

THE BLACK GOAT OF THE WOODS™

An excerpt from the Arkham Advertiser:

Police are searching for a young girl, name withheld, after tragedy struck her family this week. The girl, 14, was last seen entering the woods in Southside.

This latest disappearance is the third to plague Arkham in as many months. In each case, the victim was last seen in a relatively wild or undeveloped part of Arkham, such as the woods or the river islands. No bodies have been found.

Friends and family have not given up hope of reunion with their loved ones, although Sheriff Engle cautions against heedless optimism. “We have reason to believe at this time that the missing persons cases are linked. Until our investigations have concluded, we strongly encourage all citizens to remain indoors after dark and to avoid the woods at all times of day.”

In **THE BLACK GOAT OF THE WOODS** expansion, a malevolent cult has risen in Arkham. The practices of this depraved band include blood sacrifice and consorting with the direst of beings in rituals held by firelight. The awful truth is that the cult has power that is growing daily as they call out to their slumbering master. It’s up to the investigators to infiltrate this cult and learn enough about their enemy to save Arkham from disaster...but how long can they resist the corrupting and seductive influence of the Black Goat?

Game Components

THE BLACK GOAT OF THE WOODS should contain these components:

- 90 Investigator Cards, including:
 - 11 Common Item Cards
 - 11 Unique Item Cards
 - 4 Spell Cards
 - 8 “One of the Thousand” Cult Membership Cards
 - 16 Green Corruption Cards
 - 16 Red Corruption Cards
 - 24 Cult Encounter Cards
- 88 Ancient One Cards, including:
 - 36 Arkham Location Cards
 - 24 Gate Cards
 - 23 Mythos Cards
 - 5 Difficulty Cards
- 1 Herald Sheet (The Black Goat of the Woods)
- 9 Monster Markers



All cards from **THE BLACK GOAT OF THE WOODS** expansion are marked with a small monster head symbol on their fronts. This will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

Component Overview

The following are summary descriptions of the various components included in **THE BLACK GOAT OF THE WOODS**. They should help you identify the components and introduce you to how they are used.

New Investigator Cards

The new Common Items, Unique Items, and Spells are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

The “**One of the Thousand**” Cult Membership cards are used to denote which investigators have chosen to infiltrate the mysterious cult that has begun to permeate through the town of Arkham.

There are also two new investigator card decks.

The **Corruption deck** consists of cards that represent the dark influence of the mythos upon the investigators. There are two types of Corruption cards: green Corruption cards are generally less severe, while red Corruption cards can spell doom for one or all of the investigators!



“One of the Thousand” Cult Membership Cards



Cult Encounter Cards



Green Corruption Cards



Red Corruption Cards

The **Cult Encounter deck** consists of special encounters that investigators can draw if they have a “One of the Thousand” Cult Membership and are in an appropriate location for nefarious cult activity.

New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

The **Difficulty cards** provide new options for players to make any game of **ARKHAM HORROR** easier, or more challenging.

New Herald Sheet

This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in the “The Herald” variant described later in these rules.

New Monster Markers

There are nine new monster markers in this expansion, all of which feature the hexagon dimensional symbol. These monsters can be used in any game of **ARKHAM HORROR**, and they are especially important when playing with the “The Herald” variant described later in these rules.

Setup

Before you play your first game of **THE BLACK GOAT OF THE WOODS**, carefully punch out the cardboard pieces so that they do not tear.

Integrating the Expansion and the Base Game

Perform the two steps below before your first game of **ARKHAM HORROR** using the **THE BLACK GOAT OF THE WOODS** expansion. Assuming you do not later separate out these components, you will only need to perform these steps once.

1. Prepare Decks

Shuffle the Common Items, Unique Items, Spells, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Monster Markers

If you are not playing with the “The Herald” Variant, shuffle the new monster markers in with the non-Mask monster markers from **ARKHAM HORROR**.

Expansion Setup

When playing with the **THE BLACK GOAT OF THE WOODS** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

6. Separate Decks

Place the eight “One of the Thousand” Cult Membership cards in a stack near the other Special cards.

Shuffle the Cult Encounter cards into a deck and place the deck near the Arkham Location cards.

Shuffle the sixteen green Corruption cards into a stack, then shuffle the sixteen red Corruption cards into a different stack. Then, place the green stack on top of the red stack to form a single Corruption deck. Place this deck near the other Special cards.

Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** when playing with the **THE BLACK GOAT OF THE WOODS** expansion.

Gate Bursts

Certain mythos cards have their gate location colored red. These indicate **gate bursts**. A gate burst works the same as a normal mythos card, unless the listed gate location has an eldar sign token on it, in which case the gate bursts open, causing the eldar sign token at that location to be removed from the board. A gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by gate burst. Also, this does not cause a monster surge.



Additionally, whenever a gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

“One of the Thousand” Cult Memberships

During the game, investigators may be presented with the opportunity to join a mysterious organization devoted to the Black Goat known as the “One of the Thousand” Cult. Members of the cult have different encounters than other investigators in various locations around Arkham. See Cult Encounters, below.

Cult Encounters

Whenever a player with a “One of the Thousand” Cult Membership has an encounter at the Black Cave, the Unvisited Isle, or the Woods, he or she must draw a card from the Cult Encounters deck rather than the deck associated with that location.

Corruption Cards

When a player is instructed to draw a Corruption card, he or she draws the top card of the Corruption deck and places it near his or her investigator sheet. An investigator may have more than one Corruption card at a time.



Every Corruption card has an effect that is triggered whenever a particular monster movement dimension symbol appears on a mythos card during the Mythos Phase. There are two versions of every Corruption card in the deck: one with a dimension symbol on a white background and one with a dimension symbol on a black background. Effects on Corruption cards do not trigger unless both the symbol and the colored background on the Corruption card matches those of the mythos card drawn during the Mythos Phase. Triggering a Corruption card ability is not optional. Corruption cards are resolved immediately after monster movement during step 3 of resolving a mythos card.

Some Corruption cards also have passive abilities that are always in effect. For example, the card “Endless Greed” has both a passive effect and a triggered effect. The passive effect of “Endless Greed” (the text that appears above the monster movement dimension symbol) is always in effect as long as the investigator has that particular card.

When a gate is closed, all Corruption cards in play that match the closed gate's dimension symbol are discarded. Certain card effects may also instruct a player to discard cards off the top of the Corruption deck. Discarded Corruption cards are placed in a discard pile and are considered removed from the game. The Corruption deck is never reshuffled.

If a player is instructed to draw a Corruption card, but there are no cards available to draw, the Ancient One immediately awakens.

“The Herald” Variant

In this variant, the Black Goat of the Woods, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This increases the difficulty of the game and makes use of the Black Goat of the Woods herald sheet and a special monster cup.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 11**.

5a. Place the Black Goat of the Woods herald sheet to the left of the Ancient One sheet.

11a. Set aside all monster markers with the hexagon dimension symbol to form a second monster cup. This is referred to as the hexagon cup.

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Black Goat of the Woods herald sheet:

- When a gate opens, draw a monster from the cup as normal, then draw a second monster from the hexagon cup and place both monsters on the gate's location.
- When a monster surge occurs, draw half the monsters from the hexagon cup (round down).
- Hexagon monsters are not removed from the game board when a hexagon gate is closed.
- Each time an investigator defeats a hexagon monster, he or she draws a Corruption card.
- Dark Young move as normal monsters.
- Each time a monster surge occurs, add a doom token to the doom track.
- Note that even if the hexagon cup is depleted of monsters, players should continue to draw monsters from the regular cup as normal.

Difficulty Level Variants

In this variant, players choose one of five Difficulty Level cards at the beginning of the game. There are two difficulties that make the game easier and two that make the game more challenging. A fifth card is included to represent the normal difficulty level of the game. This variant can be used in any game of **ARKHAM HORROR**.

Credits

Expansion Design: Kevin Wilson

Expansion Development: Dan Clark, Michael Hurley, and Tim Uren

Editing: Mark O'Connor and Sam Stewart

Graphic Design: Andrew Navaro

Art Direction: Zoë Robinson

Cover Illustration: Michael Komarck

Herald Sheet Illustration: Oliver Specht

Other illustrations were created by the artists of the *Call of Cthulhu Collectible Card Game*.

Lead Playtester: Mike Zebrowski

Playtesters: Kurt Aldinger, William Baldwin, Jeannine Duncan, Eric Hanson, Erik Lind, Matt Mayberry, Tim Mayberry, Jeff Meier, Kevin Naughton, Zoë Robinson, Jason Allen Lee Smith, Jason Steinhurst, Amy Vogel, Steve Vogel, and Thomas Zebro

Production Manager: Gabe Laulunen

Executive Developer: Jeff Tidball

Publisher: Christian T. Petersen

© 2008 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. Published under license from Skotos Tech. *Call of Cthulhu* and *Arkham Horror* are trademarks of Chaosium, Inc., licensed from Chaosium, Inc. *The Black Goat of the Woods*, *Dunwich Horror*, *Kingsport Horror*, *Curse of the Dark Pharaoh*, and *The King in Yellow* are trademarks of Fantasy Flight Publishing, Inc., for their expansions to the *Arkham Horror* board game. Fantasy Flight Games, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Made in China.

WWW.FANTASYFLIGHTGAMES.COM