

- ❷ Set the *Curse of the Rougarou* encounter set aside, out of play.
- ❸ Sort each of the locations into 4 piles, by trait (***New Orleans***, ***Riverside***, ***Wilderness***, and ***Unhallowed***). Randomly choose 1 of these 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.
- ❹ Set the following cards aside, out of play: Lady Esprit, Bear Trap, and Fishing Net.
- ❺ 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 in the afternoon. It isn't until you seek out Lady Esprit 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 Esprit and she works her strange magic, removing the stain of the curse from 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 Esprit to their 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 their 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.