

Ghost in the Woods

EASY / STANDARD

-1. (-3 instead if you are engaged with a **Humanoid** enemy)

-1. Your skill cards do not contribute to your skill value for this test unless you have the **Chosen** trait.

-3. If you succeed, heal 1 damage or horror.

-2. If you fail, add 1 doom to your location.

Ghost in the Woods

HARD / EXPERT

-2. (-4 instead if you are engaged with an enemy)

-2. Your skill cards do not contribute to your skill value for this test unless you have the **Chosen** trait.

-4. If you succeed, heal 1 damage and 1 horror.

-3. If you fail, add 1 doom to a connecting location.

Finding Proof

Condition.

People in Arkham needs to know what had transpired here tonight. Your attempt to rescue those in need is undoubtedly noble, but a decision hastily made nonetheless. Ben Oreon urged you to gather anything you find extraordinary along the way, so in case this mission goes sideways, you can still offer a solid ground for the Arkham police to establish a proper investigation.

➔ After you successfully investigate a location with a ready enemy. Flip this card over and resolve its text.

Monsters At Our Doorstep

Reward.

It has become quite obvious that those who lurks this place are not entirely human. The way they move and their peculiar appearances are simply beyond any barbaric tribe of local myths. You are quite confident that with each discovery you made on this journey, you are one step closer to unravel the mysteries of this band of misfits.

Forced – When the game ends, if there are enemies or locations with a combined total of at least 4 victory points in the victory display: Record that the investigators have found compelling evidence in your Campaign Log. Add this card to the victory display.

Victory 1.

Keeping A Low Profile

Condition.

Your intrusion isn't exactly the most subtle one. With every trace you left behind, you are one step closer to alerting the whole village. Perhaps with your keen eyes and swift hands, you can rearrange your surroundings so it looks like nobody were ever here.

➔ While it is agenda 1 or 2, after you successfully investigate a location with 1 or more doom tokens on it, instead of discovering clues: Flip this card over and resolve its text.

Covering Our Tracks

Rewards.

Thanks to your attention to details, you managed to return the whole scene back to way it was prior to your arrival. Hopefully, by the time the residents notice your presence, you had already been long gone.

Remove all doom tokens on your location. Put this card into play next to the act deck. For the remainder of the game, each location gains: ➔ Investigate. If you succeed, instead of discovering clues, remove up to 2 doom on your location."

The Forbidden Lore

Condition.

Ben Oreon spoke of an invaluable tome hidden in the cult's deep recess. If your guide is telling the truth, this prized piece of literature may contain answers to the mysteries of life and the very fabric of reality. Ben's information has been proven truthful so far, but will you dare to seek out this relic? Moreover, will you dare to tap into the knowledge it holds?

➔ If an investigator at your location controls the Book of Beast: You try to uncover the secrets of its content, test (5). If you succeed, flip this card over and resolve its text. If you have the **Assistant**, **Mistakonic** or **Scholar** trait, this test is automatically successful.

What Did It Cost You?

Reward.

Based on the structure of how diagrams and formulas are composed on its yellowing papers, there must be multiple if not dozen of scholars who had contributed to this vault of knowledge. Written in nonsensical order are the names of long forgotten deities, blood rituals to call upon them, and a detailed bestiary of their minions. One page with sketches of horned humanoids catches your eye in particular...

If there is no token in the token bag or sealed on any cards, add 1 token to the token bag. The investigator who controls the Book of Beast adds the set-aside Summoned Minion (*Coat Spawn*) into his or her hand. Add this card to the victory display.

Victory 1.

A Distraction?

Condition.

Upon entering the warehouse, you find that this isolated settlement is surprisingly well-stocked with food, fuel and liquor alike. After a brief inspection, you discovered row upon row of moonshine barrels at the back of the building. It might be a terrible idea to drop a match here, but a well-timed fire accident might be the perfect distraction if things ever get out of hand.

➔ While you are at the Warehouse: You light up the building with the help of the alcohol. Flip this card over and resolve its text. You may spend 1 clues as a group to activate this action at a connecting location.

1/1

1a

STORY

K7-B00M!

Reward.

A violent explosion erupts from the wooden planks and the whole construct goes up in flames in an instant. You cover your mouth as smoke fills the air. This spot will surely attract all the necessary attention, and you must waste no time to finish what you have started.

Deal 3 damage to each enemy and to each investigator at the Warehouse, then move each investigator and each enemy at the Warehouse to a connected location. Move all doom on the Warehouse to the agenda, then discard all other tokens on the Warehouse along with all its attachments, then flip it to its unrevealed side. Move all doom on the agenda and each location to the Warehouse, then if there are fewer than 3 doom on the Warehouse, add doom to it until it has 3 doom on it.

1/1

1b

STORY

Cult Captive

Incapacitated

Ally. Innocent.

➔ **Parley.** Test (2). If you succeed, take control of Cult Captive, or lose control of him and move him to a connecting location. While Cult Captive is under your control, and there are any damage on this card, you cannot take more than one move action each round.

1

1a

Cult Captive

Frozen in Fear

Ally. Innocent

➔ **Parley.** Test (2). If you succeed, take control of Cult Captive, or lose control of her and move her to a connecting location. While Cult Captive is under your control, and there are any horror on this card, you cannot take more than one move action each round.

1

1a

K7-B00M!

Reward.

A violent explosion erupts from the wooden planks and the whole construct goes up in flames in an instant. You cover your mouth as smoke fills the air. This spot will surely attract all the necessary attention, and you must waste no time to finish what you have started.

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1/1

1b

STORY

*Book of Beast

Item. Tome.

While there is a **Monster** ally or enemy at your location, you get +1 and +1 .

➔ Deal 1 horror to Book of Beast: Search the top 5 cards of your deck for a **Spell** or **Ritual** card and draw it. Shuffle your deck.

1

1a

0

ASSET

Summoning Ritual

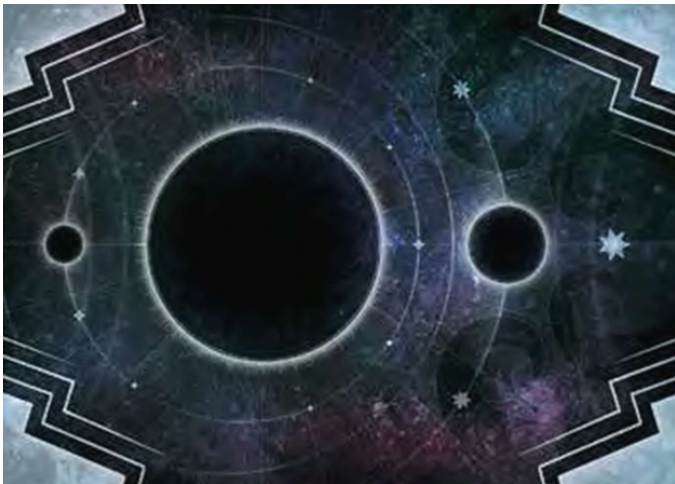
Ritual. Cursed.

Attach to your location. Attached location gains:

- Remove a non-unique ally you control from the game: Place 1 damage on your location (from the token bank), as a sacrifice.

Forced – After Summoning Ritual enters play: Search your bonded cards for all copies of Summoned Minion. Add 1 to your hand and shuffle the rest into your deck.

1/1



0

ASSET

Summoned Minion

Goat Spawn

Ally. Summon. Monster.

Bonded (Summoning Ritual).

As an additional cost to play Summoned Minion, you must move 1 sacrifice from your location to your investigator as damage.

During your turn, except during an action, exhaust Summoned Minion. **Fight/Evade.** Either attack with a base skill of 4, or evade with a base skill of 4.

1/1



9

ASSET

Summoned Minion

Lesser Dark Young

Ally. Summon. Monster. Dark Young.

Bonded (Summoning Ritual).

When you play Summoned Minion, move any number of sacrifice from your location to your investigator as damage: For each sacrifice you moved this way, reduce this card's cost by 3.

Exhaust Summoned Minion. **Fight.** You get +3 and deal +2 damage for this attack.

After your turn ends: Heal 1 damage from Summoned Minion and deal 1 horror to each Ally asset at your location.

1/1



5

ASSET

Goat Spawn Brute

Sentinel

***Goat Spawn Brute**

Humanoid. Monster. Chosen. Elite.

Retaliate. Hunter.

Revelation – Place all tokens you just set aside from Goat Spawn Brute (Sentinel) on this enemy, and discard all attachments attached to this card.

Victory 1.

Patrol (location with 3 or more doom on it, if there is not any: Sacrificial Site instead).

Forced – After the enemy phase ends, if Goat Spawn Brute has any damage on it, or is exhausted: set all tokens on this enemy aside and flip it over to its (Enraged) side.

Victory 2.

Humanoid. Monster. Chosen. Elite.

Retaliate. Hunter.

Revelation – Place all tokens you just set aside from Goat Spawn Brute (Sentinel) on this enemy, and discard all attachments attached to this card.

Enraged

Goat Spawn Brute

Humanoid. Monster. Chosen. Elite.

Retaliate. Hunter.

Revelation – Place all tokens you just set aside from Goat Spawn Brute (Sentinel) on this enemy, and discard all attachments attached to this card.

Victory 2.

1/1



Stealth Operation

Hidden.
Permanent.
Non-*Elite* enemies cannot engage you.
Forced – After you perform one of the following actions (move, fight, or engage), flip this asset over to its *Exposed* side.
➤➤➤ **Move.** This action does not trigger the above **Forced** effect.

1a

Stealth Operation

Exposed.
Permanent.
Forced – At the start of your turn, test $\frac{1}{2}$ (X). If you fail, place 1 doom on your location. X is the shroud value of your location.
➤ If there are no enemies at your location: Flip this asset over to its *Hidden* side.

1b

Stealth Operation

Hidden.
Permanent.
Non-*Elite* enemies cannot engage you.
Forced – After you perform one of the following actions (move, fight, or engage), flip this asset over to its *Exposed* side.
➤➤➤ **Move.** This action does not trigger the above **Forced** effect.

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1b

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1a

Stealth Operation

Exposed.
Permanent.
Forced – At the start of your turn, test $\frac{1}{2}$ (X). If you fail, place 1 doom on your location. X is the shroud value of your location.
➤ If there are no enemies at your location: Flip this asset over to its *Hidden* side.

1b

★ The Dark Host



6



6



6

Humanoid. Monster. Elite.

Hunter. Massive.

The Dark Host gets -2 fight and -2 evade per 2♠ damage on it.

Forced – After a non-elite *Humanoid* enemy enters the same location as The Dark Host or vice versa: If there are any damage on The Dark Host, discard that enemy and heal 1♠ damage from this card.

Victory 2.








ENEMY










ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY








ENEMY




Sacrificial Site

4

LOCATION

3

Revelation – Put the set-aside Summoning Ritual into play and attach it to the Sacrificial Site. If there is no clue on the Sacrificial Site: Add the set-aside Summoned Minion (*Lesser Dark Young*) into your hand.

Sacrificial Site

LOCATION

Woods, Ritual Site.

The scent of burning oak fills your lungs. Were those screams you heard?

Victory 2.

The image displays two cards from the board game 'The Warehouse' by Steve Baskin. The top card, titled 'Warehouse' with the subtitle 'Our way in', features an illustration of a wooden staircase and a lantern. It includes a 'LOCATION' icon (a circle with a cross) and a 'Resign' button (a circle with a cross). The bottom card, also titled 'Warehouse' with the subtitle 'In flames', shows a burning warehouse. It includes a 'LOCATION' icon (a circle with a cross) and a 'Resign' button (a circle with a cross). Both cards have a '2' in a circle at the bottom left and a '0' in a circle at the bottom right. The cards are set against a background of a wooden floor and a wall with a window.

Ruined House

3

LOCATION

Hideout.

While it is Agenda 1, Ruined House gains:
 → You try to burgle this house and test (4). If you succeed, gain 5 resources. If you fail, search top 10 cards of the encounter deck for a **Cultist** enemy and draw it, then shuffle the encounter deck. (Group limit 1 success per game.)

Ruined House

1

LOCATION

Hideout.

Though there are lights on the second floor, this house looks deserted in every other way.

Village Outskirts

3

1

WOODS

LOCATION

Woods.

➔ Discard the top 5 cards from your deck; Add each *Ally* asset and each weakness you discarded this way into your hand.

You see tortured victims hanging mid-air with their eyes wide open. Death might be the only mercy they find in this place.

1/1

+

+

+

+

+

+

Village Outskirts

1

1

WOODS

LOCATION

Woods.

Behind the village lies an open area leading to a nearby bog.

1/1

+

+

+

+

+

+

Dire Toad

2

3

3

CREATURE

ENEMY

Hunter.

While you are engaged with Dire Toad, you cannot move.

Forced — At the end of the round, if Dire Toad is at a location with one or more *Humanoid* enemies: Shuffle this enemy into the encounter deck.

1/1

+

+

+

+

+

+

Dire Toad

2

3

3

CREATURE

ENEMY

Hunter.

While you are engaged with Dire Toad, you cannot move.

Forced — At the end of the round, if Dire Toad is at a location with one or more *Humanoid* enemies: Shuffle this enemy into the encounter deck.

1/1

+

+

+

+

+

+

Dire Toad

2

3

3

CREATURE

ENEMY

Hunter.

While you are engaged with Dire Toad, you cannot move.

Forced — At the end of the round, if Dire Toad is at a location with one or more *Humanoid* enemies: Shuffle this enemy into the encounter deck.

1/1

+

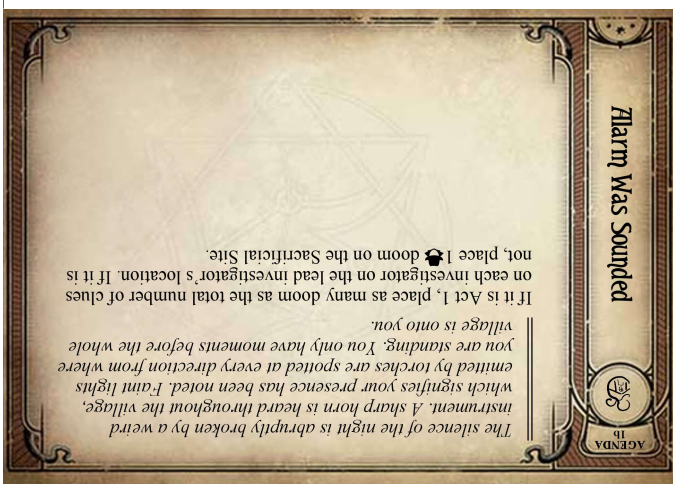
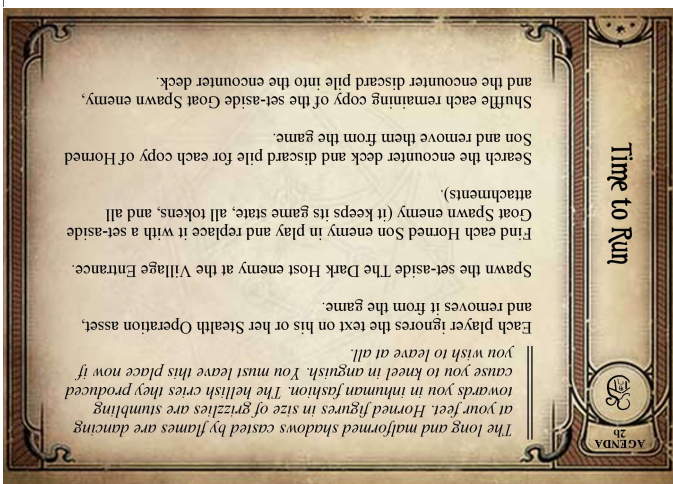
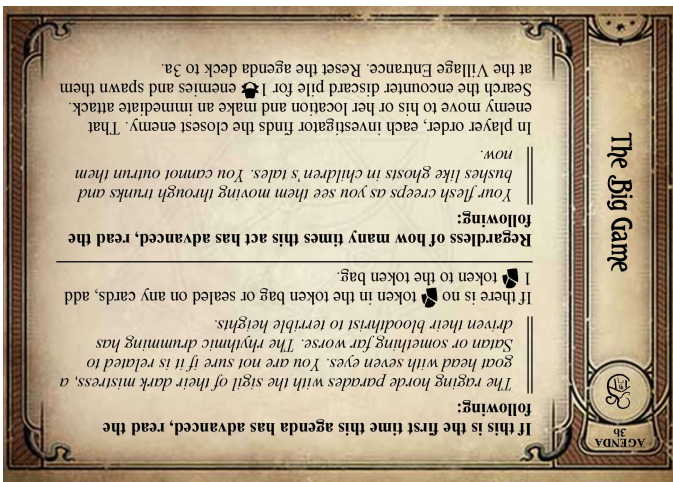
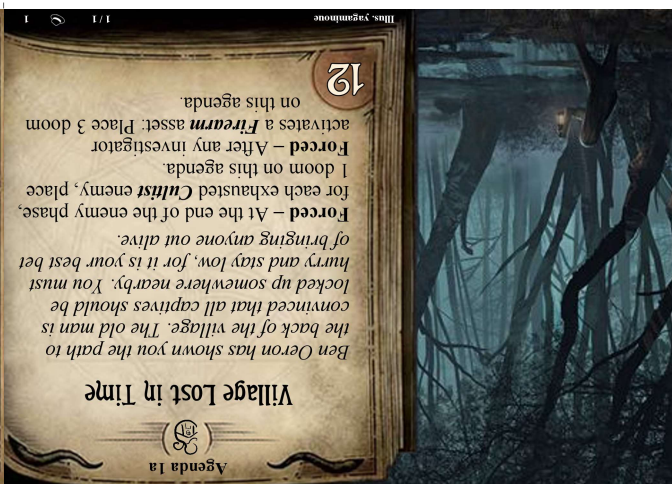
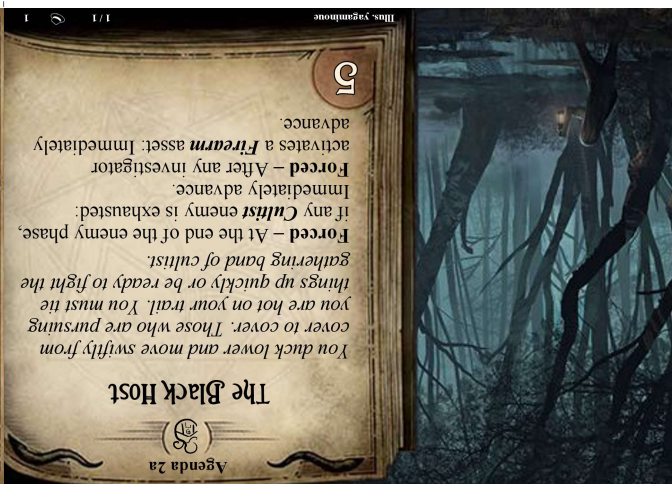
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Act 3a

Gather Proof

You are too late to disrupt the ritual. The abomination now lowers over you. Its countess months minuscule figure. Its countess months drooling with the instinct to consume. You must gather all the available proof and pray that you can make it out of this hell in one piece.

Objective – If each undefeated investigator has resigned, advance.

Act 3a


Way to Arkham

The sense of dread is almost unbearable, as the wailing and crying of inhuman voices come ever closer. The survivors are apparently not in their best shape. You must now decide if you should risk your life further or leave them to their grisly fate.

— If Cult Captive is at a location with a 'resign' ability: Add them to the victory display.

Objective – If each undefeated investigator has resigned, advance.

Act 2a



The Restless Sentry

According to the information you had gathered, the site of summoning is located deep within the village's sacred grounds. As you make your way to the cult's captives, you are horrified to find a monstrous figure standing menacingly between you and your goal. You can't help but wonder if you can lure it away and save yourself some precious time.

Objective – If an investigator enters the Sacrificial Site, advance.

Act 1a

Locate the Prisoners

Ben has warned you of this place and its occupants, a cult that are devoted to a dark goddess who reigns beyond this world. With the cover of the night, you and your companions make it in with relative ease. It seems like luck is on your side tonight. There isn't a living soul in sight and everything is quiet, maybe too quiet. For a brief moment, you even consider the impossible odds of accomplishing your task without starting a fight.

1 / 1

ACT 3b


With all the evident you had collected, you sprin through
dimly lit but the city lights cannot be mistaken. Your
pursuers seemingly cease their chase at the boundary of the
civilization.

(→R3)

Arkham Must Know


ACT 3b

No Turning Back




ACT 3b

No Turning Back




ACT 3b

No Turning Back



ACT 2b



Are You Too Late?

If it is Agenda 1, read the following:

A couple of men are tied up in the middle of the room. The broken roof reveals the dim moon in the distant sky. Without any time to lose, you remove their bindings and help them to their feet. These men had obviously been brutalized prior to your arrival.

Convincing them to leave you shouldn't be too hard.

Spawn 1 random set-aside Cult Captive at the Sacrificial Site (2 if there are 2 or more players), then place 1 damage and 1 horror on each of them.

Advance to Act 3a—"Way to Arkham."

If it is Agenda 2 or 3, read the following:

There is no trace of any living soul in the house, save for a hideous black mass that is growing at a concerning rate. You step back as the monstrosity starts to take shape. Black hooves and tentacles erupt from its darkened skin, and along with their newly spawned mouths comes the heart rending screams of the victims you had failed to save.

Spawn the set-aside Relentless Dark Young at the Sacrificial Site.

Advance to Act 3a—"Gather Proof."

ACT 1B

A Conflict Beyond Us

You have learned enough to confirm that the missing persons from Arkham are indeed kept hidden here as a tribute to the dark goddess. There are clear signs of human sacrifices being used to summon extradimensional beings, to replenish the cult's ranks after their recent conflicts with the god of decay. Despite your unwillingness to intervene with a power struggle between these supernatural beings, you simply cannot talk away fully knowing what will befall upon your fellow townsfolk.

Put the set-aside Sacrificial Site into play, and spawn the set-aside Goat Spawn Brute at the Sacrificial Site.