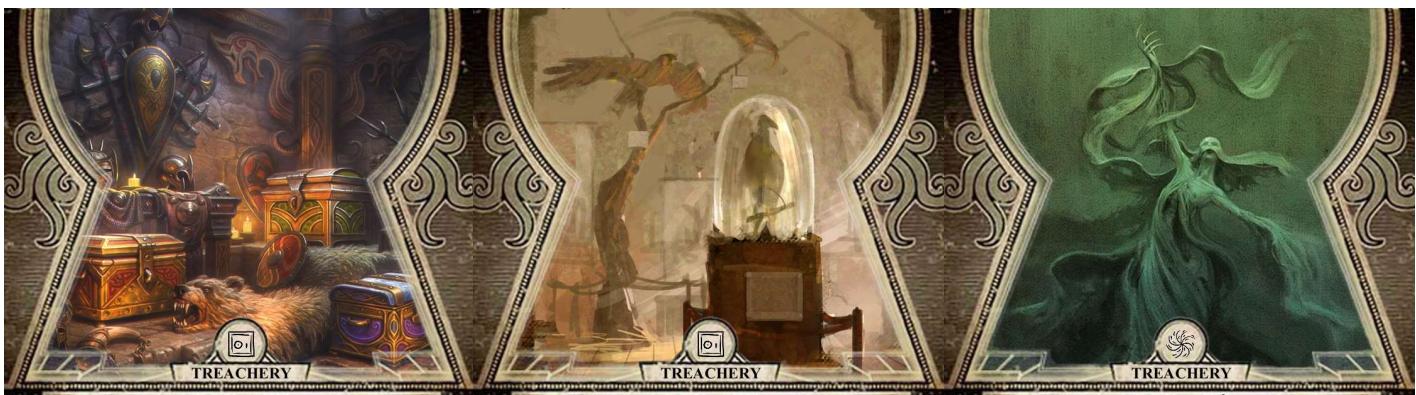


Encounter sets

Encounter card back





Manor Treasury

Fortune. Task.

Revelation – Put Manor Treasury into play in your threat area.

You get $-1 \spades$, $-1 \clubs$, $-1 \hearts$, and $-1 \diamond$.

►►: 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 $-1 \spades$ and $-1 \diamond$.

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

Legacy 1.

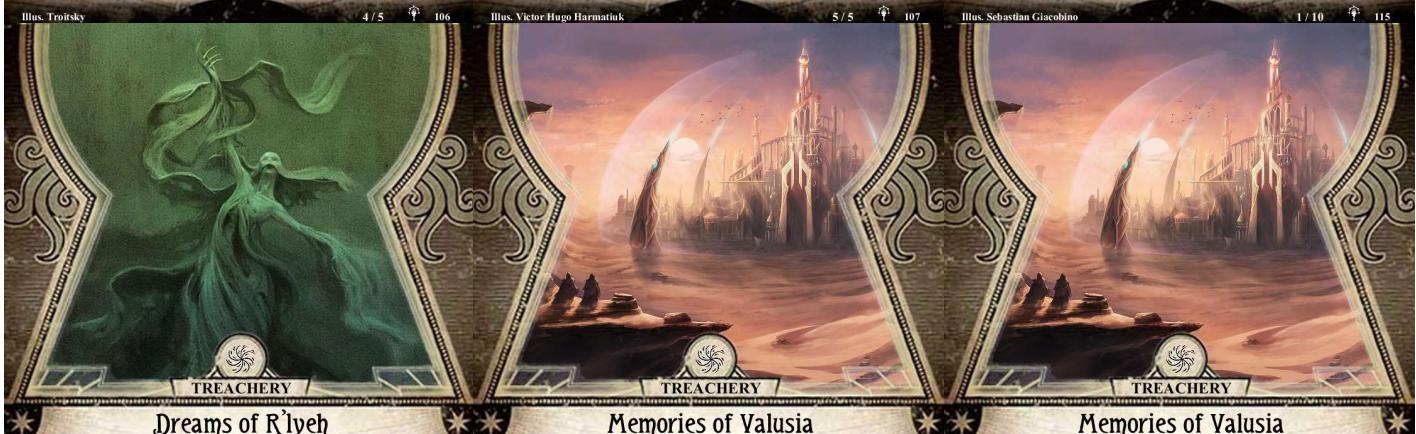
Dreams of R'lyeh

Omen.

Revelation – Put Dreams of R'lyeh into play in your threat area.

You get $-1 \spades$ and -1 sanity.

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



Dreams of R'lyeh

Omen.

Revelation – Put Dreams of R'lyeh into play in your threat area.

You get $-1 \spades$ and -1 sanity.

►: Test \spades (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 $-1 \spades$ and -1 health.

►: Test \spades (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 $-1 \spades$ and -1 health.

►: Test \spades (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.)

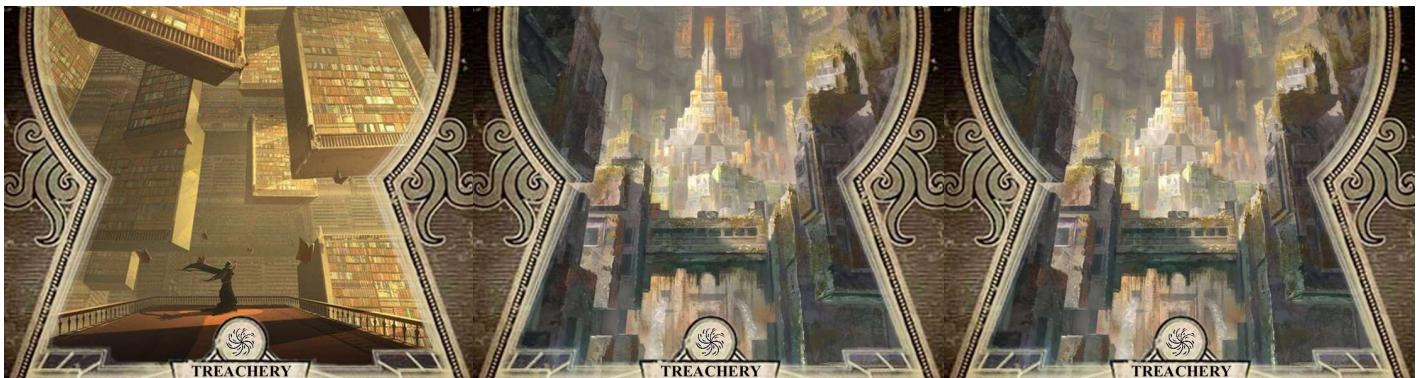
Visions of Pnakotus

Omen.

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

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

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



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.

Whispers of Sarnath

Omen.

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

You get $-1 \clubsuit$ 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 $-1 \clubsuit$ 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.



Courtesan

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

TREACHERY

Terror.

Esquire

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

TREACHERY

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.



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.

Manservant

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.

Manservant

Humanoid. Monster. Cursed.

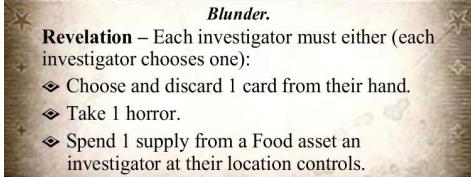
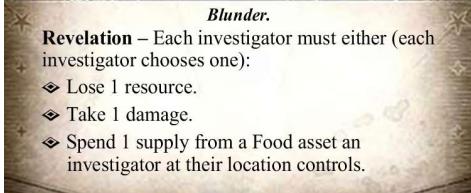
Spawn – Nearest Corridor location.

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.







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

3 / 4

128

127

Illus. the_watercolorist

128



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

129

129



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.

Illus. Darkest Dungeon

1 / 18

Illus. Darkest Dungeon

4 / 18

Illus. Darkest Dungeon

4 / 18

130

Victory 1.

Victory 1.



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	Bandage	Bandage
		
Item. Relic.	Item.	Item.
<p>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.</p> <p>Forced – When Aegis Scale leaves play: Remove it from the game.</p>	<p>Remove Bandage from the game: Heal 2 damage from an investigator or <i>Ally</i> asset at your location. This action does not provoke attacks of opportunity.</p> <p>Forced – When Bandage leaves play: Remove it from the game.</p>	<p>Remove Bandage from the game: Heal 2 damage from an investigator or <i>Ally</i> asset at your location. This action does not provoke attacks of opportunity.</p> <p>Forced – When Bandage leaves play: Remove it from the game.</p>
		
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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.

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.

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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.

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.

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



Item.

► Remove Medicinal Herbs from the game: The performing investigator gets +3 skill value for this skill test. This action does not provoke attacks of opportunity.

Forced – When Medicinal Herbs 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.

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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.



Item. Tool.

When the light level lowers, remove Torch from the game: Cancel the light lowering.

Add Torch to the victory display: Raise the light level by 1.

Forced – When Torch leaves play except through one of its abilities: Remove it from the game.

Victory -1.



Item. Tool.

When the light level lowers, remove Torch from the game: Cancel the light lowering.

Add Torch to the victory display: Raise the light level by 1.

Forced – When Torch leaves play except through one of its abilities: Remove it from the game.

Victory -1.



Scenario 1 - Beneath the Manor

Double-sided

Beneath the Manor (v. I)

HARD / EXPERT

-X. X is 1 more than the current act number.

Reveal another token. If you fail, lose 2 resources.

-4. If you succeed, gain 3 resources.

Beneath the Manor (v. I)

EASY / STANDARD

-X. X is the current act number.

Reveal another token. If you fail, lose 2 resources.

-2. If you succeed, gain 3 resources.

Beneath the Manor (v. II)

HARD / EXPERT

-1. This token has an additional -1 for each level of light below 5.

Reveal another token. If you fail, place 1 doom on the current agenda.

-4. If you succeed by at least the light level, add this token to the victory display with **Victory 1** (and return it to the bag after scenario resolution).

Beneath the Manor (v. II)

EASY / STANDARD

-1 (-3 instead if the light level is 2 or lower).

Reveal another token. If you fail, place 1 doom on the current agenda.

-2. If you succeed by at least the light level, add this token to the victory display with **Victory 1** (and return it to the bag after scenario resolution).

Unexplored Room

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?

Cabinet Room

LOCATION

Dungeon.

►: Test or (X), where X is the light level. If you succeed, discover 1 clue from the Cabinet Room. If you fail, take 2 damage.

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

Unexplored Room

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?

Collapsed Corridor

LOCATION

Dungeon. Corridor.

Forced – When you reveal Collapsed Corridor: Immediately advance to act 3b.

The passage of time worn away at the construction. You can see the cracks running along the walls of this section of corridor, and water drips from multiple points in the ceiling.

Unexplored Room

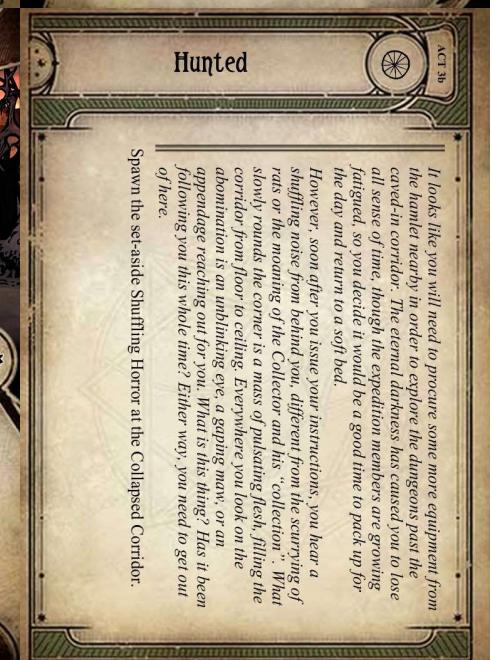
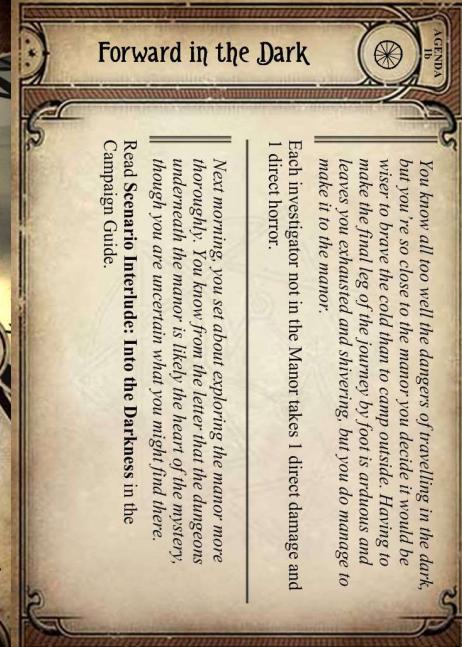
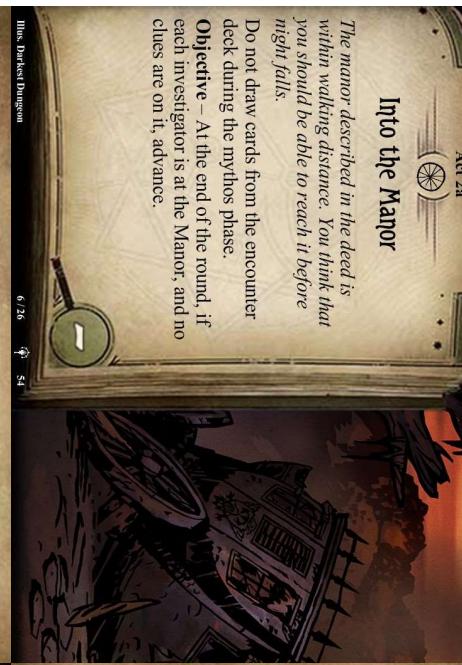
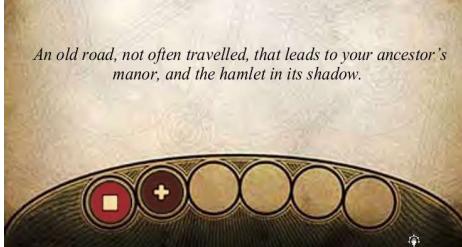
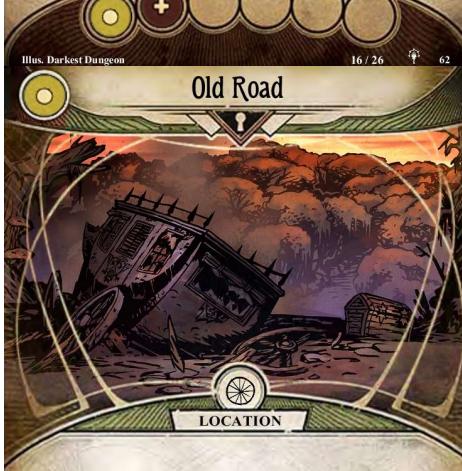
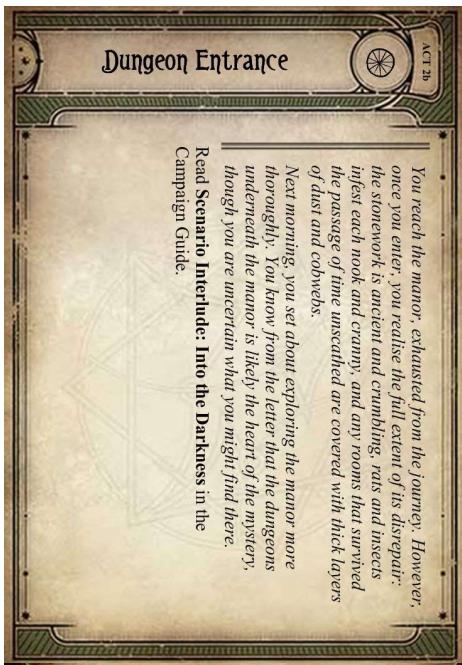
LOCATION

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?





The Old Road

Thankfully, you escaped the crash unscathed, and you rise from the debris and survey the wreckage. You find the limp body of the coach driver a few metres away, and the horses are nowhere to be seen.

Do not draw cards from the encounter deck during the mythos phase.

Objective – At the end of the round, investigators may spend the requisite number of clues, as a group, to advance.

Act 1a

2

5 / 26

53



Searching the Dungeons (v. I)

The dungeons underneath the manor are labyrinthine and complex, and you have very little idea where your destination is, or even what you are looking for. You are forced to slow down and map it out carefully, lest you become lost in the darkness forever.

Objective – Explore the dungeons. (Find and complete an objective on another scenario card to advance.)

Act 3a



Unexplored Room

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?

Trapped Corridor

LOCATION

Dungeon. Corridor.

Forced – After you reveal Trapped Corridor: Test (6). This test gets $-X$ difficulty, where X is the light level. If you fail, take 2 damage.

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



Light Fades

Agenda

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.

- ❖ If the light level is 0, proceed to \rightarrow R1.
- ❖ Otherwise, flip this agenda back over.

Act 2a

2

1

LOCATION

Dungeon. Corridor.

3

Under Torchlight (v. I)

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

Encounter card back



Scenario 2 - The Study of Life Double-sided

Nashwa Hassan

The chapel is fragrant from burning incense and dimly lit by lanterns hanging from the low ceiling. On the opposite side, standing by the altar, you find a figure dressed with perhaps more clothes than you think necessary for the climate. She is covered from head to toe in a variety of colorful scarfs and shawls, and speaks in an unknown accent with the other researchers, who wander in and out of the chapel, seemingly to consult her.

Put the set-aside Nashwa Hassan (*Expedition Leader*) into play in the Chapel.

Academic Pursuits

Researchers in well-appointed clothes are spread throughout the ruins studying piles of books and relics. Though they mostly ignore you, they seem friendly enough. If you can find their leader, perhaps you could help each other.

Each *Cultist* enemy loses hunter and gains aloof.

Objective – Explore the ruins. (Find and complete an objective on another scenario card to advance.)

Basement Hallway

Stairs to a basement were hidden behind a false wall. What sorts of secrets must lie in the basement?

Book Smarts

This person, despite standing by the altar, does not appear to be a religious leader, but an administrative one. If you can get some of her time and make introductions, perhaps you could discuss some mutual co-operation.

Each *Cultist* enemy loses hunter and gains aloof.

Objective – Find out what Nashwa Hassan knows. (You will be instructed when to advance.)

Basement Hallway

Investigators in the Basement Hallway spend 1 *clues*, as a group: Put the set-aside Domed Chamber location into play.

"This raving creature had to be silenced. But doing so proved maddeningly impossible. How had he survived the stockades, the icy waters, and the knives I delivered so enthusiastically into his back?"

"It must be done"

She turns out to be quite open to conversation, and introduces herself. "I hail from a clever, far east of here, where I used to provide alchemical services. In recent years, my research has led me to this area. You see, there are rumors of certain techniques and alchemical processes originating in this area that are said to yield wondrous results. That is why we are exploring the manor: to discover whether or not these rumors are substantial..."

You explain your situation, that you are also exploring the manor and would love to exchange notes on how best to deal with the dangers therein. However, when you mention why you are here, her smile vanishes. She starts muttering to herself, and before you are able to interrupt, she rises to her feet. "I apologize. It must be done..."

With one short incantation, she fades away and vanishes.

Remove Nashwa Hassan (*Expedition Leader*) from the game.

Spawn the set-aside The Necromancer and Bone Legion enemies at the Entry Hall. Place 3 *clues* damage on the Bone Legion.

(Each *Cultist* enemy no longer gains aloof.)

Basement

5

1

Investigators in the Basement Hallway spend 1 *clues*, as a group: Put the set-aside Domed Chamber location into play.

"This raving creature had to be silenced. But doing so proved maddeningly impossible. How had he survived the stockades, the icy waters, and the knives I delivered so enthusiastically into his back?"

Chapel

3

2

Forced – After you reveal the Chapel: Immediately advance to Act 1b.

After you reveal a ♀ or ♂ symbol during a skill test in the Chapel: Remove all doom from a *Cultist* enemy in play. (Group limit once per game.)

Nashwa's Fate

If The Necromancer has 1 ♀ clues on her:

"Stop! Everyone, stop fighting! I... I'm sorry. This has all been a terrible mistake!"

You witness as she begins to incant another spell but the skeletons around start collapsing back into piles of bones, and the activity in the rest of the ruins fades away.

(→R2)

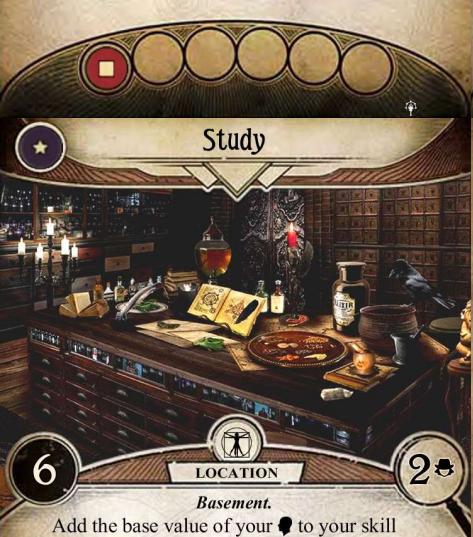
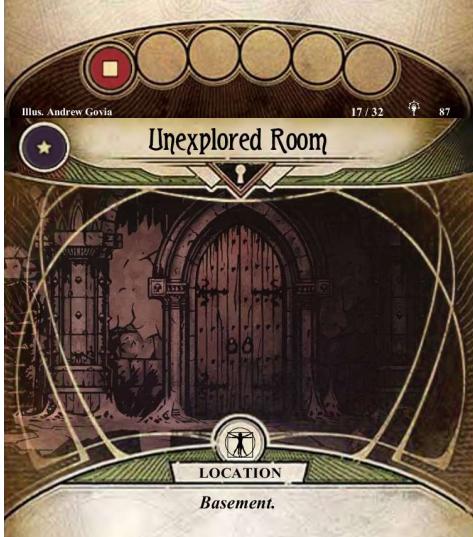
If you defeated The Necromancer:

"Please... have mercy on this miserable world..."

You wish you understood why she was so afraid of you, but you have little time before the rest of the other expedition descends upon you, even if the skeletons have returned to piles of bones on the ground, motionless.

(→R3)





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

Illus. John Harper

3 / 32



73

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.

For No-one



AGENDA

Agenda 3a



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 pilfered 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*

Illus. John Harper

4 / 32



74

A Bell Tolls



Agenda 1b

Agenda 1b

"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.

The Purpose of Life



AGENDA

Agenda 1a



Agenda 1a

Agenda 1a



AGENDA

Agenda 1a



Agenda 1a

Agenda 1a

"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.



AGENDA

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.

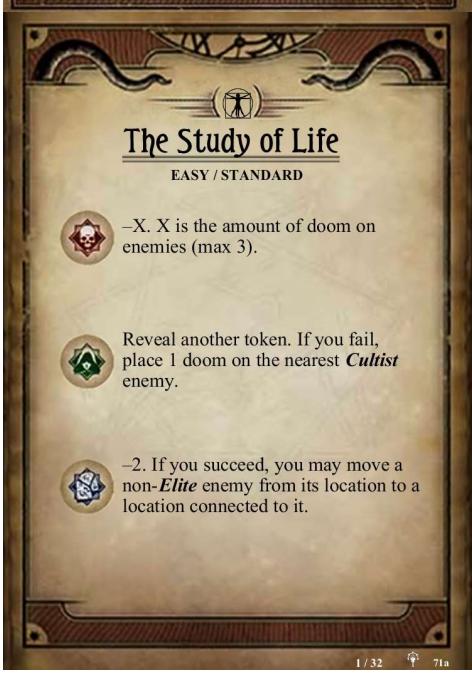
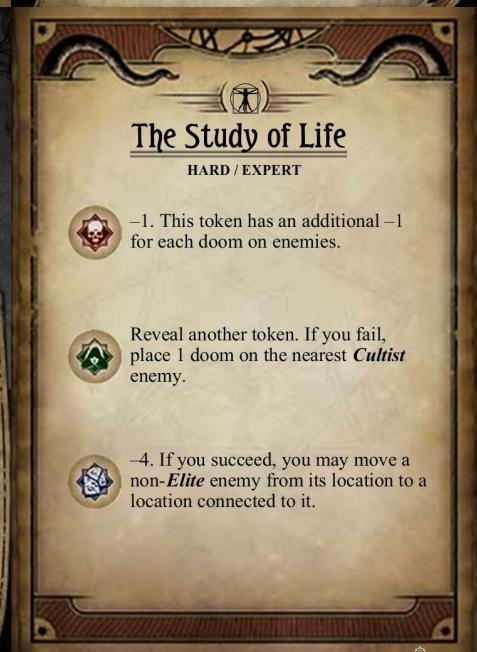
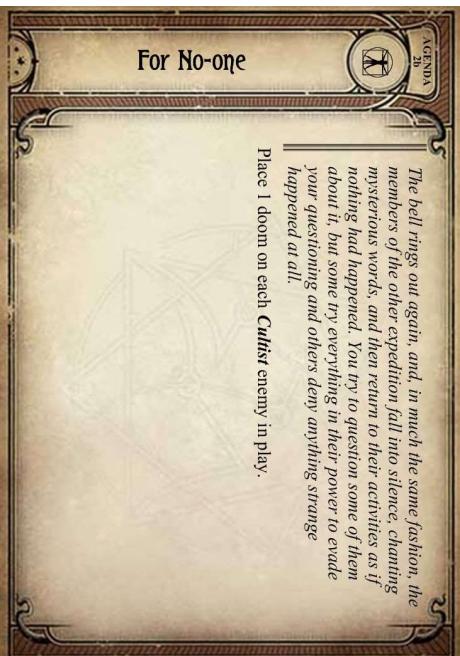


—2. If you succeed, you may move a non-**Elite** enemy from its location to a location connected to it.

1 / 32



71a



Encounter card back





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.



Item. Spell. Tome. Cursed.

Uses (2 charges).

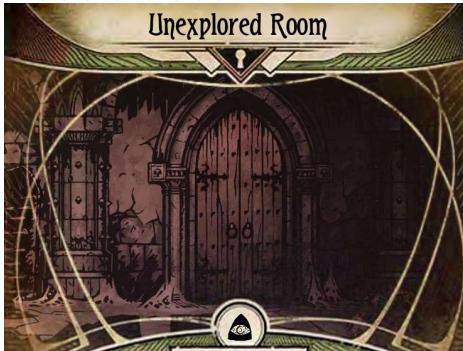
► Spend 1 charge: **Fight**. Add your \clubsuit or \spadesuit value to your skill value for this attack. This attack deals +1 damage. If a \clubsuit symbol is revealed during this attack, take 1 damage and 1 horror.

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



Scenario 3 - Blind Leading the Blind

Double-sided



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?

LOCATION



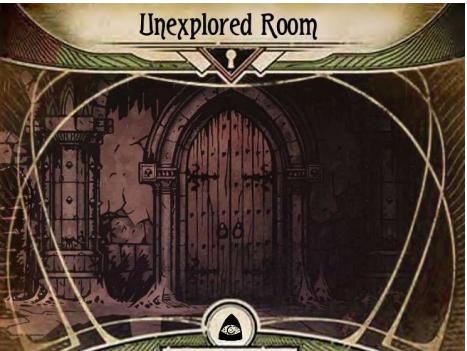
Abattoir

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.

Legacy 1.
Victory 1.

LOCATION



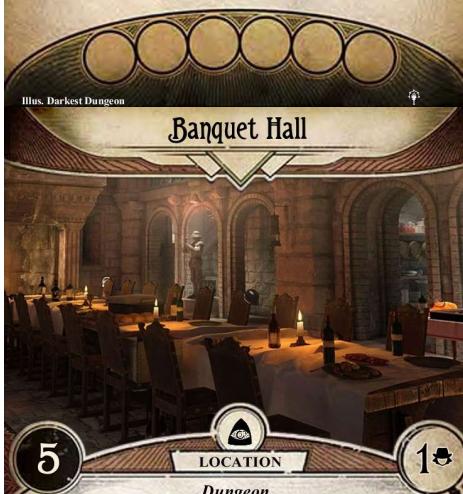
Unexplored Room

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?

LOCATION



Banquet Hall

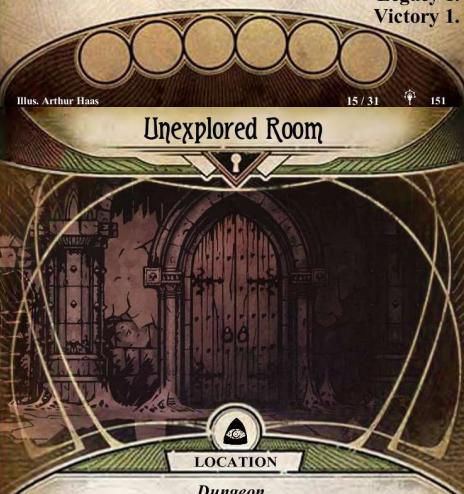
Dungeon.

Ignore the text on unrevealed locations adjacent to the Banquet Hall.

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.

Legacy 1.

LOCATION



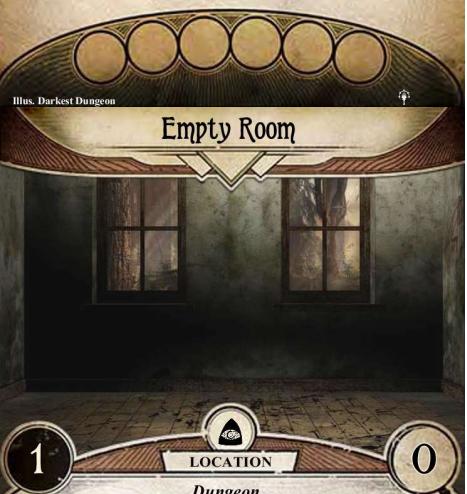
Unexplored Room

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?

LOCATION



Empty Room

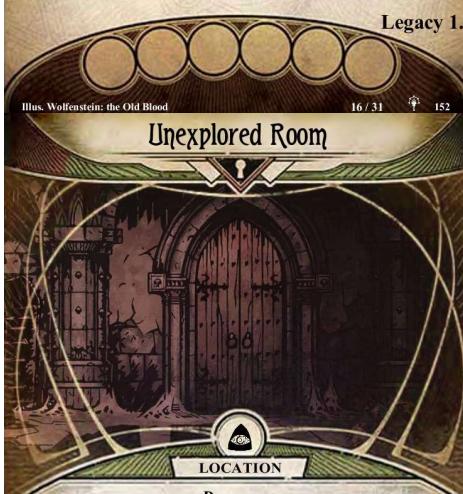
Dungeon.

Ignore the text on unrevealed locations adjacent to Empty Room.

Forced – When Empty Room is revealed: Put the top card of the dungeon deck into play below or to the right of Empty Room.

Legacy 1.

LOCATION



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?

LOCATION



Freezer

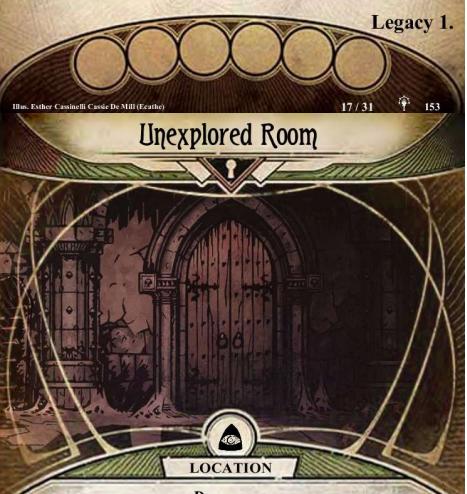
Dungeon.

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.

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.

Legacy 1.

LOCATION



Unexplored Room

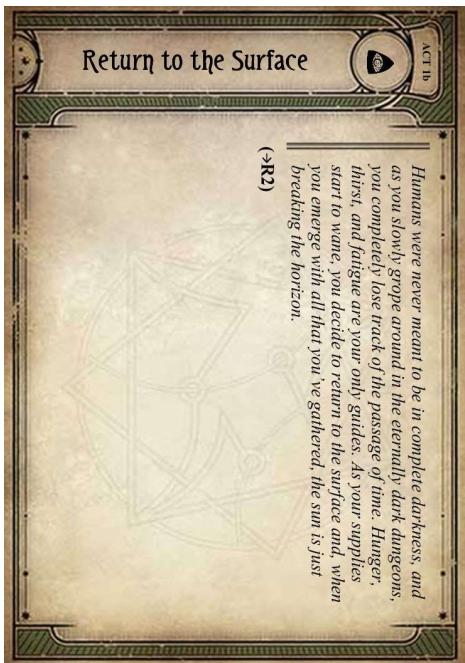
Dungeon.

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?

LOCATION





(→R2)



Servants' Quarters

3

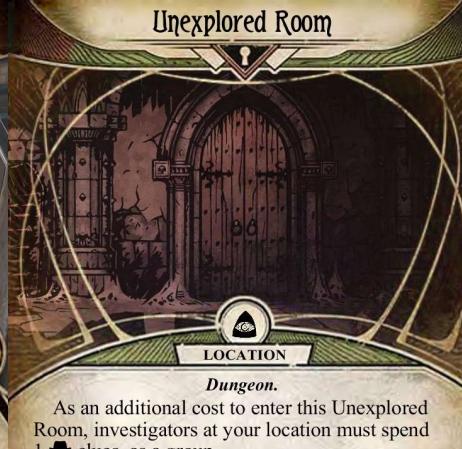
LOCATION

Dungeon.

Forced – After you reveal the Servants' Quarters: Search the encounter deck and discard pile for a Manservant and spawn it engaged with you. Shuffle the encounter deck.

Forced – When the Servants' Quarters are revealed: Put the top 2 cards of the dungeon deck into play below and to the right of the Servants' Quarters.

Legacy 1.



Unexplored Room

1

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?



Unexplored Room

1

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?



Service Corridor

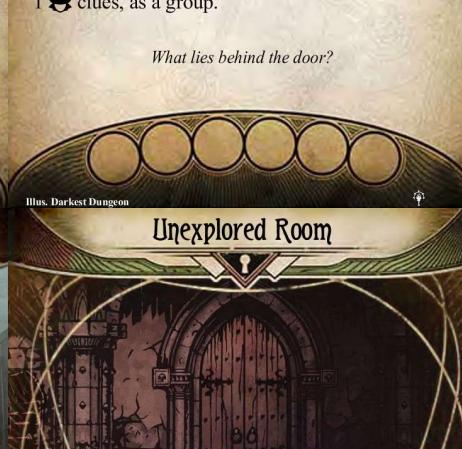
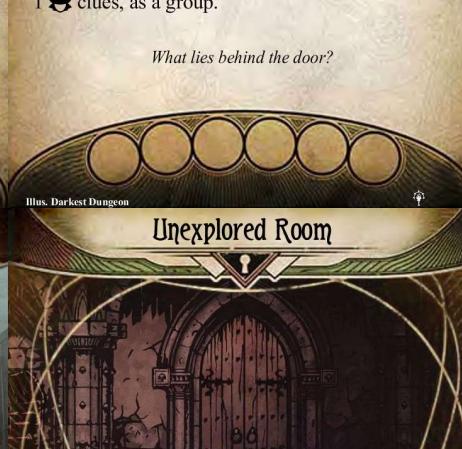
2

LOCATION

Dungeon. Corridor.

→: Move. Move to another Service Corridor.

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



Unexplored Room

2

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?



Service Corridor

2

LOCATION

Dungeon. Corridor.

→: Move. Move to another Service Corridor.

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

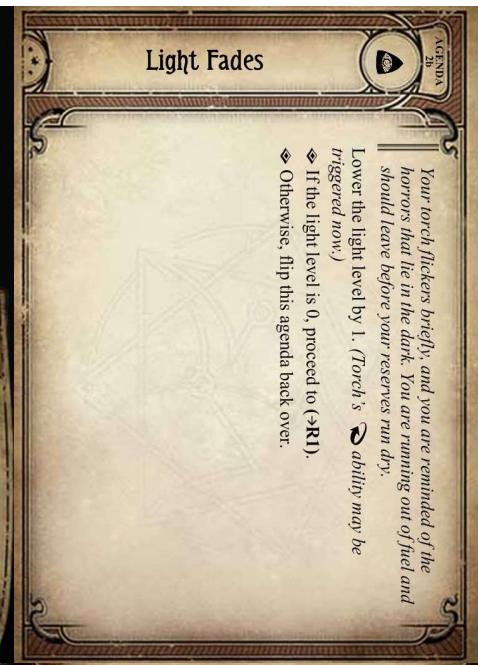
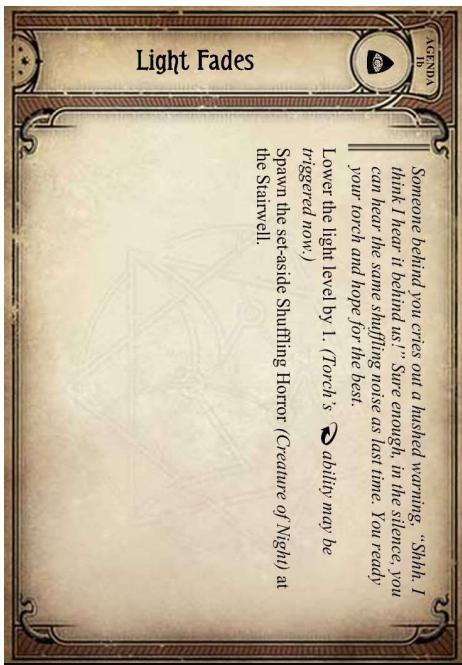


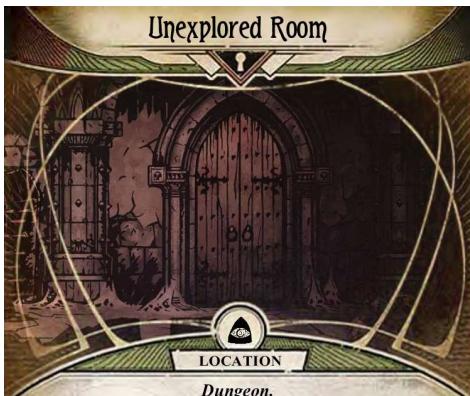
25 / 31 161



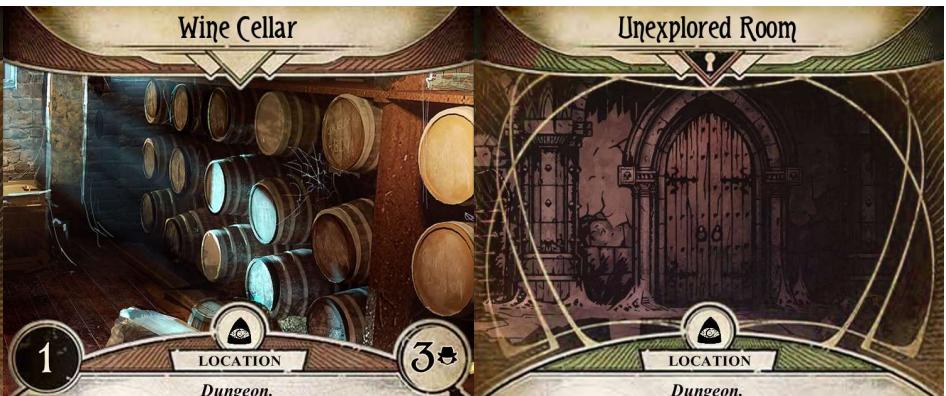
25 / 31 161







Illus. Darkest Dungeon



Illus. WolfeWOLF

30 / 31

164

Illus. Darkest Dungeon



Illus. Nestor Carpintero

31 / 31

165

Encounter card back



Scenario 4 - Wolves at the Door

Double-sided

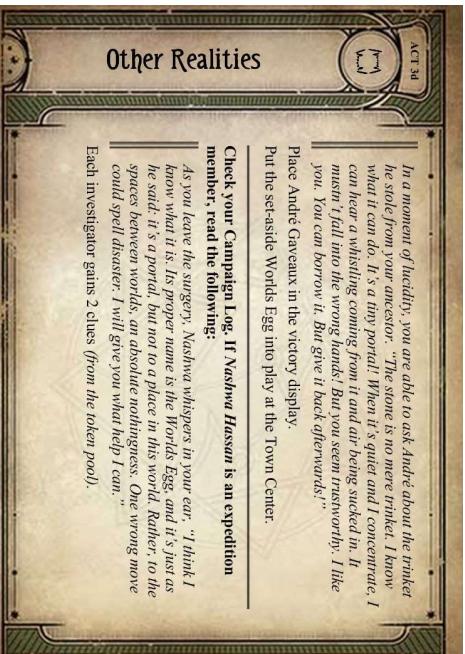


"Trouble yourself not with the cost of this crusade - its noble end affords you broad tolerance in your choice of means."
— The Ancestor

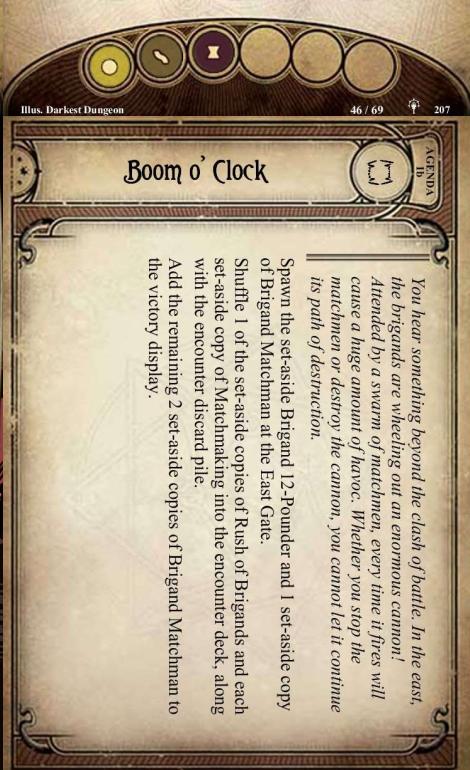


Forced – When this version of the Abbey is swapped into play: Each investigator takes 1 horror.

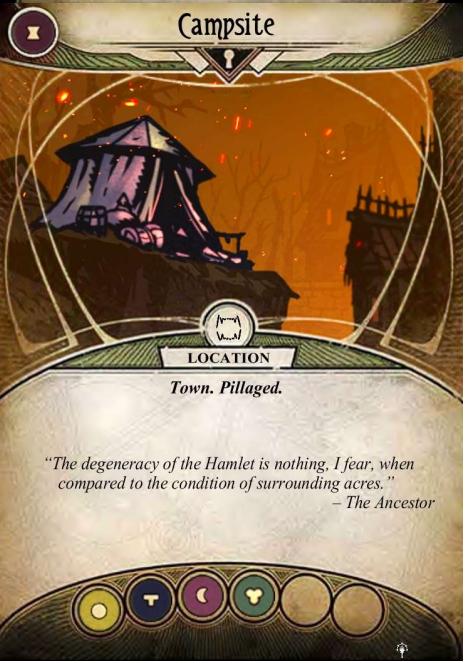
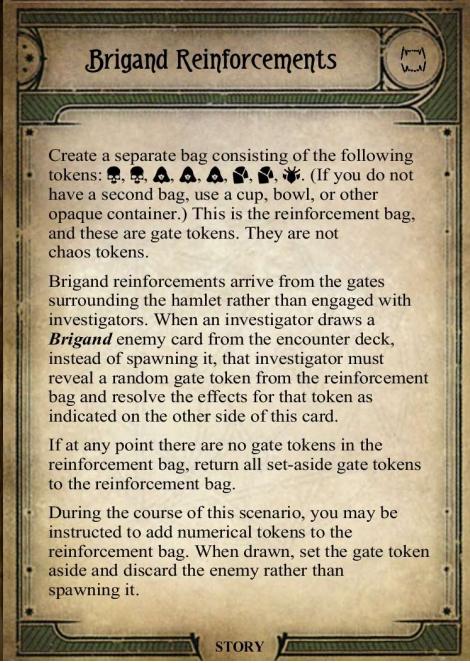
"Trouble yourself not with the cost of this crusade. Its noble end affords you broad tolerance in your choice of means."
— The Ancestor



In a moment of lucidity, you are able to ask André about the trinket he stole from your ancestor. "The stone is no mere trinket. I know what it can do. It's a tiny portal! When it's quiet and I concentrate, I can hear a whistling coming from it and air being sucked in. It mustn't fall into the wrong hands. But you seem trustworthy. I like you. You can borrow it. But give it back afterwards!"



Brigand Incursion



Campsites

Pillaged

3 **0**

LOCATION

Town. Pillaged.

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

Turn the Tides

45 / 69 **206**

ACT II

Without any easy ways into the hamlet, any brigands still inside are easy pickings. You gather any townsfolk still fighting and begin the task of mopping up groups of brigands one by one.

(→R2)

Defend the Hamlet

Act Ia

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.

Objective – Reinforce the gates while preventing the brigands from pillaging the hamlet. If all 4 gates are "fully defended," advance this act.

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**: (→R1).

Cut off the head...

Killing their leader and destroying their cannon would be a supreme show of force. Without Vulf or the cannon to rally around, their forces would be directionless and a decisive victory would be on the table.

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

Sharpshooter

AGENDA

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 discard 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.**

General Panic

STORY

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.

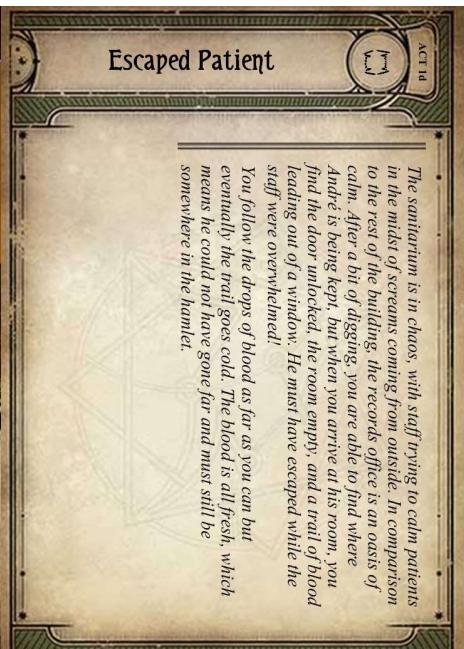
You consider where you might find help in the defense of the hamlet.

- ◆ This is surely what Victorine and Bernard, the 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 convince them to part with some of their stock.

Each investigator at the Town Center may move to a connecting location.

Remember that you "searched the town center."

Flip this card back over.



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

Illus. Apotekn_Draws

Andre's 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

STORY

Sanitarium

Pillaged

LOCATION
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

8 / 69

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STORY

Smithy

Town. Pillaged.

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

— The Ancestor

STORY

STORY

On His Trail

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.

Illus. Darkest Dungeon 31 / 69 192 ACT 3d

Smithy

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

Illus. Darkest Dungeon 44 / 69 205

West Gate

LOCATION
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

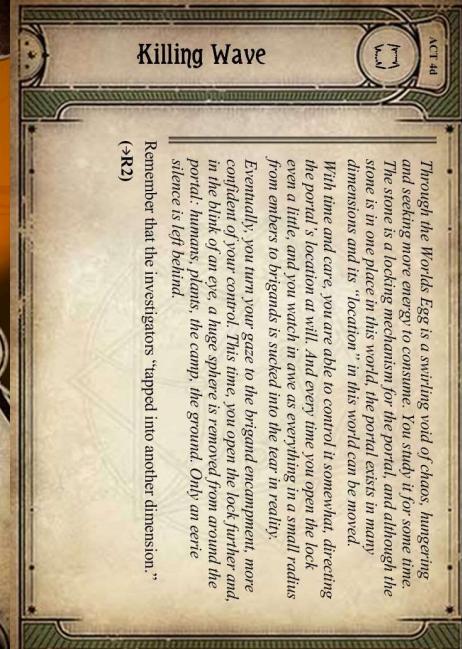
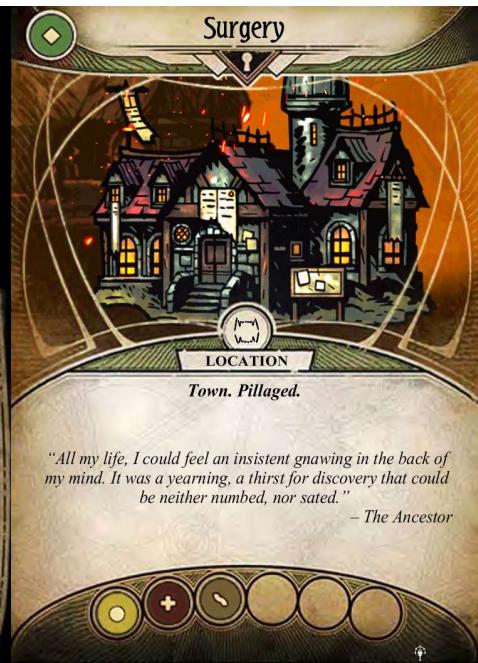
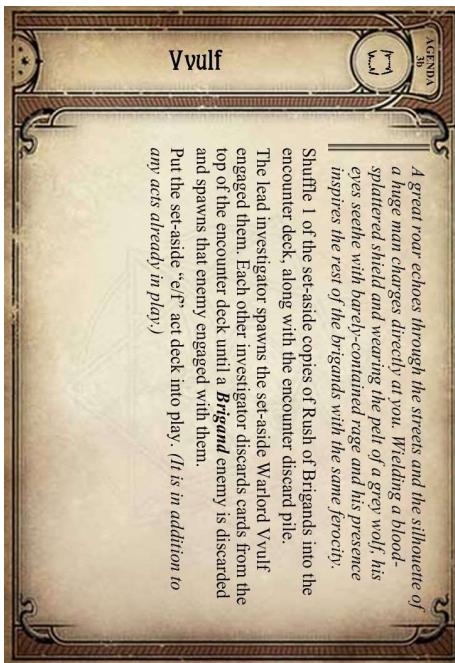
Reinforce the West Gate

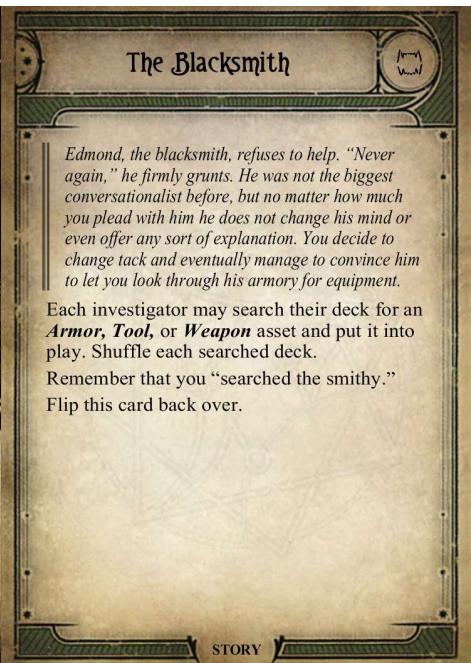
You find what materials you can scrounge in the nearby area and barricade the western gate. It will not hold up to any sort of sustained assault, but few brigands come this way and it should dissuade opportunistic raiders.

If there is a set-aside ♡ token, remove it from the game. Otherwise, remove 1 ♡ token from the reinforcement bag.

Add any one numerical token to the reinforcement bag and remember that the West Gate is “fully defended.”

Flip this card back over.







The front line of this war is not in the dungeon, but rather, inside the mind.

8

Illus. Darkest Dungeon 38 / 69 199

The Survivalist

You find Émilie in the woods where she makes her camp laying hunting traps and relentlessly picking off brigands one by one. You help finish them off, glad to be fighting with her and not against her. Afterwards, she thanks you for the help, passes on her maps of the area, hoping you can put them to good use, and then leaves further south to secure more ground.

Choose an investigator to take control of the set-aside Émilie's Maps story asset.

Remember that you "searched the campsite."

Flip this card back over.

The Psychologist

Liliane, psychologist and director of the sanitarium, refuses to flee the building, despite the dangers. As you prepare to move on, you warn her to, at the very least, make preparations in case the brigands decide to enter the sanitarium. She chuckles and replies softly, "There's no need to worry about us."

Remember that you "searched the sanitarium."

Flip this card back over.

STORY



All manner of diversion and dalliance await those who cross the threshold with coin in hand.

3

Illus. Darkest Dungeon 41 / 69 202

Small Fish

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. 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.

(→R1)

Agenda 4b

The Wolves are at the Door

Your ears are filled with resonating explosions and the cries of the wounded. (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. (→R1)

Agenda 4a

Campsite

Alone in the woods or tunnels, survival is the same. Prepare, persist, and overcome.

LOCATION

3 **1**

Town.

Veiled.

Illus. Darkest Dungeon 36 / 69 197

The Tavern Keep

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

Leopold waves you over. "You know me, I'm no rumormonger, but this is more important than my reputation. Before he was carted off to the sanitarium, André used to drown his fears here, and during one of drunken reveries told me a secret about a relic he stole from that ancestor of yours."

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:

You find Leopold huddled in the tavern with a number of other townsfolk. With Leopold dispensing some "encouragement," some of the people hiding here volunteer to help.

Remove 1 clue from each of up to 1 different locations.

Remember that you "searched the tavern."

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

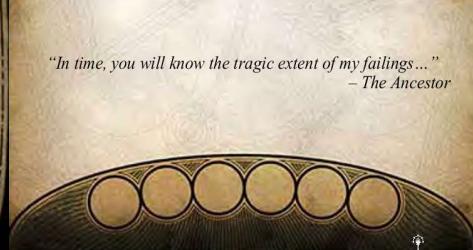
STORY

Town Center

LOCATION

Town. Pillaged.

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





Wolves at the Door
HARD / EXPERT

–3. This token has an additional –1 for each gate the investigators have “fully defended.”

–5. 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.

Illus. Darkest Dungeon 42 / 69 203

Wolves at the Door
EASY / STANDARD

–1. This token has an additional –1 for each gate the investigators have “fully defended.”

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

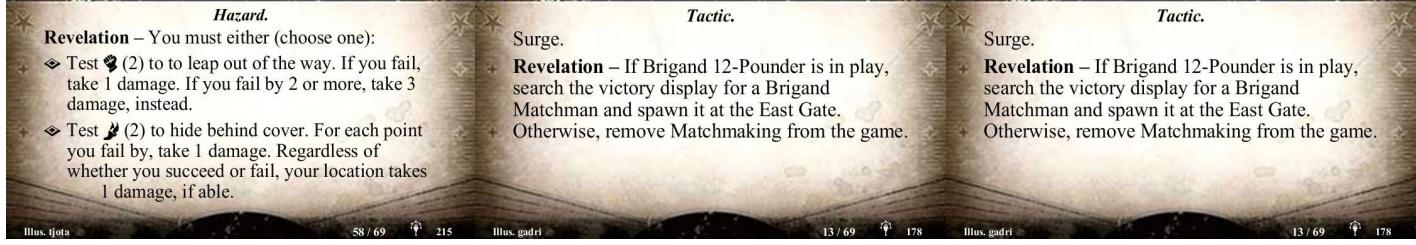
–3. If you succeed, heal 1 damage.

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

Illus. Darkest Dungeon 49 / 69 210

Encounter card back

*André Gaveaux	Brigand 12-Pounder	Brigand Bloodletter
<p>Humanoid. Cursed. Lunatic. Elite. André Gaveaux can be healed as if he were an investigator.</p> <p>Forced – At the end of the enemy phase, if André Gaveaux is ready: He takes 1 damage.</p> <p>►: 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.</p> <p>Victory 0.</p> <p>Illus. Lane Brown 21 / 69 ♫ 182</p>	<p>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.</p> <p>Victory 1.</p> <p>12 / 69 ♫ 177 Illus. Darkest Dungeon</p>	<p>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.</p> <p>51 / 69 ♫ 212 Illus. Darkest Dungeon</p>
<p>Brigand Bloodletter</p> <p>Humanoid. Brigand. Hunter.</p> <p>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.</p> <p>Illus. Darkest Dungeon 51 / 69 ♫ 212</p>	<p>Brigand Hunter</p> <p>Humanoid. Brigand. Hunter. Alert. You cannot attack Brigand Hunter while you are engaged with another Brigand enemy not named Brigand Hunter.</p> <p>53 / 69 ♫ 213 Illus. Darkest Dungeon</p>	<p>Brigand Hunter</p> <p>Humanoid. Brigand. Hunter. Alert. You cannot attack Brigand Hunter while you are engaged with another Brigand enemy not named Brigand Hunter.</p> <p>53 / 69 ♫ 213 Illus. Darkest Dungeon</p>
<p>Brigand Matchman</p> <p>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.</p> <p>Victory 0.</p> <p>16 / 69 ♫ 179</p>	<p>Brigand Matchman</p> <p>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.</p> <p>Victory 0.</p> <p>16 / 69 ♫ 179</p>	<p>Brigand Matchman</p> <p>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.</p> <p>Victory 0.</p> <p>16 / 69 ♫ 179</p>







Rush of Brigands

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.

Rush of Brigands

Tactic.

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Rush of Brigands

Tactic.

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



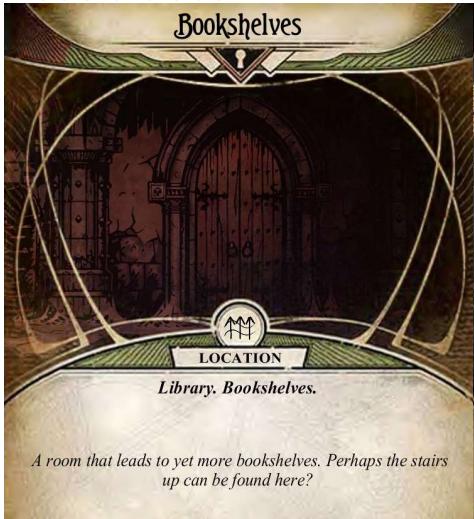
Victory 1.

Player card back



Scenario 5 - Lost in the Woods

Double-sided

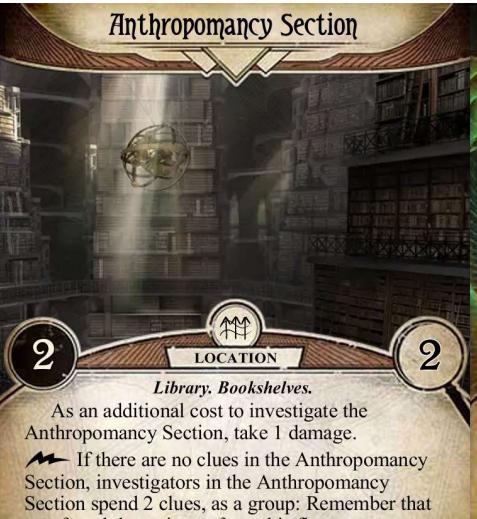


Bookshelves

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.

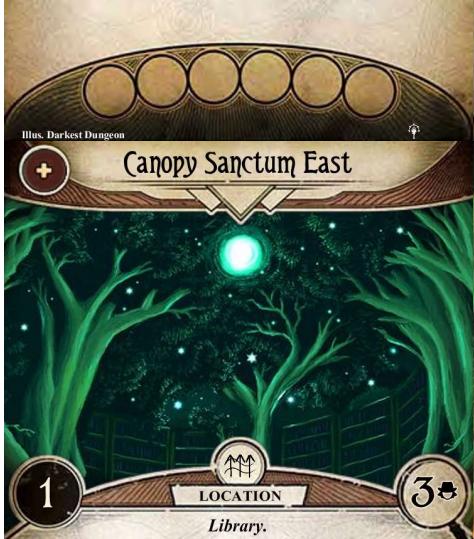


Canopy Sanctum East

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.

Eyes of the Watcher

ACT 4b

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 figure again behind the door and peer inside...



Victory 1.

Canopy Vista

Act 4a

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.



Victory 1.

Grasp of Phantoms

AGENDA

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

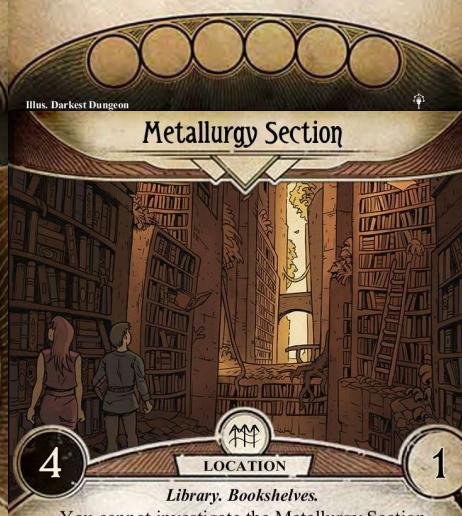
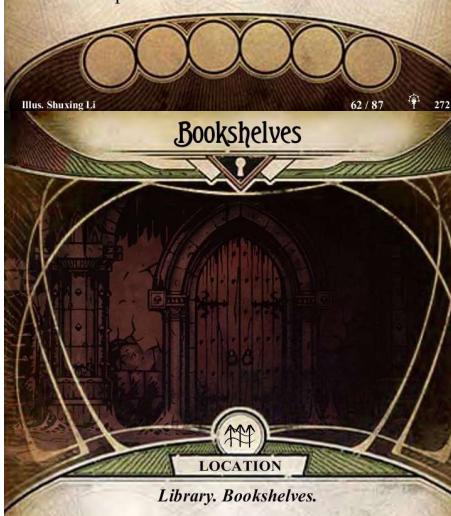
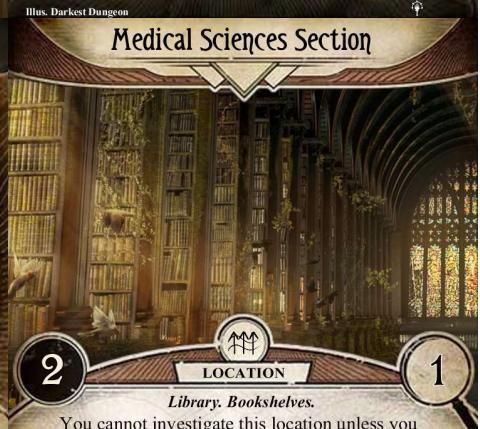
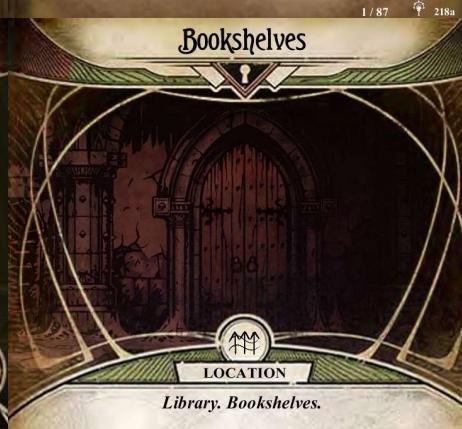
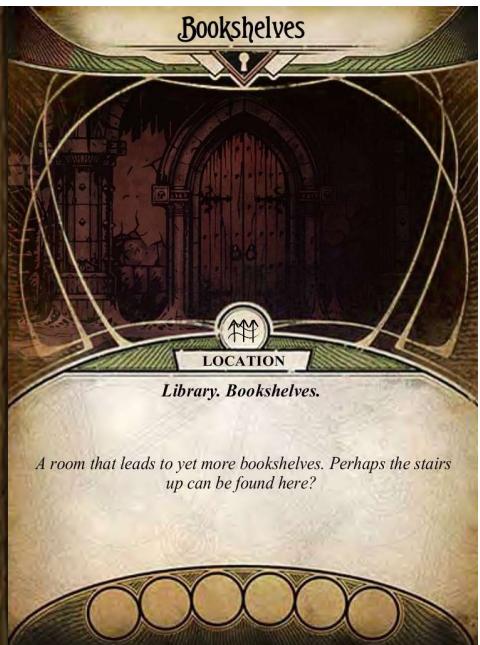
Clues cannot be discovered from the Sylvan Library unless at least 1 ♦ + 2 of the following are true:

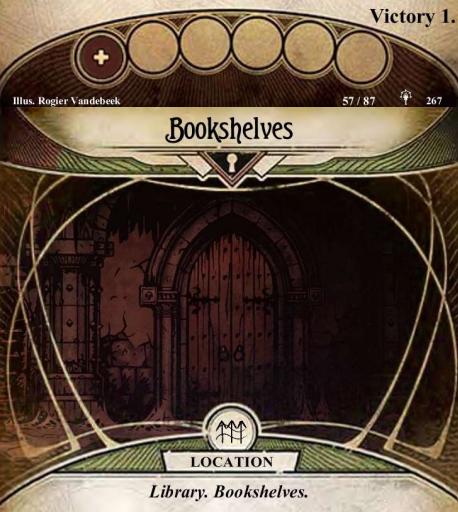
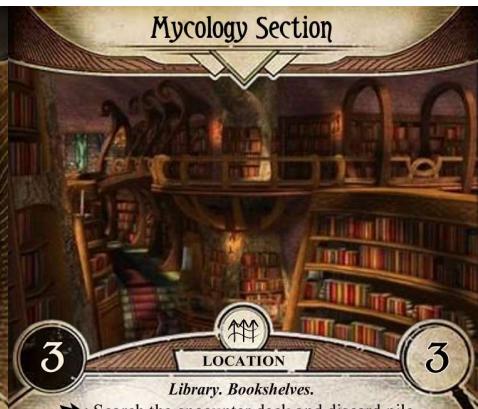
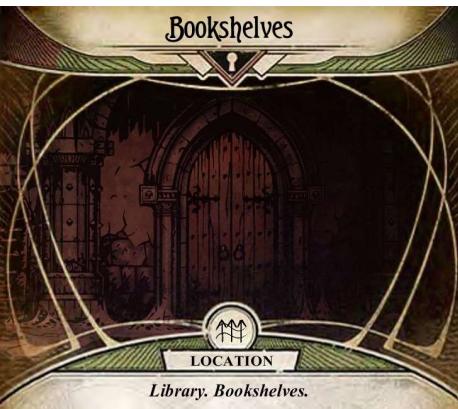
- ◆ An investigator “broke the frogspawn ring.”
- ◆ An investigator “snuffed out the candles.”
- ◆ An investigator “displaced the leyline.”
- ◆ An investigator “removed the lodestone.”
- ◆ An investigator “consecrated the ground.”

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

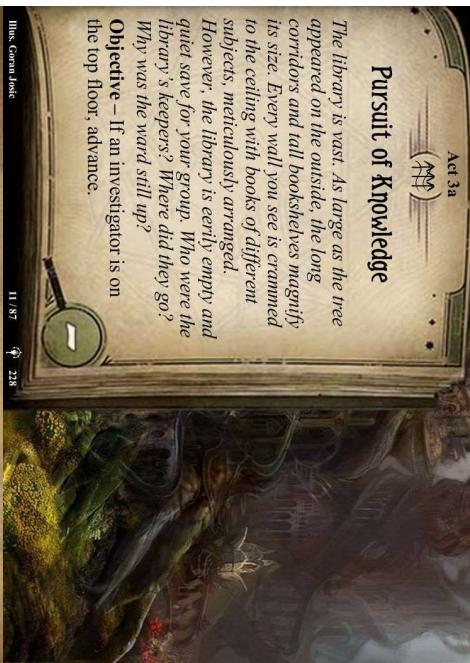
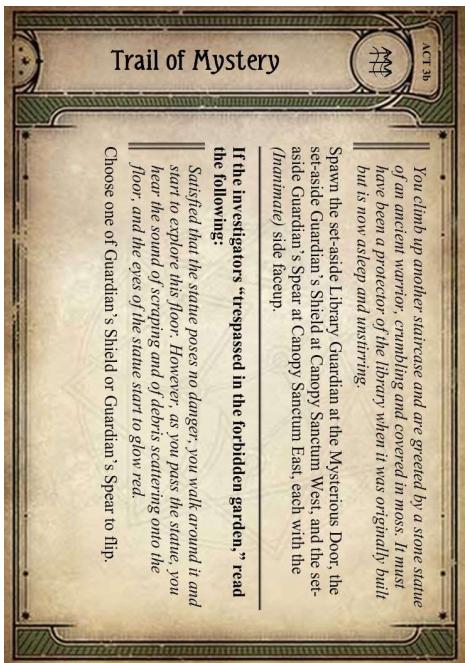












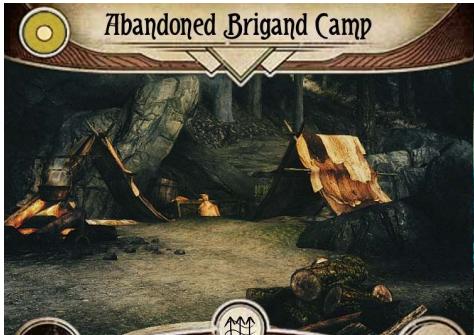
26 / 87 240

If the investigators "trespassed in the forbidden garden," read the following:

Satisfied that the statue poses no danger, you walk around it and start to explore this floor. However, as you pass the statue, you hear the sound of scraping and of debris scattering onto the floor, and the eyes of the statue start to glow red.

Choose one of Guardian's Shield or Guardian's Spear to flip.

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. beautifuldovakhiin.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. beautifuldovakhiin.tumblr.com 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 Ayon 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. Elysium 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. Elysium 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



3 LOCATION **1** TREACHERY
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.”



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 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 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.



2 LOCATION **3** TREACHERY
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.



3 LOCATION **1** TREACHERY
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.”



5 LOCATION **2** TREACHERY
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

Humanoid. Witch.

Prey – Lowest ⚡.

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

Hateful Virago

Humanoid. Witch.

Prey – Lowest ⚡.

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

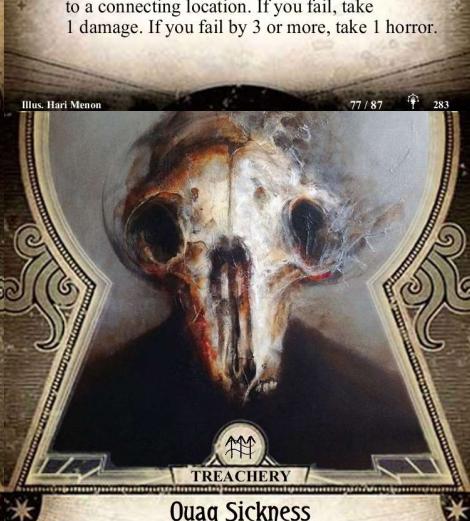
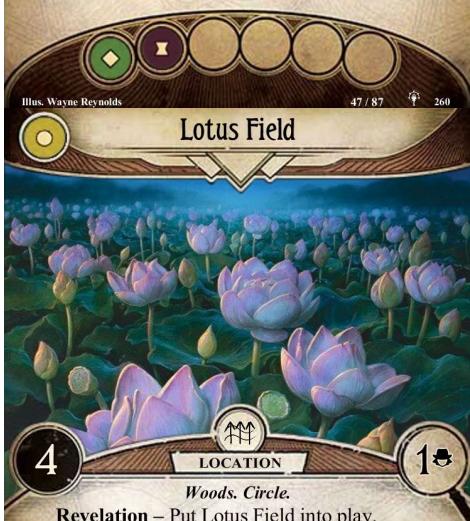


Illus. Vincent Proce 29 / 87 243



75 / 87 282

75 / 87 282







Revelation – Put Twilight Mire into play.
Twilight Mire is investigated using ♀ + ♂ instead of the skill indicated by the investigation attempt.

"My licentious impulse gave way to a genuine, professional respect, and together, we began to plant, harvest, and brew. As time wore on, her wild policy of self-experimentation grew intolerable."
– The Ancestor



Illus. Rob Alexander

28 / 87

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*Watcher in the Mist

3 3 3

Humanoid. Witch. Elite.

Hunter. Retaliate.

➔: **Parley**. Test ♀ (3). If you succeed, automatically evade the Watcher in the Mist.
When you evade the Watcher in the Mist: Place 1 clue on the scenario reference card (from the token pool).
Forced – After the Watcher in the Mist leaves play: Set it aside, out of play, and place 1 resource on the scenario reference card (from the token pool).



ENEMY

Illus. Darkest Dungeon

14 / 87

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Woodland Cemetery

3 1

Woods. Circle.

Revelation – Put Woodland Cemetery into play.
➔ If there are no clues on Woodland Cemetery: Test ♀ + ♂ (7). If you succeed, remember that you "consecrated the ground."



Illus. Lars Grant-West

50 / 87

263



Forced – At the start of the enemy phase, if Unclean Giant is ready: Each investigator at its location takes 1 horror.



Forced – At the start of the enemy phase, if Unclean Giant is ready: Each investigator at its location takes 1 horror.

Illus. Darkest Dungeon

85 / 87

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Witch's Cottage

3 1

LOCATION

Woods. Distorted.

Revelation – Put Witch's Cottage into play. Place 1 resource on it as an insight.

➔ Spend 1 insight from Witch's Cottage: You dig through the clutter. Search the encounter deck and discard pile for a Witch enemy and spawn it engaged with you. Then discard cards from the top of the encounter deck until a Circle location is discarded and resolve its revelation ability.

Illus. Gabor Sziksai

43 / 87

256

Woodland Stream

5 2

LOCATION

Woods. Distorted.

Revelation – Put Woodland Stream into play.

➔ When the last clue is discovered from Woodland Stream: Heal 2 damage from an investigator at Woodland Stream.



Illus. Effian Mercier

38 / 87

252

Player card back

***Athanasias**

Elixir of Immortality

1 ASSET

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

3 ASSET

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

Illus. Vera Velichko

19 / 87 236

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

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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

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

0 ASSET

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

Illus. Rogerio Souza

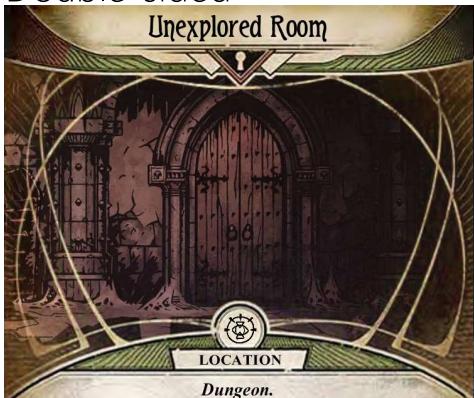
21 / 87 238

Illus. beautifuldovahkiin.tumblr.com

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Scenario 6 - Summoning Courage

Double-sided



Unexplored Room

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?



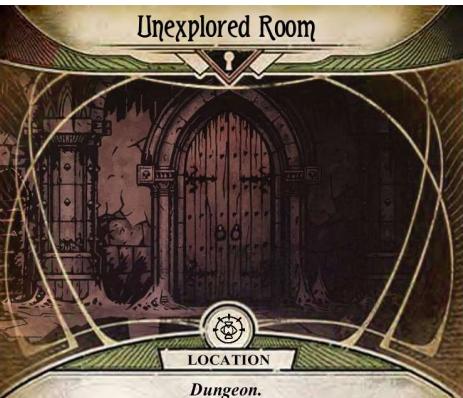
Altar

LOCATION

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

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?

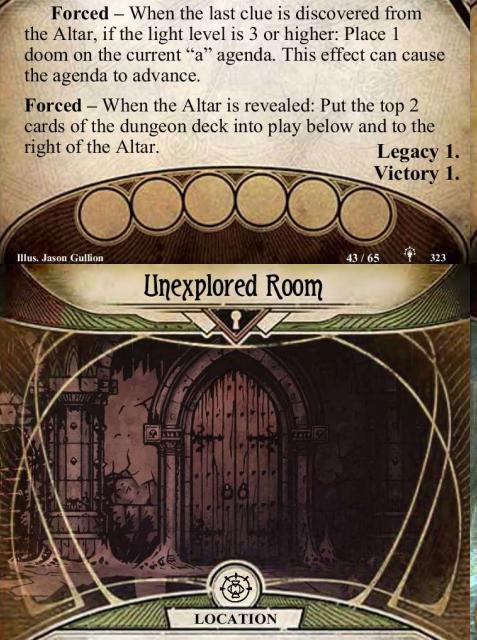


Archways

LOCATION

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.

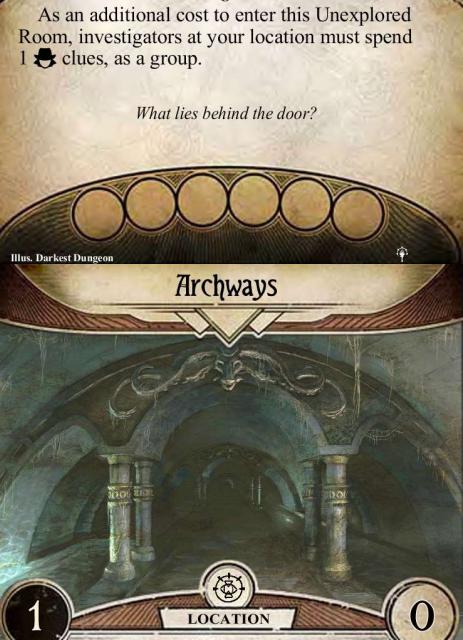


Unexplored Room

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?

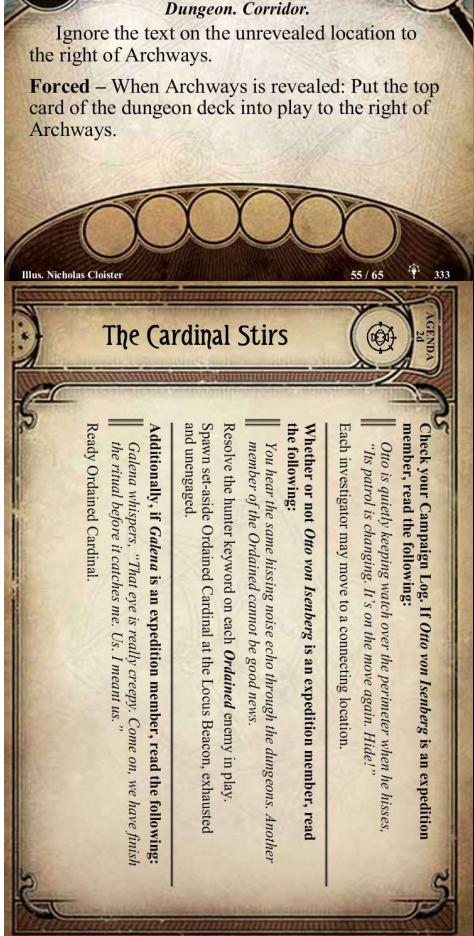


Archways

LOCATION

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 quietly keeping watch over the perimeter when he hisses. *Tis part of its 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-aside 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.



Bishop on Alert

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:

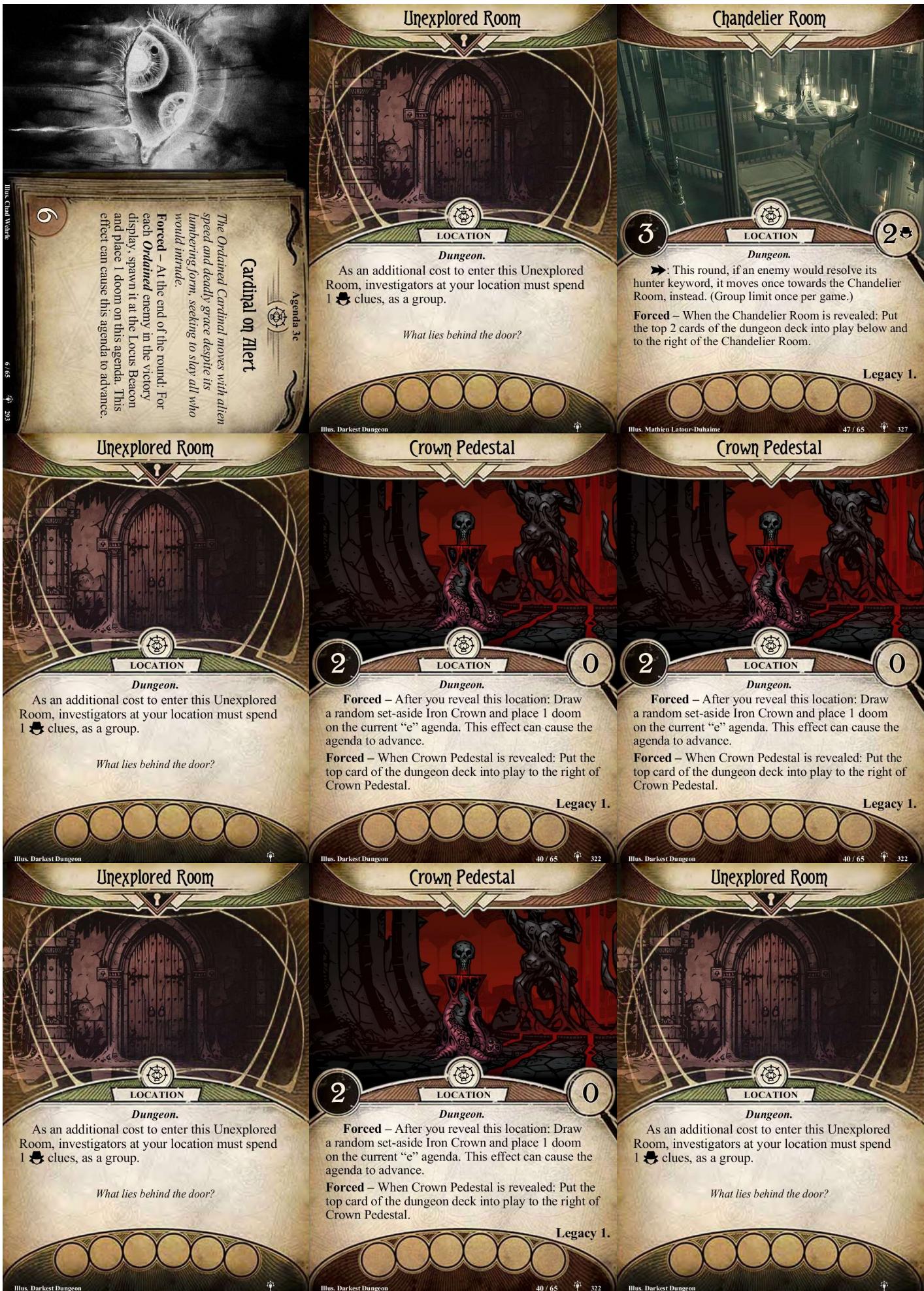
Otto is observing the movement patterns of the **Ordained** when he warns the group, "Something's up. They're eldritch announcement that the intruders must be caught. breaking patrol again. Hide!"

Each investigator may move to a connecting location.

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

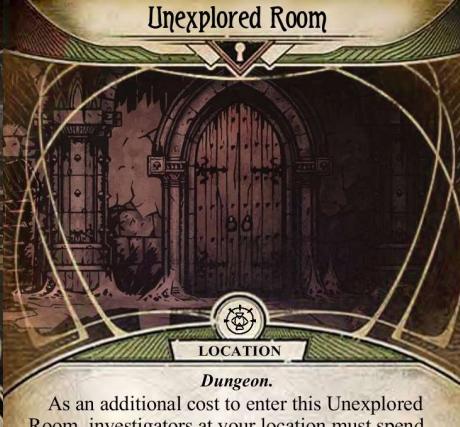
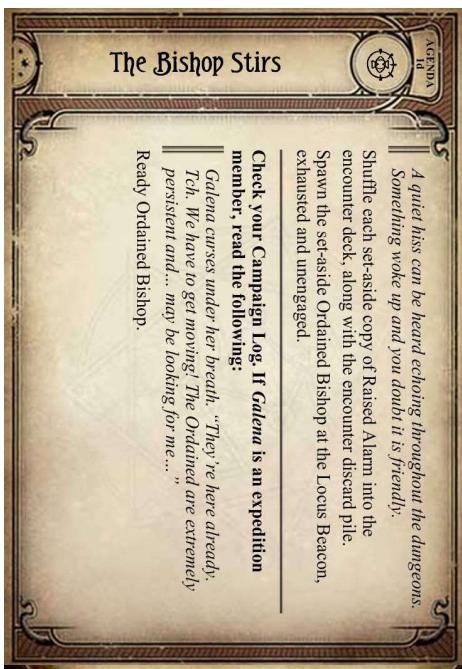
A charms of hisses resounds through the dungeons. It is an eldritch announcement that the intruders must be caught.

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











Service Corridor

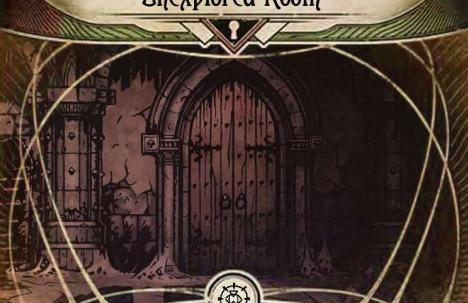
LOCATION

2 **1**

Dungeon. Corridor.

►: Move. Move to another Service Corridor.

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



Unexplored Room

LOCATION

1

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?



Sewer Passage

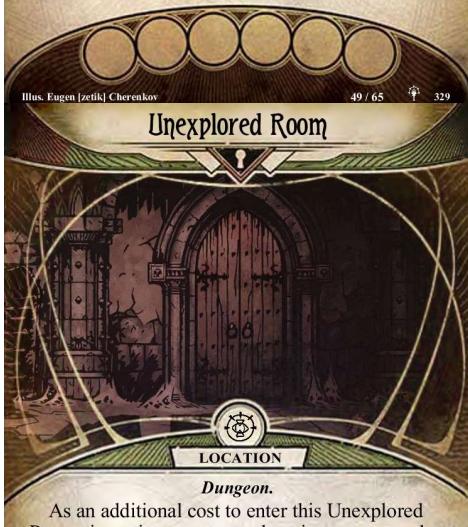
LOCATION

4 **1**

Dungeon.

While the light level is 2 or lower, investigators at the Sewer Passage get +2 **shouts**.

Forced – When the Sewer Passage is revealed: Put the top card of the dungeon deck into play below the bottommost location.



Unexplored Room

LOCATION

1

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?



Stairwell

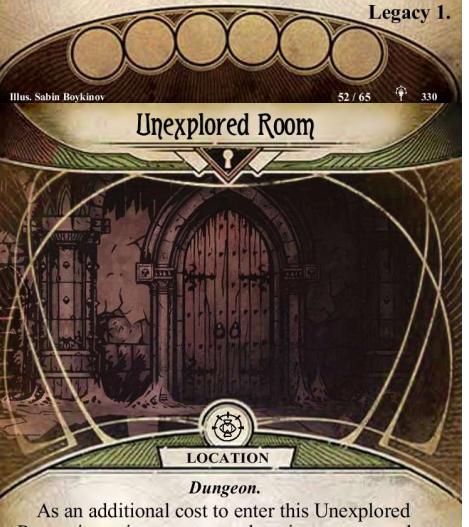
LOCATION

1 **0**

Dungeon. Corridor.

►: Resign. "This whole place is cursed!"

Deeper and deeper the stairs lead. This floor has a long passageway you can see all the way down.



Unexplored Room

LOCATION

1

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?



Storeroom

LOCATION

5 **2**

Dungeon.

While the light level is 2 or lower, enemies do not engage investigators in the Storeroom.

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

Legacy 1. Victory 1.



Summoning Courage

HARD / EXPERT

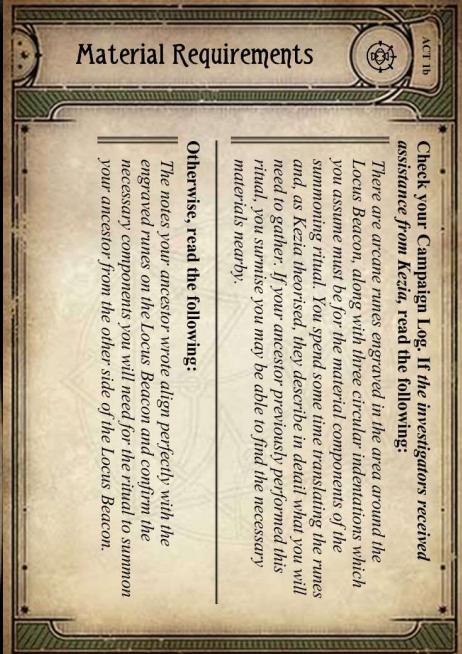
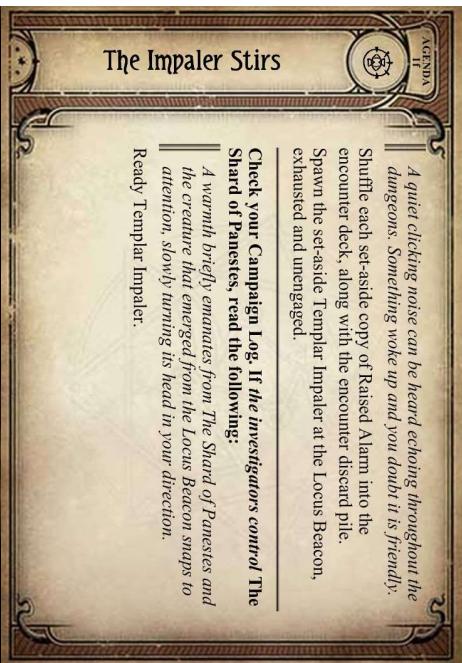
- 1. This token has an additional –1 for each level of light below 5.
- Reveal another token. If you fail, place 1 doom on the current "a" agenda.
- 5. If you succeed by at least the light level, add this token to the victory display with **Victory 1** (and return it to the bag after scenario resolution).
- 7. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.



Summoning Courage

EASY / STANDARD

- 1 (–3 instead if the light level is 2 or lower).
- Reveal another token. If you fail, place 1 doom on the current "a" agenda.
- 3. If you succeed by at least the light level, add this token to the victory display with **Victory 1** (and return it to the bag after scenario resolution).
- 5. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.



Illus. Darkest Dungeon

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: Attack as many Golden Orbs as you can to this act!*)

Unexplored Room

Torture Chamber

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?

Legacy 1.

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 (→R1).

♦ Otherwise, flip this agenda back over.

Under Torchlight (v. VI)

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.

Agenda 1a

Light Fades

Agenda 2b

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 (→R1).

♦ Otherwise, flip this agenda back over.

Illus. Darkest Dungeon

Illus. Katie Watersell

57 / 65

334

13 / 65

300



Encounter card back





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.

Templar Warlord

4	1	3
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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. TheHollyLord

60 / 65 336

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

17 / 65 304

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

18 / 65 305

Transgressor's Curse

Curse.

Peril. Surge.

Revelation – You must either (choose one):

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

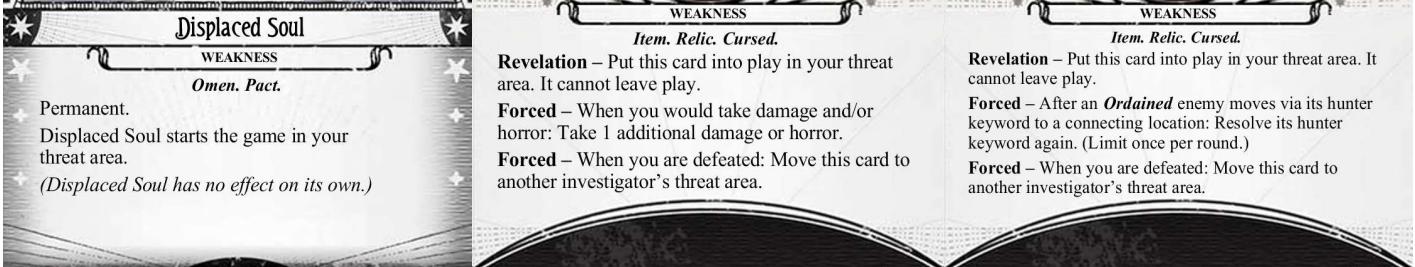
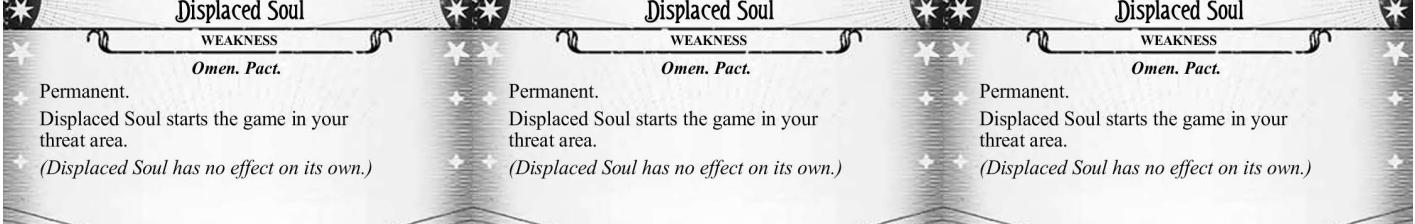
Each investigator with a Golden Orb or Iron Crown in their threat area must also resolve the chosen effect.

TREACHERY

TREACHERY

TREACHERY

Player card back





Item. Relic. Cursed.

Revelation – Return each asset in your hand slots to your hand and put this card into play in your threat area. This card cannot leave play.

Forced – When you are defeated: Move this card to another investigator's threat area.

Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play. Move all resources in your resource pool to this card. Return them to your resource pool when this card leaves your threat area.

Forced – When you are defeated: Move this card to another investigator's threat area.

Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play.

Forced – When you would succeed at a skill test by 3 or more: You automatically fail, instead.

Forced – When you are defeated: Move this card to another investigator's threat area.



Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play.

Forced – After a *Templar* enemy moves via its hunter keyword to a connecting location: Resolve its hunter keyword again. (Limit once per round.)

Forced – When you are defeated: Move this card to another investigator's threat area.

Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play.

You get -1 to each of your skills.

Forced – When you are defeated: Move this card to another investigator's threat area.

Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play. Search the chaos bag for the ★, 0, -1, and -2 tokens and seal them on this card.

Release them when this card leaves your threat area.

Forced – When you are defeated: Move this card to another investigator's threat area.



Item. Relic. Cursed.

Revelation – Return each asset in your arcane slots to your hand and put this card into play in your threat area. It cannot leave play.

Forced – When you are defeated: Move this card to another investigator's threat area.



Illus. OGsquad

34 / 65 318

Scenario 7 - Rising Tides

Double-sided

The Earth Awakens

ACT 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 lasting 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.

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.

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.

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.

Agenda 1a

2 / 56 ♦ 349

Hidden Doors

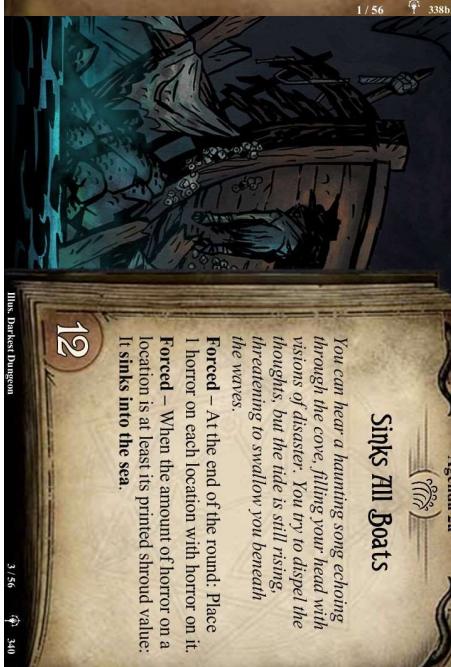
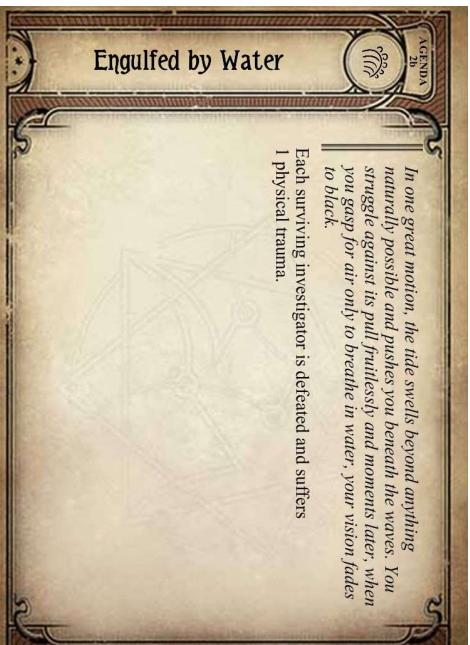
Illus. Darkened Dungeon

4 / 56 ♦ 341

Making an Entrance

Illus. Darkened Dungeon

5 / 56 ♦ 342



Encounter card back











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

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.

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.

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.

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.

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. Sanchiko

***Rififi**

Mercurial Wolfhound

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

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.

Alveolar Glade

LOCATION
Otherworld.

While investigating Alveolar Glade, add your \spades value to your skill value, and for the purposes of counting committed icons, \clubsuit icons count as matching icons.

An intermittent gale blows through the plants in the area, each plant a small membranous sac of fluid.

Secrets of the Heart

Read Scenario Interlude: Beyond the Rift in the Campaign Guide.
Then, advance to Act 2a – “Call of the Wilds.”

Antibody

ENEMY

4 3 2

Monster. Servitor. Elite.

Retaliate.

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

“Great adversity has a beauty: it is the fire that tempers.”
— The Ancestor

Antibody

The creature lets out an ear-piercing scream as the stem holding up its body snaps. The deep heartbeat emanating from the world abates.

Either (choose one):

- ◆ Heal 2 damage from your investigator.
- ◆ Take 1 additional action this turn (or during your next turn if it is not your turn).

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

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.

Bone Filaments

LOCATION
Otherworld.

Forced – When you would discover 1 or more clues from Bone Filaments: Test \clubsuit (2). If you succeed, you discover 1 additional clue. If you fail, you discover 1 fewer clue.

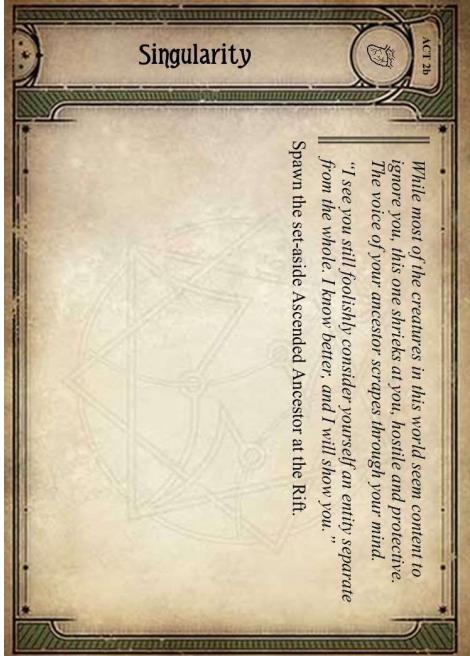
Translucent structures tower above you in the desert, funneling the winds to and fro and playing out an eerie tune.

Red Mist Descends

AGENDA
36

The mist that used to be only an annoyance now clings to you, a thick crimson blanket that covers the land. Each breath you take is laborious in the deep atmosphere. The world grows darker.

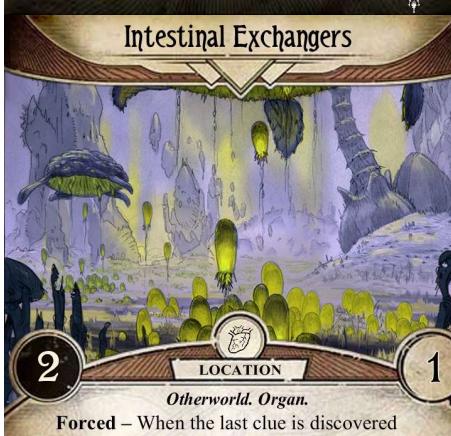
Lower the light level by 1.

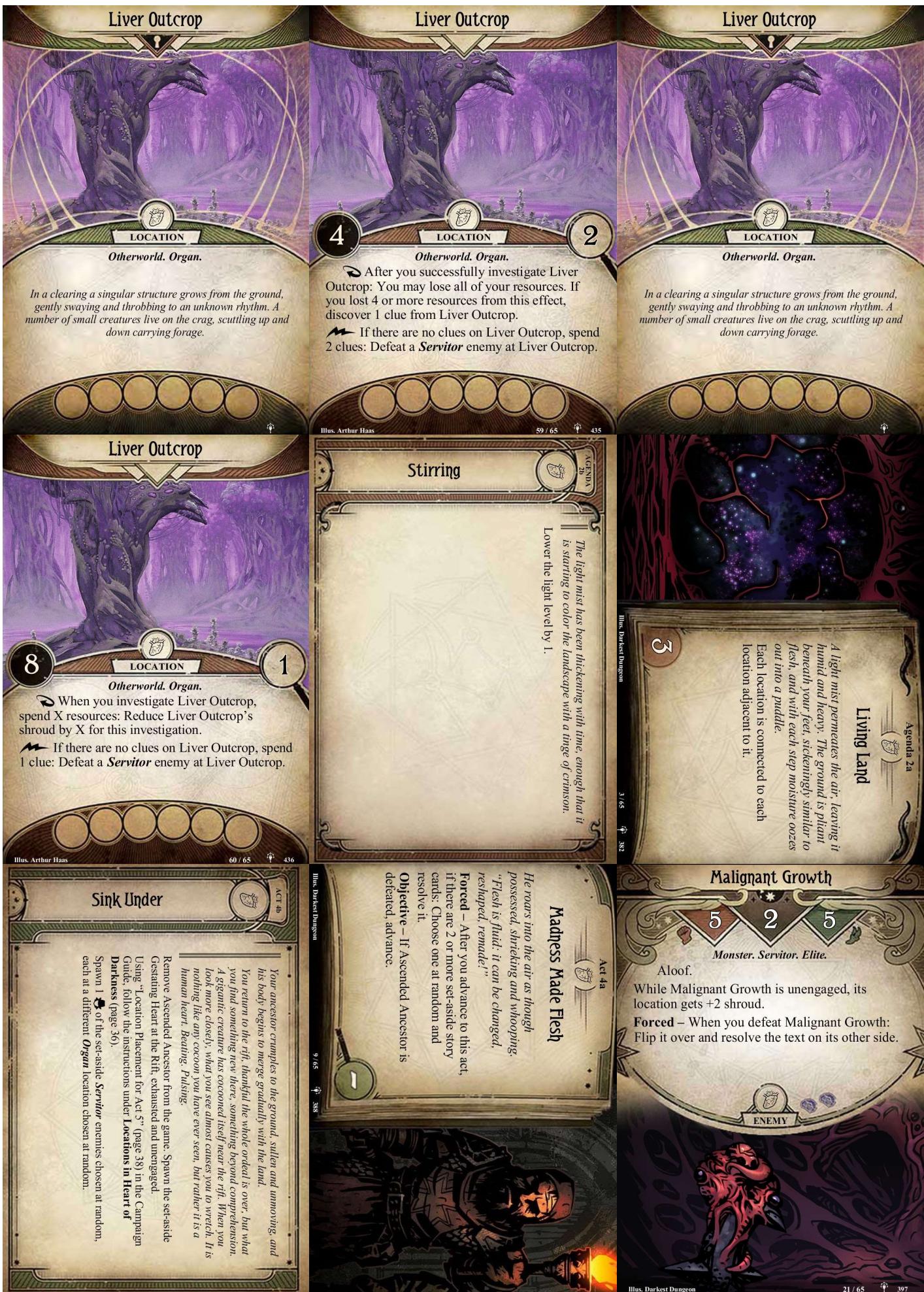


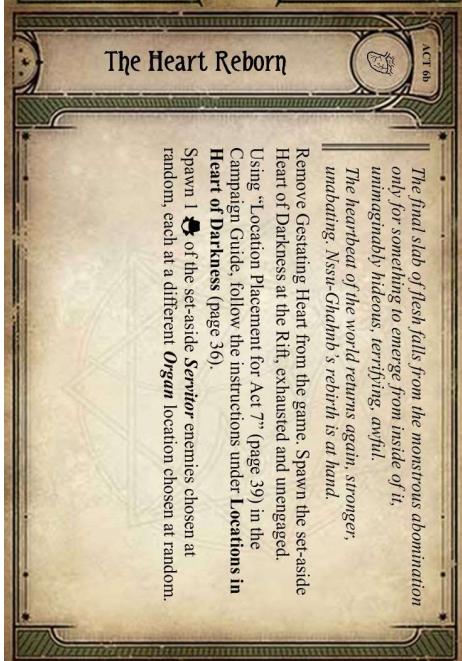
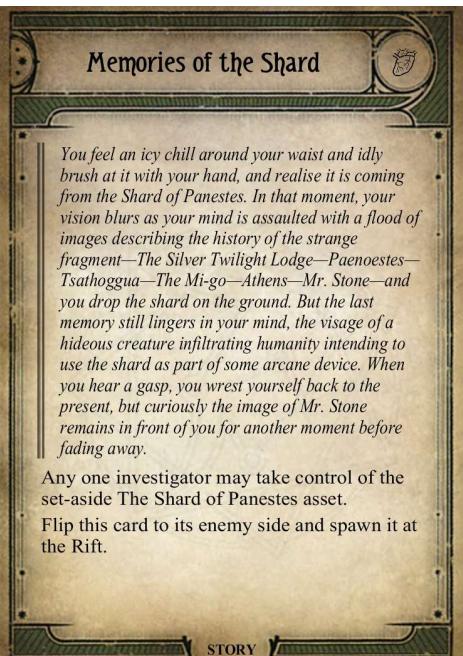




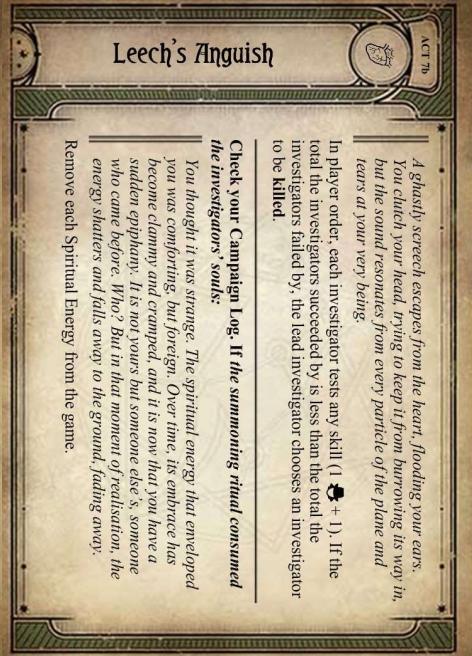
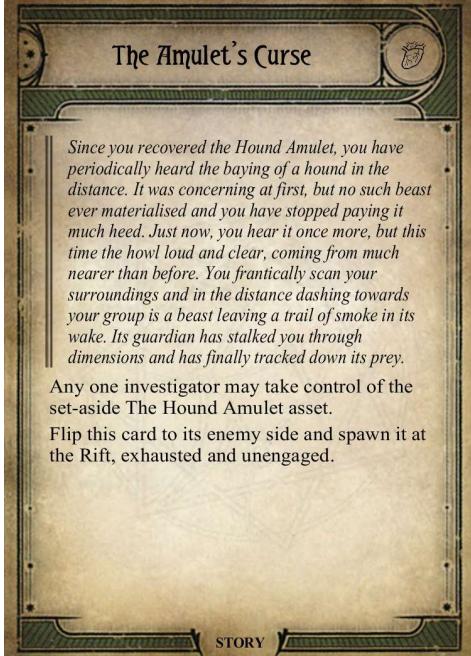


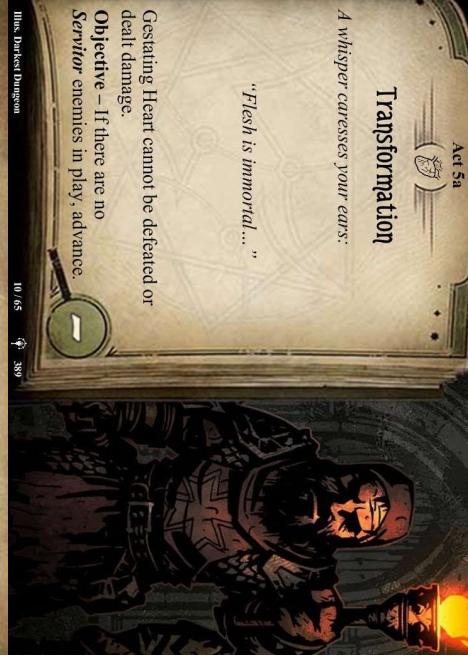
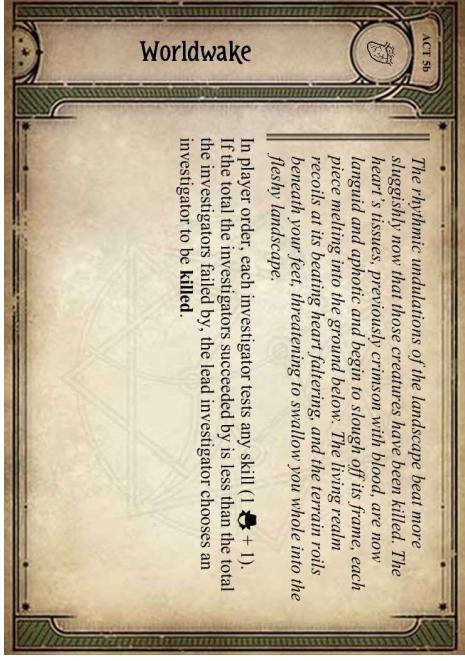
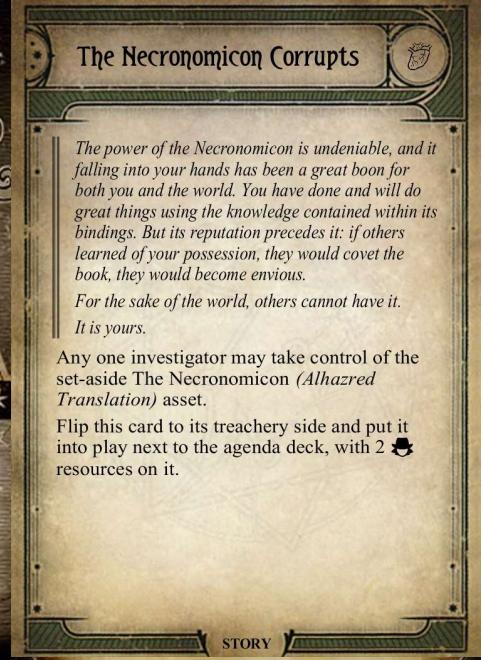
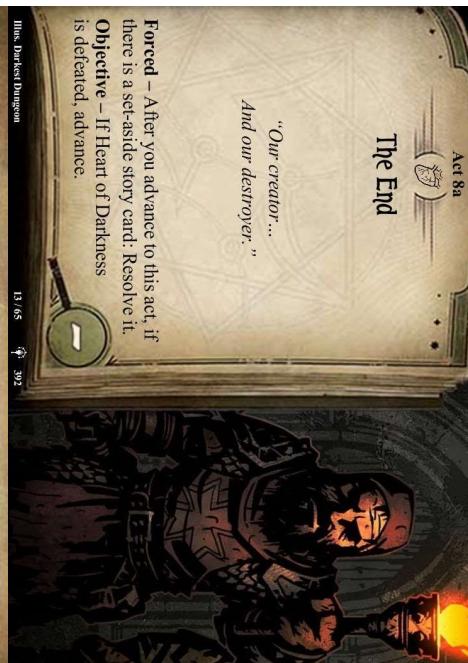
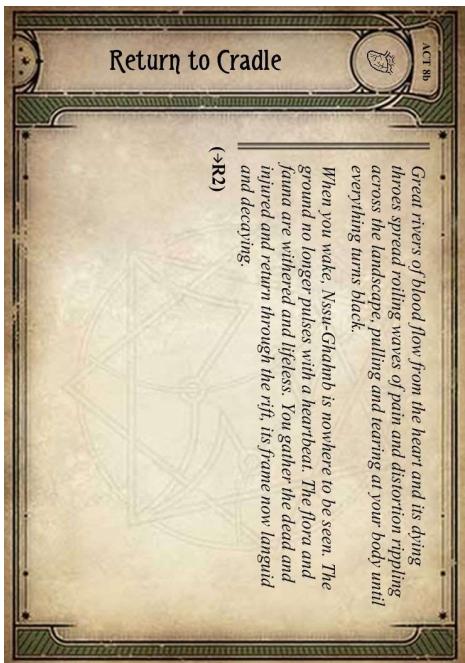














Encounter card back

*Ascended Ancestor	*Gestating Heart	*Heart of Darkness
<p>Ancient One. Humanoid. Elite. Hunter. Prey – Lead investigator.</p> <p><i>"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 numbered nor sated. You answered the letter — now, like me, you are part of this place."</i></p> <p>Illus. Darkest Dungeon 25 / 65 401</p>	<p>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.</p> <p>Forced – At the end of the enemy phase: Each investigator tests any skill (2). Gestating Heart attacks each investigator who fails.</p> <p>Illus. Darkest Dungeon 26 / 65 402</p>	<p>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.</p> <p>Forced – At the end of the enemy phase: Each investigator tests any skill (4). Heart of Darkness attacks each investigator who fails.</p> <p>Victory 2.</p> <p>Illus. Darkest Dungeon 27 / 65 403</p>
<p>Mammoth Cyst</p> <p>Monster. Hunter. Massive. After Mammoth Cyst is evaded: Deal 1 damage to it.</p> <p>Forced – After you defeat Mammoth Cyst: Heal 2 damage and 2 horror from your investigator. Draw 2 cards and gain 2 resources.</p> <p>Illus. Darkest Dungeon 61 / 65 437</p>	<p>TREACHERY</p> <p>Meet Your Maker</p> <p>Omen. Power. Revelation – Put Meet Your Maker into play next to the agenda deck.</p> <p>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.</p> <p>Illus. Ramsés Meléndez 62 / 65 438</p>	<p>TREACHERY</p> <p>New Beginning</p> <p>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.</p> <p>Forced – At the end of the round: Place 1 doom on each other card in your threat area. Discard New Beginning.</p> <p>Illus. Samuel Araya 63 / 65 439</p>
<p>TREACHERY</p> <p>New Beginning</p> <p>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.</p> <p>Forced – At the end of the round: Place 1 doom on each other card in your threat area. Discard New Beginning.</p> <p>Illus. Samuel Araya 63 / 65 439</p>	<p>TREACHERY</p> <p>Your Fate is Sealed</p> <p>Omen. Power. Revelation – Put Your Fate is Sealed into play next to the agenda deck.</p> <p>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.</p> <p>Illus. Matthew Attard 65 / 65 440</p>	

Player card back

