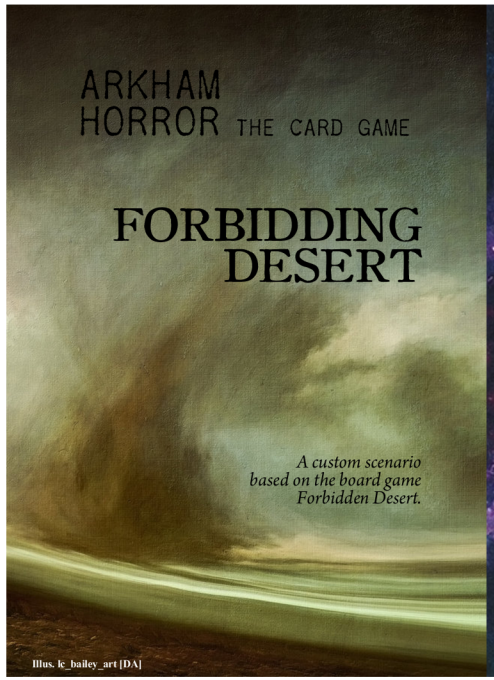



## Forbidding Desert

Prepare for a desperate–and extensively plagiarized–dash across the dunes in *Forbidding Desert*, a unique fan-made *Arkham Horror: The Card Game* scenario.

*Forbidding Desert* can be played as a standalone scenario, or as a side-story during any campaign, or–if you're crazy–as an alternate means of resolving a gate-close at the Pyramids during a game of *Eldritch Horror*.

**Expansion Symbol**

The cards in *Forbidding Desert* can be identified by this symbol before each card's unique number.



*Forbidding Desert* can be played in one of two ways: as a standalone scenario, or as a side-story inserted into any campaign.

**Standalone Mode**

When played as a standalone scenario, follow the steps for Standalone Mode on page 19 of the Rules Reference. There is no campaign guide for Forbidding Desert; instead refer to this set of cards for additional setup instructions.

When played as a standalone scenario, construct the chaos bag with the following tokens (all have 17 total):

- **Easy**: +1, +1, 0, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☗, ☗, ☠, ✶.
- **Standard/Hard**: 0, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☗, ☗, ☗, ☠, ✶.
- **Expert**: 0, -1, -1, -2, -2, -2, -3, -3, -4, -4, ☠, ☠, ☗, ☗, ☗, ☠, ✶.



**Side-story (Campaign Mode)**

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When played as a side-story during a campaign, play this scenario as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing the *Forbidding Desert* side-story costs each investigator 1 experience.**



## Like Grains of Sand...

*As you struggle with your investigations into the eldritch horrors which beset you, you happen upon a tangential matter, suggestive of a frightful possibility. From ciphered cultist tomes, you learn of an ancient evil stirring across the ocean, beneath the desert dunes. You have some experience with the region and, after a hasty telegram exchange with a friend who is situated there, you are convinced that something unfathomable stirs within the sands, something which presents a threat to all that is cherished.*

*Your source, who you trust implicitly, informs you of numerous eye-witness accounts: opportunistic locals and scavengers of old remnants are speaking of how they fled from–as they put it–an unnatural 'sky-hole' which has appeared deep in the desert, among the ruins of a lost city, and an evil wind which guards the place, pushing back anyone foolish enough to venture close.*



## ...Time Is Slipping Through Your Fingers

*By rail, boat, and road, you make your way to the region and gather what supplies you can. The vicinity is in turmoil, the locals maddened and loud, with expressions wild-eyed or dazed and forlorn on every face. A stuff breeze tugs at your clothing. You arrange what transport you can into the desert. Leaving this outpost of civilisation behind the wind rises in intensity, and, as you approach this other, forgotten civilisation, you feel panic in your stomach. The architectural remains occasionally visible above the sand, as of some half buried corpse, chill your bones despite the intense and sweltering heat. And a storm is howling.*

*You now have a decision to make: do you hasten to set up a rudimentary camp and press on without delay, or do you properly ready your equipment and head out only once you are ready?*

Before players draw cards, the Lead Investigator decides:

- Do you **Rush** or **Prepare**?

(Note this decision in your campaign log.)

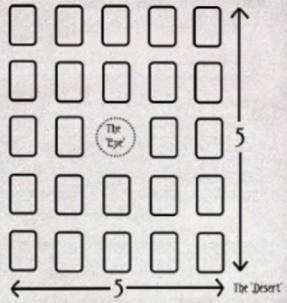


## Setup

**Note:** Begin this process before you draw your starting hand.

- Gather the ***Kit*** and ***Waterskin*** assets for these 6 roles: Archeologist, Climber, Explorer, Meteorologist, Navigator and Water Carrier. There will be one ***Kit*** asset and one ***Waterskin*** asset for each role. Each investigator must now choose a role and take the appropriate two cards. These assets begin the game in your play area.
- Now draw your starting hand. If, during the introductory flavor text, you chose to **Prepare**: When drawing your starting hand, you start the game with 6 cards in hand and you may mulligan a second time.



## Setup (continued)

- Gather all the location cards from *Forbidding Desert*. There will be 24. Shuffle all the locations, then place them in a 5 x 5 square grid with 1 empty position in the very center. This grid is the desert and the empty position in the center is the Eye, representing the desert storm.