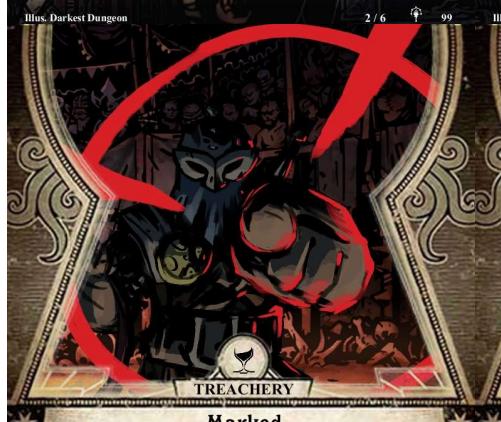
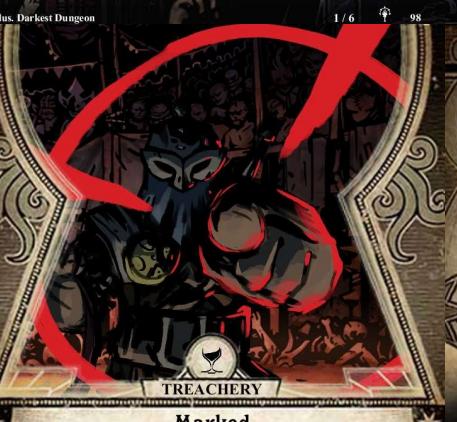
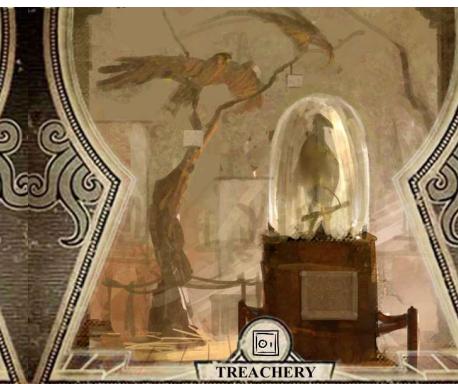


Encounter sets

Encounter card back

Collected	Collected	Collected						
								
<p>Humanoid. Monster. Cultist.</p> <p>Spawn – Your location (<i>unengaged</i>).</p> <p>Prey – Only investigators with 1 or more cards in their threat area.</p> <p>Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.</p>	<p>Humanoid. Monster. Cultist.</p> <p>Spawn – Your location (<i>unengaged</i>).</p> <p>Prey – Only investigators with 1 or more cards in their threat area.</p> <p>Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.</p>	<p>Humanoid. Monster. Cultist.</p> <p>Spawn – Your location (<i>unengaged</i>).</p> <p>Prey – Only investigators with 1 or more cards in their threat area.</p> <p>Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.</p>						
								
<p>Marked</p> <p>Omen. Power.</p> <p>Revelation – Put Marked into play in your threat area.</p> <p>When determining prey for each non-weakness enemy, you also meet its prey instructions.</p> <p>➡ ➡ ➡: Discard Marked.</p>	<p>Marked</p> <p>Omen. Power.</p> <p>Revelation – Put Marked into play in your threat area.</p> <p>When determining prey for each non-weakness enemy, you also meet its prey instructions.</p> <p>➡ ➡ ➡: Discard Marked.</p>	<p>*The Collector</p> <p>Humanoid. Monster. Cultist. Sorcerer.</p> <p>Hunter. Retaliator.</p> <p>Forced – After The Collector enters play: Search the encounter deck and discard pile for a Collected enemy and spawn it at your location. Shuffle the encounter deck if it was searched.</p> <p>Forced – After The Collector attacks you: Place 1 doom on each card in your threat area.</p> <p>Victory 1.</p>						
								
<p>Forgotten Portrait</p> <p>Fortune. Task.</p> <p>Revelation – Put Forgotten Portrait into play in your threat area.</p> <p>You get -1 ♀ and -1 ♂.</p> <p>➡ ➡ ➡: Discard Forgotten Portrait. If you are at the Stairwell, add Forgotten Portrait to the victory display, instead.</p>	<p>Hidden Cache</p> <p>Fortune. Task.</p> <p>Revelation – Put Hidden Cache into play in your threat area.</p> <p>You get -1 ♀ and -1 ♂.</p> <p>➡ ➡ ➡: Discard Hidden Cache. If you are at the Stairwell, add Hidden Cache to the victory display, instead.</p>	<p>Locked Safe</p> <p>Fortune. Task.</p> <p>Revelation – Put Locked Safe into play in your threat area.</p> <p>You get -1 ♀ and -1 ♂.</p> <p>➡ ➡ ➡: Discard Locked Safe. If you are at the Stairwell, add Locked Safe to the victory display, instead.</p>						
Legacy 1.	Legacy 1.	Legacy 1.						
Illus. novitus	1 / 5	103	Illus. LouieLarry	2 / 5	104	Illus. Eren Arik	3 / 5	105



Manor Treasury

Fortune. Task.

Revelation – Put Manor Treasury into play in your threat area.
You get $-1 \spadesuit$, $-1 \clubsuit$, $-1 \diamondsuit$, and $-1 \heartsuit$.

►►►: Discard Manor Treasury. If you are at the Stairwell, add Manor Treasury to the victory display, instead.

Legacy 1.
Victory 1.

Trophy Case

Fortune. Task.

Revelation – Put Trophy Case into play in your threat area.
You get $-1 \spadesuit$ and $-1 \heartsuit$.

►►►: Discard Trophy Case. If you are at the Stairwell, add Trophy Case to the victory display, instead.

Legacy 1.

Dreams of R'lyeh

Omen.

Revelation – Put Dreams of R'lyeh into play in your threat area.
You get $-1 \spadesuit$ and -1 sanity.

►: Test \clubsuit (3). If you succeed, Discard Dreams of R'lyeh.

Illus. Troitsky

4 / 5

106

Illus. Victor Hugo Harmatuk

5 / 5

107

Illus. Sebastian Giacobino

1 / 10

115



Dreams of R'lyeh

Omen.

Revelation – Put Dreams of R'lyeh into play in your threat area.
You get $-1 \spadesuit$ and -1 sanity.

►►: Test \clubsuit (3). If you succeed, Discard Dreams of R'lyeh.

Memories of Valusia

Omen.

Revelation – Put Memories of Valusia into play in your threat area.
You get $-1 \spadesuit$ and -1 health.

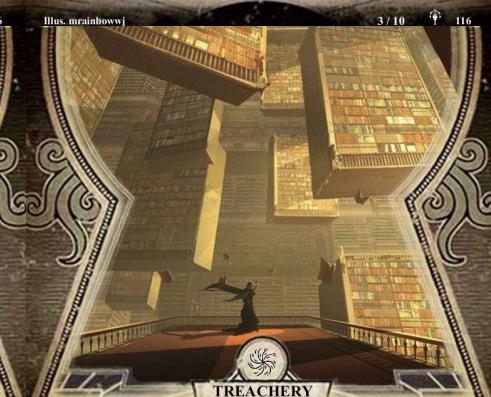
►►: Test \clubsuit (3). If you succeed, Discard Memories of Valusia.

Memories of Valusia

Omen.

Revelation – Put Memories of Valusia into play in your threat area.
You get $-1 \spadesuit$ and -1 health.

►►: Test \clubsuit (3). If you succeed, Discard Memories of Valusia.



Tides of Fate

Paradox.

Revelation – Draw the top 2 cards of the encounter deck. After you resolve them, put Tides of Fate into play in your threat area.

Forced – When you draw an encounter card from the encounter deck: Cancel all of that card's effects and discard 1 copy of Tides of Fate from your threat area. (Max once per round.)

Tides of Fate

Paradox.

Revelation – Draw the top 2 cards of the encounter deck. After you resolve them, put Tides of Fate into play in your threat area.

Forced – When you draw an encounter card from the encounter deck: Cancel all of that card's effects and discard 1 copy of Tides of Fate from your threat area. (Max once per round.)

Visions of Pnakotus

Omen.

Revelation – Put Visions of Pnakotus into play in your threat area.
You get $-1 \spadesuit$ and your maximum hand size is reduced by 3.

►: Test \clubsuit (3). If you succeed, discard Visions of Pnakotus.

Illus. Michael Durst

5 / 10

117

Illus. Michael Durst

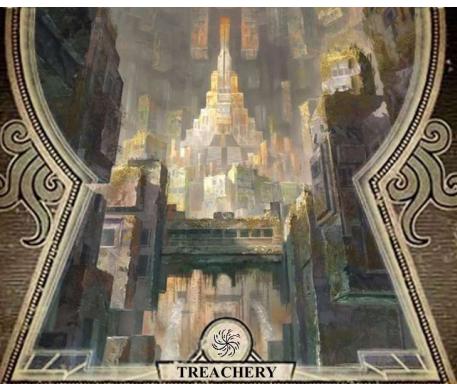
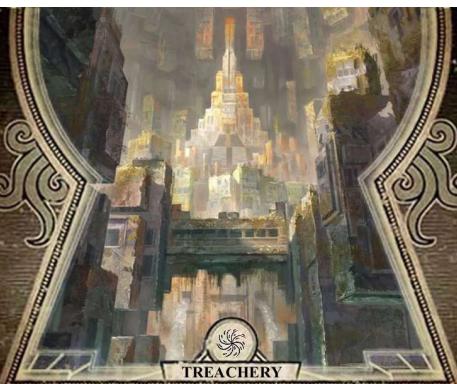
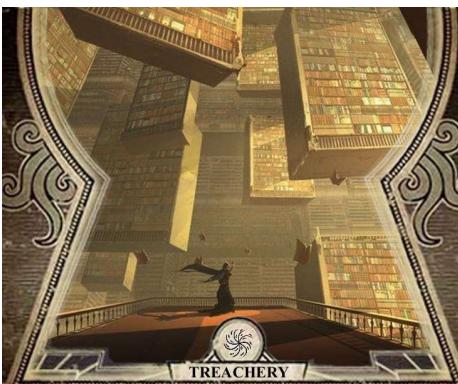
5 / 10

117

Illus. Masahiro Sawada

7 / 10

118



Visions of Pnakotus

Omen.

Revelation – Put Visions of Pnakotus into play in your threat area.

You get $-1 \spades$ and your maximum hand size is reduced by 3.

►: Test \clubsuit (3). If you succeed, discard Visions of Pnakotus.

Whispers of Sarnath

Omen.

Revelation – Put Whispers of Sarnath into play in your threat area.

You get $-1 \spades$ and have a maximum resource count of 3. (You lose any extra resources after you check your hand size during the upkeep phase.)

►: Test \clubsuit (3). If you succeed, Discard Whispers of Sarnath.

Whispers of Sarnath

Omen.

Revelation – Put Whispers of Sarnath into play in your threat area.

You get $-1 \spades$ and have a maximum resource count of 3. (You lose any extra resources after you check your hand size during the upkeep phase.)

►: Test \clubsuit (3). If you succeed, Discard Whispers of Sarnath.

Illus. Masahiro Sawada

7 / 10 ♫ 118

Courtesan

4 4 2

Humanoid. Monster. Cursed.
Spawn – Nearest Corridor location.

Hunter. Alert.

Prey – Most damage.

Forced – After Courtesan is evaded while it is damaged: It is defeated.

Legacy 1.

ENEMY



Illus. Robin Luehrson

9 / 10 ♫ 119

Esquire

2 4 4

Humanoid. Monster. Cursed.
Spawn – Nearest Corridor location.

Hunter. Retaliate.

Prey – Most damage.

Forced – After Esquire is dealt damage while it is exhausted: It is defeated.

Legacy 1.

ENEMY



Illus. Robin Luehrson

9 / 10 ♫ 119

Lost in the Dark

Terror.

Revelation – Put Lost in the Dark into play in your threat area.

► If you are in a Corridor location: You find your bearings. Discard Lost in the Dark.

Forced – At the end of your turn: Test \clubsuit (4). If you fail, take 1 horror.

Illus. Darkest Dungeon

1 / 9 ♫ 120

Illus. Darkest Dungeon

2 / 9 ♫ 121

Illus. Sebastian Eriksson

3 / 9 ♫ 122

Manservant

2 2 2

Humanoid. Monster. Cursed.
Spawn – Nearest Corridor location.

Hunter.

Prey – Only investigators in Manservant's location or connecting locations.

Even if they are mindless drones now, the taste of blood is enough to send them into a frenzy.

Lost in the Dark

Terror.

Revelation – Put Lost in the Dark into play in your threat area.

► If you are in a Corridor location: You find your bearings. Discard Lost in the Dark.

Forced – At the end of your turn: Test \clubsuit (4). If you fail, take 1 horror.

ENEMY

Manservant

2 2 2

Humanoid. Monster. Cursed.
Spawn – Nearest Corridor location.

Hunter.

Prey – Only investigators in Manservant's location or connecting locations.

Even if they are mindless drones now, the taste of blood is enough to send them into a frenzy.

ENEMY

Illus. Sebastian Eriksson

3 / 9 ♫ 122

Illus. Darkest Dungeon

5 / 9 ♫ 123

Illus. Darkest Dungeon

5 / 9 ♫ 123

Manservant

2 2 2

Humanoid. Monster. Cursed.

Spawn – Nearest *Corridor* location.

Hunter.

Prey – Only investigators in Manservant's location or connecting locations.

Even if they are mindless drones now, the taste of blood is enough to send them into a frenzy.



ENEMY

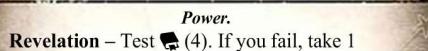


Illus. Darkest Dungeon

5 / 9



123



TREACHERY

Turned Around

Power.

Revelation – Test (4). If you fail, take 1 horror and move to the nearest *Corridor* location.



ENEMY

Turned Around

Power.

Revelation – Test (4). If you fail, take 1 horror and move to the nearest *Corridor* location.



TREACHERY

Low on Rations

Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Lose 1 resource.
- ❖ Take 1 damage.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.



TREACHERY

Low on Rations

Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Lose 1 resource.
- ❖ Take 1 damage.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.



TREACHERY

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Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Lose 1 resource.
- ❖ Take 1 damage.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.



TREACHERY

Unprepared

Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Choose and discard 1 card from their hand.
- ❖ Take 1 horror.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.



TREACHERY

Unprepared

Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Choose and discard 1 card from their hand.
- ❖ Take 1 horror.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.



TREACHERY

Unprepared

Blunder.

Revelation – Each investigator must either (each investigator chooses one):

- ❖ Choose and discard 1 card from their hand.
- ❖ Take 1 horror.
- ❖ Spend 1 supply from a Food asset an investigator at their location controls.

Illus. Katie Watersell

4 / 6



126

Illus. Katie Watersell

4 / 6



126

Illus. Katie Watersell

4 / 6



126



Day Grows Dim

Omen.

Peril.

Revelation – You must either (choose one):

- ❖ Place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ❖ Test ♦ (4). If you fail, each investigator takes 1 horror, place 1 doom on the current agenda, and Day Grows Dim gains surge. This effect can cause the agenda to advance.

Day Grows Dim

Omen.

Peril.

Revelation – You must either (choose one):

- ❖ Place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ❖ Test ♦ (4). If you fail, each investigator takes 1 horror, place 1 doom on the current agenda, and Day Grows Dim gains surge. This effect can cause the agenda to advance.

Setting Sun

Omen.

Peril.

Revelation – You must decide twice (choose two and you may choose the same option more than once):

- ❖ Each investigator takes 1 damage.
- ❖ Each investigator takes 1 horror.
- ❖ Each investigator discards an asset they control.

Illus. Darkest Dungeon

1 / 4



Illus. Darkest Dungeon

1 / 4



Illus. the_watercolorist

3 / 4



Setting Sun

Omen.

Peril.

Revelation – You must decide twice (choose two and you may choose the same option more than once):

- ❖ Each investigator takes 1 damage.
- ❖ Each investigator takes 1 horror.
- ❖ Each investigator discards an asset they control.

Dangers in the Dark

Hazard.

Revelation – Test ♦ (7). This test gets –X difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 damage or lose 1 resource.

Dangers in the Dark

Hazard.

Revelation – Test ♦ (7). This test gets –X difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 damage or lose 1 resource.

Illus. the_watercolorist

3 / 4



Illus. Darkest Dungeon

1 / 18



Illus. Darkest Dungeon

1 / 18



Dangers in the Dark

Hazard.

Revelation – Test ♦ (7). This test gets –X difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 damage or lose 1 resource.

Evil Within

Omen.

Peril.

Revelation – You must either (choose one):

- ❖ Place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ❖ Place 1 doom on the current agenda two times. Each instance of doom can cause the agenda to advance. Then add Evil Within to the victory display.

Evil Within

Omen.

Peril.

Revelation – You must either (choose one):

- ❖ Place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ❖ Place 1 doom on the current agenda two times. Each instance of doom can cause the agenda to advance. Then add Evil Within to the victory display.

Victory 1.

Illus. Darkest Dungeon

1 / 18



Illus. Darkest Dungeon

4 / 18



Illus. Darkest Dungeon

4 / 18





Figures in the Corner

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.

Figures in the Corner

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.

Figures in the Corner

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.



Imagined Horror

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.

Imagined Horror

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.

Imagined Horror

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.



Pressures of the Dark

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 horror or choose and discard 1 card from your hand.

Pressures of the Dark

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 horror or choose and discard 1 card from your hand.

Pressures of the Dark

Terror.

Revelation – Test ♦ (7). This test gets $-X$ difficulty, where X is the light level. For each point you fail by, to a maximum of 4, take 1 horror or choose and discard 1 card from your hand.

Double-sided



Player card back



Aegis Scale

Item.

When an investigator at your location would be defeated or killed, remove Aegis Scale from the game: Instead, they are not defeated or killed. Cancel all damage and/or horror assigned to them that would have defeated them.

Forced – When Aegis Scale leaves play: Remove it from the game.



Bandage

Item.

Remove Bandage from the game: Heal 2 damage from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

Forced – When Bandage leaves play: Remove it from the game.



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Item.

Remove Bandage from the game: Heal 2 damage from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

Forced – When Bandage leaves play: Remove it from the game.



Food

Item.

Uses (4 supplies). If Food has no supplies, remove it from the game.

Spending 1 supply: Draw 1 card and gain 1 resource.

Forced – When Food leaves play: Remove it from the game.



Food

Item.

Uses (4 supplies). If Food has no supplies, remove it from the game.

Spending 1 supply: Draw 1 card and gain 1 resource.

Forced – When Food leaves play: Remove it from the game.

Food

Holy Water

Laudanum



Item.

Uses (4 supplies). If Food has no supplies, remove it from the game.

► Spend 1 supply: Draw 1 card and gain 1 resource.

Forced – When Food leaves play: Remove it from the game.

Item. Blessed.

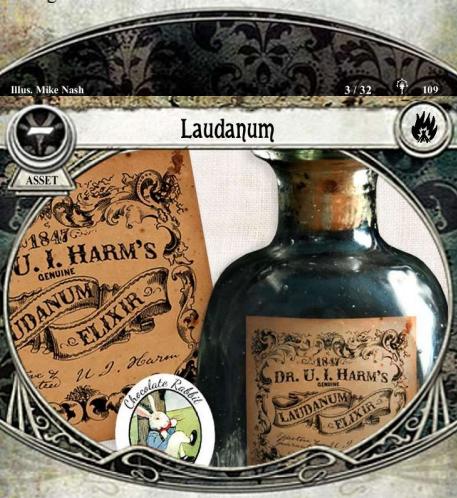
► Remove Holy Water from the game: Choose and discard from play a non-weakness treachery.

Forced – When Holy Water leaves play: Remove it from the game.

Item.

► Remove Laudanum from the game: Heal 2 horror from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

Forced – When Laudanum leaves play: Remove it from the game.



Item.

► Remove Laudanum from the game: Heal 2 horror from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

Forced – When Laudanum leaves play: Remove it from the game.

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► Remove Laudanum from the game: Heal 2 horror from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

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► Remove Laudanum from the game: Heal 2 horror from an investigator or *Ally* asset at your location. This action does not provoke attacks of opportunity.

Forced – When Laudanum leaves play: Remove it from the game.

Item.

► During a skill test at your location, remove Medicinal Herbs from the game: The performing investigator gets +3 skill value for this skill test.

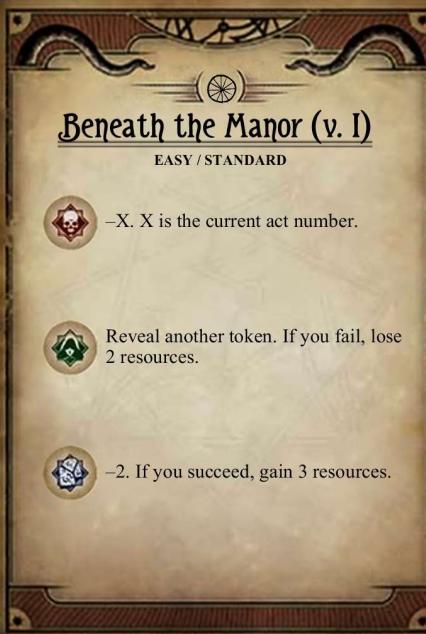
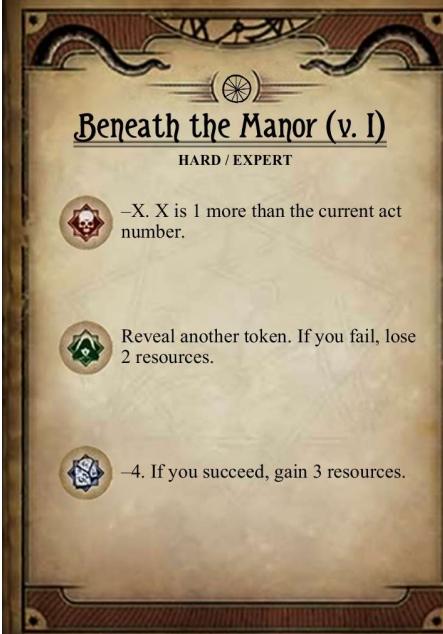
Forced – When Medicinal Herbs leaves play: Remove it from the game.

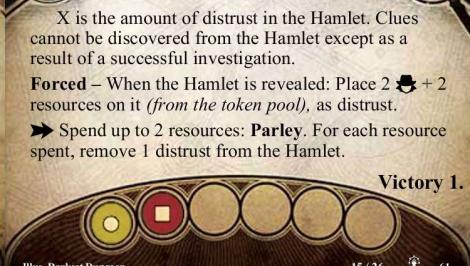
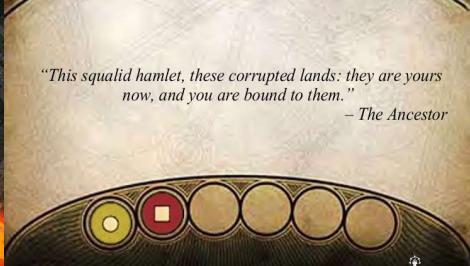
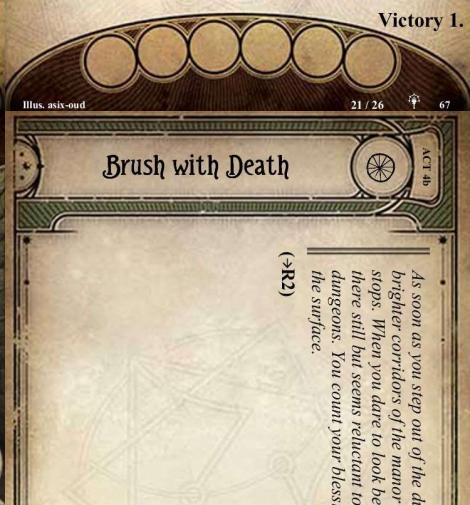
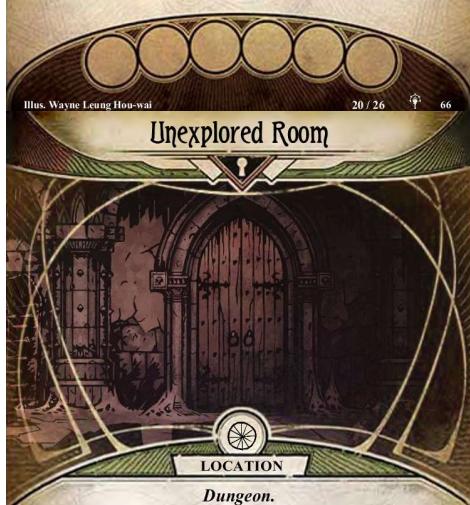
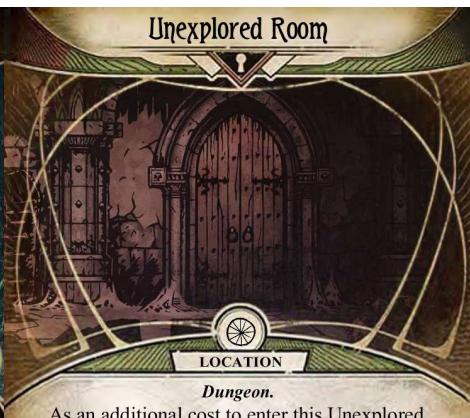


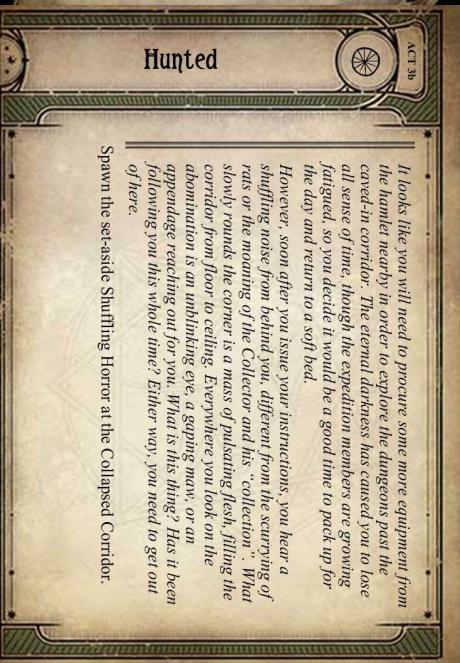
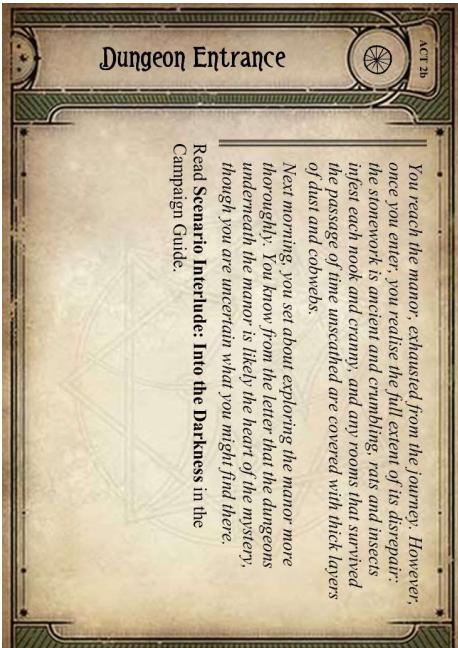


Scenario 1 - Beneath the Manor

Double-sided





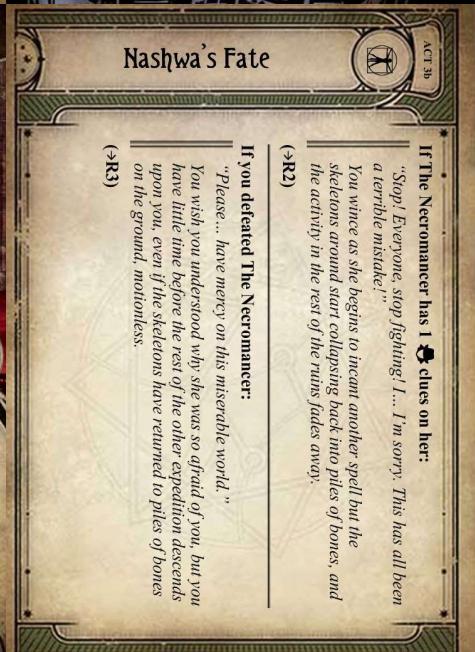
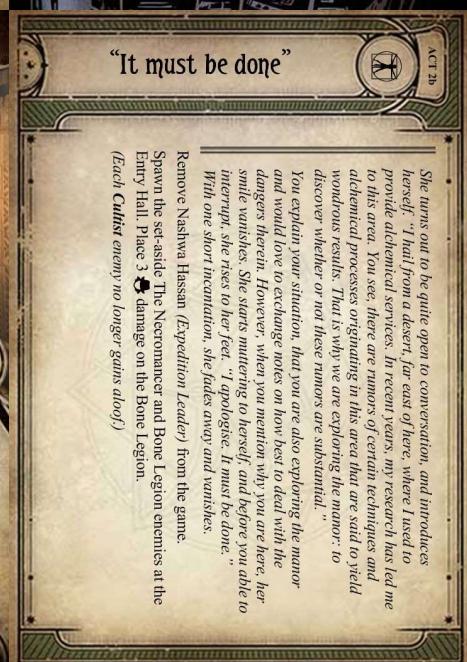
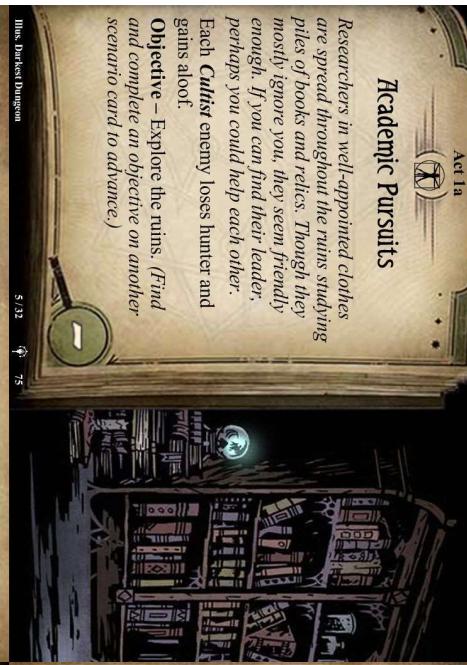
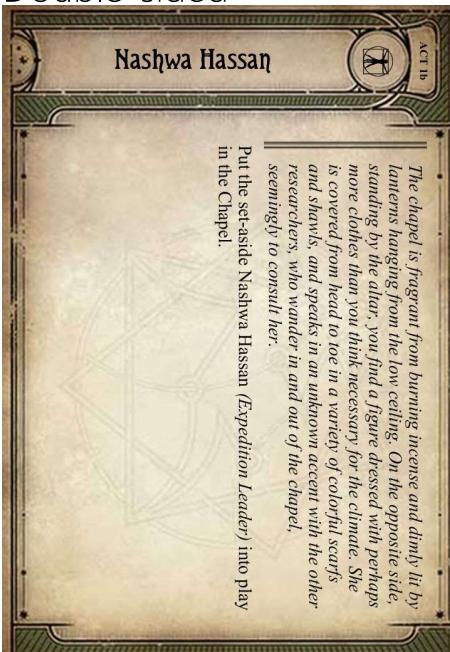


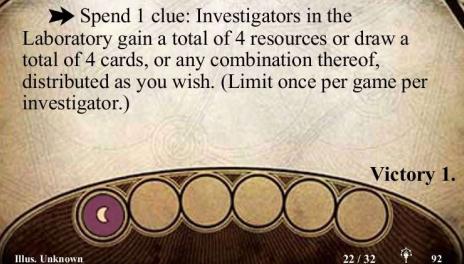
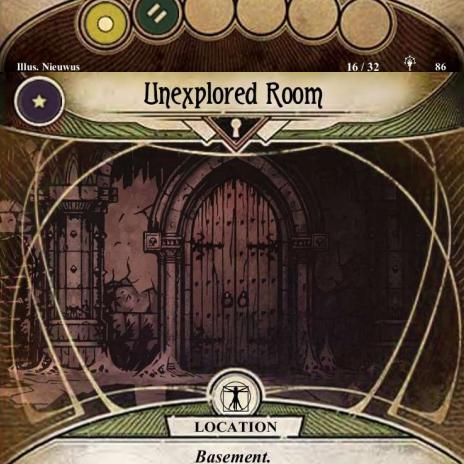
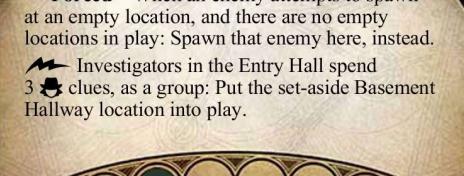
Encounter card back

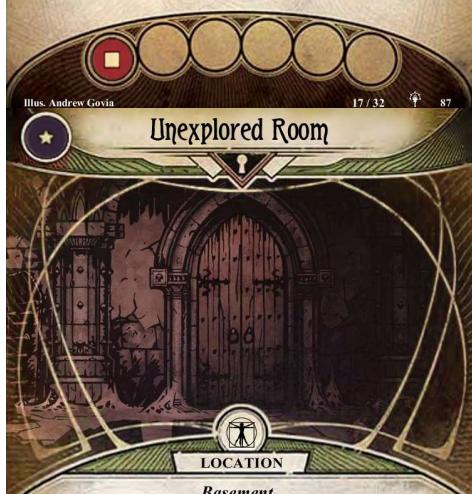
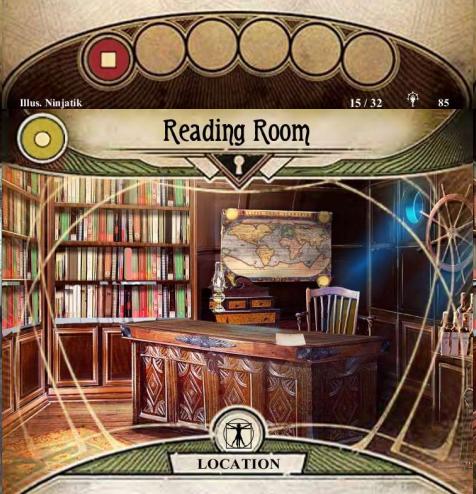


Scenario 2 - The Study of Life

Double-sided







The Meaning of Life

"I entertained a delegation of experts from overseas, eager to plumb the depths of their knowledge and share with them certain techniques and alchemical processes I had found to yield wondrous and terrifying results. Having learned all I could from my visiting guests, I murdered them as they slept." — *The Ancestor*

When checking the doom threshold, ignore the doom on enemies.

Do not remove doom from enemies when this agenda advances.

5

3 / 32

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For No-one

The bell rings out again, and, in much the same fashion, the members of the other expedition fall into silence, chanting mysterious words, and then return to their activities as if nothing had happened. You try to question some of them about it, but some try everything in their power to evade your questioning, and others deny anything strange happened at all.

Place 1 doom on each **Cultist** enemy in play.

AGENDA 2b

Agenda 3a

The Cycle of Life

*"I brought my colleagues back with much of their intellect intact, a remarkable triumph, for even the most experienced necromancer: Freed from the trappings of their humanity, they plied their terrible trade anew: the dead reviving the dead, on and on down the years... forever..." — *The Ancestor**

If there are 3 or 4 investigators in the game, this agenda gets +1 doom threshold. When checking the doom threshold, ignore the doom on enemies.

8*

A Bell Tolls

AGENDA 1b

Place 1 doom on each **Cultist** enemy in play.

Agenda 3b

As you explore the ruins, a bell rings out, resounding through the corridors. The usual conversation permeating the ruins dies away and is replaced with a soft chanting. When you try to listen to the words, they somehow refuse to stick in your mind, turning to gibberish as you turn it over in your head.

Place 1 doom on each **Cultist** enemy in play.

Illus. John Harper

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The Purpose of Life

“Mastery over life and death was chief among my early pursuits. I began in humility, but my ambition was limitless. Who could have divined the prophetic import of something as unremarkable as a twitch in the leg of a dead rat?” — *The Ancestor*

When checking the doom threshold, ignore the doom on enemies.

Do not remove doom from enemies when this agenda advances.

5

2 / 32

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The Study of Life

HARD / EXPERT

-1. This token has an additional -1 for each doom on enemies.

Reveal another token. If you fail, place 1 doom on the nearest **Cultist** enemy.

-4. If you succeed, you may move a non-**Elite** enemy from its location to a location connected to it.

The Study of Life

EASY / STANDARD



-X. X is the amount of doom on enemies (max 3).

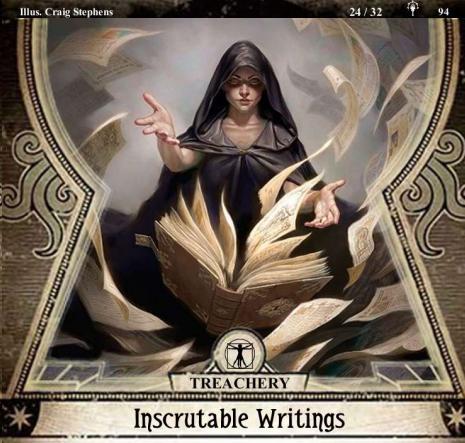
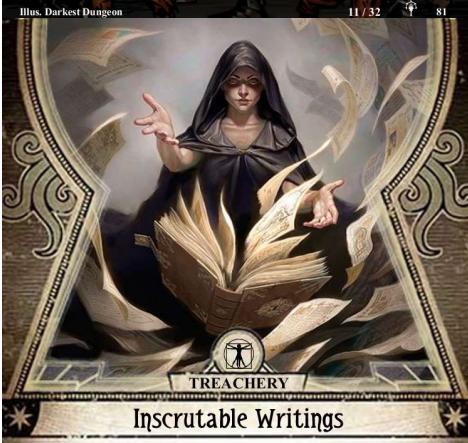


Reveal another token. If you fail, place 1 doom on the nearest **Cultist** enemy.



-2. If you succeed, you may move a non-**Elite** enemy from its location to a location connected to it.

Encounter card back



Occult Researcher

2 2 2

Humanoid. Cultist.

Spawn – Any empty location.

Forced – After Occult Researcher enters play:
Place 1 doom on Occult Researcher.

► Take 1 horror: **Parley**. Test ♦ (2). If you
succeed, remove 1 doom from any enemy at
Occult Researcher's location.



ENEMY



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Humanoid. Cultist.

Spawn – Any empty location.
Forced – After Occult Researcher enters play:
Place 1 doom on Occult Researcher.

► Take 1 horror: **Parley**. Test ♦ (2). If you
succeed, remove 1 doom from any enemy at
Occult Researcher's location.



ENEMY



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TREACHERY

Rumors and Whispers

Terror.

Revelation – If there are no *Cultist* enemies in
play, Rumors and Whispers gains surge.
Otherwise, place 1 doom on the farthest
Cultist enemy and test ♦ (2). If you fail, it
attacks you once for each doom on it
(*regardless of location*).

The Necromancer

Humanoid. Sorcerer. Elite.

While the Bone Legion is in play and ready,
investigators cannot damage, defeat, or parley with
The Necromancer.

►: **Parley**. Test ♦ + ♠ (5) to placate her. This test
gets +1 difficulty for each doom on enemies. If you
succeed, an investigator at The Necromancer's
location places one of their clues on her.

Victory 1.



ENEMY



10 / 32



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Rumors and Whispers

Terror.

Revelation – If there are no *Cultist* enemies in
play, Rumors and Whispers gains surge.
Otherwise, place 1 doom on the farthest
Cultist enemy and test ♦ (2). If you fail, it
attacks you once for each doom on it
(*regardless of location*).

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Player card back



Ritual.

When a non-*Elite* enemy spawns at your location: Attach that enemy facedown to Alaq Shaira. Spawn that enemy at your location if Alaq Shaira leaves play.

Forced – At the end of the round, if an enemy is attached to Alaq Shaira: Reveal a random chaos token from the chaos bag for each attached enemy. If a \clubsuit symbol is revealed, return Alaq Shaira to your hand.

Sorcerer.

► If the investigators “learned the expedition’s mission” and “learned about the rumors surrounding the manor”, investigators at Nashwa Hassan’s location spend 2 \clubsuit clues, as a group: **Parley**. Advance to Act 2b.

Ally. Sorcerer.

You get +1 \clubsuit and +1 \clubsuit .

► After you reveal a \clubsuit symbol during a skill test, exhaust Nashwa Hassan: Heal 1 damage.

She searches where others will not go, and sees what others will not see.



*The Necronomicon

Alhazred Translation



Item. Spell. Tome. Cursed.

Uses (2 charges).

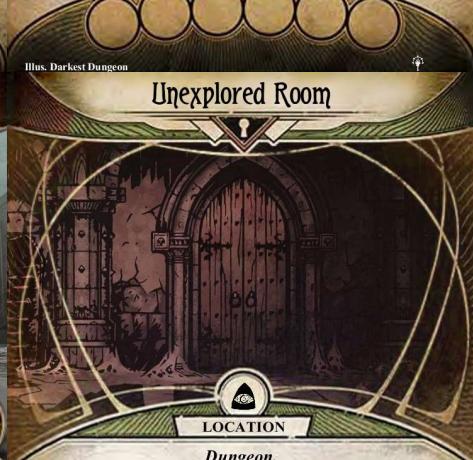
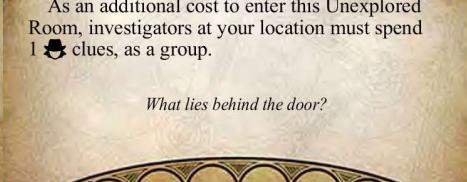
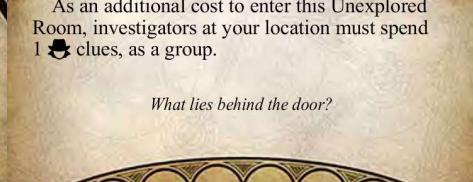
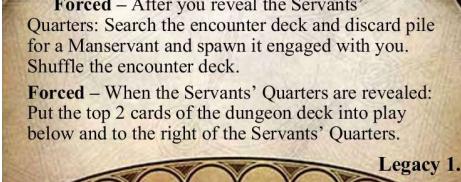
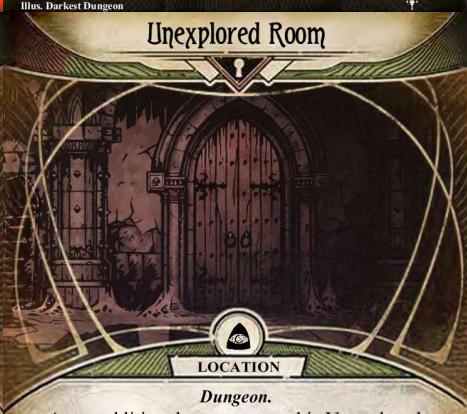
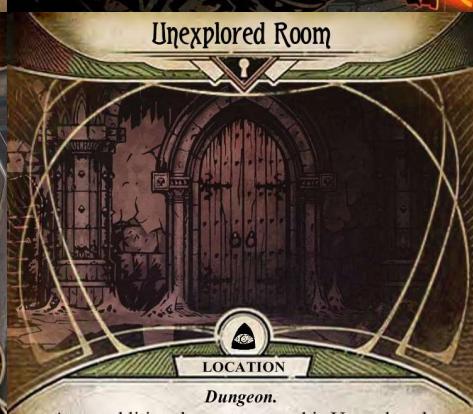
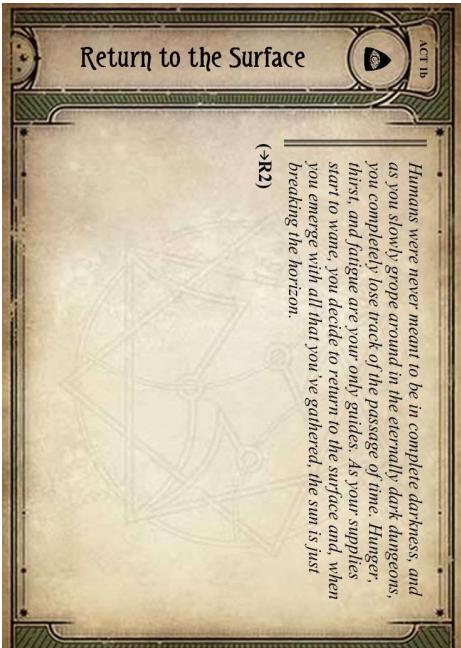
► Spend 1 charge: **Fight**. Add your \clubsuit or \spadesuit value to your skill value for this attack. This attack deals +1 damage. If a \clubsuit symbol is revealed during this attack, take 1 damage and 1 horror.

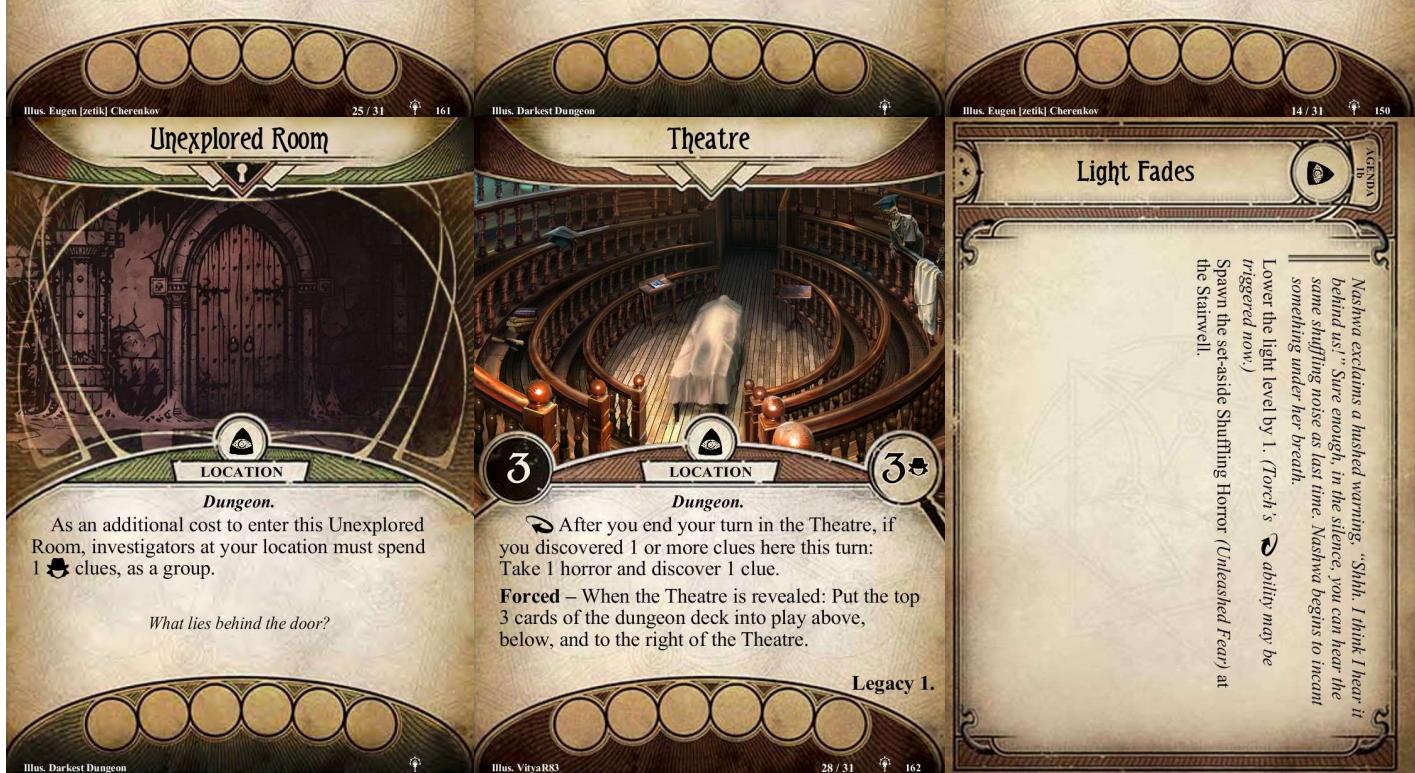
► Search your deck for a weakness and draw it. Then, add 3 charges to The Necronomicon.

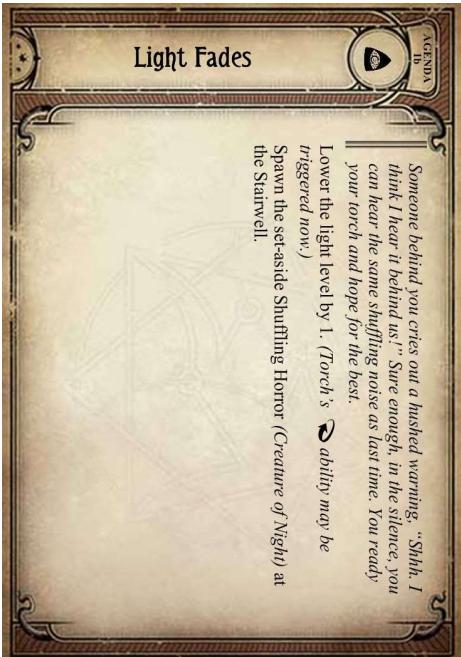


Scenario 3 - Blind Leading the Blind Double-sided

<p>Unexplored Room</p> <p>Dungeon. As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 clues, as a group.</p> <p><i>What lies behind the door?</i></p>	<p>Abattoir</p> <p>Dungeon. Otherworld. Forced – When the Abattoir is revealed: Put the top 2 cards of the dungeon deck into play above and below the Abattoir. At the end of the current round, each investigator spawns a random version of the set-aside The Formless Flesh enemies engaged with them.</p> <p>Legacy 1. Victory 1.</p>	<p>Unexplored Room</p> <p>Dungeon. As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 clues, as a group.</p> <p><i>What lies behind the door?</i></p>
<p>Banquet Hall</p> <p>Dungeon. Ignore the text on unrevealed locations adjacent to the Banquet Hall.</p> <p>Forced – When the Banquet Hall is revealed: Put the top 3 cards of the dungeon deck into play above, below, to the left, or to the right of the Banquet Hall.</p> <p>Legacy 1.</p>	<p>Unexplored Room</p> <p>Dungeon. As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 clues, as a group.</p> <p><i>What lies behind the door?</i></p>	<p>Empty Room</p> <p>Dungeon. Ignore the text on unrevealed locations adjacent to Empty Room.</p> <p>Forced – When Empty Room is revealed: Put the top card of the dungeon deck into play below or to the right of Empty Room.</p> <p>Legacy 1.</p>
<p>Unexplored Room</p> <p>Dungeon. As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 clues, as a group.</p> <p><i>What lies behind the door?</i></p>	<p>Freezer</p> <p>Dungeon. Forced – After you reveal the Freezer: Test 7. This test gets -X difficulty, where X is the light level. If you fail, spawn a random set-aside copy of The Shadow engaged with you.</p> <p>Forced – When the Freezer is revealed: Put the top 2 cards of the dungeon deck into play below and to the right of the Freezer.</p> <p>Legacy 1.</p>	<p>Unexplored Room</p> <p>Dungeon. As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 clues, as a group.</p> <p><i>What lies behind the door?</i></p>









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Encounter card back

Shuffling Horror

Born of Shadow

3 8 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity. While no investigator controls The Necronomicon (*Alhazred Translation*), Shuffling Horror cannot be damaged or defeated.

Forced – After Shuffling Horror attacks you: Shuffle a non-story asset you control into your deck.

Victory 2.

ENEMY



Shuffling Horror

Creature of Night

3 4 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity. While the light level is 3 or lower, Shuffling Horror cannot be damaged or defeated.

Forced – After Shuffling Horror attacks you: Shuffle a non-story asset you control into your deck.

Victory 2.

ENEMY



Shuffling Horror

Unleashed Fear

3 8 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity. While no investigator controls either Alaq Shaira or Nashwa Hassan, Shuffling Horror cannot be damaged or defeated.

Forced – After Shuffling Horror attacks you: Shuffle a non-story asset you control into your deck.

Victory 2.

ENEMY



*The Formless Flesh

The Back

3 4 3

Monster. Abomination. Elite.

Hunter.

Forced – After this enemy attacks you in the enemy phase: Lose all your resources.

"It had become a mountainous, twitching mass of misshapen flesh, fusing itself together in the darkness."

– The Ancestor

Victory 0.

ENEMY



*The Formless Flesh

The Bone

4 4 2

Monster. Abomination. Elite.

Forced – When the enemy phase begins, if this enemy is ready: This enemy attacks each investigator it is not engaged with at its location and connecting locations.

Victory 0.

ENEMY



*The Formless Flesh

The Head

3 4 3

Monster. Abomination. Elite.

Hunter.

Forced – After this enemy attacks you during the enemy phase: Discard all non-weakness cards in your hand.

"My zeal for blood rituals and summoning rites had begun to ebb, as each attempt invariably brought only failure and disappointment."

– The Ancestor

Victory 0.

ENEMY



*The Formless Flesh

The Heart

2 4 4

Monster. Abomination. Elite.

Forced – When the enemy phase ends: Each investigator tests ♦ (3). This enemy attacks each investigator who fails.

"The spasmodically squirming, braying, and snorting half-corpses were heaped each upon the other, until at last I was rid of them."

– The Ancestor

Victory 0.

ENEMY



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Scenario 4 - Wolves at the Door

Double-sided

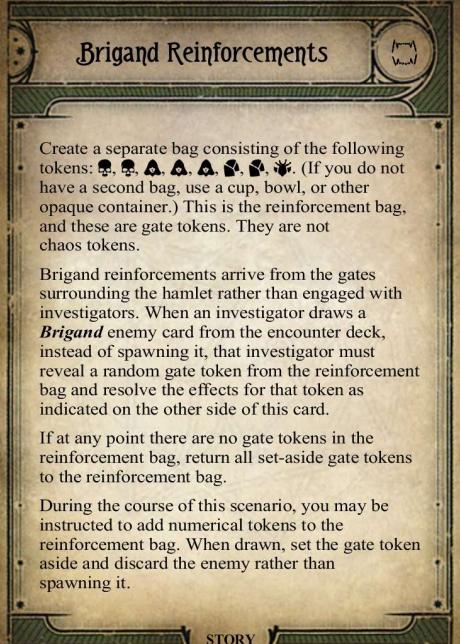
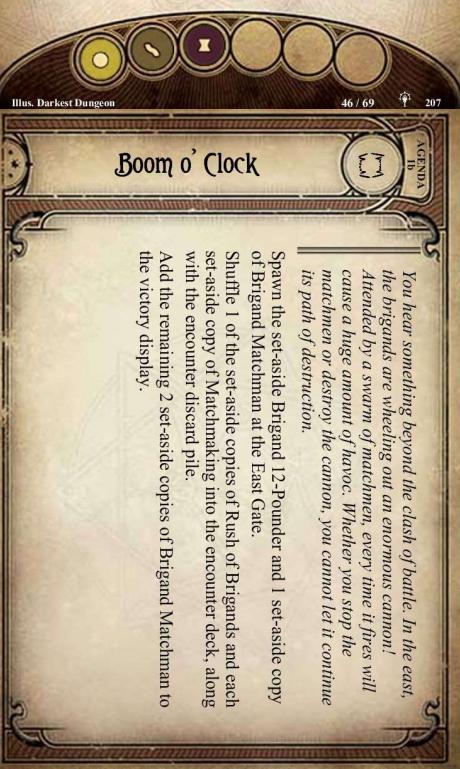
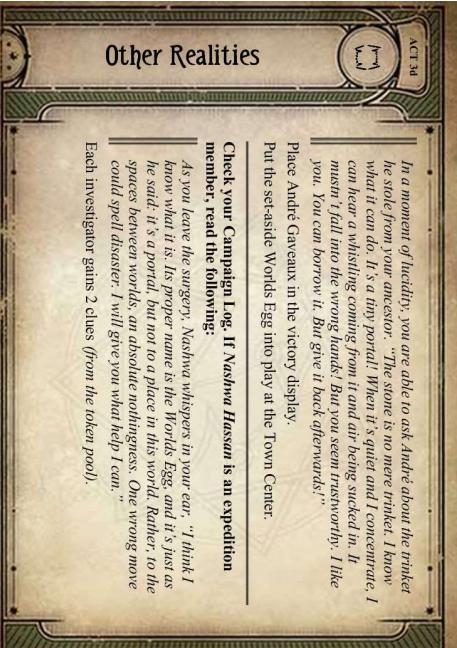


"Trouble yourself not with the cost of this crusade - its noble end affords you broad tolerance in your choice of means."
—The Ancestor



Forced – When this version of the Abbey is swapped into play: Each investigator takes 1 horror.

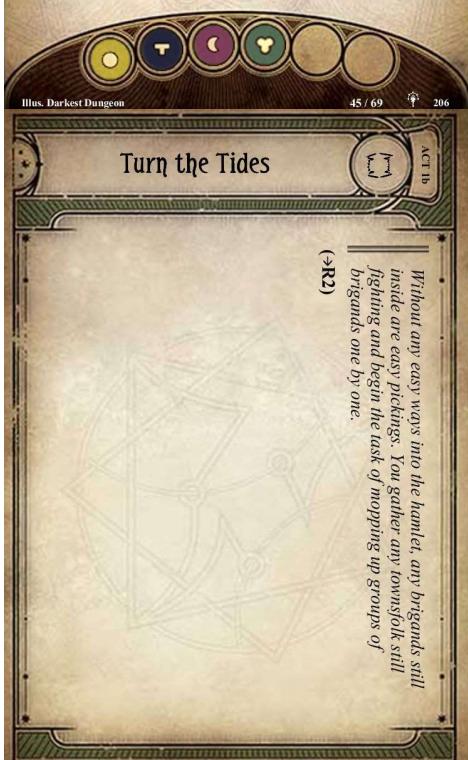
"Trouble yourself not with the cost of this crusade. Its noble end affords you broad tolerance in your choice of means."
—The Ancestor





Forced – When this version of the Campsite is swapped into play: Each investigator takes 1 horror.

"The degeneracy of the Hamlet is nothing, I fear, when compared to the condition of surrounding acres."
— The Ancestor



Flames on the Horizon

The glow from fire rises over the rooftops and fills the sky.

(Brigand Reinforcements is in effect.)

Each non-*Pillaged* location counts as an investigator for the purpose of determining where hunter enemies move during the enemy phase.

Forced – When the enemy phase ends: Each ready unengaged *Brigand* enemy deals its damage value to its location.

Forced – If each location in play is *Pillaged*: (\rightarrow R1).



(→R2) Rudelessness, the braggards are easy pickings, each acting individually in their own interests. You gather any townsfolk still fighting and begin the task of mopping up groups of braggards one by one.

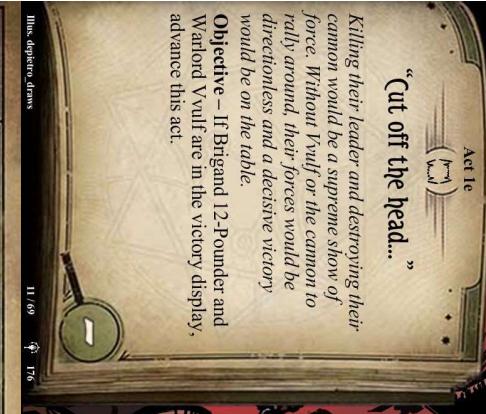
These opportunistic killers are entering the hamlet from every direction; you must do what you can to save the lives and homes of the townsfolk.



ACTA
Volumen I

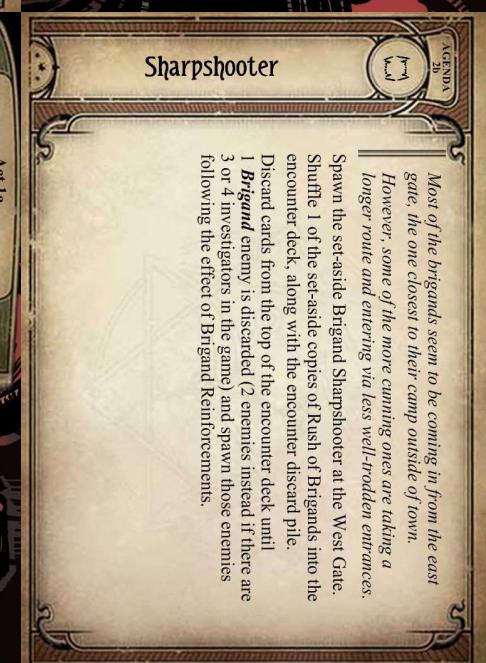


A screenshot from the game 'The Longest Five Minutes'. It shows a town center with a central building labeled 'LOCATION' and 'Town.' Below it, a character is labeled 'Veiled.' Two circular icons with arrows are on either side of the building.



Killing their leader and destroying their cannon would be a supreme show of force. Without Vulf or the cannon to

Objective – If Brigand 12-Pounder and Warlord Vvulf are in the victory display, advance this act.

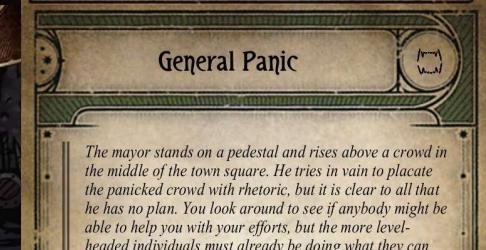


sharpshooter

Most of the brigands seem to be coming in from the east gate, the one closest to their camp outside of town.
However, some of the more cunning ones are taking a longer route and entering via less well-trodden entrances.

Spawn the set-aside Brigand Sharpshooter at the West Gate. Shuffle 1 of the set-aside copies of Rush of Brigands into the encounter deck, along with the encounter deck pile.

Discard cards from the top of the encounter deck until 1 *Brigand* enemy is discarded (2 enemies instead if there are 3 or 4 investigators in the game) and spawn those enemies following the effect of Brigand Reinforcements.



The mayor stands on a pedestal and rises above a crowd in the middle of the town square. He tries in vain to placate the panicked crowd with rhetoric, but it is clear to all that he has no plan. You look around to see if anybody might be able to help you with your efforts, but the more level-headed individuals must already be doing what they can around and about the hamlet. There is nothing more you can do here.

You consider where you might find help in the defense of the hamlet.

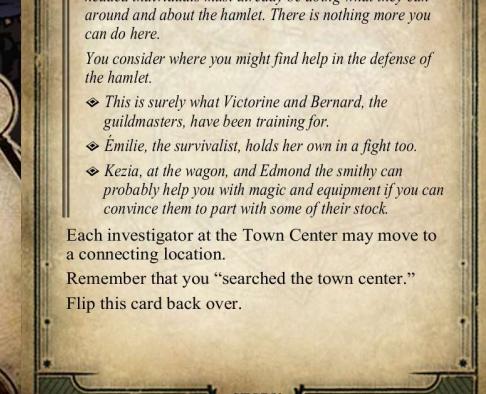
❖ This is surely what Victorine and Bernard, the

- ◆ This is surely what Ferroline and several of the guildmasters have been training for.
- ◆ Émilie, the survivalist, holds her own in a fight too.
- ◆ Kezia, at the wagon, and Edmond the smithy can probably help you with magic and equipment if you can

Each investigator at the Town Center may move to

a connecting location.

Remember that you "sear
flip this card back over.



Flames on the Horizon

The glow from fire rises over the rooftops and fills the sky.

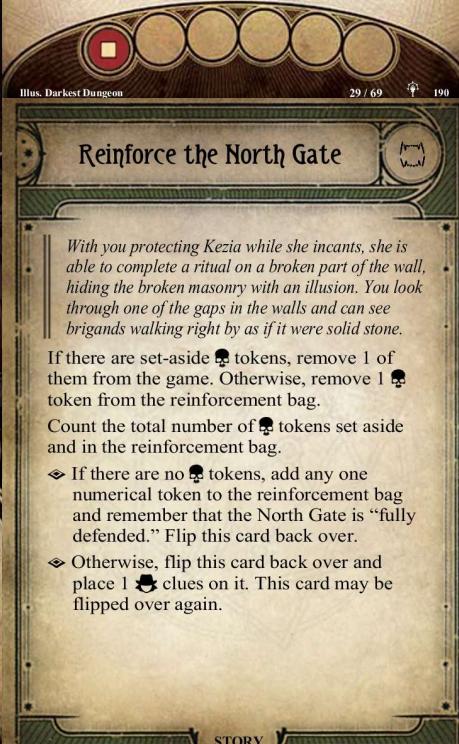
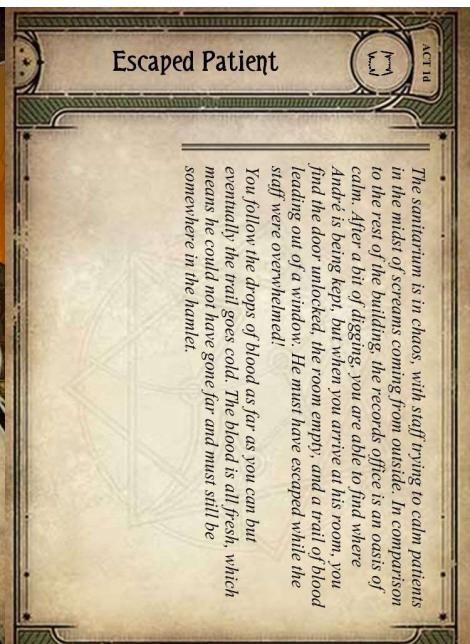
(Brigand Reinforcements is in effect.)

Each non-*Pillaged* location counts as an investigator for the purpose of determining where hunter enemies move during the enemy phase.

Forced – When the enemy phase ends: Each ready unengaged *Brigand* enemy deals its damage value to its location.

Forced – If each location in play is *Pillaged*: (\rightarrow R1).

Agenda 2a



Reinforce the South Gate

You work together with Émilie to set snares and traps for any brigands who wander down the southern road or the surrounding woods. As more and more are caught, corpses and survivors serve as a warning to the others, and the number braving the southern gate start to dwindle.

If there are set-aside ♡ tokens, remove 1 of them from the game. Otherwise, remove 1 ♡ token from the reinforcement bag.

Count the total number of ♡ tokens set aside and in the reinforcement bag.

❖ If there are no ♡ tokens, add any one numerical token to the reinforcement bag and remember that the South Gate is “fully defended.” Flip this card back over.

❖ Otherwise, flip this card back over and place 1 ♡ clues on it. This card may be flipped over again.

STORY

Sanitarium

LOCATION

Town. Pillaged.

“Can you feel it? The walls between the sane world and that unplumbed dimension of delirium are tenuously thin here...”

— The Ancestor

West Gate



2

LOCATION

1

Gate. Pillaged.

Veiled.

► Resign. “I’m not risking my skin like this!”

“Such was the general air of rebellion that even my generous offer of gold to the local constabulary was rebuffed! To reassert my rule, I sought out unscrupulous men skilled in the application of force.”

— The Ancestor

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STORY

On His Trail

ACT 2d

At last, you find something that puts you back on André’s trail: a blood-stained straitjacket he must have discarded at some point. You follow the splatters of blood once more and eventually you find André behind the surgery, rocking back and forth in a corner. Blood seeps out of a knife wound at his side, but as you approach he starts to growl and scream at you.

Spawn the set-aside André Gaveaux at the Surgery and place 2 damage on him.

STORY

Sanitarium

LOCATION

Pillaged

1

LOCATION

0

Town. Pillaged.

Forced — When this version of the Sanitarium is swapped into play: Each investigator takes 1 horror. If the investigators “searched the sanitarium,” deal 4 damage to each non-Elite enemy at the Sanitarium.

“Can you feel it? The walls between the sane world and that unplumbed dimension of delirium are tenuously thin here...”

— The Ancestor

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STORY

Smithy

Pillaged

3

LOCATION

0

Town. Pillaged.

3

LOCATION

0

Town. Pillaged.

3

LOCATION

0

Town. Pillaged.

Forced — When this version of the Smithy is swapped into play: Each investigator takes 1 horror.

“We dug for months, years — an eternity. And we were rewarded with madness.”

— The Ancestor

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André is slowly bleeding out and could be anywhere in town at this point, including in the gutter killed by a brigand. You start the search, hoping that he is still alive.

Objective — If the investigators have “searched” 6 different Town locations, advance.

Search for André
Act 2c

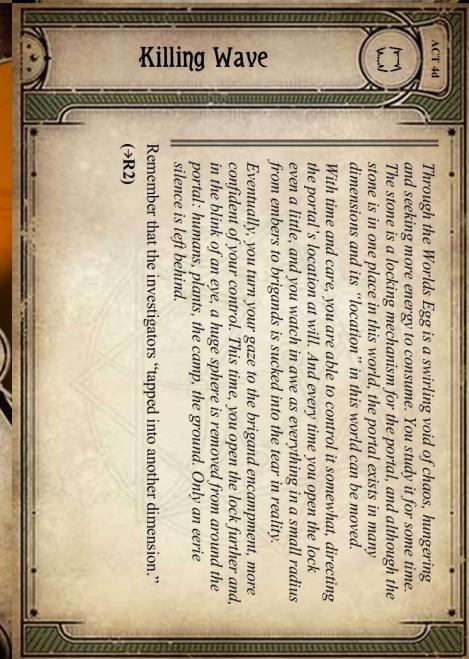
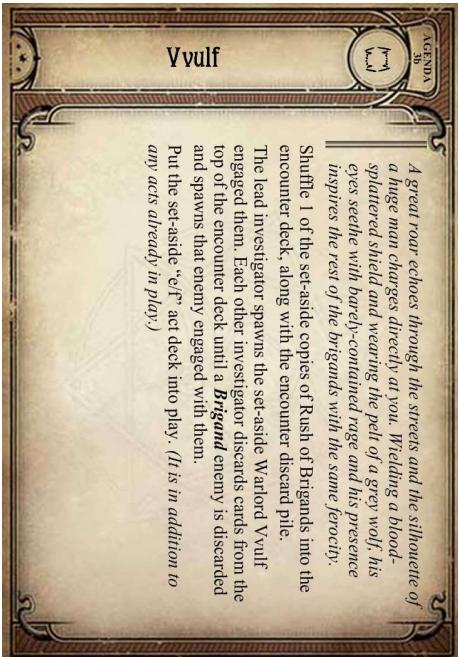
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Town. Pillaged.

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The Abbot

If the “c/d” act deck is not in play, read the following:

Clément, the abbot, hurries up to you. “I lead the congregation in prayer, hoping that our faith in the Lord will shield us... but I also happen to know something that might help you. In my tenure as abbot, I have heard many secrets...”

Put the set-aside “c/d” act deck into play. (It is in addition to any acts already in play.)

Whether or not the “c/d” act deck was in play, also read the following:

Clément is leading a service, trying to calm the townsfolk hiding in the abbey. He gives you his blessing and wishes you the best of luck.

Heal 1 damage and 1 horror from each investigator.

Remember that you “searched the abbey.”

Flip this card back over and place 2 clues on it. This card may be flipped over again.

STORY

Guildhall

4

LOCATION

1

Veiled.

Every creature has a weakness.
The wise hero trains for what they will face.



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The Nomad

You find Kezia in the street where she’s parked her wagon setting fire to a group of brigands who have strayed into the hamlet. When the last brigand flees with blackened stumps for arms, she turns to you and offers you some help. You decide not to turn down her assistance.

Each investigator searches their deck for a **Charm**, **Relic**, or **Spell** asset and puts it into play. Shuffle each searched deck.

Remember that you “searched the wagon.”

Flip this card back over.

STORY

Smithy

4

LOCATION

1

Town.

Veiled.

In the end, every plan relies upon a strong arm, and tempered steel.



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The Guildmasters

You find Victorine and Bernard in the streets outside the guildhall, along with some other guild members, fending off a number of brigands. The difference in skill between the trained fighters of the guild and the brigand rabble is like night and day, with the guildmasters each parrying and covering for each other in the melee of combat while cutting through the defenses of the brigands.

“We’ve got this area covered! Go, help the others!”

Put the set-aside Victorine & Bernard into play at the Guildhall.

Remember that you “searched the guildhall.”

Flip this card back over.

STORY

Surgery

2

LOCATION

1

Town.

Veiled.

Experimental techniques and tonics can overcome things a sharpened sword cannot.



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The Blacksmith

Edmond, the blacksmith, refuses to help. “Never again,” he firmly grunts. He was not the biggest conversationalist before, but no matter how much you plead with him he does not change his mind or even offer any sort of explanation. You decide to change tack and eventually manage to convince him to let you look through his armory for equipment.

Each investigator may search their deck for an **Armor**, **Tool**, or **Weapon** asset and put it into play. Shuffle each searched deck.

Remember that you “searched the smithy.”

Flip this card back over.

STORY

Wagon

3

LOCATION

1

Veiled.

Idol, amulet or lucky charm:
the simplest object can be a talisman against evil.



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The Physician

If André Gaveaux is in play, read the following:

You inform Zacharie of André’s situation, and together you are able to restrain him long enough for Zacharie to stabilise his condition.

Heal all damage from André Gaveaux.

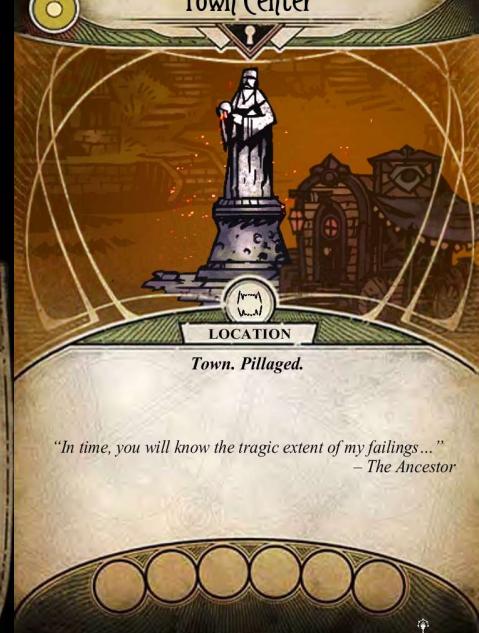
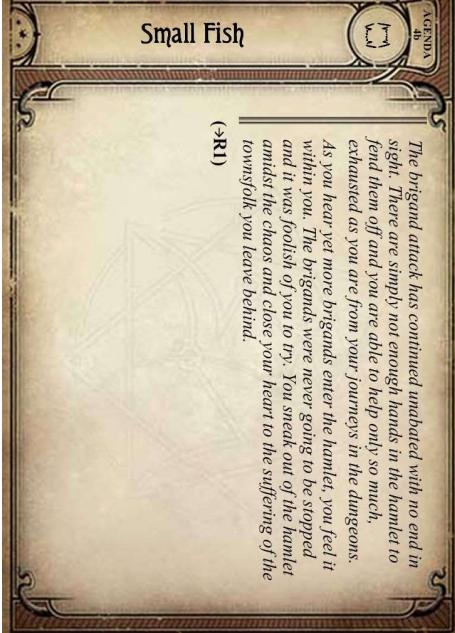
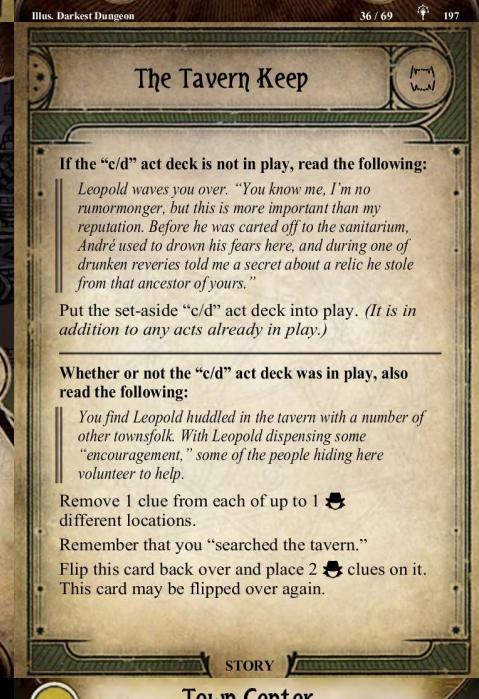
Whether or not André Gaveaux is in play, read the following:

Zacharie, the town’s physician, is swamped with the injured, but in a brief moment of respite, he is able to dig out some spare medical supplies.

Heal 2 damage from each investigator.

Remember that you “searched the surgery.”

Flip this card back over and place 2 clues on it. This card may be flipped over again.



The brigand attack has continued unabated with no end in sight. There are simply not enough hands in the hamlet to fend them off and you are able to help only so much. Exhausted as you are from your journeys in the dungeons, as you hear yet more brigands enter the hamlet, you feel it within you. The brigands were never going to be stopped and it was foolish of you to try. You sneak out of the hamlet amidst the chaos and close your heart to the suffering of the townsfolk you leave behind.

"In time, you will know the tragic extent of my failings..."
— The Ancestor



1 LOCATION 0

Town. Pillaged.

Town Center is connected to each other Town location.

Forced – When this version of the Town Center is swapped into play: Each investigator takes 1 horror.

"In time, you will know the tragic extent of my failings..."
– The Ancestor



LOCATION

Town. Pillaged.

"Curiosity, interest, and obsession — mile markers on my road to damnation."
– The Ancestor



3 LOCATION 0

Town. Pillaged.

Forced – When this version of the Wagon is swapped into play: Each investigator takes 1 horror.

"Curiosity, interest, and obsession — mile markers on my road to damnation."
– The Ancestor



Wolves at the Door

HARD / EXPERT

-3. This token has an additional -1 for each gate the investigators have "fully defended."

Reveal another token. If you fail, your location takes 1 damage.

-5. If you succeed, heal 1 damage.

-5. If there is a **Brigand** enemy at your location, take 1 damage.



Wolves at the Door

EASY / STANDARD

-1. This token has an additional -1 for each gate the investigators have "fully defended."

Reveal another token. If you fail, your location takes 1 damage.

-3. If you succeed, heal 1 damage.

-3. If there is a **Brigand** enemy at your location, take 1 damage.

Encounter card back

*André Gaveaux

Humanoid. Cursed. Lunatic. Elite.
André Gaveaux can be healed as if he were an investigator.

Forced – At the end of the enemy phase, if André Gaveaux is ready: He takes 1 damage.

►: **Parley.** You try to calm André down. Test ♦ (3). If you succeed, automatically evade him and place 1 clue (from the token pool) on him. If you fail and André is ready, he attacks you.

Victory 0.



ENEMY

Illus. Lane Brown

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Brigand 12-Pounder

Cannon. Brigand. Elite.

Hunter. Massive.

Brigand 12-Pounder gets +6 health.

Brigand 12-Pounder cannot make attacks of opportunity.

Brigand 12-Pounder cannot attack unless a Brigand Matchman is at its location.

Victory 1.

ENEMY

Illus. Darkest Dungeon

12 / 69



177

Brigand Bloodletter

Humanoid. Brigand.

Hunter.

Armed with a vicious cat o' nine tails whip and a deadly flintlock pistol, he is ready to give his enemies deep and bloody scars to match his.



ENEMY

Illus. Lane Brown

51 / 69



212

Brigand Bloodletter

Humanoid. Brigand.

Hunter.

Armed with a vicious cat o' nine tails whip and a deadly flintlock pistol, he is ready to give his enemies deep and bloody scars to match his.

Brigand Hunter

Humanoid. Brigand.

Hunter. Alert.

You cannot attack Brigand Hunter while you are engaged with another **Brigand** enemy not named Brigand Hunter.

Brigand Hunter

Humanoid. Brigand.

Hunter. Alert.

You cannot attack Brigand Hunter while you are engaged with another **Brigand** enemy not named Brigand Hunter.

Brigand Matchman

Humanoid. Brigand.

Prey – None. (Brigand Matchman is not aloof, but does not automatically engage investigators.)

Forced – At the end of the round: Move Brigand Matchman once toward Brigand 12-Pounder, if able.

Victory 0.



ENEMY

Illus. Darkest Dungeon

51 / 69



212

Brigand Matchman

Humanoid. Brigand.

Prey – None. (Brigand Matchman is not aloof, but does not automatically engage investigators.)

Forced – At the end of the round: Move Brigand Matchman once toward Brigand 12-Pounder, if able.

Victory 0.



ENEMY

Illus. Darkest Dungeon

53 / 69



213

Brigand Matchman

Humanoid. Brigand.

Prey – None. (Brigand Matchman is not aloof, but does not automatically engage investigators.)

Forced – At the end of the round: Move Brigand Matchman once toward Brigand 12-Pounder, if able.

Victory 0.



ENEMY

Illus. Darkest Dungeon

53 / 69



213

16 / 69



179

16 / 69



179

16 / 69



179

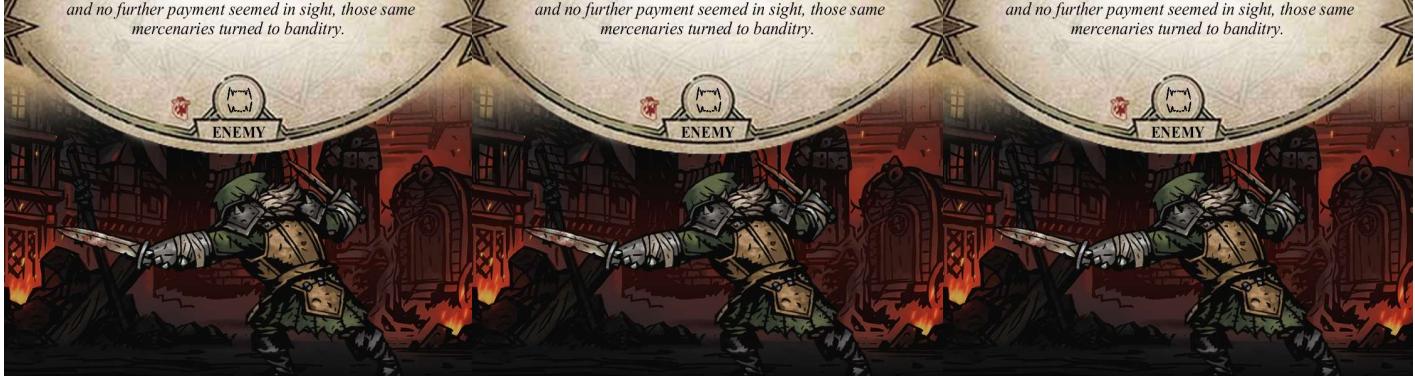
Brigand Raider

3 3 2

Humanoid. Brigand.
Hunter. Retaliate.

One of the many hardened bandits, brigands and killers that the Ancestor hired as a mercenary army to retake the Hamlet after the people rebelled against him. Once the Ancestor died and no further payment seemed in sight, those same mercenaries turned to banditry.

ENEMY



ENEMY

ENEMY

Illus. Darkest Dungeon

55 / 69

214

Illus. Darkest Dungeon

55 / 69

214

Illus. Darkest Dungeon

55 / 69

214

*Brigand Sharpshooter

The Elusive

6 1 4

Humanoid. Brigand. Elite.

Alert. Hunter. Retaliate.

► If Brigand Sharpshooter is exhausted: Parley. He remembers the innocent lives he's taken. Place 1 clue on him (from the token pool). Then, if he has 1 ♠ clues on him, place him in the victory display.

Victory 1.

ENEMY



Illus. Darkest Dungeon

19 / 69

180

Illus. tjota

58 / 69

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Illus. tjota

58 / 69

215

Cannon Fire

Hazard.

Revelation – You must either (choose one):

- ♦ Test ♡ (2) to leap out of the way. If you fail, take 1 damage. If you fail by 2 or more, take 3 damage, instead.
- ♦ Test ♦ (2) to hide behind cover. For each point you fail by, take 1 damage. Regardless of whether you succeed or fail, your location takes 1 damage, if able.

Matchmaking

Tactic.

Surge.

Revelation – If Brigand 12-Pounder is in play, search the victory display for a Brigand Matchman and spawn it at the East Gate. Otherwise, remove Matchmaking from the game.

Matchmaking

Tactic.

Surge.

Revelation – If Brigand 12-Pounder is in play, search the victory display for a Brigand Matchman and spawn it at the East Gate. Otherwise, remove Matchmaking from the game.

Illus. tjota

58 / 69

215

Illus. gadri

13 / 69

178

Illus. gadri

13 / 69

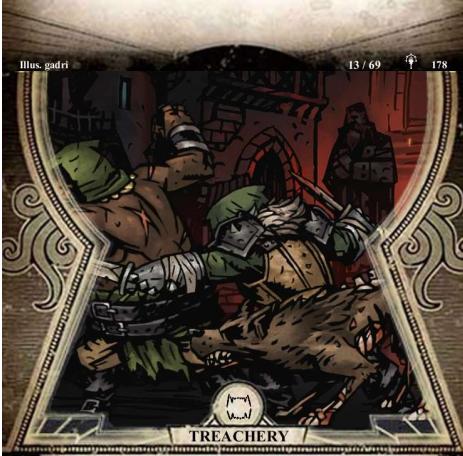
178



Hunter.
Rabid Gnasher gets +1 horror if it has moved this phase.
Forced – After Rabid Gnasher deals damage to your investigator: Remember that you “were bitten.”



Hunter.
Rabid Gnasher gets +1 horror if it has moved this phase.
Forced – After Rabid Gnasher deals damage to your investigator: Remember that you “were bitten.”



Surge.

Revelation – If Brigand 12-Pounder is in play, search the victory display for a Brigand Matchman and spawn it at the East Gate.
Otherwise, remove Matchmaking from the game.



Tactic.
Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



Tactic.
Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



Rush of Brigands

Tactic.

Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



Tactic.
Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



Tactic.
Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



TREACHERY

Rush of Brigands*Tactic.*

Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



TREACHERY

Rush of Brigands*Tactic.*

Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



TREACHERY

Rush of Brigands*Tactic.*

Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.



TREACHERY

Rush of Brigands*Tactic.*

Revelation – Search the encounter deck and discard pile for two **Brigand** enemies, draw them, and shuffle the encounter deck.

***Warlord Vvulf**

5 4 1

Humanoid. Brigand. Elite.

Hunter, Retaliate.

Prey – Only non-locations. (*He will hunt only investigators, but will still damage locations if ready and unengaged.*)

Warlord Vvulf can retaliate while exhausted.

Victory 1.

ENEMY



Illus. Darkest Dungeon 63 / 69 217

Illus. Darkest Dungeon 63 / 69 217

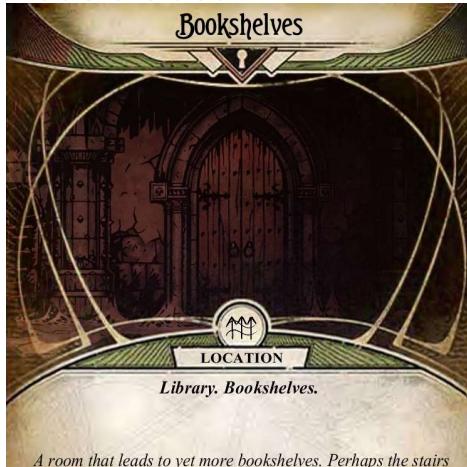
Illus. Darkest Dungeon 20 / 69 181

Player card back



Scenario 5 - Lost in the Woods

Double-sided

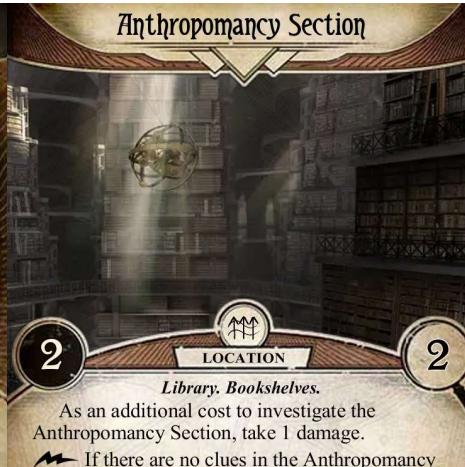


Bookshelves

LOCATION

Library. Bookshelves.

A room that leads to yet more bookshelves. Perhaps the stairs up can be found here?



Anthropomancy Section

LOCATION

Library. Bookshelves.

As an additional cost to investigate the Anthropomancy Section, take 1 damage.
If there are no clues in the Anthropomancy Section, investigators in the Anthropomancy Section spend 2 clues, as a group. Remember that you found the stairs up from this floor.



Canopy Sanctum East

LOCATION

Library.

These special rooms at the top of the Sylvan Library are lit in a green glow from orbs of magic floating in the canopy.



Canopy Sanctum East

LOCATION

Library.

The air is crisp in this section of the library, and a faint breeze drifts between the branches and leaves that grow interspersed among the rows of bookshelves.



Canopy Sanctum West

LOCATION

Library.

These special rooms at the top of the Sylvan Library are lit in a green glow from orbs of magic floating in the canopy.

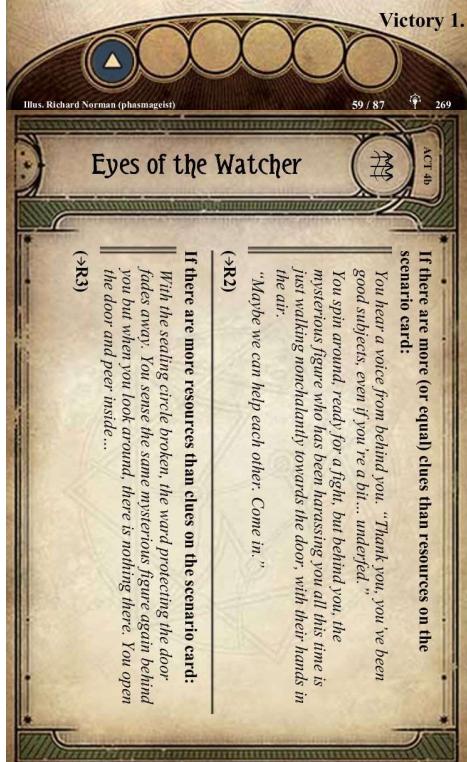


Canopy Sanctum West

LOCATION

Library.

The air is crisp in this section of the library, and a faint breeze drifts between the branches and leaves that grow interspersed among the rows of bookshelves.



Victory 1.

ACT 4b

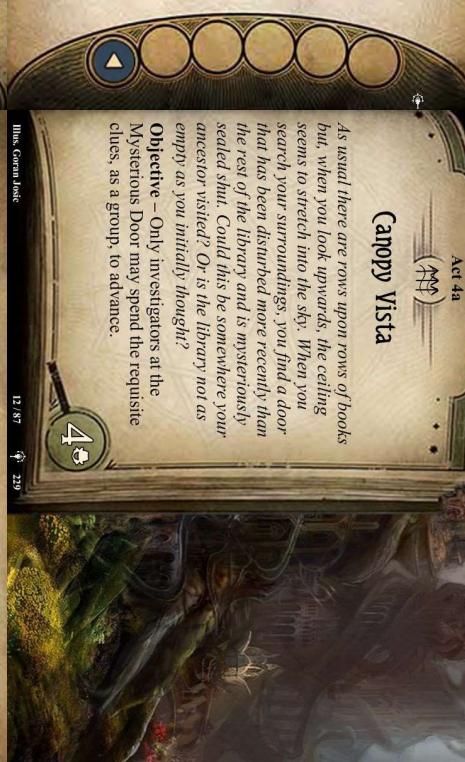
Eyes of the Watcher

If there are more (or equal) clues than resources on the scenario card:
You hear a voice from behind you. "Thank you, you've been good subjects, even if you're a bit... underfed." You spin around, ready for a fight, but behind you, the mysterious figure who has been harassing you all this time is just walking nonchalantly towards the door, with their hands in the air.
"Maybe we can help each other. Come in."

(→R2)

If there are more resources than clues on the scenario card:
With the sealing circle broken, the ward protecting the door fades away. You sense the same mysterious figures again behind you but when you look around, there is nothing there. You open the door and peer inside...

(→R3)

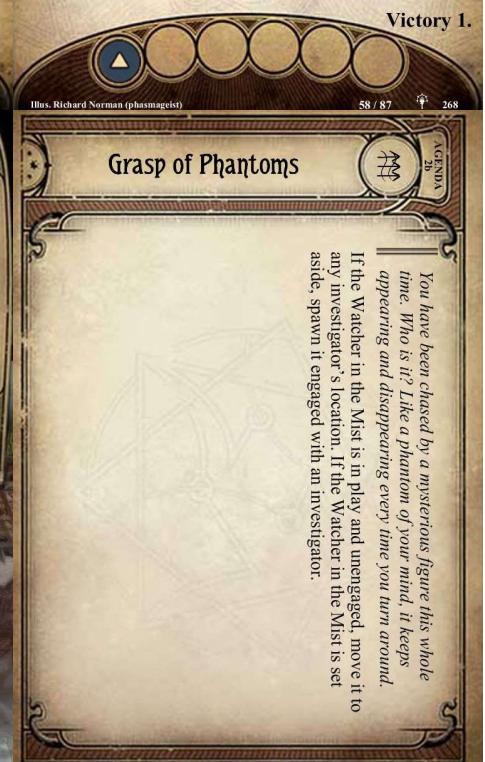


Act 4a

Canopy Vista

As usual there are rows upon rows of books but, when you look upwards, the ceiling seems to stretch into the sky. When you search your surroundings, you find a door that has been disturbed more recently than the rest of the library and is mysteriously sealed shut. Could this be somewhere your ancestor visited? Or is the library not as empty as you initially thought?

Objective – Only investigators at the Mysterious Door may spend the requisite clues, as a group, to advance.



Act 4a

Grasp of Phantoms

AGENDA 26

You have been chased by a mysterious figure this whole time. Who is it? Like a phantom of your mind, it keeps appearing and disappearing every time you turn around. If the Watcher in the Mist is in play and unengaged, move it to any investigator's location. If the Watcher in the Mist is set aside, spawn it engaged with an investigator.

Commune with Nature

Clues can be discovered from the Sylvan Library unless at least 1 ♡ + 2 of the following are true:

- ◆ An investigator “broke the frogsawn ring.”
- ◆ An investigator “lowered the cages.”
- ◆ An investigator “snuffed out the candles.”
- ◆ An investigator “bargained with the hermit.”
- ◆ An investigator “displaced the leyline.”
- ◆ An investigator “removed the lodestone.”
- ◆ An investigator “consecrated the ground.”

Objective – If each undefeated investigator is at the Sylvan Library and no clues are on it, advance.

Act 2a



Illus. Goran Hasic

10 / 87 ♡ 227

Open into Wonder

A faint shimmer briefly permeates the woods followed by an inexplicable moment of silence. With the ward protecting the library dispelled, you are able to walk close enough to the base of the great tree to see more details, and after one more long hike around the trunk, you find the entrance nestled in a clearing, framed by the tree's roots.

Resolve Library Setup in the Campaign Guide.

AGENDA



ab

Sleep Paralysis

Once again, you hear a sound behind you. You whirl around, expecting to find the mysterious figure creeping up to you again, but see nothing. Confused, you look around, and finally, up...

But it is too late. You see a small vial falling to the ground by your feet. You brace yourself for the area to fill with acrid fumes again, but all that happens... is... you fall...

When you wake, the sun has set and you are by the road, no longer in the woods. The mysterious figure could easily have rifled through your belongings or simply slit your throat while you slept, and yet they left you in relative safety. You count your blessings as you start the walk back to the hamlet, wondering about their motives.

(R1)

16 / 87 ♡ 233b

233b

ACT 2a

Agenda 2a

Open into Wonder

A faint shimmer briefly permeates the woods followed by an inexplicable moment of silence. With the ward protecting the library dispelled, you are able to walk close enough to the base of the great tree to see more details, and after one more long hike around the trunk, you find the entrance nestled in a clearing, framed by the tree's roots.

Resolve Library Setup in the Campaign Guide.



Bookshelves

Agenda 2a



Divination Section

3

LOCATION

3

Library. Bookshelves.

Place 1 doom on the current agenda: Discover all of the clues in the Divination Section.

If there are no clues in the Divination Section, investigators in the Divination Section spend 3 clues, as a group: Remember that you found the stairs up from this floor.

Illus. Darkest Dungeon

61 / 87 ♡ 271

Guardian's Shield

Protecting

1 4 4

Golem. Elite.

Massive.

Guardian's Shield cannot make attacks of opportunity. Guardian's Shield's location gets +3 shroud.

Inanimate

1 4 4

Golem. Elite.

Massive.

Guardian's Shield cannot make attacks of opportunity. Guardian's Shield's location gets +1 shroud.

Forced – After Guardian's Shield is dealt damage: Flip it.

Illus. Darkest Dungeon

16 / 87 ♡ 233b

233b

233a

Victory 0.

ENEMY

Victory 0.

ENEMY

Agenda 4a



Victory 0.

ENEMY

Victory 0.

ENEMY

4

You had hoped for the midday sun to clear away the mists that cling to the woods, but the sky remains stubbornly bleak. Whenever you attempt to backtrack, the path you thought you took is no longer there.

Forced – At the end of the round: Shuffle each *Distorted* location in play with no investigators into the encounter deck. Each enemy, attachment, and token at that location is discarded.

Agenda 4a



5

You hear the howling of wolves in the distance. The sun is setting, and night will fall soon. You should hurry and return to the hamlet, lest you fall prey to the predators of the night.

Each copy of Followed Footsteps gains surge.

Illus. Darkest Dungeon

3 / 87 ♡ 220

Illus. Darkest Dungeon

5 / 87 ♡ 222

Guardian's Spear

Guardian's Spear

Seeking

Inanimate

5 3 2

Golem, Elite.

Massive, Retaliate.

Guardian's Spear cannot make attacks of opportunity. The first encounter card drawn during the mythos phase by each investigator at Guardian's Spear's location gains surge.

Victory 0.

ENEMY



Illus. Darkest Dungeon

17 / 87 ♪ 234b

Illus. Darkest Dungeon

17 / 87 ♪ 234a

Fortuitous Find

Fortuitous Find

ACT 1b

You stumble into a clearing where, unlike the rest of the woods, you can feel the warmth of the sun's golden rays. At the center of the clearing is an ancient tree with a network of windows and balconies built around the outside. Its trunk is as wide as a village and its branches scrape the clouds in the sky. Despite its size, every time you approach you find yourself mysteriously turned around. There is magic at work here that must be warding it against intruders and presumably also works to hide it from the outside world.

Act 2a gains " ↗ During your turn, spend 1 clue: Discard the top 8 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able."

Keep this card next to the act deck as a reminder.

Into the Woods (v. II)

ACT 1a

A library in the woods seems unlikely, and your sources are shy on any further details. You need to find your bearings if you are to avoid the supposed cursed on these woods.

↗ During your turn, the investigators spend 2 clues, as a group: Discard the top 7 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able.

Objective – If the Sylvan Library is in play, advance.

Into the Woods (v. I)

ACT 1a

A library in the woods seems unlikely, and your sources are shy on any further details. You need to find your bearings if you are to avoid the supposed cursed on these woods.

↗ During your turn, spend 1 clue: Discard the top 8 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able.

Objective – If the Sylvan Library is in play, advance.

Fortuitous Find

Fortuitous Find

ACT 1b

You stumble into a clearing where, unlike the rest of the woods, you can feel the warmth of the sun's golden rays. At the center of the clearing is an ancient tree with a network of windows and balconies built around the outside. Its trunk is as wide as a village and its branches scrape the clouds in the sky. Despite its size, every time you approach you find yourself mysteriously turned around. There is magic at work here that must be warding it against intruders and presumably also works to hide it from the outside world.

Act 2a gains " ↗ During your turn, the investigators spend 4 clues, as a group: Discard the top 5 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able."

Keep this card next to the act deck as a reminder.

Into the Woods (v. III)

ACT 1a

A library in the woods seems unlikely, and your sources are shy on any further details. You need to find your bearings if you are to avoid the supposed cursed on these woods.

↗ During your turn, the investigators spend 3 clues, as a group: Discard the top 6 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able.

Objective – If the Sylvan Library is in play, advance.

Keep this card next to the act deck as a reminder.

Act 2a gains " ↗ During your turn, the investigators spend 3 clues, as a group: Discard the top 6 cards of the encounter deck. Resolve in any order the revelation abilities of at least 1 location discarded this way, if able."

Keep this card next to the act deck as a reminder.



Lost in the Woods

HARD / EXPERT

-X. X is the number of tokens on the scenario reference card (max 6).

Reveal another token. If you fail this test, take 1 damage or 1 horror.

-5. If you succeed, look at the top card of the encounter deck. If it is not a *Circle* location, you may discard it.

-4. You get -1 to each of your skills for the remainder of the round (*including this skill test*).

1 / 87 218b

Lost in the Woods

EASY / STANDARD

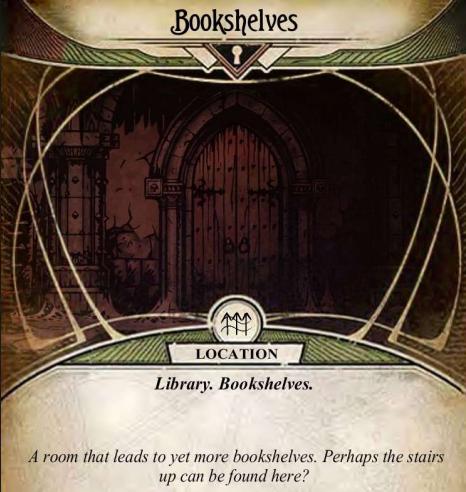
-X. X is the number of tokens on the scenario reference card (max 3).

Reveal another token. If you fail this test, take 1 damage or 1 horror.

-3. If you succeed, look at the top card of the encounter deck. If it is not a *Circle* location, you may discard it.

-2. You get -1 to each of your skills for the remainder of the round (*including this skill test*).

1 / 87 218a



Mathematics Section

LOCATION

6 **2**

Library. Bookshelves.

While investigating the Mathematics section, it gets -4 shroud if you have 5 or more different *Traits* among assets you control.

If there are no clues in the Mathematics Section, investigators in the Mathematics Section spend 2 clues, as a group: Remember that you found the stairs up from this floor.

Illus. Shuxing Li

62 / 87 272

Bookshelves

LOCATION

2

Library. Bookshelves.

A room that leads to yet more bookshelves. Perhaps the stairs up can be found here?

Illus. Darkest Dungeon

63 / 87 273

Medical Sciences Section

LOCATION

2 **1**

Library. Bookshelves.

You cannot investigate this location unless you have equal remaining health and sanity.

Take 1 direct damage or horror. You may heal 1 damage or horror.

If there are no clues in the Medical Sciences Section, spend 1 clue: Remember that you found the stairs up from this floor.

Illus. Zaccheus Ng

64 / 87 274

Bookshelves

LOCATION

4

Library. Bookshelves.

A room that leads to yet more bookshelves. Perhaps the stairs up can be found here?

Illus. Darkest Dungeon

64 / 87 274

Metallurgy Section

LOCATION

4 **1**

Library. Bookshelves.

You cannot investigate the Metallurgy Section unless you have 10 or more resources.

Discard 1 card from your hand: Gain 3 resources.

If there are no clues in the Metallurgy Section, spend 1 clue: Remember that you found the stairs up from this floor.

Illus. Karbo

64 / 87 274

Lost in the Mist

AGENDA

1b

The sun is climbing higher into the sky when you hear the snap of a branch nearby. You look around and spy a figure stalking you in the misty woods, keeping their distance. You shout out but they just disappear back into the mist again. You are being followed, but by whom?

If the Watcher in the Mist is in play and unengaged, move it to any investigator's location. If the Watcher in the Mist is set aside, spawn it engaged with an investigator.

Illus. Darkest Dungeon

64 / 87 274



Morningtide

4

Agenda 1a

LOCATION

You are only a few steps into the woods and already you feel your senses distorting. The space between trees seems to shift every time you look, and landmarks never seem to still be there the second time you look for them.

Forced – At the end of the round: Shuffle each **Distorted** location in play with no enemies, attachment, and token at that location is discarded.

Mysterious Door

LOCATION

Illus. Darkest Dungeon

Mysterious Door

6

LOCATION

Illus. Unknown

Mysterious Door

1*

LOCATION

Illus. Darkest Dungeon

Library.

The library is maze-like and the stairs are nowhere in sight. You cannot enter this location unless you have found the stairs up from the floor below.

Mysterious Door

Sealed Shut

LOCATION

Illus. Rogier Vandebek

Victory 1.

6

LOCATION

Illus. Rogier Vandebek

Bookshelves

0

LOCATION

Illus. Darkest Dungeon

Library.

The door is locked by unfamiliar magic. Despite your best efforts, you are unable to finesse or force your way through.

Bookshelves

LOCATION

Library. Bookshelves.

A room that leads to yet more bookshelves. Perhaps the stairs up can be found here?

Illus. Darkest Dungeon

Mysterious Door

And a Mysterious Drawer

6

LOCATION

Illus. Rogier Vandebek

Victory 1.

Bookshelves

LOCATION

Illus. Darkest Dungeon

Library. Bookshelves.

A room that leads to yet more bookshelves. Perhaps the stairs up can be found here?

Mycology Section

LOCATION

3

Library. Bookshelves.

→ Search the encounter deck and discard pile for a Noxious Vapors and Strangling Spores and draw both. Discover all of the clues in the Mycology Section.

⚡ If there are no clues in the Mycology Section, investigators in the Mycology Section spend 3 clues, as a group: Remember that you found the stairs up from this floor.

Illus. Unknown

Mysterious Door

65 / 87

LOCATION

Illus. Jake W Bullock

Necromancy Section

3

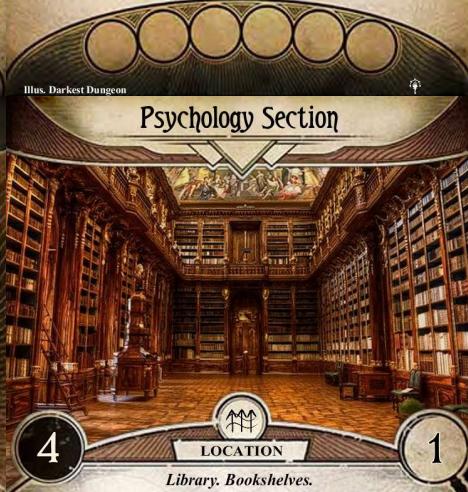
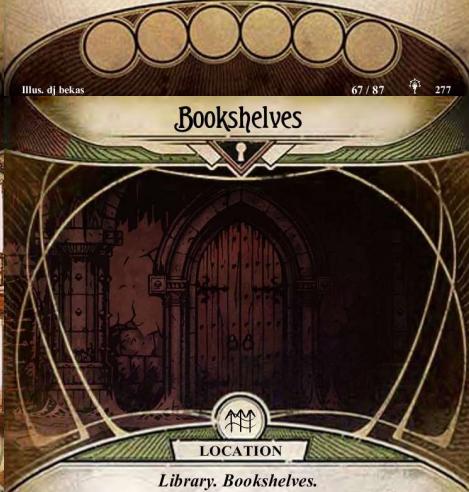
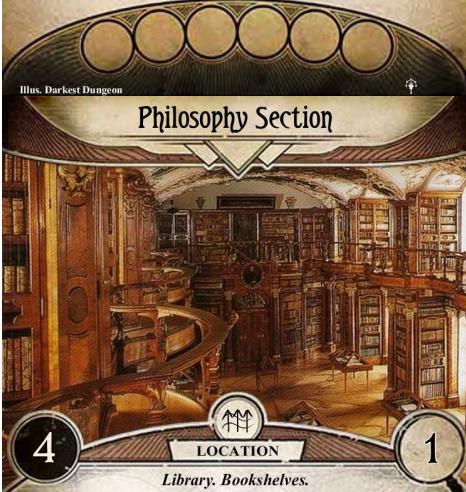
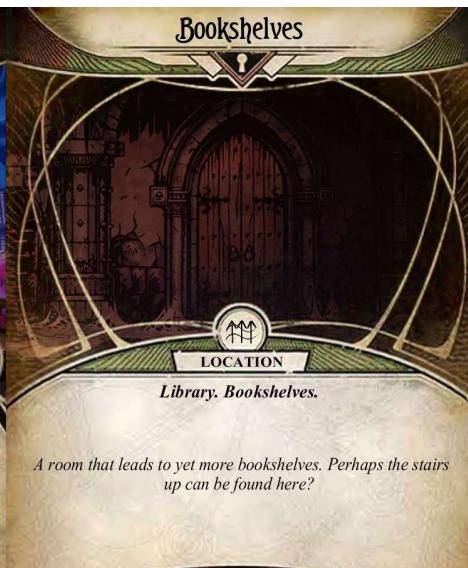
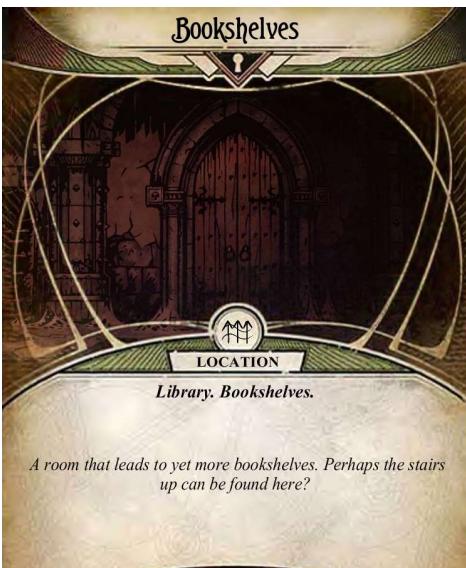
LOCATION

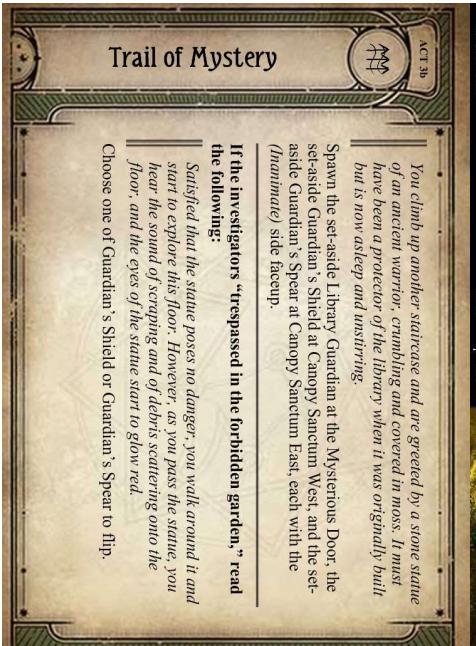
Illus. Darkest Dungeon

Library. Bookshelves.

If you defeated an enemy this round: Discover all of the clues in the Necromancy Section.

⚡ If there are no clues in the Necromancy Section, investigators in the Necromancy Section spend 3 clues, as a group: Remember that you found the stairs up from this floor.





►: Resign. "I'm not getting lost in there!"

►►: Add clues to this location until it has 2 clues on it.

"I had collected many rare and elusive volumes on ancient herbal properties, and was set to enjoy several weeks immersed in comfortable study."

– The Ancestor

Illus. John Avon

26 / 87

240

Encounter card back

Abandoned Brigand Camp

4 LOCATION Woods.

Revelation – Put Abandoned Brigand Camp into play. Spawn a set-aside Brigand Raider here (two Brigand Raiders instead if there are 3 or 4 investigators in the game). If Victorine & Bernard (*Captured by Brigands*) are set aside, put them into play here.

Victory 1.

Illus. beautifuldovahkiin.tumblr.com 13 / 87 230

Breeding Pool

2 LOCATION Woods. Circle.

Revelation – Put Breeding Pool into play.

► If there are no clues on Breeding Pool: Test any skill (8). You get +1 skill value for this skill test for each card in your hand. If you succeed, remember that you “broke the frogspawn ring.”

Illus. Rob Alexander 44 / 87 257

Cavern of Souls

4 LOCATION Woods. Distorted.

Revelation – Put Cavern of Souls into play. Place 1 resource on it as an insight.

► After an enemy is evaded at the Cavern of Souls, spend 1 insight from Cavern of Souls: You observe patterns in the souls surrounding the enemy. Discard cards from the top of the encounter deck until a **Circle** location is discarded and resolve its revelation ability.

Illus. Cliff Childs 40 / 87 253

Choked Estuary

1 LOCATION Woods. Distorted.

Revelation – Put Choked Estuary into play. Test ♣ (3). If you fail, lose 1 action. If you fail by 3 or more, lose 2 actions, instead.

Illus. Vincent Prose 32 / 87 246

Cooling Spinney

5 LOCATION Woods. Distorted.

Revelation – Put Cooling Spinney into play.

► When the last clue is discovered from Cooling Spinney: Heal 2 horror from an investigator at Cooling Spinney.

Illus. John Avon 39 / 87 252

Flooded Grove

5 LOCATION Woods. Distorted.

Revelation – Put Flooded Grove into play.

Flooded Grove is investigated using ♠ + ♦ instead of the skill indicated by the investigation attempt.

“Her knowledge of horticulturalism, and its role in various arcane practices impressed me greatly.”
—The Ancestor

Illus. Dave Kendall 30 / 87 244

Followed Footsteps

TREACHERY Power.

Revelation – If the Watcher in the Mist is...
 ◆ ...not in play, spawn the set-aside Watcher in the Mist engaged with you.
 ◆ ...in play, the Watcher in the Mist attacks each investigator at its location.

Illus. Elyssum 70 / 87 280

Followed Footsteps

TREACHERY Power.

Revelation – If the Watcher in the Mist is...
 ◆ ...not in play, spawn the set-aside Watcher in the Mist engaged with you.
 ◆ ...in play, the Watcher in the Mist attacks each investigator at its location.

Illus. Elyssum 70 / 87 280

Forbidden Garden

2 LOCATION Woods. Distorted.

Revelation – Put Forbidden Garden into play. Place 1 resource on it as an insight.

► Spend 1 insight from Forbidden Garden: You trespass despite the warnings. Discard cards from the top of the encounter deck until a **Circle** location is discarded and resolve its revelation ability. Remember that you “trespassed in the forbidden garden.”

Illus. Daniel Ljunggren 41 / 87 254

Foul Orchard



3

LOCATION

1*

Woods. Circle.

Revelation – Put Foul Orchard into play.► If there are no clues on Foul Orchard:
Test ♀ + ♂ (7). If you succeed, remember that you
“lowered the cages.”

TREACHERY

Fungal Infection

TREACHERY

Fungal Infection



Fungal Infection

Curse.

Revelation – If there is a non-Elite non-Fungus enemy in play, attach Fungal Infestation to it.
Otherwise, Fungal Infection gains surge.Attached enemy gains hunter and the
Fungus trait, and gets +1 fight and +1 health.

Fungal Reaches

2

LOCATION

3*

Woods. Distorted.

Revelation – Put Fungal Reaches into play.
Discard cards from the top of the encounter deck until a **Hazard** treachery is discarded. Draw that treachery.

Graven Cairns

3

LOCATION

1*

Woods. Circle.

Revelation – Put Graven Cairns into play.► If there are no clues on Graven Cairns:
Test ♀ + ♀ (7). If you succeed, remember that you
“snuffed out the candles.”

Grim Backwoods

5

LOCATION

2*

Woods. Distorted.

Revelation – Put Grim Backwoods into play.

Grim Backwoods is investigated using ♀ + ♀ instead of the skill indicated by the investigation attempt.

“My work was interrupted, however, by a singularly striking young woman who insisted on repeated calls to the house.”
– The Ancestor

Hateful Virago

1 2 2

Humanoid. Witch.

Prey – Lowest ♂.

Forced – After Hateful Virago is defeated: Each investigator at its location takes 1 horror.

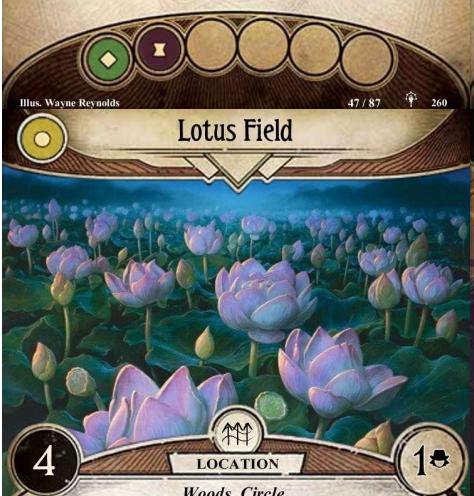
Hateful Virago

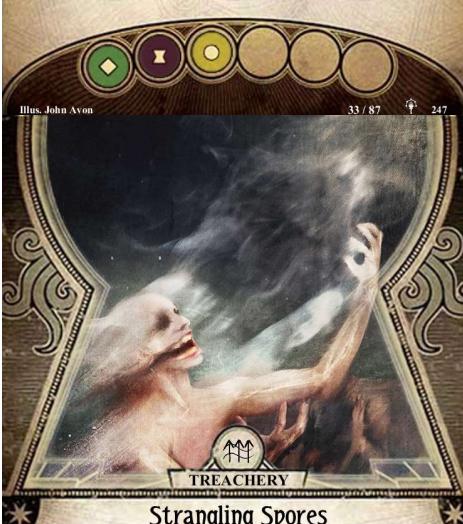
1 2 2

Humanoid. Witch.

Prey – Lowest ♂.

Forced – After Hateful Virago is defeated: Each investigator at its location takes 1 horror.







Player card back

***Athanasias**

Elixir of Immortality

Item. Illicit. Science.

Uses (2 secrets).

When an investigator at your location would be defeated, spend 1 secret and exhaust Athanasias: Test ♀ or ♂ (3). If you succeed, heal 3 damage and 3 horror from that investigator. If an ⚡ or ⚡ token is revealed during this test, you take 1 damage and 1 horror.

***Galena**

Morally Flexible

Ally. Criminal. Medic.

You get +1 ♀ and +1 ♂.

After you reveal an ⚡ or ⚡ symbol during a skill test, exhaust Galena: Draw a card.

What better laboratory than the blood-soaked battlefield?

TREACHERY

Paralysis

WEAKNESS

Madness.

Revelation – Put Paralysis into play in your threat area.

Forced – After you perform an action other than the ➤ ability below: Take 2 damage.

➤: Discard Paralysis.

Illus. Vera Velichko 19 / 87 236

TREACHERY

Paralysis

WEAKNESS

Madness.

Revelation – Put Paralysis into play in your threat area.

Forced – After you perform an action other than the ➤ ability below: Take 2 damage.

➤: Discard Paralysis.

Illus. Darkest Dungeon 20 / 87 237

TREACHERY

Paralysis

WEAKNESS

Madness.

Revelation – Put Paralysis into play in your threat area.

Forced – After you perform an action other than the ➤ ability below: Take 2 damage.

➤: Discard Paralysis.

Illus. Unknown 22 / 87 239

***The Shard of Panestes**

Protective Talisman

Item. Weapon. Melee. Relic. Cursed.

When you reveal an ⚡ or ⚡ chaos token during a skill test on a treachery card, shuffle The Shard of Panestes into your deck: Cancel that token. The test automatically succeeds.

➤: Fight. Add your ♀ or ♂ value to your skill value for this attack. If an ⚡ or ⚡ token is revealed during this attack, shuffle The Shard of Panestes into your deck.

Illus. Unknown 22 / 87 239

***Victorine & Bernard**

Captured by Brigands

ASSET

Ally. Townsfolk. Veteran.

➤: Test ♀ or ♂ (4) to free them. If you succeed, put Victorine & Bernard in the victory display.

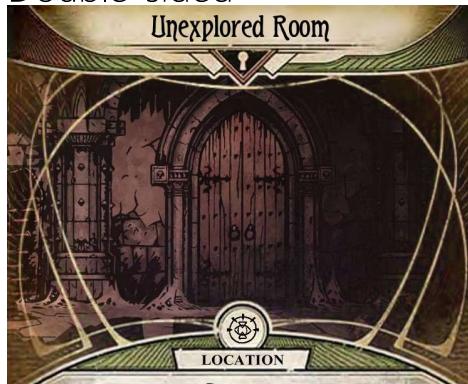
The guildmasters are tied up in a corner of the camp, tired and emaciated. You can hear arguing from the brigand camp about what to do with them.

Victory 0.

Illus. Unknown 22 / 87 239

Scenario 6 - Summoning Courage

Double-sided



Unexplored Room

Dungeon.

As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 ⚡ clues, as a group.

What lies behind the door?



Altar

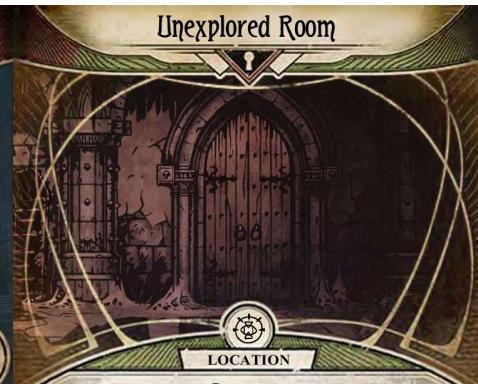
3 **2**

Dungeon.

Forced – When the last clue is discovered from the Altar, if the light level is 3 or higher: Place 1 doom on the current “a” agenda. This effect can cause the agenda to advance.

Forced – When the Altar is revealed: Put the top 2 cards of the dungeon deck into play below and to the right of the Altar.

Legacy 1. Victory 1.



Unexplored Room

Dungeon.

As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 ⚡ clues, as a group.

What lies behind the door?



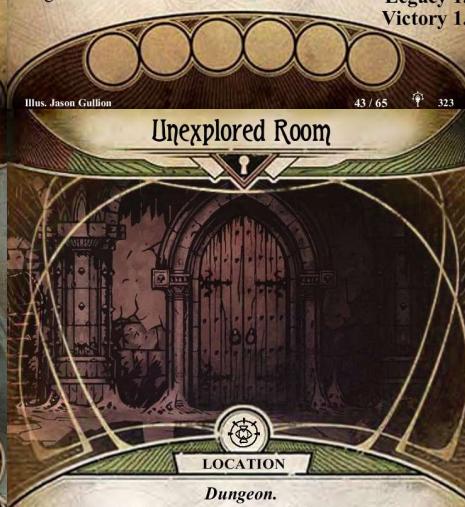
Archways

1 **0**

Dungeon. Corridor.

Ignore the text on the unrevealed location to the right of Archways.

Forced – When Archways is revealed: Put the top card of the dungeon deck into play to the right of Archways.



Unexplored Room

Dungeon.

As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 ⚡ clues, as a group.

What lies behind the door?



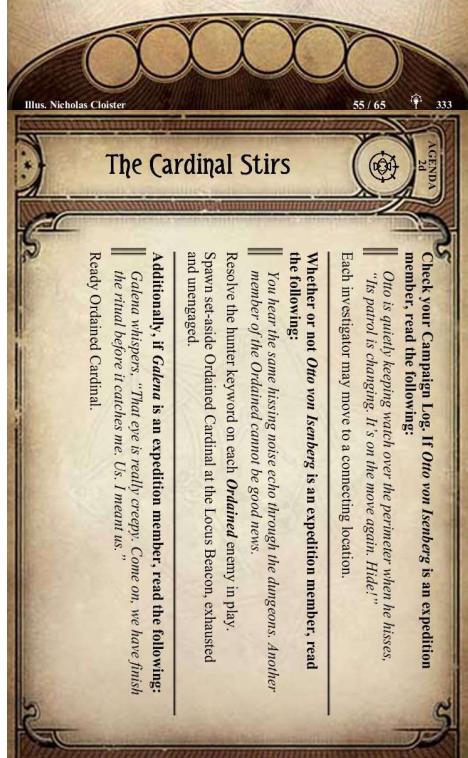
Archways

1 **0**

Dungeon. Corridor.

Ignore the text on the unrevealed location to the right of Archways.

Forced – When Archways is revealed: Put the top card of the dungeon deck into play to the right of Archways.



The Cardinal Stirs

AGENDA 2a

Check your Campaign Log. If Otto von Isenberg is an expedition member, read the following:

Otto is observing the movement patterns of the Ordained when he warns the group. “Something’s up. They’re breaking patrol again. Hide!”

Each investigator may move to a connecting location.

Whether or not Otto von Isenberg is an expedition member, read the following:

A chorus of hisses resounds through the dungeons. It is an eldritch announcement that the intruders must be caught.

Resolve the hunter keyword on each *Ordained* enemy in play.



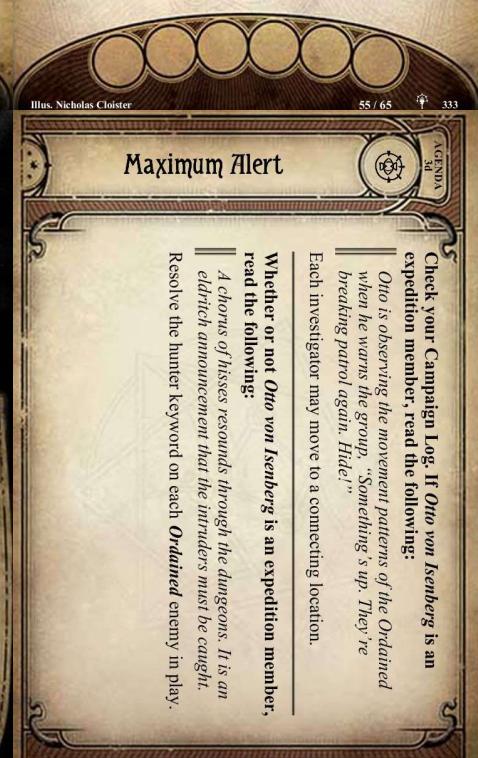
Bishop on Alert

5

Agenda 2c

The Ordained are monstrous creatures from a realm beyond the Locus Beacon and guard it against intruders with their unnatural speed and regeneration.

Forced – At the end of the round: For each *Ordained* enemy in the victory display, spawn it at the Locus Beacon and place 1 doom on this agenda. This effect can cause this agenda to advance.



Maximum Alert

AGENDA 3d

Check your Campaign Log. If Otto von Isenberg is an expedition member, read the following:

Otto is quietly keeping watch over the perimeter when he hisses. “Its patrol is changing. It’s on the move again. Hide!”

Each investigator may move to a connecting location.

Whether or not Otto von Isenberg is an expedition member, read the following:

You hear the same hissing noise echo through the dungeons. Another member of the *Ordained* cannot be good news.

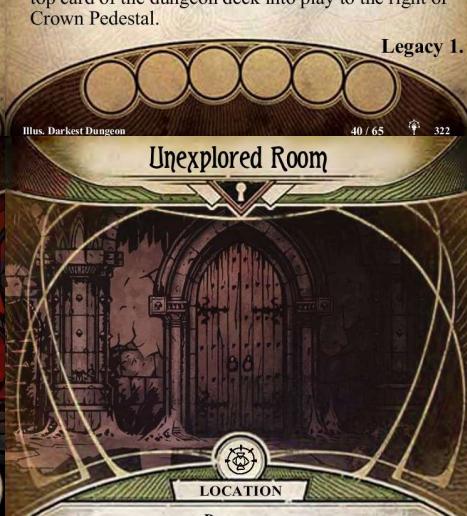
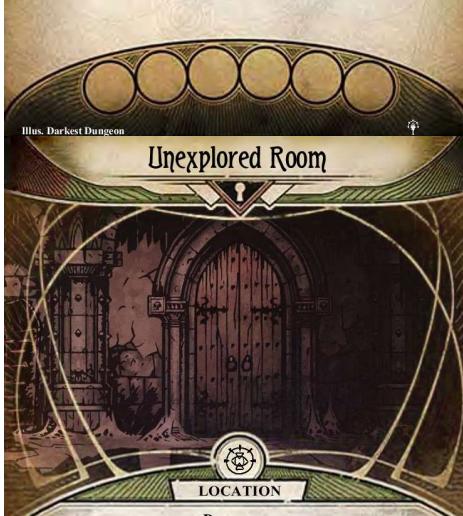
Resolve the hunter keyword on each *Ordained* enemy in play.

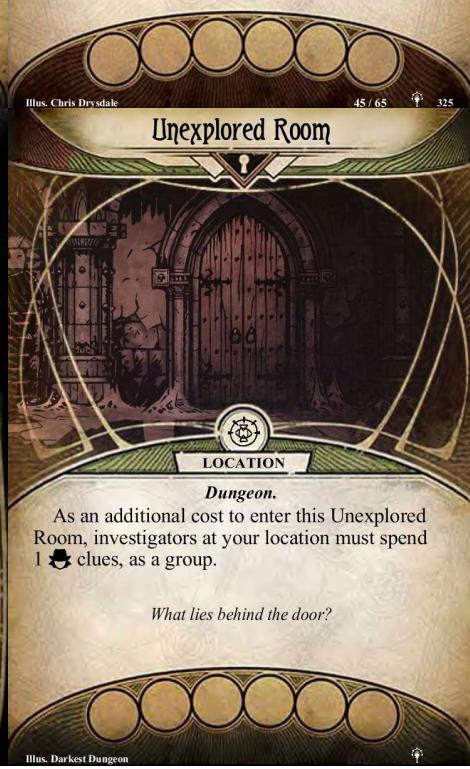
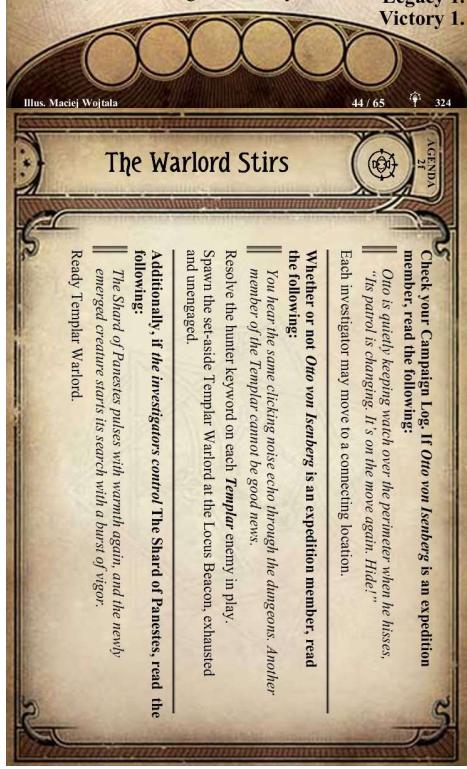
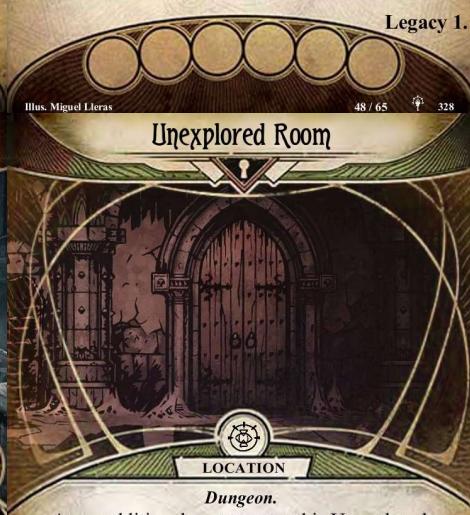
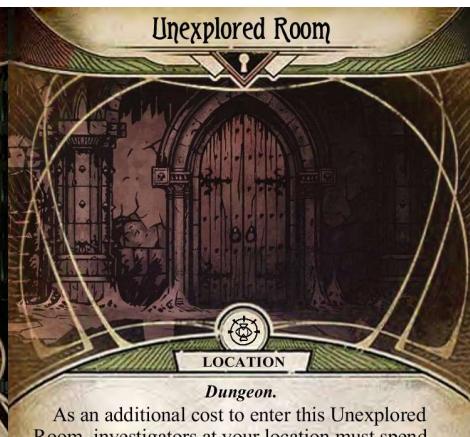
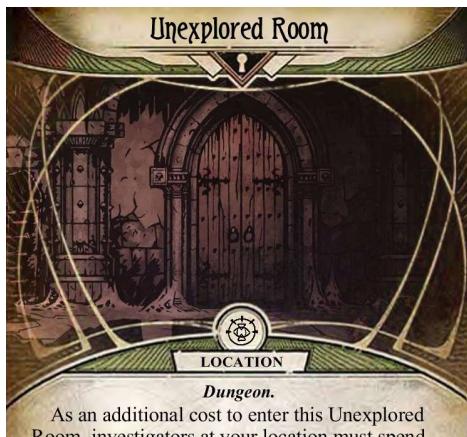
Spawn set-side *Ordained* Cardinal at the Locus Beacon, exhausted and unengaged.

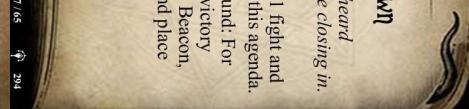
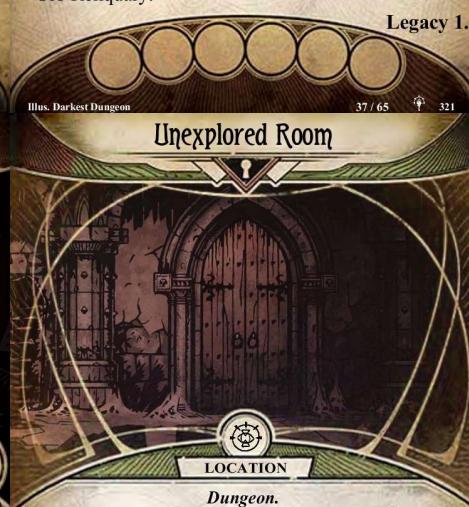
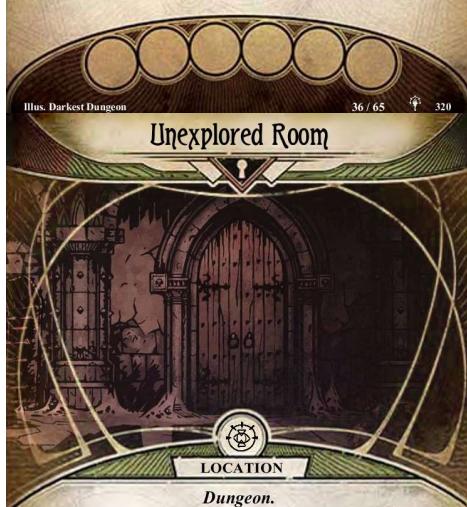
Additionally, if Galena is an expedition member, read the following:

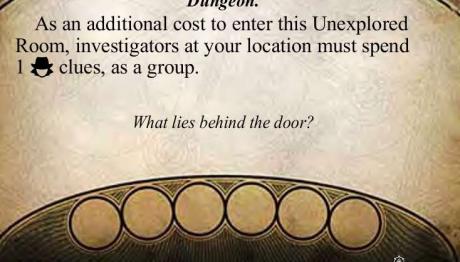
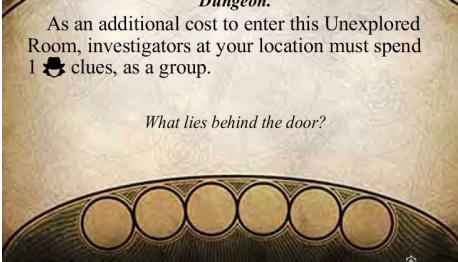
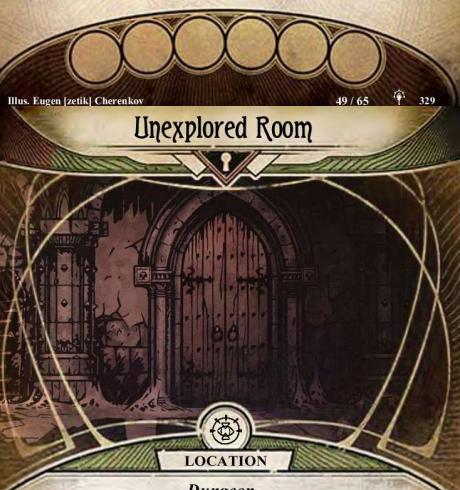
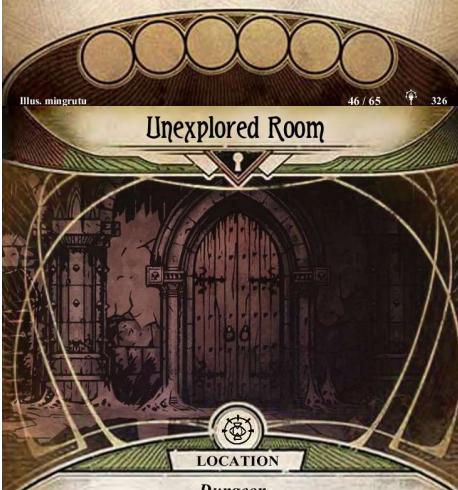
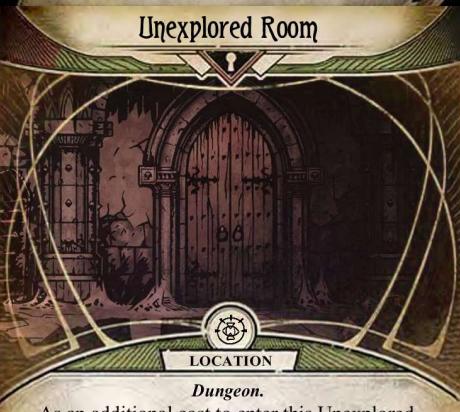
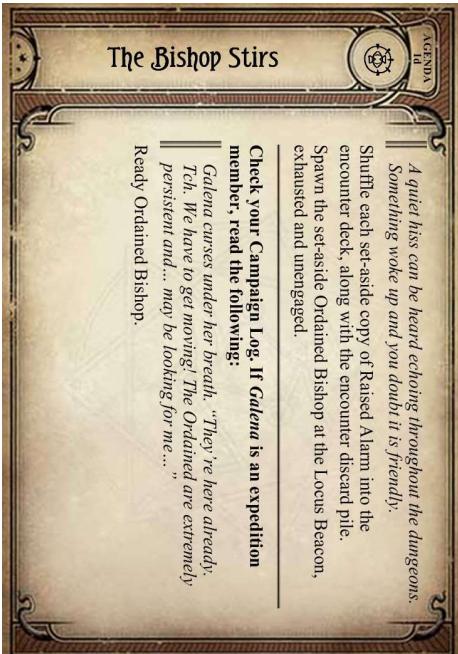
Galena whispers, “That eye is really creepy. Come on, we have finished the ritual before it catches me. Us, I meant us.”

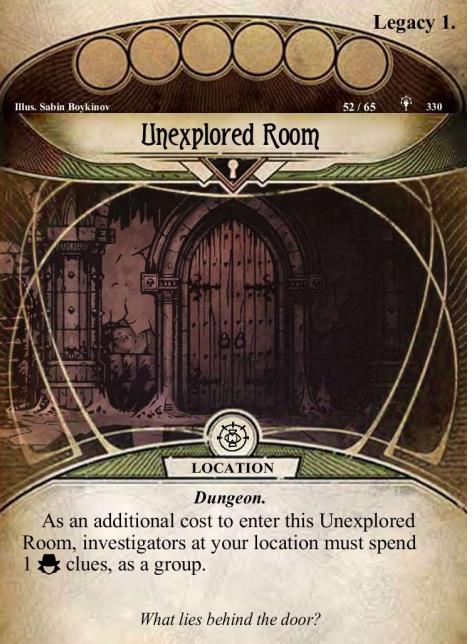
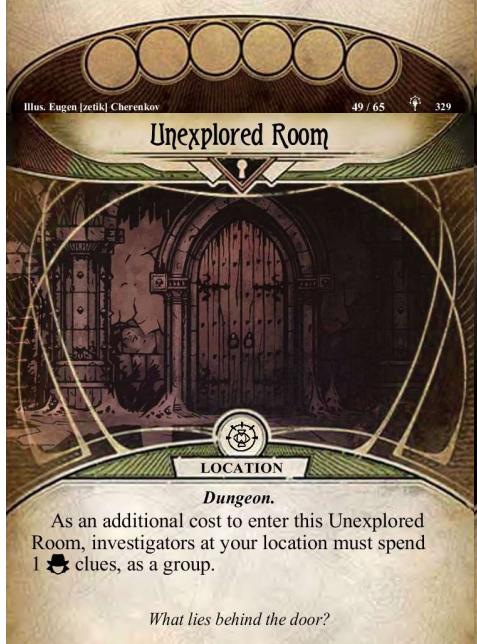
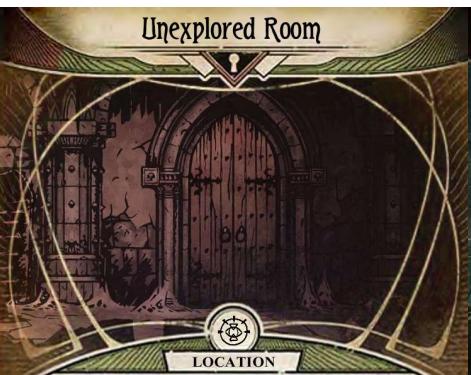
Ready Ordained Cardinal.











**Legacy 1.
Victory 1.**



The Impaler Stirs

A quiet clicking noise can be heard echoing throughout the dungeons. Something woke up and you doubt it is friendly.

Shuffle each set-aside copy of Raised Alarm into the encounter deck, along with the encounter discard pile.

Spawn the set-aside Templar Impaler at the Locus Beacon, exhausted and unengaged.

Check your Campaign Log. If the investigators control The Shard of Panestes, read the following:

A warmth briefly emanates from The Shard of Panestes and the creature that emerged from the Locus Beacon snaps to attention, slowly turning its head in your direction.

Ready Templar Impaler.

Act 1a The Locus Beacon

After the final set of stairs, the Locus Beacon is directly ahead of you, a relieving sight. Thankfully, the guards you have been warned about are absent. However, you can hear a scuttling noise here that you have never experienced elsewhere in the dungeons...

Objective – When an investigator enters the Locus Beacon, advance.

You have gathered what components you can, and time is running out. You are going to need to attempt the ritual now and hope you have what you need.

(→R2)

Ritual Summons

You have gathered what components you can, and time is running out. You are going to need to attempt the ritual now and hope you have what you need.

(→R2)

The Cat is Dead

Agenda 4

Take 1 direct damage.

Flip this agenda back over.

You should not be here.

Templar Lockdown

Agenda 4e

Templar Lockdown

Clicking and scuttling can be heard around every corner. They are closing in. You must hurry!

Each **Templar** enemy gets +1 fight and +1 evade for each 3 doom on this agenda.

Forced – At the end of the round: For each **Templar** enemy in the victory display, spawn it at the Locus Beacon, resolve its hunter keyword, and place 1 doom on this agenda.

Illus. Chet Wahrle

Material Requirements

ACT 1b

Check your Campaign Log. If the investigators received assistance from Ketzia, read the following:

There are arcane runes engraved in the area around the Locus Beacon, along with three circular indentations which you assume must be for the material components of the summoning ritual. You spend some time translating the runes and, as Ketzia theorized, they describe in detail what you will need to gather. If your ancestor previously performed this ritual, you surmise you may be able to find the necessary materials nearby.

Otherwise, read the following:

The notes your ancestor wrote align perfectly with the engraved runes on the Locus Beacon and confirm the necessary components you will need for the ritual to summon your ancestor from the other side of the Locus Beacon.

Illus. Chet Wahrle

12 / 65

• 209

Ritual Summons

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(→R2)

Templar on Guard

Agenda 1e

Templar on Guard

You have a feeling you are being watched...

ACT 2b

Three Crowns

In order to complete the ritual, you need to gather three Iron Crowns that are likely kept nearby.

If you are at the Locus Beacon: Attach an Iron Crown in your threat area to this act.

Objective – You may advance at the end of any round. (Hint: Attach as many Iron Crowns as you can to this act.)

Illus. Darkest Dungeon

14 / 65

• 301

Ritual Summons

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(→R2)

Ritual Summons

ACT 2b

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ACT 2b

Ritual Summons

You have gathered what components you can, and time is running out. You are going to need to attempt the ritual now and hope you have what you need.

(→R2)

Ritual Summons

ACT 2b

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You have gathered what components you can, and time is running out. You are going to need to attempt the ritual now and hope you have what you need.

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(→R2)

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ACT 2b

Ritual Summons

You have gathered what components you can, and time is running out. You are going to need to attempt the ritual now and hope you have what you need.

(→R2)

Ritual Summons

ACT 2b

Ritual Summons

You have gathered what components you can, and time is running out. You are going to need

Illus. Darkest Dungeon

13 / 65 ♦ 300

Unexplored Room

Act 2a

Three Orbs

In order to complete the ritual, you need to gather three Golden Orbs that are likely kept nearby.

If you are at the Locus Beacon: Attach a Golden Orb in your threat area to this act.

Objective – You may advance at the end of any round. (*Hint: Attach as many Golden Orbs as you can to this act!*)

LOCATION

Dungeon.

As an additional cost to enter this Unexplored Room, investigators at your location must spend 1 ⚡ clues, as a group.

What lies behind the door?

Illus. Darkest Dungeon

Torture Chamber

5 ♦ 2

LOCATION

Dungeon.

While the light level is 2 or lower, ignore the text on unrevealed locations adjacent to the Torture Chamber.

Forced – When the Torture Chamber is revealed: Put the top 2 cards of the dungeon deck into play below and to the right of the Torture Chamber.

Legacy 1.

57 / 65 ♦ 334

Light Fades

AGENDA 1b

Your torch flickers briefly, and you are reminded of the horrors that lie in the dark. You are running out of fuel and should leave before your reserves run dry.

Lower the light level by 1. (Torch's ⚡ ability may be triggered now.)

♦ If the light level is 0, proceed to (→RI).

♦ Otherwise, flip this agenda back over.

Illus. Katie Watersell

Under Torchlight (v. VI)

Agenda 1a

The dungeons are pitch black. You fear that you would never make it out if you were to run out of fuel for your torches. Hurry to complete your task before your sole source of illumination fades.

Each location is connected to each location adjacent to it.

2 / 65 ♦ 289

Illus. Darkest Dungeon

3

Under Torchlight (v. VII)

The dungeons are pitch black. You fear that you would never make it out if you were to run out of fuel for your torches. Hurry to complete your task before your sole source of illumination fades.

Each location is connected to each location adjacent to it.

(Hint – The game will not necessarily end when this agenda advances... but the dungeons may become more dangerous.)

Agenda 2a

Maximum Guard

AGENDA 3

Check your Campaign Log. If Otto von Isenberg is an expedition member, read the following:

Otto is observing the movement patterns of the Templar when he hisses to the group, "Something's up. They're breaking patrol again. Hide!"

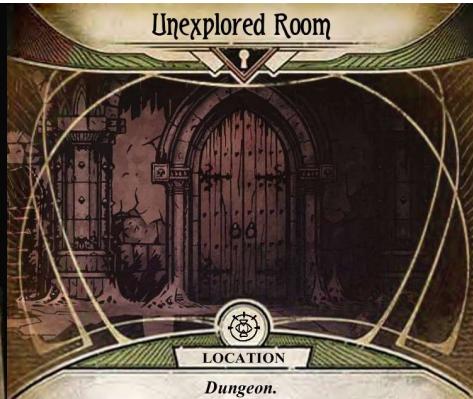
Each investigator may move to a connecting location.

Whether or not Otto von Isenberg is an expedition member, read the following:

A chorus of clicks resounds through the dungeons. It is an eldritch announcement that the intruders must be caught.

Resolve the hunter keyword on each **Templar** enemy in play.

Illus. Chad Vaneke



Encounter card back





Raised Alarm

Scheme.

Revelation – Resolve the hunter keyword on each *Ordained* or *Templar* enemy.

Templar Impaler

3 1 2

Humanoid. Monster. Templar. Elite.

Hunter.

Templar Impaler gets +1 health.

Prey – Most Iron Crowns in threat area.

Forced – After Templar Impaler engages you: Place 1 doom on the current “e” agenda. This effect can cause that agenda to advance.

Legacy 0.

ENEMY



Templar Warlord

4 1 3

Monster. Templar. Elite.

Hunter.

Templar Warlord gets +1 health.

Prey – Most Iron Crowns in threat area.

Forced – After Templar Warlord engages you: Place 1 doom on the current “e” agenda. This effect can cause that agenda to advance.

Legacy 0.

ENEMY



Illus. TheHolyLord

60 / 65

336

17 / 65

304

18 / 65

305



TREACHERY

Transgressor's Curse

Curse.

Peril. Surge.

Revelation – You must either (choose one):

- ❖ Lose 1 action.
- ❖ Take 1 damage.
- ❖ Take 1 horror.

Each investigator with a Golden Orb or Iron Crown in their threat area must also resolve the chosen effect.

TREACHERY

Transgressor's Curse

Curse.

Peril. Surge.

Revelation – You must either (choose one):

- ❖ Lose 1 action.
- ❖ Take 1 damage.
- ❖ Take 1 horror.

Each investigator with a Golden Orb or Iron Crown in their threat area must also resolve the chosen effect.

TREACHERY

Transgressor's Curse

Curse.

Peril. Surge.

Revelation – You must either (choose one):

- ❖ Lose 1 action.
- ❖ Take 1 damage.
- ❖ Take 1 horror.

Each investigator with a Golden Orb or Iron Crown in their threat area must also resolve the chosen effect.

Illus. Chad Wehrle

63 / 65

337

Illus. Chad Wehrle

63 / 65

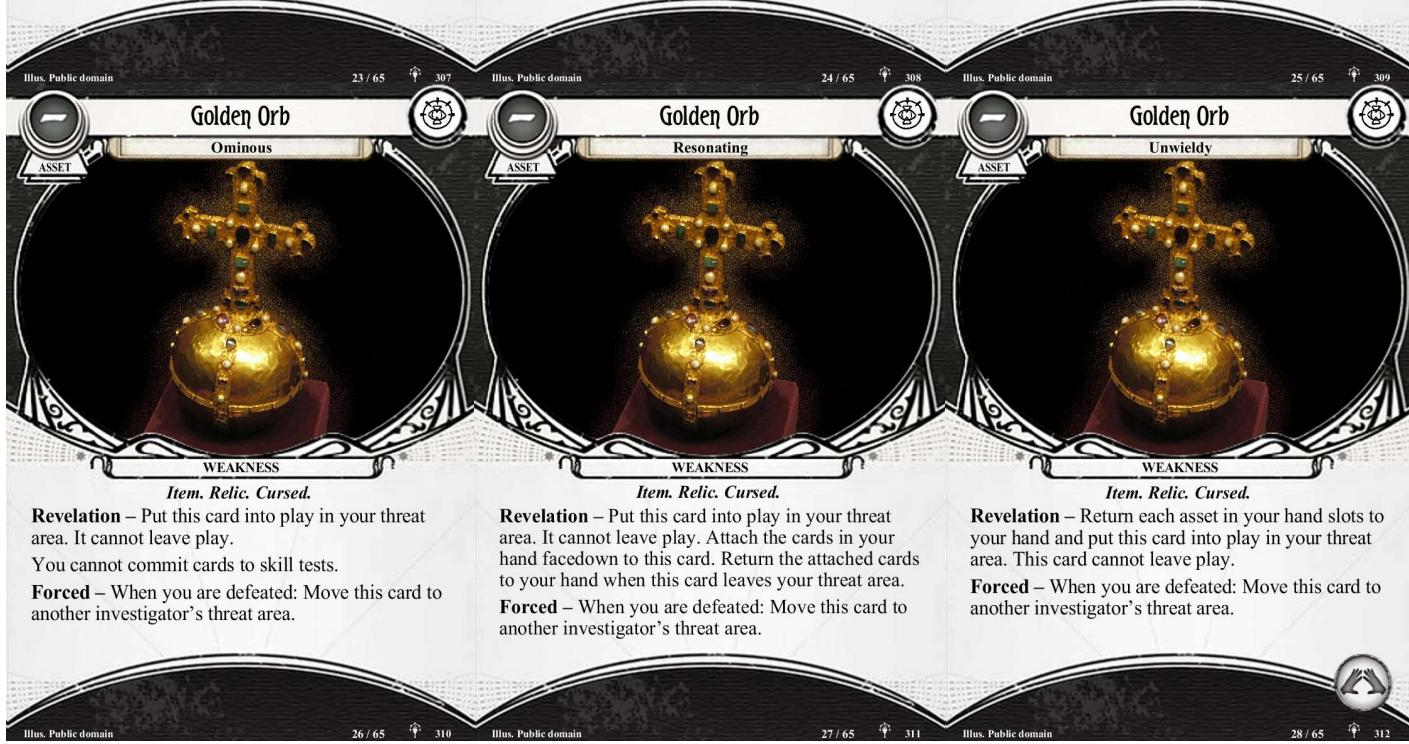
337

Illus. Chad Wehrle

63 / 65

337

Player card back





Scenario 7 - Rising Tides

Double-sided

The Earth Awakens

AGENDA 1b

A rumbling sound reverberates through the caverns, and rocks start to fall from the ceiling and walls around you. Visions of failure, of being buried alive, flash through your mind. It is clear the earth itself is enraged and is lashing out against yet more intruders.

Search the exploration deck, encounter deck, and encounter discard pile for the Siren and spawn it at any investigator's location. Shuffle each deck that was searched.

A Rising Tide

AGENDA 1a

After a turbulent journey over the sea, there is little noise in the cove save for the mournful echoing of wind through the tunnels.

Forced – At the end of the round, place 1 horror on each location with horror on it.

Forced – When the amount of horror on a location is at least its printed shroud value, it sinks into the sea.

Making an Entrance

Act 2a

Your ancestor used the cove as a back entrance to the manor, but he must have feared its existence being revealed for it is no easy task locating the door.

► **Explore** for a connecting location. If you find one, move to it and shuffle the top card of the encounter deck into the exploration deck.

Objective – At the start of the round, if each undefeated investigator is at the Hidden Door and no clues are on it, advance.

Fighting the Tide

Act 2b

Behind the door is a narrow stone stairway that leads upwards towards the manor. As you start the final trek, a great wave of water washes past you and you hear the door slam shut behind.

Find each location card in the exploration deck and remove them from the game. Shuffle the remaining set-aside **Steps** locations into the exploration deck.

If there is no horror on the Hidden Door, place 1 horror on it.

Navigating the Cove

Act 1a

You have entered the cove in search of the other entrance into the manor that Captain Renaudin believes existed, but the tides in the area are rapid and unpredictable. The sea already laps at your ankles...

► **Explore** for a connecting location. If you find one, move to it and shuffle the top card of the encounter deck into the exploration deck.

Hidden Doors

Act 1b

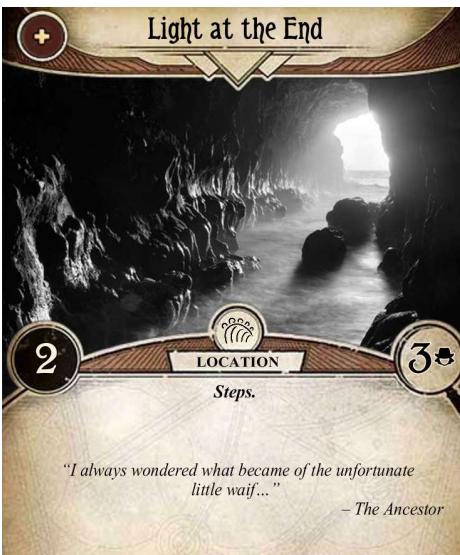
The cove continues further than you would have imagined seeing it from the outside, its paths winding and labyrinthine. Well-worn routes suggest that there must have been a singular entrance to the manor hidden somewhere.

Shuffle the set-aside Hidden Door location into the exploration deck.



Encounter card back





Pelagic Grouper

2 2 1

Monster. Deep One.

Spawn – Engaged with the investigator at your location with the most *Omen* treacheries in their threat area.

Forced – After Pelagic Grouper engages you, if you have an *Omen* treachery in your threat area: Take 1 damage or 1 horror.

ENEMY

42 / 56

373

Pelagic Grouper

2 2 1

Monster. Deep One.

Spawn – Engaged with the investigator at your location with the most *Omen* treacheries in their threat area.

Forced – After Pelagic Grouper engages you, if you have an *Omen* treachery in your threat area: Take 1 damage or 1 horror.

ENEMY

42 / 56

373

TREACHERY

Roiling Waves

Hazard.

Revelation – Test \spades (2). If there is horror on your location, this test has +2 difficulty. If you fail, take 2 damage.

45 / 56

374

Roiling Waves

Hazard.

Revelation – Test \spades (2). If there is horror on your location, this test has +2 difficulty. If you fail, take 2 damage.

Roiling Waves

Hazard.

Revelation – Test \spades (2). If there is horror on your location, this test has +2 difficulty. If you fail, take 2 damage.

Rush of Water

Hazard.

Revelation – Place 1 horror on each location with horror on it. Until the end of the investigation phase this round, those locations cannot sink into the sea.

Illus. Jeanne Masar

45 / 56

374

Illus. Jeanne Masar

45 / 56

374

Illus. Alex Rommel

48 / 56

375

Rush of Water

Hazard.

Revelation – Place 1 horror on each location with horror on it. Until the end of the investigation phase this round, those locations cannot sink into the sea.

Siren's Grotto

4

LOCATION

1

Forced – After you end your turn in the Siren's Grotto: Draw the topmost *Omen* card from the encounter discard pile. If you cannot, take 2 horror.

"Faithful as the tide, one precocious village waif made it her hobby to shadow my every errand."
— The Ancestor

Siren

3 2 2

Humanoid. Monster.

Aloof. Hunter.

Forced – At the end of the enemy phase: In player order, each investigator at Siren's location searches the encounter discard pile for a different *Omen* treachery and draws it. Siren attacks each investigator who does not draw a treachery this way (even if she is unengaged).

Illus. Alex Rommel

48 / 56

375

Illus. Star Wars Jedi: Fallen Order

26 / 56

357

ENEMY

Victory 1.

50 / 56

376



Soaked to the Bone

Hazard.

Revelation – Test ♦ (2). If you fail, take 2 horror. If there is horror on your location, this test has +2 difficulty.

Soaked to the Bone

Hazard.

Revelation – Test ♦ (2). If you fail, take 2 horror. If there is horror on your location, this test has +2 difficulty.

Soaked to the Bone

Hazard.

Revelation – Test ♦ (2). If you fail, take 2 horror. If there is horror on your location, this test has +2 difficulty.

Squiffy Ghast

Humanoid. Monster. Ghast.

Aloof.

Investigators get -1 to each of their skills while resolving the revelation effect on an *Omen* treachery or an ability on an *Omen* treachery (*regardless of their location*).

ENEMY

51 / 56 377

Squiffy Ghast

Humanoid. Monster. Ghast.

Aloof.

Investigators get -1 to each of their skills while resolving the revelation effect on an *Omen* treachery or an ability on an *Omen* treachery (*regardless of their location*).

ENEMY

51 / 56 377

Steep Incline

4 LOCATION 2

Forced – When you attempt to explore while at Steep Incline: Test ♦ (3). This test gets -1 difficulty for each previous time you have triggered this effect this game. If you fail, cancel the exploration and take 1 damage.

54 / 56 378

Illus. Joo Ann 27 / 56 358



Player card back

***Captain Renaudin**

Retired Sailor

Ally. Veteran.

During your turn, except during an action, exhaust Captain Renaudin: Give control of Captain Renaudin to another investigator. You may take an explore action.

Forced – When Captain Renaudin leaves play: Remove him from the game.

***Captain Renaudin**

Too Old for This

Ally. Veteran.

You get +1 ⚔ and +1 ⚔.

After you reveal a ⚡ or ⚔ symbol during a skill test, exhaust Captain Renaudin: Heal 1 horror.

*A man and his faithful beast.
A bond forged stronger than iron.*

Nihilistic Fervor

Skill

Innate. Cursed.

If this skill test is successful during an attack against a non-*Elite* enemy, defeat that enemy. During this skill test, if a ⚡ or ⚔ token is revealed, you automatically fail.

4 **3**

7 / 56 344

TREACHERY

Paranoid Visions

WEAKNESS

Madness.

Revelation – Put Paranoid Visions into play in your threat area.

Other investigators cannot commit cards to your skill tests or trigger abilities on encounter cards in your threat area.

Forced – After a treachery leaves your threat area: Discard Paranoid Visions.

2 **1**

8 / 56 345

TREACHERY

Paranoid Visions

WEAKNESS

Madness.

Revelation – Put Paranoid Visions into play in your threat area.

Other investigators cannot commit cards to your skill tests or trigger abilities on encounter cards in your threat area.

Forced – After a treachery leaves your threat area: Discard Paranoid Visions.

Illus. Sławomir Maniak

10 / 56 347

TREACHERY

Paranoid Visions

WEAKNESS

Madness.

Revelation – Put Paranoid Visions into play in your threat area.

Other investigators cannot commit cards to your skill tests or trigger abilities on encounter cards in your threat area.

Forced – After a treachery leaves your threat area: Discard Paranoid Visions.

***Rififi**

Mercurial Wolfhound

ASSET

Ally. Creature.

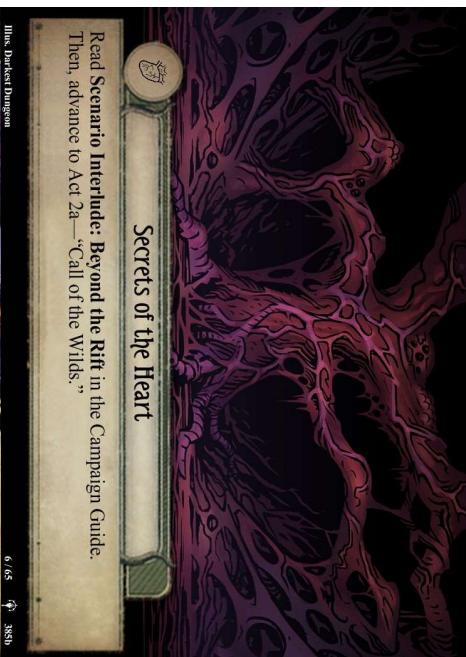
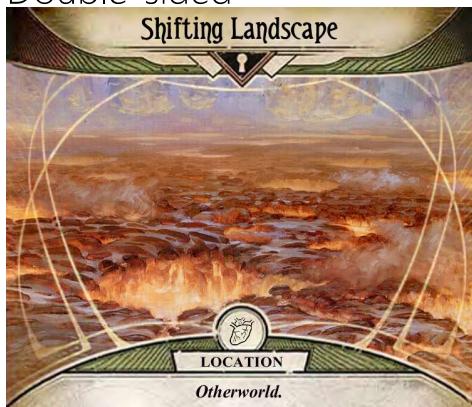
Fast.

Your actions do not provoke attacks of opportunity. You ignore the alert and retaliate keywords.

Forced – When you reveal a ⚡ or ⚔ during a skill test: After this test ends, shuffle Rififi into your deck.

Scenario 8 - Heart of Darkness

Double-sided





Breathing World

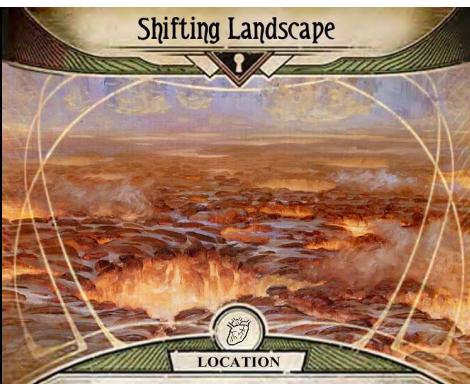
The landscape rises and falls in a regular rhythm, like drawing breath into and out of your lungs. Is this entire world one interconnected organism? Each location is connected to each location adjacent to it.

3

Agenda 3a

Illus. Darkest Dungeon

4 / 65 416

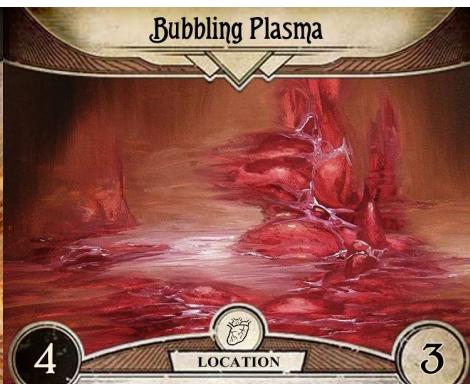


Shifting Landscape

LOCATION
Otherworld.

The landscape pulses and shifts like a living organism and every time you turn around the lay of the land is different.

40 / 65 416



Bubbling Plasma

LOCATION
Otherworld.

After you defeat an enemy at Bubbling Plasma: Discover 1 clue from Bubbling Plasma.

The cavern is hot and filled with steam rising from a boiling lake inside. Occasionally, a flying member of the native fauna flies too close to the surface and is caught by the roiling liquid, dissolving rapidly as it struggles in the lake.

39 / 65 415

Singularity

ACT 2b

1

386

Illus. Arthur Haas

While most of the creatures in this world seem content to ignore you, this one shrieks at you, hostile and protective. The voice of your ancestor scrapes through your mind. "I see you still foolishly consider yourself an entity separate from the whole. I know better; and I will show you." Spawn the set-aside Ascended Ancestor at the Rift.

Illus. Darkest Dungeon

7 / 65 386

Call of the Wilds

Act 2a

1

386

Illus. Arthur Haas

Otherworldly forests, hills, and rivers stretch into the distance. The world is alien and lush; creatures of all shapes and sizes scurry and stalk among the vegetation that covers the surface.

Objective – If an investigator is at the same location as a *Servitor*, advance.

Illus. Arthur Haas

7 / 65 386

Shifting Landscape

LOCATION
Otherworld.

The landscape pulses and shifts like a living organism and every time you turn around the lay of the land is different.

39 / 65 415

Canals of Hering

LOCATION
Otherworld.

5 2

2

Illus. Arthur Haas

While investigating Canals of Hering, add your ♫ value to your skill value, and for the purposes of counting committed icons, ♫ icons count as matching icons.

A slightly viscous liquid flows along the passageway, fizzing slightly around your shoes with each step.

40 / 65 416

Carriion Worm

5 2 2

Monster. Servitor. Elite.

Hunter.

If Carriion Worm is unengaged: Ready it and move it once towards you. Only an investigator at a connecting location can trigger this ability.

Forced – When you defeat Carriion Worm: Flip it over and resolve the text on its other side.

ENEMY

Illus. Arthur Haas

19 / 52 395

Carriion Worm

The creature begins to burrow back into the ground again but, as it digs, its legs slowly cease movement and eventually stop. The deep heartbeat emanating from the world abates.

Either (choose one):

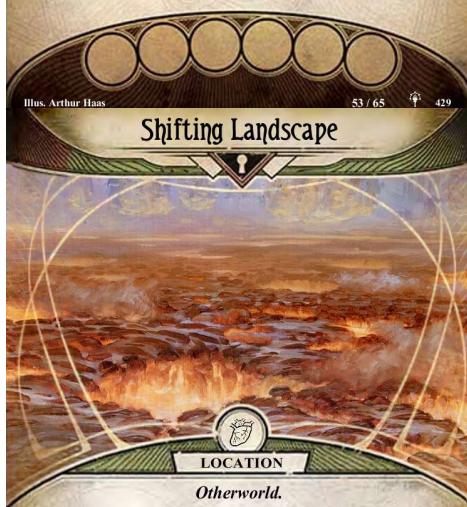
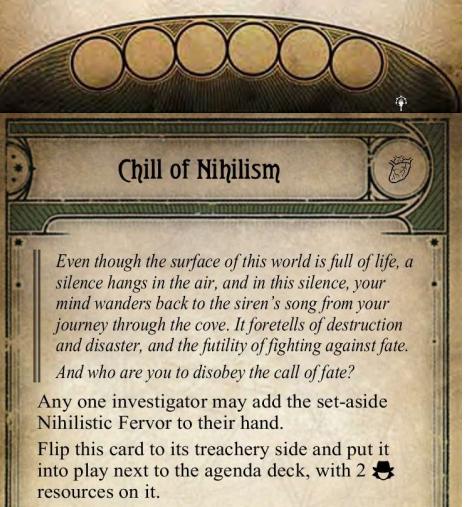
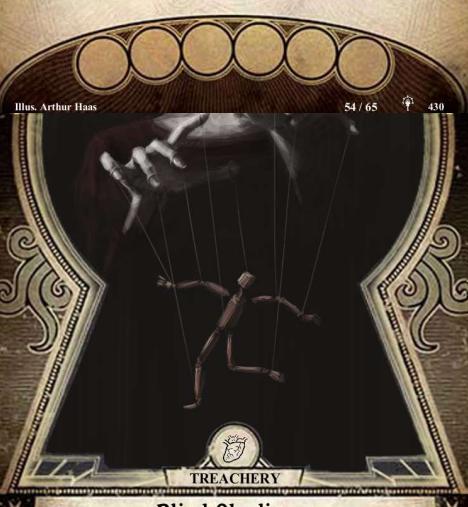
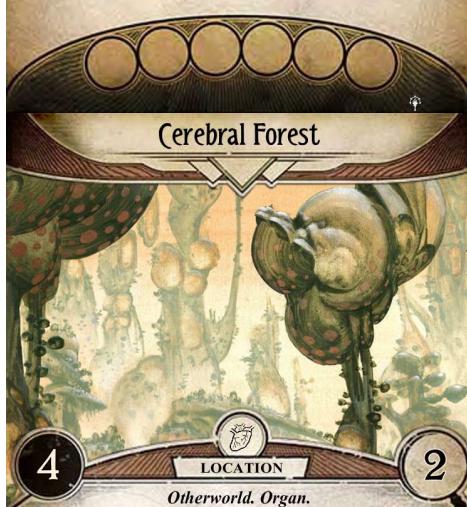
- ◆ Gain 4 resources.
- ◆ Heal 1 damage from your investigator.

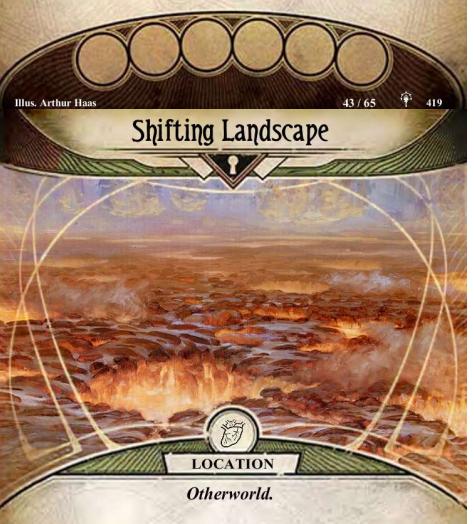
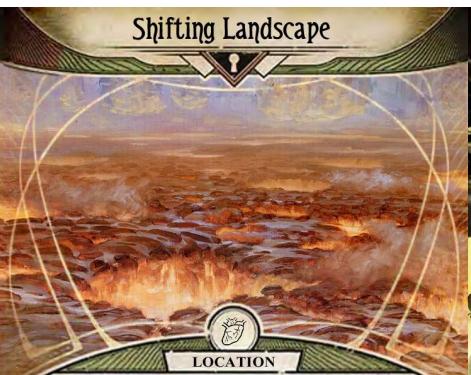
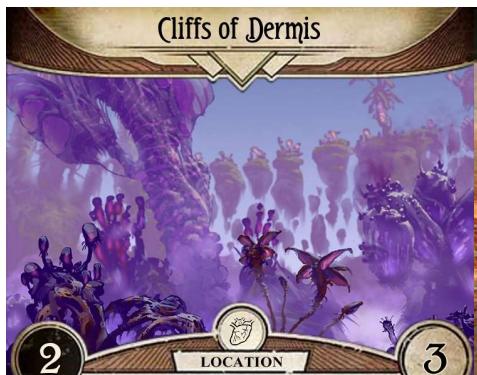
Flip this card back over and set it aside, out of play.

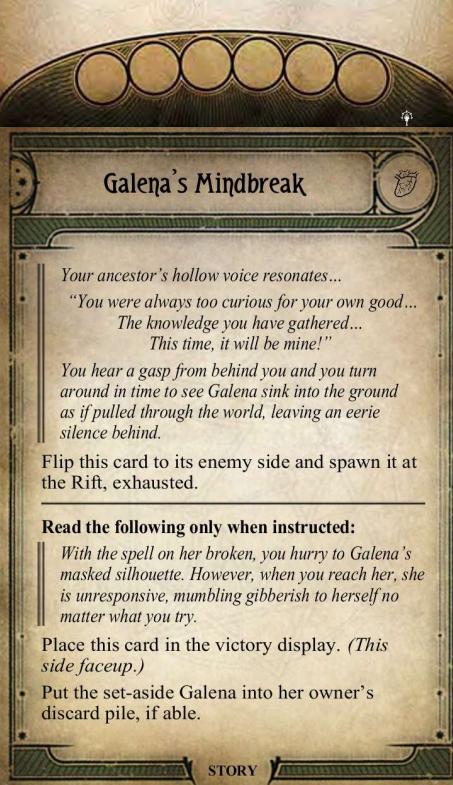
STORY

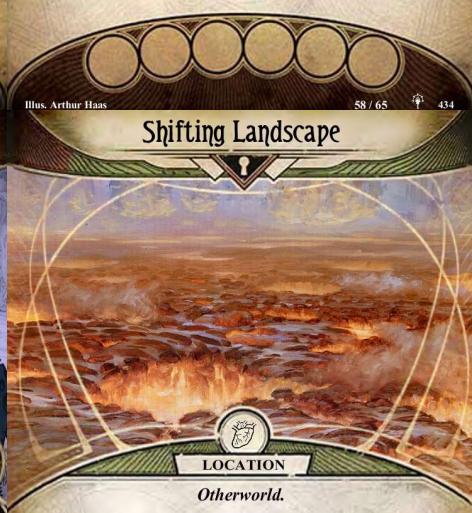
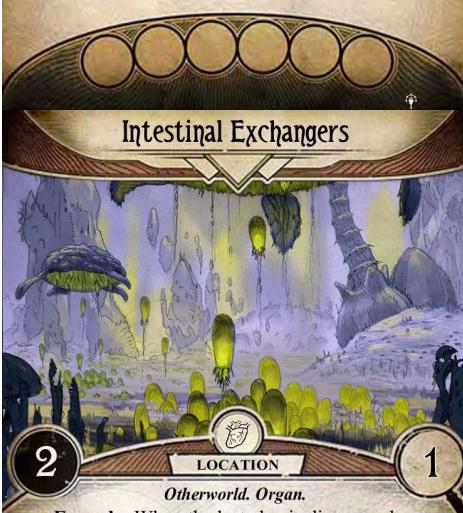
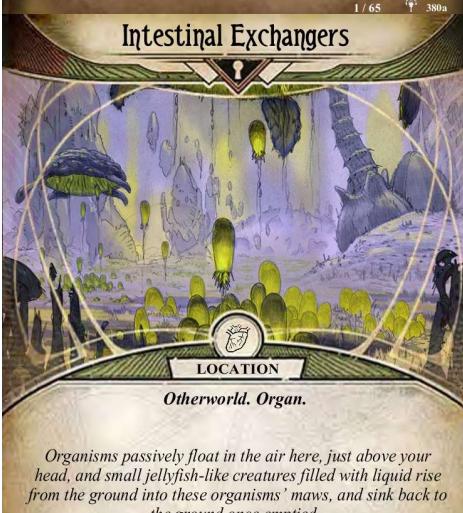
Illus. Arthur Haas

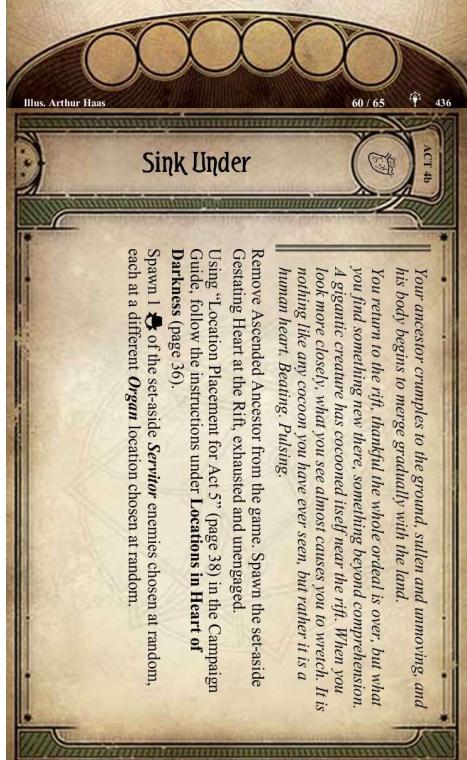
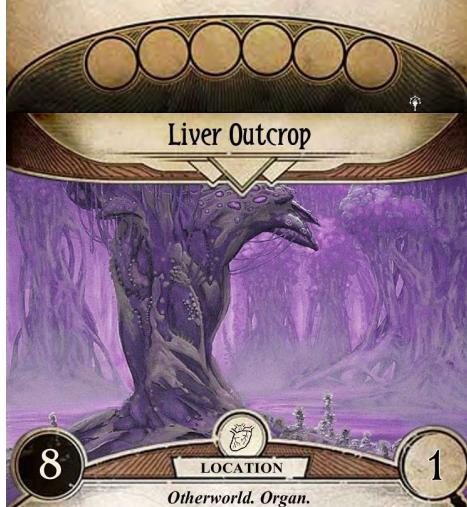
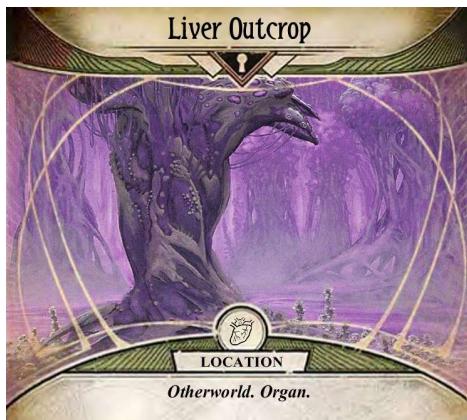
39 / 65 415











Malignant Growth

The creature slumps to the ground from its perch, its strength fading away. The deep heartbeat emanating from the world abates.

Either (choose one):

- ❖ Gain 2 clues (*from the token pool*).
- ❖ Heal 1 horror from your investigator.

Flip this card back over and set it aside, out of play.

STORY

The Heart Reborn

ACT 6b

The final slab of flesh falls from the monstrous abomination only for something to emerge from inside of it, unimaginably hideous, terrifying, awful.

The heartbeat of the world returns again, stronger, unending. Nasu-Ghulib's rebirth is at hand.

Remove Gestating Heart from the game. Spawn the set-aside Heart of Darkness at the Rift, exhausted and unengaged.

Using “Location Placement for Act 7” (page 39) in the Campaign Guide, follow the instructions under Locations in

Heart of Darkness (page 36).

Spawn 1 ♦ of the set-aside *Servitor* enemies chosen at random, each at a different *Organ* location chosen at random.

Mucus Swamp

1

LOCATION

Otherworld.

3

Forced – When you would move from Mucus Swamp: Test ♦ or ♦ (2). If you fail, cancel the effects of the move unless you lose 1 action.

A sticky substance clings to the ground here, pulling you back with each step you take.

Illus. Arthur Haas

49 / 65

*Mr. Stone

Monster. Mi-Go. Elite.

Aloof. Hunter.

Prey – Investigator with The Shard of Panestes.

Forced – When an investigator reveals an ♦ or ♦ symbol during a skill test: Mr. Stone attacks that investigator (*regardless of their location*). That investigator shuffles a non-story asset they control into their deck.

Victory 0.

ENEMY

34 / 65

410

Illus. Ken Jie

Illus. Darkest Dungeon

11 / 65

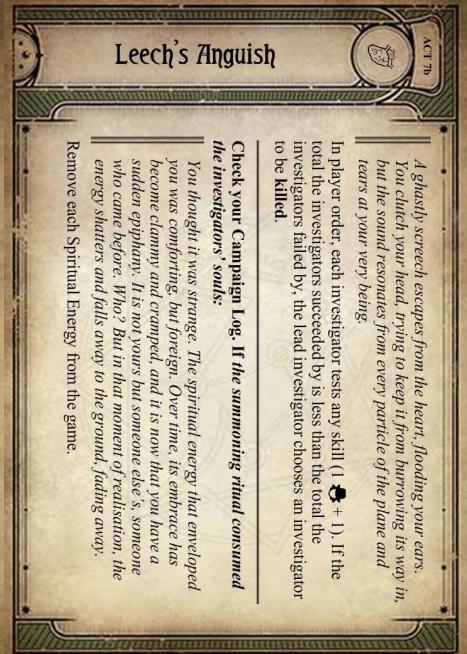
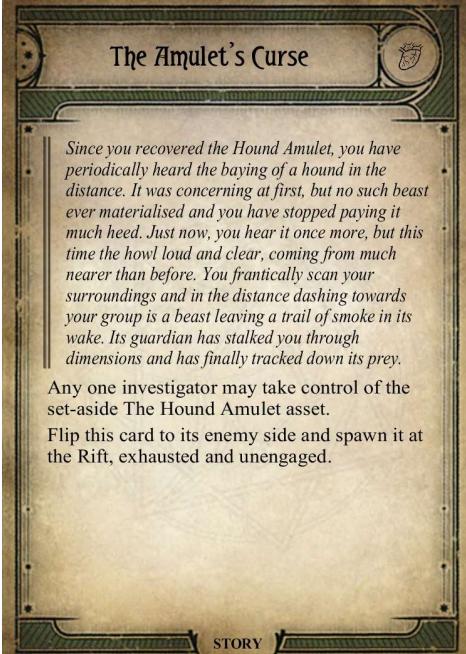
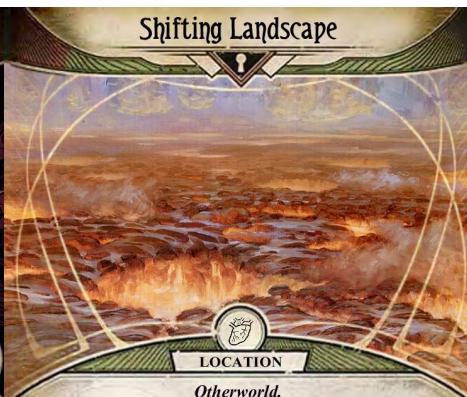
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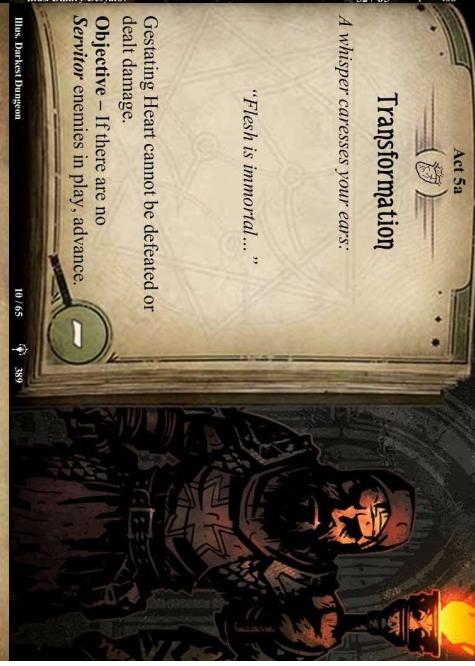
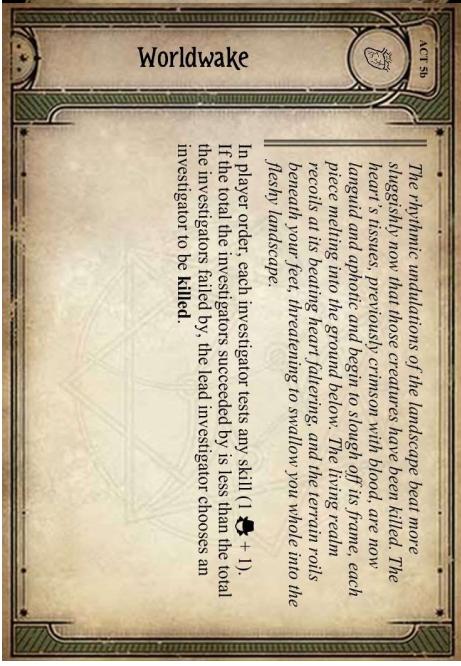
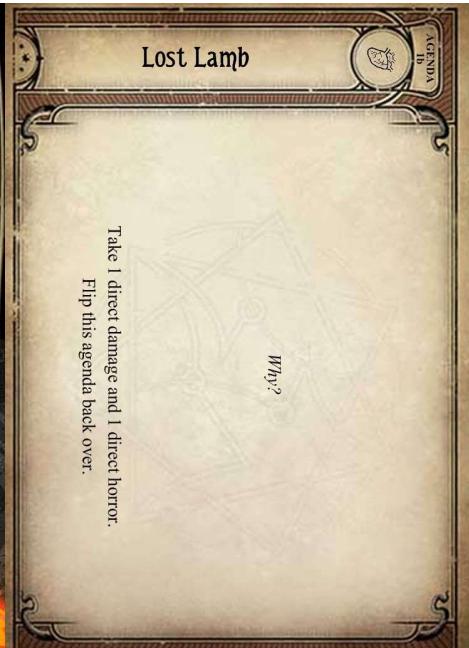
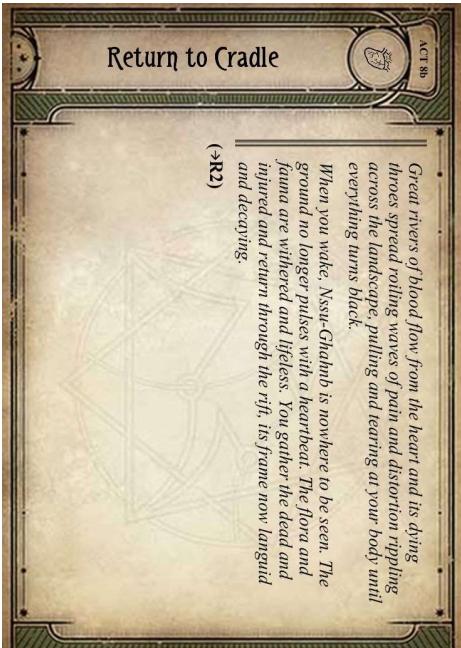
Act 6a

1

Metamorphosis







The landscape pulses and shifts like a living organism and every time you turn around the lay of the land is different.



Illus. Arthur Haas 51 / 65 427

Fracture

ACT 3b

1

8 / 65 **428**

World Between Worlds

The timing of your ancestor's words and your encounter with the strange creature cannot be a coincidence. What importance do these creatures have to his plan? Ascended Ancestor cannot be defeated or deal damage.

Objective – If there are no Servitor enemies in play, advance.

The grim expression retreats from your ancestor's face and he reaches his hand out to lean on a nearby tree, dazed. After a few moments, he stands up straight again and his bleak character returns to his face. "Your incomprehension reveals your foolishness. Flesh is singular. Man is born from the one and will return to the one!" He gesticulates with his arms, and your skin starts to contract and twist. Soon, your whole body pounds with pressure as though unable to contain your own blood. You frantically search all over yourself for a sign of what is happening, but nothing appears amiss, yet you can feel yourself buckling under the strain.

In player order, each investigator tests any skill (1 ♦ + 1). If the total the investigators succeeded by is less than the total the investigators failed by, the lead investigator chooses an investigator to be killed.

Illus. Arthur Haas 52 / 65 428

Illus. Arthur Haas

Act 3a

1

8 / 65 **387**

World Between Worlds

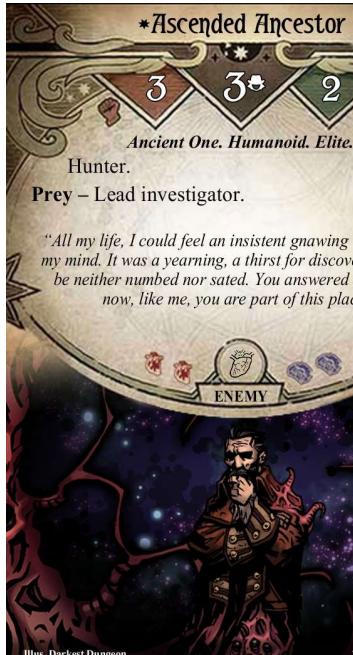
The timing of your ancestor's words and your encounter with the strange creature cannot be a coincidence. What importance do these creatures have to his plan? Ascended Ancestor cannot be defeated or deal damage.

Objective – If there are no Servitor enemies in play, advance.

The grim expression retreats from your ancestor's face and he reaches his hand out to lean on a nearby tree, dazed. After a few moments, he stands up straight again and his bleak character returns to his face. "Your incomprehension reveals your foolishness. Flesh is singular. Man is born from the one and will return to the one!" He gesticulates with his arms, and your skin starts to contract and twist. Soon, your whole body pounds with pressure as though unable to contain your own blood. You frantically search all over yourself for a sign of what is happening, but nothing appears amiss, yet you can feel yourself buckling under the strain.

Encounter card back

***Ascended Ancestor**



Ancient One. Humanoid. Elite.
Hunter.

Prey – Lead investigator.

"All my life, I could feel an insistent gnawing in the back of my mind. It was a yearning, a thirst for discovery that could be neither quenched nor sated. You answered the letter — now, like me, you are part of this place."

ENEMY

25 / 65 401

***Gestating Heart**



Ancient One. Elite.
Massive.

When Gestating Heart attacks you: You may, instead of taking damage and horror, place 1 doom on the current agenda. This effect can cause the agenda to advance.

Forced – At the end of the enemy phase: Each investigator tests any skill (2). Gestating Heart attacks each investigator who fails.

ENEMY

26 / 65 402

***Heart of Darkness**



Ancient One. Elite.
Alert. Massive. Retaliate.

When Heart of Darkness attacks you: You may, instead of taking damage and horror, place 1 doom on the current agenda. This effect can cause the agenda to advance.

Forced – At the end of the enemy phase: Each investigator tests any skill (4). Heart of Darkness attacks each investigator who fails.

Victory 2.

ENEMY

27 / 65 403

Mammoth Cyst



Monster.
Hunter. Massive.

After Mammoth Cyst is evaded: Deal 1 damage to it.

Forced – After you defeat Mammoth Cyst: Heal 2 damage and 2 horror from your investigator. Draw 2 cards and gain 2 resources.

ENEMY

61 / 65 437

TREACHERY

Meet Your Maker



Omen. Power.

Revelation – Put Meet Your Maker into play next to the agenda deck.

Forced – At the end of the round: Each investigator takes 1 direct damage for each card in their threat area and/or next to the agenda deck, to a maximum of 4 damage. Discard Meet Your Maker.

TREACHERY

62 / 65 438

TREACHERY

New Beginning

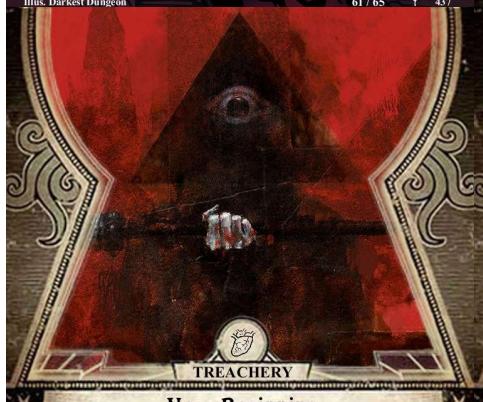


Omen. Power.

Revelation – If there are no cards in your threat area, New Beginning gains surge. Otherwise, put New Beginning into play in your threat area.

Forced – At the end of the round: Place 1 doom on each other card in your threat area. Discard New Beginning.

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TREACHERY

New Beginning

Omen. Power.

Revelation – If there are no cards in your threat area, New Beginning gains surge. Otherwise, put New Beginning into play in your threat area.

Forced – At the end of the round: Place 1 doom on each other card in your threat area. Discard New Beginning.

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TREACHERY

Your Fate is Sealed

Omen. Power.

Revelation – Put Your Fate is Sealed into play next to the agenda deck.

Forced – At the end of the round: Each investigator takes 1 direct horror for each card in their threat area and/or next to the agenda deck, to a maximum of 4 horror. Discard Your Fate is Sealed.

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Player card back



Soul.

Forced – When Spiritual Energy leaves play:
Remove it from the game.

*A moment of valor shines brightest
against a backdrop of despair.*

Soul.

Forced – When Spiritual Energy leaves play:
Remove it from the game.

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Soul.

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Illus. Jason Engle 14 / 65 ♦ 393 Illus. Jason Engle 14 / 65 ♦ 393 Illus. Jason Engle 14 / 65 ♦ 393



Ally?

►: Parley. Advance to act 1b.



Illus. Darkest Dungeon

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♦ 400