



Arkham Woods



LOCATION

Woods.

Growing up, you were always warned to stay out of the woods at night. Now you know why.



Arkham Woods

Unhallowed Ground



4



LOCATION

1

Woods.

Forced – After you enter this location: Test (4). If you fail, take 1 damage and 1 horror.

This clearing has been the site of dark rites since colonists first came to the area over two centuries ago.





Arkham Woods



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T

Arkham Woods

Twisting Paths


3



LOCATION

1

Woods.

Forced – When you move out of this location: Test  (3). If you fail, cancel the effects of the move.

This path seems to twist and turn upon itself, almost as if it were alive.





Arkham Woods



LOCATION

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Arkham Woods

Old House



2



LOCATION

1

Woods.

This location is investigated using instead of the skill indicated by the investigation attempt.

A house waits at the edge of the trail, covered in vines. Inside, the walls and floors are bloodstained and littered with dirt, mud, and discarded bones.





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Arkham Woods

Cliffside

2



LOCATION

1 A circular icon containing a stylized investigation symbol, resembling a magnifying glass or a keyhole.

Woods.

This location is investigated using instead of the skill indicated by the investigation attempt.

Atop a nearby plateau, you can see signs of cultist activity. You will have to climb the cliff in order to reach the top.





Arkham Woods



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Arkham Woods

Tangled Thicket

2



LOCATION

1

Woods.

This location is investigated using instead of the skill indicated by the investigation attempt.

An old horse trail in colonial days, this overgrown path hasn't been used in over a decade.



T





Arkham Woods



LOCATION

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Arkham Woods

Quiet Glade



1



LOCATION

0

Woods.

➔: Heal 1 damage or heal 1 horror. (Limit once per turn.)

*This would be a nice picnic spot,
if it weren't for all the monsters.*

