

ARKHAM HORROR

THE CARD GAME

RETURN TO THE NIGHT OF THE ZEALOT

Return to the Night of the Zealot is an expansion for *Arkham Horror: The Card Game* that modifies and enhances the *Night of the Zealot* campaign from the core set. This expansion contains several new encounter sets, divider cards for organizing your collection, and new player cards that you can use to customize your investigator decks.

How to Use This Expansion

In order to use this expansion, begin a *Night of the Zealot* campaign (or standalone scenario) as normal, using the setup instructions in the *Night of the Zealot* Campaign Guide. However, when setting up any scenario using this expansion, find the new scenario card titled “**Return to (scenario name)**” and follow its additional setup instructions, as well.

Each of these new scenario cards is included in one of the following encounter sets, which modify and enhance the original scenario:



*Return to
The Gathering*



*Return to The
Devourer Below*



*Return to The
Midnight Masks*



*Cult of
Umôrdhoth (new)*

These encounter sets contain new challenges and new versions of old cards. When you are instructed to gather one of these encounter sets, follow the instructions on the new scenario card—some of these cards will replace old cards, while some will simply get set aside or shuffled into the encounter deck.

This expansion also includes two brand-new encounter sets, which are designed to replace two encounter sets from the core set:



Ghouls



*Ghouls of
Umôrdhoth*



Dark Cult



*The Devourer's
Cult*

Ghouls of Umôrdhoth replaces the *Ghouls* encounter set.

The Devourer's Cult replaces the *Dark Cult* encounter set.

When you are instructed to gather one of these encounter sets, it replaces the original encounter set from the core set. Remove that encounter set from the game and use the new one, as depicted.

As an optional variant, for added chaos and replayability, you may choose to shuffle the old encounter set and the new one together, then randomly select a number of those cards to create a new encounter set. The total number of cards in the new encounter set should be the same as the number of cards in the original set (7 cards for *Ghouls* + *Ghouls of Umôrdhoth* and 6 cards for *Dark Cult* + *The Devourer's Cult*).

Expansion Icon

The cards in the *Return to the Night of the Zealot* expansion can be identified by this symbol before each card's collector number:



Note: Some cards in this expansion are alternate versions of existing cards from the core set. In order to prevent players from being able to tell which card is which, the front side of some of these cards bears the same copyright information, encounter set number, expansion icon, and card collector number as its original version. The back side reflects the card's true set information.

Achievement List

The following is a list of achievements for the *Night of the Zealot* campaign you may strive toward as you play. These achievements can only be completed while playing using the *Return to the Night of the Zealot* encounter sets. As you complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- The Zealot's Revenge:** Have Lita Chantler's  ability deal the killing blow to the Ghoul Priest.
- I Don't Trust Her:** When given the option to add Lita Chantler to your deck, refuse to do so.
- Insurance Doesn't Cover Ghouls:** Burn your house to the ground in *The Gathering*.
- ...But Do I Have To?:** In *The Midnight Masks*, have each investigator remain in Your House for the first three rounds.
- Conspiracy of Silence:** Find and interrogate all six unique cultists in *The Midnight Masks*.
- Tour of Arkham:** Trigger each of the "once per game" abilities on all of the locations in play in *The Midnight Masks*.
- Do You Get It Now?:** Trigger the **Forced** ability on Billy Cooper by defeating the Ghoul Priest at his location.
- Pinch Hitter:** Defeat three **Ghoul** enemies with a Baseball Bat without it breaking.
- Even Death May Die:** Defeat Umôrdhoth while the Vault of Earthly Demise is attached to it.
- Break the Circle:** Complete *The Devourer Below* without Umôrdhoth spawning.
- They're Just Misunderstood:** Win the *Night of the Zealot* campaign without defeating a single unique **Cultist** enemy.
- Umôrdhoth's Favor:** Win the *Night of the Zealot* campaign without defeating a single **Ghoul** enemy.
- Line in the Sand:** Win the *Night of the Zealot* campaign with at least three Ultimatums active.
- Arkham Expertise:** Win the *Night of the Zealot* campaign on Expert difficulty.

Credits

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Return to the
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