

DO NOT READ

until the end of the scenario

Resolution 2: *You feel the sound of it deep in your chest. Your lungs rattle as a booming suction of force lifts you off your feet and—terrifyingly—for a split second you are sucked towards the spinning gate ahead of you. Then it is gone and the sand rises to meet your shaking legs. You empty your stomach of whatever dry contents it held, helpless against the racking depletion of your body's final energy reserves.*

The portal has vanished and, so too, has the storm. Sand falls around you like golden hail, the grains twinkling against the hot blue sky. A vertiginous quietude peals out across the dunes.

All that remains of the gate is a long streak of slimy, pungent plant matter. As you lapse into a welcome fainting fit, you wonder with gentle giddiness where seaweed could have come from.

- ◆ In your Campaign Log, record that the desert gate was successfully sealed. Each investigator may choose to add 1 copy of Desert Lessons to their deck.
- ◆ Each investigator earns 5 experience.

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ARKHAM HORROR

The Card Game

FORBIDDING DESERT

A
CUSTOM SCENARIO
BEING
A MASH-UP OF
ARKHAM HORROR THE CARD GAME
AND
FORBIDDEN DESERT

by NOALOHA, Jan 2017

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Chaos Bag Tokens

EASY / STANDARD

- X: X is equal to the number of **Ritualistic** assets attached to a **Portal**.
- 1. Return a random **Remnant** asset under your control to the Remnants deck. Shuffle the Remnants deck.
- 3. If you fail this check, immediately activate any hunter keywords on unengaged enemies.
- X: X is equal to the number of **Unexcavated** locations.

v1.0 1/1 62a

Chaos Bag Tokens

HARD / EXPERT

- X: X is equal to the number of **Ritualistic** assets controlled by investigators.
- 2. Discard a random **Remnant** asset under your control.
- 3. If you fail this check, immediately activate any hunter keywords on unengaged enemies. If this causes any enemy to engage, that enemy immediately attacks.
- X: X is equal to the number of **Excavated** locations.

v1.0 1/1 62b

The Seeking Eye of the Storm

Investigators do not draw the standard 1 card nor gain the standard 1 resource during the upkeep phase. 'Additional' cards and resources are unaffected.

Forced — At the start of the mythos phase: If there are 5 doom tokens on this agenda, remove those doom tokens and place 1 horror on this agenda.

Forced — When you draw a card from the encounter deck: Draw 1 additional card for each horror on this agenda. If you are at the edge of the desert: **Resign.** You flee the desert.

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v1.0 1/1 60

The Flood

It's no use. The waves of sand accumulating in folds all across the dunes barricade your every effort. The increasing ferocity of the gale relentlessly barreling into you numbs your senses; it saps your will; it robs your muscle of its strength and it overloads your tendons with sheer frightfulness.

Your consciousness dizzies, base comprehension swirling around and around in a desperate vortex, a crude reflection of both the elements that assail you and of a deep-seated phylogenetic mental image of this storm's eldritch source.

You fall to the ground and the world turns to darkness.

(→R1)

v1.0 1/1 61

The Innominate Wastes

Investigators have 2 additional actions during their turn which can only be used for move actions.

- ▲ : Remove up to 2 doom tokens from your current location or a connected location.
- ▲ As a group, spend 2 clues: Remove 1 doom from the agenda.
- ▲ : Take control of a **Ritualistic** asset at your location and place it in your play area.

Objective — If 4 **Ritualistic** assets are attached to a **Portal**, advance.

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v1.0 1/1 61

The Sealing Ritual

Ancient artifacts in hand, the swirling rift screams as you approach. As a foul wind tears at you, the red, vertiginous inducing gemstone all but leaps from your grasp into the black bore that forms the mouth of that evil green skull. With a flash of insight—or perhaps, instinct—you take that quivering, jadeite carving and place it down over the curiously luminescent and utterly otherworldly ball of amber. At once, beams of undulating, thick light pour from every one of the skull's countless perforations. And, from the ruby lens, erupts an angry, buzzing column of manic energy. Reverberating loudly as you flinch from the object in your hands, the infinitely long crimson cable of light swings wildly into the distance at each slightest shift in its origin's orientation. This is what those deciphered notes had referred to! Recalling the full transcription, you brace yourself and point the skull at the gate. A tidal wave of tremendous force nearly knocks you off your feet and your nostrils are assailed by a sudden stench of rotting saltwater. After a deep breath—and unable to clearly see, hear, or feel from the sensory overload that drowns your faculties—you put the black whistle to your lips and blow.

(→R2)

v1.0 1/1 62