

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide AGAINST THE WENDIGO



Introduction

Against the Wendigo is an unofficial scenario for *Arkham Horror: The Card Game*.

The story unfolds a few weeks after the end of *Alone against the Wendigo*, a solo adventure written by Glenn Rahman. In that supplement for the Call of Cthulhu role-playing game, the reader plays Dr. LC Nadelmann (Female or Male, it's up to the player), rising star of the Department of Anthropology of Miskatonic University, gone on a scientific expedition with three students. Their goal was to explore the North Hanninah valley, a largely unknown and mysterious territory of Canada's far northwest.

It is not necessary to know the original story to play this scenario. However, be forewarned that the North Hanninah valley is a wild and dangerous territory, from which many explorers have never returned.

Collection icon

The cards of the *Against the Wendigo* scenario can be identified by this symbol before each card's collector number.



Additional Rules and Clarifications

“River” Locations

Every **River** location gains:

“**Forced** – Investigators in **River** locations cannot move or be moved onto another **River** location, unless they perform ➡ ➡ **Walk Along the River** or ➡ **Navigate**.”

Hunter enemies are not affected and can move between **River** locations without restrictions, unlike Investigators.”

“Guide” Assets

◆ **Guide** assets gain:

“☞ At the beginning of the turn of an investigator in the same location, you can give this card to this investigator, who takes control of it. *(This effect is limited to once per round).*”

◆ If you control more than one **Guide** asset, you can use only one of them to trigger ☞ ability during each test.

“Navigate” Action

Each investigator can perform ➡ **Navigate** once per round. You perform this action by following 4 steps :

◆ **Step 1:** Each enemy engaged with you (if they are ready) performs an attack of opportunity.

◆ **Step 2:** Every enemy disengages you. Until the end of this action, enemies cannot engage you, and you cannot reveal any location.

◆ **Step 3:** Move to a **River** location of your choice. Count how many moves it took you to get to your final location (*1, 2 or 3 moves at most*).

◆ **Step 4:** Test ☞ (1+X) or ☞ (1+X), where X is the number of moves you took at step 3 (*difficulty of 2, 3 or 4 at most*). If you fail, take 1 damage, or 2 damage if you fail by 3 or more.

“Walk Along the River” Action

An investigator performing ➡ ➡ **Walk Along the River** can move to a connected **River** location.

Story Cards

Story cards are out of play, “Story” side up. Don’t read the text boxes and don’t flip them, unless an in-game effect tells you to do so.

Location directly to the North, South, East, West.

River, **Wild** and **Mystical** locations are connected to one or several locations directly to the North, South, East or West direction, which are represented on this layout:



Prologue

September 1926.

You have just witnessed the resounding trial of Dr. Nadelmann, a person close to you, who was the rising star of the Department of Anthropology at Miskatonic University. Nadelmann is the only living member of the science expedition, launched to explore a wild valley in northwestern Canada called North Hanninah. Sylvia Davidson, Norman Falkner and Bernard Epstein, the three newly graduated students who accompanied the anthropologist, have disappeared. The Arkham authorities were keen to ensure that justice was done, and Dr. Nadelmann was found guilty of involuntary homicide. However, everyone was able to see during the testimony that Nadelmann's physical and mental health were severely deteriorated. An ugly throat wound, which still had not healed after weeks, prevented Nadelmann from speaking normally. When Nadelmann's words could be understood, they were implausible rants, full of man-eating monsters and local spirits that doomed the expedition. After the judgment, mystery remained as to the real fate of the students, and Nadelmann was to leave for the Arkham Asylum to receive proper care pending a possible appeal of the trial.

Standing in front of the court, as you meditate on the best way to prove Nadelmann innocent and rehabilitate the anthropologist's name, many relatives of the missing students come to find you. Just like you, they are not satisfied with this judgment that has not shed light on the fate of their loved ones. They tell you that the Canadian Mounted Police stopped the investigation after the disappearance of many of their men. They are desperate, and ask you to find the three students, knowing that as a close friend of Dr. Nadelmann, you have access to all the information in Nadelmann's possession, and that they will provide you with all the support necessary to discover the truth.

Soon after, you follow the footsteps of the previous expedition, starting by train from Arkham to Central Canada. During the trip you read Dr. Nadelmann's expedition notebook. Nadelmann's records are clear and precise at the beginning of the adventure.

Several entries later, Nadelmann notes that the Sarcee guide of their expedition, Charlie Foxtail, abandoned the group after seeing the tracks of a being that Charlie called "The Wendigo".

Then the information quickly becomes confusing, the writing becomes increasingly jerky, unreadable. As it stands, you are not able to make sense of the disaster that supposedly befell the expedition. There are nonetheless enough interesting and concrete leads to begin your investigation.

Once at the terminus of the train, you are heading towards the Mackenzie River. Your destination is Fort McDonald, an outpost of the Mounted Police, which will give you access to the wild valley of North Hanninah. The weather is still good on the river bank, however higher up, in the mountains, the cold and the snow begin to settle. You have a short time before the arrival of winter to discover the truth about Dr. Nadelmann's disastrous expedition.







Campaign Mode

This scenario can be played as a side story for any campaign. When you play this adventure during a campaign, do it as if you were setting up the next scenario of the campaign, keeping the Chaos bag, weaknesses, trauma and the story assets previously acquired. **Each investigator must spend 2 experience points to play this scenario in campaign mode.**







Standalone Mode

If you are playing in Standalone mode, assemble the chaos bag using the following tokens :







◆ Easy

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , .







◆ Standard

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , .

◆ Hard

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , .

◆ Expert

0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -7, -8, , , , , , .

Setup

☞ Gather all cards from the *Hanninah Valley* encounter set. This set is indicated by the following icon:



☞ Set the *Wendigo's Myth* encounter set aside, out of play. This set is indicated by the following icon:



☞ Put the Fort McDonald, Jetty and Sarcee Territory locations into play. Each investigator begins play at the Jetty.

☞ Shuffle the 3 North Hanninah locations and put them into play, one directly to the North of the Jetty, one directly to the North of the first, and one directly to the North of the second.



☞ Randomly take one of the Mountain Range cards and remove it from the game. Take the remaining 6 locations and shuffle them. Randomly put into play one location directly to the East and one location directly to the West of each North Hanninah location.

☞ Take the story cards, story side up. For each pair of cards with the same name, remove one at random from the game. The 3 remaining cards named *Sylvia's Fate*, *Norman's Fate*, and *Bernard's Fate* make up the *Students' Fate* deck. Set this deck aside.

☞ Set the remaining story cards aside, out of play.

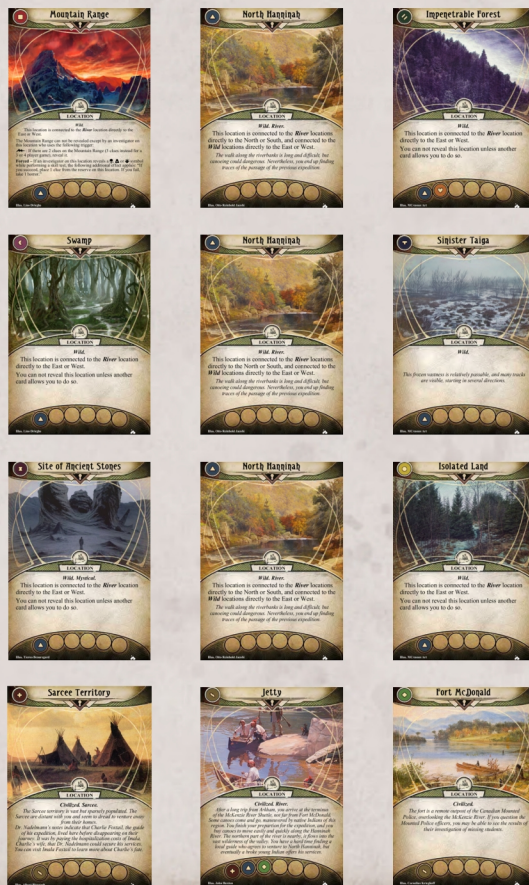
☞ Set Expedition Notebook, Sarcee Guide, Tomahawk, Ithaque's Knowledge and all the Old Injury cards aside, out of play.

☞ Shuffle the encounter cards to build the encounter deck.

☞ If you don't have a  token in your chaos bag, add a  token in your chaos bag for this game. (Remove it from the chaos bag at the end of the adventure, unless an effect asks you to keep it for the rest of the campaign.)

Suggested Location Placement

Note that the Mountain Range, Impenetrable Forest, Swamp, Site of Ancient Stones, Sinister Taiga, and Isolated Lands locations are determined randomly and might not exactly follow the example below.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *The trip back to Fort McDonald is terribly trying. You do not have time to heal your wounds on the way, and must quickly leave this valley and its dangers. You finally manage to reach Fort McDonald, which you now perceive as a small island of human civilization in the midst of an ocean of wild darkness. You are cared for by the doctor of the small contingent of the Canadian Mounted Police based at the fort. After a few days, you are sufficiently healthy to answer the questions of the officers present on the spot.*

☞ Each investigator who resigned suffers 1 physical trauma.

☞ Each investigator who was defeated by horror suffers 1 additional physical trauma.

☞ Each investigator defeated by damage takes 1 Old Injury Weakness card and adds it to their deck.

☞ Each investigator defeated by both by damage and horror adds to their deck:

- ◆ 1 random **Madness** basic Weakness.
- ◆ 1 Old Injury Weakness card.

☞ If you have discovered the fate of Dr. Nadelmann's students, read **Resolution 2**.

☞ If you have discovered the fate of 1 student or 2 students, read **Resolution 3**.

☞ If you haven't discovered the fate of any students, read **Resolution 4**.

Resolution 1: *After a brutal fight, the Wendigo staggers back, and emits shrieks that no natural creature could produce. Seeing that, you seize the advantage and fight him, throwing your last strength into the battle. The more wounds the Wendigo takes, the more his cries seem to come from a human in agony. You strike the final blow, and see the terrible creature collapses. Your fatigue is such that you fall on your knees, unconscious.*

You cannot tell how long you have been lying in this way, but when you raise your head, the sight of your opponent leaves you astounded. It is the naked body of a man who is lying close to you in a pool of blood. As you approach, you see that he no longer has his long claws, or antlers on his head. He still retains disparate patches of fur, and hoofs similar to those of a goat instead of feet. Judging by his skin color, he was a native of the region, a man about fifty years of age. Somehow, you make it back to Fort McDonald to heal your wounds, and leave this cursed place as soon as possible. Upon arrival, you are taken care of by the doctor of the small contingent of the Canadian Mounted Police based at the fort. After a few days, you are sufficiently healthy to answer the questions of the officers present on the spot.

☞ Each investigator suffers 1 mental trauma.

☞ Record that you defeated the Wendigo.

☞ If you have discovered the fate of Dr. Nadelmann's students, read **Resolution 2**.

☞ If you have discovered the fate of 1 student or 2 students, read **Resolution 3**.

☞ If you haven't discovered the fate of any students, read **Resolution 4**.

Resolution 2: *Officers listen to the story of your expedition with suspicion, then with amazement when they see the evidence you have collected. They thank you for your extraordinary contribution to the resolution of this case, after which you are requested to leave the fort quickly. You return to Arkham without looking back. Upon your arrival, you share with the students' relatives the fate of their loved ones. It is a difficult time for all these people. Although they finally have the answers to their questions, some truths are too terrible to hear. Most are shocked, but all end up thanking you for putting an end to this case. You feel a strong sense of accomplishment, which temporarily comes to relieve you of your suffering, and to ward off the nightmares that have inhabited your nights since you left the valley of North Hanninah.*

☞ Each investigator removes 1 mental trauma.

☞ If the Wendigo was still in play at the end of the game, record that *you know that the Wendigo still roams the North Hanninah valley.*

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

☞ If *you saved Charlie*, each investigator earns 1 experience.

☞ If *you saved the gold prospector*, each investigator earns 1 experience.

☞ Read the Epilogue section

Resolution 3: *Officers listen to the story of your expedition, they are particularly attentive and surprised when you present them with some material evidence of what happened. They thank you for your contribution to the resolution of this case, after which you are requested to leave the fort. You leave immediately, without looking back and return to Arkham, exhausted, tormented by this experience, but alive. When you arrive, you tell the students' families about the fate of their loved ones. It is a very difficult time for all these people. Although they have some answers to their questions, the mysteries that remain will haunt them forever. Some end up thanking you for finding their relatives, the others leave, looking haggard or crying. You feel sad for these people and you are disappointed that you could not give them the answers they were hoping for. You tell yourself that, despite everything, you did your best. However, the few truths unveiled will not be enough to completely remove the nightmares, that have invaded your sleep since you left the North Hanninah valley.*

☞ If the Wendigo was still in play at the end of the game, record that *you know that the Wendigo still roams the North Hanninah valley.*

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

☞ If *you saved Charlie*, each investigator earns 1 experience.

☞ If *you saved the gold prospector*, each investigator earns 1 experience.

☞ Read the Epilogue section

Resolution 4: *Officers listen to the story of your expedition. You dare not tell them everything, lest they take you for a fool. They thank you for your testimony, which may allow them to continue this case. After that, you are asked to go home. You leave immediately, without looking back and return to Arkham, exhausted. You are tormented by this experience, prey to terrible nightmares. When you arrive, you tell the students' relatives about the failure of your expedition. This is a too terrible moment for all these people. Having no answer to their questions, they are plunged into torments that you understand too well. Some end up thanking you for trying to find their loved one, but you still feel strongly frustrated and deeply saddened by having failed them so badly.*

☞ Each investigator takes 1 random **Madness** basic Weakness.

☞ If the Wendigo was still in play at the end of the game, record that *you know that the Wendigo still roams the North Hanninah valley.*

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

☞ If *you saved Charlie*, each investigator earns 1 experience.

☞ If *you saved the gold prospector*, each investigator earns 1 experience.

☞ Each investigator earns 2 experience points for having glimpsed the Cthulhu Mythos in this remote, wild corner of the world.

☞ Read the Epilogue section



Epilogue

Do not read the following if all investigators have been driven *insane* or *killed*.

☞ Read the following passages each time they match your playing situation, or a record you have made.

☞ **If Charlie Foxtail is in play at the end of the game:** *On the way back to Fort McDonald, Charlie confessed to you that he regrets having abandoned Dr. Nadelmann and those poor students. The monster who attacked him in his hut chased him ever since he fled, feeling his fear and leaving him no respite. He is aware that you did not have to help him after what he had done, and for that you have his eternal gratitude. When you arrive in sight of the territory of his ancestors, Charlie bids farewell and hands you his tomahawk.*

"This weapon has been in my family for a very long time. I've seen how you fight, and I think you deserve it more than me. It's time for me to go back to my wife. Never again will I return to the North Hanninah Valley."

An investigator can add the Tomahawk card to her or his deck.

☞ **If you have found Hanninah's gold:** *After your return to Arkham, you find a gold mining company, and you share your discovery. The men in charge are very interested, and offer to pay you a percentage of gold mining profits from the Hanninah, if you tell them where the seam is. As you sign your contract, you remember the mad prospector, and what you had to do to get rid of him. You hope that future workers on the site will not suffer the same fate as him ... or worse.*

Flip the Hanninah's gold story card. An investigator can add this card, asset face up, to her or his deck.

☞ **If you are custodians of Ithaqua's knowledge:** *When you deciphered all the inscriptions of the Temple, Ithaqua found in you a vessel, a channel to our world. Now you are constantly beset with visions that come true, intuitions coming out of nowhere that turn out to be accurate. Your vision of the world has changed, and you have to struggle regularly to avoid falling into madness.*

The investigator who is custodian of Ithaqua's knowledge adds the Ithaqua's Knowledge card to her or his deck.

☞ **If you let Norman die:** *When you found Norman, there was something off about him, an inner force that could have led to your defeat. However, he was also the only surviving student that you could have brought back alive. His death haunts you, but not as much as the tears of his relatives when you tell them that Norman succumbed to the return journey of your expedition.*

If you added a 🐼 token to the Chaos bag for this game, keep it for the rest of your campaign. Otherwise, add a 🐼 token to the Chaos bag for the rest of your campaign.

☞ **If Norman is alive:** *Norman is alive and well, the only real survivor of the previous expedition. You managed to get him back to Fort McDonald, where he was taken care of by the Mounted Police doctor. He behaved strangely, and did not really answer the questions about what happened to him. Obviously, he had definitely lost his mind. He kept saying that he had to announce an important news to the whole world, but he has to find the best way to do it. When you went back home, you tried to bring Norman back with you, but he had already left the Fort in the middle of the night. In a letter he left for you, he explains that he will return to Arkham, you can reassure his family about that, but that he has a lot to do before he can return home...*

☞ Check your campaign log. If you defeated the Wendigo: Read **Dr. Nadelmann's fate 1**.

Otherwise, if you have enough evidence to clear Dr. Nadelmann: Read **Dr. Nadelmann's fate 2**.

Otherwise, if you know that the Wendigo still roams the North Hanninah valley: Read **Dr. Nadelmann's fate 3**.

Otherwise: Read **Dr. Nadelmann's fate 4**.

☞ **Dr. Nadelmann's fate 1:** *Shortly after your return to Arkham, you ask to see Dr. Nadelmann to inform the anthropologist that you have managed to kill the Wendigo. When you arrive at the asylum, you find that Nadelmann's injury has been healed for some time. The doctor's appetite and natural energy seems restored. Nadelmann listens distractedly to your story, seemingly busy with the lunch. You take leave and thought that Nadelmann's mental state may be as favorable as his physical form. Some time later, you learn that Dr. Nadelmann had to be locked up in a separate cell, without any further details. One morning, the police come to you to ask about the disappearance of Dr. Nadelmann..*



They explain that the psychiatrists of the asylum found Nadelmann's cell empty. There were claw marks all over some ragged clothes, and the window opening had been brutally forced from the inside. You can not give a reasonable explanation to the police, who leave disappointed. Now you are tormented that it may not be possible to kill the Wendigo once and for all.

◆ **Dr. Nadelmann's fate 2:** Dr. Nadelmann's appeal trial is held a few weeks after your return, and you present yourself with evidence to clear the anthropologist. You make a strong impression on your audience, and although there is unexplained evidence in this case, Dr. Nadelmann stands free from the hearing, full innocence being established. Some time later, you learn with satisfaction that Nadelmann will resume classes at the beginning of the next school year. However, Nadelmann's physical and mental after-effects still persist, with panic attacks every winter when the first snowflakes fall.

◆ **Dr. Nadelmann's fate 3:** Shortly after your return to Arkham, you visit Dr. Nadelmann to help prepare for the appeal trial. When you arrive at the asylum, you find that Nadelmann's wound is still not healed. The anthropologist is extremely thin now. The asylum staff therefore placed Nadelmann in a medical room, close to the conditions of a real hospital. Nadelmann asks you to tell your expedition, and is very attentive to the details of your story. Even if you had not planned to tell everything, you feel forced to confirm that the Wendigo is still in the valley. This news affects Nadelmann deeply, and when you leave, you hope not to have undermined the anthropologist's morale too deeply. A few days later, you learn with great sadness that Dr. Nadelmann committed suicide in the asylum.

◆ **Dr. Nadelmann's fate 4:** Dr. Nadelmann's appeal trial is held a few weeks after your return. You came with the hope of exonerating the anthropologist. Unfortunately, there is too much unexplained material in this case and Nadelmann's appeal is rejected. In addition, the mental state of the anthropologist is considered good enough after the few weeks he spent in the asylum, so the police escort Nadelmann to Arkham prison in order to serve the sentence. Since then, you often think back to Nadelmann and you feel a great pain knowing your friend is locked up for a long time, the anthropologist's life broken forever.

Credits

☞ Guide illustrations:

◆ Page 1: “Wendigo” by Frank Victoria. Check his works on frankvictoria-lepictet.blogspot.com.

◆ Page 7: “Sunset” by Kim Taglia. Check her works on facebook.com/KATFantasyArts/

◆ Page 9: “Wendigo” by Thomas Moor.

☞ Cards illustrations:

◆ #8 and #9 by Lino Drieghe: Check his works on linodriegheart.com and linodriegheart.com/blog.

◆ #12, #18, #19 and #25 by MCrassus Art: Check his works on facebook.com/mcrassusart, and mcrassus.com.

◆ #56 by Dehn Sora: Memoria Vetusta III (Saturnian Poetry) album cover by Blut Aus Nord.

☞ *Alone against the Wendigo* is an adventure for *Call of Cthulhu* Role playing game, property of Chaosium (USA) and Éditions Sans-Détour (French edition).

☞ Original French scenario and card design: Vinn Quest.

◆ Correction and improvement: spiriT.

◆ Proofreading: spiriT, Hypotypoz, Metalm23, plaf.

◆ Testers: spiriT, Bboo, Pilunte, illisae, hopebreaker.

☞ English translation: Vinn Quest.

◆ Proofreading: Matthew “sonofyogsothoth” Adams and Stephen ‘St. Cretin’ Wohler.

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☞ First of all, I warmly thank Kim Taglia for the two illustrations she made exclusively for this scenario.

☞ I thank all the artists and rights holders who gave me permission to use their works to illustrate this scenario.

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☞ Thanks to Berith for his custom inserts.

☞ Thanks to Metalm23 for the scenario cover card.

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☞ Thanks to FFG, Chaosium and Éditions Sans-Détour for offering us such remarkable games in the Lovecraftian mythos.

☞ A huge Thank you to spiriT for his great ideas, advice and considerable amount of time he spent correcting, improving and testing the scenario. Thanks to you and Bboo for your passion and generosity. Without you, this scenario would never have happened.

☞ Finally, a special thank you for my proofreaders Matthew and Stephen. Without you guys this scenario would never be available in English.

