

## Wrotham Backcountry

EASY / STANDARD

- 1. Move each **Wrotham Deputy** enemy one location toward the nearest investigator.
- X. X is the total number of **Wrotham Officer** enemies at your location plus each adjacent location.
- 2. Any **Wrotham Deputy** enemy at your location which is not currently engaged immediately engages an investigator.

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## Crossroads

Highway.

1 0

➡ **Resign.** "There's no way into this town!" You head back the way you came.

*East or west?*

Illus. Nick Smith 2016 Tim Cox 6/23 6

## Highway 49 East

Highway.

2 1

*Between the gaps in the trees you can see glimpses of green pastures and old barns.*

Illus. William Alexander 2016 Tim Cox 7/23 7

## Wrotham Woods East

Greely's Farm

Woods.

2 0

➡ Heal 1 damage or 1 horror. (Limit once per game.)

*This is a peaceful farm, and the Greely family is quite helpful.*

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## Wrotham Woods East

Asbury Manor

Woods.

3 2

It costs an additional action to investigate at this location.

*The Asbury Manor sits on a sprawling estate, bordered by the forest. Small tilled clearings dot the grounds.*

**Victory 1**

Illus. Ivo Krusamitig 2016 Tim Cox 9/23 9

## Blocked Road

Highway.

3 0

➡ Choose one: Test (4). **Parley.** You try to bluff your way past. Or, test (4). You attempt to sneak past. If either test fails, place 1 doom on the current agenda. If either test is successful, complete objective: You have passed the Blocked Road!

➡ If Sheriff Harper is defeated, complete objective: You have passed the Blocked Road!

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## Highway 49 West

Highway.

3 1

*The forest is more dense here, and there are fewer signs of civilization. The trees press up against the road, as if to ward off any travellers.*

Illus. Johanna Carvajal 2016 Tim Cox 11/23 11

## Wrotham Woods West

Gravel Pit

Woods.

3 2

**Forced** - After you enter this location: Test (3). For every point failed by, take 1 damage.

*A large gravel pit excavated in a bleak clearing. Entering the pit is dangerous, and requires some strength. Something was unearthed here, but what?*

**Victory 1.**

Illus. Keith Evans 2016 Tim Cox 12/23 12







**Wrotham Woods West**  
Ruined Homestead



**4** LOCATION **2**

**Woods.**

► You attempt to steel yourself to enter the house. Test **♠** (3). If you fail, take 1 horror. If successful, make an **Investigate** check at -2 shroud.

*Some tragedy has brought this homestead to ruin. The house looks as if it might fall down any moment.*

**Victory 1.**

Illus. Derek Harper 2016 Tim Cox 13/23 13

**Dense Forest**



**4** LOCATION **0**

**Woods.**

**Forced** - After you enter the Dense Forest, immediately reveal an encounter card.

► **Investigate.** If successful, complete objective: You have found a path through the Dense Forest!

*There just might be a way through...*

Illus. J.B. Banks 2016 Tim Cox 14/23 14

**Wrotham Backcountry**

All is not well in upstate New York. Nestled deep in the forest blanketing the slopes of the Adirondacks, the small township of Wrotham provides a tiny, bright dot of civilization in the dark wilderness. Primarily focused on lumber, the citizens of Wrotham have lived a peaceful existence. But now, they face a horror beyond their abilities. Can you help?

**Expansion Symbol**  
The cards in the *North Country Cycle* set can be identified by this symbol before each card's collector number.



Wrotham Backcountry is the first scenario of a three scenario campaign called the *North Country Cycle*.

**1**

**Fires burn in Wrotham!**

*As you enjoy your bagel on a cool morning, a nervous man sits down across from you at your booth. "I hear you can help folks. Those with problems that others might not understand." You nod, but resist being drawn into the conversation. "My name is Edward Ekholm. I live upstate in the north country, in a town called Wrotham. It used to be such a peaceful place, but now... Now something or someone is starting fires. Everywhere. It's not normal! The police have cut the town off, and won't let anyone in or out. I managed to escape before they closed off the road. The people - they can't get out, and my family is in there! Can you help get my family out?" This man seems quite sincere, and certainly upset. Perhaps it wouldn't hurt to ride up to this small town, and just take a look around. Surely there's a good explanation. Right?*

**3**

**DO NOT READ**  
until the end of the scenario

**If no resolution was reached (each investigator resigned, or was defeated):**  
Go to **Resolution 1**.

**Resolution 1:** You are surrounded by deputies, with their sidearms drawn and pointing at you. Two deputies step aside, and Sheriff Harper steps in to fill the gap. "Well, you don't belong here, but I can't rightly let you go now. You city folk are always sticking your nose where it doesn't belong. Don't worry though, we'll learn you." He steps back, and the deputies roughly lead you to the Wrotham Jailhouse.

- ◆ In your Campaign Log, record that the investigators were arrested.
- ◆ Also, record that you are wanted by the Wrotham Sheriff Department.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**5**

**DO NOT READ**  
until the end of the scenario

**Resolution 3:** You quickly move down the road, having successfully avoided conflict with the stern Sheriff. Around the first curve in the road, you spot what you assume is the Sheriff's motorcycle just off the road. Looking around, it occurs to you that some additional mobility could be a great benefit. You push it for a bit until you're sure you won't be heard, then hop on, and speed toward Wrotham.

- ◆ In your Campaign Log, record that the investigators passed the blocked road.
- ◆ If you have "killed a Wrotham Officer", record that you are wanted by the Wrotham Sheriff Department. Each investigator earns 1 less experience.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 3 bonus experience from learning the ways of the Backcountry.

**7**

**Act 1a**

**Skirt the Perimeter**

You can see that it won't be as simple as driving down mainstreet. You will need to get familiar with the surrounding area first, to find the best way into Wrotham. You've always believed that your decisions were only as good as your grasp of the situation. Here, in this wilderness, you don't quite have a handle on which way is most advantageous - yet. That is something that can be remedied.

**6**

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## Setup

- ◆ Gather all cards from the following encounter sets: *Wrotham Backcountry*, *Wrotham Sheriff*, and *Burning Ground*. These are indicated by the following icons, respectively:



- ◆ Set the following cards aside, out of play: Blocked Road, Dense Forest, and Sheriff Harper.
- ◆ Shuffle the remaining cards to form the encounter deck.
- ◆ Place Crossroads, Highway 49 East, and Highway 49 West into play.
- ◆ Shuffle the two Wrotham Woods East and two Wrotham Woods West locations, then put them all into play.
- ◆ Each investigator begins play at the Crossroads.

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This scenario is played in Campaign Mode, and follows the instructions under Campaign Play on page 5 of the Rules Reference. As such, it does not cost experience to play. Set up the Chaos Bag with the same tokens as on step 4 of the Core Campaign.

### New keyword

This scenario introduces a new keyword: **Immobile**. An immobile enemy cannot be moved from its starting location. If engaged with an investigator who moves away, the immobile enemy remains at its location, in its ready state. Immobile enemies are immune to any card effect which would cause it to move. If an enemy should somehow have the Hunter keyword in addition to Immobile, it does not move.

### Suggested Location Layout

Using the location icons in the upper left corner, here is the suggested layout, with the connecting locations illustrated:



2

## Dense Forest



LOCATION

Woods.

*Barely any sunlight reaches the ground here, and it only gets darker further in.*

Illus. JB Banks

2016 Tim Cox

## Wrotham Woods West



LOCATION

Woods.

*The trees cover the road, with only tiny cracks of sunlight piercing through.*

Illus. John Brown

2016 Tim Cox

## Two Ways In

*Your determination to learn more about the area surrounding Wrotham has paid off. You have spotted the Sheriff blocking the road into the town. You also discovered information which indicates that on occasion, some of those who live further away from Wrotham somehow make their way back and forth through the thick trees.*

Place the Dense Forest and Blocked Road locations into play.

Place Sheriff Harper at the Blocked Road.

## DO NOT READ until the end of the scenario

**Resolution 4:** At first, it's very rough going, as you move through thick brush and sharp thorns. Just as you're wondering if this is a bad idea, you step through onto a thin, barely perceptible trail. You follow the trail east, and soon discover a connecting path - and you spot an unusual symbol disguised on a tree. It occurs to you that the symbol is a marker on a network of tiny trails! Now that you know what to look for, you begin to see the carefully hidden symbols more frequently. Each symbol indicates a new path. You can make good use of that knowledge.

- ◆ In your Campaign Log, record that you found a path through the forest.
- ◆ If you have "killed a Wrotham Officer", record that you are wanted by the Wrotham Sheriff Department. Each investigator earns 1 less experience.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 3 bonus experience from learning the ways of the Backcountry.

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## DO NOT READ until the end of the scenario

**Resolution 2:** Standing over the Sheriff's dead body, you wonder if killing him was necessary. Was he a good man, just doing his job? Or was he knowingly working for nefarious forces? Someone is approaching - probably a deputy. Time to move. As you head around the first curve, you spot what you assume is the Sheriff's motorcycle just off the road. This could certainly speed your escape! You speed toward Wrotham, trying not to think about what you're leaving behind.

- ◆ The investigator who defeated Sheriff Harper takes 1 mental trauma.
- ◆ In your Campaign Log, record that the investigators passed the blocked road.
- ◆ Also, record that you are wanted by the Wrotham Sheriff Department.
- ◆ Finally, record that Sheriff Harper is dead.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 2 bonus experience from learning the ways of the Backcountry.

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Act 2a

## Slip the Net

*Now that you are more familiar with the countryside, it's clear that there are only two viable ways into Wrotham. You can get past Sheriff Harper, who is blocking Wrotham's Creek Road, the road that leads to town. Or, you can find a path through the dense forest surrounding the town. From your explorations, you're sure there's a path there somewhere. You just have to find it first.*

**Objective** - You have passed the Blocked Road!  
Or  
**Objective** - You have found a path through the Dense Forest!

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Agenda 1a

## All Roads Blocked

*You have heard rumors that the Wrotham Sheriff will not let anyone into the town. It seems that those rumors were true. Wrotham Deputies patrol the countryside, keeping an eye out for those who might wish to slip by the perimeter.*

All **Wrotham Officer** enemies gain the keyword **Aloof**.

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Agenda 2a

## Stop the Trespassers!

*Shouts of alarm once in the distance are growing closer. You aren't sure why the authorities are so determined to keep you out, but you can sense that they will use any force needed to achieve their goal. Growls and snaps from the tracking dogs reverberate off the trees. They have nearly encircled you!*

All **Wrotham Deputy** enemies gain keyword **Hunter**.

**Resign.** You surrender to the Sheriff and are arrested.

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AGENDA  
1b

**Be on the Lookout**

*The Wrotham Sheriff's department is on to you!*

*They will not let you enter Wrotham, and are now actively seeking you. You can hear them crashing through the woods, and patrolling the roads. Your time to get into Wrotham is running short.*

If there are less than X **Wrotham Deputy** enemies in play, search the encounter deck and discard pile for **Wrotham Deputy** enemies, and put them in play until there are X in play. In 1 or 2 player games, X equals 2. In 3 or more player games, X equals 3.

Alternate spawns between Highway 49 West and Highway 49 East, starting with Highway 49 West. Shuffle the encounter discard pile back into the encounter deck.

ACT 2b

**Into Wrotham Township**

*You have successfully found a path into Wrotham! Now, it's time to get down to business, and find out what all the secrecy is about. What could be so bad as to require barricading an entire town?*

- ◆ You have passed the Blocked Road and Sheriff Harper was defeated in combat. (→**R2**)
- ◆ You have passed the Blocked Road and Sheriff Harper is still alive. (→**R3**)
- ◆ You have found a path through the Dense Forest. (→**R4**)

AGENDA  
2b

**You Are Surrounded**

*Bursting out of the dense trees, several deputies appear on your right! Just then, several more deputies - with howling dogs in the lead - leap out on your left. They have you surrounded, and there is no escape.*

- ◆ You have been arrested by the Wrotham Sheriff's Department. (→**R1**)