

ARKHAM HORROR[®]

THE CARD GAME



RETURN TO THE WENDIGO

CAMPAIGN GUIDE

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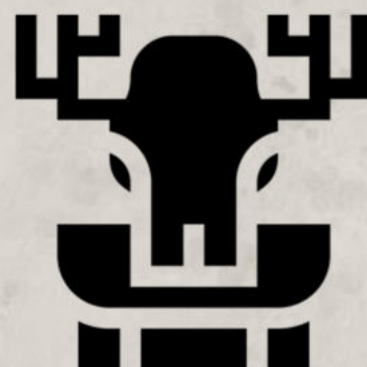
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Introduction

Return to the Wendigo is a 'remake/relocalization' of another fan-brew scenario called *Against the Wendigo*, originally designed by Vinn Quest, which is itself a spiritual 'sequel' to a supplement for the *Call of Cthulhu* role-playing game, *Alone Against the Wendigo*, designed by Glenn Rahman. It is not necessary to own or have played either of these adventures to enjoy *Return to the Wendigo*, but they are highly recommend, and most of the content in this scenario is inspired by or lifted directly from either or both of those sources.

Expansion Icon

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



In the Wilderness, Myth Comes to Life

"It is absolutely necessary, for the peace and safety of mankind, that some of earth's dark, dead corners and unplumbed depths be let alone; lest sleeping abnormalities wake to resurgent life, and blasphemously surviving nightmares squirm and splash out of their black lairs to newer and wider conquests..."

– H. P. Lovecraft, "At the Mountains of Madness"

Return to the Wendigo is a non-profit fan-made scenario pack designed by the Arkham.cards team to be compatible with *Arkham Horror: The Card Game* by Fantasy Flight Games. The *Return to the Wendigo* Scenario Pack contains one new scenario which may be played standalone or as part of a larger campaign.



Support Us

Return to the Wendigo was made possible with the support of players like you. If you'd like to see more releases from the Arkham.cards team, consider supporting us on Patreon at: <https://patreon.com/arkhamdotcards>

Difficulty and Mode Selection

Return to the Wendigo may be placed as a standalone scenario ("standalone mode") or as a 'side scenario' as part of a larger campaign ("campaign mode"). Read the selection below that corresponds to your selection and follow the relevant instructions, then proceed to the **Prologue**.







Campaign Mode

Each investigator must spend 2 experience to play this scenario in campaign mode. Use the same chaos bag you have utilized during your campaign for this scenario. If the campaign chaos bag does not contain any , add 1  to the chaos bag for the duration of this scenario.







Standalone Mode

When you play this scenario in standalone mode, setup the chaos bag with the following tokens based on your chosen difficulty level:







◆ **Easy (I want to experience the story):**

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , 







◆ **Standard (I want a challenge):**

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

◆ **Hard (I want a true nightmare):**

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

◆ **Expert (I want Arkham Horror):**

0, -1, -2, -2, -3, -3, -4, -4, -5, -6, , , , , , 

Additional Rules and Clarifications

This scenario introduces new keywords and may reference ones introduced in other Arkham.cards cycles. Refer to the *Arkham.cards Taboo / Errata* supplement to familiarize yourself with these mechanics before you begin the scenario.

The latest version of this supplement can always be found at: <https://arkham.cards/taboo>

Location Adjacency

Some locations in this scenario have no printed connection icons, but establish connections to other locations via a printed ability which connects them to "adjacent" locations. Locations are adjacent orthogonally, but not diagonally. In this scenario, connections established based on adjacency are always two-way.

Navigating

In this scenario, investigators will have access to a story asset which allows them use the special **Navigate** action once per turn. Navigating is considered to be a type of 'move action'; if you are prevented from moving away from your current location or into your destination location, you cannot perform **Navigate** actions, and if any enemies are engaged with you when you **Navigate**, it provokes attacks of opportunity.

Prologue

Arkham, September 1926

For the past several weeks, you've been keenly following the details of the trial of Dr. Nadelmann, a rising star within Miskatonic University's Anthropology department. Nadelmann is the only surviving member of a recent expedition that was sent to explore the Hanninah Valley in northwestern Canada. Sylvia Davidson, Norman Faulkner, and Bernard Epstein – the three graduate students who accompanied Dr. Nadelmann on the expedition – disappeared during the expedition, and some have suspected foul play. Largely, you suspect, to appease the University, Dr. Nadelmann was found guilty of criminal negligence, but it was clear to everyone who observed the trial that Dr. Nadelmann was neither sound of body nor mind when he was placed on the stand; when his testimony was actually lucid, it was full of implausible rants alleging that 'man-eating monsters' and 'evil spirits' tormented the party at every step of the journey. Despite the conviction, answers regarding the ultimate fate of the missing students remain elusive. After the trial, Nadelmann was remanded to Arkham Asylum to receive treatment, pending an appeal of the verdict on the grounds of 'temporary insanity'. Since then, you've been in contact with more than one concerned family member of the missing students, and all are as dissatisfied as you are with the resolution of the trial. You were able to learn from several of them that the Canadian authorities have closed the investigation after several of their officers also went missing while canvassing North Hanninah. After seeing their desperation, with nowhere else to turn to, you have reluctantly accepted their request to return to the Hanninah Valley and resume the investigation, in order to see justice done for the students and their families. You quickly book passage north across the border by train and will arrive in Hanninah in a few days time.

There isn't much to go on, but in the court records you were able to find copies of the notes Nadelmann took during his expedition. They are articulate and precise at the beginning of the journey and you are optimistic they will help you pick up the trail of the previous expedition. Nadelmann's notes also mention that the native guide he had recruited upon arriving in the Hanninah Valley – called 'Charlie Foxtail' by the group – abandoned the party after discovering tracks belonging to a creature he referred to as "The Wendigo"... After that, Nadelmann's writings descend into frantic, illegible scrawls; you are not able to make heads or tails of the 'disaster' that Nadelmann claims befell the expedition and you have your work cut out for you, it seems, if you are to uncover the truth of what transpired in the wilderness. You are scheduled to arrive at Fort MacDonald, a remote outpost near the edge of the Yukon that is occupied by the Royal Mounted Police. The fort overlooks the Mackenzie River that flows through the territory, and will likely be the best place to begin your search. The weather is fair along the river bank, but higher up, in the mountains, snow has already begun to fall. You don't have a lot of time to locate the missing students, if they're still out there, before they are forced to face a cruel and bitter winter...

Proceed to **Setup**.



Setup

- ☞ Gather all cards from the following encounter sets: *Return to the Wendigo*, *Curse of the Wendigo*, *Fearsome Fates*, and *Spoils of Hanninah*. These sets are indicated by the following icons:



- ☞ Set the *Curse of the Wendigo* and *Spoils of Hanninah* encounter sets aside, out of play.
- ☞ Put the three **Settled** locations into play unrevealed in horizontal row at the bottom of the play area.
 - ◆ Investigators begin play at River Jetty.
- ☞ Shuffle the three North Hanninah locations and randomly put them into play unrevealed in a vertical row directly above River Jetty.
- ☞ Gather the two Coast Mountain locations. Shuffle them together and randomly remove one from the game. Shuffle the remaining Coast Mountains location with the other five remaining **Uncharted** locations, and randomly put one into play unrevealed to the left and right of each North Hanninah location.
- ☞ For each named pair of cards in the *Fearsome Fates* encounter set, randomly choose one and remove it from the game. Then, shuffle the three remaining story cards and put them into play attached to the scenario card as a separate 'fate deck'. The fate deck should contain one story card bearing the name of each missing student. Do not read either side of these cards unless instructed to by a game effect.
- ☞ Put the set aside Binesi (Relucant Guide) story asset into play at River Jetty. This asset can never leave play.
- ☞ Shuffle the remaining encounter cards together to form the starting encounter deck.
- ☞ You are ready to begin.

Scenario Interlude: The Foxtail Legacy

Interlude 1: You enter the structure and discover a frightened native man who is nursing deep wounds that cover his entire body. Nearby, the maimed corpse of some unspeakable creature covered in fur and sharp claws lies motionless... A large axe is lodged within its skull.

"Please..." the native man whispers desperately, "Help me..."

It is only when you hear the man speak your native tongue to you that you realize he matches the description Nadelmann gave of the guide who abandoned him and his students, Charlie Foxtail...

The investigators must decide (choose one):

- ☞ Leave Charlie to his fate.
 - Proceed to **Interlude 2**.
- ☞ Attempt to treat Charlie's wounds.
 - Skip to **Interlude 3**.

Interlude 2: Charlie Foxtail abandoned Nadlemann's party in North Hanninah when they needed him, so you decide that it is only fitting that he suffers the same fate. As you turn to depart, you recover the weapon Charlie had used to dispatch his attacker, leaving the man defenseless, injured, and alone in the wilderness...

- ☞ Remember that Charlie Foxtail perished in North Hanninah.
- ☞ Remember that you have angered the natives.
- ☞ An investigator may add the set aside Ancestral Tomahawk (Foxtail Heirloom) to their deck and then put it into play under their control. It does not count against their deck limit.

Interlude 3: The man is in need of assistance, and you are in need of someone with knowledge of the valley and its dangers; maybe you can spare enough supplies to patch him up long enough to get some useful information out of him...

- ☞ Remember that you found Charlie Foxtail.
- ☞ Remember that you have angered the natives.
- ☞ Put the set aside Charlie Foxtail (Coward's Reward) story asset into play at the Quarantined Hut location and place 1 damage on it.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator resigned or was defeated: Somehow, you manage to make it back to Fort MacDonald, which now appears to you as a beacon of safety and civilization amidst a turbulent ocean of savage wildness and dark magicks. Your wounds are treated by the physician stationed in the fort, and after you receive a clean bill of health, you are questioned by the Chief Constable about your findings...

- ☞ Each investigator who was defeated during this scenario must add one copy of the set aside Touched by the Wendigo story weakness to their deck. This does not count against their deck limit.
- ☞ If you discovered the fates of Dr. Nadelmann's students, read **Resolution 2**.
- ☞ If you discovered the fate of at least one of Dr. Nadelmann's students, read **Resolution 3**.
- ☞ Otherwise, read **Resolution 4**.

Resolution 1: During your vicious melee, the Wendigo constantly emits piercing shrieks every time you manage to harm it. Eventually, when you manage to strike the killing blow, it falls silent, and you watch the creature collapse onto the dark and bloody ground. Exhausted by the exertion, you quickly follow suit, letting the darkness take you as you fall unconscious...

When you awaken, the Wendigo is gone. Where it once lay, there is now only the cold body of a naked man, lying motionless in a pool of dark blood. When you find your feet and work up the courage to inspect the body more closely, you can't help but notice that though the claws and antlers are gone, patches of matted fur remain plastered to his body. Judging by his appearance, you conclude the man is a member of one of the local native tribes, approximately fifty years of age...

Somehow, you manage to make it back to Fort MacDonald, which now appears to you as a beacon of safety and civilization amidst a turbulent ocean of savage wildness and dark magicks. Your wounds are treated by the physician stationed in the fort, and after you receive a clean bill of health, you are questioned by the Chief Constable about your findings...

- ☞ Each investigator suffers 1 mental trauma.
- ☞ In the Campaign Log, record: *The investigators defeated the Wendigo.*
- ☞ If you discovered the fates of Dr. Nadelmann's students, read **Resolution 2**.
- ☞ If you discovered the fate of at least one of Dr. Nadelmann's students, read **Resolution 3**.
- ☞ Otherwise, read **Resolution 4**.

Resolution 2: The constable listens to your story with rapt attention, amazed by the amount of material evidence you were able to collect. He thanks you for your contribution to the case, and assures you the Royal Mounted Police will reopen their investigation immediately to verify your findings. Confident that the proper authorities will handle it from here, you begin your journey home immediately. When you return to Arkham, you share what you were able to learn with the students' families. They thank you for finally providing them with the answers they sought, but many are shocked to the core by what you have to say. You feel a strong sense of pride for having accomplished your goal of providing the grieving families with the answers they sought, though it is still a difficult time for them and some truths are simply too terrible to bear. Still, ever since you left the valley, you have found your sleep disturbed by nightmares related everything you saw in North Hanninah...

- ☞ Each investigator may heal 1 mental trauma.
- ☞ If The Wendigo was in play when the scenario ended, record in the Campaign Log: *The Wendigo still roams the Hanninah Valley.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Each investigator earns 2 additional experience as their insight into the mythos deepens.
- ☞ Proceed to **Epilogue I: The Spoils of Hanninah**.

Resolution 3: The constable is surprised that you are able to present him with even a modicum of material evidence related to the case, and assures you the Royal Mounted Police will reopen their investigation immediately. The next day, you begin the long journey home, full of apprehension and regret... but thankful that you are still alive to tell the tale. When you return to Arkham, you share what you were able to learn with the students' families. The revelations disturb them, but at least they have answers to some of their questions now. You aren't certain if they are truly better off knowing, and you can't help but feel the full truth may never come to light, but you take some comfort in the knowledge that you tried your best, and your efforts may prove crucial to further breakthroughs in the case in the future. Still, ever since you left the valley, you have found your sleep disturbed by nightmares related everything you saw in North Hanninah...

- ☞ If The Wendigo was in play when the scenario ended, record in the Campaign Log: *The Wendigo still roams the Hanninah Valley.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Each investigator earns 2 additional experience as their insight into the mythos deepens.
- ☞ Proceed to **Epilogue I: The Spoils of Hanninah**.

Resolution 2: The constable listens intently to your story, but you find yourself holding back crucial details for fear he may think you have gone mad. He thanks you for your testimony, assuring you it may be crucial to the Royal Mounted Police's 'ongoing investigation'... and then suggests you return home immediately. It is not a request, but you are all too happy to comply with it. The journey home is long; though you are exhausted, sleep does not find you easily, and when it does you are tormented by nightmares of the things you may have only thought you saw in North Hanninah. When you return to Arkham, you are shamefully forced to admit to the students' families that your efforts in the valley did not produce any real answers regarding the whereabouts of their loved ones. Most politely thank you for your effort, but you share their frustration and anguish and feel deep pangs of regret for having let them down when they put their trust in you...

- ☞ If The Wendigo was in play when the scenario ended, record in the Campaign Log: *The Wendigo still roams the Hanninah Valley.*
- ☞ Each investigator earns experience equal to the combined Victory X value of all cards in the victory display.
- ☞ Each investigator earns 2 additional experience as their insight into the mythos deepens.
- ☞ Proceed to **Epilogue I: The Spoils of Hanninah.**

Epilogue I: The Spoils of Hanninah

Do not read this section if all investigators were driven insane or killed during the scenario. For each of the following sections, read the entry only if it corresponds to your situation. If it does not, skip it. Once you have read or skipped each box, proceed to **Epilogue II: Nadelmann's Fate.**

If the Charlie Foxtail (*Making Amends*) story asset was in play when the scenario ended:

On the way back to Fort MacDonald, Charlie confessed that he regrets abandoning Dr. Nadelmann and his students, and explains that ever since he left the party, he was pursued by the monster who attacked him in the hut, apparently sensing his fear. He feels that he did not deserve your kindness after what he did, and when you arrived back at Fort MacDonald, Charlie bade you a fond farewell and offered you his weapon...

"For the sake of my wife, I will never again set foot in North Hanninah... This weapon has been in my family for many generations. Your courage and wisdom far surpasses my own; I know my ancestors would want you to have it. Go with honor, my friend."

- ☞ An investigator may add the set aside Ancestral Tomahawk (*Foxtail Heirloom*) story asset to their deck. It does not count against their deck limit.

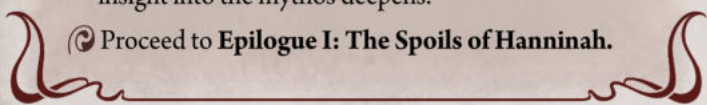
If you saved the prospector:

Upon returning to Fort MacDonald, you noticed the prospector you encountered at the abandoned mine was sleeping soundly in the infirmary. It does your heart good to know that your efforts in North Hanninah actually made a difference...

If you struck gold:

Upon your return to Arkham, you are able to sell your knowledge of the location of the gold mine in North Hanninah to a local mining company, who offers you a share of the profits in exchange. You happily sign the contract, and can only hope the site's future miners will fare better working there than the old prospector you found did...

- ☞ An investigator may add the set aside Hanninah Mining Residuals (*What's Mine is Mine*) to their deck. It does not count against their deck limit.



If you received Ithaqua's blessing:

When you found answers hidden in the ancient inscriptions in the mountain temple, a being called Ithaqua found in you a vessel. Now, you are constantly plagued by visions of a 'Great White Silence' coming to extinguish all life on earth. At first these visions unsettled you, but you know it in your bones to be true. It is only a matter of time...

- ☉ An investigator may add the set aside Visions of Borea (Ithaqua's Blessing) story asset to their deck. It does not count against their deck limit.

If Norman is still alive:

Impossibly, Norman Faulkner managed to survive two separate expeditions into North Hanninah. The physician at Fort MacDonald could not find anything physically wrong with him, but it was clear to everyone that he was not in his right mind, and he could not give the constable any satisfactory answers regarding what had happened to him during his time in the valley. When you were ready to begin your journey home together, you discovered that Norman had fled the fort, but had left a written letter behind, addressed to you and indicating that he intended to return to Arkham soon, but that his 'work' in the valley had only just begun...



Epilogue II: Nadelmann's Fate

If the investigators defeated the Wendigo, proceed to **Nadelmann's Fate 1**.

If you have gathered enough evidence to prove Dr. Nadelmann's innocence,

skip to **Nadelmann's Fate 2**.

Otherwise, if The Wendigo still roams the Hanninah Valley, skip to **Nadelmann's Fate 3**.

Otherwise, skip to **Nadelmann's Fate 4**.

Nadelmann's Fate 1: Shortly after your return to Arkham, you visit Arkham Asylum to tell Dr. Nadelmann that you were able to slay the beast that tormented his expedition. You find Nadelmann in good health, though you sense he is somewhat distracted as you recount the events of your journey. You leave, somewhat dissatisfied with his tepid response to your revelations, but presume his mind has not yet fully recovered from his terrible ordeal. The next day, you are brought in for questioning by the police. It seems that shortly after your visit, Dr. Nadelmann disappeared from his room, vanishing without a trace...

Nadelmann's Fate 2: Dr. Nadelmann's appeal hearing is held a few weeks after your return, and you make yourself available as a material witness. Thanks in no small part to the collection of convincing evidence you gathered during your time in North Hanninah Dr. Nadelmann's conviction is overturned and he is released from state custody. Nadelmann is very grateful for your assistance in the matter, and you are glad to learn that he will be reinstated as a member of the faculty and resume teaching classes at the University the following year. However, Nadelmann never fully recovers from his ordeal, and every winter he experiences panic attacks when the first snowflakes of the season begin to fall...

Nadelmann's Fate 3: Shortly after your return to Arkham, you visit Dr. Nadelmann to help him prepare for his appeal hearing, but are dismayed to find that his health has taken a turn for the worse. His wounds have refused to heal and he is having difficulty eating, leaving him looking rather gaunt. When Nadelmann asks you share what you found during your expedition into North Hanninah, you reluctantly inform him that the Wendigo is still haunting the valley. This news sends Nadelmann into hysterics and you are asked by the orderlies to leave; you hope you have not undermined his morale too severely. A few days later, you are informed that Dr. Nadelmann passed away...

Nadelmann's Fate 4: Dr. Nadelmann's appeal hearing is held a few weeks after your return, and you make yourself available as a material witness. Unfortunately, too many questions about what happened remained unanswered, and much of the evidence you were able to recover is determined to be inconclusive and circumstantial. The court's opinion, based on the findings of the physicians at Arkham Asylum, is that Dr. Nadelmann's 'temporary insanity' defense is unfounded and insufficient to overturn his conviction. You become dejected when you realize your efforts were all for nothing and that Dr. Nadelmann will probably spend the rest of his life in prison...

Credits and Acknowledgements

First and foremost, Vinn Quest deserves a huge amount of thanks for being responsible for this entire project. This is fundamentally his vision that I have mucked with to make this, and I have tried to respect his story and design choices whenever possible. I consider his *Against the Wendigo* scenario to be among the best fan-brew standalone scenarios that have ever been produced, so I hope that my esteem for his work comes through in this redesign. Compared to the total amount of content in the original scenario, relatively little has actually been changed here. I have improved the formatting, spread out the text to more cards to make things a little easier on the eye, and simplified some mechanical interactions where I thought it made sense. I have contributed a very small amount of original 'writing' or 'design work' here; it was mostly just polishing up things I already thought were great.

Additional thanks to Matthew Adams and Stephen Wohlert, who contributed to the original version's English localization, which my work was largely based on.

As always, humble thanks to all of the various artists whose work I have shameless plundered to decorate these cards. If you have enjoyed their work, please check them out and support them if you are able.

Thank you to the developers of SCE and Strange Eons and their dependencies; these are irreplaceable tools without which this project never could have completed.

Against the Wendigo Credits

Design: Vinn Quest

Editing: Matthew Adams, Stephen Wohlert

Playtesting: Spirit

Graphic Design: Kim Taglia, Berith, Metalm23

Even Living Card Games May Die

Last, but certainly not least, thank you to all of the Arkham.cards Patreon supporters – without you, it would be nearly impossible to justify spending as much time as we do on our releases, and we hope this one lives up to your expectations.

Enjoyed *Return to the Wendigo*? Want to see more custom Arkham content? *Return to the Wendigo* was brought to you by players like you, so consider supporting the team if you're able, at whatever level you're comfortable with, on Patreon at: <https://patreon.com/arkhamdotcards>.

We're honored and privileged to serve your tabletop needs, and we're already hard at work on the next cycle. We hope to see you there. Until then, may the chaos bag be kind to you!

