AH:LCG Encounter Sets Guide by Ren3 Night of the Zealot





NIGHT OF THE ZEALOT Agents of Cthulhu
Agents of Hastur
Agents of Shub-Niggurath
Agents of Yog-Sothoth
Ancient Evils
Chilling Cold
Cult of Umôrdhoth
Dark Cult
Ghouls
Locked Doors
Nightgaunts
Rats
Striking Fear

**Notes** 











II. The Midnight Masks







Cult of Umôrdhoth: set aside as a separate "Cultist deck".

III The Devourer Below











Agents of...: randomly choose one of the four sets to shuffle into the encounter deck. Cult of Umôrdhoth: set aside all enemies recorded under "Cultists Who Got Away". Remove the other three Agents set and the rest of the Cultists from the game.



**ZEALOT** 





Agents of Shub-Niggurath
Agents of Yog-Sothoth
Ancient Evils
Cult of Umôrdhoth
Locked Doors
Nightgaunts
Rats
Striking Fear
Cult of Umôrdhoth (Return)
Ghouls of Umôrdhoth
The Devourer's Cult

Notes















II. The Midnight Masks





Agents of Cthulhu

Agents of Hastur







Cult of Umôrdhoth: randomly select 5 Cultists to set aside as a separate "Cultist deck", remove the others from the game.

III The Devourer Below





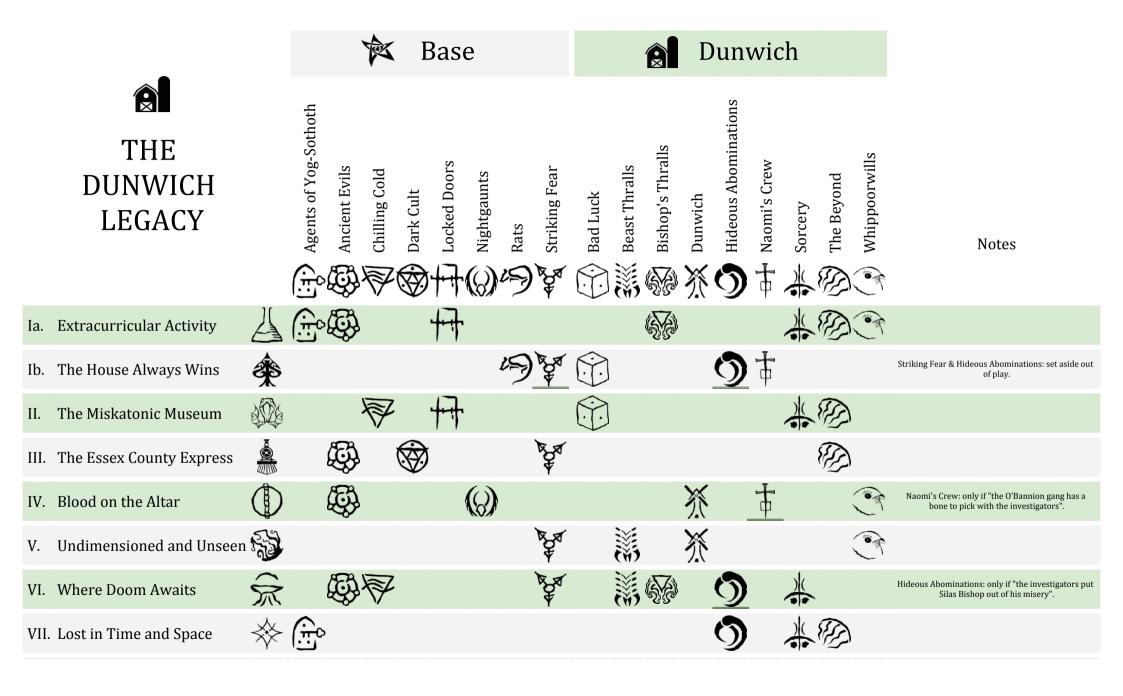


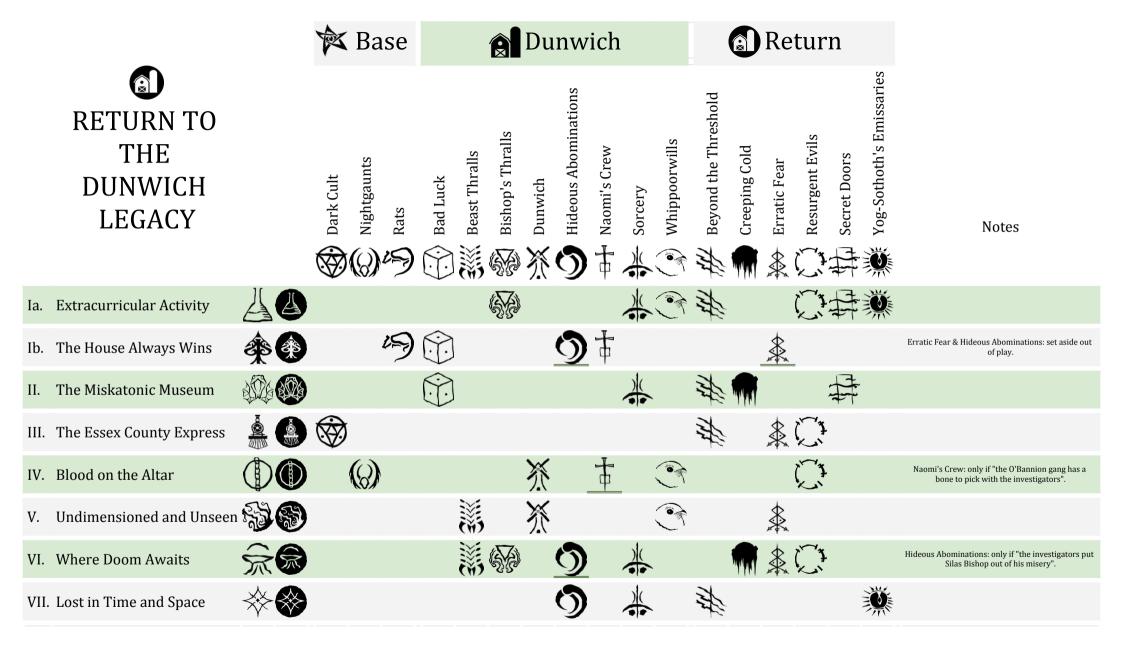


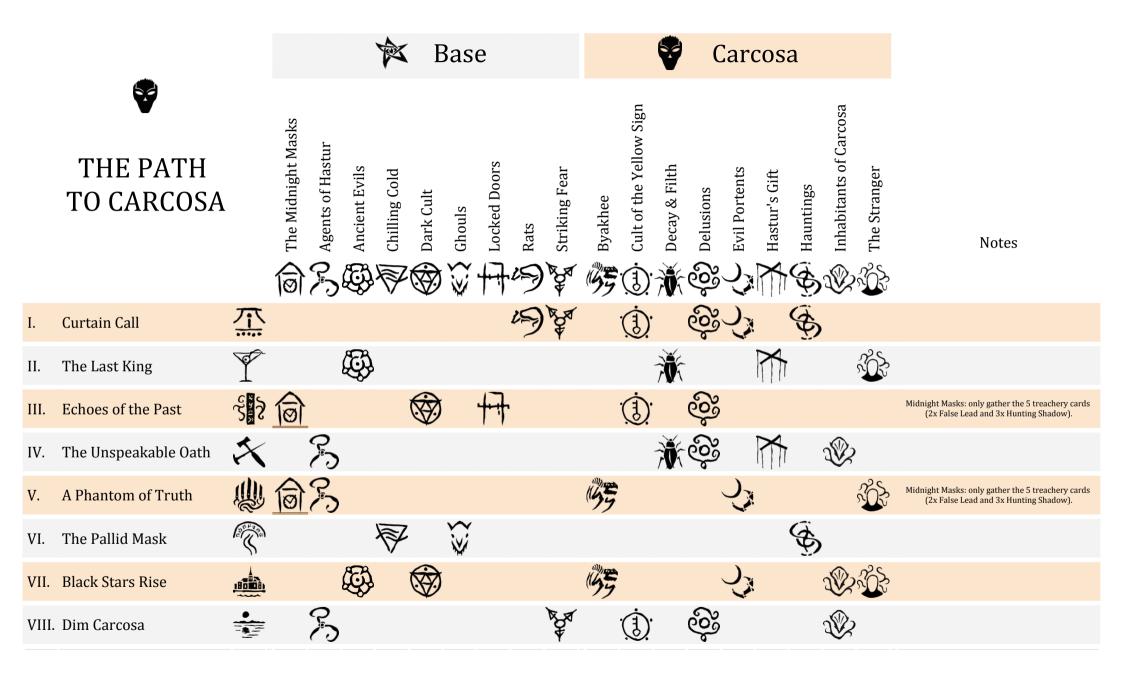


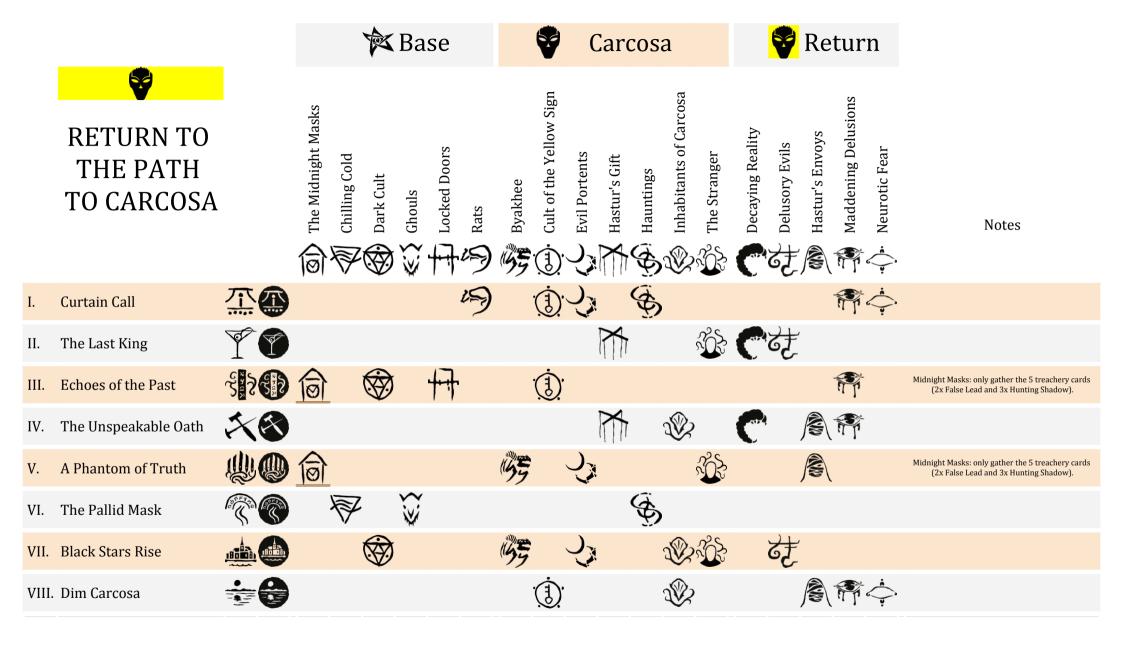
Agents of...: randomly choose one of the four sets to shuffle into the encounter deck.

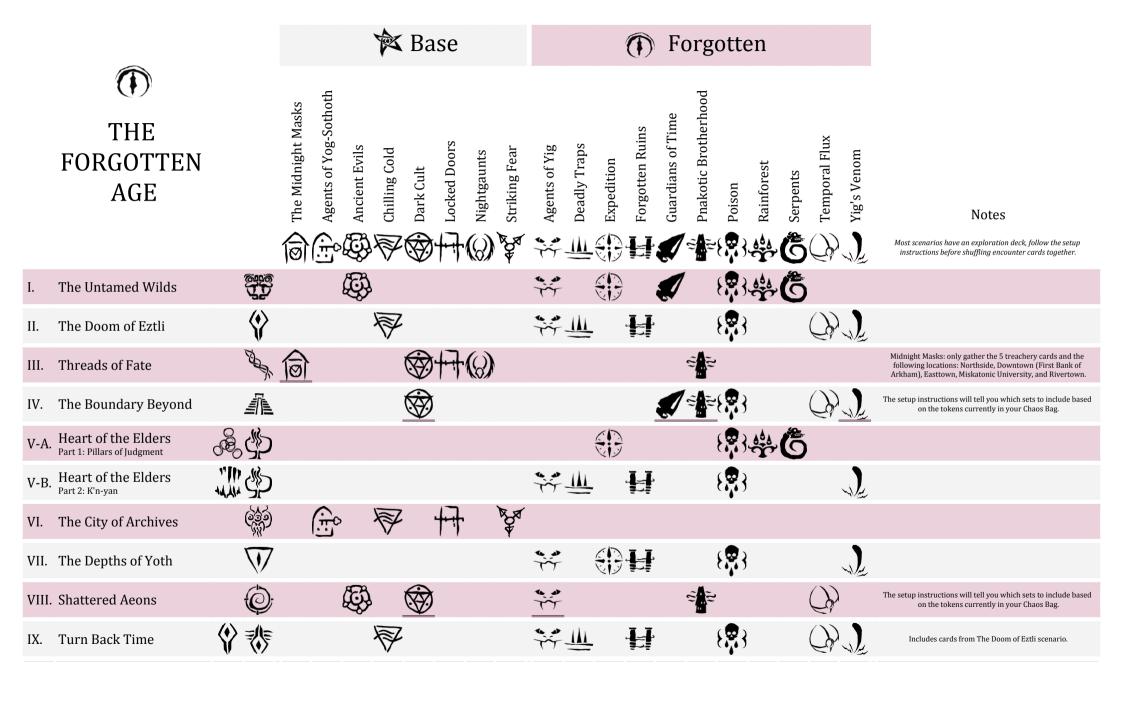
Cult of Umôrdhoth: set aside all enemies recorded under "Cultists Who Got Away".











AH:LCG Encounter Sets Guide by Ren3

