under each *Town* location in play.

**DO NOT READ**  
until the end of the scenario

**If each investigator resigned:**

Go to **Resolution 1**.

**Resolution 1:** *At the hospital you are told that you were found half frozen in Kingsport Harbour at dawn, clinging to a drifting spar. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. There is nothing you can say, because everything is wrong.*

*Everything is wrong, with the broad window showing a sea of roofs in which only about one in five is ancient, and the sound of trolleys and motors in the streets below. They insist that this is Kingsport, and you cannot deny it.*

*It's not until you are back home, far away from the eastern sea, that you again feel safe. You listen to carollers singing up and down familiar streets, but their music brings you no cheer.*

*You dream of sunless underground waters and strange writhing shapes with features so like your own.*

- ❖ Each investigator suffers 1 physical trauma from their ordeal.
- ❖ Each investigator earns experience equal to Victory X value of each card in the victory display.

## DO NOT READ until the end of the scenario

**Resolution 2:** *At the hospital you are told that you were found half frozen in Kingsport Harbour at dawn. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. You have difficulty protesting, your words flopping out slurred. A fever, they say, though you remain cold to the touch with a grayish cast to your skin. The broad window shows you glimpses of an alien city. They insist that this is Kingsport, and will not hear the pleas you scrawl, with stylus on tablet, to be sent home. Home again, deep beneath the sepulchral earth, to be with family. The garish decorations in the hospital and the cheerful voices in the streets assail you.*

*You are transferred to St. Mary's Hospital in Arkham. You like it there, for the doctors are broad-minded, and even lend their influence in obtaining the carefully sheltered copy of Alhazred's Necronomicon from the library of Miskatonic University. One passage you read is not new to you. You can hear the words echoed in sunless caverns. As you stare in the mirror at your peeling skin and your strangely rheumy eyes your mind returns again and again to the comforting passage.*

*"The nethermost caverns," writes the mad Arab, "are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

- ◆ In your Campaign Log, record that "the investigators have the Kingsport Look."
- ◆ Each investigator suffers 1 physical trauma and must search the collection for a Psychosis weakness card and add it to their deck.
- ◆ Each investigator earns experience equal to Victory X value of each card in the victory display.

## DO NOT READ until the end of the scenario

**Resolution 3:** *At the hospital you are told that you were found half frozen in Kingsport Harbour at dawn. They say you must have taken the wrong fork of the hill road the night before, and fallen over the cliffs at Orange Point. There is nothing you can say, because everything is wrong; with the broad window showing a sea of modern roofs and the sound of trolleys and motors in the streets below. They insist that this is Kingsport, and you cannot deny it. They murmur about a "psychosis", and you agree you had better get any harassing obsessions off your mind.*


*It's not until you are home, far away from the eastern sea, that you again feel safe. You are able to obtain a carefully sheltered copy of Alhazred's Necronomicon from the library of Miskatonic University. One passage you read is not new to you. You can hear the words echoed in sunless caverns and you feel remorse for what you remember.*

*You leave the book and go to attend the lighting of the tree in town. There are carollers and laughter, foil-wrapped presents and warm punch with old friends. But even in this festive mirth, your mind returns one last time to the accursed passage you read.*

*"The nethermost caverns," writes the mad Arab, "are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

- ◆ Each investigator suffers 1 mental trauma for the violent consequences of their actions.
- ◆ Each investigator earns experience equal to Victory X value of each card in the victory display. Each investigator earns 2 bonus experience point for confronting their ancestry.





# The Festival

EASY / STANDARD



-2. If you fail, draw 1 Cloaked Figures.



-1 for each *Cultist* and *Monster* enemy in play (max -3).



-1 for each clue in your possession (max -3). If you fail, draw 1 encounter card.



-X. X is the current Agenda #. If you fail, add 1 doom to the current agenda.



# The Festival

HARD / EXPERT



-3. If you fail, draw 2 Cloaked Figures.



-1 for each *Cultist* and *Monster* enemy in play.



-1 for each clue in your possession. Draw 1 encounter card.



-X. X is the current Agenda #. Add 1 doom to the current agenda.





## The Memory of Primal Secrets

There: snowy Kingsport with its ancient vanes and steeples, ridgepoles and chimney-pots, wharves and small bridges, willow-trees and graveyards; endless labyrinths of steep, narrow, crooked streets, and dizzy church-crowned central peak that time durst not touch; ceaseless mazes of colonial houses piled and scattered at all angles and levels like a child's disordered blocks; antiquity hovering on grey wings over winter-whitened gables and gambrel roofs; fanlights and small-paned windows one by one gleaming out in the cold dusk to join Orion and the archaic stars. And against the rotting wharves the sea pounds; the secretive, immemorial sea.

The snow has subsided for now, but a cold northern wind warns of a greater storm on the way, threatening to blot out the craggy peaks about the town.

5

*Slowly, the stars have been swallowed by a crawling grey cloud, stealing the last glimmer of sanctuary from the cobbled streets of the ancient town. A new storm begins to howl in from the black seas of infinity, obscuring the high hills above Kingsport with long tendrils of swirling snows. Anyone in those heights will surely be lost. You had best find shelter soon.*

Remove The Strange High House in the Mist location, and any accompanying assets and clues, from play. Each investigator at this location discards their hand and all clues, and is placed at Orange Point.

## The Imperial Sea





## A Legend Too Hideous

*The low sound of a bell, like the lolling of a leviathan, rings out over the moonless and tortuous network of the incredibly ancient town. Answering its call, you see a few cloaked figures emerge from darkened doorways and begin to glide their way silently through the streets, uphill toward the tall spire of a church.*

When you would add a doom token to this agenda, instead spawn Cloaked Figures at a *Town* location, beginning with any unoccupied.

**Forced** – When 3 Cloaked Figures are at the White Church: Advance.



## Eldritch Drunken Constellations

*The hushed throngs of cloaked figures oozing into the streets gather tightly about you. You are jostled by elbows that seem preternaturally soft, and pressed by chests and stomachs that seem abnormally pulpy, but you see never a face and hear never a word. Up, up, up the eerie columns slither, with you in tow. Still more of the slouching townsfolk converge about you as you flow up crazy alleys and leaning streets toward a high hill in the centre of the town, where perches a great white church.*

Spawn any remaining Cloaked Figures in **Town** locations, beginning with those unoccupied.

Reveal the White Church location.



## Through Serpentine Streets

*You fight against the crowd, as it undulates incessantly uphill. The few lights in the windows are snuffed out as still more furtive figures surge dully into the streets. You look back over a shoulder: the only light in town seems to come from the windows of a fearsomely archaic cottage crouched near the black waters of the harbor. Your feet slip on the slimy sheen of snow as you are twisted back around and upward.*

When you would add a doom token to this agenda, instead move 1  Cloaked Figures 1 location toward the White Church.

**Forced** – When 6+ Cloaked Figures are at the White Church: Advance.



## Crossing the Threshold

*The throngs begin to slide around you, as you find yourself in an open churchyard. Death-fires dance over the tombs, revealing gruesome vistas, though queerly failing to cast any shadows. The church towers over you, its spire like a twisted finger jutting up at the blasted sky. You watch as the mass of cloaked celebrants slip speechlessly into the wide doors of the church, leaving no prints behind them in the snow.*

Place the set-aside Stygian Grotto location into play.

Move all investigators and enemies from **Kingsport** locations to the Stygian Grotto.

Advance to Act 4a.





## The Primal Rite

*After aeons of descent, down past impious catacombs of nameless menace, you emerge upon the boundless vista of an inner world. A vast fungous shore is lit by a belching column of sick greenish flame and washed by a wide oily river that flows from abysses frightful and unsuspected to join the blackest gulfs of immemorial ocean.*

➤ You throw yourself into the underground river. (→R1)

**Forced** – When an investigator successfully attacks an enemy, all enemies lose Aloof.

**Forced** – When all investigators are defeated, advance.

3



## The Nethermost Caverns.

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### If the Pillar of Flame is not in play:

*The flaming column looms over you, spouting volcanically from depths profound and inconceivable. It casts no shadows as healthy flame should, and coats the nitrous stone above with a nasty, venomous verdigris.*

Place the set-aside Pillar of Flame into play at the Stygian Grotto. Return to Agenda 4a.

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### If the investigators have been defeated:


*Fat wriggling bodies tighten around you, corpse-flesh cold, squeezing the breath out of you. You are no longer able to resist. You are carried onto the back of one of the winged beasts and you watch as the once-humanoid figures mount their own steeds. Membranous wings spreading, the host then rides off one by one along the reaches of that unlighted river, into pits and galleries of panic where poison springs feed frightful and undiscoverable cataracts. As the beast under you stops toward the shore to follow, you lose consciousness.*


(→R2)



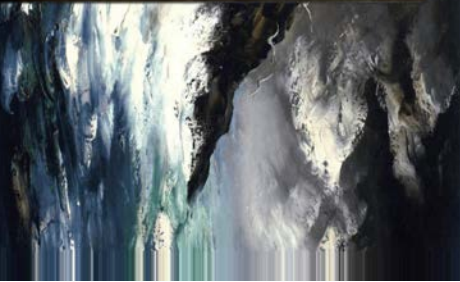
## Homecoming

The printless road is very lonely, and you seem to hear a distant horrible creaking as of a gibbet in the wind. A story returns to of four kinsmen of yours who had been hanged for witchcraft in 1692. Beside the road, a trail leads up to a plateau filled with jutting black stones. Beyond, a still higher summit of rock seems to float in the sky above thickening mist, and there, teetering at its edge, squats some grey unvisited cottage, accessible as long as the weather holds. You turn your attention back to the ancient town sprawled out before you. Where will you find the home of your people?

➤ The investigators spend 2  clues, as a group; Reveal Green Lane.

➤ The investigators spend 2  clues, as a group; Reveal the Strange High House in the Mist.

**Objective** – When an investigator enters Green Lane, advance.





## The House on Green Lane

*The white village had seemed very beautiful from the hill, but as you walk through the new fallen snow along labyrinthine streets, you sense an unnerving stillness. You think back to something you heard at the station in Arkham: they must have lied when they said the trolleys ran to this place, since you see not a wire overhead.*

*You finally stumble across a narrow street you'd missed. You brush snow away from the sign; the name Green Lane stirs some familiarity in you. You follow the path to the seventh house on the left, with an ancient peaked roof and jutting second story. You recognize the family crest above the door as your own, although some antiquated version you have not seen before.*

*You sound the archaic iron knocker, some unnameable fear gathering in you, perhaps because of the strangeness of your heritage, and the bleakness of the evening, and the queerness of the silence in this aged town of curious customs. And when your knock is finally answered you are fully afraid, because you did not hear any footsteps before the door creaked open.*



## A Family Resemblance

The gowned, slippered old man who answers the door has a bland face that reassures you. He writes a quaint and ancient welcome with the stylus and wax tablet he carries and beckons you into a low, candle-lit room. There is a cavernous fireplace and a spinning-wheel at which crouches an old woman in loose wrapper and deep poke-bonnet, silently spinning despite the festive season. The more you look at the old man's face the more its very blandness disturbs you. But the flabby hands, curiously gloved, write genially on the tablet, asking for your help in procuring some items from the town for the Yuletide celebrations. He writes a description of an ancient book, without markings on the cover, bound in skin. He also draws an image of your family coat of arms, but you can't quite discern his meaning.

— When an investigator is at a **Town** location that has no remaining clues: Draw the encounter card underneath that location.

**Objective** – When an investigator brings a *Grimoire* asset to Green Lane, advance.





## Summoned to Strange Feastings

*The old man is waiting for you with some agitation when you return to the house on Green Lane. You present him with the book, which he snatches hungrily from your hands, though his face maintains its same bland expression. He is about to settle down for a thorough examination of your find, when a low bell tolls somewhere far above the home, on the hills of Kingsport. He writes hurriedly on the tablet, demanding that you present proof of your ancestry, as the festival is about to begin.*

An investigator must take control of the Bland-Faced Man.

If the investigators haven't found a seal ring, return to Act 2a.

### **If the investigators have found a seal ring:**

*The old man nods when you present the ring engraved with your family arms. He glides to a massive carved chest in a corner, and retrieves two hooded cloaks; one of which he dons, and the other he drapes round the old woman, who ceases her monotonous spinning. They both start for the outer door, and the old man, your book clutched to his breast, beckons to you as he draws his hood over that unmoving face.*

Attach a **Grimoire** to the Bland-Faced Man.

Reveal the White Church location.



## Voiceless Guides

*Out on the street, you watch processions of cowed figures move through the alleys, carrying bobbing lanterns. They all appear to be heading uphill, toward the sound of the bell.*

*The old man makes urgent gestures for you to follow the mob. It appears the time for festival, and the fulfillment of your ancestral duty, is nigh. You can't help but feel unprepared for what lies ahead and wonder what further secrets hide in the darkened streets of Kingsport.*

**Objective** – When all investigators reach the White Church, advance.



## Beneath the Earth

*As the throngs pour through the dark aperture into the church, the old man, your relation, pulls at your sleeve, though you find yourself determined by some unnameable dread to be the last. You cannot shake the image of the cloaked horde, who left no footprints behind them in the snow.*

Investigators may spend (X) clues to remove (X) number of **Cultist** enemies from the White Church.

*You pause to let your eyes adjust to the interior of the church, lit only by a dull glow, as the last of the throng is vanishing up the aisle between the high white pews. They squirm noiselessly down the trapdoor of the vaults, which yawns loathsomely open just before the pulpit. The doors of the church shut behind you, as the old man pulls you dumbly down the footworn steps and into the dank, suffocating crypt.*

Place the set-aside Stygian Grotto location into play, and move all investigators and enemies from the White Church location to Stygian Grotto.

Advance the Agenda to 4a.





## The Rite of Fire and Evergreen

*It is finally time for the Yule-rite, older than man and fated to survive him; the primal rite of the solstice and of spring's promise beyond the snows. While a piper drones, you watch as the cloaked throngs adore the sick pillar of flame. The old man steps forward, lifting above his head the abhorrent book which you bore to him.*

**Forced** – When an investigator first deals damage to an enemy at the Stygian Grotto: Flip the Bland-Faced Man over.

**Objective** – The investigators may spend 2 clues to join in the ancestral ritual. Advance to Act 4b: *Family*.

**Objective** – If all enemies at the Stygian Grotto are defeated, advance to Act 4b: *Festival*.





## Spring's Promise

### Family

*You join in with the throng, your family, as you throw into the water handfuls gouged out of the viscous vegetation which glitter green in the chlorotic glare. You share all the obeisances because you have been summoned to this festival by the writings of your forefathers. Then the old man makes a signal to the half-seen flute-player in the darkness, changing its feeble drone to a scarce louder drone in another key; precipitating as it does so a horror unthinkable and unexpected. At this horror you sink nearly to the lichened earth, transfixed with a dread not of this nor any world, but only of the mad spaces between the stars.*

(→R2)

### Festival

*You shove the last of the unspeakable horrors, slabby and amorphous shaped, into the oily waters of the underground river. As you sink to your knees at the unhallowed shore, you feel both dread and peace at having broken from your familial rites. The festival is ended.*

(→R3)

# Orange Point



2

LOCATION

1 

*Hilltop. Kingsport.*

➔ Spend (X) resources: Heal (X) horror.

➔: **Resign.** You turn away from this ancient sea town and head back into the darkness.

*From here you have a good view of the land. The road to the right tumbles down into quiet Kingsport, clutched to the edge of the sea. A path veers left, up to higher summits cloaked in mist. The lights of Arkham are far behind you.*

# Orange Point



## LOCATION

### *Hilltop. Kingsport.*

*Here, where the road winds down the seaward slope you listen for the merry sounds of a village at evening, but do not hear them. Then you think of the season; perhaps these old Puritan folk might well have Christmas customs strange to you, and full of silent hearthside prayer.*





# Burying Ground

3

LOCATION

2 

*Hilltop. Kingsport.*

➔ Test  (7) to exhume the grave. You get +1  for this test for each clue discarded. If you succeed, remember that the investigators have “found a seal ring.” If you fail, add 1 doom to the agenda.

*The snow has been scraped away from one of the graves and there are deep gouges in the frozen soil. The lettering on its headstone has long since been worn away by the stinging salt winds, but you recognize your family’s coat of arms.*

# Burying Ground



## LOCATION

### *Hilltop. Kingsport.*

*Beside the road at its crest a still higher summit rises, bleak and windswept, and you see that it is a burying-ground where black gravestones stick ghoulishly through the snow like the decayed fingernails of a gigantic corpse.*



## The Strange High House in the Mist



2

LOCATION

3

*Hillside. Aether.*

Attach the set-aside Blessing of Nodens to this location.

*You find a path to the isolated cottage, but the only door seems to be on the unreachable oceanward side. You are forced to climb through an open window to gain entry. Inside you find a low room of black oak wainscots and carved Tudor furnishings. No flame is lit, but the room seems to glow green with a dim aqueous light. There is a sudden knocking on the ancient door, beyond which can only lie an abyss of white cloud.*

**Victory 2.**



## The Strange High House in the Mist



### LOCATION

#### *Hillside. Aether.*

Investigators cannot move into this location.

*The crags climb lofty and curious, terrace on terrace, till the northernmost hangs in the sky like a grey frozen wind-cloud. Alone it is, a bleak point jutting in limitless space, and there an ancient house perches on that cliff, seemingly inaccessible. A single window glows with a strange light.*



# Green Lane

2

LOCATION

1 

*Ancestral Home. Kingsport.*

➔ Spend (X) clues: Heal (X) damage.

*There are lights inside one house, partway down the street. The diamond window-panes are evidence that it must be kept very close to its antique state. The upper part overhangs the narrow street and nearly meets the house opposite, so that you are almost in a tunnel.*

# Green Lane




## LOCATION

*Ancestral Home. Kingsport.*

Investigators cannot move into this location.





# Back Street



2



LOCATION




1 


*Town. Kingsport.*

**Forced** – Investigators who end their turn at Back Street: take 1 horror.

*Curtains are suddenly drawn in the windows of the houses along the street and lights snuffed. You hear a strange slithering sound down a dark alley.*



# Back Street



## LOCATION

### *Town. Kingsport.*

*The ramble of hushed farmhouses and shadowy stone walls quickly turns into a long, unlighted street of village hovels with their curtains drawn.*



# Ship Street

5

LOCATION

1 

*Town. Kingsport.*

**Forced** – Investigators who fail a skill test at Ship Street: add 1 doom to the current agenda.

➔ Spend 1 clue: discard 1 clue from Ship Street.

*The crash of waves from the midnight waters drowns out all noise and creates an unnervingly soothing rhythm, distracting you from your task and almost calling you down to the sea.*

# Ship Street




## LOCATION

### *Town. Kingsport.*

*A short street of gambrel-roofed abodes, covered with moss and ivy, winds around the silent harbour. A cold wind drags in the stench of rotting fish.*





# Water Street



3




LOCATION



1 

*Town. Kingsport.*

➔: Test  (4), to pass by the strange stones and knock at the door. If you succeed, attach the set-aside Terrible Old Man to this location.

*Smoke wafts from the stone chimney and you spy a festive glow from one of the windows. Someone appears to be home.*

# Water Street



## LOCATION

### *Town. Kingsport.*

*Gnarled trees cluster in the front yard of an aged cottage. Despite its years, something about the place defies the darkly quiet houses around it. Someone has maintained a strange collection of large stones, oddly grouped and painted so that they resemble the idols in some obscure Eastern temple.*





# Market Square



3

LOCATION

2

*Town. Kingsport.*

While **Cultist** enemies are at this location, it cannot be investigated.

*A cyclopean evergreen has been cut and placed in the center of the open square. Sap oozes darkly across the stones around its base. You feel exposed to the windows of the buildings creeping in on all sides.*



# Market Square



## LOCATION

### ***Town. Kingsport.***

*Fresh snow coats the one full flagstone pavement in the town. A once-bustling borough still boasts the signs of ancient shops and sea-taverns, creaking in the salt breeze.*



# Circle Court



4

LOCATION

2

*Town. Kingsport.*

If there is an investigator at Circle Court, other investigators cannot enter Circle Court.

*The crumbling masonry of the primordial cottages chokes the street, leaving little room for passage upward.*

# Circle Court



## LOCATION

***Town. Kingsport.***

*A precipitous lane runs upward, where decaying houses overlap and tumble together in decadent squalor.*

# Central Hill

T



2

LOCATION

2

*Town. Kingsport.*

**Forced** – When an investigator enters Central Hill: Lose all remaining actions.

*Nearing the town's summit, you stand in a half-paved square swept nearly bare of snow by the wind, and lined with unwholesomely archaic houses having peaked roofs and overhanging gables.*

+

▲

# Central Hill

T



## LOCATION

### ***Town. Kingsport.***

*The town seems to retreat from the sea, houses clinging ever higher to the pocked and scabbed slopes. The incline grows steeper and will take all your effort to climb.*





# The White Church



2



LOCATION

0

***Unhallowed. Kingsport.***

*The church seems to lurch up from the snow, its doorway gaping darkly to the yard. Past the churchyard, where there are no houses, you can see over the hill's summit and watch the glimmer of stars on the harbour, though the town is now invisible, hulking below you in the dark.*



# The White Church



## LOCATION

*Unhallowed. Kingsport.*

Investigators cannot move into this location.

*From the zenith of the town, the ghostly spire of the church claws its way into the sky. A high, locked gate surrounds it.*





# Stygian Grotto

1



LOCATION

1

2

*Underground. Kingsport.*

**Forced** – When the Stygian Grotto is revealed: Place the set-aside Amorphous Flute-Player, Hybrid Winged Thing and Worm Throng into play at the Stygian Grotto.

*You are beneath Kingsport in an unhallowed Erebus of titan toadstools, leprous fire, and slimy water. You hear the feeble drone of a flute, as misshapen creatures slop into view.*

# Stygian Grotto

1



## LOCATION

***Underground. Kingsport.***

*From down below the illimitable staircase, you hear the lapping of sunless waters.*

0

## Blessing of Nodens



ASSET

*Spell. Spirit.*

➤ **Parlay.** Test ♠ (5) to appeal to Nodens for protection. If you succeed, take control of Blessing of Nodens. If you fail, add 1 doom to the agenda.

⚡ Exhaust Blessing of Nodens: Move to a connecting location.

➤ Discard Blessing of Nodens: Remove 1 enemy at your location from play. This enemy may not be added to the victory display.

*The door opens inward revealing a vast crenulate shell wherein rides the grey and awful form of primal Nodens, Lord of the Great Abyss.*






0

## The Terrible Old Man


Ancient Sea Captain

ASSET

*Ally. Kingsport.*

➤: **Parlay.** Test  (4) to appeal to The Terrible Old Man to join you. If you succeed, take control of The Terrible Old Man. If you fail, immediately move to a connecting location.

You get +1  and +1 .

 When you successfully attack a **Cultist** enemy: Deal +1 damage.

*There is a gentle fumbling at the rusty latch, and you see the narrow, heavy door swing inward. In the pallid glow of the single dim street-lamp you see an ancient-looking man, leaning quietly on a knotted cane and smiling hideously. His eyes shine with a yellow gleam.*

2

2





0


## Bland-Faced Man




Distant Relation

ASSET

*Ally. Kingsport.*

You get +2 .

 After you successfully investigate: Discover an extra clue at your location.

**Forced** – When Bland-Faced Man leaves play: Each investigator takes 3 horror.

*His bland face, somehow resembling your own, both calms and unnerves you.*



# Bland-Faced Thing



The Worm That Gnaws

4

3

2

*Monster. Elite.*

**Forced** – While the Aged Volume is attached to the Old Man: he gains +1 . Any other *Grimoire* attached to the Old Man gives him -1 .

*A sudden motion dislodges something from the old man's hood: a devilish waxen mask falls from what should have been his face. He grabs at you with flabby, strangely coiled hands.*

**Victory 1**

ENEMY



0

## Old Tome



ASSET

*Item. Grimoire.*

You get +1

*In the mouldering library of a decrepit home, you find a copy of Glanvill's "Saducismus Triumphatus." Its velvet cover is lettered with queer symbols.*





0

## Eldritch Folio



ASSET



*Item. Grimoire.*

You get +1

*Your investigation of an abandoned cellar reveals a curiously untitled book. The cloth binding is cracked with age.*





0

## Aged Volume



ASSET

*Item. Grimoire.*

You get +1

*In a hidden room, you find a strangely familiar book. Its leather cover is slightly wet to the touch and leaves you feeling uneasy.*





# Worm Throng

Those That Ought to Crawl

4

5

2

*Monster. Elite.*

Aloof. Massive.

**Forced** – At the beginning of the enemy phase: Remove all **Cultist** enemies from Stygian Grotto. Worm Throng gains +(X) Health, where (X) is equal to the number of **Cultist** enemies removed this phase.

*The cloaked figures wriggle and writhe, robes shredding or slipping to the ground in dark puddles, revealing, not human bodies, but corpse-fattened nightmares.*

**Victory 2**

ENEMY







# Amorphous Flute-Player


Servitor of the Outer Gods

1



3

4

*Monster. Servitor.*

**Prey** – Highest .

Aloof.

Each investigator at Amorphous Flute-Player's location gets  $-2$  ,  $-2$  .

*You see something amorphously squatting far away from the light, piping noisomely on a flute, and as the thing piped you seem to hear a noxious, muffled fluttering in the foetid darkness. The music fills you with unthinkable horror.*

**Victory 1**



ENEMY




# Hybrid Winged Thing

4

5

3

*Monster. Abomination.*

**Prey** – Lowest 

**Aloof. Retaliate.**

*Out of the unimaginable blackness beyond the gangrenous glare of the cold flame, out of the Tartarean leagues through which that oily river rolled uncanny, unheard, and unsuspected, there flops rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember.*

**Victory 1**

ENEMY





# Pillar of Flame

5

1

4

*Elite. Abomination.*

Massive.

**Forced** – When Pillar of Flame is defeated: set it aside.

☞ If an investigator at the Stygian Grotto controls The Terrible Old Man: The Terrible Old Man opens several peculiar bottles and blue vapour springs forth, extinguishing the greenish flame. Place Pillar of Flame in the Victory Display.

*In all its seething combustion no warmth lies, but only the clamminess of death and corruption.*

**Victory 1**



ENEMY



# Cloaked Figures

## Night Marchers

2



4

2

*Cultist.*

Aloof.

**Forced** – During the enemy phase, if unengaged, Cloaked Figures move 1 location toward toward the White Church.

**Forced** – When sharing a location with other *Cultist* enemies: Cloaked Figures gain +2 , +2 .

*The Dog Star leers at the throng of cowled, cloaked figures that are now pouring silently from every doorway and forming monstrous processions, gliding uphill.*

ENEMY





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ENEMY





TREACHERY

## Spell of the Eastern Sea

*Hazard.*

Peril.

**Revelation** – You must move each investigator in a **Town** location, to any connecting **Town** location. Investigators at any non-**Town** locations take 1 damage.

*Gusts of wind howl in from the charnel sea and up through the dizzying streets of Kingsport, carrying shards of ice that slash at your face like daggers. You stumble blindly, arms outstretched.*







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## Bobbing Lanthorns

*Power.*

**Revelation** – If there are no *Cultist* enemies in play, draw Cloaked Figures from the set-aside deck.

**Revelation** – Attach Bobbing Lanthorns to a *Cultist* enemy. Limit 1 per enemy.

Attached enemy loses Aloof and gains Hunter.  
Ignore all other movement instructions for this enemy.

*You catch glimpses of candlelight weaving through the dark, clotted streets toward you.*





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*You catch glimpses of candlelight weaving through the dark, clotted streets toward you.*





## Watchers

*Terror.*

Peril.

**Revelation** – Attach Watchers to any unrevealed location, or the location with the most clues.

**Forced** – Each time an investigator successfully investigates at this location: Take 1 horror.

**Forced** – When there are no clues remaining at this location: Discard Watchers and add 1 doom to the current agenda.

*You would feel better if there were footprints in the snow, people in the streets or a few windows without drawn curtains.*







## Watchers

*Terror.*

Peril.

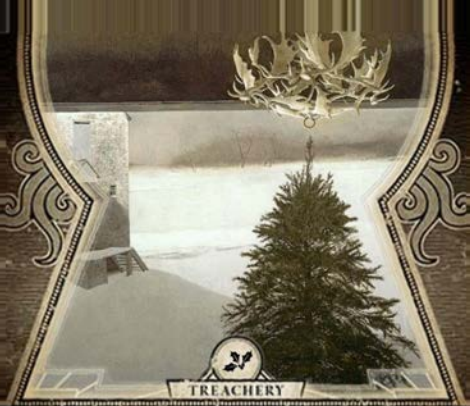
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## Yule-rite

*Terror.*

Peril.

- ✦ **Revelation** – You must either (choose one):  
Move each *Cultist* enemy 1 location toward the White Church or draw Cloaked Figures from the set-aside deck.

*You feel the call of the festival, older than man and fated to survive him; the primal rite of the solstice and of spring's promise beyond the snows.*





TREACHERY

## Yule-rite

*Terror.*

Peril.

- + **Revelation** – You must either (choose one): Move each *Cultist* enemy 1 location toward the White Church or draw Cloaked Figures from the set-aside deck.

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## Nameless Menace

*Terror.*

**Revelation** – Move all *Cultist* enemies 1 location toward the White Church. Any investigators engaged with *Cultist* enemies move with them.

**Forced** – If there are no *Cultist* enemies in play: Add 1 doom to the current agenda.

*The decorations adorning the mouldering houses speak of strange customs and foreshadow festivities altogether unwholesome.*





# \*Harry Houdini

The Escapologist

**Deck Size:** 30.

**Deckbuilding Options:** Rogue  cards level 0-5, Mystic  cards level 0-3, Neutral cards level 0-5, **Talent** cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): Escape Artist, Shadow of the Future, 1 random basic weakness.

*Harry Houdini was an Austro-Hungarian-born American stage magician and stunt performer, noted for his sensational escape acts. While many suspected that these escapes were faked, Houdini presented himself as the scourge of fake spiritualists. It is believed that Houdini was a powerful spiritualist medium, and had performed many of his stunts by means of paranormal abilities and was using these abilities to block those of other mediums that he was "debunking".*





# \*Harry Houdini

The Escapologist

4

2

2

4

⚡ On your turn you may make a free **move** action. If you do, draw a chaos token. If you reveal ♠, ♡, ♣, ♠, ♣ or ♠, suffer 1 damage. (Limit once per round).

★ effect +1. If you are engaged with an enemy, exhaust that enemy.

*There is nothing that I cannot escape from when the need arises!*



TREACHERY

## Shadow of the Future.

WEAKNESS

*Madness.*

**Revelation** – Put Shadow of the Future into play in your threat area with 3 horror on it. It cannot leave play while it has 1 or more horror on it.

Each time you use your ⚡ **Move** action, move 1 horror from this card to Harry Houdini. Then, if Shadow of the Future has no horror on it, discard it.

**Forced** – When the game ends, if Shadow of the Future is still in play, suffer 1 mental trauma.

*Is this how it ends for me? Can i escape from this fate?*





1

EVENT

HARRY  
HOUDINI

The Legend  
of the World's  
**GREATEST  
ESCAPE  
ARTIST**

## Escape Artist.

*Tactic.*

Harry Houdini deck only.

**Fast.** Play only during your turn.

Until the end of the round, enemies cannot engage you or make attacks of opportunity, and treachery card effects cannot prevent you from moving.

*Now you see me....now you don't!*







