





Shadow Rails

EASY / STANDARD

-  -2. If you are engaged with a **Beast**, it attacks.
-  -2. If you are engaged with a **Criminal**, it attacks.
-  -1. If you succeed, heal 1 horror.
-  -1. If The Beast is in play, it attacks each investigator at its location.

1/30 1a

-  location.
-1. If The Beast is in play, it attacks each investigator at a **Woods** location.
-  -2. If you succeed, heal 1 horror.
-  -3. If you are engaged with a **Criminal**, it attacks.
-  -3. If you are engaged with a **Beast**, it attacks.

Shadow Rails

HARD / EXPERT

The Beast in the Woods

The fog surrounding the train grows thicker and you can barely make out a massive silhouette in the woods.

Objective – If The Beast is defeated, advance.

Making Sense of Everything

The situation is unexplainable. How come the engine is cold? Where are the passengers and train personnel? And why are there gangsters hunting you? Perhaps the answer lies outside the train.

Objective – Investigators at a **Woods** location may, as a group, spend the requisite number of clues to advance.

Where is Everyone?

The entire passenger car appears empty and the conductor is nowhere to be seen. You better check the rest of the coupés and cars.

Forced – Investigators cannot enter **Woods** locations.

The Beast Defeated

You summon your last ounce of strength and lunges at the beast, forcing it to retreat. Moving quickly you attack it from one direction, then another, and with your final attack drives The Beast back into the depth of the surrounding woods.

➤ >RI.

Something is hiding in the Fog

You feel a presence in the fog surrounding the train. Perhaps the answers you seek resides with it?

➤ Spawn the set-aside The Beast in an unrevealed **Woods** location. If there is no unrevealed **Woods** location, spawn it in the **Woods** location with the fewest investigators.

|| "Help me!" someone is calling to you from inside the train.

- Search your collection for Oliver Thomas (from the Curiosities scenario) and spawn him in the Passenger Car connected to the Engine. Check Campaign Log:
 - If you saved Oliver Thomas, an investigator at this location may take control of him without spending the required action.
 - If the police saved Oliver Thomas, do nothing.
 - If you failed to save Oliver Thomas, place 1 damage on him.
- Forced** – If Oliver Thomas is in play and not controlled by an investigator at the end of the game, each investigator suffers 1 mental trauma.
- Forced** – If Oliver Thomas leaves play, each investigator suffers 1 mental trauma.

An Empty Train

Everyone else has vanished. You are all alone aboard the train. Even the engine driver is gone, and the engine is cold as if it hasn't been in use for a long time...

Suddenly, you hear voices calling out to you. The door to your car is janked open and a gangster jumps aboard. Have the hoodlums from the Curiosity Shoppe followed you?

- Reveal any unrevealed **Train** location.
- Remove all clues from each **Train** location.
- Search the encounter discard pile and encounter deck for all cards from the Sorcery encounter set (♣), remove them from the game.
- Spawn one of the set-aside O'Bannion's Thing enemies engaged with the lead investigator.
- Shuffle the remaining cards from the set-aside Naomi's Crew (♠) encounter set into the encounter deck.

2/30

1

Agenda 3a

Fighting the Fog

How do you fight fog? With no other venue of approach available, you steel yourself. You won't go down without a fight.

Forced – For every 4 doom on this Agenda, each *Beast* enemy gains +1 and +1.

12

7/30 1

Agenda 2a

It is in the Train Cars

The fog grows denser as it permeates the train. The movements within become more difficult to discern and you question your eyes more with every passing moment.

Forced – Each *Beast* enemy gains +1.

8

6/30 1

Agenda 1a

The Fog Creeps Closer

As the Fog envelops the train cars, you are certain something is moving out there.

4

5/30 1a

AGENDA 3b

Darkness

The fog has grown thicker and clings to your body as you run blindly through it. You claw at your ears and nose as black tendrils of the fog slither into your brain. Losing all sense of direction, you stumble through the woods, down a hill, and trip over something in the underbrush.

Your head crashes into the trunk of a tree that wasn't there a second ago and all goes dark.

Each investigator is defeated.

AGENDA 2b

Everywhere you turn, your senses are assaulted by the dense fog. And it grows thicker still, threatening to encompass your very being.

Search the encounter discard pile and the encounter deck for a *Beast* enemy, spawn it at the Woodland location.
Shuffle the encounter discard pile into the encounter deck.

*Fog Beast

Beast, Elite.

Spawn – Woods.

Hunter.

Prey – Highest.

Forced – When Fog Beast moves, all *Woods* locations are considered connected.

Victory 1



5/30 1b

Engine

3

LOCATION

1

Train.

The Engine is connected to the location to the left of it.

Forced – When you enter Engine, test ♠ (2). If you fail, discard the top card of your deck.

8/30

1

Engine

3

LOCATION

1

Train.

The Engine is connected to the location to the left of it.

8/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

Forced – When you enter Passenger Car, test ♠ (2). If you fail, discard the top card of your deck.

10/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

10/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

Forced – When you enter Passenger Car, test ♠ (2). If you fail, discard the top card of your deck.

9/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

9/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

Forced – When you enter Passenger Car, test ♠ (2). If you fail, discard the top card of your deck.

11/30

1

Passenger Car

3

LOCATION

1

Train.

Passenger Car is connected to the locations to the left and right of it.

11/30

1









