

The Feast of Beasts

EASY / STANDARD

-X. X is the number of *Obstacles* treacheries in play.

-2. You may take 1 horror and treat this as 0 if you have the **Chosen** trait.

-3. If you fail, heal 1 damage from all *Creature* enemies.

The Feast of Beasts

HARD / EXPERT

-X. X is the number of *Creatrue* enemies in play.

-3. You may take 1 horror and treat this as 0 if you have the *Chosen* trait.

-4. If you fail, heal 1 damage from all *Creature* enemies, then ready them.

★Ancient Boar

Prey – Most remaining health.

Ancient Boar gets +2 health.

Forced – After Ancient Boar moves, discards all *Obstacle* treacheries at its location; then if it is unready and ready: it immediately moves again.

➤ **Forced** – When Ancient Boar would be discarded, flip it over instead.

Harming it seems to make it more restless...

★Chu'sen

Spawn – Where Ancient Boar would be

Prev – Most remaining health.

Hunter. Massive.

Forced – After Chu's moves, discards all *Obstacle* treacheries and deal 1 damage to each investigator at its location, then if it is unengaged and ready: it immediately moves again.

*** Ben Oeron**

Secret Bearer

Any investigator may trigger below abilities:

- Exhaust Ben Oeron: Move a **Creature** enemy one location towards or away from his location.
- ⚡ Exhaust Ben Oeron: Move a clue from his location to a location connected to it.

ASSET

Secret Bearer

Ally Drifter

Any investigator may trigger below abilities:

➤ **Exhaust Ben Oeron:** Move a *Creature* enemy one location towards or away from his location.

⚡ Exhaust Ben Oeron: Move a clue from his location to a location connected to it.

Inner Cave

You cannot enter Inner Cave unless there are no clues on the Red Cave.

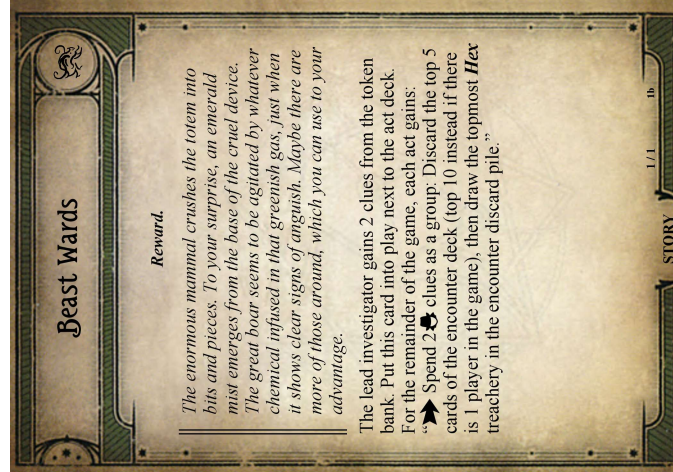
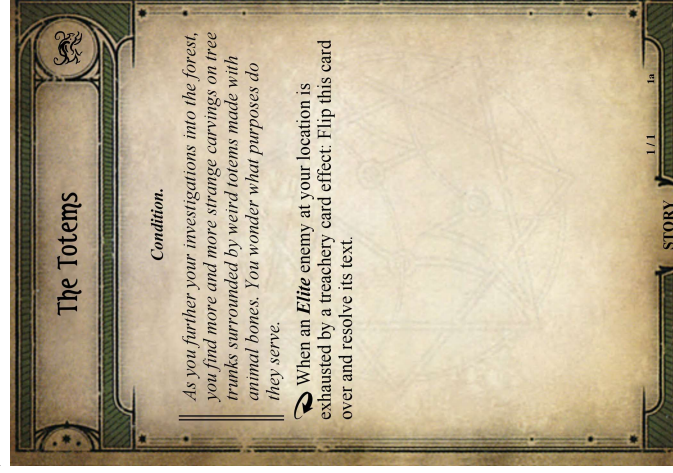
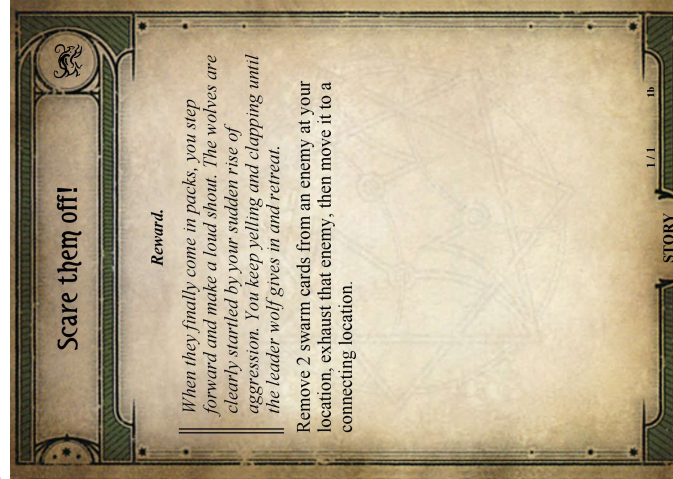
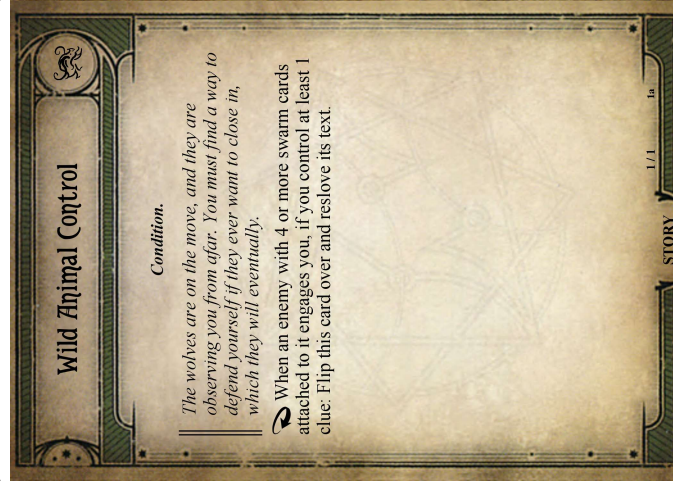
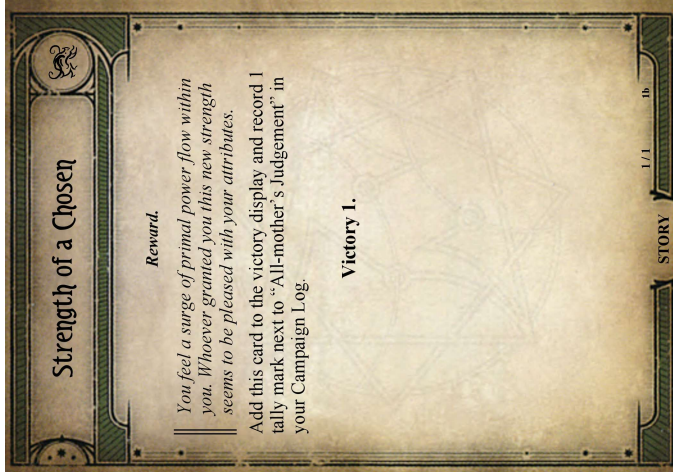
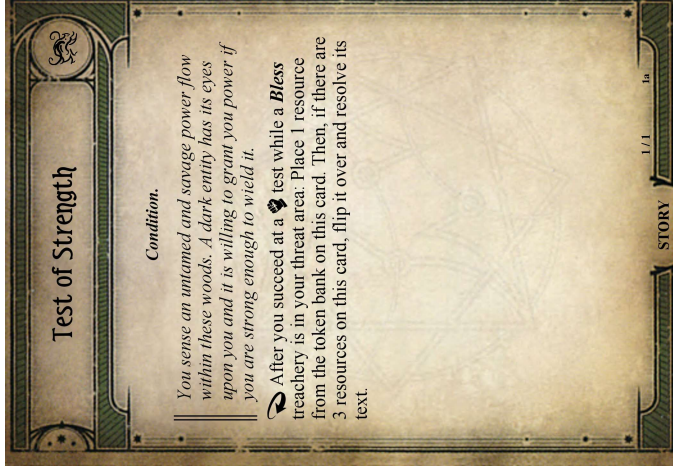
*The inside of the cave is lit with bright light but strangely
you feel no warmth at all.*

Inner Cave

Cave.

➡ **Test** 🐦 (3) to push some glowing rocks outside. If you succeed, move 1 clue from this location to the Red Cave.

Victory 1.



Agenda 1a

A Lost Party

A search party was sent out by the local authority as the missing citizens of Arkham has started to draw the public's attention. Sergeant Monroe just called in a few hours back and requested your private assistance with their men on site, after they failed to report in as scheduled.

As you leave the city behind, you find the forest particularly lifeless today but not entirely rid of commotion.

7

Illus. Rick Colby 1/1 1

AGENDA 1b

The Beast of Terror

A terrible shriek echoes throughout the woods, and from the shadows a huge entity is closing in at an uncanny speed. Trees as old as the first brick of Arkham are pushed aside as if they were mere grasses. A red eyed monstrosity bursts out from the undergrowth and charges right at you with terrible ferocity...

Spawns the side-aside Ancient Boar in any **Woods** location (with the most investigators, if able) and each investigator at that location must test **W** (3). Each investigator who fails must search the collection for a random basic **Injury** weakness and add it to his or her hand.

If there are no **Obstacle** treacheries in play, the lead investigator searches the encounter deck and discard pile for an **Obstacle** treachery and draws it. Shuffle the set-aside **Striking Fear** encounter set into the encounter deck.

Agenda 2a

A Feast of Beasts

A Boar with a size of a bus is not what you had anticipated for this journey. You have overstayed your welcome and the masters of these lands are here to dispatch you.

5

Illus. Rick Colby 1/1 1a

Breach
now they come forth...

1b

LOCATION

Boundry.

Revelation – Put the Breach into play. If there are no **Obstacle** treacheries in play, the Breach is connected to all **Woods** locations, and vice versa.

If there are no clues on the Breach, each enemy at this location gets -1 fight and -1 evade.

Victory 1.

1b

Illus. Unknown 1/1

Agenda 3a

Fury Unleashed

A haunting howl follows by a couple more from afar. All creatures in the hills seems to be attracted by whatever transpiring here, and you are convinced that their aggressiveness is well beyond primal instincts.

Forced – After each **Creature** enemy moves for the first time during the enemy phase via its hunter keyword, if it is unengaged: Resolve its hunter keyword again.

6

Illus. Rick Colby 1/1 1

AGENDA 3b

Claws and Teeth Upon You

It has become clear that you must now save your life than further your investigations. The incoming tide of frenzied beasts has overwhelmed your party. You have no choice but to run to the cliffs above the roaring Miskatonic River. Just before you jump, you saw a giant black bear crashing through the wolf packs before running straight to you. With no more time to think, you take a leap of faith down to the dark waters below.

(→R1)

Act 1a

Last Known Place

It is very unusual for a search party to go silent for so long. The hour is late, and the light is fading. You find yourself at the main path just past the small bridge south of Arkham, staring at a couple of men's tracks. This could not be more a couple hours old. If you are fast enough, you might be able to reach them before nightfall.

3

Illus. Bacho Germanashvili 1/1 1a

The Red Cave
a cave glows with sinister red

2b

LOCATION

Cave Entrance.

Revelation – Put The Red Cave and the set-aside Inner Cave into play. If Agenda 1 is still in play, spawns the set-aside Shaken Cop at The Red Cave. Otherwise, place 2 clues at the Main Path.

The Red Cave is connected to all locations with **Obstacle** treacheries attached to them, and vice versa.

Victory 1.

1b

1/1

Now he talks...

The frightened policeman finally comes to his senses and tries to offer you a handshake, "I'll be damned if it wasn't for you to show up!" You let go of his firm grip and try to pry him of any useful information. "I shall tell you everything when we are safe," he points at the cave entrance, "we wondered in hoping to find those missing person, and it turns out to be a big mistake." He describes an oversized beast deep within the cave and would like you to check for any survivors, "and I'm coming with you anyway."

Search your collection, play area and out of play area of any investigator for 1 copy of Beat Cop (0) and attach this card to him, then put him into play under the control of any investigator at The Red Cave or Inner Cave. Shuffle any searched investigator deck.

Attached asset do not occupy any ally slot, and if attached asset is still in play at the end of the scenario, put this card into the victory display.

Victory 1.
STORY

Shaken Cop
unbelievably unscratched

Asset

Ally: Police

Forced – At the end of the enemy phase, if there are any enemies at the location of Shaken Cop, deal 1 damage to him and one of the enemies.

► **Parley.** Test ☛ or ☛ (3) to calm him down. If you succeed, place 1 clue from the token bank on him. If there are 1 ☛ clues on Shaken Cop, flip him over and resolve its text.

Illus. Nicholas Plais



Unholy Aura
Hex. Power.

Treachery

Revelation – Test ☛ (2). Increase this skill test's difficulty by 1 for each **Obstacle** treachery in play. If you fail, take 2 horror. If no horror is dealt as a result of this effect, search the encounter deck and discard pile for an **Obstacle** treachery and draw it (shuffle the encounter deck).

Illus. Zane Rogers

Act 2a

Disappearing Footprints

All traces suddenly stopped as if those men vanished in the middle of the forest. You fear that your suspicions of a greater power in play might get proven soon.

Any investigator with 1 ☛ or more clues may move to the Red Cave from the Main Path.

Objective – If any investigator enters Inner Cave, advance.

Illus. Bacho Germanashvili

ACT 2b

The Crimson Cave

You try to suppress your urge to vomit as you see the gruesome end of the searching party. Half eaten and torn apart, you can barely figure out how many people were present when the slaughter began. "What you are seeking is no longer here," an old man materializes right next to you...

Put the side-aside Ben Oeron into play at Inner Cave.

If there is an Elite enemy in play:

"I can only fend off that beast for so long. You must help me to finish this cleansing ritual or all these poor souls would have died in vain!" The wary old man wastes no time explaining himself.

Otherwise:

"We must talk, but first we must complete this ritual before those damn animals come and tear us apart."

If it is agenda 1a, immediately advance to agenda 1b. If it is not, (→R2).

Act 3a

The Cleansing Ritual

Sigils on the wall glow and flicker in wild and unpredictable manner. You sense a surge of immense power pouring from the central chamber. You watch as the mysterious stranger waves his hands in the air, and part of the cave turns dim again.

Objective – If there are no **Elite** enemies in play, advance.

Objective – If there are no clues on the Red Cave and the Inner Cave, advance.

Illus. Bacho Germanashvili

ACT 3b

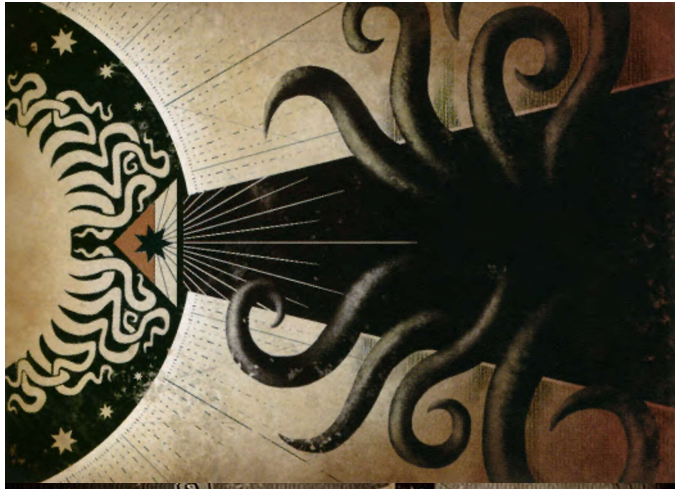
Remains of an Ancient One

The plan is working! You feel an implode of power deep within the cave. You hurry to the old man's side and find him leaning breathlessly on the wall.

"Umórdhoth..."

Whatever he just did apparently took a heavy toll on his body. You now realize the unnatural radiance around you dies down and all the beasts vanish into darkness. The woods return to the way you remember it, for now.

(→R2)





TREACHERY

Bone Ward

Hex. Obstacle.

Revelation – Attach Bone Ward to a *Woods* location with the most clues, and without a Bone Ward attached.

Forced – When Bone Ward gets discarded, Attached location gets +1 shroud. Exhaust all enemies in its location, and deal 1 damage to each of them.

1/2





TREACHERY

Frightful totem

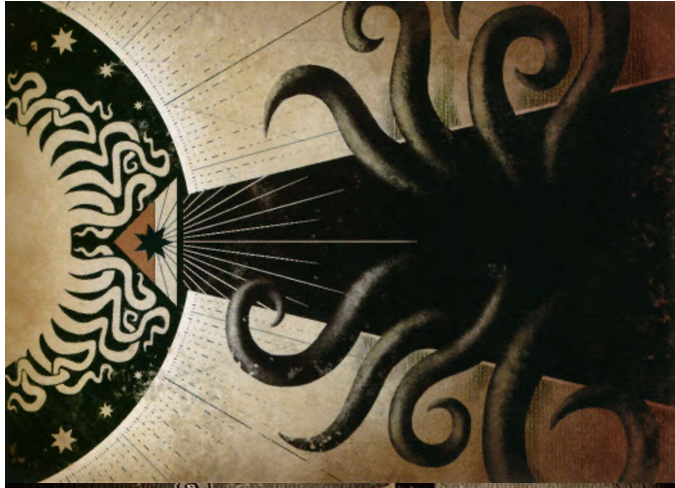
Hex. Obstacle.

Revelation – Attach Frightful totem to any *Woods* location. Limit 1 per location. As an additional cost of moving in the attached location, take 1 horror.

Forced – When Frightful totem gets discarded, Exhaust all enemies in its location, and deal 1 damage to each of them.

1/2

Illustration: Solomon





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Illustration by Zane Rogers

1/2





**TREACHERY**

Head Injury

BASIC WEAKNESS

Injury.

Revelation – Put Head Injury into play in your threat area.
Head Injury can be healed as if it were a single point of damage on you (*if it is healed, discard it*).
While Head Injury is in your threat area, treat your investigator as if his or her printed text box were blank (except for *Traits*).

Illustration: R.C. Catlow Woodville





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