

The Woodie House

EASY / STANDARD

- X. X is the number of cards beneath this location (Max 5).
- X. X is the number of enemies in play (Max 5).
- 4. If you fail, place the top card of the Trap deck beneath this location.

1 / 56 171a

The Woodie House

HARD / EXPERT

- X. X is twice the number of cards beneath this location.
- X. X is the number of enemies in play (Max 5). After this test resolves, move all Hunter enemies once towards this location.
- 5. If you fail, draw the top card of the Trap deck.

1 / 56 171b

Unearthing the Truth

You can't find any trace of Malcolm Smith, and the house appears to be inhabited by a ghoulish cannibal clan. There must be something here that can explain what is going on?

Forced – After entering a location with any cards beneath it: **Investigate**. **Veteran** investigators get +2 skill value during this investigation. If you succeed, instead of discovering clues discard the top card beneath this location. If you fail, draw it instead.

2

Act 2a

3 / 56 173

Incriminating Note

Gingerly picking through the accumulated human and animal remains, you find a crumpled note. Unfolding the stained paper, you see the familiar handwriting of Christopher Edman:

We require of you a service in return for the delicacies we have sent your way. Troublemakers, well armed and prepared, will be arriving in the next few days. Ensure they receive a warm welcome, and are disposed of like the rest.

You realise you have been played for a fool by the Silver Twilight. They planned to lure you into a trap, and have their murderous lackeys seal your fate. Folding the note, you resolve to confront your 'benefactor' on your return.

Record in your Campaign Log that we found the note from Edman. Place 1 clue on each revealed location, then put the set aside. Basement Starts into play.

ACT 2b

Dawning Realisation

The man lying before you doesn't appear to be any kind of spirit, nor does he fit the description of Malcolm Smith. The house also appears to show signs of recent habitation, by something more than mere apparitions. Something is very wrong, and a suspicion begins to form in your mind. Perhaps there is something here that will shed light on the situation.

ACT 1b

Locate Malcolm Smith

You step across the threshold and into the decrepit mansion, searching for the sorcerous Malcolm Smith.

Forced – After entering a location with any cards beneath it: **Investigate**. **Veteran** investigators get +2 skill value during this investigation. If you succeed, instead of discovering clues discard the top card beneath this location. If you fail, draw it instead.

Objective – When a non-weakness **Humanoid** enemy is in the victory display, advance.

2 / 56 172

Nightmare's End.

From the evidence strewn around this house of horrors the inhabitants have long preyed on the unwary. You must destroy this den of evil before more innocents fall into their clutches.

Forced – After entering a location with cards beneath it: **Investigate**. **Veteran** investigators get +2 skill value during this investigation. If you succeed, instead of discovering clues discard the top card beneath this location. If you fail, draw it instead.

Objective – Find some way to destroy the house.

Act 3a

4 / 56 174

Burn it down!

Piling the kindling you have gathered around the old furnace, you light it and watch as the flames begin to lick outwards. Soon they are touching the walls and the old timber-floorboards above.

You flee up the stairs as the flames begin to catch. You won't have long before the house becomes an inferno.

Record in your Campaign Log that we burned the Woodie House to the ground.

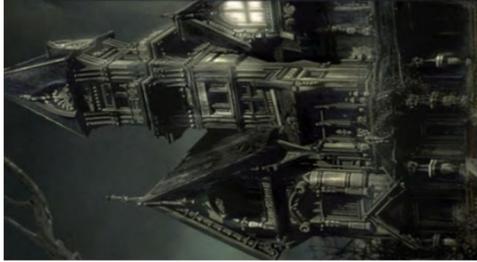
Move all investigators and unassigned enemies at Basement Furnace to the Mann Hall. Remove the Basement Furnace from the game. Put this card into play next to the act deck.

Forced – At the end of the round: Place 1 resource on this card, then place 1 damage counter on each enemy in play for each resource here. Then, each investigator in player order must test $\frac{X}{X}$. X is equal to the number of resources here. Each investigator who fails takes 1 damage for each point they failed by.

ACT 3b

Illus. Unknown

Illus. Kiki Quibagui



Agenda 1a

This Old House

The old house creaks and groans, calling to mind the warnings from Edwin. Evil spirits may appear at any moment, perhaps guided by an ally of the Silver Twilight.

3

Act 4a

Escaping the Inferno

Ensure the clan can't threaten anyone else before escaping to confront Edwin.

Forced – After entering a location with cards beneath it: **Investigate**. **Veteran** investigators get +2 skill value during this investigation. If you succeed, instead of discovering clues discard the top card beneath this location. If you fail, draw it instead.

Objective – If each undefeated investigator has resigned, advance. (Hint - defeat as many of the clan as possible before escaping.)



6.56

5.56



The Trap is Sprung

Move each investigator and unengaged enemy at the Entrance Hall to Main Hall. Remove Entrance Hall from the game. If there are no **Humanoid** enemies in play, the lead investigator discards cards from the top of the encounter deck until a **Humanoid** enemy is discarded and draws that card.

As you explore the worm-eaten building, suddenly, the air is rent by a blood-curdling scream. This is quickly followed by a loud clanging sound as a large metal cage crashes down, blocking the door. Dust and splinters fill the hallway, and in the confusion you barely notice the figures emerging from the shadows.

AGENDA 1b



Paying the Toll

(=R)
Shouts and cries fill the house as the choking smoke becomes too thick to see clearly. With flames licking around you, you barely manage to pull yourself to safety in time. As the inferno takes hold, you emerge from the smoke-filled heat into the daylight. With eyes streaming and your throat closed, you stagger a few feet away and collapse.

ACT 4b



AGENDA 2a

Rats in a Trap

Danger lurks at every turn... What was that?

Forced – At the start of the Mythos phase: Place a card from the Trap deck beneath the **Trapped** location with the least cards, if able. Repeat this process until 1☛ cards have been placed, or the Trap deck and discard pile are empty.

(Hint: The scenario may not end when this agenda advances, but take care not to become trapped...)

3

7.56

7.56



Surrounded!

The degenerate mob close in around you, blocking your escape and herding you into an ambush. Each successful strike draws a chorus of cries as they try to drag you down. If there are more **Humanoid** enemies in play than investigators, or if there are fewer cards remaining in the Trap deck than investigators, each investigator still in play is defeated. Otherwise, flip this agenda back to its 'a' side.

AGENDA 3a



Agenda 2a

All in the Family

It has become clear that the house is home to more than mere spirits. Bloody remains litter the decaying rooms and grisly trophies dot the walls. As the murderous, grimacing clan close in around you a sense of rising panic overtakes you.

3

7.56

7.56



Family Ties

Put Family Ties into play next to the agenda deck. **Humanoid** enemies have +1 fight and +1 evade for each other **Humanoid** enemy at their location.



Entrance Hall

3 LOCATION **0**

Ground Floor.

➤: Resign. Let's check back with Edwin.

☞ When you would draw an Encounter Card during the Mythos phase at this location: You may pay 1 resource instead of drawing this Encounter card.

Sunlight streams through the open door, illuminating the worm-eaten floor.

Illus. Jonathan Ivalle 13 / 56 183

Entrance Hall

LOCATION

Ground Floor.

"I had somehow taken it for granted that the house was abandoned, yet as I approached it I was not so sure; for though the walks were indeed overgrown with weeds, they seemed to retain their nature a little too well to argue complete desertion."

- H. P. Lovecraft, The Picture in the House

Illus. Jonathan Ivalle

Back Room

3 LOCATION **2**

Ground Floor. Trapped.

This location is investigated using ♣ instead of the skill indicated by the investigation attempt.

➤: Search the top 6 cards of your deck for an **Item** and draw it. If any weaknesses are among the searched cards, draw 1 of them, as well. Shuffle your deck.

Mementos, once owned by unfortunate travelers, fill the room.

Illus. Gabe Guims 9 / 56 179

Back Room

LOCATION

Ground Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Illus. Gabe Guims

Main Hall

3 LOCATION **0**

Ground Floor. Trapped.

Forced – After you reveal a ♠, ♣, ♠, or ♣ during a test at Main Hall: Place the top card of the Trap deck face down under this location.

Something here isn't quite right.

Illus. Jonathan Ivalle 14 / 56 184

Main Hall

LOCATION

Ground Floor.

The sun barely reaches the hall, areas of light contrasted with dark shadows. It is clear the house is in a state of disrepair.

Illus. Jonathan Ivalle

Bedroom

3 LOCATION **2**

First Floor. Trapped.

This location is investigated using ♣ instead of the skill indicated by the investigation attempt.

☞ When you take damage: Discover 1 clue at this location. (Limit once per round.)

Heavy chests and a large bed obstruct much of the room.

Illus. PrabhuDK 11 / 56 181

Bedroom

LOCATION

First Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Illus. PrabhuDK

Drawing Room



3 LOCATION **2**

Ground Floor. Trapped.

This location is investigated using  instead of the skill indicated by the investigation attempt.

 When you take horror: Discover 1 clue at this location. (Limit once per round.)

Drawing Room



LOCATION

Ground Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Kitchen



4 LOCATION **0**

Ground Floor. Trapped.

Forced – After a failed investigation at Kitchen: Lose all remaining actions and end your turn.

You gag at the sweet stench of rotting meat. Several recognizable body parts, human and animal, sit partially devoured on the table.

Kitchen



LOCATION

Ground Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Front Room



3 LOCATION **2**

Ground Floor. Trapped.

This location is investigated using  instead of the skill indicated by the investigation attempt.

 Draw the top card of the Trap deck. Discover 1 clue at this location. (Limit once per round.)

Front Room



LOCATION

Ground Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Library



3 LOCATION **2**

First Floor. Trapped.

This location is investigated using  instead of the skill indicated by the investigation attempt.

 Search the top 6 cards of your deck for a **Tome** or **Spell** and draw it. If any weaknesses are amongst the searched cards, draw 1 of them as well. Shuffle your deck.

Library



LOCATION

First Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Living Room

3 LOCATION **2**

Ground Floor. Trapped.

This location is investigated using instead of the skill indicated by the investigation attempt.

Forced – When damage is dealt at Living Room: Increase the amount of damage dealt by 1.

Rotten floorboards give way, revealing jagged nails.

Illus. Cristian Lipovan 18 / 56 188

Living Room

LOCATION

Ground Floor.

Boarded windows and heavy drapes shroud most of the house in darkness.

Illus. Cristian Lipovan 18 / 56 188

Basement Furnace

4 LOCATION **0**

Basement.

➔ Place 1 of your clues on Basement Furnace as Fuel.

Objective – When there are 1 Fuel on Basement Furnace: Light the fire. (Advance the Act).

Illus. Sprocket2Cog 10 / 56 180

Basement Stairs

LOCATION

Basement.

The creaking stairs lead down to inky blackness. What lurks beneath?

Illus. Danny Ingrassis

Backyard Barn

2 LOCATION **0**

Woods.

➔ **Resign.** Let's get the hell out of here!

Forced – After entering Backyard Barn: Place the top card of the Trap deck face down below this location.

The barn is filled with shadows and other, less savoury things.

Illus. Lee Ann Billups Blevins 19 / 56 189

Backyard Barn

LOCATION

Woods.

"The true epicure in the terrible, to whom a new thrill of unutterable ghastriness is the chief end and justification of existence, esteems most of all the ancient, lonely farmhouses of backwoods New England."

- H. P. Lovecraft, The Picture in the House

Illus. Lee Ann Billups Blevins

Axe Murderer

4 3 2

Humanoid.

When attacking, Axe Murderer deals 1 additional damage for each card beneath this location.

"In such houses have dwelt generations of strange people, whose like the world has never seen."
- H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



20 / 56 190

Skin-Mask Cannibal

2 2 4

Humanoid.

Prey – Lowest Sanity.

Hunter.

While engaged with an investigator with remaining sanity 3 or fewer, Skin-Mask Cannibal gets +1 fight and +1 evade.

"In their isolation, morbid self-repression, and struggle for life with relentless Nature, there came to them dark furtive traits from the prehistoric depths" - H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



22 / 56 191

Skin-Mask Cannibal

2 2 4

Humanoid.

Prey – Lowest Sanity.

Hunter.

While engaged with an investigator with remaining sanity 3 or fewer, Skin-Mask Cannibal gets +1 fight and +1 evade.

"In their isolation, morbid self-repression, and struggle for life with relentless Nature, there came to them dark furtive traits from the prehistoric depths" - H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



24 / 56 191

Lurker

3 2 3

Humanoid.

Prey – Highest ♣.

Spawn – Farthest location from you.

Hunter. Aloof.

Forced – At the end of the enemy phase, if Lurker is unengaged: Deal 2 damage to the investigator with the highest ♣ at this location.

Victory 0.

ENEMY



28 / 56 194

Axe Murderer

4 3 2

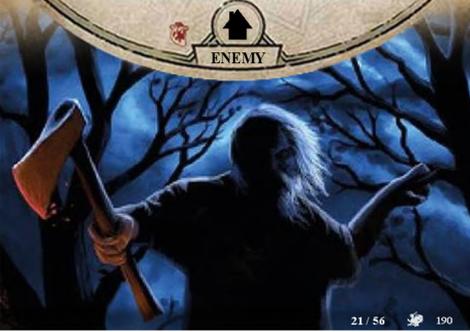
Humanoid.

When attacking, Axe Murderer deals 1 additional damage for each card beneath this location.

"In such houses have dwelt generations of strange people, whose like the world has never seen."
- H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



21 / 56 190

Skin-Mask Cannibal

2 2 4

Humanoid.

Prey – Lowest Sanity.

Hunter.

While engaged with an investigator with remaining sanity 3 or fewer, Skin-Mask Cannibal gets +1 fight and +1 evade.

"In their isolation, morbid self-repression, and struggle for life with relentless Nature, there came to them dark furtive traits from the prehistoric depths" - H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



23 / 56 191

Lurker

3 2 3

Humanoid.

Prey – Highest ♣.

Spawn – Farthest location from you.

Hunter. Aloof.

Forced – At the end of the enemy phase, if Lurker is unengaged: Deal 2 damage to the investigator with the highest ♣ at this location.

Victory 0.

ENEMY



27 / 56 194

Murderous Madman

3 2 3

Humanoid.

Prey – Lowest Health.

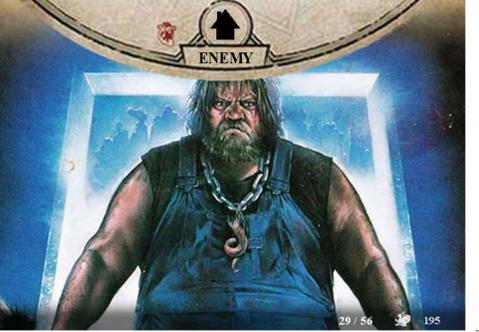
Hunter.

While engaged with an investigator with remaining health 3 or fewer, Murderous Madman gets +1 fight and +1 evade.

"These folk were not beautiful in their sins."
- H. P. Lovecraft, The Picture in the House

Victory 0.

ENEMY



29 / 56 195

Murderous Madman

3 2 3

Humanoid.

Prey – Lowest Health.
Hunter.

While engaged with an investigator with remaining health 3 or fewer, Murderous Madman gets +1 fight and +1 evade.

*"These folk were not beautiful in their sins."
- H. P. Lovecraft, The Picture in the House*

Victory 0.

ENEMY



30 / 56 195

***Jonas**
Sly Trapper

3 4 3

Humanoid.

Aloof.

Spawn – Farthest location from you.

Forced – At the start of the enemy phase, move Jonas towards the *Trapped* location with the least cards beneath it, then place 1 card from the Trap deck beneath the current location.

Victory 1.

ENEMY



26 / 56 193

***Isaiah**
Frenzied Madman

3 4 3

Humanoid.

Hunter. Alert.

Isaiah gets +1 fight and evade for each card beneath his current location.

Forced – When Isaiah attacks: Deal 1 additional damage to each investigator at his location.

"His madness, or at least his partial perversion, seemed beyond dispute." - H. P. Lovecraft, The Picture in the House

Victory 1.

ENEMY



25 / 56 192

Murderous Madman

3 2 3

Humanoid.

Prey – Lowest Health.
Hunter.

While engaged with an investigator with remaining health 3 or fewer, Murderous Madman gets +1 fight and +1 evade.

*"These folk were not beautiful in their sins."
- H. P. Lovecraft, The Picture in the House*

Victory 0.

ENEMY



31 / 56 195

***Zeke**
Head Butcher

1 5 4

Humanoid.

Hunter. Retaliate.

Spawn – Kitchen.

Zeke gets +1 fight for each damage token on enemies or investigators at his location (to a maximum of +5).

"They say meat makes blood an' flesh, an' gives ye new life, so I wondered ef 'twidn' make a man live longer an' longer ef 'twas more the same." - H.P. Lovecraft, The Picture in the House.

Victory 1.

ENEMY



32 / 56 196



Ambush!

Scheme.

Revelation – Discard cards from the top of the encounter deck until a *Humanoid* enemy is discarded. Draw that card.

Trap

39 / 56 202

Rusty Bear Trap

Trap.

Revelation – Put Rusty Bear Trap into play in your threat area.
You cannot perform move actions.
Forced – At the end of the round: Discard Rusty Bear Trap.

Trap

41 / 56 203

Rusty Bear Trap

Trap.

Revelation – Put Rusty Bear Trap into play in your threat area.
You cannot perform move actions.
Forced – At the end of the round: Discard Rusty Bear Trap.

Trap

43 / 56 203

Gruesome Discovery

Terror.

Revelation – Put Gruesome Discovery into play in your threat area.
You automatically fail tests while investigating.
Forced – At the end of the round: Discard Gruesome Discovery.

Trap

Illus. Gustave Courbet

46 / 56 204



Ambush!

Scheme.

Revelation – Discard cards from the top of the encounter deck until a *Humanoid* enemy is discarded. Draw that card.

Trap

40 / 56 202

Rusty Bear Trap

Trap.

Revelation – Put Rusty Bear Trap into play in your threat area.
You cannot perform move actions.
Forced – At the end of the round: Discard Rusty Bear Trap.

Trap

42 / 56 203

Gruesome Discovery

Terror.

Revelation – Put Gruesome Discovery into play in your threat area.
You automatically fail tests while investigating.
Forced – At the end of the round: Discard Gruesome Discovery.

Trap

44 / 56 204

Gruesome Discovery

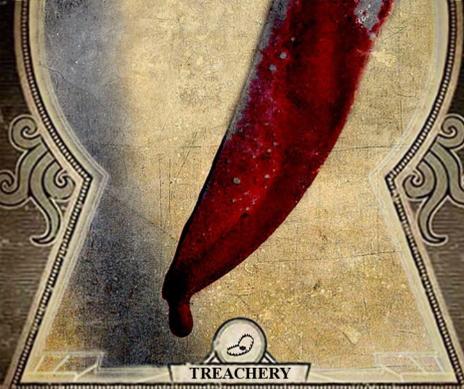
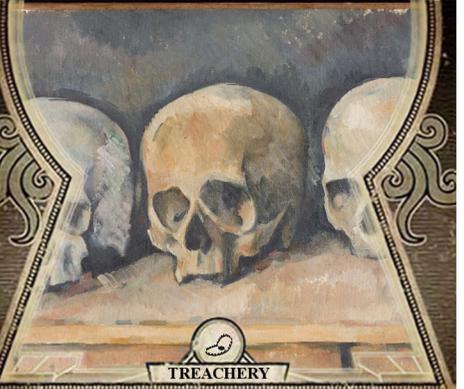
Terror.

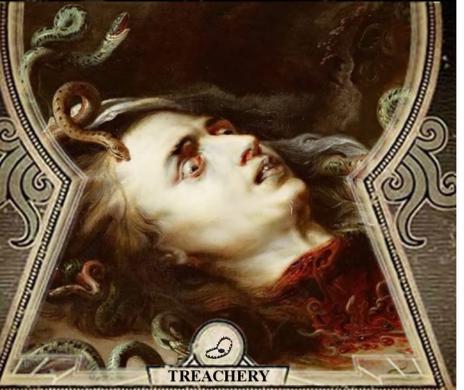
Revelation – Put Gruesome Discovery into play in your threat area.
You automatically fail tests while investigating.
Forced – At the end of the round: Discard Gruesome Discovery.

Trap

Illus. Gustave Courbet

45 / 56 204

			
TREACHERY	TREACHERY	TREACHERY	TREACHERY
Knife Traps	Hidden Spikes	Hidden Spikes	Row of Skulls
<i>Trap.</i>	<i>Trap.</i>	<i>Trap.</i>	<i>Hazard. Terror.</i>
Revelation – Attach Knife Traps to the current location. Limit 1 per location. Forced – When entering or leaving this location: Either spend 1 additional action, or take 1 damage. ➤: Test ♣ (3). If successful, discard Knife Traps.	Revelation – Take 1 damage.	Revelation – Take 1 damage.	Revelation – Attach Row of Skulls to the current location. Limit 1 per location. Forced – When entering or leaving this location: Either spend 1 additional action, or take 1 horror. ➤: Test ♣ (3). If successful, discard Row of Skulls.
Trap	Trap	Trap	Trap
47 / 56  205	51 / 56  207	53 / 56  207	Illus. Cezanne 50 / 56  206

			
TREACHERY	TREACHERY	TREACHERY	TREACHERY
Knife Traps	Hidden Spikes	Row of Skulls	Horrific Trophy
<i>Trap.</i>	<i>Trap.</i>	<i>Hazard. Terror.</i>	<i>Terror.</i>
Revelation – Attach Knife Traps to the current location. Limit 1 per location. Forced – When entering or leaving this location: Either spend 1 additional action, or take 1 damage. ➤: Test ♣ (3). If successful, discard Knife Traps.	Revelation – Take 1 damage.	Revelation – Attach Row of Skulls to the current location. Limit 1 per location. Forced – When entering or leaving this location: Either spend 1 additional action, or take 1 horror. ➤: Test ♣ (3). If successful, discard Row of Skulls.	Revelation – Take 1 Horror.
Trap	Trap	Trap	Trap
48 / 56  205	52 / 56  207	Illus. Cezanne 49 / 56  206	Illus. Rubens 54 / 56  208



Horrific Trophy

Terror.

Revelation – Take 1 Horror.

Trap

Illus. Rubens 55 / 56 208

Last Gasp

Scheme.

Revelation – Last Gasp gains surge if there are no enemies in the victory display.

Choose an enemy in the victory display. Spawn that enemy engaged with you, then place damage tokens on that enemy equal to one less than its Health. Test $\leq (X)$, where X is the chosen enemies evade value. If failed, it makes an immediate attack.

Illus. Thaveget Vincent 34 / 56 198

Out for Blood

Scheme.

Peril. Surge.

Revelation – Choose one: Remove Out for Blood from the game, or add it to the victory display.

Whilst Out for Blood is in the victory display, enemies get +1 health for each card beneath their current location.

Victory 1.

Illus. Zdzislaw Beksincki 37 / 56 200

House of Horrors

Scheme.

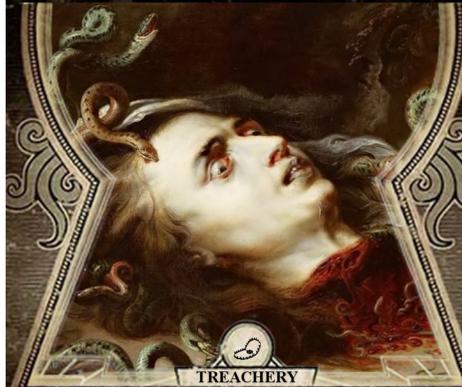
Peril. Surge.

Revelation – Choose one: Either remove House of Horrors from the game, or add it to the victory display.

Whilst House of Horrors is in the victory display, each location has +1 shroud for each card beneath it.

Victory 1.

33 / 56 197



Horrific Trophy

Terror.

Revelation – Take 1 Horror.

Trap

Illus. Rubens 56 / 56 208



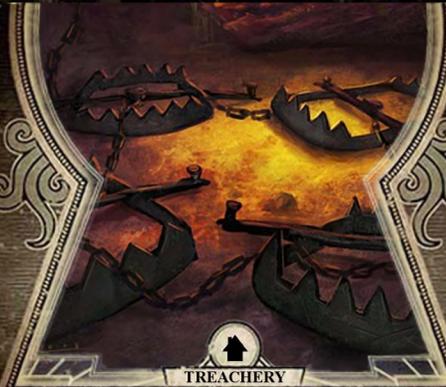
Last Gasp

Scheme.

Revelation – Last Gasp gains surge if there are no enemies in the victory display.

Choose an enemy in the victory display. Spawn that enemy engaged with you, then place damage tokens on that enemy equal to one less than its Health. Test $\leq (X)$, where X is the chosen enemies evade value. If failed, it makes an immediate attack.

Illus. Thaveget Vincent 35 / 56 198



Nest of Traps

Hazard.

Surge.

Revelation – Place 1 card from the Trap deck face down below each revealed *Trapped* location.

38 / 56 201



Woodie House Massacre

Scheme.

Peril. Surge.

Revelation – Choose one: Either remove Woodie House Massacre from the game, or add it to the victory display.

Whilst Woodie House Massacre is in the victory display, each enemy gains Retaliate and Alert.

Victory 1.

36 / 56 199