

Castle Hill Apartments

LOCATION

This is the apartment where the party-goers saw the horrific creature.

8/16

1

2

1

Castle Hill Trail

LOCATION

The room is unnaturally cold - an open window lets in a chilling breeze.

But what I observed with chief interest and delight were the open windows...
- H.P. Lovecraft

1

2

Apartment 4

Gardens

LOCATION

The gardens are covered in an unnatural fog that makes it hard to see more than a few paces in any direction - its easy to become lost.

9/16

1

2

1

Castle Hill Trail

LOCATION

The apartments communal gardens are meticulously looked after.

1

2

Gardens

Redbrook River

LOCATION

The river is running quickly and is icy cold to the touch - the fog is not quite so thick here.

11/16

1

2

1

Castle Hill Trail

LOCATION

There are marks on the bank of the river, almost as if something has dragged itself out.

1

2

Redbrook River

Eerie Forest

LOCATION

The forest is so quiet....the chilling fog is even thicker here.

10/16

1

2

1

Castle Hill Trail

LOCATION

Forced - For each clue successfully gained whilst in the Eerie Forest that investigator must test (2). If you fail, choose one of the following: suffer 1 damage or discard 1 card from your hand.

The fog is so thick here, it is making finding the trail dangerous.

1

2

Eerie Forest

Forced – *Ghoul* enemies will not enter the church. Leave them in the location they are attempting to move from.

Forced – If a *Ghoul* enemy would spawn here, spawn it at another empty location.

Even though the church is in ruins it looks like it would offer some respite from the horrors outside.

LOCATION

Glade Church

Revelation – Search the encounter cards and discard pile for a *Ghoul* enemy and then spawn it here. If there are none left then ignore this instruction.

1 Victory Point

...the putrid, dripping eidolon of unwholesome revelation.
- H.P.Lovecraft

..the putrid, dripping eidolon of unwholesome revelation.'
 - H.P.Lovecraft

A screenshot from the game showing a dark, atmospheric scene of a crypt. The view is framed by a decorative border. At the top, a label reads "LOCATION". Below it, a circular icon shows a map of the crypt area. The main view shows a dark, stone structure, possibly a tomb or entrance, with a small, glowing light source. At the bottom, a label reads "Crypt". A small, circular icon with a downward arrow is visible in the bottom right corner.

➡ Investigators may place a clue on this location. When 2 clues are on this card, the grating in the floor reveals itself.

'It was still very dark when I reached the grating - which I tried carefully and found unlocked.'
- H.P. Lovecraft

'It was still very dark when I reached the grating - which I tried carefully and found unlocked.'
- H.P. Lovecraft

Sepulcher
Crypt

A photograph of a large, dark, ornate stone crypt or tomb structure in a cemetery. The structure has a gabled roof and a central arched entrance. It is surrounded by other tombstones and trees in the background.

3 **LOCATION** **1**

Castle Hill Churchyard

Revelation – Search the encounter cards and discard pile for a **Ghoul** enemy and then spawn it here. If there are none left then ignore this instruction.

1 Victory Point

*'It was the ghoulish shade of decay, antiquity and dissolution.'
- H.P.Lovecraft*

1 Victory Point

'It was the ghoulish shade of decay, antiquity and dissolution..'
-H.P.Lovecraft



A screenshot of the Crypt location in the game. The scene is viewed through a circular frame with a green border. The word "Crypt" is written in a stylized font at the bottom. The background shows a dark, atmospheric scene with a large, ornate structure and a small figure in the distance. The word "LOCATION" is visible at the top of the frame.

Experience

The trail leads down into the Mausoleum, through a hidden grating in the floor. Whatever disturbed the party-goers must have come from here. From outside you hear more shrieks on the wind and realise that those monstrosities must be coming from under the Glade Church. They must be stopped!

Act 3a

Finding the Entrance

The trail leads towards the crypts but you can't make out which one it enters. From somewhere nearby a ghostly and un-godly scream echoes through the forest.

If you have not already, shuffle in the **Ghoul** encounter set into the remaining encounter deck. If you have, remove all **Ghouls** from the discard pile and shuffle them into the remaining encounter deck.

Objective – When you have found the ‘grating’ - advance.

ACT 1b

The Trail Located...

*You find claw marks on the window frame and freshly made footprints in the garden - they lead away from the apartments and into the nearby wooded area. A river runs through the centre of these woods.
The trail continues....*

Act 1a

The Trail Begins...

At her apartment you are shown the dining room. A large mirror stands in one corner and the windows are open allowing a chilling breeze in. You almost believe you can hear whispers on the wind...

*'...a leering, abhorrent travesty of the
human shape...'
-H.P. Lovecraft*

5

Its here....

Each investigator must test (3). If you fail, suffer 1 horror.

them into play.

If the **Leffe Forest** and **Redbrook River** are not in play - place them into play.

As the figures begin to close in on you, as you begin to catch a clearer view of them, your mind balks at the possibility that they were once human but now appear more like a corpse than a living being. Suddenly an ear-splitting screech fills the air.

Agenda 2a

Hunted!

As you continue to follow the trail you catch half hidden glimpses of shadowy figures in the fog. Their movements seem disjointed and wrong and you begin to suspect that they may not be entirely human.

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4

Hunting Ghoul

Ghoul. Humanoid. Elite

Hunter.

The Hunting Ghoul **can** enter the Glade Church but takes 1 damage each time it does.

1 Victory Point

ENEMY

16/16

1

The Outsider

Use the following sets to make the encounter deck *Chilling Cold*, *Striking Fear*, *Rats* and *Ancient Evils*.

Set aside the **Hunting Ghoul** and the *Ghoul* encounter set.

Put the **Castle Hill Apartments** and **Gardens** locations into play.

Investigators start in the **Castle Hill Apartments**.

1

-X, where X is the number of *Ghouls* in play

The Outsider

EASY / STANDARD



Cries on the Wind!!

The sound of the wind suddenly rises carrying with it the sounds of shrieks and screams - unnaturally loud and often. Something is approaching!

Shuffle the *Ghoul* encounter set into the remaining encounter cards.

They are prepared now...

Whether it was battling the horror in the Mausoleum or just that you took too long to locate where the trail went...they are prepared for you now. You know that they must be stopped from coming out of their lair but you also know that the battle will be harder now that they are aware of your presence.

In your campaign log record that 'They are prepared now...'

If the Hunting Ghoul was not defeated then record in your campaign log that the 'Hunting Ghoul still lives.'

The story continues in the next scenario...

Experience

Players receive XP equal to the victory display.

A Discovery!

Following the trail through the forest you enter a large secluded clearing. In the centre stands a church surrounded by a number of crypts. The grounds here are well looked after and clean - but who would be looking after this holy place way out here...?

Place the **Church** location into play.

Shuffle the three **Crypt** locations and put them into play.

The Trail Continues...

With the trail located you head into the nearby forest - it is eerily quiet, as if something has disturbed it's natural order. The Redbrook River flows through here but its bubbling waters only serve to add a haunting melody to the place.

'...a swift river where crumpling, mossy masonry told of a bridge long vanished.'

- H.P. Lovecraft

The way is blocked...

The un-earthly screech came from one of the crypts in the Glade Church grounds. Something is waiting for you there...

Forced - As soon as the **Mausoleum** is discovered, spawn the **Hunting Ghoul** enemy at that location.

If the **Mausoleum** is already discovered, spawn the **Hunting Ghoul** at that location.