







Darkness Falls

EASY / STANDARD

-  -x where x is the number of Bioluminescent Mycetophilidae enemies in your location.
-  -x where x is the number of Bioluminescent Mycetophilidae enemies in play.
-  -x where x is the number of clues on your location.

Darkness Falls

HARD / EXPERT

-  -x where x is the number of Bioluminescent Mycetophilidae enemies in your location +1.
-  -x where x is the number of Bioluminescent Mycetophilidae enemies in play +1.
-  -x where x is the number of clues on your location +1.

Darkness Falls

"Silverfish!" Dr. Henry Armitage stomps down hard with the left heel of his once-fine, but now well-worn, Italian brogue. "Everywhere this time of year - damned things have practically made their homes in my bookshelf." Assured that they must be attracted by something from the Miskatonic University cafeteria, he resolves to phone Janitor Mulligan first thing in the morning.

"So what's this about a...logging crew...did you say?" You hurl the question impatiently, yet cordially, over your shoulder and in the direction of Armitage's cluttered desk.

"Quite right - some of our brightest interns accompanying them, you know." he grimaces.

As you find your way to an armchair, Armitage goes on to explain, what the authorities believe, to be a recent clash between a logging crew working in Arkham Woods and activists interested in the preservation of old-growth specimens nearby.

Rising from your seat, you protest "Sounds pretty open and shut, Henry - I don't understand why you've -"






"Well, perhaps I'm dating myself here but five or six decades ago, a logging crew working in the same area...well, they vanished!"

The coincidence seems too strong to ignore so you pack a bag and drive out at sundown. In a small clearing, about 16 miles south of the logging site, you meet up with the Humphreys, foreman from the logging company, and Moore, a Ranger with the Arkham Forest Service.






Darkness Falls (cont.)

Assemble the chaos bag.

◆ **Easy/Standard:**

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , .

◆ **Hard/Expert:**

0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , .

◆ Gather all cards from the *Darkness Falls* encounter set, plus 3 copies of *Rotting Remains*, and 2 copies of *Frozen in Fear* from the *Striking Fear* encounter set. Also gather the following Arkham Woods locations: *Tangled Thicket*, *Twisting Paths*, *Quiet Glade*, and *Cliffside* from the *Devourer Below* encounter set.

◆ Shuffle Arkham Woods locations and put them into play face down, along with the Logging Camp, Old-Growth Clearcut, and Managed Clearcut locations.

◆ Put the Ranger Moore asset into play at the Logging Camp location.

◆ Set aside the "Let him go." encounter card, the Service Road location, and the Doug Spinnery asset.

◆ Shuffle the remainder of the encounter cards to form the encounter deck.

◆ All investigators begin play in the Logging Camp location.

◆ The keyword *Nocturnal* is unique to this scenario and will be explained at the appropriate time.

◆ The *Tangled Thicket* is connected to the *Managed Clearcut* and the *Quiet Glade* is connected to the *Old-Growth Clearcut* - this is also printed on the cards as a reminder.