

North Woods

EASY / STANDARD

- 2. If you fail, discard 2 resources.
- X. X is the number of unrevealed **Gloomy Woods** locations in play.
- 3. Place 1 of your clues on the Narrow Footpath.
- 5. Add 1 doom to the current agenda.

2016 Tim Cox 1/45 59a

Dismal Bog

Gloomy Woods

4 LOCATION 1

Deep Woods. Drifting Paths.

Forced - If you fail an investigate test at this location, you must choose: move a clue you possess to this location, or attach a non-**Weakness Item** asset you control to the Dismal Bog. The item maintains its current charge count.

When you successfully investigate here, you may also move an **Item** asset from the Dismal Bog to your play area.

Victory 1

Illus. Robert Zieml 2016 Tim Cox 9/45 67

Narrow Footpath

2 LOCATION 0

Deep Woods.

Discard any number of revealed **Drifting Paths** locations with no investigators or enemies present. However, they are set out of play (or to the Victory Display if allowed) instead of being shuffled back into the Gloomy Woods deck. Then, test (2). If you fail, lose 1 clue.

It would probably be safer to stay on the path.

Illus. Ryan Wyckoff 2016 Tim Cox 6/45 64

Trapper's Ridge

Gloomy Woods

2 LOCATION 1

Deep Woods. Drifting Paths.

After a successful Investigate check at this location, you may peek at any one unrevealed **Gloomy Woods** location. This does not trigger **Revelation** effects on the location, and it remains unrevealed. (Limit once per turn.)

From here you can observe the surrounding area.

Illus. Ageren 2016 Tim Cox 10/45 68

Peaceful Meadow

Gloomy Woods

1 LOCATION 0

Deep Woods. Drifting Paths.

Forced - When you would enter this location, choose one: discard all **Weapon** assets you control, or cancel the move action. Investigators at the Peaceful Meadow do not draw an encounter card during the Mythos phase. Instead, add an additional doom to the current agenda, then heal 1 damage and 1 horror.

Weapon assets may not be played by investigators at this location.

This meadow is protected from the rest of the world.

2016 Tim Cox 7/45 65

Rope Bridge

Gloomy Woods

2 LOCATION 1

Deep Woods. Drifting Paths.

Forced - When you move to the Rope Bridge: Test (3). If you fail, take 1 damage and immediately move to the Narrow Footpath.

It's probably fine, right?

2016 Tim Cox 11/45 69

Victory 1

Murky Glen

Gloomy Woods

4 LOCATION 1

Deep Woods. Drifting Paths.

Revelation - Search your deck for a **Madness** card and play it. Shuffle your deck. If you do not find one in your deck, discard the top 3 cards from your deck.

You may not play **Insight** cards while at the Murky Glen.

The strange architecture here defies explanation. Who could have built this, and why? It doesn't seem to make sense.

Victory 1

2016 Tim Cox 8/45 66

Rocky Slope

Gloomy Woods

2 LOCATION 2

Deep Woods. Drifting Paths.

Test (3) or (3). If you succeed, choose one: draw 2 cards or gain 2 resources. If you fail, take 1 damage, then discard this location. (Limit once per turn.)

Moving through the loose and tumbled rock field is dangerous. You search the slope at your own risk.

Illus. J. Sayre 2016 Tim Cox 12/45 70

Gloomy Woods



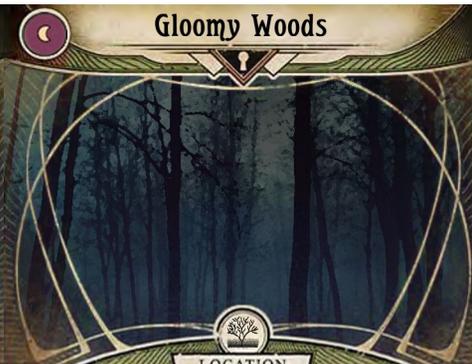
LOCATION

Deep Woods.

The trackless areas off the main path seem perpetually blanketed in mist and fog. It is very easy to get lost if you're not careful. It's so easy, it's as if the trees themselves are shifting around just to spite you.

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Gloomy Woods



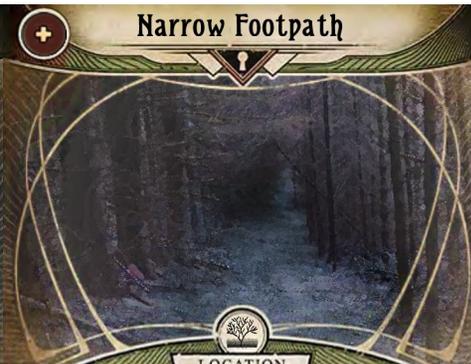
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Narrow Footpath



LOCATION

Deep Woods.

A narrow path weaves through the woods. Peering into the trees on either sides is like staring into an abyss.

Illus. Ryan Wyckoff 2016 Tim Cox

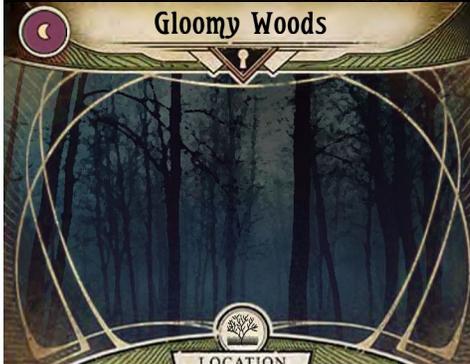
North Woods

HARD / EXPERT

- 3. If you fail, discard 4 resources.
- X. X is the current amount of doom.
- 5. After this test is resolved, reveal an encounter card.
- 7. Add 1 doom for each unrevealed Gloomy Woods location in play.

2016 Tim Cox 1/45 59b

Gloomy Woods



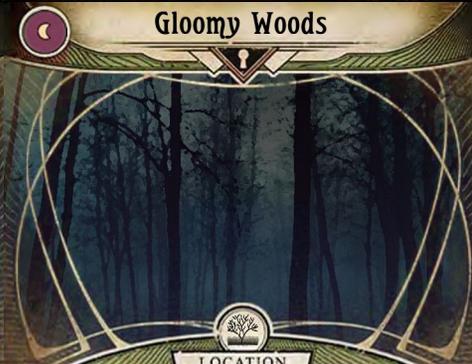
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Illus. Jabari Bellamy 2016 Tim Cox

Gloomy Woods



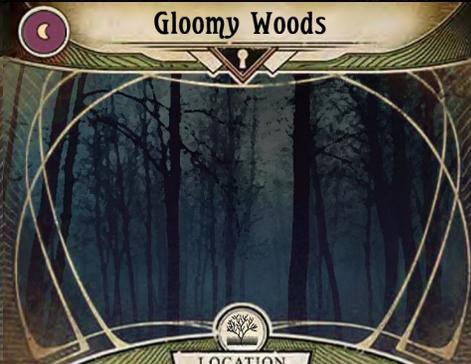
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Gloomy Woods



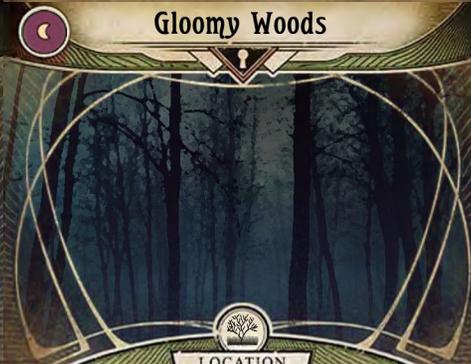
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Gloomy Woods



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Charnel Pit
Gloomy Woods

3 LOCATION **2**

Deep Woods. Inferno. Drifting Paths.

Revelation - Test ♣ (4). If you fail, take 1 horror.

Forced - When you investigate at this location, if a ♣, ♠, ♣, or ♠ symbol is revealed and the test is failed, discard 1 clue and lose all remaining actions.

The pit was filled with dismembered bodies - many of which had been burned. What had happened to these people?

Hidden Ravine
Gloomy Woods

4 LOCATION **3**

Deep Woods. Drifting Paths.

Revelation - Test ♣ (3). If you fail, take 1 damage, then discard this location.

The thick brush parted to reveal a sudden drop! The narrow crack in the forest floor probably held a swift stream years ago. Now it was a concealed danger.

Abandoned Mine
Gloomy Woods

3 LOCATION **0**

Deep Woods. Drifting Paths.

Forced - This location gets +2 shroud for each resource on this location.

► **Investigate**. If you succeed, gain 2 clues from the token pool, and 2 resources. Then, place 1 resource from the token pool on this location. If you fail, take 2 horror.

The black portal oozed cool air with a damp, earthy smell.

Infernal Glade
Gloomy Woods

3 LOCATION **2**

Deep Woods. Inferno. Drifting Paths.

Forced - When you move to this location, reveal encounter cards until an **Inferno** card is revealed. Put that card into play, then shuffle the encounter discard pile back into the encounter deck.

Small fires were scattered all over the forest clearing. Here and there, an occasional burst of flame or belch of smoke would burst from the blackened ground.

2016 Tim Cox 13/45 71

Illus. Morrow Long 2016 Tim Cox 14/45 72

Illus. FA Martin 2016 Tim Cox 15/45 73

Illus. Albert Herring 2016 Tim Cox 16/45 74

Smoldering Grove
Gloomy Woods

3 LOCATION **2**

Deep Woods. Inferno. Drifting Paths.

You must spend an extra action to move away from this location.

In the distance, the glow of fire backlit the trees. It had already consumed this grove, leaving naught but smoking charcoal and ash. Perhaps in the future, the forest could reclaim this scorched patch of woods.

Burning Knoll
Gloomy Woods

3 LOCATION **0**

Deep Woods. Inferno.

Revelation - Spawn Landon Hullet here, if he is set aside. Then, if Agenda 1 is in play, attach the set aside Captured Townfolk to this location.

Forced - Act 1 may not advance while Landon Hullet remains in play. While Captured Townfolk is in play, Landon Hullet gains Aloof.

Scorched Cairns

5 LOCATION **0**

Deep Woods. Inferno.

► If Cinder-Man is not **Massive** (or not in play): Test ♣ (5) to grab the tablet or ♣ (5) to disrupt the spell. If you succeed, discard Cinder-Man, and remember that "you have recovered the Fragment of Cinders." If you fail, take 1 direct damage and 1 direct horror.

A clay tablet sits on a stone altar, dimly glowing with a menacing internal light. You assume that touching it won't be pleasant.

Illus. Brad Lidell 2016 Tim Cox 17/45 75

Illus. Philip Carr-Gomm 2016 Tim Cox 18/45 76

Illus. Brojoghost 2016 Tim Cox 19/45 77

North Woods

You've found a few pages from a charred notebook. Not much is legible, but what you can read references a place in the woods to the north where many years ago prisoners would be executed by being burned alive. Whatever is going on, you feel like the answers are there.

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

North Woods is the third 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

Gloomy Woods

Gloomy Woods

Gloomy Woods

Gloomy Woods

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Scorched Cairns

Gloomy Woods

Gloomy Woods

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.

Suggested Location Layout

The locations in the North Woods are fluid, as you can easily get lost. Place the Narrow Footpath in the center of the table, with room for the Gloomy Woods locations to be placed around it.

2

LOCATION

Deep Woods. Inferno.

The hill rises ahead of you, bare and stark. It seems the trees stand guard around the Cairn, but will not grow upon it. The earth of the hill is scarred and black. The crown of the hill has strangely stacked giant rocks scattered about in patterns for unknown reasons. This place is old, and unpleasant.

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Illus.

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Illus. Jabari Bellamy

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Into the Gloomy Woods

The fires in Wrotham have brought ruin and destruction to the once peaceful town. However, you found it odd that the townsfolk seemed to have abandoned the place before the flames began. Where have they gone?

The answer to that mystery, along with why the town caught fire, might be found if you head north into the woods. At least, that's what you've come to believe since you found those burnt pages. Although difficult to read, they have provided some interesting information. There are fragments of old tales which describe a nearby hill. In centuries past, captives would be burned alive there in mysterious ceremonies. Scrawled notes in the margin of a page mention some kind of doorway at the top of the hill, but fail to explain how or why. The place is called the Scorched Cairn, and stories say that the woods somehow protect it. The path there is never the same, and the trees themselves lead those who would seek the Cairn astray and into danger.

The shadowed trees stand before you, lit in the darkness by the glow of fires from the town behind. It sounds like a lovely place, you think.

3

Setup Continued

- ◆ Place the Narrow Footpath into play. All investigators begin here.
- ◆ Shuffle all the Gloomy Woods location cards together to form the Gloomy Woods deck.
- ◆ Draw the top 4 cards from the Gloomy Woods deck and place them into play unrevealed.
- ◆ If you have rescued the mayor, he gladly shares some information about the North Woods. Reveal 2 of the Gloomy Woods locations. Any Revelation effects do not apply.
- ◆ 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: The destruction of Wrotham and the once peaceful forest is total and complete. The inferno eventually cools, but that part of the forest continues to smolder and smoke with embers that never extinguish.

Occasionally, sections of wilderness surrounding the "Wrotham Fires" (or simply the "Fires" as the area will be known) ignite and blaze, seemingly in accordance to some unknown design.

Rumors of what happened are wide and varied, with the old folks in the surrounding towns believing that either the government is responsible, or that a volcano erupted (despite assurances that neither is the case).

Continued...

7

DO NOT READ until the end of the scenario

Resolution 2: It required all your force of will to face down a thing made of fire, rather than run screaming into the night. Despite the fear, you were able to stop the reality-defying creature before it harmed others. You can't explain where it came from, nor why those insane people wanted it here. One thing is for sure though. You won't ever be able to sit by a fireplace again. As for the tablet, you decide not to smash it. Who knows what might happen if you do. No, it would be best to leave it somewhere safe. In fact, you know just the place. It's time to call on an old friend at the Miskatonic Library.

If you rescued the townsfolk: Once back in Arkham, you track down Edward Ekholm to give him the good news. You inform him that his family is safe, and waiting for him at the Grand Hotel. "Thank you so much! I'm so relieved!" Edward rushes out the door to meet his family.

Otherwise: Once back in Arkham, you reluctantly search for Edward Ekholm. You find him at the diner, and he immediately knows what you've come to tell him by the look on your face. "Oh no..." he says as he begins to cry.

Continued...

9

DO NOT READ until the end of the scenario

Resolution 3: Although you can't imagine it's true, you suspect that something horrible might have occurred here without intervention. What was supposed to happen with this strange artifact in this desolate location? There were certainly people who greatly desired to find out, but you didn't let them stop you. Whatever they were up to was not good for anyone. In any case, you now have a mysterious tablet. You decide not to smash it, as you're not sure what might happen if you do. No, it would be best to leave it somewhere safe. In fact, you know just the place. It's time to call on an old friend at the Miskatonic Library.

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Continued...

11

Act 1a

Finding the Cairn

The night is dark, but you can see fire on a hill in the distance. You must somehow find the place known as the Scorched Cairn, and heading for that fire seems like as good a plan as any.

Objective - At least one investigator must be at the Burning Knoll. Then all investigators may, as a group, spend the requisite number of clues to advance.

8

Illus. Gary Robertson

2016 Tim Cox

4/45

62

Act 2a

Fragment of Cinders

After examining some of the more difficult to read parts of the notebook, you find a reference to a clay tablet called the "Fragment of Cinders." The tablet was apparently discovered buried deep in the woods west of town. The book claims that the tablet can be used to open a doorway to a being known as the Cinder-Man. Although the idea sounds insane, perhaps finding this tablet holds the key to bringing calm to the area.

Objective - Recover the Fragment of Cinders to advance.

9

Illus. Gary Robertson

2016 Tim Cox

5/45

63

DO NOT READ
until the end of the scenario

Resolution 2: (continued)

- ◆ In your Campaign Log, record that the investigators defeated the Cinder-Man.
- ◆ Each investigator suffers 1 mental trauma from facing a being of flame.
- ◆ If you have *been kissed by fire*, you take 1 mental trauma from the horrific nightmares that plague you.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 8 bonus experience for defeating the fiery monstrosity before it escaped.
- ◆ The investigators win!

10

DO NOT READ
until the end of the scenario

Resolution 1: (continued)

Others suspect an underground coal fire exploded, but have been unable to prove it. Examining the area is difficult, as venturing into the Fires is deadly. None who have entered have returned, with death by fire or smoke suspected.

Another mystery are reports of strange people spotted in and around the Fires. They are never seen up close, and most think those who claim to have seen these people are either confused or frauds. Wrotham has become a seething wasteland.

- ◆ In your Campaign Log, record that the Cinder-Man is free, and has destroyed the North Country.
- ◆ Each surviving investigator is **killed**, unless you have been *kissed by fire*, in which case you go **crazy** and become a servant of the Cinder-Man.
- ◆ The investigators lose.

8

Gloomy Woods Deck Rules

Certain cards will instruct you to discard a *Gloomy Woods* location or to draw from the *Gloomy Woods* deck. When you do, the following rules apply.

When a *Gloomy Woods* location is discarded, all investigators at the discarded location are moved to the Narrow Footpath, along with any engaged enemies. This move does not trigger attacks of opportunity. If an enemy is not able to move to the Narrow Footpath (for example, a Barricade), it moves to the closest valid location (disengaging if necessary).

If the location has a victory point value and no clue tokens, place it in the victory display. Otherwise, shuffle the location back into the *Gloomy Woods* deck. Immediately draw a new *Gloomy Woods* location.

When a *Gloomy Woods* location is drawn, place it into play unrevealed as usual. When revealed, it collects the usual clue tokens as shown on the location, even if that location had previously been in play and the clue tokens were collected.

6

Setup

- ◆ Gather all cards from the encounter sets *North Woods*, *Fire Cult* and *Burning Ground*. They have the following icons, respectively:



- ◆ Set Scorched Cairn, Cinder-Man, and Captured Townsfolk aside.
- ◆ If *Landon Hullet* has been killed, place him out of play. Otherwise, set him aside.
- ◆ Shuffle the remaining encounter cards to form the encounter deck.
- ◆ Add 1 ♣ token to the chaos bag for the remainder of the campaign.
- ◆ If *Wrotham* has been destroyed, place 2 doom on the current agenda.

Continued on the next card...

4

ACT 2b

Fragment Recovered

You carefully lift the clay tablet off the stone altar. The tablet is hot at first - so hot, it burns your hands. Once lifted though, it quickly cools and is warm to the touch. Strangely, the heat seems to be originating from within the tablet itself rather than an outside source.

It is covered in faint, incomprehensible etched characters that glow with a ghostly orange light. After the experiences you've had in the past few hours though, you're thankful that you don't know what it says. That is a concern for someone else. For now, you hope that since the tablet is secure, Wrotham and the surrounding area can finally have some peace.

You have recovered the Fragment of Cinders.

- ◆ If you have defeated the Cinder-Man: (→R2)
- ◆ Otherwise: (→R3)

ACT 1b

The Hidden Path

You have discovered a hidden path leading away from the horror of townsfolk in the flaming cages. At the head of the path you spot a strange sigil carved into a tree. You've seen this symbol before - in the charred notes you found.

Flipping through the mostly unreadable pages, you find that the symbol is somehow connected to the place known as the Scorched Cairn. You believe you've found the way forward.

There are a few other legible paragraphs near the sigil as well - perhaps they hold some valuable information. You pause for a moment to study it, and learn what you can.

Place the Scorched Cairn into play. If Agenda 2 is active, place the Cinder-Man in play at the Scorched Cairn as well.

DO NOT READ
until the end of the scenario

Resolution 3: (continued)

- ◆ In your Campaign Log, record that the doorway to the Cinder-Man has been closed.
- ◆ If you have *been kissed by fire*, you take 1 mental trauma from the horrific nightmares that plague you.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 4 bonus experience for preventing the impending fiery disaster.
- ◆ The investigators win!

12

Agenda 1a



The Gloomy Woods

As you begin down the narrow path heading north into the woods, the sounds of the town fall away and silence briefly reigns. Then you hear it: the sound of a crackling fire, and people screaming in terror. It's faint, and could be far away - although the forest has an odd echo, making the judgement of distance difficult. Could it be close by? The only way to know for sure is to go deeper into the gloom.

Forced - After you investigate at a *Drifting Paths* location: If a or symbol was revealed and the test failed, discard the location.

12

Agenda 2a



The Blaze Grows

You know that time is running out, and the fires are growing larger. Whatever is going on, it seems the bigger the fire, the worse of a day you're gonna have. You're not sure just how big that fire can get before it's too late.

Revelation - If the townsfolk have burned, this agenda begins play with 3 doom.

Forced - If this agenda has 6 or more doom, Cinder-Man gains the keyword *Massive*.

12

AGENDA
2b

Cinder-Man is Free

With an explosion that turns night into day, the forest erupts into an inferno the likes of which have never been seen. No tree stands within five miles of the Scorched Cairns, and the largest forest fire known in the North Country now rages. Wrotham and the surrounding woods have been incinerated, and there are none left who know the reason.

(→R1)

AGENDA
1b

Flames in the Night

In the distance you hear a loud roar of flames! Orange light briefly washes over the treetops. The popping of burning wood continues to echo around you, and you can smell the smoke. Wherever that fire is, it's a big one.

- ◆ If Scorched Cairns is in play, place the Cinder-Man in play at Scorched Cairns.
- ◆ If you have *rescued the townsfolk*, continue to the next agenda.
- ◆ If not, remember that “the townsfolk have burned.” Discard Captured Townsfolk if it is in play. Then, each investigator takes 1 direct horror from the screams echoing among the trees.