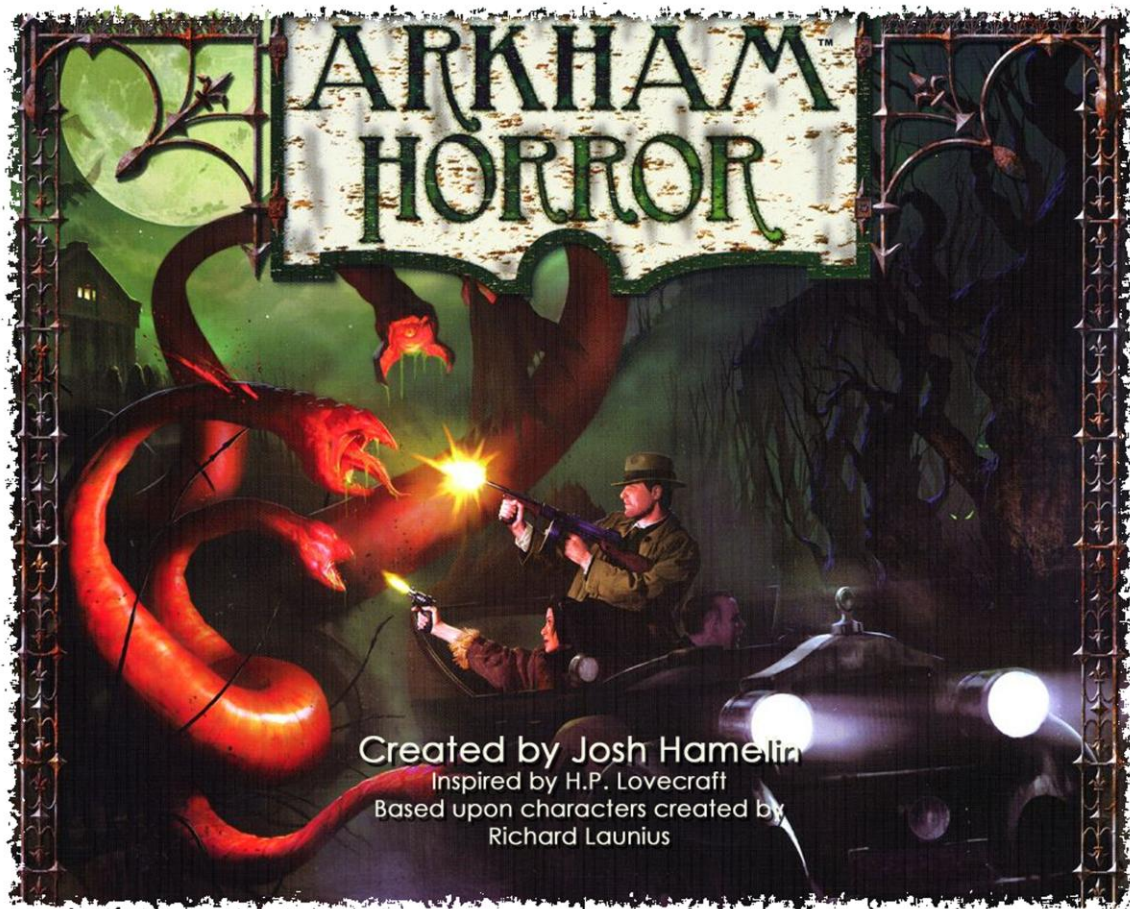


Series Bible



True Horror is About to Awaken.

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Series Logline

Inspired by H.P. Lovecraft's literary legacy & [based upon](#) characters created by Richard Launius, *ARKHAM HORROR* follows a small faction of heroic citizens as they fight to exterminate an onslaught of monsters and other horrors from a small Massachusetts town.

Series Synopsis

**All plotlines are hypothetical and open to a collaborative restructuring*

ARKHAM HORROR is a 1-hour, dramatic series that targets the 18-49 demographic. Highly serialized, this program is aimed at multiple audiences – those directly obsessed with the “monster” genre, as well as a general audience that gravitates towards suspenseful and compelling storytelling.

The true nature of *ARKHAM*'s plot structure is initially masked behind an episodic/anthological opening. Circa 1926, the first half of Season 1 surrounds a core group of three (Jenny Barnes, Darrell Simmons and George Barnaby) and the subsequent townspeople that join forces to form Arkham's “last stand.” While the Pilot episode features numerous monsters relatively unique to television (including a [Fire Vampire](#), a [Ghast](#) and a [Warlock](#)), subsequent episodes focus on 1) a single monster AND 2) the newest addition to the team.

The variety of monsters in Season 1 range from those of Lovecraftian origin to those made famous in world cinema and literature. Staying true to the works of H.P. Lovecraft, Season 1 features the appearance of such monsters as [Maniacs](#), a ‘[Shadowy Figure](#),’ and [Tcho-tcho](#) demons. Conversely, *ARKHAM HORROR* also pays homage to classic movie monsters – such as *Caligari*'s Somnambulist – and even invents a mythos behind the Shakespearean ‘Soothsayer,’ straight out of [Julius Caesar](#).

While these curious, horrifying monsters are a large part of the series, *ARKHAM* balances these abominations with the development of the dynamic characters that fight to destroy them. Whether an Arkham-native or new to town, each character has a complicated past, a secret agenda and dangerous secrets that are dying to be exposed. By mid-season, the group has become eight strong – dedicated to battling the never-ending evil that Arkham continually spits out, but always keeping their own endgames in sight.

Everything changes when the spawn of a rare creature – a Tcho-tcho demon – begins terrorizing the town; the plot officially reaches its turning point, and all episodic illusions are shattered. The gang discovers that every monster they've fought has been summoned to Arkham by a malevolent cult. Throughout the entire season, a secret plot has been underway to awaken what is known as an ‘Ancient One,’ an old evil that, if awoken, has the ability to destroy the world.

Adding to this tension is the shocking revelation that this cult dates back 26 years, where it once posed a similar threat. The senior members of the team, George and Mandy,

recall the first-ever Arkham brigade (circa 1899) in which they were both members, and how the leader of the cannibalistic Tcho-tcho cult was thought to have been forever banished from Arkham. But with too many similarities between the events of 1899 and 1926, George, Mandy and the entire group are forced to accept that they must once again put a stop to the cult's plans.

What the team has yet to discover is that the cult's return – at this exact moment in time – is more than just coincidence. As the characters begin to realize that their hidden agendas significantly overlap, loyalties come into question, and when Jenny discovers she has a pivotal role to play in the cult's final ritual, a collective "jaw-drop" will leave audiences (and all of Arkham) speechless.

Prepare to witness the redefining of the very nature of *true* horror!

Central to *ARKHAM HORROR* are [Jenny](#), [Darrell](#) and [George](#). A mostly level-headed photographer dedicated to cleansing Arkham of all evil, Darrell Simmons (32) has had one clear mission from the age of 6: exact revenge on the Tcho-tcho Priest who murdered his father. But Darrell is not the only Arkham-native whose life was shattered by a cult leader.

George Barnaby (52), the town Judge with his own sinister spin on justice, lost a number of his original Brigade members at the hands of the Tcho-tcho Priest, as well as his wife and two children by an unidentified villain. An intense, pessimistic, and excessively-angry man, Barnaby takes his time in the brutal execution of every monster he crosses paths with. The stubborn 'elder' of the group, George's methods are non-negotiable, often to Jenny's dismay.

The newbie in town, Jenny Barnes (25) steps off the train into Arkham with her own hidden motive: to find her sister, Isabelle. After receiving a cry for help in the form of an urgent, blood-stained letter, the apathetic dilettante ditches Paris for the only person who ever gave her life meaning. With an equally-tumultuous past as Darrell and George, Jenny and Isabelle found themselves orphaned after the murder of their parents at ages 7 and 5, respectively. Serving as Isabelle's guardian and protector growing up, an emotionally-wounded Jenny abandoned her post as soon as Isabelle reached legal age. With an inheritance that she could never hope to spend, Isabelle applied for numerous philosophy programs and selected the first institution that would accept her – the Miskatonic University of Arkham.

But even as Jenny begins to scour Arkham, she has no idea what awaits her in the shadows, and what has already claimed Isabelle.

The genesis behind the "Arkham" (board game) lends itself so greatly to a scripted television series. With a number of characters, items, weapons, tomes, locations and an abundance of plot/story at a writer's disposal, the possibilities are truly endless.

On the one hand, Season 1 is a shout-out to the fans that adore and worship Lovecraft's writings and the initial Richard Launius game that inspired subsequent adventures. There is such a wealth of iconography that their very mention will drive fans nuts. For example, the Silver Twilight Lodge – a cult hot-spot – is present in, and occasionally integral to

storylines within multiple board games. In Season 1, the Lodge (and its Inner Sanctum) is home to the Tcho-tcho Priest's evil cult.

Locations aside, fans will watch with rapt excitement as the characters fight memorable monsters and use familiar weapons. The brilliance in all of this is that fans will have actually fought these very monsters and used these very weapons themselves in the games. In this way, *ARKHAM* will serve as a means for fans to literally project themselves into a very real world (in real-time, no less!) that they have already imagined themselves to be a part of.

For those unfamiliar with the Lovecraftian mythos, *ARKHAM HORROR* aims to introduce viewers to a world that will maintain viewership based on thrilling, original storytelling. Worth mentioning is the historical significance behind much of Season 1's captivating plot.

To briefly summarize, the Tcho-tcho cult worships what the First Nations people of Canada have considered their "devil" since the early 17th Century. With many names, the 'Wendigo' is a malevolent giant that lives in only the most frigid regions of Canada and the Arctic, depending on the culture in question. It is believed that humans can fall victim to what is known as "Wendigo-psychosis," a condition that transforms the victim into a cannibal, turns their heart to ice and gives them immunity to the cold. Most shocking are the men and women who, upon given the death penalty for engaging in cannibalism, desperately claimed that they had fallen victim to this psychosis. In *ARKHAM HORROR*, it is the figurehead of the Wendigos (a Lovecraftian monster) that the cult is trying to awaken.

While the connection between Lovecraft's Tcho-tcho and the Wendigo is of Josh Hamelin's imagination, the importance of historical relevance in *ARKHAM HORROR* is undeniable and in this way, the series will also capture the attention of historical-enthusiasts and lovers of psychological horror alike.

As Season 1 leaves the Arkham-spectrum, in its entirety, largely untouched, there is much room to grow and develop equally-successful storylines in subsequent seasons. With other towns, locations such as museums and mansions (which offer up the possibility of multi-episode arcs) and even other worlds to consider, there are so many directions that *ARKHAM HORROR* could take its audience.

This should not suggest that the show will abandon its consistency. Each season will continue to feature a new "Ancient One" that some individual or group is trying to awaken, and new characters. The series endgame will surround the attempted awakening of evil incarnate Azathoth, an Ancient One that cannot possibly be defeated once awakened. This will also tie into the origin story of the evil that permeates Arkham, giving the gang one final chance to banish evil forever, or become devoured by it.

While applying successful horror tactics made popular in series like *American Horror Story* and *True Blood*, *ARKHAM HORROR* aims to examine traditional conventions of horror in film and television and create something entirely new. True horror is not blood and gore, nor is it jarring sounds or frightening costumes. True horror is the realization that the things we fear the most – whatever they may be – exist, and pose a real threat to our existence and, most of all, our *sanity*. After all, there is nothing more horrifying than being driven to madness.

Cast of Major Characters

Jenny Barnes – The Dilettante (central character):

A Boston-native, Jenny was only 7 when she awoke one night to find her parents slaughtered in their very bed. The press was relentless in their coverage of the girls' misfortune and hounded them with recorders and flash photography. It was all Jenny could do to protect her younger sister, Isabelle, from the horde of savage reporters. Throughout the rest of the girls' youth – and foster care – Jenny served as Isabelle's guardian. But the moment Isabelle turned 18, Jenny wished her sister well and vacated to Paris, where she became a dilettante – dabbling in different mediums of art until she settled on painting. But when Jenny, now 25, received a sudden letter from Isabelle containing a desperate plea for help, Jenny could no longer deny her obligations to her blood kin, and bought a one-way ticket to Arkham.

Darrell Simmons – The Photographer (central character):

An employee of the Arkham Advisor, the straight-shooting photographer is all-too-familiar with what *really* goes 'bump-in-the-night.' After witnessing the beheading of his father at the age of 6, Darrell grew to become a strong, focused man with the sole purpose of avenging his father's death. Now 32, Darrell desperately searches for recruits to join him and George Barnaby in the coming battle against evil. But should he ever cross paths with the Tcho-tcho Priest who murdered his father, Darrell will 'remove' anyone, or anything, that gets in his way. As far as Darrell's concerned, no one else will taste the satisfaction of executing this abomination.

George Barnaby – The Judge (central character):

George Barnaby, a 52 year-old Judge, has known the truth about Arkham's infestation almost as long as he's been alive. At a young age, George was recruited, along with other children, by Harvey Walters – a Professor with an intimate knowledge of monsters and demons. Schooled in both combat and history, Harvey trained George and a small army of promising students who would form a resistance against the coming plague of monsters. But when events went horribly awry, on New Year's Eve in 1899, Harvey sacrificed his own life for the good of Arkham, and the gang quickly dissolved without him. Angry, violent, and alone – George set his mind to not only ridding Arkham of monsters, but punishing them. This plight nearly destroyed George's soul, but when a new woman, Martha, suddenly came into his life, she barely managed to pull George out of his spiral and save him from himself. George and Martha married, but when a horrific event ended in the death of Martha and their two children, George picked up right where he left off, on the road to self-destruction.

Rest of cast in order of appearance

Bob Jenkins – The Salesman (recurring)

Sleazy door-to-door salesman Bob Jenkins, chiseled to perfection, appears to have nothing on his mind but his next sale, and the gorgeous women he meets along the way. But a small, monster-detecting charm the thirty year-old carries around, suggests there is more to him than meets the eye. When Bob makes his latest sales pitch – to a darling, elderly woman who turns out to be a monster – Bob introduces her to the barrel of his shotgun, but still manages to make off with some precious heirlooms. Bob may be (somewhat) invested taking down monsters, but only as long as it remains profitable.

Michael McGlen – The Gangster (recurring)

Even in a city like Boston, supplies are often limited, so when people need a little something “over the counter,” they come to the sly, charismatic Michael McGlen (41). Head of the O’Bannion gang, a local crime-syndicate, McGlen’s chief duty was to supervisor the shipping and receiving of illicit goods. But one evening, McGlen’s closest ally & gang member, ‘Fast Louie Farrell,’ returned home with an extremely rare item, attached with its very own voodoo curse. That night, Michael’s team was hit from the inside. It was almost as if the voodoo curse had made a pre-emptive strike, rendering Louie possessed, and hungry for human flesh. Farrell attacked with alarming speed and strength, and Michael barely managed to save two of his men. With a new interest in this so called “curse,” McGlen arrives in Arkham with his remaining partners, opting to keep a low profile until it’s time to make their next move.

Mandy Thompson – The Researcher (recurring)

The 50 year-old bombshell, Mandy Thompson, has always had a knack for the intellectual stuff. Extremely sharp and quick-witted, Mandy was recruited by Harvey Walters at the age of 15 after she showed promise at only 5 years-old. Like the other members of Harvey’s squad, Mandy possessed an unusually high IQ for her age, and she carried this with her into adulthood, leading the team in the research and documentation of the monsters they captured and studied. Though the group may have dissolved after Harvey’s disappearance, that didn’t stop Mandy from continuing her research, and she quickly became untouchable in her knowledge of the characteristics and habits of nearly every monster. Recently, Mandy’s been forced to put her investigation into overdrive after noticing the moon turn blood red nearly three years ago. Though the meaning of this odd display is uncertain, it most definitely spells doom for Arkham, unless someone puts a stop to whatever evil plan is underway.

Kate Winthrop – The Scientist (recurring)

The brilliant, albeit timid Kate Winthrop has spent most of the past four years in Arkham, working quietly and independently on whatever projects her slave-driver supervisor assigned to her. Most recently, Kate was tasked with a post mortem, only to discover a chunk of human flesh inside the man’s mouth. Although Kate could not believe the results, the tests were nearly 100% accurate. Disgusted and intrigued at the same time, Kate was never able to report her findings to her superior. Instead, she found him being

eaten alive by a hideous Tcho-tcho. Kate barely escaped with her life that night, but never forgot what she saw. The whispers she'd heard around town – along with the stories she'd always snuck in before bedtime – were true; monsters were real. Kate set to work on an invention that, in theory, would stop the abominations from ever arriving. Once the device was finished, Kate needed one last thing – the time and place a mystical portal would open.

Diana Stanley – The Reformed Cultist (recurring)

After moving to Arkham, Diana's entrepreneurial instincts quickly made her a successful businesswoman. Her profitable women's clothing store allowed her access to such groups as the Chamber of Commerce, the Women's League and even Arkham's exclusive Silver Twilight Lodge. Carl Sanford, head of the Lodge, immediately sensed Dianne's potential and offered her membership to what he described as "an intellectual organization dedicated to unlocking the world's mysteries." Accepting without hesitation, Diana was soon shocked to discover that this "sales pitch" was just a colorful description of a cult. Given no other choice but death, Dianne participated in worship, ceremonies and other required activities, and quickly found herself rising in ranks, much to her disdain. But when Diana discovered the cult's endgame, she knew she had to get out. But Stanley realized that leaving would be no simple task, and instead set her sights on a different means of escaping her misfortune.

Cast of Minor Characters

Joe Diamond – The Private Eye (Season 1)

In a crumbling economy, this honest, close-mouthed detective often had to take odd-jobs to make ends meet. Now in his late thirties, Joe's latest task was to deliver a package from a Rhode Island museum to the Silver Twilight Lodge, in Arkham, Massachusetts. Diamond was surprised at how high the pay was for such a simple task, but quickly became aware of the overtime he'd have to put in when he was mugged by robed figures at the Arkham train station. When Joe came to, he realized he was now in a foreign town, empty-handed and with no leads as to who could have attacked him.

Tcho-tcho Priest – The Cult Leader (Season 1)

The first human to ever undergo magical Wendigo-transformation, the leader of Arkham's cannibalistic cult has appeared at numerous, historical hot-spots throughout the 17th – 19th Centuries. What began with a successful coup against his tribe's Elders, soon led to 300 years of chaos and terror. When an Aboriginal Elder suddenly turned on – and consumed – his family at Fort Churchill in 1741, the Priest was there. When Swift Runner, an Albertan trapper, confessed to a similar act in the late 1800s, the Priest viewed his hanging with glee. But most peculiar of all, the Priest was present at the birth of Isabelle Barnes, a woman with whom he would one day share a connection – the home of evil: Arkham. What led the Tcho-tcho Priest to commit such atrocities remains known to only the Priest, himself. But what is known, albeit by few, is why the Priest is back in Arkham after being banished once before.

The Villainess (Season 1)

A mystery from the very start, the Villainess – always dressed in black and hiding her identity behind a mask – wields great power. Not only does she have the ability to channel energy into mystical portals (AKA gates), but she can also conduct the very elements of the Earth, sending out bursts of energy to incapacitate those who threaten her. She has a pivotal role to play in the Tcho-tcho cult's final ritual, and since discovering her destiny, not long ago, has dedicated her every waking minute to ensuring the awakening and arrival of *Him*. Upon Jenny's arrival in town, the Villainess keeps a close eye on Jenny, waiting for just the right moment to unleash the cult's sinister endgame.

The Slender Man (Season 1)

The ever-mysterious Slender Man does not adopt a physical form, yet he is able to manifest himself as he chooses. Whatever he is, this tall, thin individual is clearly not human. Calculative and positively creepy, he appears only when and to whom he wishes, and this small roster includes the Priest and the Villainess. Truly, the Slender Man is the being worshipped by the cult, but is merely an apparition – a representation of a greater evil.

Isabelle Barnes – The Sister (Season 1)

Isabelle never could have imagined where her life would one day lead. As a young girl, Isabelle was often found eating dirt (and the creepy crawlies within), avoiding direct sunlight, and keeping mostly to herself. As a blossoming teenager, Isabelle jealously watched as her popular sister, Jenny, attracted boys from every direction. When Jenny abandoned her for France, Isabelle was left completely distraught and completely alone. But when a letter of acceptance from the Miskatonic University of Arkham came in the mail, Isabelle began to feel hope again. Now, missing somewhere in Arkham, Isabelle needs Jenny's help more than ever, but in a way her sister will never expect.

Walter Lynch – The Psychiatrist (Season 1)

A vastly-intelligent psychiatrist, Walter Lynch is relatively new to Arkham. However, his small, but dedicated, clientele suggests that there is a place for his mastery in town. His most curious patient, George Barnaby, provides new challenges he never expected to find in such a quiet town. Lynch also faces a chronic illness which must be treated immediately or end with horrifying consequences.

Harvey Walters – The Professor (flashbacks)

Harvey was the enigmatic Professor and founder of Arkham's first Brigade – a faction which fought against the horrors of Arkham. Recruiting young adults with high intelligence quotients and an awareness of the world around them, Harvey formed a small army which he trained and led into battle. But when plans went horribly awry on New Year's Eve 1899, Harvey was forced to sacrifice himself in order to take out the evil

Tcho-tcho Priest. Harvey is assumed to have died that night, and no one has seen or heard from him since.

Genesis of “ARKHAM HORROR”

Since his discovery of the ‘Arkham Horror’ board game and the immortal writings of H.P. Lovecraft, Josh Hamelin (series creator) has rapidly developed an obsession with the legacy that Lovecraft’s genius has left the world. Therefore, Hamelin’s take on the mystifying horrors of Arkham is as much an ode to H.P. and Richard Launius as it is an original take on an abundance of fascinating material.

It was during his year-long struggle to fully grasp the rules of Arkham Horror that Hamelin realized the potential that the game had to play out as a series. A kind of puppetry was essentially involved; as players moved their character tokens around town to engage in encounters, slay monsters and travel to other realms, it was as if these players were putting on a show, one that changed with every new round of gameplay.

It was the anticipation of the game’s variation – this unexpected nature – which Hamelin believed could be felt by characters in a series in the same way that it was always felt by those who dedicated the two, or more, hours required to complete a round of the game. The most frightening part of playing Arkham Horror was never knowing what surprises the next card would hold. Similarly, the endless monsters, the threat of one’s character losing their mind and the fear of an ‘Ancient One’ awakening created an equal sense of relentless paranoia and disorientation.

Hamelin combined these concepts with his love for the horror and suspense genres. Seeking out films and shows that would satisfy his insatiable, and perhaps odd, desire for the macabre, Hamelin discovered *Psycho* and *Insidious*, along with series such as *True Blood* and *American Horror Story*. While all possess very different plots, what these films and series share is a stunning vision – a unique and utterly blood-curdling atmosphere. Hamelin’s writer’s block is always cured by thinking back to the way these works of art made him *feel* and, more specifically, *why* they made him feel that way. And although the ideas for Season 1 of ARKHAM HORROR may only be on paper, it is the ‘how’ of a successful horror film/series that ultimately leads to Hamelin’s twisted concepts and ideas.

You will always find a playlist of original horror scores playing as Hamelin continues to craft ARKHAM HORROR. He imagines Jenny Barnes’ search of the Inner Sanctum set to Herrmann’s *Psycho* score, the death of a monster set to a track from Bishara’s *Insidious*, and finally the eerie nursery song from James S. Levine’s *American Horror Story* score, aptly set to the terrifying cult leader admiring newborn Isabelle in the pediatric ward.

Season 1 – “I Feel Sick. It’s Coming.”

Season 1 – Episode List

Episode #01: The Dilettante, the Photographer and the Judge
Episode #02: The Salesman
Episode #03: The Private Eye
Episode #04: The Gangster
Episode #05: The Researcher
Episode #06: The Scientist
Episode #07: The Inner Sanctum
Episode #08: The Cultist
Episode #09: The Brigade
Episode #10: The Priest
Episode #11: Cult Classic
Episode #12: Blood Pact
Episode #13: Freezer Burn

Setup (A Family Affair)

The year is 1926 and the town of Arkham, Massachusetts is on the brink of destruction. An infestation of monsters, demons and a plethora of other psychological horrors seep through every nook & cranny of the deceitfully-quaint town. It is impossible for Jenny Barnes, a 25 year-old dilettante, to comprehend exactly what she is getting herself into when she steps off the train and into the heart of Arkham. With little but a Paris-stamped suitcase and a blood-crusted letter from her younger sister, Isabelle, Jenny begins a stealthy search for her kin, who has mysteriously gone missing. But what she'll uncover will haunt Jenny and those closest to her for the rest of their lives.

Structure and Overview

Season 1 of *ARKHAM HORROR* follows a fairly chronological structure. Events take place in present day 1926 and follow a chain of connected events leading up to a final cult ritual, aiming to awaken a horrific evil with the potential to destroy the world.

The “good guys,” coined The Brigade, are comprised of nine characters. The central three heroes are introduced in the pilot episode: Jenny Barnes (the Dilettante, 25), Darrell Simmons (the Photographer, 32) and George Barnaby (the Judge, 52). Each of the episodes in the first half of the season focuses on a new character and a monster-of-the-week that must be slayed. From a smooth, albeit sleazy, salesman to a meek, timid scientist, The Brigade amasses quite the collection of personalities. By episode six, Bob Jenkins, Joe Diamond, Michael McGlen, Mandy Thompson and Kate Winthrop have joined the ranks and have together slain a shadow, a Somnambulist, an Elder Witch, Soothsayers and a small horde of Tcho-tcho children.

Episode 6 – the midpoint – signifies a change in pace and with the coming of the Tcho-tcho creatures, a startling endgame begins to present itself. George and Mandy recount the horrific events of the original Brigade, circa late 1800s, where heroic leader Harvey Walters trained a small army in the knowhow of peculiar creatures and in the ways of combat. When Arkham was suddenly ambushed by the cannibalistic Tcho-tcho tribe, led by a maniacal Tcho-tcho Priest, Arkham barely survived, but at the cost of Harvey Walters. His loss was too much to endure and when the original Brigade dissolved, George and Mandy were left to their own devices.

From this point on, the team refocuses and starts to investigate the past of the Tcho-tchos, tracing their roots to a historical Czechoslovakian dynasty and an urban legend – The Wendigo – that has haunted the First Nations people of North America for Centuries. When a human cultist, Diana Stanley, manages to escape the clutches of the Tcho-tcho cult, she fills in the rest of the blanks, and The Brigade makes a final stand against the Tchos and Ithaqua, an Ancient One who has been asleep for eons.

Supplementing this central plot are introductory flashbacks, which begin nearly every episode of Season 1. Between the introduction of new characters and the “shedding of light” on some familiar faces, the majority of episodes begin with a “___ years/months earlier” motif, serving as a way to let the audience know what the character has been up to, or simply as a medium for groundbreaking revelations.

Season Summary

Three years after relocating to Paris, Jenny Barnes receives a letter from her sister, Isabelle – a cry for help. Jenny's on the next train to Arkham, and rents out a room at Ma's Boarding house, Isabelle's former residency. And so the hunt begins.

Jenny becomes exposed to the underbelly of Arkham on her first night in town, when she is attacked by a grotesque creature. Proving her physical prowess, Jenny easily takes down the demon, only to find herself face-to-face with a more dangerous creature: man. Out on patrol, Darrell Simmons has come to the rescue, only to realize there is no damsel in distress to save.

Darrell's an Arkham-born resident who snaps pictures for the local newspaper: The Arkham Advisor. As a child, Darrell witnessed his father's murder at the hands of a horrible Tcho-tcho Priest and vows to protect the people of Arkham from suffering a similar fate.

After an unfriendly meet-and-greet, a standoffish Jenny hits up Hibbs' Roadhouse, a local pub full of rowdy patrons. Against her own instincts, Jenny is unwittingly seduced by a charming businessman, who turns out to be a powerful warlock. Jenny now finds herself in need of saving and, as luck would have it, Darrell proves the conquering hero. Now obligated to return the favor, Jenny allows herself to be introduced to Arkham's Chief Justice, George Barnaby, an unruly law-enforcer with a superiority complex and brutal methods of achieving justice.

After hearing George and Darrell's pitch on the dangers of Arkham and the need to protect it, Jenny eventually joins forces with the two, forming a trio of monster-slaying vigilantes known as The Brigade. After saving Downtown Arkham from a horde of possessed Maniacs, the trio celebrates while, unbeknownst to them, a Villainess, dressed all in black and wearing a mask, arrives with her henchmen to clean up the mess.

George is an extremely complicated man. Simultaneously dedicated, stubborn and vulnerable, George was forced to watch the destruction of his family, much like Darrell. Only three years before, George watched helplessly as Martha Barnaby was eviscerated by an earthworm-type monster embedded inside of her. To this day, the identity of the assailant remains a mystery, but the ordeal has played a part in in George's cruel, violent nature. While George's therapy sessions, with Dr. Walter Lynch, seem to be helping, George shows no signs of ever fully recovering.

Recently, George has also been having prophetic visions. In dream, George occasionally receives images of what new monstrosity is on its way to Arkham and where it can be expected. Unsure of what to make of these flashes of the future, George chooses to trust them, as they have yet to fail him.

In the coming weeks, Bob Jenkins, Joe Diamond and Michael McGlen join forces with The Brigade and take down a variety of unique monsters. However, there seems to be a common thread; someone is tampering with the corpses after the fact, and the gang is clueless that the Villainess is actually behind it, let alone her motives for absorbing these dead creatures' souls.

Meanwhile, Jenny's search for Isabelle continues. On day one, Jenny is warned by Ma to stay away from the cellar, padlocked for good measure. Of course, Jenny makes it her mission to get inside; acquiring the silver key that always rests around Ma's neck

becomes Jenny's obsession. Jenny also meets with another tenant, Luna, who offers dark insight into Isabelle's allegedly promiscuous ways. Whatever the truth may be, some act resulted in Isabelle being tossed out of Ma's Boarding House, and Jenny's no closer to solving this small mystery.

One evening, two seemingly-isolated incidences of human cannibalism occur in Arkham, and The Brigade is left with only half of the puzzle. When an old flame of George's, genius researcher Mandy Thompson, realizes he's also investigating, Mandy proposes a temporary alliance, much to George's dismay. It becomes quite apparent that George and Mandy had a falling out, some time ago.

Hours later, three Soothsayers (responsible for the two incidences) abduct Jenny, Darrell and George and present them with a play: Adumbration. Able to predict the future, the Sayers present the trio with a cryptic tale that foreshadows the coming of a great evil. Mandy and the rest of The Brigade narrowly manage to rescue the trio, and with much more than a bout of cannibalism clearly on the line, Mandy permanently joins the ranks.

As weeks and months pass, Jenny makes progress in her quest. Sick of waiting, Jenny lifts the key to the cellar and discovers the remains of a ritual site. A pentagram, Indigenous symbols – all drawn in blood – and a large scorch mark, almost like a shadow was burnt into the floor, are just teasing Jenny with more questions than ever.

When Mandy summons The Brigade to Independence Square in the middle of the night, they witness a mystical gate open – a portal intended to usher unknown entities into Arkham. But, to their surprise, the gate unexpectedly closes. The cause: a timid, meek scientist, Kate Winthrop, who wields a machine capable of repelling the very energy involved in such an endeavor. The Villainess, standing high atop a nearby building, is enraged at having her gate closed and attacks Kate, unaware that The Brigade is hot on their heels.

The Brigade has finally put a face to the individual tampering with the corpses. In retaliation, the Villainess unleashes a small horde of ravenous Tcho-tcho children on the town. The subject of Tcho-tchos is all-too-familiar with George and Mandy, and George has no choice but to allow Mandy to rehash another part of his painful past: the Tcho tribe's first attack on Arkham, 26 years before, and the loss of the original Brigade leader, Harvey Walters. The Brigade also receives a history lesson on the Tcho-tcho people of Burma. More interesting than the information Mandy possesses is what she *doesn't* know, namely how a hideous tribe of cannibalistic monsters came into existence in the first place.

To Mandy, it is now clear what is happening – the Tcho-tchos are making another attempt at the ritual they failed to perform in 1899. However, this should be impossible – in theory. In 1899, the Priest was effectively banished from Arkham by magic. Only by performing a ritual that exceeds the banishment's power may the Priest ever return. So, if the Priest is indeed back in Arkham, someone very powerful is lurking in the shadows.

The only other piece still missing: the cult's endgame. It was never discovered in 1899 and still remains a mystery.

Meanwhile, George continues to have visions – except now, George has been given a look at the past. In these new dreams, George discovers the truth about Jenny's dark past. Mr. and Mrs. Barnes were murdered and it almost appears as if Jenny was the

culprit. With pre-existing rumors that the Tcho-tcho Priest (head of the cult) has a secret daughter, fingers start to point in Jenny's direction and George exiles her from The Brigade.

Now alone and without any means of finding her sister, Jenny burns Isabelle's letter in her bathroom sink and says her goodbyes. But just then, a pale face is illuminated behind the bathroom mirror – a two-way mirror. It's Isabelle – and she begs Jenny for help, moments before she's yanked back into the darkness. Jenny smashes the mirror, revealing a secret passageway that leads right into the cult's Inner Sanctum.

The place is eerily deserted. During her search, Jenny discovers an unattended plate of leftovers, in the kitchen. With a sudden, unexplainable appetite, Jenny devours the meal and continues searching. It's not long before she stumbles upon Isabelle, bound and gagged to a chair. But before Jenny can get to her, footsteps approach and Jenny hides. She can only listen as the Villainess attacks her sister, and when the sounds finally die out, both the Villainess and Isabelle are gone. Before Jenny can further jeopardize her life, Darrell shows up and forces Jenny to put her own safety first.

Back at Darrell's, Jenny shares her traumatic past. Though her parents were, indeed, murdered, Jenny had absolutely nothing to do with it. In fact – she's positive she knows who's responsible. Only days before, Jenny had been sent to collect her sister from Sunday school, only to find Isabelle sitting on the Pastor's lap – what Jenny mistook for a compromising position. Therefore, Jenny believes the murderer was a Tcho-tcho Priest, hired by the Pastor to protect the church. To add to Jenny's argument, the Pastor was never seen at the church again. More vulnerable than ever, Jenny almost allows herself to be seduced by Darrell, but when she discovers that he plans to inform George of the secret passageway, Jenny storms out.

With the streets of Arkham becoming more dangerous than ever, George starts to consider the lives of the innocent. Fearing for the safety of his psychiatrist, Dr. Walter Lynch, George heads to his office to warn him, only to witness Lynch's transformation into the Tcho-tcho Priest. It's the answer to Mandy's burning origin question; Tchos can change forms. But, more importantly, the head of an evil cult has been right under George's nose the entire time. And he wasn't able to see it. In fact, everything he *did* see – in way of 'prophecies' – was a mere trick by the Priest. Master manipulators of the mind, Tcho-tchos are known for playing such tricks, and it's something George should have smelt from a mile away. The Priest also reveals that it was he who poisoned and murdered George's wife.

Brutally beaten and left for dead, George is admitted into intensive care at St. Mary's Hospital, and begs Mandy to bring him an old book that belonged to his wife. However, inside of the trick book is a Soul Gem (from episode 2). The necklace has the power to turn a mere mortal into a superhuman being, but at the risk of losing their very soul. Pushing aside all personal risks, George slips on the medallion and instantly feels a new power surge through him. Restored to health, George makes a surprise return back to base camp, invigorated and set on storming the Inner Sanctum. At the same time, Jenny uses her secret passageway and ends up arriving minutes before The Brigade. A fight ensues, and Jenny watches helplessly as Isabelle is rushed out of the Sanctum.

But the brigade doesn't leave empty-handed. They've abducted cultist Diana Stanley. And as Diana's interrogation begins, Jenny – alone at Ma's – collapses, hit with sudden stomach pains and a fever. Perhaps it's the quick bite she grabbed in the Inner Sanctum

the night before. Darrell can't help but worry for Jenny, and upon paying her a visit, discovers Jenny in critical condition. She's so fargone that he can't even touch her without burning his hands; Jenny's on fire.

Meanwhile, Diana proves to be less of a villain than The Brigade anticipated. In fact, she orchestrated her abduction as a means to escape the clutches of the Tcho cult. She's one of the good guys, and she was tricked by Carl Sanford into joining the Order of the Twilight Lodge, a cult posing as a 'gentleman's club.'

Just then, Darrell returns with the horrible news about Jenny. When Darrell explains the symptoms, Diana becomes paralyzed with fear. Diana reveals that the cult's plans are in motion; Jenny's transformation to Tcho-tcho has begun. Darrell begs for assistance, and Diana offers to accompany Mandy and Darrell back to the Boarding House, hoping she might be immune to Jenny's 'change in temperature. But when they arrive, Jenny's gone.

In a mysterious house, somewhere in Arkham, a stranger lays Jenny next to a roaring fire, a cauldron boiling over top. Delirious and feverish, Jenny mumbles a few words, but it's clear she's not present. In a whole other state of mind, Jenny wanders a cold, wintery plain. When the ground suddenly collapses beneath her, Jenny plummets into the depths of a frozen cavern.

Back at base camp, The Brigade researches possible cures for Jenny's affliction. Through numerous primary accounts, a collection of supposed cures are discovered, but the only cure that appears to have ever worked is hot bear grease. Diana reminds the group that a cure, without first finding Jenny, is useless. Under the assumption that the cult already has Jenny, Diana proposes a radical idea. Diana explains that through the Priest's deception of George – the 'prophecies' – a kind of metaphorical tether now connects the two, and that George can use this to peek into the Priest's mind.

George does just that but, contrary to Diana's theory, does not receive a look into the Priest's mind. Instead, George is transported to a strange dining room, where a dinner party is underway. Confused and disoriented, George nearly takes a bite of the dish – served by the Slender Man, himself, but comes to his senses just in time. In control of *this* dream, George peels away the illusion, only to reveal the place for what it truly is – a cold, decaying house. Even the guests are constructs – their true selves strikingly similar to victims of the Priest's 18th Century reign of terror. George confronts the Slender Man and forces him to reveal his true self. But the looming, massive creature that the Slender Man becomes is something George never anticipated. It's the Ancient One, the demonic God worshipped by the cult. George awakens just in time.

In an effort to cure Jenny of her ailments, the mysterious benefactor spoon-feeds her hot bear grease, but Jenny's body continually rejects it. In the other-worldly plain, Jenny explores the cavern and finds yet another plate of food - this one containing a fresh drumstick. Hungry, Jenny digs in and suddenly notices a pant leg sticking out from the shadows. Jenny tugs and pulls a frozen human corpse into view. Frightened, Jenny drops the drumstick, which has suddenly become the bottom half of the man's leg. Tricked once again, Jenny becomes only sicker, and collapses. In reality, Jenny starts to convulse and the benefactor realizes he's losing her. He takes a look at her chest and notices a black mass forming over her heart. Desperate, he feeds her more bear grease and this time, Jenny seems to digest it. But suddenly, without warning, Jenny stops breathing.

Jenny's gone. It's over. Jenny awakens in the warmth of her childhood home. Her parents are waiting for her. Everything seems positively 'heavenly' – at least until Mr. and Mrs. Barnes realize Jenny forgot to bring Isabelle. Suddenly, the entire place darkens and Jenny's parents become demonic, casting her out of the house until she returns with her sister. Back in the frozen cave, Jenny regains mobility and continues exploring. The bear grease must be doing the trick, and just before she awakens from her altered state, Jenny gets a look at a massive demon frozen inside a block of ice; it's the same creature George saw in his dream.

Upon awakening, Jenny vomits shards of ice, a sure sign that she's cured. The black mass on her chest has also dissolved. But before Jenny can thank her savior, he chloroforms her. When she comes to again, Jenny finds herself in Darrell's bed, coincidentally moments before Darrell enters the room, himself. The two are equally stunned to see each other, and Jenny recounts her experience. At dawn, Darrell drives a weary Jenny up to the tallest point of Arkham and they watch the sunrise together. Jenny feels the warmth – the purity – of the morning light strike her entire body. And then, she and Darrell kiss.

That same night, Kate has an epiphany. Based on the genius of Nikola Tesla, Kate plans to construct a device similar to a plasma globe, one that will be able to A) trap the waves of energy the Villainess weaponizes, AND B) send them right back at her, effectively turning the Villainess' power against her. But there's one hiccup, a base made of silver is essential, but George and Mandy fear they won't be able to acquire such an item in time. Luckily, a distraught Kate does not have to wait long before a package is dropped at The Brigade's doorstep by the same mysterious individual who cured Jenny. It contains everything Kate could have possibly dreamed of, and she begins constructing the device.

The next morning, Jenny attempts to forcefully recruit Darrell into storming the Inner Sanctum with her, alone. Darrell, on the other hand, pleads with Jenny to return to The Brigade, given the new circumstances. With absolutely zero intention of following Darrell's lead, Jenny's about to storm out again when Darrell tries to stop her. A fight over Jenny's bag ensues, and a mysterious orb suddenly goes flying out. But instead of smashing to the ground, it begins to hover. This is clearly a magical device.

As the Villainess reads from a small book – the cult's bible, a sudden passage disturbs her, and she assaults the Priest – her father. Labelling him a traitor, the Villainess is convinced that the Priest deliberately withheld information from her regarding the final ritual. She strips him of his duties as cult leader, usurping the crown. However, as a conversation between the Slender Man and the Priest may suggest – everything is going according to plan, including what the Villainess *thinks* she knows.

Already late, Diana hurriedly locks up as she leaves her home, but is struck by a sudden premonition. Still tied to the cult, Diana is given foresight into a ritual that is currently underway. Diana, too, sees the face of unspeakable evil, and she interprets this as the cult's final ritual.

Diana pleads her case to The Brigade, convinced that circumstances are now do-or-die. Not far behind, Darrell arrives alone with the orb, and Mandy instantly realizes this Bind Magic orb may be their salvation. It has the ability to render magic useless, and with this new weapon, Mandy believes the brigade might just have a chance.

Kate, however, is not convinced. With what they know about the Villainess – that she is essentially a human conductor of energy – Kate is adamant that the Villainess will be able to overpower whatever magic is contained in the orb. But with limited time, Kate's device is already forgotten, and the stubborn scientist refuses to join the last stand, opting to continue work on her device. Michael is similarly wary of the current events. Believing a final ritual is too sudden when compared to the cult's movements/activity of 1899, McGlen doesn't believe things line up. Nevertheless, The Brigade launches an attack, using the orb to render the Priest immobile. While the Villainess escapes, the Priest is abducted.

With the Priest in their clutches, The Brigade begins an interrogation. While they receive no insight into the cult, they do receive a shocking revelation about the origins of the Tchos and the Priest, himself. As if it can sense George's rage, the Soul Gem acts up when George suddenly attacks the Priest. The bind magic orb, leashed to the Priest, also goes haywire, similarly tethering to George's Soul Gem. In an instant, George has lost his humanity. But in a sudden explosion of energy, the medallion is disintegrated and the Priest is destroyed. Though George may have recovered his humanity, he is clearly more lost than ever, with no more superpowers to speak of and an angry group of teammates to answer to.

Back in the Inner Sanctum, the dust has settled and the place is eerily quiet. Jenny takes the opportunity to enter from her secret passage. Darrell and Jenny planned for exactly this, and now Barnes has the place to herself. It isn't long before she finds Isabelle, tucked away under the bed in the Villainess' room. Jenny's got her sister back.

As they flee the Sanctum, a flashback to the girls' youth. The Barnes family attends Sunday mass and an excited Isabelle joins other younglings in catechism. When mass concludes, Jenny is sent to retrieve Isabelle, but finds her little sister in the compromising position she told Darrell about. The Pastor whispers into a delighted Isabelle's ear and before speeding away Jenny exclaims: "I'm telling!" As Isabelle scurries after big sis, Walter Lynch – the Pastor – now has a mess to clean up.

With evil seemingly at bay and a cult that is believed to be member-less, The Brigade allows themselves a celebration. But as festivities are prepared, Michael and Joe continue the investigation. Based on Walter Lynch's extensive patient list and the bodies of the dead cultists, there are many individuals unaccounted for. Michael and Joe plan to inform The Brigade of their findings, after dinner. In the meantime, Michael calls in a favor from friends in Boston.

Meanwhile, Jenny and Isabelle bide their time. Once darkness hits, they'll be on the first train back to Boston. However, Isabelle's not a fan of the plan, and unresolved issues start to make their way to the surface, including Jenny's abandonment. Darrell pays Jenny a visit and can hardly believe his eyes when he spots Isabelle. Now that The Brigade has put an end to the cult, Darrell argues that it's safe for Jenny to stay – even if only for him. But Jenny is convinced that Arkham will never be safe. Instead, she asks Darrell to come to Boston with them, and Darrell finally agrees. They make new plans to meet at Independence Square that evening.

At the celebration dinner, The Brigade shares a delicious meal, followed by Michael and Joe's doubts. Simultaneously, Jenny and Isabelle head for Independence Square. As they wait for Darrell, Carl Sanford meets with Darke, Arkham's Carnival master, and the two mourn the loss of their brother, Walter Lynch. Then, they send out a call to arms. The

time has come. Sleeper agents, sprinkled throughout Arkham, begin to awaken and make the transformation from human to Tcho.

Then, the *true* attack on Arkham begins. Many defenseless townspeople fall and The Brigade is completely blindsided. During the commotion, Carl Sanford retrieves the Priest's body, previously dumped by The Brigade. Jenny leaves Isabelle's side to save a family in peril but when she returns, Isabelle is suddenly acting very strange. In a split second, Jenny feels the weight of Isabelle's palm against her head and experiences an assortment of memories. They all lead to one shocking conclusion: Isabelle is the Villainess. And as she throws an unconscious Jenny over her shoulder, Isabelle can only smile at her success. Her plan has worked perfectly. But from the safety of shadow, Darrell witnesses all of this.

While Jenny and Isabelle become "reacquainted" back at the Silver Twilight Lodge, Darrell returns to The Brigade and informs them about the recent developments, including that Jenny is still alive and now Isabelle's captive. With few options left, Mandy brings out the Necronomicon, an ancient tome detailing the means to bring an end to the world. In this book, a variety of Ancient Ones are depicted, including Ithaqua, the God that the cult is trying to awaken from eternal slumber.

The gang quickly realizes that for the cult to be successful, they require a gate and a key. They deduce that Isabelle is undeniably the key (one who wields the supreme power needed to unlock the gate) and fear that the gate must be Jenny. They further discover that a blood pact is required between the gate and the key. The only logical explanation involves Isabelle transferring half of her energy to Jenny and using that same essence to turn Jenny into the portal, destroying her in the process. However, confusion still remains surrounding a "sacrifice" that must be made by the chosen one (Isabelle). Furthermore, what is the reason behind awakening Ithaqua; surely it must be for more than pure annihilation?

Isabelle reveals all to Jenny, starting from her birth. After being banished from Arkham in 1899, Walter Lynch (the Priest) conceived a child with a very unhappy Mrs. Barnes after he took her confession as Pastor. Upon her birth, Isabelle was left with the Barnes family so that she would remain hidden. Five years later, Lynch murdered Mr. and Mrs. Barnes to set in motion a chain of events that would eventually lead Isabelle to Arkham. Lynch knew that only Isabelle, as his spawn, possessed the ability to break his banishment. After finally contacting her in Arkham, Isabelle did just that. Finally able to finish what he started, the Priest set to work, rounding up recruits and preparing for a second attempt at the ritual.

Michael's earlier call pays off, and a few dozen recruits arrive to assist The Brigade. While Mandy and George mobilize a rescue attempt, Isabelle confirms everything The Brigade deduced; Jenny will serve as the gate for the final ritual and it requires deadly energy transfer. During this procedure, Isabelle accidentally shares a vision with Jenny – the cult's endgame. In Isabelle's fantasy, she gives birth to Ithaqua's spawn in a beautiful nursery.

The 'sacrifice' is not related to death, but life. Isabelle is not only the key & chosen one, but the future of a new, monstrous race. Just as she was the only individual powerful enough to break the Priest's banishment, she too is the only being capable of surviving such a horrifying childbirth.

Jenny has little time to digest this new information before she feels a surge of energy shoot through her body. The energy transfer has begun. The Brigade storms in soon after, but the procedure is finished. Isabelle turns on The Brigade, sending out another wave of energy but this time, Kate's prepared. With her new device ready to go, Kate sends the energy right back at the cult. The maelstrom incapacitates the villains, allowing The Brigade to rescue Jenny.

Back at the library, a sorrowful Jenny realizes what she has to do: kill Isabelle. The Slender Man pays Isabelle a visit and informs her there is another way to complete the ritual. On cue, he reveals the corpse of the Priest, and Isabelle realizes her father kept more from her than she realized. The Priest had always intended to sacrifice his life to serve as the gate. In fact, Isabelle doesn't know the full spectrum of Walter's lies – according to the Slender Man – and when he whispers the most damning secret imaginable to Isabelle, she sends the entire contents of the room flying, in a greater rage than ever.

Too afraid to sleep, Jenny studies the Necronomicon. As The Brigade devises the best method of stopping the final ritual, Jenny discovers what could be the breakthrough they need. Jenny proposes that The Brigade allows the cult to complete the final ritual. As the process will temporarily wipe Isabelle of her power, she'll be defenseless and Jenny will be able to kill her before she can awaken Ithaqua. It's a risky endeavor, but one George finally agrees to.

That night, the ritual begins. A million thoughts run through Isabelle's mind as she looks upon her father's body for the last time, including the secret told to her by the Slender Man. Everything is just so overwhelming – *angering*. All the lies and deception that Isabelle has endured have finally caught up to her, and Isabelle's very anger is the final element that allows her to hone her power. With a final cry, Isabelle eviscerates her father's body and he becomes a swirling mass of energy.

On cue, The Brigade arrives and the battle begins. With the gate complete high above, it begins to pull Isabelle towards it and Darrell assists Jenny, boosting her towards Isabelle. Jenny makes it just in time, and the sisters travel to Burma, where the well leading to Ithaqua waits in the distance. With no super strength left, Isabelle is defenseless against Jenny's assault. Isabelle realizes she has only one card left to play, and forces Jenny into her mind. Here, Jenny hears the damning secret from the Slender Man, and this is enough to emotionally stun Jenny long enough for Isabelle to make it to the well. But before Isabelle can jump, Jenny whips out her gun and shoots Isabelle.

The fierce battle continues in Arkham. A keen-eyed Joe spots a sniper on a rooftop, aiming right at Diana. In a heroic act, Joe dives in front, taking the bullet and dying in Michael's arms.

Isabelle falls to the bottom of the well and, still alive, manages to melt the block of ice imprisoning Ithaqua. With no vessel left to carry his children, an enraged Ithaqua prepares to terrorize the world, and Jenny makes it back to Arkham with Ithaqua right behind her.

In Arkham, a chilled silence sweeps through Independence Square. While fear paralyzes The Brigade, ecstasy overwhelms the cultists. All thoughts of battle are pushed from their minds as they look up at their savior, but when Ithaqua begins his annihilation, not even his loyal minions are spared. Jenny zooms out of a dark alley on a motorbike and Ithaqua

sets its sights on her. He chases her all the way to the Black Cave, where Jenny disappears into the darkness.

Ithaqua follows her inside, but before its eyes can adjust, multiple streams douse it in gasoline. Then, tiny lights illuminate all over the cavern – fire arrows. On Jenny's command, Ithaqua is lit up in a final blaze and dies. Jenny rejoins The Brigade at the mouth of the cave, but Darrell receives only a cold shoulder as a devastated Jenny takes off alone.

Days later, Jenny stands at the train station, ready to put Arkham behind her. At the courthouse, Mandy and George lead a restoration project along with the townsfolk. When George spots Darrell sulking in his office, he convinces Darrell to take one last shot at happiness. Darrell flees the courthouse and chases after Jenny, finding her at the station just as the train pulls up. A defeated Jenny can only listen as Darrell tells her the three words she's been waiting to hear, and Darrell pulls her in close. They share a passionate kiss as the train pulls away.

The wind-tunnel effect of the train's departure sends Jenny's trusty hat flying, and a breeze carries it all the way to the ocean. The hat travels out to sea, eventually hitting a small island. A bare woman kneels to pick up the hat, and tries it on. Who is this mysterious woman, and how does her destiny intertwine with the fate of Arkham?

Season Arc

Season 1 poses an intriguing question: does sacrificing the needs of others, for personal gain, make us monstrous?

With every Brigade member in Season 1 concealing their own secret agenda, a delicate balance already exists within the group, one that is just waiting to be shattered. Jenny, for example, arrives in Arkham solely to find her sister and is unwittingly roped into joining the brigade. Initially hesitant to divide her time between the common good and her sister's life, Jenny eventually realizes an opportunity; she can exploit The Brigade for their resources and use them to aid in her search. Darrell is the only one Jenny initially confides in, regarding Isabelle Barnes, and demands that Darrell keep the information from George.

Though George and Darrell are the two original members of the new brigade, this does not absolve either of them from the secrets they keep. As mentioned, Darrell chooses to lie, by omission. George's crimes, however, are far worse. With Darrell's father six feet under, George – a friend of the Simmons family – steps in as the father-figure, with the ulterior motive of recruiting Darrell and starting up The Brigade once again. Though he promises Darrell the retribution of slaying the man who took his father's life, George's priorities realign when he discovers that the same villain who murdered his wife is the same Tcho-tcho Priest who slaughtered Darrell's father. Like Darrell, George wants the honor of slitting the Priest's throat.

Though minor by comparison, most of the other Brigade members hide similar agendas. Bob Jenkins targets monsters in the guise of humans, making a phony sales pitch that always leads with their untimely death. However, Bob *always* closes the sale, by way of looting the homes of those he kills. While he possesses a large arsenal of weapons to offer The Brigade, he also knows that joining up with a monster-fighting team is a great way of expanding his 'client base.'

Joe Diamond came to Arkham to deliver a highly-classified package. But before the delivery could be made, he was ambushed and the package was stolen. A man of his word, Diamond always finishes a job and he makes it his new mission to recover the parcel, offering his services in exchange for The Brigade's protection and resources. Michael McGlen is in similar need of protecting. With his entire mob family freshly mutilated, all roads lead to Arkham, and Michael quickly realizes the culprit will not turn out to be an easy kill. But with the help of The Brigade, exacting revenge may not be such a tall order.

Mandy's agenda is purely for the common good; while she desperately wishes to keep Arkham safe, it does not stop her from leveraging crucial information in an effort to reestablish herself within George's ranks. Kate, on the other hand, stumbles upon the group by complete accident when she is saved from the clutches of the Villainess. Offering her services – and a unique machine that has the ability to close portals before monsters can travel through them, Kate becomes a tool of The Brigade, exploited for her smarts and ignored when she is no longer of value.

These tumultuous circumstances lead to major discord within The Brigade, and a final epiphany. The group realizes that its dynamic needs a major readjustment. The monarchy-esque rule that George Barnaby wields is only impeding the entire gang, and

without equality – and an emphasis on the needs of each individual – The Brigade stands no chance of defeating the enemy, far more harmonious by comparison.

This metaphoric look at the monstrosities of humanity is supplemented by a very physical representation of this major theme. The Priest is a prime example. Once a human being, the Priest betrayed his father and usurped leadership after the Slender Man enlightened him about his tribe's subjugation of women. As a reward for his obedience, the Priest was granted a magical transformation which literally turned him from man to monster.

The Priest's subsequent reign of terror, led by the Slender Man, is completely indicative of Season 1's primary concept. The process of recruitment is one that similarly changes humanity into monsters. According to legend, the Slender Man tempts freezing and – more importantly – starving First Nations people with glorious buffets of food while they sleep. However this is all a trick; those who eat from the Slender Man's buffet become cannibals. Because of their questionably-selfish desires, these individuals' souls are lost along with their families' lives when their new, ravenous natures cause them to turn on their loved ones.

As the leader of his respective tribe, George Barnaby is not immune from a physical transformation. After being horribly injured, mid-season, George turns to magic to cure himself. The Soul Gem, taken off the body of episode 3's monster, allows George to heal and become stronger than ever, allowing him to put up an actual fight against the super-human Tcho-tcho Priest. However, this necklace slowly causes George to lose his humanity. The unstable magic creates a more brutal and vicious George, and between the unnatural strength and violent tendencies, it can be argued that George is becoming a monster, himself – something very unhuman.

Season 1 finds the cast of characters facing and addressing their inner demons, ultimately causing them to question just what direction their desires are leading them in.

Character Arcs

Jenny Barnes:

Jenny arrives in Arkham an extremely cynical and unpleasant woman. Life has been rough on her; Ma and Pa Barnes died when she was only 7, the glaring media coverage left her feeling naked & exposed and foster care was nowhere close to a suitable alternative to a loving family. Throughout this miserable upbringing, Jenny fails to realize the one person she still has: Isabelle. And although she may never admit it to her little sister, Jenny's abandonment of Isabelle is a mistake she will forever regret.

All of this negativity constantly weighs on Jenny, but she begins to turn things around fairly quickly. Darrell always shows kindness, even when George and the rest of The Brigade are against her, and despite her resistance, Jenny finds comfort in Darrell's company, something she hasn't experienced in years. But every time Jenny begins opening up to Darrell, he breaks her trust in one small way or another, causing the walls to go right back up. Jenny's complicated feelings for Darrell are a season-long struggle that finally come to a head when Jenny loses everything. With Isabelle gone, Jenny believes there is nothing left for her in the world, let alone Arkham, but Darrell proves her wrong with a promise of love at the train station.

Jenny also struggles with the concept of teamwork. Though she'd prefer to be completely self-sufficient, Jenny finds it increasingly difficult to make progress in her search for Isabelle. In fact, it isn't without the help of Luna, Ma (the landlord) and even Isabelle, herself, that Jenny accomplishes her mission at all. Where Jenny does find a kind of success is in her short-term placement within The Brigade. Here, Jenny and the ever-expanding gang slays a variety of monsters, always coming out on top. Even if her successes aren't Isabelle-related, Jenny inadvertently discovers the importance of the greater good.

Darrell Simmons:

From the beginning, Darrell's entire being is wrapped up in a 'hero complex,' and it is this very machismo that can be equally useful and impeding. Darrell's thoughts are always with Arkham – of sustainment and prosperity. However, this translates to a stubbornness that constantly infuriates Jenny. When Jenny won't immediately join The Brigade, Darrell allows her to walk into a trap that he can save her from and use as leverage. When Jenny discovers the secret passageway that could very well be the key to rescuing Isabelle, Darrell's first thoughts are how he can spin this to The Brigade's advantage.

However, meeting Jenny – an equally headstrong individual – allows him to see the error in his ways. Jenny's polar-opposite in decision-making, Darrell realizes the imbalance between his concern for the people and the individual, and Darrell starts making decisions that will benefit Jenny's quest, the most noble of which involves wiping out the cultists in the Inner Sanctum, which will provide Jenny an unhindered search.

Much of Darrell's stubborn ways are tied up in the death of his father, Patrick. Without a father figure, Darrell believed that George Barnaby could assume that role after he was taken under George's wing at the age of 10. But when information about the original Brigade and Patrick's participation comes out, Darrell firmly believes that George has been using him in a 26 year-old revenge scheme. Between this betrayal and his

confusing feelings for Jenny, Darrell becomes a more irritable man than ever, and it takes almost losing Jenny to come to terms with the past 32 years of his life.

George Barnaby:

If Darrell's 32 years signify an exponential growth in stubborn pessimism, George's 52 can only mean nearly double the trouble. Our introduction to George involves his brutal torture of a humanoid monster, presenting a very angry, maniacal man in a high position of authority; not a smart combination. But yet, George manages to find a humor to it all. Of course, what little positive there is in George's nature masks a past full of more pain and suffering than one man should bear.

George's temper constantly rests on a delicate balance, and as it becomes apparent that the Tcho-tcho cult that ruined his life is back, George becomes increasingly violent, turning on those he's closest to. What was once day-to-day grumpiness becomes full-on tyranny; George exiles Jenny based on unreliable information that conveniently points to her as the culprit and turns to the unstable magic of a Soul Gem which slowly begins to destroy his soul.

George finally begins to understand the error in his ways after narrowly avoiding the permanent loss of his soul. When the Soul Gem is destroyed, George is left with memories of his violent actions and comes to the realization that his anger is literally destroying him. He slowly begins to relinquish his authoritarian rule, allowing Jenny to devise The Brigade's master plan for stopping the cult's final ritual. George is a man obsessed with power but in showing signs of releasing the reigns, it's clear he's on a path to emotional recovery.

Mandy Thompson:

Mandy has done a much better job at managing her pain than her male counterpart, George. However, where George wears his pain on his sleeve, Mandy buries hers. Much of her secret sorrow is tied to her love for George and the pain of having watched her soulmate become consumed by rage. Joining forces with George after nearly 26 years apart is a definite struggle, and so much remains unsaid between the two for some time.

Much of Mandy and George's confrontation comes with Mandy rehashing the painful past, specifically how George destroyed The Brigade's future, one that he could have led proudly. Although George and Mandy's relationship remains largely unresolved, there are definite signs that the ex-lovers might just pick up where they left off.

Bob Jenkins:

Though Bob may hardly be a master of sophisticated conversation, this shouldn't suggest he's not as focused or determined as the rest of The Brigade. Bob is introduced to us as a charming, charismatic, self-centered salesman with nothing but wealth on his mind, but it becomes apparent that Bob truly does care about the greater good.

From the moment Bob's sales pitch to the Curiosity Shoppe owner is disrupted by a cultist with a handful of ancient coins, Bob makes it his mission to track down the cult's origins. That he witnessed a horrific cult ritual in the woods *may* have something to do with it. He even offers up his impressive weapons cache to The Brigade, suggesting he's not all selfish.

However, Bob's good intentions remain buried underneath a cocky, chauvinist attitude. As a result, no one takes him seriously. Bob's unexpected friendship with Kate allows him to see the errors in his ways. However surprising, the timid scientist is the one individual who stands up to Bob, turning down his romantic advances. But as circumstances become direr, Bob finds himself watching over Kate, teaching her how to shoot and sharing his woes about his (lack of) place in The Brigade.

Bob also spends a brief period alone with Diana. Slightly older – ergo wiser – than Kate, Diana sees Bob for exactly the good man he's trying so hard *not* to be. Even in this short time, Bob starts to realize that being the comic relief doesn't always win favor. As Kate struggles with her own issues (i.e. the death of her lover, Henry), further strain is added to her delicate relationship with Bob, and their status remains unknown.

Joe Diamond:

Joe may not realize his days are numbered, but in a short time he leaves such an impact on The Brigade. Joe's one mission remains the same throughout the season – to recover the undelivered package. Quiet, inquisitive and ever-impossible to read, Joe trades his services with The Brigade for protection from the same people who made off with the parcel. The contents turn out to be integral to the cult's plans, and towards the end of the season, Joe gets his closure – even if it is watching the shrunken head explode into a million pieces.

With his mission (*sort of*) completed, Joe continues to lend a hand to The Brigade in the name of 'good.' His greatest impact is on Michael, to whom Joe imparts lasting wisdom in his final breath.

Michael McGlen:

Of all the Brigade members, Michael falls the furthest (at least in rank). The prominent head of Boston's largest crime syndicate, Michael literally had it all, including the love of his life, Louie. Michael was never fully "out," but it never stopped him from sharing his entire being with Louie. However, Louie's untimely death took a major toll.

Broken-hearted and out for revenge, Michael never expects to become distracted by the burly Joe Diamond, whom Michael develops an attraction towards. Michael eventually makes an advance, which is not reciprocated. But instead of outing Michael, Joe puts it all in perspective, reminding McGlen that there are *real* terrors in the world.

More so than revenge, starting over is what Michael is trying to accomplish – to find that feeling of love that once fueled his existence. Although this quest remains unresolved in Season 1, Joe demands (in his final moments) that Michael find someone that will make him truly happy.

Kate Winthrop:

Kate's major struggle through the first season is her feelings of worthlessness, brought on by her adopted father. At a young age, Kate was fascinated by the supernatural and delighted in fairy tales. However, her strict father banned such 'nonsense' and informed Kate that she would use her brilliance for the advancement of science. Kate did just that, graduating as Valedictorian from Oxford, but upon receiving an acceptance letter to Arkham, a town infamous for its tales of horror, Kate finally made a decision for *herself*.

From the beginning, Kate struggles to find a place within The Brigade, but only through her relationship with Henry – a shy, charming bookstore owner – are her worries alleviated. Henry is pure, 100% good and from the moment they meet, Kate is on top of the world. But when the Tcho-tcho cult launches their secret attack, Henry is killed, and Kate finds herself feeling more alone than ever.

Why Kate continues to find herself drawn to Bob is a complete mystery to her. For starters, Bob stands for everything she's against. Every beautiful thing that attracted Kate to Henry is something Bob lacks. Emotionally-ruined from Henry's death, Kate takes all of her aggression out on Bob. When the Brigade eventually requires use of her outstanding Tesla-inspired device, Kate is finally able to prove herself and brings one home for the team. But it will take more than a last-minute tag-in to help Kate conquer her underlying issues.

Diana Stanley:

Late to the game, Diana's one mission is to destroy the cult that she was forced to participate in. Although Diana brings much to the table, the Priest significantly streamlined the flow of knowledge and Diana is missing crucial information. Despite the fact that she's completely innocent, The Brigade can't help but not trust her fully, and Diana feels like a bit of an outcast.

Diana also experiences the beginnings of a magical withdrawal. It appears that the Tcho cult isn't something one can simply remove themselves from, and it becomes evident that Diana has quite the struggle ahead of her.

Isabelle Barnes:

For the majority of her life, Isabelle has found herself on the periphery – an outcast. As a child, Isabelle ate worms and burnt to a crisp if she spent more than ten minutes in the sun. As a teenager, she watched as hormonal boys flocked to Jenny, never paying her any attention. When Jenny abandoned her for Paris, Isabelle's primary concern switched from "where do I fit in?" to "who's watching over me?"

It's no surprise that the latter lead Isabelle to study metaphysics, which asks strikingly similar questions. And therein lays Isabelle's major struggle – to find a higher purpose and someone – or something – to call family. When Walter Lynch/The Priest, finally reveals himself as Isabelle's father, this marks the beginning of Isabelle coming into herself. Everything that once confused Isabelle begins to make sense and she learns of her destiny – to birth a new race, the spawn of which only she can carry.

Chronological Timeline

*** Historically-accurate events*

- 1250 – The Rosenberg family (Rožmberkové in Czech) begins their dynasty **
- 1590 – Walter Lynch is born
- 1592 – Vilém of Rožmberk dies **
- 1611 – Petr Vok of Rožmberk dies, signaling the end of the Rosenberg dynasty **
- 1612 – With their deaths successfully staged, Vilém and Peter start a new clan in Burma
- 1615 – With the help of the Slender Man, Walter Lynch murders his father, Vilém, and uncle, Petr; Clan is transformed into Tcho-tchos
- 1616 – Walter Lynch's reign of terror (as the Priest) begins

- 1616-1897 – Aboriginal people all over Canada become afflicted with Wendigo psychosis **

- 1659 – First occurrence of "Wendigo" as a noun (Montagnais dictionary) **
- 1714 – Cree people deem "Wendigo" to be their devil **
- 1874 – George is born
- 1876 – Mandy is born
- 1894 – Darrell is born
- 1895 – George and Mandy are recruited by Harvey Walters
- 1899 – The Priest leads the Tcho cult in the first attack on Arkham; Priest and Harvey are banished from Arkham
- 1901 – Jenny is born
- 1903 – Isabelle is born; George marries Martha
- 1908 – Barnes massacre
- 1921 – Jenny abandons Isabelle for Paris; Isabelle enrolls in Philosophy at Miskatonic U
- 1923 – Isabelle breaks the Priest's banishment; recruitment begins for the Priest's new cult
- 1926 – Jenny receives Isabelle's letter

Backstory: Walter Lynch & The Tcho-tcho People of Burma

Walter Lynch is a fictional character part of the Lovecraftian mythos, first introduced in the board game "Mansions of Madness" (2012).

In *ARKHAM HORROR*, Lynch is born into Czechoslovakian nobility in 1590. His father, Vilém, dreams of a world with no women and when his motives are discovered, he is exiled in 1592. After hiding his child, Vilém stages his own death and after his brother, Petr, does the same in 1611, the two patriarchs start a new colony in a remote region of Burma.

As Walter was kept ignorant of the existence of women from age 2, he has no idea what to make of the sexual urges he feels – this 'hunger.' Vilém and Petr's two annual expeditions are of constant curiosity to Walter, but he is never told the nature of these trips. All he does know is that on the second trip, the patriarchs return with newborn boys.

Walter's life is forever changed when he's visited by the Slender Man, a curious individual who seems to know more than he lets on. The Slender Man outs Vilém for the liar he is, and leads Walter to an encampment where women are kept prisoner and used solely to give birth to new offspring. After witnessing Vilém and Petr collect the newborns, Walter now knows the startling truth behind his father's tyrannical reign. The Slender Man makes Walter an offer; if he swears his allegiance and usurps his father's crown, Walter will never feel cold or hunger – of *any kind* – again. Furthermore, the Slender Man promises to turn Walter into a special, one-of-a-kind creature, a procedure that no other has ever been blessed with.

Walter murders Vilém and Petr and convinces his tribe to eat a stew containing a very special recipe, one secretly containing the flesh of the former patriarchs. After witnessing his tribe's transformation into Tcho-tcho, the Slender Man makes good on his promise, and transforms Walter into a magical Tcho-tcho. Walter also receives his first taste of woman-kind when the Slender Man presents a tribe of witches. However, the birthing process is wildly unsuccessful, and few children are able to survive. Those children who do live are afflicted with hideous deformities. Crushed and defeated, Walter is sent across North America to share his pain with humanity.

Magical or not, all Tcho-tchos share similar characteristics. Firstly, they are sustained by human flesh and organs. Because the process of becoming a Tcho-tcho turns the individual's heart into ice, this in turn makes them immune to even the most frigid conditions. Conversely, the heat is extremely troublesome to Tcho-tchos, and weakens them the longer they are exposed. The Slender Man and Walter (as a magical Tcho-tcho) have the ability to terrorize cold and/or starving individuals. Through dream, these unwitting Aboriginal people are tempted in their dreams with luxurious buffets. By indulging, these individuals sacrifice their humanity and become Tcho.

Walter spends the next few hundred years terrorizing Canadian Aboriginals and recruiting for his new cult; the end game – to awaken the Slender Man's true, physical form – Ithaqua – from its eternal slumber. But when the stars are aligned in 1899, the cult fails to complete the ritual in Arkham. Too late do the Slender Man and the Priest realize they're missing a crucial element – the key.

Through a miraculous birth, Isabelle is born – a signifier of the cult's longevity and a renewed potential to end the world.

Cultural Phenomena: The Rosenbergs, the Wendigo and the Old Ones

Although the majority of *ARKHAM HORROR* is a pure work of fiction, the backstory to Season 1 is largely based upon [historical events](#).

The Rosenberg Family

The Rosenbergs were a powerful family which led a 300-year dynasty in Czechoslovakia, from 1250-1611. Regarded as the lords of the 'Kingdom of Bohemia,' the Rosenbergs were a branch of the Vítkovci clan, founded by Vítěk III (**Vitek is German for Witiko* – AKA *Wendigo*).

The most significant, influential leader of this dynasty was Vilém of Rožmberk who, of course, is portrayed in *ARKHAM HORROR*. After Vilém's death in 1592, his brother Petr took the reins, only to later sell the castle in 1601. Petr died in 1611, bringing an end to the Rosenberg dynasty.

ARKHAM HORROR chooses to believe things did not end there.

Coincidental Currency & Curious Cloaks

As Bob Jenkins discovers in 1926, the Tcho-tchos currency of choice is a Burmese [Kyat](#), introduced in 1852. What's most surprising is the similarity between the Kyat and the Czechoslovakian [Koruna](#), introduced in 1919. Both feature a lion on the coin.

Similarly, the cloth that Joe manages to nab from a cultist's cloak proves to be of royal heritage and is meant to insulate the wearer from the cold. Both of these incidences point to a larger picture – the Tcho-tcho's aforementioned origin story.

The Legend of the Wendigo

The Wendigo is a fictional demonic creature who haunts the Algonquin peoples of North America. It has the power to turn men and women into cannibals, an act that results in the loss of the soul. As legend has it, the Wendigo has a heart of ice, enormous strength and the power to paralyze humans.

Much literature has been written on "Wendigo Psychosis." Primary accounts list the following symptoms of those afflicted with the disease: lack of sleep, shouting, tearing one's clothes off & running about the ice, an unkempt & dirty appearance, and white around the mouth & bad looking. These symptoms have been listed word-for-word as they appear in scholarly articles.

There are dozens of documented cases of individuals persecuted for murdering and consuming the bodies of their loved ones, and the common thread is the utter confusion of the guilty parties; they claimed that the Wendigo forced them to commit such monstrous acts.

Whether or not the legend is real, it is very much *believed* and as history proves, beliefs can be far more powerful than the truth.

Ithaqua and the Great Old Ones

Ithaqua is an evil god referred to as an Ancient One or Great Old One. Serving as a kind of figurehead for the Wendigo, Ithaqua was created by August Dereleth in a short story, in the vein of the Cthulhu Mythos of H.P. Lovecraft. Ithaqua was later featured in the Arkham Horror board game.

Ithaqua is just one of many Ancient Ones, cosmic entities that threaten to tear the world apart at its seams. Though they once ruled the world, the Ancient Ones fell into a death-like sleep, waiting to be awoken by those with the knowledge and the means.

Season 1 of ARKHAM HORROR draws a connection between an actual Czech family and a fictional Burmese cult, based on coincidental currencies and a curious connection between the English translation of Vitek (Witiko) and the very real phenomenon - Wendigo Psychosis. This is all set against a backdrop invented by the brilliant H.P. Lovecraft, who gave the world something greater to fear.

"I Want To Be Immortal:" Musical Influences

As old as civilization, itself, music is perhaps the one concept that outdates even the Ancient Ones. Therefore, it is quite fitting that music plays an integral role in the construction of ARKHAM HORROR's narrative. Theme and tone in Season 1 are largely inspired by [Monarchy](#)'s album "Around the Sun" and by the music of [Marina and the Diamonds](#).

In a season where the idea of the sun and its heat play an integral role, it should come as no surprise that an album such as "Around the Sun" would inspire ARKHAM HORROR. Much of the album deals with loss, pain and a connectedness that is felt but, perhaps, not fully understood; these are all themes essential to ARKHAM HORROR.

In a literal sense, Monarchy's song titles and lyrics directly translate to concepts in Season 1. The title of the first track *Black, the Colour of My Heart*, is a direct reference to Tcho-tchos, whose hearts are a frozen, dark mass. Similarly, in *Jealous Guy*, Ra Black sings: "I feel sick/It's coming/I can't stop/It's taking over," and while Monarchy may not have been referring to Tcho transformation, the connection is undeniable.

However, it is in a metaphorical sense that Monarchy's album has its true effect. We *Were Young* speaks of "a vision of grace," of "cold beauty [that] sang like a flame." This is very much a nod towards a greater being (physical or otherwise) and in the world of ARKHAM, this can only be a reference to Ithaqua and the Ancient Ones.

On the other hand, *Travelling By Ambulance* is one of Monarchy's most poignant tracks, expressing sorrows over lost love. From the very first lines, it is clear that the song undoubtedly belongs in the season: "Craving human touch/You're the sweetest curse." Not only does this relate to young Walter Lynch's 'hunger' pangs (pre-Tcho), but this concept is also very much tied to Darrell, Jenny and all others who endure suffocating feelings of love in Season 1. While additional lines such as "let's take off our disguise/The truth is hidden well" are significant for obvious reasons, the final line of the song "burnt fingers won't recover...anytime soon" perfectly exemplifies where the audience leaves the characters at the end of a season – in need of much recovery.

While Monarchy's first album is of specific interest, Marina and the Diamonds is an all-around inspiration to this series. In her first two albums, Marina deals with constant feelings of being an outcast, much like Isabelle. In this way, it could be argued that against the backdrop of ARKHAM, Marina's music fights for those without a voice.

For example, Marina's second album "Electra Heart" is a deep analysis of female identity, and for this album Marina adopts the identity of Electra Heart. This speaks volumes when compared to Isabelle's journey. Isabelle Barnes' entire life is essentially a struggle to uncover her identity; when she finally discovers the true woman she is meant to be, she literally transforms herself, owning her darkness and later becoming 'the Villainess' as a means to conceal herself from her sister, Jenny.

Teen Idle and *Immortal* are two tracks that are absolutely essential in representing Season 1's themes. *Teen Idle* depicts a woman reflecting on her youth, wishing she "hadn't been so clean" and had been "a prom queen fighting for the title." As the song directly states, Marina fears she's wasted the years and her youth away, a constant worry that Isabelle also struggles with. But in the three years between the release of *Teen*

Idle and Immortal, much has changed for Marina just as it has for Isabelle. Three years have also passed for Isabelle, since arriving in Arkham, and she's now in a very different state of mind. However, this doesn't stop both women from continuing to reflect on life, albeit from a more mature place. Instead of fearing she missed out on life, Marina (and Isabelle) worries about the legacy that will be left:

I wanna be immortal
Like a God in the sky
I wanna be a silk flower
Like I'm never gonna die
I wanna live forever
Forever in your heart
And we'll always be together
From the end to the start

That's what we do it for
To reserve a place
It's just another part of the human race
That's what we do it for
To reserve a place
In history it's just
Part of the human race

This so perfectly embodies what Isabelle represents, especially considering her true allegiance, and love, belongs to Ithaqua – the Ancient One. However, at the same time, Isabelle wants to be remembered, even if there's no one left on Earth to do so.

Adumbration:

As much as the music of *Monarchy and Marina* is stylistically present in Season 1, there is also the potential to literally inject it into the storyline. Episode 5 features a trio of villains – Soothsayers (in the vein of Julius Caesar). These truth-tellers drive the locals to madness by depicting the future in cryptic ways that could never possibly be understood by humanity. Rahlin & Andre (musicians) and Marianne (a fortune teller) comprise this trio and begin terrorizing Arkham, driving many citizens to insanity in the form of cannibalism.

When Jenny, Darrell and George are abducted, the three are forced to watch a play put on by the Soothsayers, known as *Adumbration* (AKA a vague foreshadowing). This play contains secrets to the season's endgame along with musical accompaniment (see below) that tells a story about what's to come as much as it exposes the vulnerabilities of these three heroes.

This concept has the potential to elevate both *ARKHAM HORROR* and the messages that these brilliant artists have shared with the world.

Track List:

The following is a list of tracks from "Around the Sun," "The Family Jewels," "Electra Heart" and "FROOT" that have inspired Season 1, as well as where they have been featured:

<i>Black the Colour of My Heart</i>	1x02	Rahlin & Andre perform at Masquerade Ball
<i>I Won't Let Go</i>	1x05	Musical number in Adumbration
<i>Love Get Out of My Way</i>	1x02	Rahlin & Andre perform at Masquerade Ball
<i>Maybe I'm Crazy</i>	1x05	Musical number in Adumbration
<i>You Don't Want to Dance With Me</i>	1x05	Musical number in Adumbration
<i>Around the Sun</i>	1x09	Darrell & Jenny kiss for the first time at sunrise
<i>Jealous Guy</i>	1x05	Musical number in Adumbration
<i>Travelling By Ambulance</i>	1x13	Jenny kills Isabelle
<i>Same Old You</i>	1x07	Walter reveals himself as the Priest
<i>We Were Young</i>	1x05	Rahlin & Andre perform at Hibbs'
<i>Alien</i>	1x05	Musical number in Adumbration
<i>Disintegration</i>	1x02	Rahlin & Andre perform at Masquerade Ball
<i>I Am Not a Robot</i>	1x05	Musical number in Adumbration
<i>Starring Role</i>	1x05	Marianne's dialogue with Ra & Andre
<i>The State of Dreaming</i>	1x05	Marianne gives a psychic reading
<i>Living Dead</i>	1x05	Musical number in Adumbration
<i>Teen Idle</i>	1x05	Musical number in Adumbration
<i>Immortal</i>	1x12	Isabelle montage

Additional Notes:

As Season 1 is cult-heavy, an interesting musical motif for the season could surround using tracks from bands with a devoted cult-following and/or questionable cult-like practices and rituals. These would play over end credits.

[Bestiality](#), from Ennio Morricone's 1982 score for *The Thing*, would make for stellar musical accompaniment to the series' title sequence.

Episode Synopses

Episode 1: The Dilettante, the Photographer and the Judge

Jenny Barnes, an American dilettante, arrives in Arkham, Massachusetts, fresh from her three-year stint in Paris. Carrying a blood-stained letter close to her heart, Jenny travels to a decaying boarding house that matches the address on the letter. Out for an evening stroll, Jenny is unexpectedly ambushed by a Ghast creature. However, Barnes is prepared and deals instant death to the creature. Hearing the commotion, Darrell Jenkins, local photographer, rushes to the scene, only to realize this 'damsel in distress' is quite capable. After introducing her to George Barnaby, Arkham's Judge with his own sinister spin on justice, Darrell invites Jenny to join a secret faction intent on hunting down monsters and keeping the town of Arkham safe. But with her own agenda in mind, Jenny declines the offer. It isn't long before Jenny realizes what a dire state Arkham is in, and Barnes joins forces with the boys. Together, this new trio takes down a horde of Maniacs, saving Arkham for at least one more day. Later, alone with Darrell, Jenny reveals the true reason she's come to Arkham – to find her missing sister. Meanwhile, a Villainess – dressed all in black and wearing a mask – leads the cleanup of the Maniacs deliberately left behind.

Episode 2: The Salesman

Six months ago, equally charming & sleazy salesman Bob Jenkins made a sales pitch to the grumpy Curiosity Shoppe owner, only to be disrupted by a robed individual who came to collect a 'special order.' Bob watched as the man paid with rare coins, and swiped one when no one was looking.

Jenny discovers a locked cellar door in Ma's Boarding House, and makes it her mission to get inside. As Arkham prepares for its annual masquerade ball, the reclusive mask-maker uses human subjects to mold the one-of-a-kind masks. When one of the prisoners gains the upper-hand, the mask-maker meets his end. The police arrive on the scene but everything has been wiped, and the survivor's testimony comes into question. Jenny and the gang investigate, only to realize the monster they're dealing with is a shadow. Meanwhile, Bob uses an old charm to identify man from monster. After introducing a creature, posing as an elderly woman, to the barrel of his shotgun, Bob robs her blind. Bob also investigates the death of the mask-maker, eventually crossing paths, and joining forces with the vigilante group.

Episode 3: The Private Eye

Three months ago, after meeting with some shady characters in the dead of night, Joe Diamond accepted a well-paid odd job – to deliver a parcel to Arkham. However, Joe was ambushed at the train station by a group of robed figures, led by the Villainess.

Jenny makes progress in her search, finding a hidden key in her room and meeting with Luna, Isabelle's former roommate. However, Jenny discovers some startling information about her sister. Meanwhile, George suffers through a weekly session with his therapist, Walter Lynch. With Darke's Carnival rolling into town, the gang's suspicions and Joe's attempts to track down his assailants lead them all there, where guests witness the unveiling of a new sideshow – the Somnambulist, a sleepwalker under the control of his master. When a murder occurs after-hours, the gang investigates and discovers that the

Somnambulist is the culprit, possessed by the Soul Gem around his neck. Joe saves the day and offers his services in exchange for protection.

Episode 4: The Gangster

One month ago, Michael McGlen was on top of the world. Beloved by the people of Boston and his 'family,' McGlen led Boston's largest crime syndicate. But when a supernatural sickness claimed the life of Michael's closet ally, and lover, Michael's entire operation was destroyed.

While Bob receives word from a historian regarding the origin of the coin he swiped, Darrell is presented with shocking news about his father's cold case. When Michael arrives at Ma's boarding house, Jenny comes face-to-face with an old friend. In therapy, George finally deals with the loss of his wife and children, an ordeal that proves overwhelming; unconscious, George prophesizes the coming of an old witch, Kezide. That evening, Kezide summons George to Independence Square, promising to spare his loved ones if he surrenders himself at the old Witch House, a location that holds a dark secret from George's past. George goes MIA and the gang barely manages to save his life. After sedating Ma in the dead of night, Jenny steals the key to the cellar.

Episode 5: The Researcher

Three years ago, brilliant researcher Mandy Thompson witnessed the moon turn red on Halloween. After contacting an old friend, Mandy inherited the Necronomicon, a type of doomsday book that offers a recipe for the destruction of the world.

Jenny explores Ma's cellar and digs up an old ritual site complete with pentagrams and cult iconography. Jenny confronts Ma, who finally sets the record straight about Isabelle. Similarly desperate for answers, Darrell turns to his mother in hopes of identifying his father's killer. Meanwhile, Bob learns more about the cult that both he and Joe have been tracking. When an evil trio of Soothsayers drives a handful of citizens to cannibalistic acts, the gang's investigation overlaps with Mandy's. An old flame of George's, Mandy negotiates a coalition and joins the gang. But when Jenny, Darrell and George are abducted by the Soothsayers, they pay witness to a three act musical foreshadowing a dark future for Arkham.

Episode 6: The Scientist

Two years ago, Kate Winthrop worked as a lab assistant at Miskatonic U. During an autopsy, Kate discovered human tissue inside of the subject's mouth but upon reporting her findings, found her superior being eaten alive by a Tcho-tcho creature.

When Mandy summons the gang to Independence Square, they witness a mystical portal open – a gate intended to usher evil into town. Already on the scene, Kate closes the gate with a one-of-a-kind device and the gang inducts Winthrop into the gang. While George and Darrell persecute the man they believe to be responsible for the death of Patrick Simmons, the head of an evil, cannibalistic cult prepares his subjects for a grand feast. George's premonitions continue, giving him cause to question Jenny's trustworthiness and he assigns Joe and Michael to dig up Barnes' shocking past. An educated hunch leads Mandy to reveal deadly events of 1899, ones she believes are about to repeat themselves. When Jenny's loyalties come into serious question, George exiles her, and the rest of the gang are left to face a voracious group of mutated Tcho-

tcho children, an attack that proves Mandy's suspicions. Alone and resource-less, Jenny receives a surprise visit from the other side of her two-way bathroom mirror; Isabelle's alive.

Episode 7: The Inner Sanctum

Jenny smashes the two-way mirror, revealing a secret passageway. While Jenny follows the trail into the heart of the cult's Inner Sanctum, Mandy begs George to at least consider that the past has come back to haunt them. Jenny searches the disturbingly-empty Sanctum and stops for a quick bite in the kitchen after developing a sudden and unexplainable hunger. When she stumbles upon a bound & gagged Isabelle, her slow reaction time loses Jenny her shot at rescuing her sister. Darrell comes to the rescue and Jenny shares the events of her traumatic childhood. In the interest of "full disclosure," the gang shares their life stories and begin to realize that their journeys overlap. Upon paying a visit to one of the few men he trusts, George discovers a startling truth about Walter Lynch and is forced to turn to dark devices to heal himself from injury. When the gang storms the Inner Sanctum, Joe is injured. However, a small success comes in the form of Diana Stanley, a cultist that the gang has successfully abducted. And, once again alone, Jenny becomes afflicted with a sudden illness.

Episode 8: The Cultist

Four years ago, Diana Stanley arrived in Arkham. A fierce individual with an eye for business, Diana quickly established herself in women's clothing, insurance and world history, setting up three respective shops in Arkham. While her success brought the Women's League and the Chamber of Commerce to her door, it also conjured the head of an exclusive gentleman's club, one Diana never suspected would land her in the middle of an inescapable cult.

Worried for Jenny's well-being, Darrell pays a visit, only to discover her feverish and convulsing. Meanwhile, Diana Stanley proves to be anything *but* evil, and offers up her services to the people that rescued her. Darrell returns for help but in the meantime, Jenny is moved by a mysterious benefactor intent on preventing Jenny's transformation into a cannibal. Despite her resistance to Bob's charm, Kate allows herself a lesson on handling a weapon. Mandy informs the gang about the origins and nature of the cult that threatens Arkham while, in another realm, Jenny wanders a wintry wasteland. George goes to drastic measures for answers and ends up face-to-face with an ancient evil.

Episode 9: The Brigade

As Joe continues to recover from his battle wound, Diana reveals the cult's endgame, and the gang is left reeling. George is forced to share his and Mandy's painful past: the downfall of Harvey Walters and The Brigade. Meanwhile, the cult Priest struggles with demons of his own. Jenny narrowly manages to survive her fate, and her savior delivers her to Darrell.

Episode 10: The Priest

In the year 1615, the Priest lived in an isolated Burmese colony, led by his tyrannical father and uncle. When a mysterious Slender Man revealed the father's wrongdoings, the Priest usurped the throne and helped the Slender Man transform the colony into Tcho-tchos.

When Michael makes move on an unsuspecting Joe, their relationship becomes strained. The villainess makes a startling discovery and catches her father in a lie. However, as a private conversation between the Priest and the Slender Man may suggest, everything is right on track. When Jenny and Darrell discover a powerful Bind Magic orb in Jenny's bag, Darrell presents it to the gang. If a cure and an orb weren't enough, Jenny's mysterious savior delivers Kate the makings of a new device, one that can repel the Villainess' power. When Diana is unexpectedly made privy to the cult's state of mind during the beginnings of a ritual, Diana interprets this as the end of days, and the gang makes a final stand, abducting the Priest. When a short-sighted decision costs George his soul, he narrowly manages to regain it, but at the cost of the Priest's life. Meanwhile, Jenny raids the Sanctum one final time and rescues Isabelle.

Episode 11: Cult Classic

18 years ago, seven year-old Jenny caught Isabelle in (what she believed to be) a compromising situation with their Pastor, Walter Lynch (AKA The Priest). That night, her mother and father were brutally murdered by the Tcho-tcho Priest.

Believing the cult has been stopped, the Brigade 2.0 plans a celebration. Meanwhile, Jenny and Isabelle wait for the safety of darkness. When Darrell arrives to discover the good news, he agrees to leave with Jenny and put Arkham behind him. Dissatisfied with their success, Michael and Joe conduct a secret investigation and present their findings to the Brigade at dinner. Though their suspicions turn out to be correct, they prove too late when dozens of sleeper Tcho-tcho agents awaken and unleash a nightmare upon Arkham. After suffering a terrible loss, Kate focuses on finishing her new device. And when Isabelle reveals herself to be the Villainess, Darrell can only watch helplessly from the shadows as Isabelle carries Jenny off into the darkness.

Episode 12: Blood Pact

23 years ago, Walter Lynch was present at the birth of Isabelle Barnes. Watching over her in a hospital nursery, Lynch reaches for something inside of his heavy trench coat.

Isabelle reveals all to Jenny, including information about a 'family affair' and Jenny's role in the cult's final ritual. Darrell returns to base camp and updates The Brigade on the situation. While the rest of the gang formulates an attack strategy, Mandy discovers startling information in the Necronomicon and Kate completes her new device. When Michael's recruits arrive from Boston, the small army storms the Inner Sanctum and rescues Jenny with the help of Kate's machine. As Jenny comes to terms with what she must do, Isabelle learns of the Slender Man's 'Plan B' along with a shocking secret that pushes her over the edge.

Episode 13: Freezer Burn

At Fort Churchill, circa 1741, a tribal leader recounts the legend of the Wendigo to his younglings. The Elder scolds the tribe leader, only to fall victim to Wendigo Psychosis that very night, following a visit from the Slender Man.

After an inadvertent meeting with Isabelle in a shared dream world, Jenny makes a breakthrough with the help of the Necronomicon. At the final ritual, Isabelle's destiny reveals itself, along with a shocking epiphany. While Jenny travels through a portal with

Isabelle, the battle rages on in Arkham and a Brigade member pays the ultimate sacrifice. Though Jenny manages to put a bullet in Isabelle's chest, it's not enough. Isabelle awakens Ithaqua and true horror begins. The Brigade puts their final plan into motion and when the dust settles, Darrell makes one last attempt to win Jenny's heart.

Pilot Treatment

Of the core group of three, Jenny Barnes (25) receives the first introduction, at the train station in Arkham. An American dilettante, the headstrong and determined Barnes is forced to uproot her luxurious life in Paris after receiving a letter – a cry for help – from her younger sister, Isabelle. *"It's closing in, and I don't know if I'll be able to fight it,"* the letter reads, and this is enough to send Jenny racing home to America.

There, she runs into a photographer for the Arkham Advisor, Darrell Simmons (32). The selfless, albeit hot-headed "protector of the people" witnesses Jenny as she expertly slays a hideous creature and immediately senses a hidden strength in her. But before he is able to reveal his agenda to Jenny, she learns of his profession and takes off after expressing her utter disdain for the press.

Upset over the reopening of old, 'emotional' wounds, Jenny decides to dull the pain with cheap alcohol. She barely has a moment to drown her sorrows at Hibbs' Roadhouse – a rowdy, smoke-filled dive – before she is ambushed by a handsome, painfully-charming businessman, Vincent. Despite his slick one-liners, Vincent fails miserably to woo Jenny, but after the two make eye-contact, Jenny is suddenly enthralled.

Under a trance, Jenny takes the predatory businessman back to her room at Ma's Boarding House and Vincent quickly reveals himself to be anything *but* a businessman – or human, for that matter. The lights become dim and a sudden wind picks up. Some unseen force rips the suit off Vincent's body, revealing a long cloak. As Vincent outstretches his arms, a staff materializes in hand and he raises it above his head. Vincent is a Warlock – a demon comprised of only the darkest of energies. But just then, Darrell bursts inside and slays the Warlock, saving the day.

Now once again in control of her will, Jenny reluctantly accompanies Darrell to the Newspaper, where he reveals the true horrors lurking within Arkham. In his private dark room, Darrell shows Jenny over three-dozen photographs of a variety of monsters, each more frightening and dangerous than the last. With this horrifying truth in mind, Jenny is introduced to George Barnaby (52), an uncharacteristically fit Judge with his own unique twist on the meaning of 'justice.'

In the middle of a "Q&A" with what appears to be a man, George fails to hear Darrell over the sounds of the prisoner's cries. George beats the man and when Darrell finally manages to catch George's attention, George does not seem the least bit affected by the surprise arrival. After all, business is business and George is in the business of punishing the evil beings that infest Arkham. With further "prodding" from George, the prisoner reveals himself to be a Fire Vampire, a very contradiction to the laws of a traditional creature of the night. When the display is finished, George puts the vampire out of its misery, and introduces himself to a mortified Jenny.

Then, George and Darrell present their business pitch to Jenny. They wish to recruit her to a secret organization of brave individuals who wish to rid Arkham of its infestation. For years, George explains, Arkham has secretly been overrun with a variety of monstrous and demonic parasites who wish for nothing more than to cause chaos and destruction. Overwhelmed with the possibility of an added burden, Jenny instinctively flees, leaving George and Darrell alone in their plight once again.

Trying to push the unneeded stress from her mind, Jenny spends the next day in a preliminary search for Isabelle. On a tour of the crumbling boarding house, led by Ma, the firm landlord, Jenny discovers a door behind the staircase, leading down into the cellar. However, Ma is quick to inform Jenny that the cellar is locked, and strictly off limits. Jenny can't help but notice the shiny, silver key around Ma's neck. But when Jenny tries to swipe the key during one of Ma's afternoon naps, Luna – another tenant – stops Jenny in her tracks, and warns her against such amateur moves. Luna informs Jenny that she knew Isabelle during her stay at Ma's Boarding House, and that she's willing to tell Jenny everything she knows, as long as she promises not to make any further rash decisions.

In a constant state of fear over the well-being of her sister, Jenny reflects on her time spent in Paris. She can't help but feel guilt over the Bohemian lifestyle she lead, spending her days painting and playing music. It seems Jenny was living the life of luxury while Isabelle suffered.

Darrell is a man burdened by loss. At a young age, Darrell's father was murdered before his eyes. Ever since, Darrell has watched over and cared for his near-catatonic mother, Ethel, and trains fiercely, preparing for the day when he crosses paths with the monster that slayed his father.

More recently, George too has dealt with significant loss. Three years before, George returned from work, only to discover that his wife had suddenly become possessed by a demon growing inside of her. To add to this pain, George was too late to save his children. Upon paying a visit to the Barnaby mausoleum, George proves to be somewhat of a prophet. In dream, George sees the coming of a horde of Maniacs intent on terrorizing Arkham.

Severely outnumbered, George and Darrell make a final plea with Jenny. Now with a sliver of hope that Isabelle may still be alive, Jenny makes the noble decision to aid Darrell and George. Together the trio takes down a horde of crazed, axe-wielding Maniacs that are unleashed into the Downtown Streets. George strategically decides to leave the pile of corpses for the townspeople to discover, hoping this brash display will finally expose the town to an awful truth. Though the trio has reason to celebrate, a Villainess, dressed all in black and wearing a mask, arrives with her henchmen to clean up the mess of bodies.

There is so much at stake for Jenny, Darrell, George and all of Arkham. As their numbers increase, the group begins to realize that their hidden motives overlap, and that these agendas are tied to an organized cult that has begun the ritualistic process of awakening a sleeping Ancient One, an Elder monster capable of wreaking unimaginable havoc.