



## CURSE OF THE ROUGAROU

Prepare for a bone chilling hunt through the bayous of New Orleans in *Curse of the Rougarou*, a unique *Arkham Horror: The Card Game* scenario designed for *Arkham Nights* 2016. This scenario can be played as a standalone scenario, or as a side-story during any campaign.

### Expansion Symbol

The cards in this scenario can be identified by this symbol before each card's collector number.



*Curse of the Rougarou* can be played in one of two ways: As a standalone scenario, or as a side-story inserted into any campaign.

### Standalone Mode

When played as a standalone scenario, *Curse of the Rougarou* has only two difficulty modes. Follow the steps for Standalone Mode on page 19 of the Rules Reference. Construct the chaos bag with the following tokens:

#### ◆ Standard:

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

#### ◆ Hard:

+1, 0, 0, 0, -1, -1, -1, -2, -2, -3, -3, -4, -4, -5, -5, -6, -8,

### Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When played as a side-story during a campaign, play this scenario as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

Playing the *Curse of the Rougarou* side-story costs each investigator 1 experience.

### Terror Grips New Orleans!

Minnie Klein, your contact at the Arkham Advertiser, had slipped you a draft of the article over a cup of coffee at Velma's Diner. It would have gone to print had Doyle Jefferies, the lead editor, not scoffed at the concept. "I believe his exact words were, 'I ain't printing the ravings of some Voodoo lunatic and passing it off as news,'" she explained. From the sly grin spreading across her face, you could tell she smelled a story.

The headline was sensationalist. Three killings in nine days was enough to spook a town, sure. But you doubt all of New Orleans is gripped by terror, or even knows about the killings. Still, something piqued your interest. "Lady Espirit," the Voodoo priestess from the article, claimed that a malign curse had taken root in the bayou.

"There's something to this, isn't there? I know that look," Minnie said. You weren't sure. If Lady Espirit was right, this "roux-ga-roux" wouldn't stop killing at three, that's for sure. But curses? Wolf-people? How could such things be real? Only one way to find out. You put on your coat and head for the Northside Station...

### Setup

- ☉ Gather all cards from the following encounter sets: *Curse of the Rougarou*, and *The Bayou*. These sets are indicated by the following icons respectively.



- ☉ Set the *Curse of the Rougarou* encounter set aside, out of play.
- ☉ Sort each of the locations into 4 piles, by trait (**New Orleans**, **Riverside**, **Wilderness**, and **Unhallowed**). Randomly choose 1 of those piles and remove those locations from the game. Randomly choose another 1 of these piles and put those locations into play. Set each location in the other 2 piles aside, out of play. Each investigator, begins play at a **Bayou** location in play.
- ☉ Set the following cards aside, out of play: Lady Espirit, Bear Trap, and Fishing Net.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.



## DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Go to Resolution 1.

**Resolution 1:** Somehow you manage to make it back to safety before daybreak, resting until late afternoon. It isn't until you seek out Lady Espirit the next day that you realize who last night's victim was. With a heavy heart and an unshakable dread, you choose to bury her body instead of contacting the authorities—the less people who delve this deep into the bayou, the better.

- ☉ In your Campaign Log, record that the Rougarou continues to haunt the bayou.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 2:** The creature gives a pitiful wail as dark miry blood oozes from its wounds. By the time its body collapses into the mud, it has transformed back into its original form—the form of a young dark-skinned man, his expression twisted in agony. You bring his body back to Lady Espirit and she works her strange magic, removing the stain of the curse from across the land. “Call on me should you ever need my help,” the mysterious woman tells you.

- ☉ In your Campaign Log, record that the Rougarou is destroyed and the curse is lifted. Remove the Curse of the Rougarou weakness from its bearer's deck. Any one investigator may choose to add Lady Espirit to his or her deck. This card does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

**Resolution 3:** Somehow you have managed to quell the rage and bloodlust of the curse within the creature, and in moments the shape of a young dark-skinned man stands before you, panting and sweating. He seems to only just now understand everything he's done, and agrees to flee to a secluded corner of the earth where he can harm no one. However, the curse lives on. He sees it in your eyes and grips your arm tightly, “Don't let it take control,” he warns. “I was weak, but you—I can tell you are strong. Control the curse as I could not.”

- ☉ In your Campaign Log, record that the Rougarou escaped and you embraced the curse. The bearer of the Curse of the Rougarou weakness must add Monstrous Transformation to his or her deck. This card does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

## Credits

**Expansion Design:** Nate French and MJ Newman

**LCG Manager:** Mercedes Opheim

**Arkham Horror Story Review:** Dane Beltrami, Katrina Ostrander, and Nikki Valens

**Expansion Graphic Design:** Christopher Hosch

**Graphic Design Manager:** Brian Schomburg

**Art Direction:** Tim Flanders

**Managing Art Director:** Melissa Shetler

**Fiction Editor:** Katrina Ostrander

**Senior Project Manager:** John Franz-Wichlacz

**Senior Manager of Product Development:** Chris Gerber

**Executive Game Designer:** Corey Konieczka

**Creative Director:** Andrew Navaro

**Production Management:** Jason Beaudoin and Megan Duehn

**Publisher:** Christian T. Petersen

**Additional Layout:** Clayton Grey



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