

ARKHAM HORROR®

THE CARD GAME

Campaign Guide

THE FORGOTTEN AGE

Earth Is Not Ours

"Primal myth and modern delusion joined in their assumption that mankind is only one—perhaps the least—of the highly evolved and dominant races of this planet's long and largely unknown career."

— H. P. Lovecraft, "The Shadow out of Time"

The Forgotten Age is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Forgotten Age* deluxe expansion contains two scenarios: "The Untamed Wilds" and "The Doom of Ektli." These scenarios can be played on their own or combined with the six Mythos Packs in *The Forgotten Age* cycle to form a large eight-part campaign.

Additional Rules and Clarifications

Seal

As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing it. If there is a choice of which token to seal, the card's controller chooses. If the specified token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not considered to be in the chaos bag, and therefore cannot be revealed from the chaos bag as part of a skill test or ability.

When a chaos token is "released," it is returned to the chaos bag and is no longer considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed on it are immediately released.**

Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Supplies

At certain points throughout *The Forgotten Age* campaign, investigators are given the opportunity to choose supplies to bring on their expeditions into the wilds. These supplies are recorded in the Campaign Log, under each investigator's "Supplies" section.

Supplies are purchased with supply points, which are granted to investigators whenever they are given the opportunity to purchase supplies. Leftover supply points are not recorded, and are lost.

An investigator's supplies will determine the possible options available during gameplay and throughout the story of this campaign. **Each supply has no effect on its own.** Some card effects, story options, and resolutions may change or become available depending on the supplies carried by the investigator(s).

Vengeance X

Some encounter cards are worth vengeance points. The text **Vengeance X** indicates that a card is worth X vengeance points.

Like **Victory X**, when an encounter card with **Vengeance X** is overcome by the investigators, it is stored in the victory display until the end of the scenario. However, unlike victory points, vengeance represents the awareness and animosity of the Father of Serpents, and it is generally a good idea to avoid accruing vengeance points whenever possible.

Vengeance points in the victory display have no impact upon the game unless specifically referenced by another encounter card.

- As an enemy with **Vengeance X** is defeated, place the card in the victory display instead of in the discard pile.
- At the end of a scenario, take each location with **Vengeance X** that is in play, revealed, and has no clues on it, and place it in the victory display.
- As a treachery card with **Vengeance X** completes its resolution, place it in the victory display instead of in the discard pile.
- Cards worth vengeance points are not also worth victory points unless the card has both **Victory X** and **Vengeance X**.

New Weaknesses

This expansion contains two new basic weaknesses—Dark Pact and Doomed—with the text “Campaign Mode only.” These weaknesses should only be added to the pool of available basic weaknesses when the investigators are playing in Campaign Mode.

Additionally, this expansion contains three new weaknesses—The Price of Failure, Accursed Fate, and The Bell Tolls—which are neither basic weaknesses nor scenario-specific weaknesses. These weaknesses are not added to the pool of available basic weaknesses, and should only be added to an investigator’s deck if another card instructs the players to do so.



Explore

Some abilities in this campaign are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the “activate” action.

Explore abilities instruct you to draw the top card of the “exploration deck,” which is a separate deck that is constructed during the setup of some scenarios. This deck consists of several single-sided locations and treachery cards.

- Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a “successful” exploration.
- If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.
- If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an “unsuccessful” exploration.
- As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

*Example: Agenda 1a—“Expedition into the Wild” has the following ability: “➡: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.” Ursula Downs is at the Expedition Camp and wishes to find a new location to travel to. She spends her first action to explore, drawing the top card of the exploration deck. The card she draws is Circuitous Trail. Because Circuitous Trail is a location that is not connected to the Expedition Camp, it is placed next to the exploration deck, and Ursula draws the next card in the exploration deck. This time, she draws the Low on Supplies treachery card, which she resolves as normal and places in the encounter discard pile. Her exploration is unsuccessful, and she must shuffle the Circuitous Trail that she drew previously back into the exploration deck. Ursula decides to explore one more time, spending a second action. This time, she draws Path of Thorns, which is connected to the Expedition Camp. Her exploration is successful. Path of Thorns is put into play with clues on it equal to its clue value, and Ursula immediately moves from the Expedition Camp to the Path of Thorns.*

Expansion Icon

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



Campaign Setup

To set up *The Forgotten Age* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles his or her investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

◆ **Easy (I want to experience the story):**

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

◆ **Standard (I want a challenge):**

+1, 0, 0, 0, -1, -2, -2, -3, -5, ☠, ☠, 🍄, 🍄, ☆.

◆ **Hard (I want a true nightmare):**

+1, 0, 0, -1, -2, -3, -3, -4, -6, ☠, ☠, 🍄, 🍄, ☆.

◆ **Expert (I want Arkham Horror):**

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

You are now ready to begin at the Prologue.



Prologue

Tuesday, June 2nd, 1925

There will be no rest for us this summer, it seems.

Today I met with Harlan Earnstone, a historical theorist at Miskatonic University and an old friend of mine. He'd said he had a job offer for me, but frankly, I didn't know what to expect.

Harlan introduced me to an associate of his: Alejandro Vela, a distinguished historian from across the southern border. Mr. Vela is a graduate of a prestigious university in Mexico City, and has spent many years researching the Aztec Empire. He claims that he has found evidence regarding the existence of an unheard-of Aztec city-state called Eztli. His strange and unprecedented findings were not accepted by the university, and he's become a pariah among his peers.

Alejandro came to Arkham to seek funding for an expedition into the rainforests of southern Mexico, where he believes that the ruins of the Eztli altepetl lie undiscovered. His description of this city-state's origins defies modern understanding of Mesoamerican history. Despite this—or, knowing my old friend, because of this—Harlan is enthralled by Alejandro's discoveries. Miskatonic University has agreed to fund the expedition (albeit meagerly), and Harlan wants me to go along.

The way I see it, there's a good chance we're looking for something that doesn't even exist. But if there's even a slight chance these Eztli people existed, the historical significance would be profound. We debated the issue for some time, but in the end, we accepted Alejandro's offer. Preparations are underway, and we should be setting off by the end of the month. With any luck, we'll have this journal filled with all manner of interesting discoveries. If not, perhaps it'll be a nice wedge to place beneath Harlan's lopsided desk.

☞ If Ursula Downs, Leo Anderson, or Monterey Jack was chosen as an investigator for this campaign: Choose one of those investigators to be the expedition leader. That investigator begins Scenarios I and II as the lead investigator.

As an outcast from academia, funding for Alejandro's expedition is limited. Each investigator must choose supplies to bring for the expedition. In the Campaign Log, under each investigator's "Supplies" section, record the supplies that investigator chose to bring. (Note: Provisions and Medicine can be taken more than once by recording their name multiple times and spending the appropriate number of supply points each time.)

Each investigator may spend supply points to purchase one or more of the supplies listed below. The number of supply points available to each investigator is based on the number of investigators in the campaign:

1 investigator: 10 supply points

2 investigators: 7 supply points each

3 investigators: 5 supply points each

4 investigators: 4 supply points each

The description of each supply below gives some insight into how it might be used during the campaign. Choose wisely.

Available supplies:

- **Provisions** (1 supply point each): Food and water for one person. A must-have for any journey.
- **Medicine** (2 supply points each): To stave off disease, infection, or venom.
- **Rope** (3 supply points): Several long coils of strong rope. Vital for climbing and spelunking.
- **Blanket** (2 supply points): For warmth at night.
- **Canteen** (2 supply points): Can be refilled at streams and rivers.
- **Torches** (3 supply points): Can light up dark areas, or set sconces alight.
- **Compass** (2 supply points): Can guide you when you are hopelessly lost.
- **Map** (3 supply points): Unmarked for now, but with time, you may be able to map out your surroundings.
- **Binoculars** (2 supply points): To help you see faraway places.
- **Chalk** (2 supply points): For writing on rough stone surfaces.
- **Pendant** (1 supply point): Useless, but fond memories bring comfort to travelers far from home.

Scenario I: The Untamed Wilds

Sunday, June 28th, 1925

It's been a hell of a day. We've just set up camp along the northern border of the rainforest where Alejandro believes the Eztli once dwelled. The jungle here is dense and untamed. The sky hides above the tree cover, but I can tell from the crisp breeze that storm clouds are brewing overhead.

The dangers of our expedition have been explained to us many times. We are hundreds of miles away from any sign of civilization. Nobody in modern times has yet to pierce the heart of these wilds. Until now, nobody has had reason to try. After all, it wouldn't make sense to find Aztec ruins in this region of Mexico. And yet, here we are: looking for ruins that may not exist in a place where, by all accounts, they should not.

Already one of our surveyors has fallen ill, and another has been bitten by a viper. I'm starting to think the rainforest doesn't want us here. If this luck persists, ours will be the shortest expedition in Miskatonic University's history. Tonight, we rest. Tomorrow, we venture into uncharted wilds.

Setup

Gather all cards from the following encounter sets: *The Untamed Wilds*, *Rainforest*, *Serpents*, *Expedition*, *Guardians of Time*, *Agents of Yig*, *Poison*, and *Ancient Evils*. These sets are indicated by the following icons:



Put the Expedition Camp into play. Each investigator begins play at the Expedition Camp.

Create the exploration deck. This is done by taking the five single-sided **Jungle** locations and shuffling them together, along with one copy each of the following treachery cards: *Lost in the Wilds*, *Overgrowth*, *Snake Bite*, *Low on Supplies*, and *Arrows from the Trees*.

Set the following cards aside, out of play: The three single-sided **Ruins** locations, the *Agents of Yig* encounter set, the four *Poisoned weaknesses*, the Alejandro Vela asset, and the *Ichitaca* enemy. The *Agents of Yig* encounter set can be identified by this icon:



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

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated):

Wednesday, July 1st, 1925

I still have no idea how we made it back to camp alive.

The jungle was more perilous than we could have possibly imagined. This may read like the ravings of a lunatic, but I cannot explain it any other way. Being lost in the jungle was no picnic, but that was the least of our worries. The rainforest was guarded. Guarded by unfathomable horrors: serpentine creatures driven by anger and hate, hunting us relentlessly.

Perhaps just as deadly were the human natives of the rainforest. They appeared to be Aztec warriors as far as dress and speech were concerned. Despite the conquering of the Aztec people hundreds of years ago, these warriors somehow survived. How they managed to remain undiscovered this long is beyond us. I thought Alejandro would be excited to learn more about them, but he was more disturbed than fascinated. I suppose he has a right to be incredulous. Nothing about this expedition makes sense.

The serpent creatures chased us for what seemed like days. Finally we were able to find our way back to camp, but the price was steep. We had lost all progress we had made, and many of us were injured or afflicted by serpent venom. We have no choice but to send runners to the nearest city for additional supplies and to wait and recover from our wounds.

- ☉ In your Campaign Log, record that the investigators were forced to wait for additional supplies.
- ☉ If it was act 1 or 2 when the scenario ended:
 - ◆ Record in your Campaign Log that *Ichata* observed your progress with keen interest.
 - ◆ Record in your Campaign Log that *Alejandro* followed the investigators into the ruins. Any one investigator may choose to add *Alejandro Vela* to his or her deck. This card does not count toward that investigator's deck size.

☉ If "you fought with *Ichata*":

- ◆ Record in your Campaign Log that *Ichata* is wary of the investigators.
- ◆ Record in your Campaign Log that *Alejandro* followed the investigators into the ruins. Any one investigator may choose to add *Alejandro Vela* to his or her deck. This card does not count toward that investigator's deck size.

☉ If "*Ichata* is leading the way":

- ◆ Record in your Campaign Log that the investigators have earned *Ichata's* trust.
- ◆ Record in your Campaign Log that *Alejandro* chose to remain at camp. Do not add *Alejandro Vela* to any investigator's deck.

☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log. Beware the anger of the Father of Serpents, as his fury will haunt you in the future.

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

Resolution 1:

Thursday, July 2nd, 1925

*Somehow, after much toil and many hours of exploration, we found the ruins that *Alejandro* sought, though we scarcely could have been ready for what we encountered in the wilds of the jungle. The rainforest was guarded. Guarded by unfathomable horrors: serpentine creatures driven by anger and hate. They hunted us relentlessly, wielding primitive weaponry and communicating in sharp hisses.*

*Perhaps just as deadly were the human natives of the rainforest. They appeared to be Aztec warriors as far as dress and speech were concerned. Despite the conquering of the Aztec people hundreds of years ago, these warriors somehow survived. How they managed to remain undiscovered this long is beyond us. The warrior named *Ichata* was particularly intriguing. We were able to defuse the initial encounter with her, and surprisingly, she helped guide us through the jungle,*

only to disappear mysteriously when we reached the ruins. I have a feeling we have not seen the last of her.

Alejandro did not agree with our decision to trust the Eztli warriors. He's decided to stay at camp until further notice, disturbed as he is by their presence. I thought he would be excited to learn more about them, but I expect this discovery defies even his broad-minded theories. I suppose he has a right to be distrustful. Nothing about this expedition makes sense.

We have cleared a route to what Alejandro believes is the main temple of the ruins. There is little time to rest. The serpent creatures seem intent on stopping us, so we cannot tarry any longer than necessary. Soon we will enter the ruins to see what secrets they hide.

- ☞ In your Campaign Log, record that the investigators cleared a path to the Eztli ruins.
- ☞ Record in your Campaign Log that Alejandro chose to remain at camp. Do not add Alejandro Vela to any investigator's deck.
- ☞ Record in your Campaign Log that the investigators have earned *Ichitaca's* trust.
- ☞ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log. Beware the anger of the Father of Serpents, as his fury will haunt you in the future.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2:

Thursday, July 2nd, 1925

Somehow, after much toil and many hours of exploration, we found the ruins that Alejandro sought, though we scarcely could have been ready for what we encountered in the wilds of the jungle. The rainforest was guarded. Guarded by unfathomable horrors: serpentine creatures driven by anger and hate. They hunted us relentlessly, wielding primitive weaponry and communicating in sharp hisses.

Perhaps just as deadly were the human natives of the rainforest. They appeared to be Aztec warriors as far as dress and speech were concerned. Despite the conquering of the Aztec people hundreds of years ago, these warriors somehow survived. How they managed to remain undiscovered this long is beyond us. I thought Alejandro would be excited to learn more about them, but he shared our alarm. We managed to fend off and interrogate their leader, a warrior named *Ichitaca*. Before she fled, she warned us to not go near the ruins. Unfortunately for her, we refuse to go home empty-handed.

With Alejandro leading the way, we've cleared a route to what he believes is the main temple of the ruins. There is little time to rest. The serpent creatures seem intent on stopping us, so we cannot tarry any longer than necessary. Soon we will enter the ruins to see what secrets they hide.

- ☞ In your Campaign Log, record that the investigators cleared a path to the Eztli ruins.
- ☞ Record in your Campaign Log that Alejandro followed the investigators into the ruins. Any one investigator may choose to add Alejandro Vela to his or her deck. This card does not count toward that investigator's deck size.
- ☞ Record in your Campaign Log that *Ichitaca* is wary of the investigators.
- ☞ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log. Beware the anger of the Father of Serpents, as his fury will haunt you in the future.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Interlude I: Restless Nights

In order, read each of the following sections:

Check your supplies. Each investigator with a blanket reads **Restful Sleep**. The rest read **Tossing and Turning**.

Restful Sleep: *Mercifully, I was able to sleep through each night. However, while my body rested, my mind was plagued by nightmares. A cavern like a gaping maw, bathed in dim red light... the walls slithering with the glimmering scales of a hundred vipers... it might have been better had I not slept at all.*

You suffer no ill effects.

Tossing and Turning: *Those nights in the jungle, I barely slept. A strange fog rolled through the camp each night, plunging the area in an intense and peculiar cold. My bedroll offered some protection against the elements, but we hadn't been prepared for this unnatural weather. Flies and mosquitoes buzzed in my ears every time I began to drift off. Even when I finally slept, I would soon be startled awake by the crawling of an insect or lizard across my face. I wager I'll get very little sleep on this journey...*

You suffer 1 physical or mental trauma (your choice).

Check your supplies. The investigators, as a group, must cross off one provisions per investigator from their supplies. For each provisions they cannot cross off, choose an investigator to read **Low on Rations**.

Low on Rations: *We thought we'd brought enough food and water for everybody, but the journey had taken its toll on our supplies. When the sun rose and it came time to eat, we discovered we were already running out of provisions.*

You begin the next scenario with 3 fewer resources.

The lead investigator must choose one investigator to be the group's lookout. Then, that investigator checks his or her supplies. If he or she has binoculars, he or she reads **Shapes in the Trees**. Otherwise, he or she reads **Eyes in the Dark**.

Shapes in the Trees: *Most of the nights passed without incident, but on this night, I was startled by the rustling of tree branches along the southern border of our camp's clearing. Despite the darkness, I was able to use my binoculars to see shapes moving in the trees. The shapes appeared human, but... why? Why do they only watch us from afar? What is their purpose?*

You earn 2 additional experience as you gain further insight into the motivations of the Eztli.

Eyes in the Dark: *Each night, I was watched. I didn't just feel watched: I saw the eyes peering out from the inky darkness that surrounded our camp. They knew we were there. The yellow eyes watched me, alert, my weapons drawn, ready to defend the camp if the need arose. Our eyes met, and a darkness seized my heart.*

You suffer 1 mental trauma.

Check your supplies. Each investigator with medicine may cross it off from their supplies to choose and remove a Poisoned weakness from any investigator's deck. Each investigator who still has a Poisoned weakness in his or her deck reads **The Poison Spreads**.

The Poison Spreads: *As the days went by, the poison continued to spread through my body. By the second night, my skin was drenched in sweat. I started having difficulty breathing, and I began every morning by retching up most of the previous night's dinner.*

You suffer 1 physical trauma.

Scenario II: The Doom of Eztli

Check Campaign Log. If the investigators were forced to wait for additional supplies: Read **Intro 1**.

If the investigators cleared a path to the Eztli ruins: Skip to **Intro 2**.

Intro 1:

Wednesday, July 8th, 1925

Our runners, José and Maria, returned several days later. They were fully stocked with food, water, aspirin, and weapons. I am curious how deep Alejandro's connections are in Mexico. For an outcast historian, he was able to secure guns and ammunition faster than I had anticipated. But perhaps it is better if he keeps his sources undisclosed.

We ventured once more into the jungle. This time, we were prepared. We had learned from our previous excursion, and we made our way across the river canyon, venturing deeper south than we had dared before. Eventually we reached the ruins Alejandro sought, and soon we will enter what Alejandro believes is the main temple. Strangely, the serpent creatures we encountered earlier didn't attack in force as we had feared. Could they have fled? Or are they simply lying in wait, preparing to ambush while we sleep at night?

Proceed to **Setup**.

Intro 2:

Friday, July 3rd, 1925

We spent most of yesterday moving our camp to the edge of the ruins. With the serpentine creatures still guarding the region, we have decided that a small party will have the best chance of slipping into the main temple unnoticed. I told Maria, the expedition's naturalist, to take one of the trucks and wait beyond the northern edge of the rainforest. Our cartographer, José, is guarding the camp until we return. We're on our own, but at least we've cleared an escape route in the event things go sour...

Proceed to **Setup**.

Setup







- ② Gather all cards from the following encounter sets: *The Doom of Eztli*, *Agents of Yig*, *Yig's Venom*, *Temporal Flux*, *Deadly Traps*, *Forgotten Ruins*, *Poison*, and *Chilling Cold*. These sets are indicated by the following icons:



- ② Put the Entryway into play. Each investigator begins play in the Entryway.
- ② Create the exploration deck. This is done by taking the five single-sided **Ancient** locations and shuffling them together, along with one copy each of the following treachery cards: Ill Omen, Deep Dark, Final Mistake, Entombed, and Crypt Chill.
- ② Set the following cards aside, out of play: The Harbinger of Valusia enemy, the Chamber of Time location, and the Relic of Ages asset.
- ② Set aside each Poisoned weakness that is not already in an investigator's deck.
- ② 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 setups or resolutions, you may use the information below when setting up this scenario:

- ② Assemble the chaos bag using the following tokens: +1, 0, 0, 0, -1, -2, -2, -3, -5, , , , , , .
- ② The investigators cleared a path to the Eztli ruins.
- ② You have no supplies.

DO NOT READ until the end of the scenario

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

Investigator Defeat: *The temple shakes with the ferocity of an earthquake, causing you to collapse to the ground. Serpent creatures emerge from the shadows around you, surrounding you completely. The thought, "This is how it ends," flashes through your mind. For a moment, you contemplate the absurdity of your death. You can only hope that nobody else will be foolish enough to try to explore these forsaken ruins.*

- ☉ Check Campaign Log. If there are four or more tally marks under "Yig's Fury": *The creatures are upon you before you have time to react. You scream in agony as you are skewered by razor-sharp spears.*
 - ✦ Each investigator who was defeated is **killed**.
(If there are not enough investigators to continue the campaign, the campaign is over and the players lose.)
 - ✦ If another resolution was reached, the remaining investigators proceed to that resolution.
 - ✦ If no resolution was reached (each investigator was defeated): Go to **Resolution 2**.
- ☉ If there are three or fewer tally marks under "Yig's Fury": *Suddenly, a distant voice hisses to the others, and the serpents tentatively retreat into the darkness. You run for your life, not taking any chances.*
 - ✦ Record three tally marks under "Yig's Fury."
 - ✦ If another resolution was reached, the remaining investigators proceed to that resolution.
 - ✦ If no resolution was reached (each investigator was defeated): Go to **Resolution 3**.

If no resolution was reached because each investigator resigned before act 3: Go to **Resolution 3**.

Resolution 1 (each defeated investigator should resolve Investigator Defeat first):

(The following is scrawled below the previous journal entry.)

The outside of the temple ruins appeared Aztec in origin, but once we breached the interior, it became clear that these buildings had a very different and inhuman origin. The ruins were alive. The grooves in the walls were illuminated as though powered by electricity, and a faint hum of energy reverberated throughout the halls. In spite of the serpent creatures, we were able to reach a hidden passage that led deeper underground.

In the central chamber of these underground halls, we found our prize: a steel orb of unknown origin, gently humming and glowing with a dim blue light. It was attached delicately to a bronze frame, appearing almost religious in its significance, and we knew it could not have been made by the Aztecs.

With the artifact in tow, we fled the ruins. The building had started to crumble around us, as though the orb was the only thing keeping it standing. Had it been powering the ruins, like a battery? What exactly was this device that the serpents guarded so fervently?

Maria was waiting for us with the trucks when we finally reached the northern edge of the rainforest. We're getting the hell out of this serpent-infested jungle while we still can.

- ☉ In your Campaign Log, record that *the investigators recovered the Relic of Ages*. One investigator must add the Relic of Ages to his or her deck. This card does not count toward that investigator's deck size.
- ☉ If the Harbinger of Valusia is still in play or set aside, record in your Campaign Log that *the Harbinger is still alive*. Next to this, in parentheses, record how much damage is on the Harbinger of Valusia.
- ☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2:

(The following is scrawled below the previous journal entry.)

It is not in my nature to leave a thing unfinished. For the sake of my fallen comrades, I have taken it upon myself to record the remainder of our expedition in this journal.

The others never made it out of the temple. I convinced two of the other members of the expedition, José and Andrea, to venture in after the others... But now I fear a terrible fate has befallen them, as well.

Thankfully, my gambit was worthwhile. While José and Andrea searched for the others, I snuck into the temple and took a different route. Having seen what we have seen, knowing what we know now, I couldn't have returned to the university without evidence of our discovery. While the serpent creatures were distracted, I was able to reach a hidden passageway that led deeper underground.

In the central chamber of these underground halls, I found the device. The orb was made of an unnatural steel, attached delicately to its bronze frame. It pulsed with power in my hands and glowed with a dim blue light. Any fool could tell that it was not made by the Aztecs, but the other members of the expedition could not even begin to understand its true significance. The ruins started to crumble around me as I left, but it mattered not. The relic was all that mattered now.

With the artifact in tow, I returned to camp and told the others it was time to depart. Maria was waiting for us with the trucks when we finally reached the northern edge of the jungle. Now we are headed to Texas, where we will cross the border into the United States.

It is a shame what happened to the others. Their sacrifice will not be in vain. Now, my work can continue.

— Alejandro Vela

- ☞ In your Campaign Log, record that *Alejandro recovered the Relic of Ages*.
- ☞ If the Harbinger of Valusia is still in play or set aside, record in your Campaign Log that *the Harbinger is still alive*. Next to this, in parentheses, record how much damage is on the Harbinger of Valusia.

- ☞ For each vengeance point in the victory display, record one tally mark under “Yig’s Fury” in your Campaign Log.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 3 (each defeated investigator should resolve Investigator Defeat first):

(The following is scrawled below the previous journal entry.)

This was a mistake. This was all a terrible mistake. We escaped the temple with our lives, but not a moment too soon. The ruins were alive. It was as though the walls knew of our intrusion, hated us for our presence. Wanted us out. Wanted us dead.

We have gathered outside the temple where José is waiting for us. Alejandro, unwilling to return home empty-handed, wants us to go back inside. We must decide what to do next.

The investigators must decide (choose one):

- ☞ “We can’t stop now—we have to go back inside!”
Proceed to **Resolution 4**.
- ☞ “It’s too dangerous. This place must be destroyed.”
Proceed to **Resolution 5**.

Resolution 4:

(The following is scrawled below the previous journal entry.)

We’ve made our decision. Alejandro is right: we’ve come too far to back down now. Our plan is to regroup and head back into the temple once more. Even from here, we can tell that the layout of the temple has warped and changed. The ruins seem to have reset to their dormant state. With any luck, we’ll make it out this time...

- ☞ The investigators must replay **Scenario II: The Doom of Eztli**. Reset the game to this scenario’s **Setup**. Do not record anything in your Campaign Log except for any trauma suffered from your previous game. No experience points are earned from your previous game.
- ☞ Any player whose investigator was killed or driven insane must choose a new investigator to play, as normal.
- ☞ During setup, when the Entryway is put into play, place one doom on it for each time this resolution has been reached.

Resolution 5:

(The following is scrawled below the previous journal entry.)

We made our decision. There was no way we were going back into that deathtrap. Thankfully, there was another way. José had brought some TNT from the trucks, and there was more than enough to level the damned place.

That night, we put on a hell of a fireworks show. The jungle protested. Birds scattered into the sky, the ground rumbled, and hateful snarls surrounded our camp. But the dynamite did its job. Once the dust settled, we began sifting through the debris in search of anything with historical or cultural significance we could bring back to Arkham.

José was the first to notice the blue light peeking out from underneath the remains of the temple. The rays grew in intensity with each passing moment. As we started clearing the rubble in order to discover the source of the light, there was a sudden flash, and the debris at the center of the ruins scattered. A steel orb of unknown origin lay on top of the rubble, gently humming. It was attached delicately to a bronze frame, appearing almost religious in its significance. The blue glow emanating from the device dimmed as I touched it. There was no way a device like this was built by the Aztecs.

With the artifact in tow, we left the smoldering temple behind us. We had outstayed our welcome in this rainforest, and we knew it. Around us, the jungle hissed. The ground slithered and crawled with snakes. In the darkness, we heard shouts

in a language we could not understand. There was no time to pack up camp; we ran as soon as we had the chance. Andrea was struck in her throat by a black-feathered arrow, her startled scream captured in grim perpetuity. José was grabbed by a giant boa as we fled north into the river canyon. His neck snapped before we could reach him.

Maria was waiting for us with the trucks when we finally reached the northern edge of the jungle. We didn't stop until we crossed into Mexico City. Even now I do not feel safe: who could, after seeing what we have seen?

To hell with the Eztli and to hell with this forsaken place.

- ☉ In your Campaign Log, record that the investigators recovered the Relic of Ages. One investigator must add the Relic of Ages to his or her deck. This card does not count toward that investigator's deck size.
- ☉ If the Harbinger of Valusia is still in play or set aside, record in your Campaign Log that the Harbinger is still alive. Next to this, in parentheses, record how much damage is on the Harbinger of Valusia.
- ☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log. Record an additional ten tally marks, as you have angered Yig with your foolish actions.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Interlude II: Expedition's End

Check Campaign Log. If the investigators recovered the Relic of Ages: Read **Expedition's End 1**.

If Alejandro recovered the Relic of Ages: Skip to **Expedition's End 5**.

Expedition's End 1:

Friday, July 17th, 1925

We have finally made it back to Arkham, our expedition a "success." Alejandro is excited to report his findings to the university. How he maintains his starry-eyed idealism after the hell we went through in the jungle is beyond me. His attention is fixated on the strange relic that we discovered in the ruins. I wish we knew a little more about the artifact's origins. It unsettles me greatly. It hums at all times and pulses with an otherworldly energy I can scarcely describe. As we traveled home with the artifact in tow, our nights were plagued by bizarre nightmares: dreams of other worlds and civilizations.

Alejandro wants to bring the relic to the Miskatonic Museum, to put on display along with the other Eztli artifacts we discovered. My feelings are mixed. At the museum, it will receive proper care, and historians will be able to study it and perhaps even discern its purpose. However, I fear that the relic may be too dangerous for the public. After all, we still have no idea what the damned thing even is. Alejandro would hate it, but perhaps it would be better to keep the relic somewhere safe, where Harlan and I can study it in private. I'll have to decide tonight; after tomorrow, there won't be time to change my mind...

☞ The lead investigator must decide (choose one):

◆ It belongs in a museum. Alejandro and the museum staff will be able to study it and learn more about its purpose.

Proceed to **Expedition's End 2**.

◆ It is too dangerous to be on display. We should keep it hidden and safe until we know more about it.

Skip to **Expedition's End 3**.

Expedition's End 2:

Sunday, July 19th, 1925

I've decided to give custody of the relic to Alejandro. This entire expedition was based on his research, after all—he should be the one to study it. If anyone can discover the relic's secrets, it's him.

The relic is to be the centerpiece of a new exhibit at the museum. Alejandro has already written extensively about our discoveries, but his work has only just begun. Many mysteries about our expedition remain. How have the Eztli people remained undiscovered for so long? Why did they appear to be guarding the jungle, and from what? Who really built the temple ruins we explored? I have no doubt Alejandro will uncover the answers to these questions, given enough time.

As for me, my role in this endeavor has ended. However, I have yet to relax. My thoughts are constantly in the jungle—serpentine figures in the shadows, obsidian arrows embedded in skeletal bodies, malformed voices shrieking in the cavernous depths. When I walk through the streets, I find myself drawn toward the museum without realizing it, as though possessed to see the relic once again. There is a nagging sensation in the back of my mind, as though we have forgotten something important. What must I do to rid myself of—

(The journal entry ends abruptly.)

☞ Record in your Campaign Log that the investigators gave custody of the relic to Alejandro.

☞ Record in your Campaign Log that the investigators have earned Alejandro's trust. If it is not already in an investigator's deck, any one investigator may choose to add Alejandro Vela to his or her deck. This card does not count toward that investigator's deck size.

☞ Add 1 token to the chaos bag for the remainder of the campaign.

☞ Skip to **Expedition's End 4**.

Expedition's End 3:

Sunday, July 19th, 1925

I've decided to keep the relic hidden for now. Alejandro is not happy with my decision, but until we know what the orb is capable of, it's important that it stay somewhere safe, where it won't endanger others. Harlan agrees with me, and has offered to take custody of the relic and keep it in his private office. There, we can study the artifact in secret.

Alejandro is staying in Arkham for the time being, recording his notes about the expedition and helping the museum put together an exhibit displaying our other, less dangerous discoveries. As for me, I hope to find answers to other mysteries: How have the Eztli people remained undiscovered for so long? Why did they appear to be guarding the jungle, and from what? Who really built the temple ruins we explored?

My thoughts are constantly in the jungle—serpentine figures in the shadows, obsidian arrows embedded in skeletal bodies, malformed voices shrieking in the cavernous depths. Each time I leave Harlan's office, I find myself longing to head back and gaze upon the relic once more. There is a nagging sensation in the back of my mind, as though we have forgotten something important. What must I do to rid myself of—

(The journal entry ends abruptly.)

- 🕒 Record in your Campaign Log that the investigators gave custody of the relic to Harlan Earnstone.
- 🕒 Record in your Campaign Log that Alejandro is continuing his research on his own. If Alejandro Vela is currently in an investigator's deck, remove him from that investigator's deck.
- 🕒 Proceed to **Expedition's End 4**.

Expedition's End 4:

You drop your pen as a loud knocking at the door startles you, and you jump to your feet. It is almost 2:30 in the morning. Who could possibly be at your door at this hour? Your thoughts wander again to the jungle, and you are faced with a vision of serpent-creatures attacking you in your own home. Shuddering, you find a weapon and approach the front door carefully, ready to strike if need be. You take a long breath and open the door.

On the other side is a familiar woman with brown skin, long brown hair, and piercing yellow eyes set in a hard glare. Though her attire has changed, you recognize her instantly as Ichtaca, the Eztli warrior you encountered in the rainforest. Wearing a long coat and a Bollman hat, she is visibly uncomfortable in her shoes. Her jaw is set in anger. You are about to raise your weapon in defense when she lets out a heavy sigh

and walks slowly over the threshold of your home, shutting your front door behind her. "Whatever you did, you have to reverse it," she intones darkly. "Or we will all cease to exist."

The story continues in **Scenario III: Threads of Fate**.

Expedition's End 5: Harlan Earnstone paces across your living room, dabbing his wrinkled forehead with his handkerchief. "It's my fault. I should never have encouraged them to go on that dreadful expedition." Though your paths have only crossed a few times before, Mr. Earnstone has become a valuable contact of yours within Miskatonic University. When the University's latest expedition returned with only a few survivors and a handful of strange, archaic artifacts, he came to you for advice.

"I know, I know. I should at least take solace in the fact that the expedition was successful, despite its heavy losses. Alejandro was right all along. The Eztli people are real. And yet... I am concerned about some of these findings." Harlan pulls a small leather-bound journal from his suitcase and hands it to you. "Before the expedition leader's tragic death, the leader recorded many of the group's discoveries in this journal. One of the surviving members of the expedition managed to grab it from the camp before fleeing the jungle. I think if you read these entries, you'll understand what I mean. The things they experienced, the creatures they encountered..." Harlan shudders and adjusts his glasses with too-shaky hands. "I am concerned not only for Alejandro, but for all of us. Read this journal, and if you can, please keep an eye on my colleague." You agree to help, but his worry does not fade. "I only hope that I am not damning you to a similar fate by asking for your aid."

You spend the remainder of that night studying the expedition journal, your mind swimming with thoughts of strange serpent-creatures and Aztec warriors. Long after Harlan has left, a loud knocking at the door startles you, and you jump to your feet. It is almost 2:30 in the morning. Who could possibly be at your door at this hour? You open the front door warily. On the other side is a woman with brown skin, long brown hair, and piercing yellow eyes set in a hard glare. She wears a long coat and a Bollman-style hat, visibly uncomfortable in her shoes. Her jaw is set in anger. A sudden flash of insight crosses your mind, and you realize at once who she must be. After all, you've read and re-read the journal's description of Ichtaca, the Eztli warrior. She lets out a heavy sigh and walks slowly over the threshold of your home, shutting your front door behind her. "Whatever they did, you have to reverse it," she intones darkly. "Or we will all cease to exist."

The story continues in **Scenario III: Threads of Fate**.



Scenario III: Threads of Fate

Intro 1: The night passes with Ichtaca resting in your living room. You get no sleep for the remainder of the night, your thoughts drifting between concern and disbelief. Her story is preposterous, but you feel compelled to believe it nonetheless. You've known that the relic from the Eztli ruins had some deeper purpose ever since you first laid eyes on it. When you emerge from

your bedroom the next morning, your uninvited guest is sitting at your dining-room table, arms crossed tightly across her chest. Her piercing eyes trace your every move like a bird watching its prey. No pleasantries are exchanged. "Where is the relic now?" Ichtaca asks impatiently. "Where have you brought it?" You explain that it is safe, in good hands. She shakes her head, her knuckles white with frustration. "I assure you it is not."

Check Campaign Log. If the investigators gave custody of the relic to Alejandro, or if Alejandro recovered the Relic of Ages: Proceed to

Intro 2.

If the investigators gave custody of the relic to Harlan Earnstone: Skip to **Intro 3**.

Intro 2: Setting aside your many questions for the time being, you call your contact at the Miskatonic University Museum. Despite the early hour, Dr. Horowitz should be at her office preparing for the long day ahead of her. The operator connects you after a short delay. Elli gives you an unusually curt greeting, her voice cracking and unsteady. As soon as you ask about the relic, she scoffs. "Not you, too! Mr. Walsted is practically knocking down my office door, and two reporters have been harrassing me all morning!"

You ask her what the trouble is, and she lets out a long sigh. "The relic is missing," she explains. "None of the security guards knows what happened. One minute it was in its display case; the next it was gone. And before you ask, no, Mr. Vela is nowhere to be found." Suddenly she is yelling to another party, "One moment please! I am on the telephone!" She apologizes to you tersely and hangs up a moment later.

Sure enough, Alejandro is not answering his telephone, and none of his other associates have seen him since yesterday. "Believe me now?" Ichtaca asks, rising to her feet and gathering her things. "We've wasted enough time. Find the relic and meet me back here tonight. Don't follow me."

☞ The lead investigator must decide (choose one):

☞ "You're not going anywhere until you tell me what is going on." Skip to **Intro 4**.

☞ "Have it your way." Skip to **Intro 5**.

Intro 3: Setting aside your many questions for the time being, you call Harlan's office at the university. Though the sun is barely peeking over the horizon, you've always known him to be an early riser. The operator connects you after a short delay. Harlan's voice is shaky and rough. He cuts you off as soon as you ask about the relic. "Don't!" he barks. "They're listening. They know I am keeping it here. They have already taken Alejandro." You try to calm him down so you can ask him what he means, but he cuts the conversation short. "I have to go. They are here!—" The line goes dead.

Sure enough, Alejandro is not answering his telephone, and none of his other associates have seen him since yesterday. "Believe me now?" Ichtaca asks, rising to her feet and gathering her things. "We've wasted enough time. Find the relic and meet me back here tonight. Don't follow me."

☞ The lead investigator must decide (choose one):

☞ "You're not going anywhere until you tell me what is going on." Proceed to **Intro 4**.

☞ "Have it your way." Skip to **Intro 5**.

Intro 4: Ichtaca grits her teeth and pauses. You expect her to refuse and leave without answering your questions, but surprisingly, she relents. According to Ichtaca, her people have spent ages protecting the relic from interlopers who would use it for nefarious purposes. She speaks cryptically, in half-riddles and tall tales, although she refuses to explain where her people come from and how they have remained hidden for so long. When pressed about the relic, all she says is that it controls the flow of time, and that it must not be tampered with.

"It must return to its rightful place," she explains. Her gaze is relentless, unwavering. "Do you understand? It cannot fall into the wrong hands. If you help me recover it, I will aid you in return. Just promise me you will not use it."

☞ Remember that "you listened to Ichtaca's tale."




☞ Add 1 ▲ token to the chaos bag for the remainder of the campaign.

☞ Skip to **Setup**.

Intro 5: *Ichta strings her ornately decorated bow with frightening speed and slams your door on her way out.*







- Remember that “Ichta left without you.”
- Check the Campaign Log. *If the investigators gave custody of the relic to Harlan Earnstone, proceed to Intro 6. Otherwise, skip to Setup.*

Intro 6: *Once Ichta has left, you consider her words carefully and recall the events that have led to this point. You did not trust Alejandro with the Eztli relic, and you let Ichta leave without questioning her. Are you just being paranoid?...*

- The investigators must decide (choose one):
 - “We should be wary of them.” Remove all  and  tokens from the chaos bag and replace them with 1  token. In your Campaign Log, record that you are forging your own path. For the remainder of the campaign, each investigator cannot include Alejandro Vela or Ichta in his or her deck. Anytime an investigator would be given the option to include either of them, each investigator earns 2 experience instead. Proceed to **Setup**.
 - “Maybe I should listen to them after all...” Proceed to **Setup**.

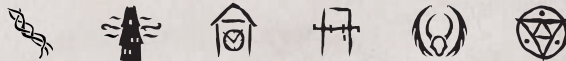
Standalone Mode

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, 0, -1, -2, -2, -3, -5, , , , , , .
- Do not alter the contents of the chaos bag during the intro.
- Either (choose one):
 - The investigators gave custody of the relic to Alejandro.
 - The investigators gave custody of the relic to Harlan Earnstone.
- You have no supplies.

Setup

- Gather all cards from the following encounter sets: *Threads of Fate*, *Pnakotic Brotherhood*, *The Midnight Masks*, *Locked Doors*, *Nightgaunts*, and *Dark Cult*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the 5 treachery cards (2x False Lead and 3x Hunting Shadow) and the following locations: Northside, Downtown (*First Bank of Arkham*), Easttown, Miskatonic University, and Rivertown. Do not gather the rest of the locations or the act, agenda, and scenario reference cards from that set.

- Before drawing opening hands, search the collection and each player's deck for Alejandro Vela and Relic of Ages, and set them aside, out of play.
- Put Northside, Downtown, Easttown, Miskatonic University, Rivertown, Velma's Diner, and Curiosity Shoppe into play. Each investigator begins play in Rivertown.
- Set the Town Hall location, the Ichta (*The Forgotten Guardian*) asset, and the Expedition Journal asset aside, out of play.
- Adjust the contents of each act deck, as noted below under **Three Acts, Three Threads**.
- Shuffle the remainder of the encounter cards to build the encounter deck.

Three Acts, Three Threads

This scenario contains three different act decks —an “a/b” deck, a “c/d” deck, and an “e/f” deck. Each of these act decks is constructed separately, in numerical order, as usual. During the course of this scenario, all three of these act decks will be in play, and players may choose which acts to pursue and which to ignore. The text of all three acts is considered active at all times. You might not have time to accomplish all three tasks, so choose which leads you wish to pursue wisely!

The contents of each of these act decks is altered depending on the circumstances below.

☞ Adjust the contents of the “a/b” deck as follows:

- ◆ Check Campaign Log. *If Alejandro recovered the Relic of Ages or if the investigators gave custody of the relic to Alejandro*, remove the following act cards from the “a/b” deck: Harlan Is in Danger!, both copies of Harlan’s Curse, and one of the two copies of At the Exhibit, at random.
- ◆ *If the investigators gave custody of the relic to Harlan Earnstone*, remove the following act cards from the “a/b” deck, instead: The Relic Is Missing!, both copies of At the Exhibit, and one of the two copies of Harlan’s Curse, at random.

☞ The investigators must choose one of the following options, and adjust the contents of the “c/d” deck accordingly:

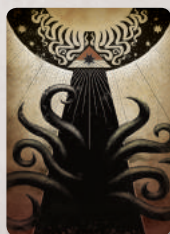
- ◆ If you wish to go to the police to inform them about Alejandro’s disappearance, remove the following act cards from the “c/d” deck: Search for Alejandro, both copies of Friends in High Places, and one of the two copies of At the Station, at random.
- ◆ If you wish to look for Alejandro on your own, remove the following act cards from the “c/d” deck, instead: Missing Persons, both copies of At the Station, and one of the two copies of Friends in High Places, at random.

☞ Adjust the contents of the “e/f” deck as follows:

- ◆ If “you listened to Ichtaca’s tale,” remove the following act cards from the “e/f” deck: Trial of the Huntress, both copies of The Cave of Darkness, and one of the two copies of Strange Relics, at random.
- ◆ If “Ichtaca left without you,” remove the following act cards from the “e/f” deck, instead: The Guardian’s Inquiry, both copies of Strange Relics, and one of the two copies of The Cave of Darkness, at random.



Suggested Play Area for “Threads of Fate”



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Read **Resolution 1**.

Resolution 1: *You arrive back at your house and take stock of the situation. Your investigation throughout the city has uncovered the existence of a secret cabal within Arkham. From what you can tell, they call themselves the Brotherhood, and they seem to know more about the Eztli relic and Alejandro's previous expedition than even you do. Their methods are secret and furtive, and their motives elude you still. However, one piece of vital information has come to light.*

"They seek a place known as the Nexus of N'kai," Ichtacla claims. A map of Central America lies on the table before you, marked with the previous expedition's trail. "I have heard of this place, but its exact location is not known to me." Once again, your mysterious guide appears to know more than she lets on.

With no other leads to follow, you are left with no choice. Once more you must journey into uncharted territory in search of answers... but will anyone return this time?

☉ Check which acts were completed during this scenario.

✧ If act 3b was completed, record in your Campaign Log that *the investigators found the missing relic*. If the Relic of Ages is not already part of an investigator's deck, any one investigator must choose to include it in his or her deck. This card does not count toward that investigator's deck size. For the remainder of the campaign, anytime the owner of the Relic of Ages leaves the campaign for any reason, choose another investigator and add it to that investigator's deck.

✧ If the "a/b" act deck is still in play, record in your Campaign Log that *the relic is missing*. If the Relic of Ages is part of an investigator's deck, remove it from that investigator's deck for the remainder of the campaign.

✧ If act 3d was completed, record in your Campaign Log that *the investigators rescued Alejandro*. If Alejandro Vela is not already part of an investigator's deck, any one investigator may choose to include him in his or her deck. This card does not count toward that investigator's deck size.

✧ If the "c/d" act deck is still in play, record in your Campaign Log that *Alejandro is missing*. If Alejandro Vela is part of an investigator's deck, remove it from that investigator's deck for the remainder of the campaign.

✧ If act 3f was completed, record in your Campaign Log that *the investigators forged a bond with Ichtacla*. Any one investigator may choose to include Ichtacla (*The Forgotten Guardian*) in his or her deck. This card does not count toward that investigator's deck size.

✧ If the "e/f" act deck is still in play, record in your Campaign Log that *Ichtacla is in the dark*. Do not add Ichtacla (*The Forgotten Guardian*) to any investigator's deck.

☉ The lead investigator earns the Expedition Journal card and may include it in his or her deck. This card 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 1 additional experience for each act 1 card that was completed during this scenario, as you gain insight into the schemes of the Brotherhood.

☉ Proceed to **Resupply Point**.

Resupply Point

It is clear now that you will have to venture once more into the wilds before the mystery behind the Relic of Ages is solved. Each investigator has the option to choose additional supplies to add to his or her current list of supplies. In the Campaign Log, under each investigator's "Supplies" section, record the supplies that investigator chooses to bring. (Note: Provisions, Medicine and Gasoline can be taken more than once by recording their name multiple times and spending the appropriate number of supply points each time.)

☉ Before departing from Arkham, it might be a good idea to take a visit to St. Mary's Hospital.

◆ Each investigator who has a Poisoned weakness in his or her deck may spend 3 experience points to remove that weakness from his or her deck.

◆ Each investigator may spend 5 experience points to remove a single point of physical or mental trauma from his or her investigator.

☉ Each investigator may spend supply points to purchase one or more of the supplies listed below. The number of supply points available to each investigator is based on the number of investigators in the campaign:

1 investigator: 8 supply points

2 investigators: 5 supply points each

3 investigators: 4 supply points each

4 investigators: 3 supply points each

☉ Available supplies:

◆ **Provisions** (1 supply point each): Food and water for one person. A must-have for any journey.

◆ **Medicine** (2 supply points each): To stave off disease, infection, or venom.

◆ **Gasoline** (1 supply points each): Enough for a long journey by car.

◆ **Blanket** (2 supply points): For warmth at night.

◆ **Canteen** (2 supply points): Can be refilled at streams and rivers.

◆ **Compass** (2 supply points): Can guide you when you are hopelessly lost.

◆ **Binoculars** (2 supply points): To help you see faraway places.

◆ **Chalk** (2 supply points): For writing on rough stone surfaces.

◆ **Pocketknife** (2 supply points): Too small to be used as a reliable weapon, but easily concealed.

◆ **Pickaxe** (2 supply points): For breaking apart rocky surfaces.





Scenario IV: The Boundary Beyond

Rays of hot yellow sunlight beat down on you from above as your car speeds down the dusty highways of southern Texas, just outside of San Antonio. It has been several days since you hit the road from Arkham on your way to Mexico City, where you may be able to get answers from some of Alejandro's associates—or even better, from his adversaries in academia. Your recent

investigations in Arkham uncovered much, but despite all the knowledge you laid bare, the trail went cold soon after. The “Brotherhood” that you exposed in Arkham has all but vanished from the city. Its members left behind little information as to their next objective, other than the name “The Nexus of N’kai,” a place of power that Ichtaca believes is the Brotherhood’s ultimate destination. Enigmatic as ever, the Eztli warrior sits in the passenger seat next to you. She is tense and coiled like a spring, the Ford’s leather seat offering her little comfort.

In order, read each of the following sections:

Check Campaign Log. If the investigators forged a bond with Ichtaca, the lead investigator reads **Ichtaca’s Quest**. If Ichtaca is in the dark, the lead investigator reads **Silent Journey** instead.

Ichtaca’s Quest: “How close are we?” Ichtaca asks for the hundredth time since departing from Arkham. “We have to get to Anahuac as fast as we can. The longer we take, the more time the Brotherhood has to reach the Nexus.” You recognize the old Aztec name for the Valley of Mexico, and inform Ichtaca that you will be crossing the border into Mexico within the hour. She crosses her arms and grits her teeth.

You suffer no ill effects.

Silent Journey: Ichtaca is quiet and pensive for the majority of your journey. Your questions are met with a wall of silence and a steely glare. Whatever she has planned, you are being left in the dark.

Each investigator begins this scenario with 2 fewer cards in his or her hand.

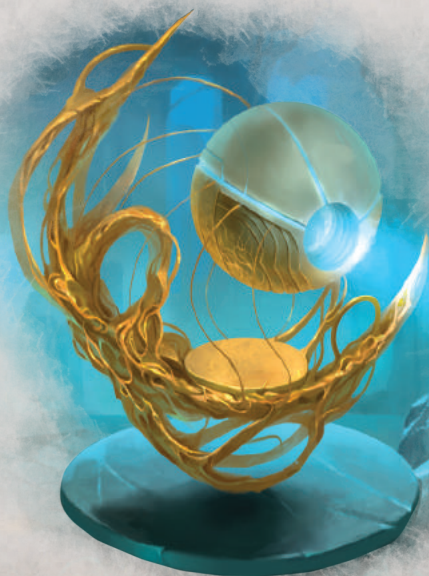
Check Campaign Log. If the investigators found the missing relic, the lead investigator reads **Arcane Thrumming**. If the relic is missing, the lead investigator reads **Growing Concern** instead.

Arcane Thrumming: Throughout the journey south, the device you recovered from the clutches of the Brotherhood continues its endless humming, wrapped in a thin bedsheet on the back seat of your car. Your understanding of the relic’s nature is deepening.

The investigator with Relic of Ages (... A Device, of Some Sort) in his or her deck swaps it with the new version of Relic of Ages included in this Mythos Pack: Relic of Ages (Foretelling the Future).

Growing Concern: The loss of the Eztli relic weighs heavily on your mind. Clearly, its value is more than simply academic. It holds a power within it that you cannot yet begin to fathom. You are certain that the shadowy Brotherhood is behind its disappearance, but for what purpose?

Remove Relic of Ages (Foretelling the Future) from the game.



Check Campaign Log. *If the investigators rescued Alejandro, the lead investigator reads **Alejandro's Thoughts**. If Alejandro is missing, the lead investigator reads **An Empty Seat** instead.*

Alejandro's Thoughts: *Throughout your journey, Alejandro scribbles endlessly in his journal, the sound of pencil scratching against paper a constant reminder of his presence. He remains huddled in the back seat of the car, his knees keeping the journal still, his brows furrowed in thought. "This 'Brotherhood' is the least of our concerns," he says with an air of finality. "I've been trying to decrypt the glyphs the device bears. The symbols are clearly not Aztec, nor Mayan, nor are they from any other Mesoamerican civilization, for that matter. I believe there is some other place the relic belongs. Somewhere it was taken from. Wouldn't you agree, Miss Ichtaca?"*

Ichtaca's already-grim expression grows darker, her eyes narrowing. She doesn't bother to turn around in her seat before addressing Alejandro. "It belongs somewhere meddling scholars cannot abuse its power," she replies in a cold tone, and that is the end of the discussion.

Crossing the border into Mexico is a less stressful endeavor than you imagined it to be, due to Alejandro's connections. You are waved through customs with nary a stray glance, and soon enough, you are on your way to Mexico City.

Each investigator begins this scenario with 2 additional resources.

An Empty Seat: *Somewhere just north of the border, you stop to rest for the night. Your eyes are drawn to the empty seat behind you, and you wonder where Alejandro is right now.*

You suffer no ill effects.

Check your supplies. Any one investigator must cross off one gasoline from his or her supplies. If no gasoline was crossed off, read **Out of Gas**.

Out of Gas: *Fuel is a constant concern throughout your journey south. You are able to refuel several times along the way at general and hardware stores, but eventually your car putters out along the side of the road, just north of the southern border. You and Ichtaca are forced to walk several miles to the nearest town to refuel, setting you back several hours.*

When drawing opening hands during this scenario, investigators cannot take a mulligan.








After arriving in Mexico City, you are disheartened to find very little information regarding the Brotherhood or the Nexus. You peruse the archives of the city's libraries and universities, but come up empty-handed. You can't find any of Alejandro's former colleagues in the city, and even his enemies refuse to speak to you, save for one: a woman named Padma Amrita, who studied Alejandro's work before he came to Arkham. She agrees to meet you at a trendy lounge in the southern part of the city, late at night. Ichtaca remains a short distance away, observing your new informant silently.

Padma knows a lot about Alejandro's research, and even claims to have heard of the Nexus of N'kai, though she refuses to tell you how to find it. "It is a fool's errand," she tells you. "There is nothing to find. Just a myth. Trust me, many have searched for it. None have found it." You point out that the Eztli people were not a myth, and she responds with a charming smile. "Perhaps not, but all this about the Eztli still being alive? Undiscovered for centuries?" She laughs heartily. "Bushwa, pure and simple. Come now, you don't expect real scholars to believe that, do you?" Your eyes are drawn to Ichtaca, who is overhearing the conversation with crossed arms, her nails dug into her forearms. Padma's eyes wander over as well, the hint of a smirk on her lips. "In any event, I apologize, but I don't have any information for you. Only a sap would continue this 'research' any further. Good day." Padma leaves with another alluring smile, a sweet scent trailing behind her as she departs.

Once she is out of sight, Ichtaca sits down next to you, and you discuss your next move. After a week of failure after failure, she has grown impatient. You offer a few more suggestions regarding whom you could speak to next, but her mind is elsewhere. When you return to your hotel, she immediately retreats to her room to make preparations for tomorrow. You decide to settle in for the night, and before long, your mind is meandering hazily into a dreamless slumber. In the far recesses of your awareness, however, you can hear Ichtaca reciting a cryptic incantation...

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:

- ④ Assemble the chaos bag using the following tokens: +1, 0, 0, 0, -1, -2, -2, -3, -5, , , , , , , .
- ④ Skip each of the “Check Campaign Log” and “Check your supplies” sections in this scenario’s introduction.
- ④ *You have no supplies.*


Setup

- ④ Gather all cards from the following encounter sets: *The Boundary Beyond*, *Temporal Flux*, and *Poison*. These sets are indicated by the following icons:



- ✧ If there are 2 or more  tokens in the chaos bag, also gather the *Pnakotic Brotherhood* and *Dark Cult* encounter sets, indicated by these icons:



- ✧ If there are 2 or more  tokens in the chaos bag, also gather the *Yig's Venom* and *Guardians of Time* encounter sets, indicated by these icons:



- ✧ If neither of the above are true, also gather the *Pnakotic Brotherhood* and *Guardians of Time* encounter sets, indicated by these icons:



- ④ Put Metropolitan Cathedral, Zócalo, Temple Ruins, Xochimilco, Chapultepec Park, and Coyoacán into play. Each investigator begins play in either Zócalo or Coyoacán (his or her choice).
- ④ Create the exploration deck. This is done by taking the 12 single-sided **Ancient** locations and shuffling them together, along with 1 copy each of the following encounter cards: *Window to Another Time*, *Timeline Destabilization*, *A Tear in Time*, and *Lost in Time*.
- ④ Set the Padma Amrita enemy aside, out of play.
- ④ Set act 3a and agenda 3a aside, out of play. They are not part of the act or agenda decks, for now...
- ④ Set aside each Poisoned weakness that is not already in an investigator's deck.
- ④ Shuffle the remainder of the encounter cards to build the encounter deck.



Replacing Locations

Throughout this scenario, you may be instructed to place new locations on top of existing ones. When a location is placed on top of a location that is already in play, it takes its place. All tokens, attachments, investigators, enemies, and other cards at the former location are considered to now be at the new location (they have not “moved”—the location simply changed). If a location leaves play and there is another location underneath it, that location takes its place. All tokens, attachments, investigators, enemies, and other cards at the location leaving play are considered to now be at the former location.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): When you next open your eyes, you are back in the bed of your hotel room. You raise your hand to shield your eyes from the sunlight that pierces through the bedroom's curtains. The glaring light is akin to a vice crushing your temples. Thin wisps of incense smoke fill the air.

Rising to your feet requires a colossal effort. A small voice in the back of your mind tells you it was all a figment of your imagination, a nightmare fueled by weariness. It is the voice of self-preservation warning you to avoid the path of lunacy you have set upon. You ignore it and rise to your feet, your legs trembling with terror and exhaustion. Quietly, you call out for Ichtaca, wondering if she remembers what happened last night—or if she was even there to begin with. You find her slumped on the floor, her back against the door of the hotel room. She is unconscious and unresponsive, her face ashen. After several worrisome minutes attempting to wake her, you finally succeed. She sputters into consciousness, coughing violently and convulsing as though possessed. “The cave. The maw in the sky, bathed in red. Did you see it?”

Your head pulses with pain as you attempt to remember the events of last night, and you shake your head. “It must be the path that leads to the Nexus,” she continues, gripping her head tightly with one hand. You attempt to help her to her feet, but she pushes you away. “What was I thinking? The boundary is thinning. Any tension and it could have snapped.” Her gaze shifts toward you. “I should not have involved you in this. But, like it or not, you are involved. It is too late to go back. I know where to find the Nexus, and you must journey with me.”

- Ⓢ If it was act 2 when the game ended, add each **Tenochtitlán** location in play that has no clues on it to the victory display.
- Ⓢ In your Campaign Log, record that *X paths are known to you*. X is the number of **Tenochtitlán** locations in the victory display.
- Ⓢ If the Harbinger of Valusia entered play during this scenario:
 - ✦ If it is in the victory display, cross out “*the Harbinger is still alive*” in your Campaign Log.
 - ✦ If it is still in play or is set aside, next to “*the Harbinger is still alive*” in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.
- Ⓢ For each vengeance point in the victory display, record one tally mark under “Yig’s Fury” in your Campaign Log.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 additional experience for each **Tenochtitlán** location in the victory display.

Resolution 1: *You are assailed by a prismatic assortment of colors and lights as your mind hurtles back into place. When you next open your eyes, you are lying in the city’s central plaza, your head still spinning from the sensation of plummeting. A small voice in the back of your mind tells you it was all a figment of your imagination, a daydream. It is the voice of self-preservation warning you to avoid the path of lunacy you have set upon. You ignore it and rise to your feet, your legs trembling with terror and exhaustion.*

“That woman... She must have realized who I am and followed through the breach I made. Perhaps she wished to know the location of the Nexus, as well,” Ichtaca says cryptically. *Your head pulses with pain as you attempt to remember the events of the past few hours. “You saw it, did you not? The cave. The maw in the sky, bathed in red,”* she continues, *searching the sky in contemplation. “It must be the path that leads to the Nexus.”*

It is difficult for you to recall with precision what happened on the other side, but the image of the red cavern flickers across your memory. You confirm with Ichtaca that you saw the cavern as well, and ask her how she knows it leads to the Nexus. Her bloodshot gaze meets yours, and you think you spot the hint of a smirk tugging on her lips. “It is a difficult thing... Peering across the boundary, into the very threads of time. Perhaps you are more than you seem,” she responds, *the irony of her statement lost on her. Though she departs without answering your question, you understand the answer that remains unspoken: In the haze of broken timelines and unexplainable phenomena, the path you saw was “one future.” A future you intend to fulfill.*

- Ⓢ In your Campaign Log, record that *X paths are known to you*. X is the number of **Tenochtitlán** locations in the victory display. If X is 3 or more, also record that *Ichtaca has confidence in you*.
- Ⓢ If the Harbinger of Valusia entered play during this scenario:
 - ✦ If it is in the victory display, cross out “*the Harbinger is still alive*” in your Campaign Log.
 - ✦ If it is still in play or is set aside, next to “*the Harbinger is still alive*” in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.
- Ⓢ For each vengeance point in the victory display, record one tally mark under “Yig’s Fury” in your Campaign Log.
- Ⓢ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 additional experience for each **Tenochtitlán** location in the victory display.

Resolution 2: *The boundary along the horizon shimmers as your path home closes before your eyes. The surreal haze and the weightlessness you have experienced throughout this vision fades, and you are left with the sudden understanding that this is not a dream. You are trapped in a time that is not your own, and Ichtaca is nowhere to be found.*

You wander for what seems like hours. Days. Weeks. Your mind cannot take any more. The realization that you may be trapped here forever is terrifying. Desperation and despair take hold of your mind, a bout of madness and loneliness that you cannot escape. You no longer remember how long it has been since you arrived here. You have not slept or eaten.

Suddenly, after an eternity of waiting, the boundary cracks, and the sky is flooded with a blinding white light. When you next open your eyes, you are lying in the city's central plaza, your head still spinning from the sensation of plummeting. Ichtaca helps you to your feet, your legs trembling with terror and exhaustion. You ask her how long you were out, and she shakes her head. "It doesn't matter. You're here now." You ignore her evasive answer, but resentment boils to the surface. Did she leave you behind on purpose, or by accident? "You saw it, did you not?" she asks. "The cave. The maw in the sky, bathed in red." You stare blankly, your memory suddenly hazy. "It matters not," she continues. "I know now where to find the Nexus, and you must journey with me."

- ☉ If it was act 2 when the game ended, add each **Tenochtitlán** location in play that has no clues on it to the victory display.
- ☉ In your Campaign Log, record that *X* paths are known to you. *X* is the number of **Tenochtitlán** locations in the victory display.
- ☉ If the Harbinger of Valusia entered play during this scenario:
 - ◆ If it is in the victory display, cross out "the Harbinger is still alive" in your Campaign Log.
 - ◆ If it is still in play or is set aside, next to "the Harbinger is still alive" in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.
- ☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log.
- ☉ Each investigator earns experience equal to the Victory *X* value of each card in the victory display. Each investigator earns 1 additional experience for each **Tenochtitlán** location in the victory display.

Interlude III: The Jungle Beckons

Once more, you venture south, leaving the safety of civilization behind. There is no time to waste. The path to the Nexus lies on familiar ground, not far from the previous expedition's trail. Using the leather-bound journal as your guide, you retrace the expedition's journey. Soon, you are deep within the jungle, surrounded on all sides by hazards—some natural, others bizarre...

In order, read each of the following sections:

Check your supplies. Any one investigator must cross off one gasoline from his or her supplies. If no gasoline was crossed off, read **Out of Gas**.

Out of Gas: Unfortunately, a dozen or so miles north of the edge of the rainforest, your car ran out of gas. Since you are pressed for time, you decided to walk the rest of the way instead of returning to refuel. Traveling by foot set you back several hours, but soon enough you reached the jungle once more.

When drawing opening hands during the next scenario, investigators cannot take a mulligan.

Check your supplies. If any investigator has a map, he or she reads **A Path Discovered**.

A Path Discovered: Thanks to your map, which has been marked from the previous expedition, you are able to clear a path through the rainforest without getting lost, and you reach your destination on your own terms.

In your Campaign Log, record that the investigators mapped out the way forward.

Check your supplies. The investigators, as a group, must cross off one provisions per investigator from their supplies. For each provisions they cannot cross off, choose an investigator to read **Low on Rations**.

Low on Rations: *Traversing the jungle to find the path to the Nexus took longer than you anticipated, and in your haste you have not been able to hunt or forage for more food. Hunger clouds your mind and drills a painful hole in your stomach.*

You begin the next scenario with 3 fewer resources.

Check your supplies. Each investigator with medicine may cross it off from his or her supplies to choose and remove a Poisoned weakness from any investigator's deck. Each investigator who still has a Poisoned weakness in his or her deck reads **The Poison Spreads**.

The Poison Spreads: *The poison continues to work its way through your body, wreaking havoc on your internal organs. A terrible fever burns through you, growing stronger with each passing day. You can hardly keep down your food. Your body feels as though it has been drained of all of its strength.*

You suffer 1 physical trauma.

As you trudge through the lush jungle and pass a series of familiar overgrown temple ruins, your keen eye spots a pattern along the stone wall of the structure. Upon closer examination, you find that vines and caked dirt has hidden an elaborate carving of hieroglyphs.

Check your supplies. If any investigator has a canteen, he or she reads **Patterns in the Stone**. Otherwise, read **Secrets in the Stone**.

Patterns in the Stone: *You take out your canteen and splash water on the stone walls, washing off the dirt and making the stiff vines easier to manipulate. The pattern of glyphs is clearly visible now, and although its meaning is still a mystery, the repetition of six glyphs in particular hints at a specific instruction...*


Each investigator who has a canteen begins the next scenario with 1 clue (*from the token bank*).

Secrets in the Stone: *Try as you might, you are unable to clear off the dirt and vines with only your bare hands. You have no choice but to leave this mystery behind.*

You suffer no ill effects.




Check the chaos bag and the Campaign Log. If all of the following are true, the lead investigator reads **Faith Restored**.

- ◆ There are 2 or more  tokens in the chaos bag.
- ◆ The investigators forged a bond with Ichtaca.
- ◆ Ichtaca has confidence in you.

Faith Restored: *On the eve of your second night within the jungle, you and your companions sit in front of a dim campfire, keeping warm and trying to remain relaxed despite the task ahead of you. Ichtaca approaches the campfire and sits across from you. Her eyes are cast to the ground, and her shoulders sag with a burdensome weight. "I feel that I must apologize to you," she admits, peering into the flickering fire. "You have proven yourselves to be both wise and formidable, and I have done nothing but command you and endanger you at every turn." There is a long, peaceful pause between you. "Perhaps there is hope for humanity after all," she says under her breath as she meets your gaze. Does she speak for you? Or for herself, as well? Ichtaca rises to her feet after some time. "I trust you to take the first watch. Be on the lookout for serpents. They are surely on the lookout for us." Your camp is quiet for the remainder of the night, but for the soothing crackling of the campfire and the choir of chirping insects whose singing fills the night air.*

In your Campaign Log, record that Ichtaca's faith is restored.

Add 1  token to the chaos bag for the remainder of the campaign.





Scenario V-A: Heart of the Elders, Part 1

Intro 1: It has been several days since your party ventured forth into the rainforest once more, and each day, the hazards you face grow more dangerous and frequent. Securing enough food and supplies for the journey is a constant struggle, and you are harrassed at every turn by the jungle's inhabitants. Fortunately, you have seen no sign yet of the serpent people who

attacked the previous expedition, but you're positive they are out there. Watching. Waiting.

On the morning of the sixth day, you find the entrance. It is a huge cave opening, partially obscured by trees, brush, and vines. You nearly missed the great cavern maw altogether, despite its enormity. Surrounding the cavern's entrance are six stone pillars, each covered in strange grooves and carvings that glow with a dim red hue. Perhaps one of your guides will understand what this means?

☉ The investigators must decide (choose one):

- ◆ Let's consult with *Ichta*. Choose this option only if *Ichta* is in an investigator's deck. Proceed to **Intro 2**.
- ◆ Let's consult with *Alejandro*. Choose this option only if *Alejandro Vela* is in an investigator's deck. Skip to **Intro 3**.
- ◆ Let's consult the expedition journal. Choose this option only if the Expedition Journal is in an investigator's deck. Skip to **Intro 4**.
- ◆ I wish we knew more about this... Skip to **Setup**.

Intro 2: "The entrance is warded against intruders," *Ichta* says cryptically, her eyes closed as though probing the cavern with unnatural senses. "These pillars are the key. Each is a test of wit and will." She steps toward one of them and touches it with her palm, and its glow brightens. You notice now that the grooves along the pillar's foundation depict a pattern you have seen somewhere before. If *Ichta* believes this place to be warded, you trust her opinion—there must be some way to break these wards...

Begin this scenario with *Ichta* in play. Skip to **Setup**.

Intro 3: *Alejandro* examines each of the pillars studiously. "It is a lock of some sort. Look here, see? The grooves do not line up perfectly." He twists one of the pillars, and you can see the pattern along its side shifting. "I wager if we entered the cave, we would not get very far without these pillars in the correct formation. Just a hunch, I suppose... But I think we should examine this area further before we proceed." You know *Alejandro* well enough by now to know that his hunches tend to be correct.

Begin this scenario with *Alejandro Vela* in play. Skip to **Setup**.

Intro 4: The previous expedition's journal doesn't have all the answers, but as you browse its pages, you are struck by a familiar diagram—one drawn by *Lorenzo*, an expedition member who never made it back to Arkham. It is a delicate recreation of a carving that was on the wall of one of the *Eztli* ruins. Many of the patterns and hieroglyphs you see in this drawing are shared among these pillars. It cannot simply be a coincidence. These pillars are surely the key to finding your way to *N'kai*...

Begin this scenario with Expedition Journal in play. Proceed to **Setup**.

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, 0, -1, -2, -2, -3, -5, ☠, ☠, ♣, ♣, ♣, ♣, ♣, ♣.
- ☉ When playing *Heart of the Elders, Part 1*, The investigators may choose how many paths are known to you (choose a number between 0 and 5). The more paths are known to you, the quicker and easier the scenario will be.
 - ◆ For a quick and simple experience, choose 4 or 5.
 - ◆ For an average experience, choose 2 or 3.
 - ◆ For the ultimate challenge, choose 0 or 1.

☉ You have no supplies.

Setup

- ☞ Check Campaign Log. *If 6 paths are known to you*, skip this scenario and proceed immediately to **Resolution 1**.
- ☞ Gather all cards from the following encounter sets: *Pillars of Judgment*, *Heart of the Elders*, *Rainforest*, *Serpents*, *Expedition*, and *Poison*. These sets are indicated by the following icons:







- ☞ Put the Mouth of K'n-yan into play, (*The Cavern's Maw*) side faceup. Each investigator begins play at the Mouth of K'n-yan (*The Cavern's Maw*).
 - ☞ Check Campaign Log. Your journey beyond the boundary of time has granted you insight into how to enter K'n-yan. *For each path that is known to you*, place 1 resource on the Mouth of K'n-yan, as a pillar token.
- ☞ If you have played this scenario before during this campaign and have reached act 2 before, flip act 1a over and place it in the Mouth of K'n-yan.
- ☞ Create the exploration deck. This is done by taking the 6 single-sided **Jungle** locations and shuffling them together, along with 1 copy each of the following encounter cards: *Pitfall*, *Ants!*, *Lost in the Wilds*, and *Low on Supplies*.
- ☞ Randomly choose one of the following 3 **Ruins** locations: *Overgrown Ruins*, *Temple of the Fang*, and *Stone Altar*. Shuffle the randomly chosen location into the exploration deck. Remove the other 2 from the game.
 - ☞ Check Campaign Log. *If the investigators mapped out the way forward*, instead of shuffling the randomly chosen location into the exploration deck, put it into play.
- ☞ Set aside each Poisoned weakness that is not already in an investigator's deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

DO NOT READ until the end of Part 1

If no resolution was reached (each investigator resigned or was defeated): *The hazards of the jungle are too dangerous for you to continue exploring. If you remain any longer, these odd pillars will mark your grave. You decide to flee for now, returning to a familiar clearing several miles away where you can recuperate. You know that you must eventually return to the pillars and figure out the pattern that will open the way forward... but for now, at least you are safe.*

- ☞ If there are more pillar tokens on the Mouth of K'n-yan than there were when the scenario began, in your Campaign Log, cross out how many *paths are known to you*. Then, record that *X paths are known to you*. X is the number of pillar tokens on the Mouth of K'n-yan.
- ☞ The investigators must replay **Scenario V-A: Heart of the Elders, Part 1**. Reset the game to this scenario's **Setup**. Do not record anything else in your Campaign Log except for any trauma suffered from your previous game. No experience points are earned from your previous game. Any player whose investigator was killed or driven insane must choose a new investigator to play, as normal.

Resolution 1: *Swallowing your fear, you enter the cavern...*

- ☞ In your Campaign Log, record that *the jungle watches*. Next to this, in parentheses, record the names of each card with Vengeance X in the victory display. Do not record any tally marks under "Yig's Fury."
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Investigators may not spend experience or alter their decks in between Scenarios V-A and V-B. Proceed immediately to **Scenario V-B: Heart of the Elders, Part 2**.

Scenario V-B: Heart of the Elders, Part 2

You descend down miles of steep, cold stone. The tunnels are chokingly narrow at first, filled with rubble and detritus. Finally, you reach level ground, and the cavern's true nature reveals itself before you. It is as though there were an entire world below the surface; the cavern's ceiling is like a stone curtain of sky above you. Even more vast and terrifying are the endless depths below you, beyond the edges of stone chasms and archaic bridges. On all sides, this underground realm seems to extend beyond the boundary of your sight; you wonder just how far it reaches. Perhaps the entirety of the known surface of the Earth is but the top layer of another world...

Setup

- ☞ Gather all cards from the following encounter sets: *K'n-yan*, *Heart of the Elders*, *Agents of Yig*, *Yig's Venom*, *Forgotten Ruins*, *Deadly Traps*, and *Poison*. These sets are indicated by the following icons:



- ☞ Put the Mouth of K'n-yan into play, (*The Depths Beneath*) side faceup. Each investigator begins play at the Mouth of K'n-yan (*The Depths Beneath*).
- ☞ Search the collection for each card listed in parentheses next to "the jungle watches" in your Campaign Log. Add those cards to the victory display.
- ☞ Set the Descent to Yoth location aside, out of play.
- ☞ Create the exploration deck. This is done by taking the 5 remaining single-sided locations from the *K'n-yan* encounter set and shuffling them together, along with 1 copy each of the following encounter cards: Pitfall, No Turning Back, Deep Dark, and Final Mistake.
- ☞ Set aside each Poisoned weakness that is not already in an investigator's deck.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.



DO NOT READ until the end of Part 2

If no resolution was reached (each investigator was defeated): You awaken, lying on rough stone in a place much colder and deeper than before. You stand and take stock of your surroundings, noting the red glow that seems to emanate from the cavern to your left. You follow it for several minutes, until finally it leads you into a well-lit entryway, filled with stone pillars. At the far end of the room lies an ornate and elaborately decorated doorway, a stone disc that has been rolled aside to unveil the hellish realm beyond.

☞ Check Campaign Log.

☞ If the investigators rescued Alejandro, proceed to **Resolution 1**.

☞ If Alejandro is missing, proceed to **Resolution 2**.

Resolution 1: “Finally! Yoth, cavern of the serpents! The cursed ones, who fled the destruction of Valusia!” Alejandro examines the entryway with wonder in his eyes, arms raised in exultation. You know not of what he speaks, and you are beginning to grow worried. Just then, something scuttles behind you, and a sound like the click-clacking of a claw catches you by surprise. Emerging from the darkness behind you are several alien creatures, the likes of which you have never seen: ten feet tall, with conical bodies that end in four strange appendages of varying lengths. “There you are,” Alejandro says calmly. One of the creatures responds by clicking its claws against one another in a deliberate pattern. “Take their minds,” Alejandro commands the creatures. “We have no further use for them.” It is your last human memory.

☞ If the Harbinger of Valusia entered play during this scenario:

☞ If it is in the victory display, cross out “the Harbinger is still alive” in your Campaign Log.

☞ If it is still in play or is set aside, next to “the Harbinger is still alive” in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.

☞ For each vengeance point in the victory display, record one tally mark under “Yig’s Fury” in your Campaign Log.

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

Resolution 2: Before you are able to cross into the next layer of the cavern, a sound like the click-clacking of a claw catches you by surprise. Emerging from the darkness behind you are several alien creatures, the likes of which you have never seen: ten feet tall, with conical bodies that end in four strange appendages of varying lengths. You are stunned to see a human figure standing at the head of the group: none other than Alejandro Vela. “Take their minds,” Alejandro commands the creatures. “We have no further use for them.” It is your last human memory.

☞ If the Harbinger of Valusia entered play during this scenario:

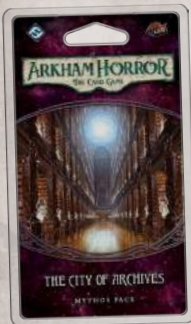
☞ If it is in the victory display, cross out “the Harbinger is still alive” in your Campaign Log.

☞ If it is still in play or is set aside, next to “the Harbinger is still alive” in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.

☞ For each vengeance point in the victory display, record one tally mark under “Yig’s Fury” in your Campaign Log.

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





Scenario VI: The City of Archives

Intro 1: You remember very little of the next few days. Your consciousness fades in and out as your body grips with exhaustion, and your mind feebly attempts to comprehend what exactly has happened to you.

The inhabitants of this place are the same creatures you saw Alejandro consorting with: immense corrugated cones of clammy flesh,

with four thick limbs extending from the top. They are horrifying to look upon, but they do not harm you as you expected they might. Your first few days are spent restrained and questioned by the creatures, several of which are somehow able to communicate in English. Others reproduce your language using an odd futuristic machine, played like a musical instrument. You are reminded strangely of the jazz piano at the Nightingale. It is only then that you realize your body has been altered. You have no hands or fingers to play the keys, no legs to walk upon, no lungs to scream out. You are one of them now, one of the creatures that has taken you captive, and your original body is nowhere to be seen.

Despite your captivity, the creatures do not seem intent on harming you. Instead, they merely interview you, asking all manner of questions about a broad range of topics: your society, your profession, your technology, your ecosystem, your human body. Their thirst for knowledge is unyielding, unending. Their questions range from the mundane to the complex. They implore you to write copiously in your own language, taking anything you write to store away in their vast archives. You are informed that you will be able to roam the city freely if you comply.

☞ The investigators must decide (choose one):

- ◆ Cooperate and tell the creatures everything you know. Proceed to **Intro 2**.
- ◆ Refuse and resist captivity. Skip to **Intro 3**.


Intro 2: You cooperate with the creatures, hoping to earn your freedom. You are sick of captivity, and perhaps you will be able to find a way home if you are able to roam the city at will. The creatures seem pleased that you are answering their questions, though their mannerisms are still completely alien to you. Days turn to weeks, perhaps even longer. It is difficult to tell. Finally, one of the creatures informs you that you are free to roam the halls of the city, with several restrictions: You are not allowed to do harm to your new body, for it belongs to another of their race, and you are not allowed to leave the city. Your restraints are lifted, and the creature watches with keen interest as you get used to your conical body.

In your Campaign Log, record that the investigators cooperated with the Yithians.
Skip to **Setup**.

Intro 3: These creatures abducted you and even stole you from your own body. You refuse to give your captors even a single answer. You'd spit in their faces if you could—if you knew how to spit with such body, and if you knew which one of the creatures' four distensible appendages was a face. Breaking free of your restrains is a hopeless endeavor, but you struggle to escape regardless. Your efforts do not go unnoticed, and one of the creatures is assigned to watch you. It seems more concerned with preventing you from harming your body than preventing you from escaping. After many days of captivity, you find a way to use this to your advantage. You struggle so hard against your restraints that they pierce into your leathery, cold flesh, drawing out a bit of viscous slime-blood. Your guard quickly approaches, clicking its claws together repeatedly. It undoes your restraints, and the moment it does, your claw appendages strike at what you believe to be the creature's throat. It collapses to the floor, writhing in pain.


In your Campaign Log, record that the investigators resisted captivity. Proceed to **Setup**.

Setup

-  Gather all cards from the following encounter sets: *The City of Archives*, *Agents of Yog-Sothoth*, *Locked Doors*, *Chilling Cold*, and *Striking Fear*. These sets are indicated by the following icons:



- ② Before drawing opening hands, each investigator searches his or her deck and play area for all unique **Item** assets. Set each of those assets aside, out of play. They do not exist in this time period.
- ② Before drawing opening hands, if a player has Alejandro Vela in his or her deck, search that investigator's deck for Alejandro Vela and set him aside, out of play.
- ② Replace each player's investigator card with a Body of a Yithian investigator card (see **Body of a Yithian**, below).

-  Check Campaign Log.

❖ If the investigators cooperated with the Yithians, put the Interview Room (Arrival Chamber) into play (it is one of the three Interview Room locations). Each investigator begins play in the Interview Room (*Arrival Chamber*). Randomize the other two Interview Room locations and put them into play, as well.


❖ If the investigators resisted captivity, put the Interview Room (Restraining Chamber) into play (it is one of the three Interview Room locations). Each investigator begins play in the Interview Room (*Restraining Chamber*). Randomize the other two Interview Room locations and put them into play, as well.

- Check Campaign Log.

❖ If the investigators cooperated with the Yithians, search the gathered encounter sets for a Yithian Observer and spawn it unengaged in the lead investigator's location (note that it gains aloof due to the text on act 1a). Then, each investigator gains 1 clue from the token pool.

◆ *If the investigators resisted captivity*, search the gathered encounter sets for a Yithian Observer and place it in the victory display.

- ② Put the three Halls of Pnakotus locations into play (see next column for suggested location placement). Set each remaining location aside, out of play.

-  Set The Custodian aside, out of play.

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

Body of a Yithian

During the setup for this scenario, each investigator is instructed to replace his or her investigator card with one of the Body of a Yithian investigator cards provided in this Mythos Pack.

- Each investigator's deck remains the same, but for the duration of this scenario, he or she must use a Body of a Yithian investigator card, and therefore cannot use any of his or her investigator's abilities.

- ◆ Each investigator should still use their investigator mini-card so they can tell who is who.

- Any trauma that would normally be placed on your investigator is transferred to your Body of a Yithian investigator card.









- Any cards that were attached to or placed underneath your investigator card are attached to or placed underneath your Body of a Yithian card.

- For the duration of the scenario, your Body of a Yithian card has the same card title as your former investigator card. *For example: If you were playing as Wendy Adams, treat the Body of a Yithian card as if its title were "Wendy Adams" for the duration of this scenario.*

- ☞ The Body of a Yithian card bears the encounter set icon for *The City of Archives*, and therefore cannot be used in any scenario other than *The City of Archives* unless otherwise noted.

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:
 $+1, 0, 0, 0, -1, -2, -2, -3, -5$, , , , , , , , .

② *You have no supplies.*

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): “Alejandro, what are you—?” You suddenly cry out. A nurse stands over you, peering into your eyes with a small light. You push the nurse away and rise to your feet, suddenly puzzled and disoriented. Despite the nurse’s protests, you wobble feebly out of the room. You are in a hospital, its white halls smelling faintly of disinfectant and other chemicals. Just moments prior, hadn’t you been exploring some kind of underground cavern?... You cannot recall.

“Excuse me? Come back, you must rest!” The nurse calls out to you, gripping your forearm and pulling you back to your cot. She examines you closely while you recover from the shock of being transported so far in so short a time. “Who is Alejandro?” she asks, and you struggle to recall. The name doesn’t ring a bell.

You ask the nurse how you came to be here, wondering why she isn’t surprised at your sudden appearance. “Why, you admitted yourself to St. Mary’s just last night. Do you not remember?” You have no memory of this, and you are starting to grow concerned. “You were acting a little strangely, if I may be so bold. And you spoke in a strange fashion, almost as if English weren’t your first language. But now I see that you probably just drank a little bit too much.” She notices your questioning expression and smiles. “Don’t worry. We get that kind of thing quite often these days, now that all the bars and pubs are on the up-and-up again.”

You examine your face in the mirror. You are tired and older than you remember. Something important lies on the very edge of your memory, fuzzy and blurred. It takes about a minute before the significance of the nurse’s last statement catches up to you. Turning back toward the nurse, you ask what year it is, terrified of the answer.

“Why, 1934 of course. My, you must have had a heck of a night!” She chuckles.

- ☉ In your Campaign Log, record that the investigators had their memories expunged.
- ☉ Each investigator is driven **insane**.
- ☉ The investigators lose the campaign.

Resolution 1: You awaken on the cold stone surface of the cavern floor, your mind dizzy from its journey through time and space.

- ☉ Check the number of tasks on act 2b that were completed during this scenario.
 - ◆ If all 6 tasks were completed, record in your Campaign Log that *the process was perfected*. Each investigator earns 4 bonus experience as he or she gains insight into the secrets of the Earth.
 - ◆ If 5 tasks were completed, record in your Campaign Log that *the process was successful*. Each investigator earns 2 bonus experience as he or she gains insight into the secrets of the Earth.
 - ◆ If 4 tasks were completed, record in your Campaign Log that *the process backfired*. Each investigator earns 1 bonus experience as he or she gains insight into the secrets of the Earth.
 - ◆ If 3 tasks were completed, record in your Campaign Log that *the process backfired spectacularly*.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.



Interlude IV: Those Held Captive

In order, read each of the following sections:

Check Campaign Log. *If the process backfired*, each investigator reveals a random chaos token from the chaos bag. Consult the list below to see what side effects result from your mishap. *If the process backfired spectacularly*, each investigator reveals two random chaos tokens instead of one, choosing the token that is lower on this list to resolve, and ignoring the other.

- ☉ Each investigator who reveals a ★ or +1 token suffers no ill effects.
- ☉ Each investigator who reveals a ☠ token or any number other than +1 gains the Out of Body Experience weakness, and must add it to his or her deck.
- ☉ Each investigator who reveals a ▲, ♣, ♠, or ♡ token must use the Body of a Yithian investigator card as his or her investigator card for the remainder of the campaign. He or she also gains the Out of Body Experience weakness, and must add it to his or her deck.



Check the chaos bag and the Campaign Log. If all of the following are true, the lead investigator reads **A Mind Recovered**. If any of the following are not true, the lead investigator reads **Forever Lost** instead.

- ◆ There are 2 or more ☠ tokens in the chaos bag.
- ◆ *The investigators rescued Alejandro.*
- ◆ The Custodian was under an investigator's control when the previous scenario ended.

A Mind Recovered: *You turn your attention to your surroundings. Though the creatures that ambushed you are nowhere to be found, Alejandro lies on the ground nearby, stirring into consciousness. To your surprise, he appears just as confused as you are. At first, it seems as though he recalls nothing of the previous expedition or the Eztli relic, but then his eyes suddenly spark with recognition. He grips your shoulder tightly and gazes at you as though for the first time in years. "I do remember! We shared one mind for some time, the creature and I. It wished to find the Eztli relic, though for what purpose, I do not know." He slumps backward against the stone wall, recovering from the sudden influx of memories. "You believed me at every turn, even when the creature had control. You saved me from that abysmal place and brought me back to humanity. For this, I cannot begin to repay you." He shakes your hand vigorously, filled with a sudden and intense resolve. "We will right all of this, you and I. Then, we will tell the world what we have seen."*

In your Campaign Log, record that *Alejandro remembers everything*. Add 1 ☠ token to the chaos bag for the remainder of the campaign.

Forever Lost: *You turn your attention to your surroundings. Both Alejandro and the creatures that ambushed you are nowhere to be found. You wonder how long Alejandro was in league with them, and why. Perhaps you will never know. However, you suspect this is not the last you will see of him.*

In your Campaign Log, record that *Alejandro is set against you*. If Alejandro Vela is part of an investigator's deck, remove him from that investigator's deck for the remainder of the campaign.

The narrow steps on the other side of the stone doorway seem almost endless. Though a dim red glow emanates from deeper within the cavern, no matter how many steps you traverse, the glow does not brighten. It almost seems to grow more distant with each step, mocking your tenacity. After a short while, you come to a small ledge where a stone gate bars your passage deeper into the cavern. The gate bears a familiar carved pattern, faded from age and disrepair, and seeping with an oddly discolored purulence.

Check your supplies. If any investigator has chalk, he or she reads **The Way Is Open**. Otherwise, the lead investigator reads **The Way Is Shut**.

The Way Is Open: *The situation sparks your memory, and you consult the expedition journal. The pattern is similar to one found in the Eztli ruins. Using your chalk and the drawings in your journal as a reference, you restore the glyph in its entirety, and the grooves glow brightly once more. The stone gate lifts on its own, and you are able to continue onward.*

You suffer no ill effects.

The Way Is Shut: *You are unsure how to proceed. After debating the merits of each of your options, you decide that brute force may be the only solution. It takes all of your strength to lift the stone, and you open the way forward for each of you one at a time. It is no simple task, and your body aches tremendously from the effort.*

When drawing opening hands during the next scenario, investigators cannot take a mulligan.

Check your supplies. The investigators, as a group, must cross off one provisions per investigator from their supplies. For each provisions they cannot cross off, choose an investigator to read **Low on Rations**.

Low on Rations: *Hours later, you are almost too weary to go on. Every inch of your body aches with intense pain. There is nothing in this desolate cavern to eat but the occasional wild mushroom, and although temptation gnaws at your insides, you cannot tell which are toxic and which are healthy...*

You begin the next scenario with 3 fewer resources.

Check your supplies. Each investigator with medicine may cross it off from his or her supplies to choose and remove a Poisoned weakness from any investigator's deck. Each investigator who still has a Poisoned weakness in his or her deck reads **The Poison Spreads**.

The Poison Spreads: *The poison has spread to nearly every part of your body. Your skin pales, and you are covered in cold feverish sweat. Simply rising to your feet requires a tremendous effort, and you get no rest at night despite your exhaustion. It won't be long now before the poison claims your life.*

You suffer 1 physical trauma.

After descending hundreds and hundreds of steps, you decide to stop and rest. Though your watch tells you that night has fallen, the lack of natural sky is starting to affect your internal clock. With no flat ledge in sight, each member of your party claims one of the many narrow steps to sleep on.

Check your supplies. Each investigator with a blanket reads **Restful Sleep**. The rest read **Tossing and Turning**.

Restful Sleep: *Though you long for a proper bed, at least your blanket protects you from the frigid chill that permeates the cavern. When "morning" arrives, your body longs for more sleep, but you know you must press onward and reach the Nexus as fast as you can...*

You suffer no ill effects.

Tossing and Turning: *Sleep does not come easily for you. Barely any layers protect you from the bitter cold of the underground cavern, and you lie shivering for hours before exhaustion finally claims you. You awaken every hour or so as the shifting of your body almost causes you to tumble off your stone perch. When "morning" comes, you are even more weary than you were the previous night.*

You suffer 1 physical or mental trauma (your choice).



Scenario VII: The Depths of Yoth

Intro 1: Several hours after you wake, your laborious descent pays dividends. The red glow emanating from the bottom of the steps grows brighter with each step. The stone floor finally levels off, and the choking tunnel walls open to reveal a labyrinthine network of immense, far-reaching caverns. Littered throughout the caverns are the ruins of a vast city, the likes of

which you have never seen. The elaborate stone architecture has been worn away by ages of abandonment, but you sense that there is a history here that runs deeper than you can even fathom. When you turn around to question Ichta, you notice a faint yellow glow in her eyes, her pupils narrowed and contracted. "Yoth... the last refuge of Valusia..." she quietly intones.

Just then, a terrifying roar echoes throughout the cavern. The walls and floor shake with tremendous force, and the red glow that permeates the area brightens. A flood of hisses emerges from the tunnels all around you. Ichta walks to the edge of a nearby precipice and looks out over the vast depths. "He is here. I feel his presence. The Father of the Serpents... Yig."

Check Campaign Log. If you are forging your own path, proceed to

Intro 2.

If Ichta's faith is restored, skip to **Intro 3.**

Otherwise, skip to **Intro 4.**

Intro 2: You realize now that Ichta has her own agenda. Alejandro, as well—both have been using you for their own ends, keeping you from the truth. You raise a weapon and demand answers from her, catching her by surprise. "Yig demands the relic be brought to the Nexus," she responds anxiously. Her eyes glow brightly, and her skin starts to scale over. Your eyes narrow, and you move to corner her against the edge of the precipice, so she cannot escape. "The relic cannot be trusted to the hands of Brotherhood: this much is true... For it is Valusia that shall be restored to glory. Yig has called, and I must answer." Before you can react, she throws herself off the edge and into the depths below.

In your Campaign Log, record that Ichta is set against you. Add 1 ☠ token to the chaos bag for the remainder of the campaign.

Skip to **Setup.**

Intro 3: You approach Ichta and rest a hand on her shoulder. Your companion takes a deep breath and turns to face you. Her eyes are cast downward in shame, and they have returned to their normal color. "I... I'm sorry. I have brought you to your ruin. He called out to me, long ago, told me of my heritage, of my people. I did his bidding willingly." She clenches her fists, her gaze meeting yours. "But now I realize I was wrong. Humanity deserves its time on Earth. You may have inherited it from far more powerful forces, but it is humanity's time, not theirs." You don't completely understand what she is saying, but you understand the implication. Whatever Ichta truly is, she is on your side. A calm silence lingers between you, an unspoken bond that joins you as one. "We must get to the Nexus and prevent the serpents from recovering the relic," she explains after a few moments, breaking the silence. You nod in agreement.

Skip to **Setup.**

Intro 4: You hesitate, unsure what to do next. What are Ichta's true motives? Why has she led you here? Before you have the chance to react, she draws her bow and aims an arrow at your heart. "Thank you for aiding me this far," Ichta says curtly, "but the time has come for us to part ways. Yig has called, and I must answer." Her yellow eyes narrow and shine brightly.

In your Campaign Log, record that Ichta is set against you.

If Ichta is part of an investigator's deck, remove her from that investigator's deck for the remainder of the campaign.

Check Campaign Log. If the relic is missing, proceed to **Intro 5.**

If the investigators found the missing relic, skip to **Intro 6.**

Intro 5: "You must leave this place at once. This is not humanity's battle. It is ours. We cannot let you or the Brotherhood foil our plans. Not now, not when we are so close." Her hand wavers for a moment, and her eyes flicker again. You can tell that something is tearing at her, weighing on her mind. Finally, she speaks again. "Go now. Before I change my mind. And if you wish to live, do not follow. I will not give you a second chance." Ichta swiftly departs, eyes trained on you until she leaves your sight. Despite her warning, you feel that you have no choice but to follow. If you don't, who will protect humanity?

Skip to **Setup.**

Intro 6: “Now drop your weapons.” The betrayal stings your chest, and you are gripped with anger and despair. Thoughts of escape flash across your mind, but you have seen her skill with a bow—with her steady aim, you would be dead before you took two steps. You have no choice but to comply. Your weapons clatter to the ground, one at a time. “Good. Now the relic: hand it to me.” Grimacing, you take a few steps forward and offer the relic to Ichtaca.

Check your supplies. If any investigator has a pocketknife, that investigator reads **Intro 7**. Otherwise, skip to **Intro 8**.

Intro 7: As Ichtaca reaches out to grab the relic, you pull out your concealed pocketknife and quickly attack, catching her by surprise. The blade cuts deeply across her forearm. Blood sprays across your chest, and she staggers with pain, gripping her arm. Her heel clips a rock near the edge of the precipice, and she tumbles over the side of the ledge, her scream growing distant as she falls. You barely have time to recover from the shock of what just happened, as another colossal roar fills the cavern, and the ground shakes. You gather your belongings and continue your descent.

Skip to **Setup**.

Intro 8: Ichtaca grabs the relic. You can see the skin on the back of her hand growing hard and scaly. You take a few steps back, knuckles white with anger. “Go now. Before I change my mind,” she says. “And if you wish to live, do not follow. I will not give you a second chance.” Ichtaca swiftly departs, eyes trained on you until she leaves your sight. Despite her warning, you feel that you have no choice but to follow. If you don’t, who will protect humanity?

In your Campaign Log, cross off the investigators found the missing relic and record the relic is missing. If Relic of Ages is part of an investigator’s deck, remove it from that investigator’s deck for the remainder of the campaign.

Proceed to **Setup**.



Setup

- ② Gather all cards from the following encounter sets: *The Depths of Yoth*, *Agents of Yig*, *Yig’s Venom*, *Expedition*, *Forgotten Ruins*, and *Poison*. These sets are indicated by the following icons:



- ② Check the number of tally marks under “Yig’s Fury” in your Campaign Log.

- ✦ If there are 0 tally marks, search the gathered encounter cards for Yig and each copy of Pit Warden. Remove those cards from the game.
- ✦ If there are 1–5 tally marks, no changes are made.
- ✦ If there are 6–10 tally marks, remove agenda 1a from the game. The game begins at agenda 2a.
- ✦ If there are 11–14 tally marks, remove agendas 1a and 2a from the game. The game begins at agenda 3a.
- ✦ If there are 15–17 tally marks, remove agendas 1a, 2a, and 3a from the game. The game begins at agenda 4a.
- ✦ If there are 18–20 tally marks, remove agendas 1a, 2a, 3a, and 4a from the game. The game begins at agenda 5a.
- ✦ If there are 21 or more tally marks, remove agendas 1a, 2a, 3a, 4a, and 5a from the game. The game begins at agenda 6a.

- ② Set each of the 10 single-sided locations aside, out of play. Draw one of those locations at random other than Steps of Yoth, and put it into play. Each investigator begins play at the randomly chosen location.

- ② Check Campaign Log. If the Harbinger is still alive, search the collection for the Harbinger of Valusia and set it aside. Place damage on it equal to the amount of damage recorded in parentheses in your Campaign Log.

- ✦ If it is agenda 5a or 6a, move that the set-aside Harbinger of Valusia enemy to the pursuit area. (See “Pursuit,” below.)

- ② Set the Yig enemy aside, out of play.

- ✦ If it is agenda 6a, move that the set-aside Yig enemy to the pursuit area.

- ② Create the exploration deck. This is done by taking the set-aside Steps of Yoth and 4 of the remaining single-sided locations and shuffling them together.

- ☉ Place 1 resource token on the scenario reference card, under “Current Depth.” For the remainder of the scenario, the number of resources under “Current Depth” indicates the current depth level. (See “Depth Level,” below.)
- ☉ Set the Relic of Ages (*Repossess the Past*) aside, out of play.
- ☉ Set aside each Poisoned weakness that is not already in an investigator’s deck.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.

Depth Level

Throughout this scenario, the number of resources under “Current Depth” on the scenario reference card indicates the current depth level. As the investigators journey deeper into Yoth by completing act 1, resources are added to the current depth level, and play continues until the investigators reach a certain depth level, or are defeated. Deeper levels of Yoth are deadlier, but the deeper the level the investigators are able to reach, the better the resolution of this scenario will be.

The current depth level has no game effect on its own; however, some encounter card effects may change or become stronger depending on the current depth level.

Pursuit

Some cards in this scenario reference an area called the “pursuit area.” The pursuit area is an out-of-play area next to the act and agenda deck which enemies can enter and leave via card effects. Generally speaking, enemies in play will move to the pursuit area whenever the investigators reach the next depth level. **Although the pursuit area is out of play, whenever an enemy moves to the pursuit area, it keeps all tokens and attachments.**

Enemies in the pursuit area are considered to be “in pursuit.” Enemies that are in pursuit are considered to be out of play, and cannot be affected by player cards or investigator actions. However, enemies that are in pursuit can re-enter play by a variety of card abilities.

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, 0, -1, -2, -2, -3, -5, ☠, ☠, ☠, ☠, ☠, ☠, ☠, ☠.
- ✧ Do not alter the contents of the chaos bag during the intro.
- ☉ *You are not forging your own path.*
- ☉ *Ichaca’s faith is not restored.*
- ☉ *The relic is missing.*
- ☉ The investigators may choose how many tally marks are under “Yig’s Fury.” The lower the number chosen, the safer and easier the scenario will be.
 - ✧ For a safer and easier experience, choose 0 or 5.
 - ✧ For an average experience, choose 10 or 14.
 - ✧ For a more brutal experience, choose 17 or 20.
 - ✧ For the ultimate challenge, choose 21 or higher.
- ☉ *You have no supplies.*
- ☉ This scenario is **unwinnable** in Standalone Mode. Your goal is to continue playing for as long as you can. Once each investigator has been defeated, the current depth level will determine how well you performed.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Read **Resolution 1**.

Resolution 1: After hours and hours of travel, you've only just scratched the surface of this boundless subterranean world. Humanity could spend centuries mapping out these tunnels and never complete the task. No matter how quickly you plumb the depths, the serpents chasing you are hot on your tail. You are intruders in their home, and they know these hellish tunnels better than you. With your wounds slowing you down and panic seeping into every one of your decisions, your death at the hands of these creatures is inevitable. Despair worms its way into your mind. When the serpents inevitably catch up to you, you are crossing one of the cavern's many long bridges of stone that span a wide, dark chasm. Serpent creatures on both sides of the chasm flank you, spear tips corraling you against the precarious edge of the bridge. A small hunk of stone cracks at your heel and detaches, falling into the inky void below. You do not hear it strike the floor of the chasm. There is no hope to escape or flee this time—you have no choice but to accept your fate. The spear tips press you closer to the edge. You close your eyes and fall.

☉ In your Campaign Log, record that *the investigators fell into the depths*. Check the current depth level when the scenario ended.

- ◆ If the current depth level is 1, the fall is fatal, and the darkness of N'kai devours the shattered corpses. Each investigator is **killed**. The investigators lose the campaign.
- ◆ If the current depth level is 2, each investigator suffers 2 physical trauma and searches the collection for a random basic **Injury** weakness, adding it to his or her deck. If this trauma causes all investigators to be killed, the investigators lose the campaign.
- ◆ If the current depth level is 3, each investigator suffers 1 physical trauma. If this trauma causes all investigators to be killed, the investigators lose the campaign.

◆ If the current depth level is 4, you suffer no ill effects.

☉ If the Harbinger of Valusia entered play during this scenario:

- ◆ If it is in the victory display, cross out "*the Harbinger is still alive*" in your Campaign Log.
- ◆ If it is still in play or is set aside, next to "*the Harbinger is still alive*" in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.

- ☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns additional experience equal to the current depth level.

Resolution 2: Somehow, despite the odds stacked against you, you've reached your destination. The telltale red glow that has enveloped you since you entered Yoth recedes, replaced with an unpierceable inky darkness. The Nexus must be close... You can feel it.

- ☉ In your Campaign Log, record that *the Nexus is near*.
- ☉ If the Harbinger of Valusia entered play during this scenario:

- ◆ If it is in the victory display, cross out "*the Harbinger is still alive*" in your Campaign Log.
- ◆ If it is still in play or is set aside, next to "*the Harbinger is still alive*" in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.

- ☉ For each vengeance point in the victory display, record one tally mark under "Yig's Fury" in your Campaign Log.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns additional experience equal to the current depth level.

Interlude V: The Darkness

Check Campaign Log. If the investigators fell into the depths, proceed to **The Darkness 1**.

If the Nexus is near, skip to **The Darkness 2**.

The Darkness 1: You stir awake, lying facedown on the cold, hard stone of the cavern. You are bruised and battered but, somehow, alive. It takes several minutes before you regain enough of your strength to stand. You are absolutely and hopelessly lost within the impossibly vast caverns, enveloped by pitch-black darkness. Have you survived all this way only to perish here, lost to all humanity?

Proceed to **The Darkness 2**.

The Darkness 2: The grim, blood-red caverns and resentful cities of Yoth hold no candle to the terrifying depths that lie below them. You are in the deepest level of this subterranean realm now: the caverns Ichtaca referred to as "N'kai." Nothing could have prepared you for the impervious murk that surrounds you on all sides, an inky darkness that none of your light sources can penetrate. You grope around in the darkness until you feel the jagged wall of the cavern and begin to follow it aimlessly, desperately hoping to find the way forward. A grim realization dawns on you: Even should you complete your task, you will surely never find a way back to the surface. The overwhelming darkness of the cavern fills you with a dread you have never before experienced. You cannot see your hands as you grope about in the darkness, nor can you tell if you are in a narrow tunnel or a vast open space. The ground beside you could extend for miles or abruptly become a bottomless cavern, and you would not be able to tell the difference unless you stepped there. Hours pass as you stumble in the dark, slowly, carefully, nervously. Every step could be your last.

In order, read each of the following sections:

Check Campaign Log. If the investigators found the missing relic, the lead investigator reads **Arcane Thrumming**. If the relic is missing, the lead investigator reads **Growing Concern** instead.

Arcane Thrumming: Worried that your fall may have damaged the Eztli relic, you pull it out of your pack and examine it. Oddly, the device seems completely undamaged. It vibrates with a growing intensity, humming louder now than ever before.

Check Campaign Log. If the investigators recovered the Relic of Ages, and if you are forging your own path, read **Final Dawning**, below. Otherwise, you suffer no ill effects.

Growing Concern: As you rise to your feet, the ground rumbles and growls. Something deep below you is moving. Shifting. Mutating.

Depending on your difficulty mode, add the following chaos token to the chaos bag for the remainder of the campaign:

Easy: -3 Standard: -4 Hard: -5 Expert: -6

Final Dawning: Without Alejandro or Ichtaca to distract you, you find yourself studying the relic intently. Both of your "guides" have only fed you lies. They hid the relic's true nature from you, manipulating you in an attempt to bring the relic to this very place. After your experience with the Great Race of Yith, you think you understand why. The technology behind the device's design is far beyond what any human could accomplish, but quite possible for the Yithians. You even recognize some elements of the relic's construction from the technology in Pnakotus. Somehow, it ended up in the hands of the Eztli, who defended it with care from all manner of creatures. Creatures that predate humanity. Creatures who wished to use it to turn back time. And now that the relic is in your possession, only you can stop this from occurring.

The investigator with Relic of Ages in his or her deck swaps it with the new version of Relic of Ages included in this Mythos Pack: Relic of Ages (Repossess the Past).

After hours of slow progress, you eventually stumble into a brazier, filled with marble cubes.

Check your supplies. If any investigator has torches, he or she reads **Torchlight**. Otherwise, read **The Abyss**.

Torchlight: Though the light from your torches is snuffed by the overpowering darkness of this realm, you decide to try to light the brazier with the flames. To your surprise, after you hold the torch against the strange cubes for several moments, the brazier erupts in a fury of blue and silver flames, consuming your torch and almost melting your hand to the bone. Though the light from the brilliant flame only reaches a few yards around you, more braziers light up in the distance, their flames guiding your path forward. At least, you hope...

In your Campaign Log, record that the braziers are lit.

The Abyss: The odd material inside does not seem to accept any source of fire you use to try to light it. Your hope is snuffed out along with the light around you. Miserable, you prepare to endure the darkness ahead.

In your Campaign Log, record that the braziers remain unlit.

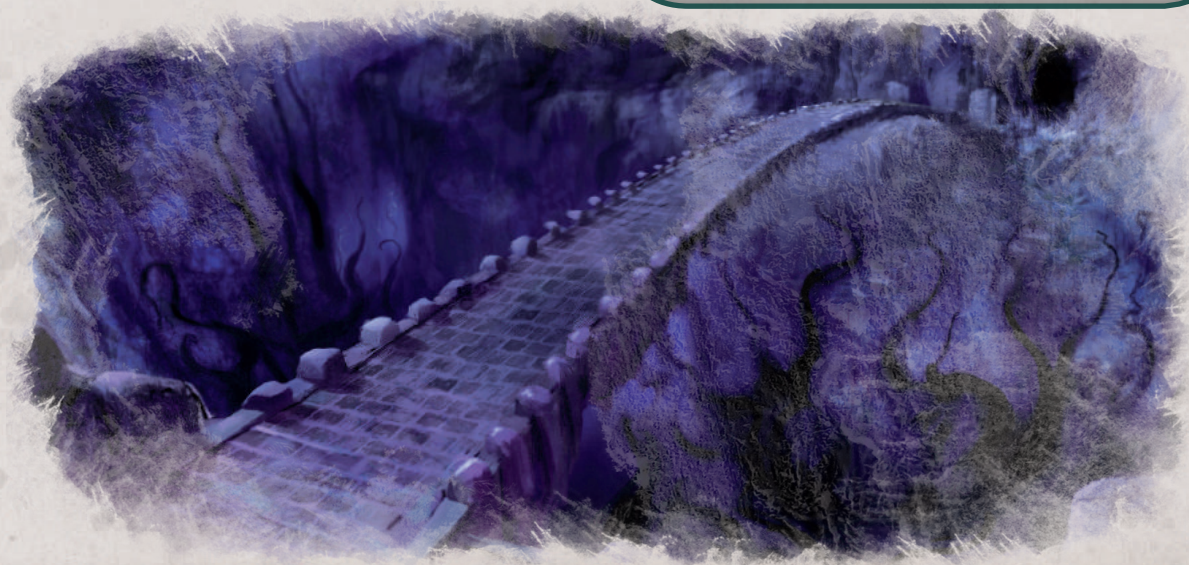
Check Campaign Log. If the braziers are lit, check your supplies. If any investigator has a map, he or she reads **Reading Signs**.

Reading Signs: As you traverse the caverns, something catches your attention: streams of cold, gentle water that drip down the walls of the cavern. Curious, you unfold the previous expedition's map and sit by one of the lit braziers, mentally retracing your steps. If your calculations are correct, you have traveled much farther south than you could have possibly guessed. Could it be these caverns extend all the way to the coastline? Do the caverns never end?

Each investigator with a map earns 2 additional experience as he or she gains insight into the caverns that dwell beneath the surface of the Earth.

You have no sense of how much time passes in the cold, terrible abyss of N'kai.

Cross off all provisions and medicine the investigators have remaining in their supplies.





Scenario VIII: Shattered Aeons

Check Campaign Log. If the braziers are lit, proceed to **Intro 1**.

If the braziers remain unlit, skip to **Intro 2**.

Intro 1: The silver-blue flames that have guided you through these passages are the only vestige of hope you have remaining. One by one, the braziers lead you onward. Someone or something placed

these devices here. The technology is not unlike what you have seen in the caverns of K'n-yan, or in the Eztli ruins where the relic was first found. However, it seems whoever ventured this deep below the crust of the Earth must have turned and fled, for the final brazier has been toppled and broken, and you see no more of them ahead. Thankfully, you do not need to travel in the darkness for very long. Within minutes, you come upon a huge stone doorway: no doubt the entrance to the Nexus.

Skip to **Intro 3**.

Intro 2: Since you possess no light to guide you, you have spent every waking moment with part of your body pressed against the cavern wall, using the cold stone to navigate without losing course. As you travel, your fingers find warm, smooth grooves along the wall: the same dormant technology that existed in the Eztli ruins. You are clearly not the first to enter this abyssal place. However, whoever came here before you must have fled before their work was done, since the channels did not light to guide your way or glare with anger as you approached. Hours pass as you make your way gradually in the dark, until finally you come upon a huge stone doorway: no doubt the entrance to the Nexus.

Each investigator begins this scenario with 2 fewer cards in his or her opening hand. Proceed to **Intro 3**.

Intro 3: Your hand traces over the lines carved in the doorway. An inscription. A warning to turn back, for to open this passage is to invite doom. It is too dark to recognize the language, but you know it is not one spoken by humanity in this day and age. You have no idea how you can understand the engraving. Perhaps some last remnant of memory from your time in Pnakotus, lost city of the Yithians. Or perhaps you are truly mad, discerning meaning from natural indentations in the stone wall. After all, it has been almost a week since you have seen natural light.

If the investigators found the missing relic, proceed to **Intro 4**.
If the relic is missing, skip to **Intro 5**.

Intro 4: The stone doorway is sealed shut when you arrive, but as soon as you approach, the artifact begins to shake and hum loudly. Grooves along the door flicker alight with a shimmering glow, and suddenly the door shifts open of its own accord. You grip the artifact tightly and enter.

Skip to **Setup**.

Intro 5: The stone doorway is already open when you arrive. Grooves along the door are lit with a shimmering glow. The Brotherhood must already be here. You have arrived with only moments to spare.

Proceed to **Setup**.

Setup

- ☞ Gather all cards from the following encounter sets: *Shattered Aeons*, *Pnakotic Brotherhood*, *Temporal Flux*, and *Ancient Evils*. These sets are indicated by the following icons:



- ☞ If there are more ▲ tokens in the chaos bag than ■ tokens, also gather the *Dark Cult* encounter set, indicated by this icon:



- ☞ If there are more ■ tokens in the chaos bag than ▲ tokens, also gather the *Agents of Yig* encounter set, indicated by this icon:



- ☞ If there is an equal number of ▲ and ■ tokens in the chaos bag, also gather both the *Dark Cult* and *Agents of Yig* encounter sets, indicated by these icons:



- ☞ Put the Nexus of N'kai into play. Each investigator begins play in the Nexus of N'kai.

- ☞ Set the 2 enemy cards depicted here aside, out of play: *Ichta* (Scion of Yig) and *Alejandro Vela* (Or, Is He?).

- ☞ Note: These cards are double-sided and have story cards on their other side. For the best experience, do not look at the other side unless an effect instructs you to do so.



- ☞ Set the following cards aside, out of play: Formless Spawn, Relic of Ages (*Unleash the Timestream*), A Pocket in Time, Act 4a—“Paradise Lost”, Act 4a—“Timelock”, and the 6 single-sided *Shattered* locations.
- ☞ Create the exploration deck. This is done by taking the 3 remaining single-sided locations and shuffling them together, along with 1 copy each of the following encounter cards: *Wracked by Time*, *Between Worlds*, and *Ancient Evils*.
- ☞ Check Campaign Log. For every 10 tally marks under “Yig’s Fury,” place the top card of the lead investigator’s deck in the victory display, facedown. For the remainder of the scenario, treat each of those cards as if it has **Vengeance 1**.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

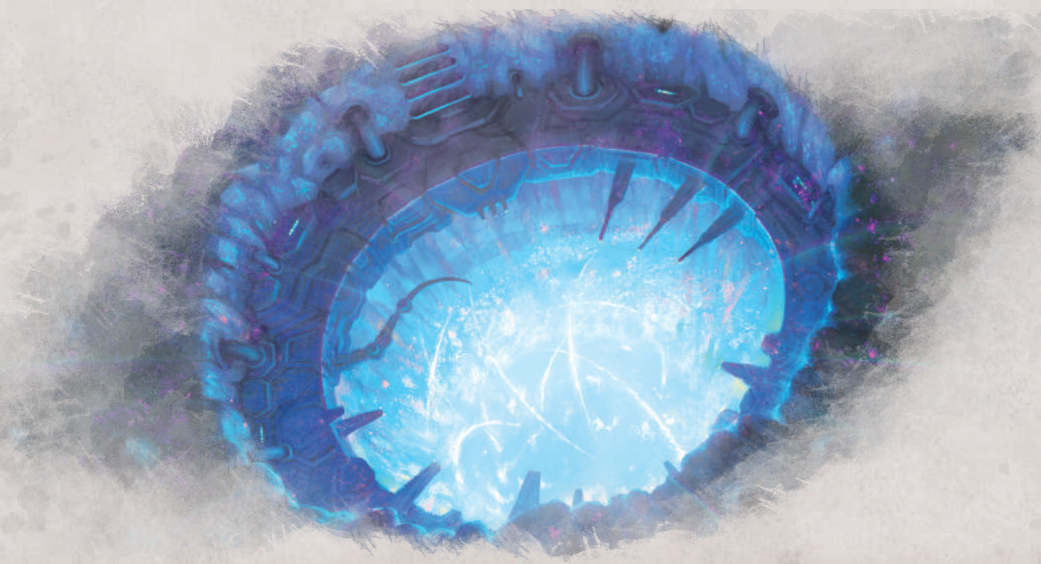
Story Cards

Story cards are a new cardtype that appears in this Mythos Pack. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.

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, 0, -1, -2, -2, -3, -4, -5, ☠, ☠, ☠, ☠, ☠.
- ☞ *The braziers are lit.*
- ☞ *The relic is missing.*
- ☞ The investigators may decide (choose one):
 - ◆ *Ichtaqa is set against you.* Add 3 🗡 tokens to the chaos bag.
 - ◆ *Alejandro is set against you.* Add 3 🗡 tokens to the chaos bag.
 - ◆ *Ichtaqa is set against you. Alejandro is set against you.* Add 2 🗡 tokens to the chaos bag. Choose this option for the ultimate challenge.
- ☞ *You have no supplies.*



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Read **Resolution 4**.

Resolution 1:

Thursday, December 17th, 1925

It is difficult for me to convey my unabridged thoughts on the events that occurred during the summer of 1925. Of course, I gave my full account to Harlan—who I suspect is the only person willing to vouch for my story—but I have not sat down to record it on paper until now. Perhaps I would rather these events had been a figment of my imagination.

In truth, I have no idea how we made it out of the caverns beneath the jungle alive. Simply reaching the abyssal place was a hellish ordeal. My memory of our return trip is muddled and disarrayed. We scrambled in the dark for what seemed like ages. We were out of food, out of supplies, out of hope—but somehow, we found a way out.

Our reward for preventing calamity was scorn and ridicule. No upstanding paper or university would publish our findings, and of course we possessed no proof of our expedition save for our scars and nightmares. I wish I could say that my memory of these events has faded with each passing day, but I will never forget the alien city we explored in our conical bodies, the serpents that pursued us in red-litten Yoth, the formless abomination that lived in the depths of the Earth...

Perhaps that is why I fear making a written account of our findings—because these memories will crystallize and become etched in my mind, forever damning me to a life of terror and dismay. Still, the world needs to know what we saw. What we did.

- ☞ In your Campaign Log, record that *the investigators mended the tear in the fabric of time*.
- ☞ Each investigator suffers 2 physical trauma and 2 mental trauma, as he or she never fully recovers from the expedition into N'kai.
- ☞ Each location attached to the Relic of Ages with Victory X is added to the victory display.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as he or she has mended the shattered timeline and saved the Earth from catastrophe.
- ☞ The investigators win the campaign!

Resolution 2: *Transposed to a different time, Valusia and the children of Yig live on. Preserved by the new timeline you have created, you and the Serpent People are safe from the events that caused their homeland's destruction long ago, in another time. All of your past transgressions against serpent-kind are forgiven, and you are given the chance to live in the paradise-kingdom of Valusia, remade in Yig's image. Although you may have turned your back on humanity, you take comfort in the fact that the Earth has been saved from complete ruin. Due to your actions, you are valued and respected among the Serpents and in the eyes of your new Father. Your new life is cozy and full of wonders you could never have predicted. And yet, from time to time, you look out into the wilds beyond Valusia and wonder if there is something else you could have done...*

- ☞ In your Campaign Log, record that *the investigators saved the civilization of the Serpents*.
- ☞ The Earth is saved, and the investigators win the campaign...
- ☞ ...But the investigators have reshaped the world, existing in another time altogether. These investigators cannot be transferred to a different campaign. (You must start fresh.)

Resolution 3: Transposed to a different time, Pnakotus and the Great Race of Yith live on. Preserved by the new timeline you have created, you and the Yithians are safe from the extraterrestrials who ended their kind long ago, in another time. You are brought into the city and given freedoms other captive minds never received. Although at first, you long for your former life, the emotion fades the more time you spend in this strange new Earth. You roam the world on titan airships and delve into the collective knowledge of the Yithians, accumulated in their vast archives from centuries of research. Your studies unveil secrets that no other human will ever know. You experience technological advances that humanity would weep to discover. And you prepare for an accursed future that may still yet come to pass.

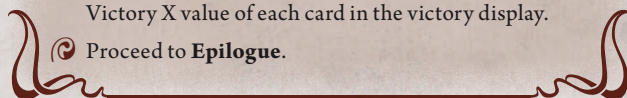
- ☞ In your Campaign Log, record that *the investigators saved the civilization of the Yithians.*
- ☞ The Earth is saved, and the investigators win the campaign...
- ☞ ...But the investigators have reshaped the world, existing in another time altogether. These investigators cannot be transferred to a different campaign. (You must start fresh.)

Resolution 4: Reality as you know it will never be the same, but perhaps this is not the end of the world. After all, time is just one dimension: a dimension humanity barely understands. We experience time, but we cannot see it. We can measure it, but we cannot alter it. So what if the fourth dimension has split into hundreds of thousands of planes of existence? Our feeble human minds cannot comprehend the outcome, but the universe still survives, its ever-expanding boundaries no longer limited by the confines of time.

- ☞ In your Campaign Log, record that *the fabric of time is unwoven.*
- ☞ Each investigator is driven **insane**.
- ☞ The investigators lose the campaign.

Resolution 5: All of this was set into motion when the Eztli ruins were first intruded upon. Ichtaca's original warning was her last vestige of humanity speaking to you. She wanted you and the other explorers to turn back, but curiosity and greed got the better of you. Until that day, balance had been kept. Alejandro sought the relic for his own devices. Ichtaca heard the call of her master and obeyed. However, humanity is the true cause of this chaos. You know now what you must do. You know now how you can save everyone.

- ☞ In your Campaign Log, record that *the investigators turned back time.*
- ☞ Each location attached to the Relic of Ages with Victory X is added to the victory display.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Proceed to **Epilogue**.



Epilogue

Check Campaign Log.

Read the following only if the investigators turned back time.

There is only one way to stop all of this from ever happening. Before you arrived and set all of these events into motion, the Eztli ruins were asleep, and the relic was relatively safe in its prison of obscurity. Had it not been for Alejandro's desire to find it, it might have remained undiscovered for centuries. With your new understanding of the relic's capabilities, you can return to the past and set things right. You can seal it away forever and prevent your past selves from having ever found it... even if it costs you your own life.

🕒 Proceed to **Scenario IX: Turn Back Time**.



DO NOT READ

unless you have read the epilogue

Secret Scenario IX: Turn Back Time

Check Campaign Log. If the investigators were forced to wait for additional supplies, read **Intro 1**.

If the investigators cleared a path to the Eztli ruins, skip to **Intro 2**.

Intro 1:

You stand in front of the main temple of the Eztli, sweat pouring down your skin due to the hot, damp jungle air. Stunned, you examine your surroundings. José and Maria stand next to you, gaping in wonder at the temple's sophisticated architecture. Their packs are bulging with the extra supplies they were able to acquire from Alejandro's contacts in Mexico City. Alejandro himself stands at the rear of the group, grinning.

Your consciousness has been snapped so far back that your mind aches from the force of it. Your body shudders, and you struggle to resist collapsing out of exhaustion. Though you have altered fate, your true task still remains ahead of you. As the rest of the expedition sets up camp and prepares to explore the ruins, you sneak off to fulfill your purpose, leaving Alejandro and the rest of your group behind. They wouldn't understand. They haven't seen what you have seen.

In your Campaign Log, cross off all entries after the first three entries.

The crossed-off entries have been undone by your actions.

Proceed to **Setup**.

Intro 2:

You stand near the main temple of the Eztli, sweat pouring down your skin due to the hot, damp jungle air. Stunned, you examine your surroundings. Several tents are set up in the clearing in front of the temple. José stands guard along the border of your camp, and you can see Maria packing equipment and provisions into her backpack, getting ready for her journey to the northern edge of the jungle, as you had instructed. Alejandro sits on a log in the center of the camp, decrypting the inscription he found near the temple's entryway.

Your consciousness has been snapped so far back that your mind aches from the force of it. Your body shudders, and you struggle to resist collapsing out of exhaustion. Though you have altered fate, your true task still remains ahead of you. As the rest of the expedition prepares to explore the ruins, you sneak off to fulfill your purpose, leaving Alejandro and the rest of your group behind. They wouldn't understand. They haven't seen what you have seen.

In your Campaign Log, cross off all entries after the first three entries.

The crossed-off entries have been undone by your actions.

Proceed to **Setup**.

Setup

- ☉ Gather all cards from the following encounter sets: *Turn Back Time*, *The Doom of Eztli*, *Agents of Yig*, *Yig's Venom*, *Temporal Flux*, *Deadly Traps*, *Forgotten Ruins*, *Poison*, and *Chilling Cold*. These sets are indicated by the following icons:



- ☉ When building the act deck, use the three new act cards provided in the *Turn Back Time* encounter set instead of the original act deck from *The Doom of Eztli*. The *Turn Back Time* encounter set can be identified by this icon:



- ☉ Remove the Relic of Ages (*Repossess the Past*) from its owner's deck and set it aside, out of play.
- ☉ Remove the Relic of Ages (*...A Device, of Some Sort*) from the game.
- ☉ Put the Entryway into play. Each investigator begins play at the Entryway.
- ☉ Create the exploration deck. This is done by taking the five single-sided **Ancient** locations and shuffling them together, along with one copy each of the following treachery cards: *Ill Omen*, *Deep Dark*, *Final Mistake*, *Entombed*, and *Crypt Chill*.
- ☉ Set the Harbinger of Valusia enemy and the Chamber of Time location aside, out of play.
- ☉ Add 1 ⚔ token to the chaos bag, for the remainder of the campaign.
- ☉ Set aside each Poisoned weakness that is not already in an investigator's deck.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): With your failure, the paradox of clashing timelines catches up to you. Despite all you have done, the events of the future cannot be unmade. You will always find the relic. You will always fail to preserve it. And the Nexus will always falter.

Reality as you know it will never be the same, but perhaps this is not the end of the world. After all, time is just one dimension: a dimension humanity barely understands. We experience time, but we cannot see it. We can measure it, but we cannot alter it. So what if the fourth dimension has split into hundreds of thousands of planes of existence? Our feeble human minds cannot comprehend the outcome, but the universe still survives, its ever-expanding boundaries no longer limited by the confines of time.

- ☞ In your Campaign Log, record that the fabric of time is unweaved.
- ☞ Each investigator is driven **insane**.
- ☞ The investigators lose the campaign.

Resolution 1:

Thursday, December 17th, 1925

No one else has ever learned of the events that truly occurred during the summer of 1925, and no one ever will, for I intend to keep this journal locked in my safe-deposit box once I have finished writing in it. I seek only to preserve my own record of these events, for I do not wish the passage of time to erase them completely. After all, these are not my memories, but the memories of my other self: the self who ventured through time and space to save humanity.

It is difficult to explain how we did what we did. After all that happened—Ichtaca, Alejandro, the city of the Yithians, Yoth—it turns out the true doom of humanity had occurred much, much earlier: when we first left to find the Eztli. We brought all of these events upon ourselves. In order to prevent this calamity, we had to seal the relic away forever. I remember these events as though I myself had experienced them, though for me, the expedition had gone much differently. We reached the central chamber of the Eztli ruins, but it was sealed shut, and nothing—not even the TNT that José had brought from the trucks—could breach the entrance. Although we returned to Arkham with proof that the Eztli existed, no other expedition would ever find them or their ruins again. My other self perished in those ruins—but I remember. Somehow, I remember everything.

- ☞ In your Campaign Log, record that the investigators sealed the Relic of Ages forever.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ The investigators win the campaign!

Design Notes

Congratulations on completing *The Forgotten Age* campaign! Above all else, we wanted this campaign to feel like an adventure—full of terror and mystery, but also a sense of wonder and spectacle. Some of the best adventure stories are the ones in which our heroes embark on a harsh, life-changing journey not because they want to, but because they feel that they must. This is the call to action that separates Arkham investigators from everyday people.

The story of *The Forgotten Age* revolves around the Relic of Ages and the various factions who wish to use it for their own purposes. I won't spoil those purposes here, because your actions in the campaign directly impact how much behind-the-scenes knowledge you discover about those motives and about the relic's origins. Like all good adventure story MacGuffins, the relic is both powerful and mysterious, the truth behind its powers shrouded in mystery. We have scattered many hints about the relic and those who seek it throughout the campaign, so I invite you to play through a second time, taking a different path and making different choices!

While the narrative of this campaign is not based on any one of Lovecraft's stories, many of its themes are at least partially inspired by *The Shadow out of Time*, *The Mound*, and "The Nameless City," all of which deal with the same motif: Humanity is but one of many intelligent species that have inhabited the Earth over its long and storied existence. There are also several specific references to these stories, of course: *The City of Archives* is heavily inspired by the events in *The Shadow out of Time*, and many of the locations in the later scenarios of the campaign are drawn from *The Mound*. However, *The Forgotten Age* uses these elements to fabricate an original storyline that we hope fans of the Mythos will enjoy.

For the sake of crafting a tightly knit narrative, we take several liberties within this story that we hope diehard fans of Lovecraft's writings will forgive. For example, according to *The Mound*, K'n-yan can be found underneath Oklahoma, not Mexico. However, given the incredible vastness of K'n-yan and the caverns deeper beneath it, it seems safe to say that it extends much farther than *The Mound* suggests. The fact that in the original source material, K'n-yan was discovered by a Spanish conquistador traveling from Mexico to North America is a happy coincidence, and a direct mirror of our investigators' own journey in *The Forgotten Age*. The Nexus of N'kai and the Eztli people are also both elements invented for *The Forgotten Age* that we hope players will find welcome additions to the lore.

Additionally, while we are never told exactly how the Yithians' mind projection works, it is pretty clear from *The Shadow out of Time* that it requires sophisticated machinery to operate. Our investigators construct such a device at the end of *The City of Archives*, but it is unlikely that the Yithians who ambushed the investigators at the end of *Heart of the Elders* had one with them, so our story suggests that the Yithians have multiple methods of mind-transference at their disposal.

Speaking of Yithians, what's the deal with Alejandro? If his body is inhabited by a Yithian, shouldn't he appear awkward, clumsy, and odd, like Nathaniel Peaslee during his five-year period of possession? Given the importance of their task, perhaps he was taken by a particularly experienced Yithian, one who had swapped minds with a human before—or perhaps their minds were swapped for far longer than five years. In any event, it was necessary to keep Alejandro's strange mannerisms to a minimum, in order to build trust between him and the players.

While we're on the subject of trust, there's Ichtaca: a character we explicitly wrote to appear both capable and unreliable throughout the campaign. Her true nature is also purposely kept hidden, though it is hinted at several times. What is her exact relationship with Yig, and with the Eztli people? Who is she really trying to deceive throughout the campaign—the investigators, the serpents, or *herself*? The answer to these questions is never explicitly given, but your actions will have determined how her story plays out.

We hope you have enjoyed exploring the mysteries of ancient Earth in *The Forgotten Age* and look forward to the next campaign!



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Campaign Log:

The Forgotten Age

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
SUPPLIES	SUPPLIES	SUPPLIES	SUPPLIES

Campaign Notes

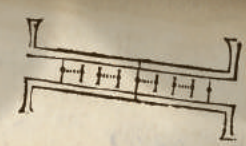
Yig's Fury

It once had the highest glory of the empire
 subject to perfection
 Now the world wakes, and you
 but again the issue of the prize



at city, many temples
 of very beautiful
 are so one, the principal
 no human tongue
 within the precincts,
 a tower of some
 built.

- — Prologue —
- The Untamed Wilderness
- — Restless Nights —
- The Doom of Ertli
- — Expedition's End —
- Threads of Fate
- The Boundary Beyond
- — The Jungle Beckons —
- Heart of the Elders
- The City of Archives
- — Those Held Captive —
- The Depths of Mirth
- — The Darkness —
- Shattered Acorns
- — Epilogue —



KILLED AND INSANE INVESTIGATORS



Encounter Set Icons



Agents of Yig



Deadly Traps



Expedition



Forgotten Ruins



Guardians of Time



Heart of the Elders



K'n-yan



Pillars of Judgment



Pnakotic Brotherhood



Poison



Rainforest



Serpents



Temporal Flux



The Boundary Beyond



The City of Archives



The Depths of Yoth



The Doom of Eztli



The Untamed Wilds



Threads of Fate



Shattered Aeons



Yig's Venom



FANTASY
FLIGHT
GAMES

