



Agenda 1a

Ransacked & Abandoned

You arrive at the logging site to find disabled service vehicles and disturbing silence. The shadowy entranceway to the cabin stands open, which you find not particularly inviting. Inside, it appears the loggers have left in a hurry, not bothering to finish their half-eaten meals. Here, too, there is no sign of anything of specific use to you.

4

AGENDA 1b

Night falls and you return to the relative safety of the cabin.

Move all investigators to the Logging Camp. Advance the Agenda.



Agenda 2a

Disappearances & Appearances

Glaring sunlight stirs you from a brief and unrestful night's sleep. Your reserves of lantern fuel are dwindling and will likely not last another full night. Someone, or something, knows what's going on around here - and you'd better find out fast.

If an Investigator takes control of Doug Spinney via **Parley**, or the doom threshold is met, advance the Agenda.

4

AGENDA 2b

If the Agenda was advanced via Parley with Doug Spinney:

"Damn it, won't you listen to me?!" snarls Spinney. "My friend's won't last the night. Lives are at stake - you have to believe me!" But you don't believe him, not for a second. Ranger Moore detains Spinney and submits that you wait for Humphreys to return with help.

Advance the Agenda.

If the Agenda was advanced via the doom threshold being met:

Darkness falls once more.

All enemies with the **Nocturnal** keyword lose the **Aloof** keyword, ready, and then resolve an enemy phase. After that is complete, those enemies regain the **Aloof** keyword.

Advance the Agenda.



Agenda 3a

Depleted Supplies

The situation has rapidly deteriorated and there is no sign of help arriving. With lamp light and supplies dangerously low, you scramble for answers...and a way out.

5

AGENDA 3b

If you do not control Doug Spinney:

As darkness falls once more, Ranger Moore warns that your lamp fuel will barely last more than a couple of hours - and he's right. As the lantern sputters out, the you are plunged into darkness - except, of course, for countless glowing insects, buzzing and swarming around you.

→R3 - Every investigator is defeated.

If you do control Doug Spinney:

A ravenous swarm of insects descends upon the flailing, howling Spinney. Dropping his pack, he flees into the darkened treeline. The swarm follows - for now.

Replace the Depleted Supplies agenda, add 3 doom to it, and continue.

Act 1a

Unsettling Biology

Ranger Moore and Foreman Humphreys are unwavering in their suspicion of a group of eco-terrorists; admitted felons. The group have been active and aggressive in these parts, but it appears they've gotten up to more than run of the mill mischief recently.

Objective – Investigators at the Managed Clearcut can spend the requisite number of clues, as a group, to advance the Act.

3

Act 2a

Nature Unleashed

Foreman Humphreys stays at camp where he encounters Doug Spinney, a known felon and suspect in the disappearance of the logging crew. Spinney claims he knows nothing of the disappearance. He claims he's camped nearby and begs you to share your dwindling supplies, urging that the safety of his friends depends on it, and promising to return for you in the morning. Humphreys and Moore are unanimously against colluding with a criminal and resolves to hike back to the disabled truck and radio for help.

Objective – If Doug Spinney leaves play via Parley, or Investigators at the Old-Growth Clearcut spend the requisite number of clues as a group, advance the Act.

3

Act 3a

Blind Trust

The night draws on, impossibly. Not a wink is slept and all eyes are fixated on the lantern as the life sputters and flickers from it. But you've made it - the sun is cresting the mountainside and you've lasted one more night.

Objective – Investigators at the Service Road can spend the requisite number of clues, as a group, to advance the Act.

2

Act 4a

An Abomination of Nature

The lantern flickers spritely through the night and you sleep in shifts with Ranger Moore, taking turns watching Doug Spinney pace the floor and grumble. Morning breaks but you don't have the supplies to make it through another full night... Unsure of what you've found, you decide it would be best to get out of here while you can.

Objective – Investigators at the Service Road can spend the requisite number of clues, as a group, to advance the Act.

4

ACT 1b

Carefully scaling a precarious pile of fallen brush, you make your way to the mysterious cocoon. Upon closer inspection, what appears to be three human fingers protrude slightly from the underside. You manage to cut the cocoon down and carefully slice into it, revealing exactly what you had hoped you would not, the entombed remains of an unidentifiable man.

The Lead Investigator searches the Encounter Deck for a copy of Rotting Remains and draws it. Spawn the set aside Doug Spinney ally in the Logging Camp. Advance the Act.

ACT 2b

If the Act was advanced via Parley with Doug Spinney:

"You won't regret this." Spinney smirks over his shoulder. He starts off for a nearby trailhead and you watch him disappear around a bend, just out of sight. As you turn, you catch the glaring eyes of Ranger Moore. "I hope you know what you're doing. We'll be damned lucky to make it through the night with enough lamp fuel. I don't know what's out there, but I think we're about to find out..."

The Lead Investigator draws the set aside "Let him go." encounter card. Put the set aside Service Road location into play. Advance to Act 3.

If the Act was advanced via the clue threshold being met:

"The loggers had no business touching these trees," Spinney seethes, "they're old-growth, they're protected by the Arkham Forest Service!" You look at Ranger Moore, his brow furrowed. He's vexed, undoubtedly, but his eyes are transfixed on a peculiar growth-ring on the cut stump. The ring pulses dimly with a green luminescence and suddenly, things come into focus. Whatever was buried deep in these ancient woods is on the loose...and apparently very hungry.

Move all investigators to the Logging Camp. Remove all clues on all Clearcut locations and then add clues to all Clearcut locations as if they have just been revealed. Put the set aside Service Road location into play. Advance to Act 4.

ACT 3b

R1 - Your truck is completely wrecked thanks to the ill-fated attempts of Foreman Humphreys, but the sound of a jeep can be heard rumbling up the road. The engine noise drowns out the sounds of the forest as Doug Spinney, true to his word, skids to a halt mere feet from where you stand. "What are you waiting for," he snaps, "get in! We need to make haste out of here if we're going to beat the sun."

You return to Arkham with the information you've collected.

ACT 4b

R2 - It's putrid work, but you pry the dessicated corpse of Foreman Humphreys from the driver's side of Ranger Moore's truck. The wheels are bashed out of alignment and driving on metal is slow going, but you manage to break free of the forest just as the sun sets behind the mountain.

You return to Arkham with the information you've collected.