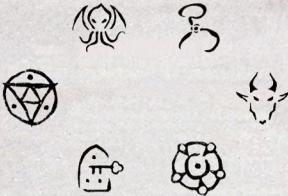


Count the cards in the Cultist deck:

- ❖ If there are exactly 0, 1, or 2 remove the two cards of the next glyph clockwise from the counter ritual glyph in the diagram.
- ❖ If there are exactly 3 or 4, no changes are needed
- ❖ If there are exactly 5 or 6, remove the two glyph cards of second next glyph clockwise from the counter ritual glyph in the diagram.



Shuffle the remaining glyph cards and put them aside to form the glyph stack.

4

Put The Devourer Below and the Rite Site aside out of play.

Check Campaign Log:
❖ If it is past midnight: Each player discards 2 cards from their hand.
❖ If the Ghoul Priest is still alive: Shuffle it into the encounter deck.

Add 1 Chaos token to the Chaos bag.

Place Main Path into play as the Investigators starting location. Randomly select 4 of the 6 Arkham Woods locations and place them into place. Remove the remaining 2 from the game.

2



1/1 1b



1/1 1b



1/1 1b



1/1 1b