

Wrotham Township

EASY / STANDARD

- 1. If there is a **Charred Man** enemy at your location, take 1 horror.
- X, X is the total number of **Blazing Fire** locations in play.
- 3. Place 1 doom on the nearest **Charred Man** enemy.

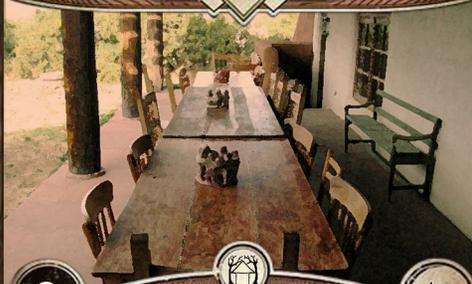
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- 2. If there is a **Charred Man** enemy at your location, take 1 damage and 1 horror.
- 3. If you are at a **Blazing Fire** location, take 2 damage.
- 4. If you are at or adjacent to a **Blazing Fire** location, take 2 damage.

HARD / EXPERT

Wrotham Township

Lumberjack Cafeteria



2



LOCATION

1

Woods. Wrotham Streets.

➔➔➔ Heal 1 damage or horror.

The restaurant is vacant, but the food is still good.



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Illus. Ottmar Liebert
Illus. Ottmar Liebert

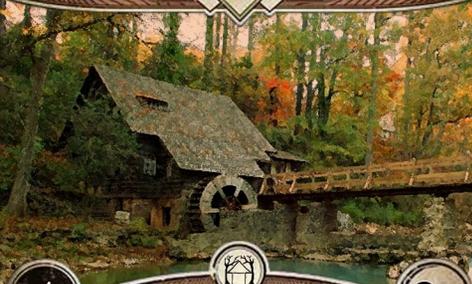
On the north edge of town sits the only restaurant in Wrotham. It serves humble, home-cooked meals.

Woods. Wrotham Streets.



LOCATION

Hullet Lumber Mill



4



LOCATION

2

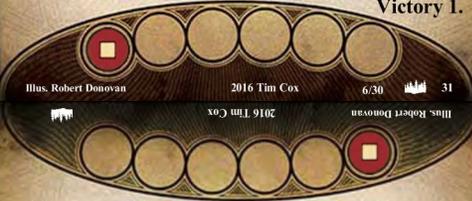
Woods.

Forced - When an enemy engages an investigator (not when an investigator uses an action to engage an enemy) at this location: Test ☠ (3). If you fail, take 1 damage.

Forced - At the end of the Mythos phase: Test ☠ (3). If you fail, take 1 horror.

The lumber mill is filled with places to hide, and something gruesome has happened here.

Victory 1.



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Illus. Robert Donovan
Illus. Robert Donovan

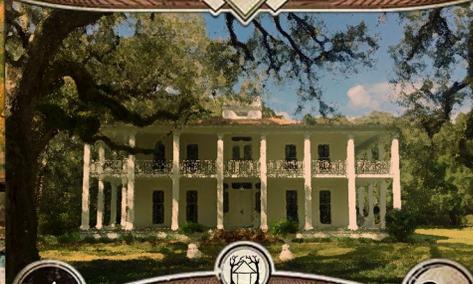
The Hullet family own the only lumber mill in the region.

Woods.



LOCATION

Hullet House



4



LOCATION

2

Fenced Estate.

Revelation - Shuffle the encounter discard pile back into the encounter deck. Reveal and discard encounter cards until a non-**monster** enemy is revealed. Spawn that enemy at this location, disregarding any other spawn instructions, then once more shuffle the encounter discard pile back into the encounter deck.

Victory 1.



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2016 Tim Cox 8/30 33
Illus. Atp
Illus. Atp

This large mansion is home to the richest family in or around Wrotham. Among the family's many holdings are vast tracts of land, the mill, the mayor, and the sheriff.

Fenced Estate.



LOCATION

Lumberjack Cafeteria

Hullet Lumber Mill

Hullet House

The Old Barn

2 LOCATION 1

Woods.

Play one *Ally* asset with a cost of 4 or less from your hand without spending resources. (Limit once per game).

Illus. Brian Humek 2016 Tim Cox 9/30/16 34
 Illus. Brian Humek 2016 Tim Cox

Located at the very edge of town, the Old Barn has become a meeting all of sorts. It's often used for dances or other large gatherings.

Woods.

LOCATION

The Old Barn

Mayor Forsyth's Home

3 LOCATION 2

Woods. Wrotham Streets.

Take 1 clue from the token bank, then shuffle the encounter discards back into the encounter deck. Reveal the top encounter card. (Limit once per game.)

You catch glimpses of shadows and movement, but you cannot see clearly what is going on.

Illus. Daniel Case 2016 Tim Cox 11/30/16 36
 Illus. Daniel Case 2016 Tim Cox

The mayor of Wrotham lives in a modest home near the town square.

Woods. Wrotham Streets.

LOCATION

Mayor Forsyth's Home

Wrotham Town Square

3 LOCATION 1

Wrotham Streets.

The square appears abandoned. You spot the occasional indication that someone has been here recently, but left in a hurry. Over there is a lunch set out and half eaten. On a bench is a small bag of breadcrumbs for feeding birds. In the street, a single shoe. Where has everyone gone?

Illus. Ken Lund 2016 Tim Cox 10/30/16 35
 Illus. Ken Lund 2016 Tim Cox

The town square is the heart of Wrotham. Nearly everyone in town passes through here at least once a day.

Wrotham Streets.

LOCATION

Wrotham Town Square

Wrotham Jailhouse

4 LOCATION 1

Wrotham Streets.

Forced - If you are "in lockup" you may not play *Item* assets, and may not leave this location. Do not reveal an encounter card during the Mythos phase while "in lockup". Instead, place an extra doom on the agenda.

Choose one: Test (4) or (4). You may spend 1 resource and add 1 doom to the agenda for +1 for this test. You may pay those costs up to 3 times per test. If you succeed, investigators "in lockup" are released. If you fail, place 1 doom on the agenda. This effect can cause the current agenda to advance.

Illus. Brigitte Werner 2016 Tim Cox 12/30/16 37
 Illus. Brigitte Werner 2016 Tim Cox

The Wrotham Jailhouse is a typical small town jail. The plain bricks, plain bars, plain depressing.

Wrotham Streets.

LOCATION

Wrotham Jailhouse

Eklund's Hardware & Feed



3 LOCATION **2**

Wrotham Streets.

Forced - If you fail an **investigate** test at this location, take 1 horror.

There are numerous burned bodies inside the store. Some citizens of Wrotham put up a losing fight here - but against what?

Illus. David Mark 2016 Tim Cox 03/30 38
 Illus. David Mark 2016 Tim Cox

Bill Eklund runs the largest store in Wrotham, selling hardware and farm supplies. Nearly every farmer for miles around makes a regular trip to Eklund's.

Wrotham Streets



Eklund's Hardware & Feed

Caffery's General Store



2 LOCATION **0**

Woods. Wrotham Streets.

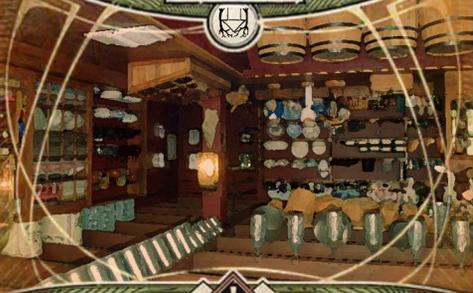
Play one non-Relic, non-Tome Item asset with a cost of 4 or less from your hand without spending resources. (Limit once per game.)

It appears that someone has broken in, and ransacked the place. Perhaps it wouldn't hurt to take a look around for something they might have missed?

Illus. William Adams 2016 Tim Cox 14/30 39
 Illus. William Adams 2016 Tim Cox

Caffery's General Store carries a wide variety of products. You'll find canned goods and foodstuffs from around the world, to common household needs crammed onto every shelf and packed into every corner.

Woods. Wrotham Streets



Caffery's General Store

Wrotham Township

Getting into town was a challenge, but now the real work begins. You're faced with a town on the brink of a fiery apocalypse. Now you must discover the source of the roaring flames, and determine what - or perhaps who - is the cause of this catastrophe.

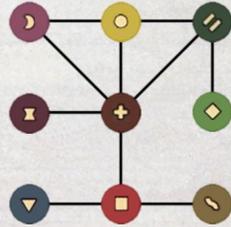
Expansion Symbol
 The cards in the *North Country Cycle* set can be identified by this symbol before each card's collector number.



Wrotham Township is the second scenario of a three scenario campaign called the *North Country Cycle*.

This scenario is played in Campaign Mode, and follows the instructions under Campaign Play on page 5 of the Rules Reference. As such, it does not cost experience to play. Set up the Chaos Bag with the same tokens as on step 4 of the Core Campaign.

1



Suggested Location Layout
 Using the location icons in the upper left corner, here is the suggested layout, with the connecting locations illustrated:

New keyword
 This scenario introduces a new keyword: **Immobile**. An immobile enemy cannot be moved from its starting location. If engaged with an investigator who moves away, the immobile enemy remains at its location, in its ready state. Immobile enemies are immune to any card effect which would cause it to move. If an enemy should somehow have the Hunter keyword in addition to Immobile, it does not move.

2

A Fiery Apocalypse

You have finally reached the township of Wrotham as the sun begins to sink. It's clear something odd is going on here. You haven't seen any townsfolk around, and the streets appear abandoned. There is a smell of burning wood drifting through the air, but it's mixed with a harsher odor you can't identify.

Just then, you see a belching flash of flame rise in the distance, accompanied by a loud "whoosh" sound! Something has just erupted in a blaze, and it occurs to you that it will probably spread. You've got to find out what is causing the town to burn.

Carefully, you begin to explore the town, risking a fiery death as you get closer to the flames.

3

Continued on the next card...

- Shuffle the gathered encounter cards to form the encounter deck.
- If Sheriff Harper is dead, remove him from the encounter set to the encounter deck.



- If you are wanted by the Wrotham Sheriff Department, add the Wrotham Sheriff encounter set to the encounter deck. It has the following icon:

- Find the Pyromaniac.
- Forest Paths, Stolen Motorcycle, Landon Hilllet, Act 2: Save Wrotham and Act 2:

- Set the following cards aside, out of play: *Wrotham Township*, *Fire Cull*, and *Burning Ground*. These form the encounter deck. They have the following icons, respectively:



Setup

4

Setup Continued

- ◆ Shuffle the *Blazing Fire* encounter set and set it aside. It has the following icon, and has the unrevealed location title *Blazing Fire*.

- ◆ If you found a path through the forest, the lead investigator puts Forest Paths into their deck. The investigators begin play at The Old Barn.
- ◆ If the investigators passed the blocked road, the lead investigator puts Stolen Motorcycle into their deck. The investigators begin play at Caffery's General Store.
- ◆ If the investigators were arrested, the investigators begin play at the Wrotham Jailhouse. Note that the investigators are "in lockup".
- ◆ Play begins!

5

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned, or was defeated):
Go to **Resolution 1**.

Resolution 1: *You manage to slip away into the woods, and watch helplessly as the township of Wrotham burns to the ground. You wish you had been able to do more, but it just wasn't possible. However, from your vantage point, you notice a strange masked figure heading north into the woods. It certainly looks suspicious!*

You follow, and notice that mysterious person dropped several pages from a charred, handwritten notebook. Not much is legible, but you do find references to the town, along with a place in the woods to the north. Apparently, many years ago prisoners would be executed there by being burned alive. Perhaps the best course of action is to follow the trail into the woods.

Continued...

7

DO NOT READ until the end of the scenario

Resolution 2: *Although severely damaged, the township of Wrotham will survive. Those who live here are in your debt. You were not able to find the person responsible, though you have learned that a strange figure headed north into the woods as the fires faded.*

- ◆ In your Campaign Log, record that *Wrotham has been saved*.
- ◆ In your Campaign Log, record that *Landon Hullet has escaped*.
- ◆ If there were 0 to 4 **Blazing Fire** locations in play, each investigator earns 5 bonus experience.
- ◆ If there were 5 - 7 **Blazing Fire** locations in play, each investigator earns 3 bonus experience.
- ◆ If there were 8 + **Blazing Fire** locations in play, the investigators earn no bonus experience.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

9

Drawing Blazing Fire Locations

Certain cards will instruct you to draw from the *Blazing Fire* deck. When you do, the following rules apply.

When a *Blazing Fire* location is drawn, reveal the location. It then replaces the existing location that matches its title. The old location is removed from play. If it had a Victory point value, and no clue tokens were present, it goes into the Victory display instead.

All investigators and enemies remain at the new *Blazing Fire* location unless play revealed, and collects new clue tokens as indicated.

6

DO NOT READ until the end of the scenario

Resolution 1: (continued)

- ◆ In your Campaign Log, record that *Wrotham has been destroyed*.
- ◆ In your Campaign Log, record that *Landon Hullet has escaped*.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 1 bonus experience for summoning the courage to enter the burning town.

8

DO NOT READ until the end of the scenario

Resolution 3: *You have put a stop to the insane pyromaniac Landon Hullet. Sadly, the township of Wrotham was destroyed in the process. You had hoped that killing him would put the situation to rest and that the loss of Wrotham wouldn't be in vain, but his last words have you concerned. Who was the "he" Landon was referring to? What did he mean about growing? Could it really be too late?*

- ◆ In your Campaign Log, record that *Wrotham has been destroyed*.
- ◆ In your Campaign Log, record that *Landon Hullet has been killed*.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 2 bonus experience for summoning the courage to enter the burning town.

10

Act 1a

Investigate the Inferno

Once inside Wrotham, it's clear that there are fires burning all around. As you observe the town, you realize that the flames will continue to spread. With a sinking feeling in the pit of your stomach, it occurs to you that the blaze is not spreading naturally. There must be some purpose or logic guiding the destruction of Wrotham - you just need to find out why. Nothing to do now but poke around.

8

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Act 2a

Save Wrotham

Now that you know what to look for, you move about town destroying every mysterious circle of ash you find. You can only hope that this will stop the fires.

- At a non-*Inferno* location, **Investigate**. You may use instead of if you choose. If successful, instead of drawing a clue, place 1 resource from the token pool on the current location.
- 🔥 When a **Blazing Fire** card is revealed for a location that has 2 resources present, discard it instead.

Objective - If all non-*Inferno* locations have 2 resources present, advance.

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Act 2a

Find the Pyromaniac Shaman

You've learned enough about the strange symbols to know that they are being left by a person or persons. It's just a matter of tracking down whoever is responsible, and bringing them to justice.

- ⚡ The investigators may, as a group, spend the requisite number of clues to track down **Landon Hullet**. Spawn him at the **Hullet Lumber Mill**.

Objective - If **Landon Hullet** is defeated, advance.

4

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ACT 1b

The Fire Below

The fires rage from below the earth! All over town the flames are drawn to the surface, bursting through and torching everything nearby.

Where the fires have erupted, you found a set of strange symbols traced in ash and charred bark. You believe that these designs are related to the fires. If they are destroyed, that will bring an end to the fires?

On the other hand, you know you're not alone in the town, but what you've seen weren't civilians. There must be a person responsible for leaving the symbols behind. Would it be better to track them down?

Time is running out, and you must decide what to do next.

If you choose to try and stop the fires, place **Act 2: Save Wrotham** into play.

If you want to try and track down who is responsible, place **Act 2: Find the Pyromaniac Shaman** into play.

ACT 2b

Calming the Blaze

It appears that new fires have ceased, and the existing fires are burning lower. Whatever was causing the fires to erupt was apparently also feeding them unnaturally.

Just after you destroy the last set of symbols, you spot movement in the distance. You quickly follow. The person is wearing a strange mask, and carrying a torch. It seems they are heading for the Mill! You reach the Mill just as they slip into the dark, gloomy woods beyond.

Approaching the treeline, you find a few pages from a charred, handwritten notebook. The fleeing suspect must have dropped this in their rush to escape. Not much is legible, but you do find references to the town, along with a place in the woods to the north. Apparently, many years ago prisoners would be executed there by being burned alive. Could that be where the fleeing person is headed?

You have saved as much of the town as you could. (→R2)

ACT 2b

Pyromaniac Shaman Stopped

Landon Hullet was trying to escape into the woods, but you got there just in time. His attempts to kill you or drive you off have failed, and the madman gasps his last breath. "You may kill me, but it's already too late! He's waiting now - and growing!" With that last exclamation, Landon Hullet falls, dead.

You have defeated the person you believe is responsible for the horrible catastrophe that has befallen the town. While the world is a better place without such an insane individual, the cost was high. For while you fought, the township of Wrotham has been entirely burned to the ground.

Near the body you find a few pages from a charred, handwritten notebook. Not much is legible, but you do find references to the town, along with a place in the woods to the north. Apparently, many years ago prisoners would be executed there by being burned alive. You suspect the notes may indicate where he was headed - and that trouble may still wait for you there.

You have stopped Landon Hullet, the pyromaniac shaman. (→R3)



Agenda 1a



Wrotham is Burning

The township of Wrotham is on fire, and you have a bad feeling that the fire is going to spread. You've caught glimpses of mysterious figures in the smoke, but you're not sure if you saw fleeing citizens, or something more sinister.

All **Wrotham Officer** enemies gain the keyword *Surge*. If the **Wrotham Officer** does not have a *Spawn* keyword, it also gains *Spawn* - any connected, adjacent location.

➤ If you are in a **Woods** location: **Resign**. Perhaps snooping around the town is a bad idea. You slip into the dark forest to wait and watch.

3

AGENDA 1b



Conflagration!

With a loud crack, another ball of flame and smoke rises above the town. The fires are spreading - and something or someone is responsible.

◆ If all nine locations have been replaced with **Blazing Fire** locations: (→R1)

The town can still be saved!

Although the fires continue to erupt across town, there is still a chance to stop the conflaguration.

Draw the top card from the **Wrotham Ablaze** encounter deck and place it into play revealed. Flip this agenda back to the "Wrotham is Burning" side.