

### Barricade

*Hazard.*

**Revelation** – Attach Barricade to your current location. Enemies at this location get +1 Fight and Evade.

*A hastily built barricade made from rotting wooden boxes.*

### Barricade

*Hazard.*

**Revelation** – Attach Barricade to your current location. Enemies at this location get +1 Fight and Evade.

*A hastily built barricade made from rotting wooden boxes.*

### Barricade

*Hazard.*

**Revelation** – Attach Barricade to your current location. Enemies at this location get +1 Fight and Evade.

*A hastily built barricade made from rotting wooden boxes.*



### The Key

The Castle Gate Key

*Castle.*

*Found in the rotting hands of a corpse - this key could be your salvation.*





Black Tower Room	Black Tower Stairs	Castle Gate	Chapel
 <div> <div>2</div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> <p><i>'There was one black tower which reached above the trees into the unknown outer sky...'</i> - H.P. Lovecraft</p> <div> <div> <div>Red square</div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> </div>	 <div> <div>3</div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> <p><b>Forced</b> – When an investigator leaves this location test (2). If you fail, suffer 1 damage.</p> <p><i>In the dank twilight I climbed the worn and aged stone stairs till I reached the level where they ceased, and thereafter clung perilously to small footholds leading upward.</i> - H.P. Lovecraft</p> <div> <div> <div>Blue triangle</div><div>Yellow circle</div><div>Green diamond</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> </div>	 <div> <div>2</div> <div>LOCATION</div> <div>0</div> </div> <p>'Shut the gate! Shut it!'</p> <div> <div> <div>Blue triangle</div><div>Purple cross</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> </div>	 <div> <div>1</div> <div>LOCATION</div> <div>0</div> </div> <p>Castle.</p> <p><b>Forced</b> – No <i>Ghoul</i> enemies may enter the Chapel.</p> <p><i>'It was never light, so that I used sometimes to light candles and gaze steadily at them for relief.'</i> - H.P. Lovecraft</p> <div> <div> <div>Blue triangle</div><div>Purple cross</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> <div> <div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div> </div> </div>
<div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> 	<div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> 	<div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> 	<div> <div>LOCATION</div> <div>1</div> </div> <p>Castle.</p> 



Courtyard	Dark Passage	Library	Stone Crypt				
<div><div>1</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>'I know not where I was born, save that the castle was infinitely old and infinitely horrible.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div> <tr><td><div><div>1</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>The courtyard gives a view of the impossible night sky and its gibbous moon.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr> <tr><td><div><div>4</div><div>LOCATION</div><div>1</div></div><div><p>Castle.</p><p><i>'...full of dark passages and having high ceilings where the eye could find only cobwebs and shadows.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div><tr><td><div><div>4</div><div>LOCATION</div><div>1</div></div><div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr><tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div><tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr></td></tr></td></tr>	<div><div>1</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>The courtyard gives a view of the impossible night sky and its gibbous moon.</i></p><div><div>1/1</div><div>1</div></div></div>	<div><div>4</div><div>LOCATION</div><div>1</div></div> <div><p>Castle.</p><p><i>'...full of dark passages and having high ceilings where the eye could find only cobwebs and shadows.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div> <tr><td><div><div>4</div><div>LOCATION</div><div>1</div></div><div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr> <tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div><tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr></td></tr>	<div><div>4</div><div>LOCATION</div><div>1</div></div> <div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>	<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div> <tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr>	<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div>
<div><div>1</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>The courtyard gives a view of the impossible night sky and its gibbous moon.</i></p><div><div>1/1</div><div>1</div></div></div>							
<div><div>4</div><div>LOCATION</div><div>1</div></div> <div><p>Castle.</p><p><i>'...full of dark passages and having high ceilings where the eye could find only cobwebs and shadows.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div> <tr><td><div><div>4</div><div>LOCATION</div><div>1</div></div><div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr> <tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div><tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr></td></tr>	<div><div>4</div><div>LOCATION</div><div>1</div></div> <div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>	<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div> <tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr>	<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div>		
<div><div>4</div><div>LOCATION</div><div>1</div></div> <div><p>Castle.</p><p><i>The passage way is so dark you have to grope your way along the walls hoping you don't blunder into anything sinister.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>							
<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>'From such books I learned all that I know. No teacher urged or guided me, and I do not recall hearing any human voice in all those years—even my own.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1 Victory Point</div></div></div> <tr><td><div><div>3</div><div>LOCATION</div><div>2</div></div><div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div></td></tr> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div><tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr></td></tr>	<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div>				
<div><div>3</div><div>LOCATION</div><div>2</div></div> <div><p>Castle.</p><p><i>The library is full of old dusty bookshelves and mouldy books tables, some of which have been left open upon various rotting.</i></p><div><div>1/1</div><div>1 Victory Point</div></div></div>							
<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>'To me there was nothing grotesque in the bones and skeletons that strowed some of the stone crypts deep down among the foundations.'</i> - H.P. Lovecraft</p><div><div>1/1</div><div>1</div></div></div> <tr><td><div><div>2</div><div>LOCATION</div><div>0</div></div><div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div></td></tr>	<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div>						
<div><div>2</div><div>LOCATION</div><div>0</div></div> <div><p>Castle.</p><p><i>Numerous stone coffins lie in various states of disrepair.</i></p><div><div>1/1</div><div>1</div></div></div>							



ACT 3b

*You slam the gate shut, but not before you catch a glimpse of the multitudes of horror screaming towards the castle. They crash against the gate and it shudders several times but holds firm. You have managed to stop them for the moment...but more will come unless you can cut off the source of their power.*

## The Final Respite.

*Continues in next scenario.*

If the **Hunting Ghoul** has not been defeated, record in your Campaign Log - *'It still lives!'*  
Investigators gain 2 XP plus the victory display.

ACT 2b



*With the key in your possession it is time to lock the main gate to the castle, but you must hurry!*

## You must hurry...

*'... but all the fiendish ghouls that ride the night-wind shrieked...'  
-H.P. Lovecraft*

ACT 1b



*Reading through the open books within the Library you make a startling discovery - there is a greater threat than these creatures. A dark presence is described as being in control of this place and is summoning these abominations to wreak havoc upon your world. It hints that this being is located outside the castle walls.*

## A dark Foreboding...

*But first you must stem the tide of these monsters....*

Act 3a



## Lock them out!

*Rushing towards the gate you can hear the cries multiply from outside the walls. You don't have long left to prevent terror and chaos crashing down upon you.*

**Forced** – To lock the gate, the **Key** must be present at the **Castle Gate** location. Any investigator at that location may test ● (5) to lock the gate. If successful, advance.

Act 2a



## The Key...

*Gaining more information from the books you realise that you could close the main gate and trap the creatures outside the castle walls.*

*The key to the gate is still being grasped by a corpse in the crypts!*

**Revelation** – Attach the **Key** card to the **Stone Crypt** location. An investigator may attempt to gain the **Key** by testing ● (5). If you do then place the **Key** in your play area. Once an investigator has the **Key**, Advance.

Act 1a



## How to stop them...

*Those creatures must have been coming from this place....you need to find a way to stop them!*

**Forced** – Only **investigators** in the **Library** location may spend clues to advance.

## They have found you!

**Revelation** – Check your campaign log. If you have recorded that *'The Hunting Ghoul is still alive'*, spawn **Hunting Ghoul** in the **Black Tower Room**.

If not, search the encounter deck and discard pile for a **Ghoul** enemy and spawn it at an empty location, then shuffle the discard pile back into the encounter deck.

*Picking up the scent of your flesh the monstrosities advance upon your position. The very walls of the castle begin to shudder as if reality were being torn away.*

## The Descent.

*Climbing down through the grating you drop into an old circular room. No windows are present - if they were, then someone surely would of opened them to remove the stench of rot and decay. A piercing shriek from outside this room reminds you of the urgency of your task.*

4

Agenda 1a
















### Spider Webs


Hazard.

**Revelation** – Test  (3). If you fail, lose 1 action for this turn.

*'...or anything alive but the noiseless rats and bats and spiders.'*  
- H.P.Lovecraft

### Spider Webs


Hazard.

**Revelation** – Test  (3). If you fail, lose 1 action for this turn.

*'...or anything alive but the noiseless rats and bats and spiders.'*  
- H.P.Lovecraft

### Ghostly Figure

Terror.

**Revelation** – Test  (3). For each point you fail by, suffer 1 horror.

*'Nothing I had before undergone could compare in terror with what I now saw...'*  
- H.P.Lovecraft.

### Ghostly Figure

Terror.

**Revelation** – Test  (3). For each point you fail by, suffer 1 horror.

*'Nothing I had before undergone could compare in terror with what I now saw...'*  
- H.P.Lovecraft.













Hunting Ghoul

4
5
3

Humanoid. Monster. Ghoul. Elite.

Hunter

The **Hunting Ghoul** can enter the **Chapel** but takes 1 damage if it does

*The creature gained in strength the more it fed.*

1 Victory Point

ENEMY

Set Up Instructions

Place all locations into play.

The investigators start in **Black Tower Room**.

Set *The Key* aside.

Check your campaign Log:

If you recorded *'They are prepared now...'* add the 3 **Barricade** cards into the encounter set, otherwise remove them from the game.

If you recorded *'Hunting Ghoul still lives'*, set aside the **Hunting Ghoul**.

Shuffle the encounter cards, found with this scenario, to make the encounter set.

1

The Outsider's Castle

EASY / STANDARD

-X, where X is the number of *Ghoul* enemies in play.
-1. If you fail this test then discard one card from your hand.
-2. If you fail this test then move one *Ghoul* enemy one location towards the nearest investigator if able.
-3.