

ARKHAM HORROR

THE CARD GAME

AGAINST THE WENDIGO

FAN MADE SCENARIO PACK

Against the Wendigo

Explore the wild Hanninah Valley in Canada's North West, looking for the missing students of Dr. Nadelmann's expedition, in this unofficial scenario for Arkham Horror: The Card Game. You must read the Scenario Guide to be able to play this adventure.

The 71 cards of this scenario can be identified by this symbol:

Credits

- Scenario design, card design & English translation: Vinn Quest.
- Proofreading & enhancement: spiriT, Hypotypoz, Metalm23, plaf.
- English translation proofreaders: Matthew "sonofyogsothoth" Adams, Stephen "St. Cretin" Wohler.
- Playtesters: spiriT, Bboo, Pilunet, illisae, hopebreaker.
- Cover illustration: Frank Victoria.

1

Against the Wendigo

EASY / STANDARD

- 1. If you fail, lose 1 resource.
- 2. If you fail, an **Ally** asset you control takes 1 damage and 1 horror.
- 2. If you succeed, place 1 clue from the reserve on the Mountain Range. If you fail, take 1 horror.
- 3. If you fail, take 1 horror.

1/66

1a

Against the Wendigo

HARD / EXPERT

- 2. If you fail, lose 2 resources.
- 2. If you fail, remove an **Ally** asset you control from the game.
- 3. If you succeed, place 1 clue from the reserve on the Mountain Range. If you fail, take 1 horror.
- 4. If you fail, take 1 damage and 1 horror.

1/66

1b

Agenda 1a

A Dark and Disturbing Valley

Of all the delusions of Dr. Nadelmann during the trial, something came up regularly: the presence of a creature that Charlie Fostail the Sarcee guide called the "Wendigo". This being, coming straight from local superstitions, would be at the origin of the debacle of their expedition. Naturally, nobody believed Nadelmann. But now that you're there, you can not help but feel a great sense of discomfort as you descend into the valley in search of answers.

4

2/66

2

AGENDA 1b

The Wendigo Is More Than A Local Myth

After some time spent in the Hanninah Valley, you can no longer deny the evidence. The Wendigo described by Dr. Nadelmann is not just a superstition of local people. You've glimpsed him briefly a few times, but so far you've managed to avoid him. It seems straight out of a nightmare and several disturbing events happen when you feel its bestial presence or when you see in the distance an immense silhouette with deer antlers, which vanishes as disappearing into thin air by an icy breath. Now you understand better why the previous expedition was lost in the immensities of this region of Canada and you start to imagine the horrors that the small group of academics had to face.

Each investigator tests (4). Investigators who fail take 1 direct horror.

Take the cards from the Wendigo Myth encounter set, then set aside The Wendigo. Shuffle the rest of this encounter set and the discard pile into the encounter deck.

3/66

3a

Agenda 2a

Something Dark Is Coming

You are now on the alert. The slightest noise, the smallest movement in the trees could be a new vision of horror or worse, a more concrete manifestation of the threat looming over you. Like Dr. Nadelmann before you, you become lost in this valley and you often think about turning back, to prevent your expedition from suffering the same fate.

Civilized locations gain: "Resign. You leave this cursed valley without further ado."

6

3/66

3a

*Bestial Creature

4

3

3

Humanoid. Monster. Indigenous. Wendigo.

Revelation – Shuffle the discard pile into the encounter deck.

Spawn – Location with the most investigators.

Prey – The investigator with the least damage on her or him, and her or his **Ally** assets.

Hunter. Retaliate.

The Bestial Creature gets +2 health.

Not completely human. Not yet... Something else. You are facing a nightmare creature that the local people fear and flee at the slightest sign of its presence.

Victory I.

ENEMY

3/66

3b

Act 2a

On the Students' Track

You now know in which direction to search for one of the students. To your knowledge, the previous expedition always moved as a group until its tragic end. So you think you'll find the other students' tracks along this path. What you'll find at the end of this path, you do not know, but after what you have already endured, you dread the worst.

Investigators in the same location can spend 2 clues at any time, then the lead investigator randomly takes a card from the Student's Fate deck and reads the first part.

Objective – When you've discovered Norman's fate, Bernard's fate and Sylvia's fate, advance.

6/66

Illus. Otto Reinhold Jäschke

ACT 2b

The Students' Fate

After many hardships, you finally discovered what really happened to the three missing students. These discoveries were deeply disturbing, and you doubt you will be able to convince their loved ones of what really happened when you return. But you know the truth now, and this truth was everywhere in Dr. Nadelmann's statements during the trial. If the anthropologist did not lie about the fate of the students, then the other statements that were deemed ridiculous may also be true...

In your campaign log, record that you have discovered the fate of Dr. Nadelmann's students.

Agenda 3a

The Wendigo Hunts you

There can no longer be any doubt. You are in the territory of the Wendigo, the ancestral spirit feared by the Indigenous of this region, who seeks human prey to make a feast of their flesh. The creature that flung itself on you seems to be a man who turns into Wendigo. The more time passes, the more likely you are to meet the real Wendigo, the one who has been stalking you since your arrival in the valley. You have noticed that human blood seems to attract it, like a great white shark findings its prey in the vast oceans more easily when it is injured.

Civilized locations get: ➔➔➔: **Resign.** You managed to escape the Wendigo before he found you.

Forced – When at least 1 damage is placed on an investigator or an ally asset: Add 1 doom to this agenda. *(Collaborative limit of 1 doom per round added by this effect. This effect may advance the current agenda.)*

8

4/66

Illus. Kim Paglia

The Wendigo's Attack

You hear abominable howls nearby. Your blood freezes and your reason fails, when you realize what this implies. The Wendigo has found your trail, and he is coming for you.

Revelation – This card replaces the current agenda. Put The Wendigo into play. **Civilized** locations gain: ➔➔➔ **Resign.** You manage to flee the fearsome Wendigo.

Objective – If The Wendigo is defeated: (+R1).

4/66

Act 3a

North Hanninah's Mysteries

If you manage to leave this place without incident, you will be able to take with you all the evidence accumulated so far, which would certainly help to prove the innocence of Dr. Nadelmann. However, while re-reading the account of Dr. Nadelmann's adventures, you realize that the anthropologist had discovered several unknown wonders of this region that would amaze your colleagues. These consist of an ancient temple of an unknown civilization, and an immense gold vein hidden in the heart of the mountains. Discovering such treasures could make this expedition extremely profitable for you.

Objective – If all investigators who have not resigned or been defeated are in a **Civilized** location you can advance this act at any time to leave the valley.

7/66

Illus. Otto Reinhold Jäschke

ACT 3b

Your Expedition is a Success

You have returned safely to Fort McDonald, with much evidence of the events that occurred during your expedition. Upon arrival, you are taken care of by the doctor of the small contingent of the Canadian Mounted Police based in the fort. He states that you are in good enough condition to answer the questions of the officers present on site.

In your campaign log record that you have enough evidence to clear Dr. Nadelmann.

(→R2)

Act 1a

In Search of the Missing

Equipped with notes that Dr. Nadelmann took during the expedition, you venture into the Hanninah Valley, hoping to find out what really happened to the expedition. You have some interesting tracks in the vicinity of Fort McDonald. It quickly becomes clear, that by venturing into the heart of the valley, you are most likely to find the missing students.

Objective – Investigators in the same location can spend the number of clues needed to advance at any time.

3/66

5/66

Illus. Otto Reinhold Jäschke

ACT 1b

You Have Found a Student's Tracks

You have discovered some clues about the disappearance of one of Dr. Nadelmann's three students. You do not know yet if it was Sylvia, Norman or Bernard, but you are sure the previous expedition was here.

The lead investigator randomly takes a card from the Student's Fate deck and reads the first part of it.

Temple of Ithaqua

3

LOCATION

Wild, Mystical.

This location is connected to the **River** location directly to the East or West.

Place all clues that were on the unrevealed side of the Temple of Ithaqua on the revealed side.

Use instead of when you **Investigate** at this location.

If there are no more clues on Temple of Ithaqua: Read the first part of *The Knowledge of the Cold* story card.

You discover the ancient temple of which Dr. Nadelmann spoke. It seems to be dedicated to a divinity unknown to you, named Ithaqua. Strange symbols cover the stones of the building. You can try to decipher them to learn more about this place.

Victory 0.

Illus. Album "The nameless city" © Akalim

8/66

8

Jetty

2 LOCATION **1**

Civilized. River.

This location is connected to the **River** location directly to the North.

➤ If no asset card with both **Sarcee** and **Guide** Traits is in play, spend 3 resources: Sarcee Guide enters play. Take control of him.

➤ ➤: Walk along the river.

➤: Navigate.

Illus. John Buxton

10/66

10

Jetty

LOCATION

Civilized. River.

After a long trip from Arkham, you arrive at the terminus of the Mackenzie River Shuttle, not far from Fort McDonald. Some canoes come and go, steered by the Sarcee tribe men. You finish your preparation for the expedition and buy canoes to move easily and quickly along the Hanninah River. The northern part of the river is nearby, it flows into the vast wilderness of the valley. You have a hard time finding a local guide who agrees to venture to North Hanninah, but eventually a broke young Sarcee offers his services.

illus. John Buxton

Impenetrable Forest

4

LOCATION

Wild.

This location is connected to the **River** location directly to the East or West.

☛ If there are no more clues on this location, read the second part of the *Sylvia's Fate* story card.

You make slow progress through this mass of trees, but end up finding traces of the passage of several people. Maybe Sylvia is among them.

Victory 1.

illus. MCcrassus Art





+

Imala Foxtail

Alone at Home

3

1

LOCATION

Civilized. Sarcee.

An investigator may attempt one of the following 2 actions. (Collective limit of once per game):

► Parley. Test ♣ (6). You can spend up to 5 resources to reduce the difficulty of this test by as many points. You try to convince Imala that you only want her and her husband to be safe.

► Parley. Test ♠ (3). You're trying to intimidate Imala in order to make her confess where her husband is hiding. Record that the Sarcee are hunting you down.

If you succeed, reveal the Isolated Land.

20/66

20

Illus. Alfredo Rodriguez

+

Sarcee Territory

LOCATION

Civilized. Sarcee.

The Sarcee territory is vast but sparsely populated. The Sarcee are distant with you and seem to dread to venture away from their homes.

Dr. Nadelmann's notes indicate that Charlie Foxtail, the guide of the expedition, lived here before disappearing on their journey. It was by paying the hospitalization costs of Imala, Charlie's wife, that Dr. Nadelmann could secure his services. You can visit Imala Foxtail to learn more about Charlie's fate.

21/66

21

Illus. Albert Bierstadt

Hanninah's Gold

ASSET

"No, do not go there!" the prospector yells, "This gold is cursed, we must find a way to leave these mountains!"

Choose if you want to listen to the prospector and attempt to leave the mountains (**Choice 1**), or if you are going to see the gold vein (**Choice 2**).

Attach Hanninah's Gold to Mad Prospector. While Hanninah's Gold is in play, Mad Prospector gains the abilities that matches your choice.

Choice 1

The prospector calms down, but he seems still lost when he speaks to you. "I don't know where to go to get out of these damn mountains. Can you help me?"

The investigators cannot leave Mad Prospector.

► Test ♣ (3). For each point you fail by, take 1 horror.

If you succeed, remove Hanninah's Gold from the game and record that you saved the gold prospector.

Choice 2

You advance and discover an impressive golden vein between two rocky outcrops. The prospector throws himself at you and clings to you like a lunatic.

The investigators cannot leave Mad Prospector.

► Test ♠ (3). For each point you fail by, take 1 damage.

If you succeed, remove Hanninah's Gold from the game and record that you have found Hanninah's gold.

STORY

21/66

21

Illus. monia2009

Gold Mining Revenues

Money has no smell

ASSET

Condition.

Permanent.

You start each new scenario with 2 additional resources.

Forced – Every new scenario, at the beginning of the first round: Test ♣ (3). If you fail, take 1 direct horror.

All the money in the world can not erase your guilt, when you remember in what sinister place the gold vein is, and the price to pay for it.

21/66

21

Illus. monia2009

Charlie Foxtail's Destiny

ASSET

You enter and discover Charlie Foxtail, a middle-age Sarcee, sitting against the canvas of the hut. His body is covered with deep wounds. His opponent lies on the ground in front of him, a tomahawk lodged in his head. You shudder at seeing this bare body covered with fur and claws instead of fingernails. "Stranger ..." whispers Charlie. "Please ... help me."

Choose if you're going to heal Charlie's wounds despite his abandonment of the previous expedition (**Choice 1**) or if you turn your back on him because you do not trust him (**Choice 2**). Read the part of this card that corresponds to your choice.

Choice 1

You examine Charlie's injuries. With time and attentive care, he has a good chance of recovery.

Put 5 damage Charlie Foxtail's Destiny and attach it to the Isolated Hut, which gains:

Forced – When you advance an agenda or an act, remove Charlie Foxtail's Destiny from the game, and record that the Sarcee are hunting you down

► Spend 2 resources: Heal 1 damage on Charlie Foxtail's Destiny. If there is 3 or less damage on Charlie Foxtail's Destiny, the Isolated Hut also gains:

► Flip Charlie Foxtail's Destiny over and put the remaining damage on the other side. An investigator on this location takes control of Charlie Foxtail. Record that you saved Charlie."

Choice 2

Charlie had abandoned Dr. Nadelmann and the students, so it is without regret that you watch him bleeding out. After a few minutes, he dies. Before leaving, you can retrieve Charlie's weapon, the only valuable item in the hut.

Record that the Sarcee are hunting you down.

An investigator on the Isolated Hut can take control of the Tomahawk.

STORY

22/47

22

Illus. Alfredo Rodriguez

*Charlie Foxtail

Wants to Regain his Honor

ASSET

Ally. Guide. Sarcee.

When you resolve a skill test in a Wild location: You get +2 ♣.

When you resolve a skill test at stage 4 of a Navigate action, or triggered by a River treachery card: You get +2 ♠ or +2 ♣.

Forced – If an investigator in your location reveals or puts into play a Wendigo card: Test ♣ (3) (before resolving the Revelation effect). If you fail, put Charlie Foxtail out of play.

Forced – If Charlie Foxtail is defeated or discarded, put Charlie Foxtail out of play.

22/47

22

Illus. Alfredo Rodriguez

The Knowledge of the Cold

ASSET

You gradually decipher the inscriptions on the ancient stones of the temple. The more you read, the more terrifying the revelation. The air of the mountain slowly charges with electricity. However, you are accumulating more and more incredible knowledge about this place, its divinity and the Great Purpose it has for this world.

Temple of Ithaqua gains:

"This location gains +1 Victory for each horror on it.

► Put 1 horror on this location: Test ♠ (2+X), where X is the number of horror on this location. Take 1 horror for each point you fail by.

If this location has 3 horrors on it, an investigator on this location reads the second part of The Knowledge of the Cold."

The temple builders were a half-ape, half-human people who worshiped the Ancient One Ithaqua, the primordial cold that periodically covers the world with snow and ice. Ithaqua came to the call of the numerous sacrifices that the Temple builders dedicated to him, but his spirit is also attracted by the visitors who come in search of knowledge. Lightning flashes all around you and the sky darkens suddenly. Something huge is coming.

Flip this card, put it into play in place of Temple of Ithaqua and place the investigators and disengaged enemies who were in Temple of Ithaqua.

Put Temple of Ithaqua in the victory display with the horrors that were on it.

Record that you are the custodian of Ithaqua's knowledge.

STORY

23/66

23

Illus. Bjarke Pedersen

Ithaqua

LOCATION

4

0

Ancient One. Mystical. Wendigo.

This location is connected to the River location directly to the East or West.

An investigator on this location can only perform Fight, Evade, or Flee Ithaqua actions.

If an investigator is defeated by horror on this location, she or he is driven insane.

► Flee Ithaqua. Test ♣ (4) or ♠ (4). If you succeed, move to a connected location. If you fail, take 1 direct horror.

Forced – At the end of each round: Each investigator in this location takes 1 direct horror.


23/66

23

Illus. Bjarke Pedersen

Bernard's Fate

At the bottom of the snow covered hills you find pieces of clothing that belonged to Bernard. Nadelmann's records are not clear but you suppose Bernard blindly fled from something. The tracks you find, lead to a strange mound, visible from afar, on which stand odd stones.

Reveal the Site of Ancient Stones. Put Bernard's Fate aside, **without reading the second part**, until a  trigger allows you to read the second part of this card.

You realize that it was Bernard himself who took off his clothes one by one, and that he put as much distance as possible between him and the expedition. By dint of searching, you end up finding, in a clearing, a prone creature. As you approach, it stands up. You are terrified at the sight of its extremely thin human body and its monstrous head adorned with antlers. You recognize the description of a Wendigo, although he seems weaker than in the legends, as if he had not eaten in a long time. This chimerical monster wears on it the last shreds of Bernard's clothes..

Record that you have discovered Bernard's fate. Flip this card.

STORY

*Bernard Epstein

Turned into a Wendigo

3 2 3

Wendigo. Humanoid. Monster. Elite.

Prey – Lowest remaining health.

Bernard Epstein gains +1  health.

➤ **Parley.** Test  (5). If you succeed, put Bernard Epstein out of play. If you fail, take 1 horror.

He seems to be fighting against his transformation and against his demonic hunger. The scars on his arms suggest that he has tried, even recently, to take his own life.


ENEMY



Illus. Thomas Moor 24/66 24

Bernard's Fate

At the bottom of the snow covered hills you find pieces of clothing that belonged to Bernard. Nadelmann's records are not clear, you suppose Bernard blindly fled from something. The tracks you find, lead to a strange mound, visible from afar, on which stand odd stones.

Reveal the Site of Ancient Stones. Put Bernard's Fate aside, **without reading the second part**, until a  trigger allows you to read the second part of this card.

According to the traces left here you conclude that Bernard was pursued by several people, who tried to capture him, tearing away pieces of clothing. You finally arrive in an ominous clearing, where you find several corpses. Among them, you find one leaning against a tree, its head cut off, which still wears the last shreds of Bernard's clothes.

Record that you have discovered Bernard's fate. Flip this card.

STORY

The Clearing of the Sacrifices

Terror.

Revelation – Each investigator in Site of Ancient Stones tests  (4): Each investigator who fails takes 1 horror, or 2 horror if failed by a difference of 2 points or more.

This macabre scene, as well as the possibility that those responsible for Bernard's death may not be far away, drive you from this spot as quickly as possible.


TREACHERY



Illus. MCcrassus Art 25/66 25

Norman's Fate

You come across a group of Indigenous Canadians who do not seem aggressive. On the contrary, you gain their confidence and they speak to you of a white man who is the guest of a neighboring tribe of theirs. From their description you think it's Norman. They point you in the direction of the other tribe's land, which is not far from a swamp that you had not found very inviting when you saw it in the distance.

Reveal the Swamp. Put Norman's Fate aside, **without reading the second part**, until a  trigger allows you to read the second part of this card.

You are about to arrive at the place indicated by the Indigenous, when you find some bloodstained supplies at the bottom of a tree. Norman's name is written on the inside of an abandoned explorer's helmet. A noise behind you alerts you: you turn around and face people of horrifying appearance. They are tall, misshapen, with long nails pointed like claws. They wear necklaces of human bone as their only garment, in the manner of the cannibals described in Dr. Nadelmann's records.

Record that you have discovered Norman's fate. Flip this card.

STORY

Man-eaters

TREACHERY

Obstacle. Terror. Wendigo.

Revelation – Each investigator in the Swamp tests  (3). For each point an investigator fails by, she or he takes 1 damage.


You have fallen into a trap. You must escape to avoid the same fate as Norman.



Illus. Jefferson Muncy 26/66 26

Norman's Fate

You come across a group of Indigenous Canadians who do not seem aggressive. On the contrary, you gain their confidence and they speak to you of a white man who is the guest of a neighboring tribe of theirs. From their description you think it's Norman. They point you in the direction of the other tribe's land, which is not far from a swamp that you had not found very inviting when you saw it in the distance.

Reveal the Swamp. Put Norman's Fate aside, **without reading the second part**, until a  trigger allows you to read the second part of this card.

You find Norman surrounded by savage tribesmen who seem to worship him like a god. With his local clothes, shaved head and tattoos, he looks like a shaman. When he sees you, Norman approaches and mistakes you for Dr. Nadelmann. He decides to leave with you, to announce to the world the good news: The Great Wendigo arrives and soon this world will be rid of all misery, all suffering. His speech terrifies you, and you hope to be able to reason with him before he spreads his madness all around.

Record that you have discovered Norman's fate and that Norman is alive. Flip this card.

STORY

*Norman Falkner

Not Himself Anymore

ASSET

Ally. Guide.

Revelation – An investigator in the Swamp takes control of Norman Falkner. You cannot place horror on Norman Falkner.

Forced – If Norman Falkner is defeated or discarded: Put him out of play, erase that Norman is alive and record that you let Norman die instead.

Forced – At the beginning of the enemy phase: Place 1 doom on Norman Falkner (this effect can make the current agenda advance).

➤ **Parley.** Test  (4). If you succeed, put Norman Falkner and the doom tokens on him out of play.



Illus. Andrew Knez Jr. 27/66 27

Sylvia's Fate

Dr. Nadelmann was not very explicit about the tragedy that befell Sylvia. Nevertheless, it is quite clear that this occurred on the edge of a dense forest on the mountainside just beside the Hanninah River. Now you see in the distance a large forest which seems to match the description from the anthropologist's record.

Reveal the Impenetrable Forest. Put Sylvia's Fate's aside, **without reading the second part**, until a trigger allows you to read the second part of this card.

You end up finding Sylvia's corpse, lying face down in the heart of the forest. It seems from her tracks that she was wandering in this natural labyrinth, searching for a way out. When you turn back, you feel that something is not like it was when you arrived. You cannot find your tracks, nor find your way around this cursed forest.

Record that you have discovered Sylvia's fate. Flip this card.

STORY

The Heart of the Forest

4 LOCATION 0

Wild. Mystical.

Revelation – Put The Heart of the Forest into play. Move each investigator from the Impenetrable Forest to this location. This move does not trigger attacks of opportunity. You cannot leave this location, unless an investigator in The Heart of the Forest succeeds at an **Investigate** action in the same round.

When an investigator performs **Investigate** in The Heart of the Forest, loose 1 action on your next turn: The Heart of the Forest gets -1 shroud for this investigation.

Illus. Jordan Grimmer 28/66 28

Sylvia's Fate

Dr. Nadelmann was not very explicit about the tragedy that befell Sylvia. Nevertheless, it is quite clear that this occurred on the edge of a dense forest on the mountainside just beside the Hanninah River. Now you see in the distance a large forest which seems to match the description from the anthropologist's record.

Reveal the Impenetrable Forest. Put Sylvia's Fate's aside, **without reading the second part**, until a trigger allows you to read the second part of this card.

You find a village well hidden in the forest, whose inhabitants are smaller than those you have met in this region so far. Despite your caution, you are spotted and surrounded by these savages, who threaten you with crude weapons. They are too numerous, so you let them guide you to the center of their village, where you encounter a tall, fair-skinned woman. You recognize Sylvia from the picture that her family had given you. You propose to take her home, but she does not answer. You hear a voice in your head, and feel an evil presence in Sylvia, who tries to crush your will.

Record that you have discovered Sylvia's fate. Flip this card.

STORY

*Sylvia Davidson

Possessed by an Evil Entity

4 1 4

Humanoid. Sorcerer. Elite.

Hunter. Aloof. Sylvia Davidson gains +1 health.

You cannot fight or evade Sylvia Davidson, unless you perform a **Fight** or **Evade** action on a **Spell** card, or the following actions:

- **Fight**. Use for this action.
- **Evade**. Use for this action.

Forced – At the enemy phase: Sylvia attacks the investigator with the lowest remaining sanity in her location (without engaging her or him).
Sylvia is nothing but an empty shell, a puppet of flesh animated by a terrifying entity.

ENEMY

Illus. Andrei Pervukhin 29/66 29

*Expedition Notebook

Dr. Nadelmann's lost log

ASSET

Item. Guide.

Forced – When you take control of Expedition Notebook: Test (3). If you fail, take 1 direct horror.

If an investigator in your location reveals or puts into play a **Wendigo** card: you get +1 on your skill value for the next test you perform during this round. If you fail this next test, discard Expedition Notebook.

You find a notebook that was lost by Dr. Nadelmann during the expedition. It contains new terrifying, scribbled or hastily drawn informations.

Illus. Trisha 30/66 30



*Sarcee Guide

Ally. Guide. Sarcee.

ASSET

- When you resolve a skill test in a **Wild** location: You get +1 .
- When you resolve a skill test at stage 4 of a **Navigate** action, or triggered by a **River** treachery card: You get +1 or +1 .

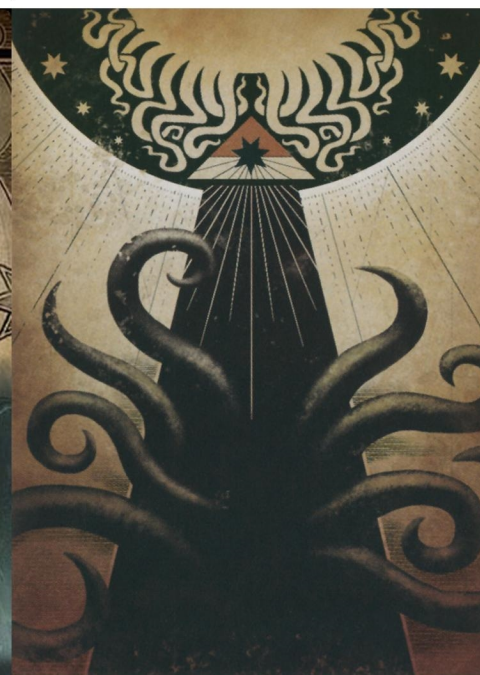
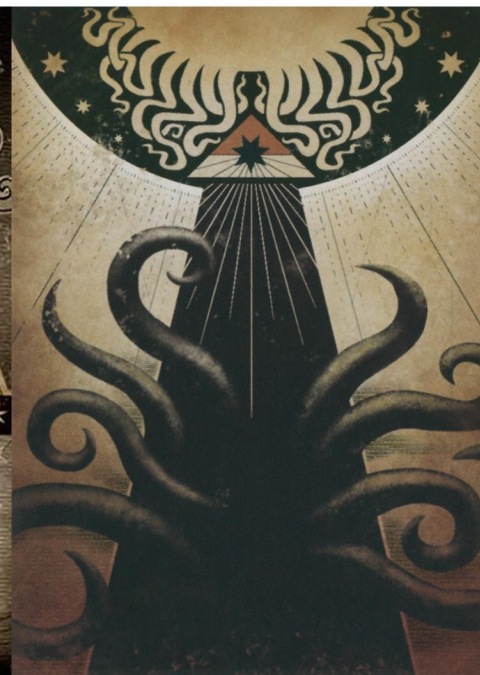
Forced – If an investigator in your location reveals or puts into play a **Wendigo** card: Test (2) (before resolving the **Revelation** effect). If you fail, put Sarcee Guide out of play.

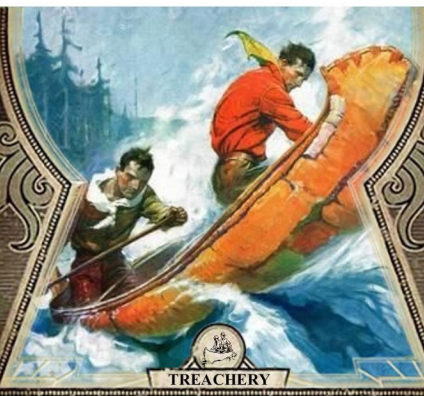
Forced – If Sarcee Guide is defeated or discarded, put Sarcee Guide out of play.

Illus. Mike C. Poulos 31/66 31









TREACHERY


Sudden Flood

Desperate. River.

Revelation – Each investigator on a *River* location test ☞ (4) or ♣ (4). Each investigator who fails takes 2 damage.

Forced – Until the end of the round, investigators on *River* locations cannot perform *Navigate* actions.

Illus. Frank Schoonover 44/66 38

TREACHERY

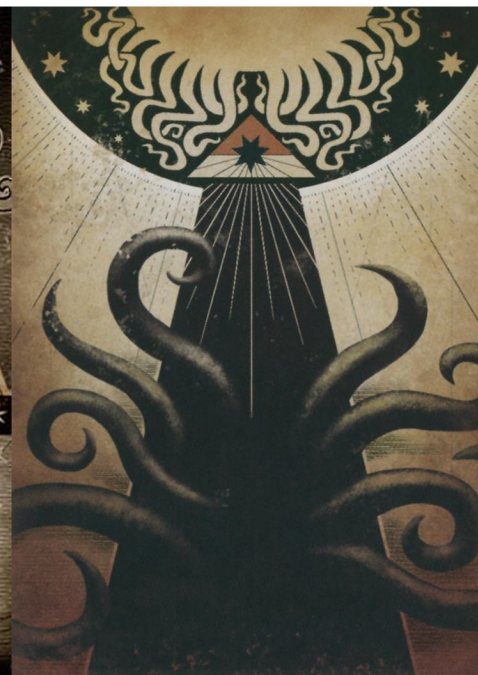
Sudden Flood

Desperate. River.

Revelation – Each investigator on a *River* location test ☞ (4) or ♣ (4). Each investigator who fails takes 2 damage.

Forced – Until the end of the round, investigators on *River* locations cannot perform *Navigate* actions.

Illus. Frank Schoonover 45/66 38




TREACHERY

Ambush

Trap.

Surge.
If you are on a *River* location, Ambush gains *River* Trait. (This effect may trigger ♠ ability on some *Guide* asset.)

Revelation – Test ♣ (4). If you fail, take 1 damage.

Illus. Frank Schoonover 46/66 39




TREACHERY

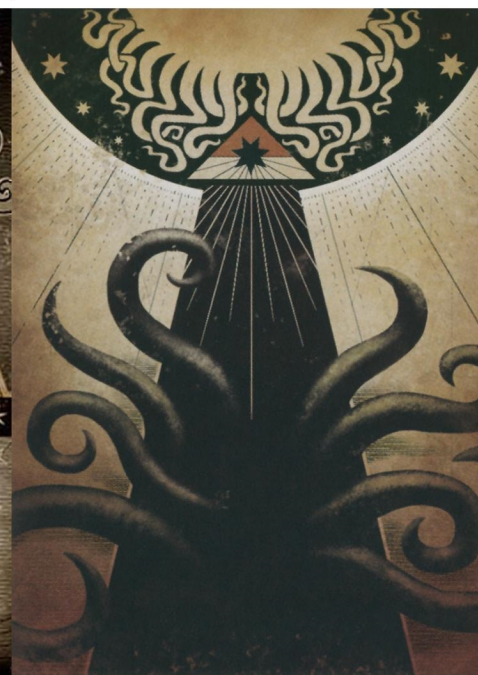
Ambush

Trap.

Surge.
If you are on a *River* location, Ambush gains *River* Trait. (This effect may trigger ♠ ability on some *Guide* asset.)

Revelation – Test ♣ (4). If you fail, take 1 damage.

Illus. Frank Schoonover 47/66 39



Lost Child

Ally, *Sarcee*.

Revelation – If you are on a *Civilized* location, Lost Child gains Surge then discard her. Otherwise, attach this card on your location.

Forced – If an agenda or an act advances, or if Lost Child is removed from the game, each investigator takes 1 direct horror.

➤: **Parley**. Take control of Lost Child. She gains:

“ If you are in a *Sarcee* location: Put Lost Child in the victory display.”

You do not dare to imagine what could happen to her if she stays alone in this valley.

Victory 1.

Illus. Ray Swanson

48/66

40



Campfire

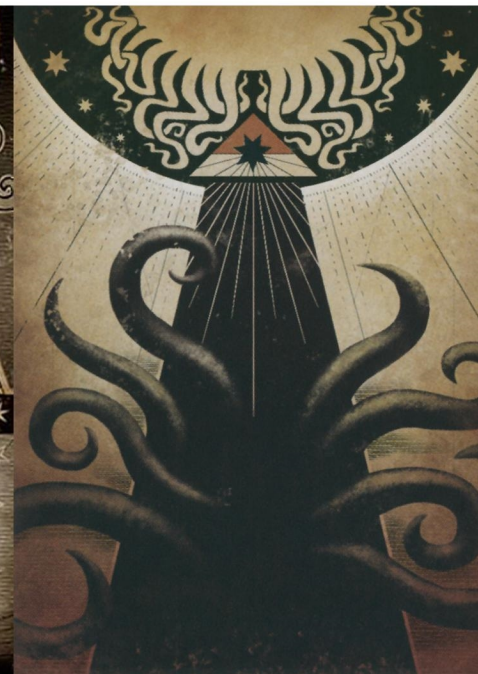
Hazard.

Revelation – You can heal 1 damage and 1 horror to any investigators present in your location. For each investigator healed by this effect, look at 1 card from the top of the encounter deck. Draw every non-*Animal* Enemy you see. Then shuffle the other cards back into the encounter deck.

Illus. Albert Bierstadt

49/66

41



Campfire

Hazard.

Revelation – You can heal 1 damage and 1 horror to any investigators present in your location. For each investigator healed by this effect, look at 1 card from the top of the encounter deck. Draw every non-*Animal* Enemy you see. Then shuffle the other cards back into the encounter deck.

Illus. Albert Bierstadt

50/66

41



Wild Indigenous

3 2 4

Humanoid, Indigenous.

Prey – Lowest remaining sanity.

Hunter.

Forced – If Wild Indigenous are engaged at the end of the enemy phase: Disengage them and move them on the nearest *Wild* location.

ENEMY

Illus. Cornelius Krieghoff

51/66

42



Wild Indigenous

3 2 4

Humanoid. Indigenous.

Prey – Lowest remaining sanity.
Hunter.

Forced – If Wild Indigenous are engaged at the end of the enemy phase: Disengage them and move them on the nearest **Wild** location.

ENEMY



Illus. Cornelius Krieghoff 52/66 42



Angry Sarcee Men

3 3 4

Humanoid. Sarcee.

Spawn – Nearest **Sarcee** location.

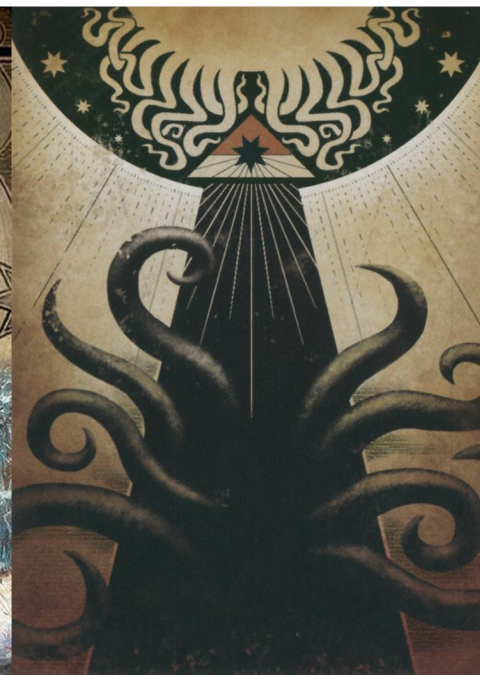
Aloof.
You cannot find clues if you are in the same location as Angry Sarcee Men.

Forced – If you put at least 1 damage on Angry Sarcee Men, record that *the Sarcee are hunting you down*.
If *the Sarcee are hunting you down*, Angry Sarcee Men lose Aloof and gain:
"Hunter. If Angry Sarcee Men are defeated, shuffle them into the encounter deck."

ENEMY



Illus. Hubert Wackermann 53/66 43



Winter Settles

TREACHERY

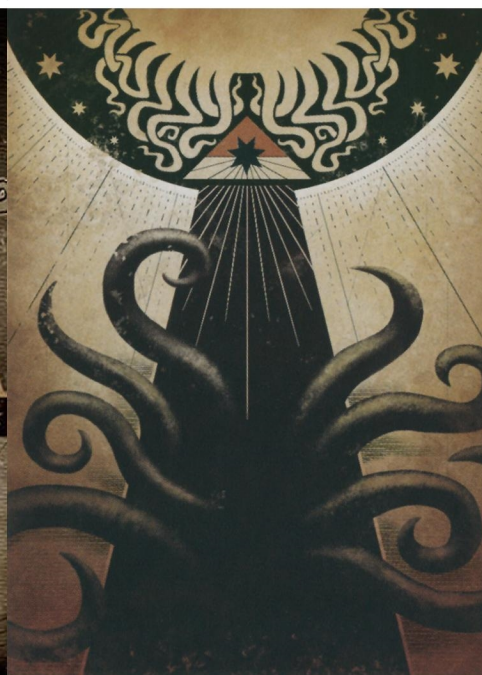
Hazard.

Peril.

Revelation – Test ♦ (4). If you fail, choose and discard 1 asset you control. If you cannot, take 1 direct damage instead.



Illus. gj038.centerblog.net 54/66 44



Winter Settles

TREACHERY

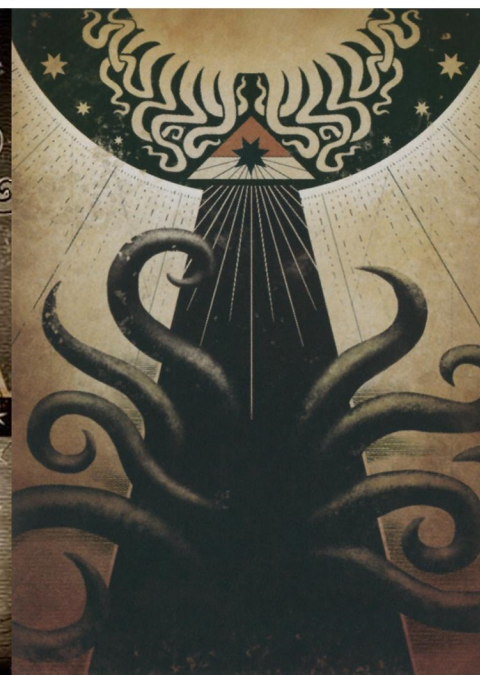
Hazard.

Peril.

Revelation – Test ♦ (4). If you fail, choose and discard 1 asset you control. If you cannot, take 1 direct damage instead.



Illus. gj038.centerblog.net 55/66 44



Wolves

3 2 5

Animal. Wild.

Prey – Lowest ♠.

Hunter. Retaliate.

Forced – If Wolves are not engaged at the end of the enemy phase: Shuffle Wolves in the encounter deck.

ENEMY



Illus. Mark Keathley 56/66 45



Wolves

3 2 5

Animal. Wild.

Prey – Lowest ♠.

Hunter. Retaliate.

Forced – If Wolves are not engaged at the end of the enemy phase: Shuffle Wolves in the encounter deck.

ENEMY



Illus. Mark Keathley 57/66 45



Unexpected Obstacles

Obstacle.

Revelation – Put Unexpected Obstacles into play in your threat area.

The first time you perform one of the following actions (walk along the river, Navigate, move, fight or evade) each round, it costs 1 additional action.

Forced – At the end of the round, reveal a chaos token: If a ♠, ♠, ♠, ♠ or ♠ symbol is revealed, this card stays into play. Otherwise discard this card.

TREACHERY



Illus. Cornelius Krieghoff 58/66 46



Unexpected Obstacles

Obstacle.

Revelation – Put Unexpected Obstacles into play in your threat area.

The first time you perform one of the following actions (walk along the river, Navigate, move, fight or evade) each round, it costs 1 additional action.

Forced – At the end of the round, reveal a chaos token: If a ♠, ♠, ♠, ♠ or ♠ symbol is revealed, this card stays into play. Otherwise discard this card.

TREACHERY



Illus. Cornelius Krieghoff 59/66 46



Bear

4 4 4

Animal. Wild.

Spawn – Nearest *Wild* location.

Massive.

If you fight the Bear with a *Spell*, *Firearm* or *Ranged* asset, Bear loses -1 ♠.

Forced – At the end of each enemy phase, reveal a chaos token: If a ♠, ♠, ♠, ♠ or ♠ symbol is revealed, the Bear moves toward the nearest investigator. Otherwise discard this card.

ENEMY



Illus. Danchurova 60/66 47



Terrified Policeman

3 3 3

Humanoid. Police.

Spawn – Farthest empty *Wild* location.

Alloof.

Forced – At the end of each investigator turn, if Terrified Policeman is not engaged: Terrified Policeman attacks the investigator in the same location, or in a location directly to the North, South, East or West (even if Terrified Policeman's location and the investigator's location are not connected).

► **Parley**. Test ♠ (4). If you succeed, put Terrified Policeman in the victory display. If you fail, shuffle Terrified Policeman in the encounter deck.

Victory 1.

ENEMY



Illus. Charles Marion Russell 61/66 48



Rapid

Hazard. River.

Revelation – Attach Rapid on nearest both *River* and *Wild* location.

Forced – If an investigator moves into or out of the attached location while performing *Navigate*: The ♠ or ♠ test at stage 4 of this action gain +2 difficulty, and +1 damage if you fail.

Forced – At the end of the round, reveal a chaos token: If a ♠, ♠, ♠ or ♠ symbol is revealed, attach this card to a both *River* and *Wild* location, directly to the North or South. Otherwise, discard this card.

TREACHERY



Illus. C. W. Jefferys 63/66 49



Rapid

Hazard. River.

Revelation – Attach Rapid on nearest both *River* and *Wild* location.

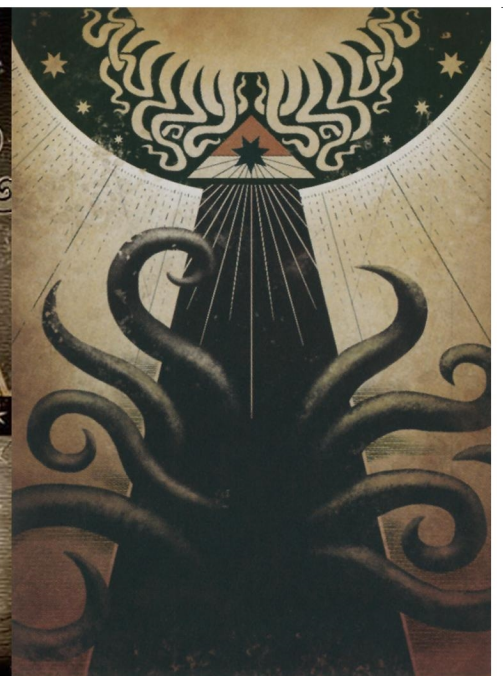
Forced – If an investigator moves into or out of the attached location while performing *Navigate*: The ♠ or ♠ test at stage 4 of this action gain +2 difficulty, and +1 damage if you fail.

Forced – At the end of the round, reveal a chaos token: If a ♠, ♠, ♠ or ♠ symbol is revealed, attach this card to a both *River* and *Wild* location, directly to the North or South. Otherwise, discard this card.

TREACHERY



Illus. C. W. Jefferys 62/66 49





TREACHERY

Skinwalker

Scheme. Indigenous. Wild.

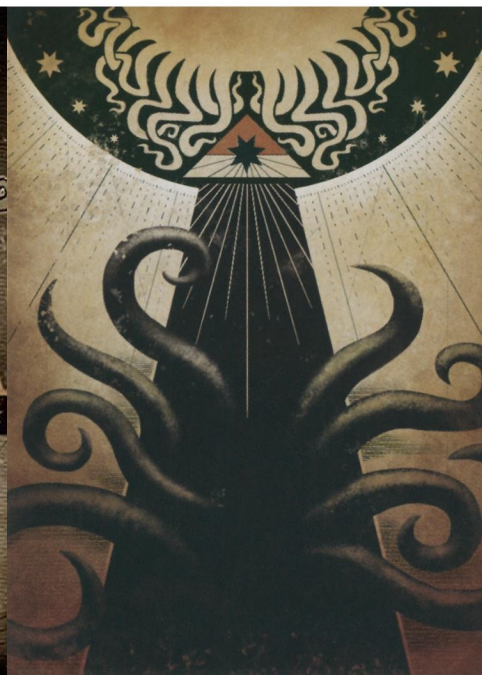
Revelation – If there is no *Animal* enemy in play, Skinwalker gains Surge, then discard him. Otherwise, attach Skinwalker to the nearest *Animal* enemy.

The attached enemy loses all the printed text box (except for Traits) and gain +1 horror, Hunter and Retaliate.

Forced – At the end of the enemy phase, if the attached enemy has attacked this round: Shuffle the attached enemy and Skinwalker to the encounter deck.

Native Americans call him Yee Naaldlooshii, that is, he who walks on all fours.

Illus. Jefferson Muncy 64/66 50




TREACHERY

Trapper

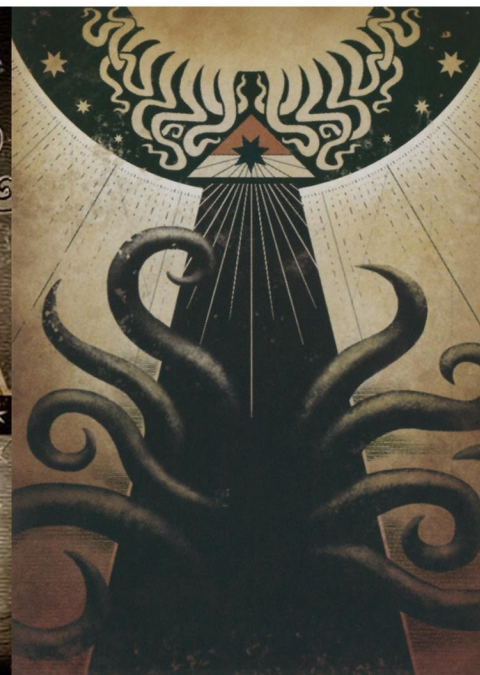
Scheme.

Revelation – Test (2). If you are in a *Wild* location, test (4) instead.

For each point you fail by, lose 1 resource.

Every piece of equipment is worth taking in order to survive alone in this valley.

Illus. Alfredo Rodriguez 65/66 51




TREACHERY

Trapper

Scheme.

Revelation – Test (2). If you are in a *Wild* location, test (4) instead.

For each point you fail by, lose 1 resource.

Every piece of equipment is worth taking in order to survive alone in this valley.

Illus. Alfredo Rodriguez 66/66 51




TREACHERY

Blazing Attack

Hazard. Terror. Wendigo.

Revelation – Test (4) or (4). If you fail take 1 direct damage and 1 direct horror.

You barely have time to see the monster attacking you, while you do your best to escape. You finally manage to do so, but for how long?

Illus. Kim Tuglia 1/5 52

