

The Night Wind

Check your Campaign Log:-

If 'The Castle is lost' read **Intro 1**.

If not, read **Intro 2**.

Intro 1

Trapped in the cellar, hearing claws and teeth tearing into the door behind you, you frantically work to prise off the bars of the small opening. As the noise intensifies from behind the door the last bar eventually gives out and you crawl your way through the muddy, slimy opening. Staggering out into the woods and into a stagnant pool of filthy water, you hear screams of triumph from behind you. From within the woods ahead you hear a rhythmic pulse of sound and the unnatural howl of the wind. Whatever is driving these ghouls must be in there....

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Intro 2

With the gate to the castle firmly shut you take time out to evaluate your position. Resting briefly in the library, you study the aging books for any clues to explain this place and its monsters. The books tell of the coming of Nyarlathotep, but this apocalyptic event is fore-shadowed by the coming of the Herald. All clues point to the fact that this Herald is here now, out in the forest.....he must be stopped!

(Turn over for Intro 2 Set-up instructions.)

3

Set Up Help

The Locations in this scenario can be confusing to set up. It is suggested you use route markers between them to avoid confusion.
Suggested set up as follows :-

The Castle	Putrid Moat
Dark Trees	Fell Copse
Accursed Wood	Darkened Glade
Dense Forest	Blackened Woods

This will make 2 rows of 4

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Furthest Location Finder

This guide provides an easy reference for finding locations furthest from other locations - if there is a choice then the investigators choose.

Castle - Dense Forest or Blackened Woods

Putrid Moat - Dense Forest or Blackened Woods

Dark Trees - Castle, Putrid Moat, Dense Forest or Blackened Woods

Accursed Wood - Castle, Putrid Moat, Darkened Glade, Dark Trees

Dense Forest - Accursed Wood

Fell Copse - Dense Forest

Darkened Glade - Accursed Wood

Blackened Woods - Accursed Wood

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The Castle

1



LOCATION

Castle.

Revelation - Once per game, any investigator on this location may choose one of the following:-
Heal 2 damage or horror
Heal 1 damage and 1 horror
Draw 2 cards



*'I know not where I was born, save that the castle was infinitely old and infinitely horrible...'
- H.P. Lovecraft.*

LOCATION



The Castle

The Dark Man Intro 1 Set Up

Place all locations and the remove 'The Castle' location from the game.
Investigators start at the Putrid Moat.
Place *The Dark Man, The Night Wind* and *The Outsider* to one side.
If you have recorded 'It still lives!' in your campaign log then shuffle the *Hunting Ghoul* into the encounter set.

2

Intro 2 Set Up

Place all locations (see location set up help page).
Investigators start at the The Castle.
With the knowledge gained from the library the lead investigator gains one clue.
Place *The Dark Man, The Night Wind* and *The Outsider* to one side.

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Putrid Moat	Accursed Wood	Blackened Woods	Dark Trees
 1  0 LOCATION Castle. Forced – Any investigator that ends their turn at this location suffers 1 damage. <i>The vile putrid waters seem to sap the very strength from your body.</i>	 3  1 LOCATION Forest. <i>Having at last entered this accursed place, you cannot help but feel you should leave quickly.</i>	 4  1 LOCATION Forest. <i>The trees here, older than time, are blackened and burnt.</i>	 2  1 LOCATION Forest. <i>The forest is terrifyingly dark and it will be easy to become lost within it.</i>
 	 	 	 
<i>'Outside, across the putrid moat and under the dark mute trees, I would often lie and dream for hours...' - H.P. Lovecraft.</i>	<i>'... I ran frantically back lest I lose my way in a labyrinth of nighted silence.' - H.P. Lovecraft.</i>	<i>'... nor was there any sun outdoors, since the terrible trees grew high above the topmost accessible tower.' - H.P. Lovecraft.</i>	<i>'... twilight groves of grotesque, gigantic, and vine-encumbered trees that silently wave twisted branches far aloft.' - H.P. Lovecraft.</i>
 Putrid Moat	 Accursed wood	 Blackened Woods	 Dark Trees

Agenda 3a



The game ends...

The pursuit gains in momentum - The Dark Man, the Ghouls, the very wind - all are hunting you. Within this chase is a desperation, a hunger, that drives them forward with reckless abandon.

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Agenda 1a



Within those trees.

Within the forest that lies outside the castle walls, you see fleeting shadows moving between the trees. A foul wind appears to be blowing through the trees from all directions and carried upon that wind are the snarls and screams of the damned...

3

Revelation - Spawn *The Dark Man* and *The Night Wind* at the **Blackened Woods** location.

Agenda 2a



He Hunts!

Stalking through the woods, The Dark Man hunts you. His low moaning and gibbering seems to float all about you, his motives unclear except the pressing need to prevent you from completing your work. His allies close in...

Revelation - Search the encounter deck and discard pile for a **Cultist** enemy and spawn one at the lead investigators location. Then shuffle the encounter discard pile back into the encounter deck.

3

ACT 1b



On the wings of the wind...

All at once, with the information you have gathered and the tale of woe told in the wind, your path becomes clear. That lone voice, the voice of eternal despair, must be rescued.

Only with the knowledge that it possesses will you be able to banish the evil that threatens all existence.

AGENDA 3b



The Dark Pyramid.

Defeated, trapped by the wind, your humanity is slowly stripped away. Joining with those hideous creatures you now fly on the wind - incorporeal and undead. Always on the edge of your vision is a pyramid, as black as midnight and as terrible as death.
After what seem an eternity you are literally spat out into the Graveyard of the Glade Church - almost as if you have left a bitter after taste upon the wind. With you is also *The Outsider* - gripping tightly onto you coat. Once you have recovered from your ordeal, he tells a story of a Black Pyramid in Egypt, hidden from the eyes of mortals - a place he must visit, but he will need your help.....

Each investigator gains 3 XP from the ordeal, but also 1 Mental and Physical Trauma.

AGENDA 1b



He has arrived!

The wind increases its howling, the screams carried through the forest and the force of the sound ripping the remaining leaves from the trees. Gripping onto the nearest trunk, desperately trying not to loose your footing, you are suddenly blinded by a pulse of purplish light brighter than the sun!
In the green afterglow, with your sight returning, you are aware that a dreadful presence is here with you....

Revelation - Move *The Dark Man* to the lead investigators location and resolve his card.

AGENDA 2b



The Fear!

Fear drives you. You must keep one step ahead of the foes that pursue you. The shadowy figures dance all about you, even the very forest tries to deny you your goal. The foreboding presence of evil tracks your every movement and you know that your time is running out.

Forced - All investigators must test **(4)**. If you fail, take 1 horror and lose 1 action on your next turn.

Act 1a



The Lone Voice

...and yet, contained within the eldritch sounds, there is a feeling of sadness and great loss. A lone voice can be heard, behind the snarling and screams, its keening so powerful it threatens to drown your mind and heart in despair.

2



ACT 3b



You made it! The Outsider tells his story in full as you flee this evil place. His wish to join humanity is his overriding goal, but this cannot be accomplished whilst Nyarlathotep still has a grip upon his mind.

He tells a story of a Black Pyramid in Egypt, hidden from the eyes of mortals- a place he must visit, but he will need your help....

Each investigator gains 3 XP.

The adventure continues in the next chapter... The Black Pyramid!

Salvation!

ACT 2b



From within the wind the lone voice grows stronger and suddenly a figure appears before you, hazy and blurry it stretches out its hand in desperation - the owner of the voice has at last revealed itself.

Revelation – Attach *The Outsider* to The Night Wind.

Please save me...

Act 3a



The Rescue.

The figure in the wind whispers thoughts into your head. With the sudden clarity of understanding you course is clear. This figure, this monster, this Outsider can stop the Dark Man and his evil god plan. You must save him now and take him from this terrible place...

Objective – Once an investigator has rescued *The Outsider* from *The Night Wind* and made it back to **The Castle** or **Putrid Moat** location, advance.

Act 2a



Within the wind.

Unsure how to proceed, the only thing you know for sure is that the voice on the wind must be saved. But how is this to be accomplished?

Forced – Clues may only be placed on this Act if the investigator is at the same location as **The Night Wind**. Not all required clues have to be placed at one time - they may accumulate over multiple turns.

The Night Wind

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Wind. Elite.

Unstoppable - This enemy cannot be damaged or evaded. It is **never** engaged with you.

All Investigators at this location must test either 🍀 (4) or 🍀(4). If passed nothing happens.

If failed, take either 1 damage or 1 horror and then the investigator is immediately moved to the location furthest from their current location.

... Now I ride with the mocking ghouls on the night-wind...
-H.P.Lovecraft



ENEMY

The Outsider

0

ASSET



Ally

➔ If at the same location as *The Outsider* an investigator may test (4) to rescue *The Outsider*.

If passed, place *The Outsider* in your play area.

'I know always that I am an outsider; a stranger in this century and among those who are still men.'
- H.P.Lovecraft

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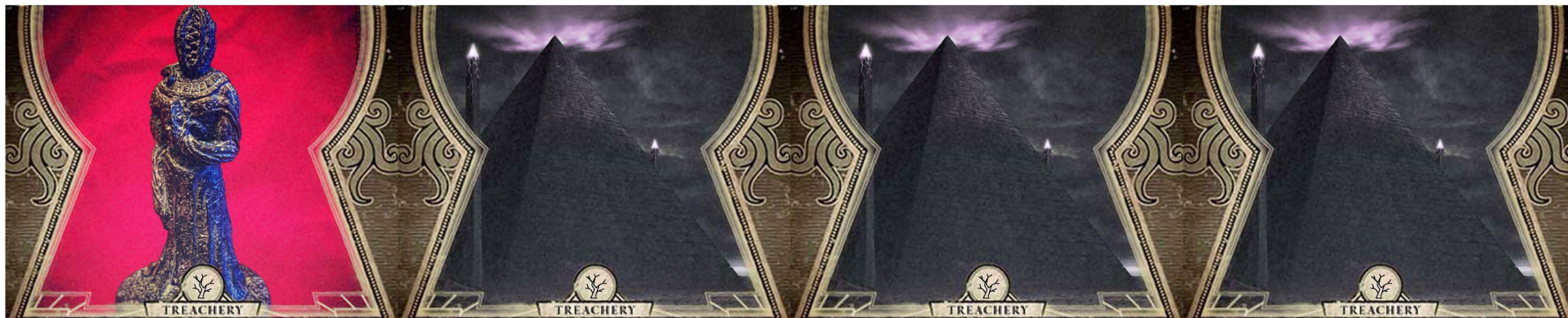
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Ritual Idol

Item.

Attach this card to your current location.

► Test (3) If passed, place the **Ritual Idol** in your play area.
You may discard the **Ritual Idol** to prevent **The Dark Man** from moving to your current location.
This item uses a hand slot.

The carving seemed to emanate a strange energy.

The Dark Pyramid Calls.

Terror.

Forced – Move **The Dark Man** to the closest investigators location.
Then immediately resolve his card.

*...the unnamed feasts of Nitokris beneath the Great Pyramid.
-H.P.Lovecraft*

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Illus. Sencow

1/1



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Illus. Sencow

1/1



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Illus. Sencow

1/1



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The Night Wind Rules

The following clarifies the use of The Night Wind in this scenario :-

1. The Night Wind can be triggered one of two ways (a) by The Dark Man's ability in the enemy phase or (b) when an investigator enters its location in the investigator phase.
2. When at the same location as The Night Wind, investigators will only test against its ability once in a turn - unless they leave that location and re-enter it.
3. When an investigator is moved by The Night Wind, any enemies engaged with them are left behind.
4. The Night Wind does not make attacks of opportunity.

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