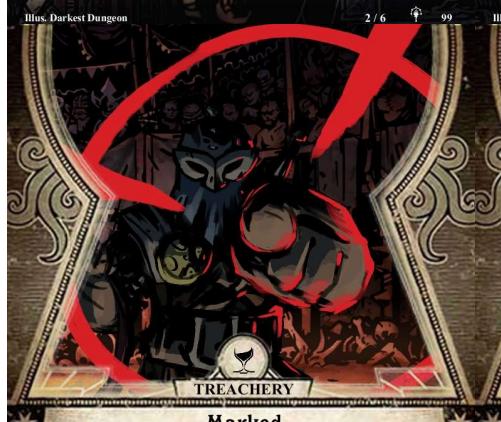
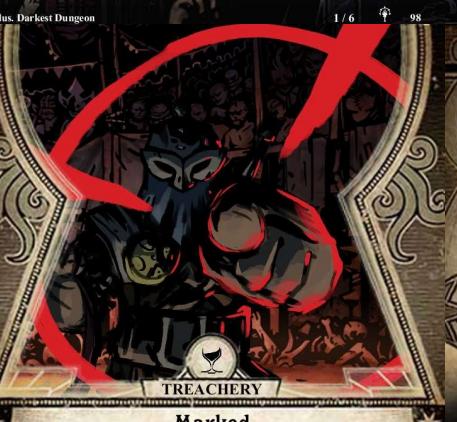
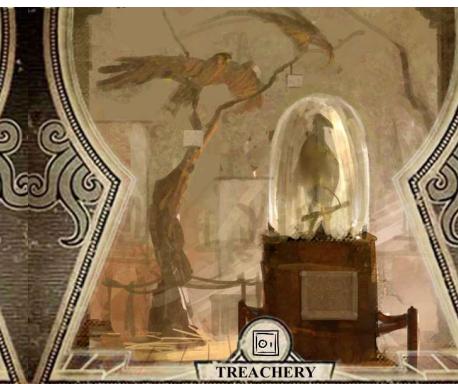


# Encounter sets

## Encounter card back

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

Illus. novitus 1 / 5 103 Illus. LouieLarry 2 / 5 104 Illus. Eren Arik 3 / 5 105



## Manor Treasury

*Fortune. Task.*

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

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

►►►: 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  $-1 \hearts$ .

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

Illus. Troitsky

4 / 5

106

Illus. Victor Hugo Harmatuk

5 / 5

107

Illus. Sebastian Giacobino

1 / 10

115



## Dreams of R'lyeh

*Omen.*

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

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

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

## Memories of Valusia

*Omen.*

**Revelation** – Put Memories of Valusia into play in your threat area.

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

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

## Memories of Valusia

*Omen.*

**Revelation** – Put Memories of Valusia into play in your threat area.

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

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

Illus. Sebastian Giacobino

1 / 10

115

Illus. mrainbowwj

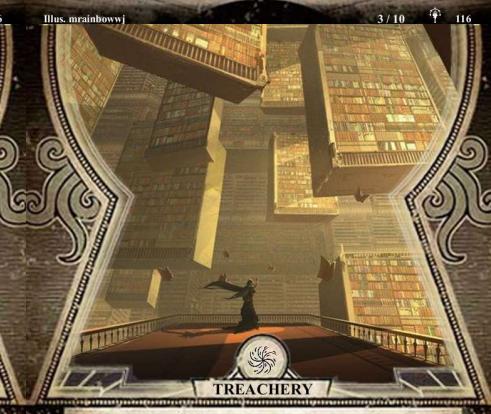
3 / 10

116

Illus. mrainbowwj

3 / 10

116



## 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  $\clubsuit$  (3). If you succeed, discard Visions of Pnakotus.

Illus. Michael Durst

5 / 10

117

Illus. Michael Durst

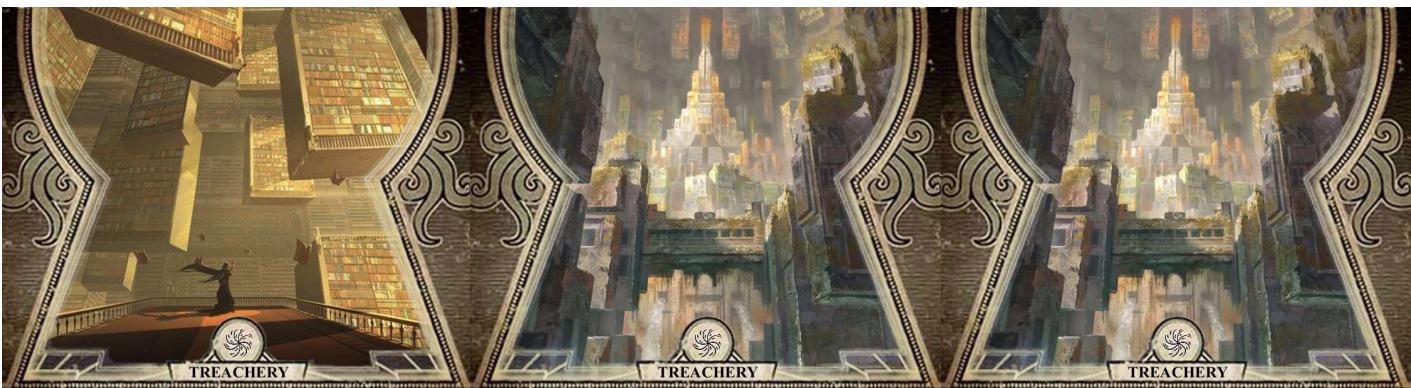
5 / 10

117

Illus. Masahiro Sawada

7 / 10

118



### Visions of Pnakotus

*Omen.*

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

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

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

### Whispers of Sarnath

*Omen.*

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

You get  $-1 \clubsuit$  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.

Illus. Masahiro Sawada

7 / 10 ♫ 118

### Courtesan

4  
4  
2

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

Hunter. Alert.

**Prey** – Most damage.

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

**Legacy 1.**

ENEMY



Illus. Robin Luehrson

9 / 10 ♫ 119

### Esquire

2  
4  
4

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

Hunter. Retaliate.

**Prey** – Most damage.

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

**Legacy 1.**

ENEMY



Illus. Robin Luehrson

9 / 10 ♫ 119

### Lost in the Dark

*Terror.*

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

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

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

Illus. Darkest Dungeon

1 / 9 ♫ 120

Illus. Darkest Dungeon

2 / 9 ♫ 121

Illus. Sebastian Eriksson

3 / 9 ♫ 122

TREACHERY

### Manservant

2  
2  
2

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

Hunter.

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

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

### Lost in the Dark

*Terror.*

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

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

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

ENEMY

ENEMY

ENEMY

### Manservant

Humanoid.

*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.*

Illus. Sebastian Eriksson

3 / 9 ♫ 122

Illus. Darkest Dungeon

5 / 9 ♫ 123

Illus. Darkest Dungeon

5 / 9 ♫ 123

## Manservant

2 2 2

Humanoid. Monster. Cursed.

**Spawn** – Nearest *Corridor* location.

Hunter.

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

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



ENEMY

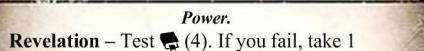


Illus. Darkest Dungeon

5 / 9



123



TREACHERY

Turned Around

Power.

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



ENEMY

Turned Around

Power.

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



TREACHERY

Low on Rations

Blunder.

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

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



TREACHERY

Low on Rations

Blunder.

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

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



TREACHERY

Low on Rations

Blunder.

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

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



TREACHERY

Unprepared

Blunder.

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

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



TREACHERY

Unprepared

Blunder.

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

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



TREACHERY

Unprepared

Blunder.

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

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

Illus. Katie Watersell

4 / 6

Illus. Katie Watersell

4 / 6

Illus. Katie Watersell

4 / 6

126



### Day Grows Dim

Omen.

Peril.

**Revelation** – You must either (choose one):

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

### Day Grows Dim

Omen.

Peril.

**Revelation** – You must either (choose one):

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

### Setting Sun

Omen.

Peril.

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

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

Illus. Darkest Dungeon

1 / 4



Illus. Darkest Dungeon

1 / 4



Illus. the watercolorist

3 / 4



### Setting Sun

Omen.

Peril.

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

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

### Dangers in the Dark

Hazard.

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

### Dangers in the Dark

Hazard.

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

Illus. the watercolorist

3 / 4



Illus. Darkest Dungeon

1 / 18



Illus. Darkest Dungeon

1 / 18



### Dangers in the Dark

Hazard.

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

### Evil Within

Omen.

Peril.

**Revelation** – You must either (choose one):

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

### Evil Within

Omen.

Peril.

**Revelation** – You must either (choose one):

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

Victory 1.

Illus. Darkest Dungeon

1 / 18



Illus. Darkest Dungeon

4 / 18



Illus. Darkest Dungeon

4 / 18





### Figures in the Corner

Terror.

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

### Figures in the Corner

Terror.

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

### Figures in the Corner

Terror.

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



### Imagined Horror

Terror.

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

### Imagined Horror

Terror.

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

### Imagined Horror

Terror.

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



### Pressures of the Dark

Terror.

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

### Pressures of the Dark

Terror.

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

### Pressures of the Dark

Terror.

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

# Double-sided



# Player card back



Aegis Scale

**Item.**

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

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



Bandage

**Item.**

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

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



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Bandage

**Item.**

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

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



*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.

*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.



*Item. Blessed.*

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

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



*Item.*

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

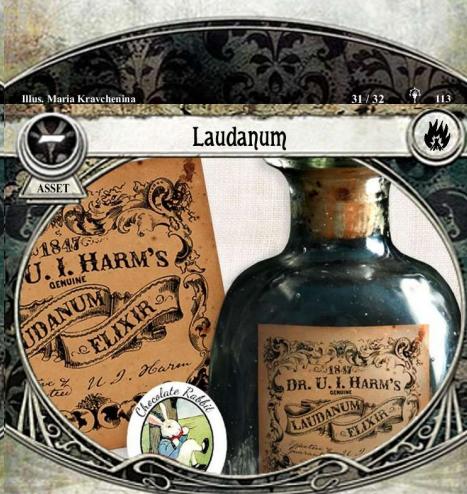
**Forced** – When Laudanum leaves play: Remove it from the game.



*Item.*

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

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



*Item.*

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

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



*Item.*

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

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



15 / 32



15 / 32



15 / 32



**Item.**

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

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

**Item.**

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

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

**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 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.

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When 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.*

When 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.*

When 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.

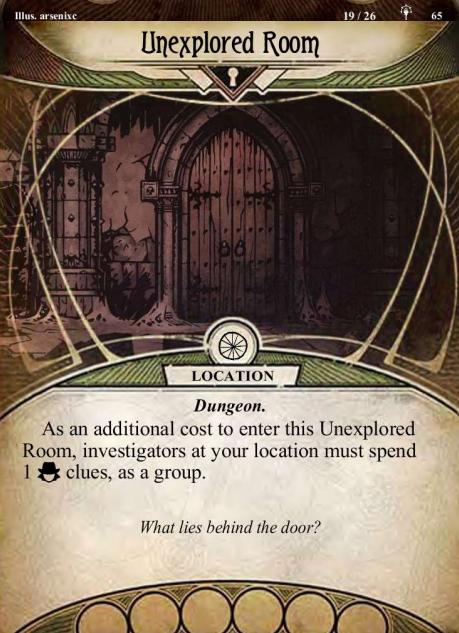
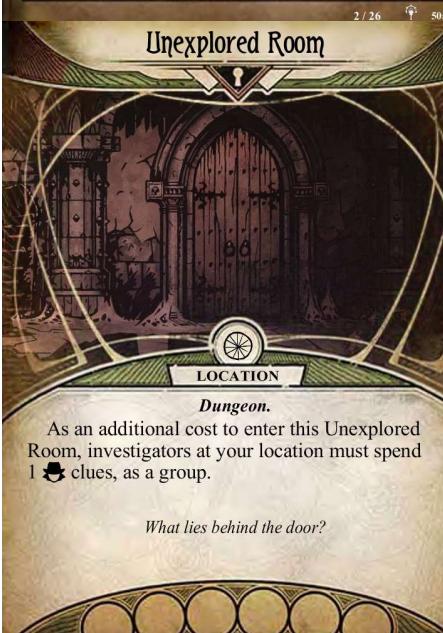
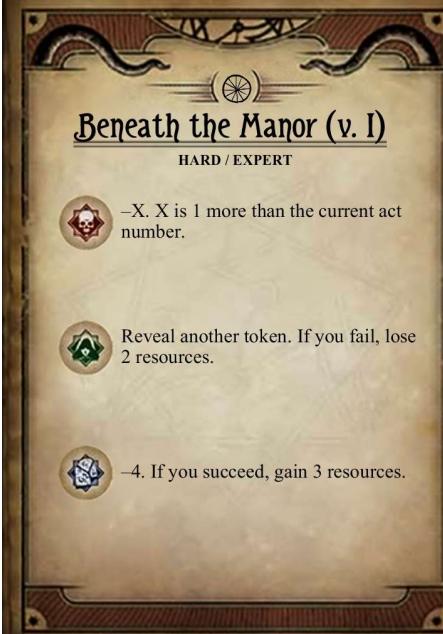
Add Torch to the victory display: Raise the light level by 1.

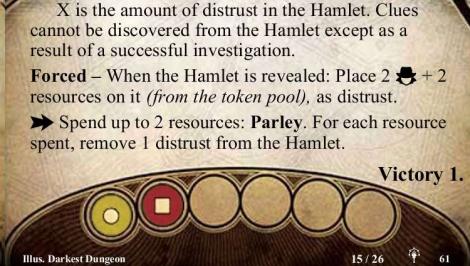
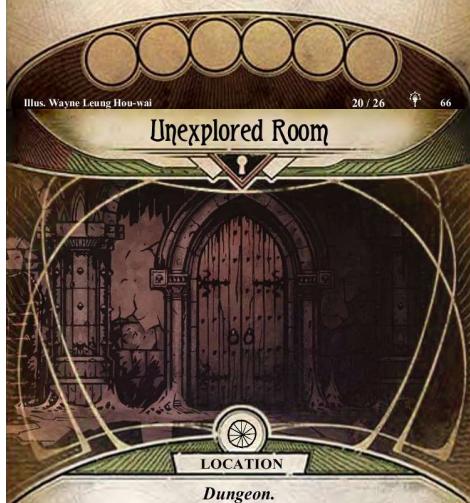
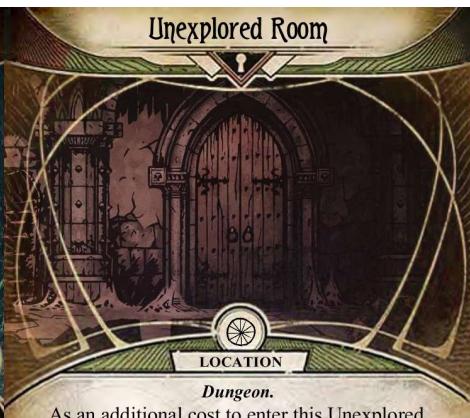
**Forced** – When Torch leaves play except through one of its abilities: Remove it from the game.

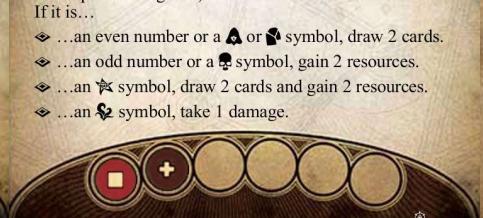
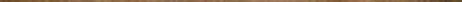
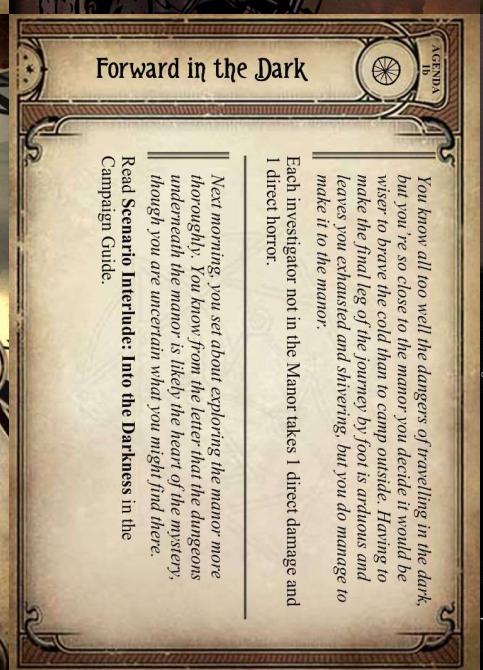
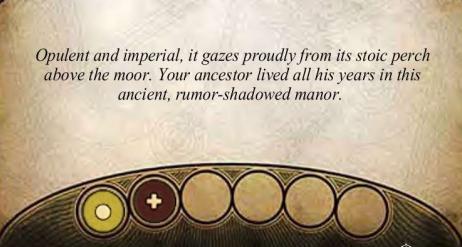
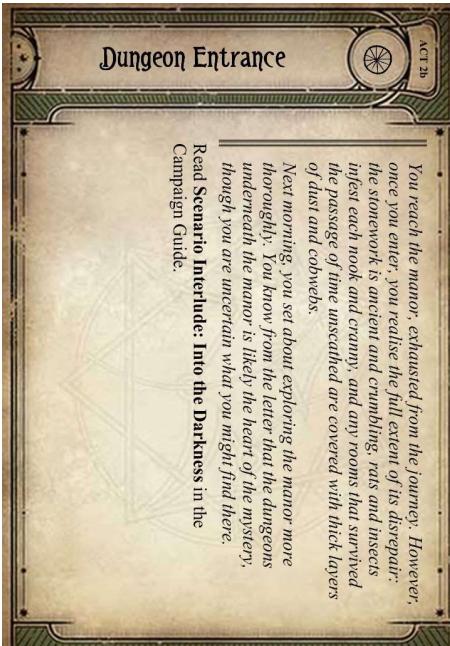
**Victory -1.**

# Scenario 1 - Beneath the Manor

## Double-sided









# Encounter card back



# Scenario 2 - The Study of Life

## Double-sided

**Nashwa Hassan**

Illus. Darkest Dungeon

ACT 1b

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.

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

**Academic Pursuits**

Act 1a

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**

LOCATION

Basement.

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

**Basement Hallway**

LOCATION

Basement.

5 / 32    75

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**

ACT 2b

She turns out to be quite open to conversation, and introduces herself. "I hail from a desert, 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 storm 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 damage on the Bone Legion. (Each Cultist enemy no longer gains aloof)

**Book Smarts**

Act 2a

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.)

**Unexplored Room**

LOCATION

Basement.

19 / 32    89

What lies in this direction?

**Chapel**

LOCATION

Basement.

3 / 32    76

**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**

ACT 3b

If The Necromancer has 1 clues on her:

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

You wince 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)

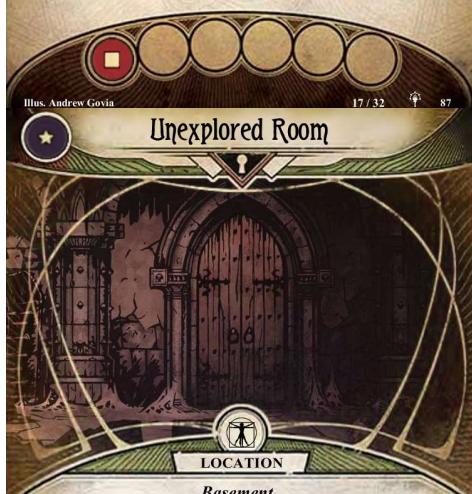
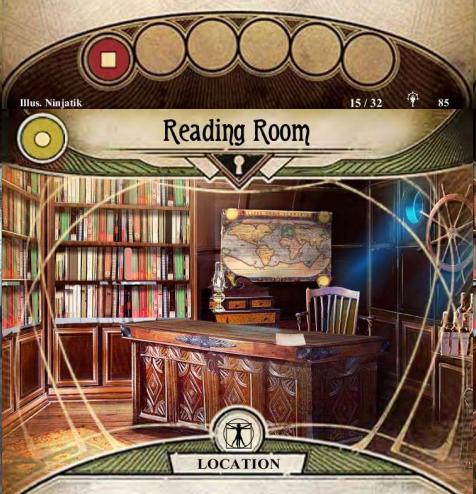
If you defeated The Necromancer:

"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

3 / 32

73

Illus. John Harper

## For No-one

AGENDA

2b

*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.

## The Cycle of Life

Agenda 3a

AGENDA

2a

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

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

8\*

## A Bell Tolls

AGENDA

1b

*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.

5

Illus. John Harper

2 / 32

72

## The Purpose of Life

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.

## The Study of Life

HARD / EXPERT



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



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



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

## The Study of Life

EASY / STANDARD



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

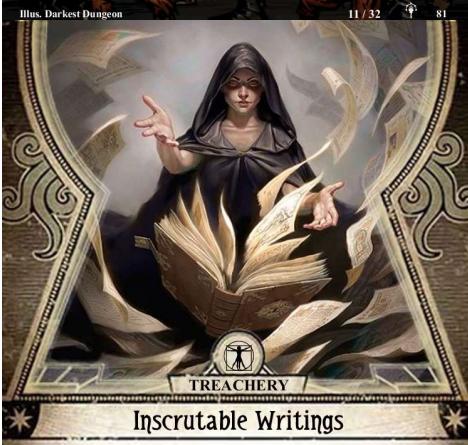
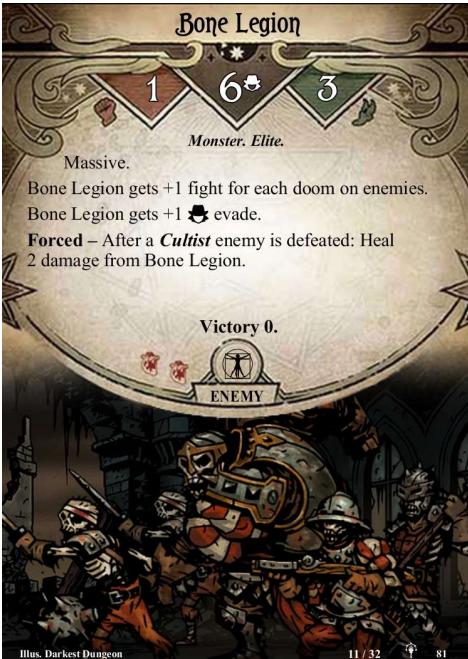


Reveal another token. If you fail, place 1 doom on the nearest **Cultist** enemy.



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

# Encounter card back



## Occult Researcher

2 2 2

*Humanoid. Cultist.*

**Spawn** – Any empty location.

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

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



ENEMY



Illus. Darkest Dungeon

28 / 32



96

*Humanoid. Cultist.*

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

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



ENEMY



Illus. Darkest Dungeon

28 / 32



96



TREACHERY

Rumors and Whispers

Terror.

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

Illus. John Harper

31 / 32



97

## Rumors and Whispers

*Terror.*

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

Illus. John Harper

31 / 32



97

## The Necromancer

3 2♦ 2

*Humanoid. Sorcerer. Elite.*

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

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

**Victory 1.**



ENEMY



Illus. Darkest Dungeon

10 / 32



80

# Player card back



## Ritual.

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

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

## Sorcerer.

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

## Ally. Sorcerer.

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

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

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



## \*The Necronomicon

### Alhazred Translation

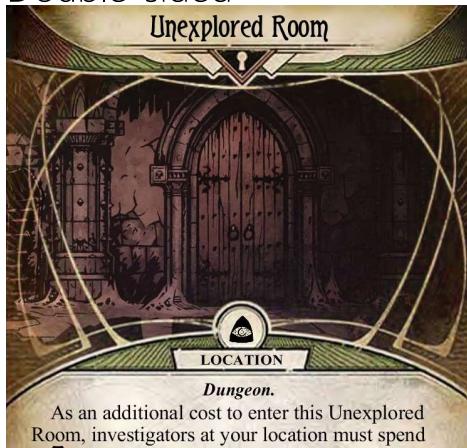


► Spend 1 charge: **Fight**. Add your  $\clubsuit$  or  $\spadesuit$  value to your skill value for this attack. This attack deals +1 damage. If a  $\clubsuit$  symbol is revealed during this attack, take 1 damage and 1 horror.

► 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.

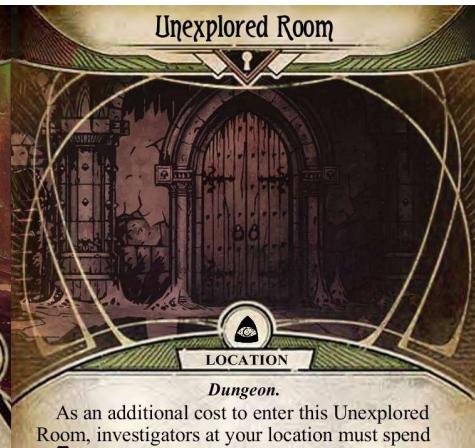
*What lies behind the door?*



**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.

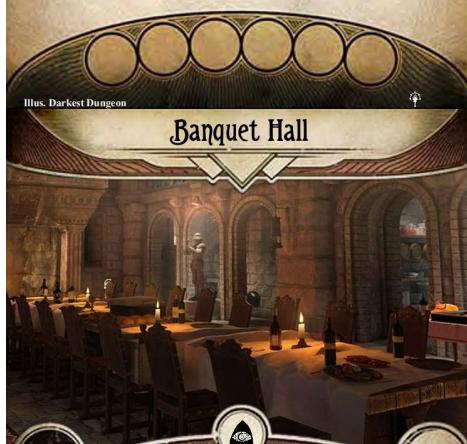
**Legacy 1. Victory 1.**



**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?*

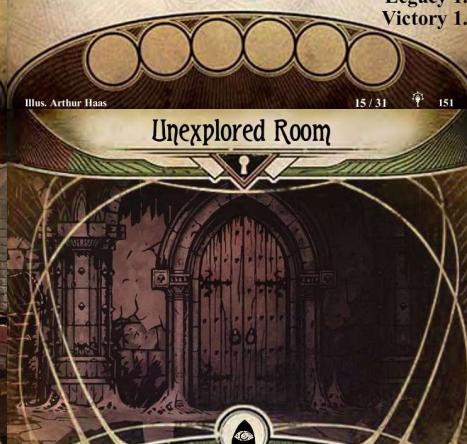


**Banquet Hall**

**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.

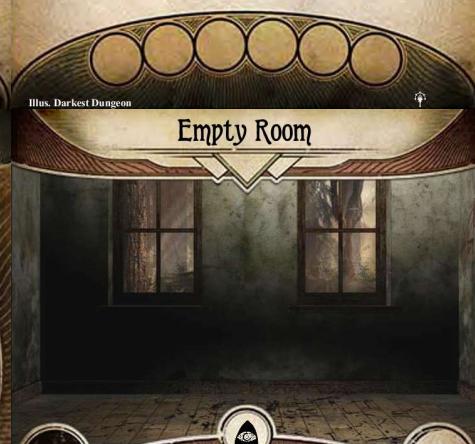
**Legacy 1.**



**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?*

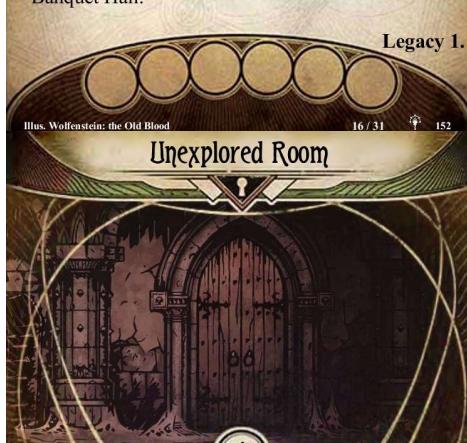


**Empty Room**

**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.**



**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?*

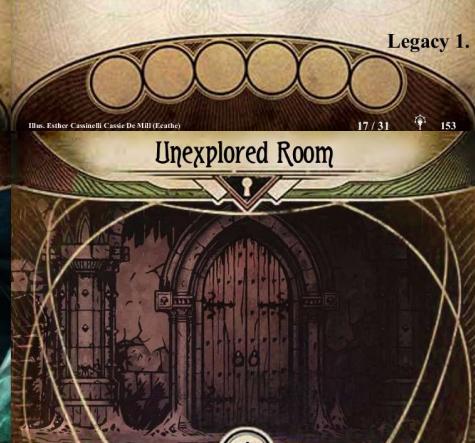


**Freezer**

**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.**



**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?*

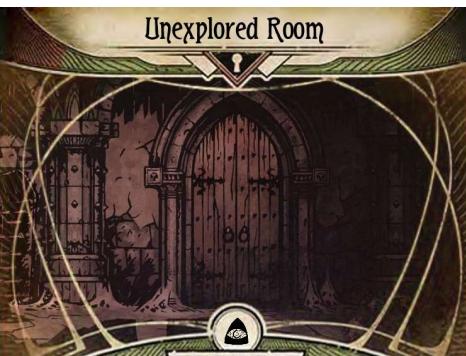


2 LOCATION

1

**Dungeon.**

**Forced** – When the Guest Room is revealed: Put the top card of the dungeon deck into play above or to the right of the Guest 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?*

3

**Dungeon.**

**Forced** – After you fail a skill test while investigating the Kennels: Take damage equal to the light level.

**Forced** – When the Kennels are revealed: Put the top 3 cards of the dungeon deck into play above, below, and to the right of the Kennels.

Legacy 1.  
Victory 1.

Illus. Sally Jackson

19 / 31

155

**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?*

3

LOCATION

2

**Dungeon.**

**Forced** – After you reveal the Laundry Room: 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.

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

20 / 31

156

**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?*

4 LOCATION

1

**Dungeon.**

**Forced** – After you reveal the Oven: 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.

**Forced** – When the Oven is revealed: Put the top card of the dungeon deck into play below any other location.

1

**Portraits Corridor**

Illus. Andrzej Dybowski

21 / 31

157

**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?*

Illus. Chris Bradley (whatyoumaydo)

Legacy 1.

22 / 31

158



Illus. Darkest Dungeon



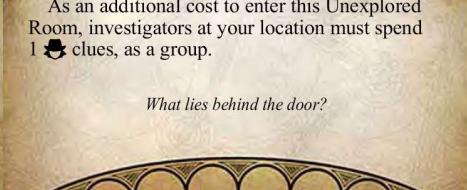
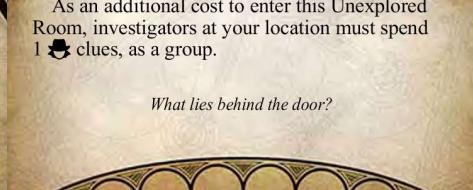
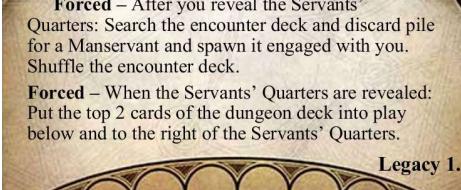
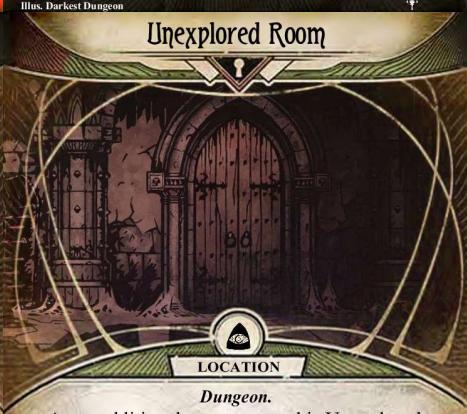
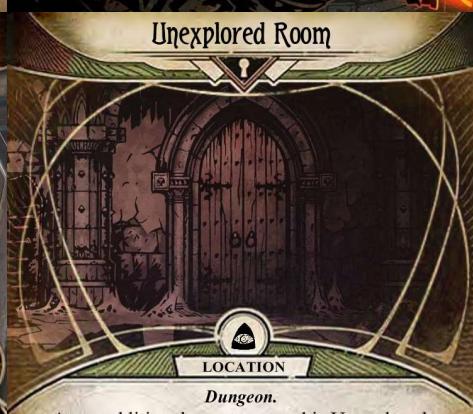
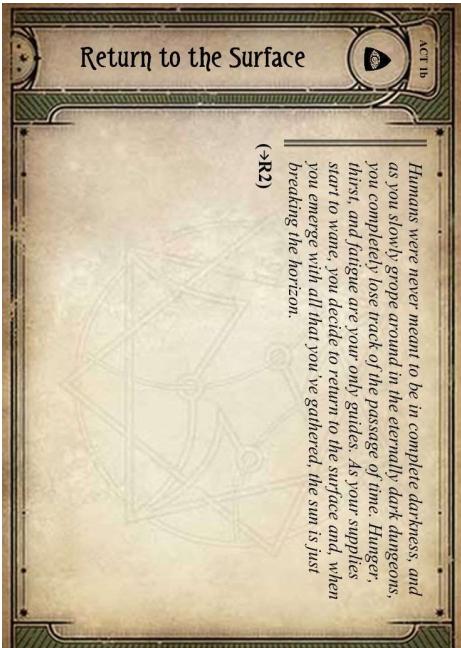
Illus. Quentin Regnes

23 / 31

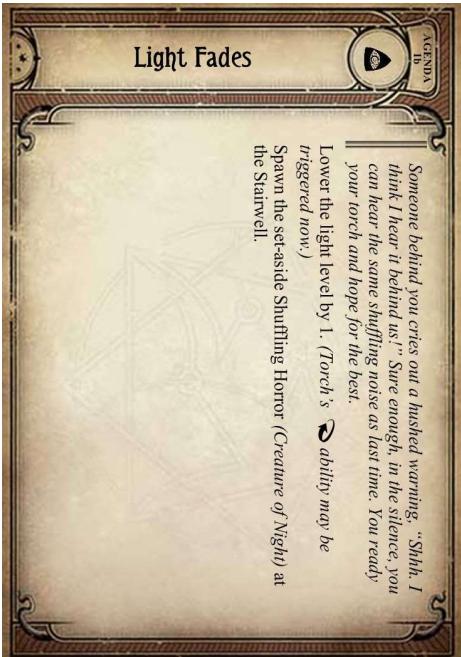
159

**Forced** – After you reveal the Portraits Corridor: 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 Portraits Corridor is revealed: Put the top card of the dungeon deck into play to the right of Portraits Corridor.









31 / 31      165

# Encounter card back

## Shuffling Horror

Born of Shadow

3 8 3

*Monster. Abomination. Elite.*

Hunter. Massive. Retaliate.

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

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

Victory 2.

ENEMY



## Shuffling Horror

Creature of Night

3 4 3

*Monster. Abomination. Elite.*

Hunter. Massive. Retaliate.

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

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

Victory 2.

ENEMY



## Shuffling Horror

Unleashed Fear

3 8 3

*Monster. Abomination. Elite.*

Hunter. Massive. Retaliate.

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

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

Victory 2.

ENEMY



## \*The Formless Flesh

The Back

3 4 3

*Monster. Abomination. Elite.*

Hunter.

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

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

– The Ancestor

Victory 0.

ENEMY



10 / 31

146

## \*The Formless Flesh

The Bone

## \*The Formless Flesh

The Bone

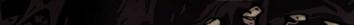
4 4 2

*Monster. Abomination. Elite.*

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

Victory 0.

ENEMY



11 / 31

147

## \*The Formless Flesh

The Head

3 4 3

*Monster. Abomination. Elite.*

Hunter.

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

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

– The Ancestor

Victory 0.

ENEMY



12 / 31

148

## \*The Formless Flesh

The Heart

2 4 4

*Monster. Abomination. Elite.*

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

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

– The Ancestor

Victory 0.

ENEMY



13 / 31

149

# Scenario 4 - Wolves at the Door

## Double-sided

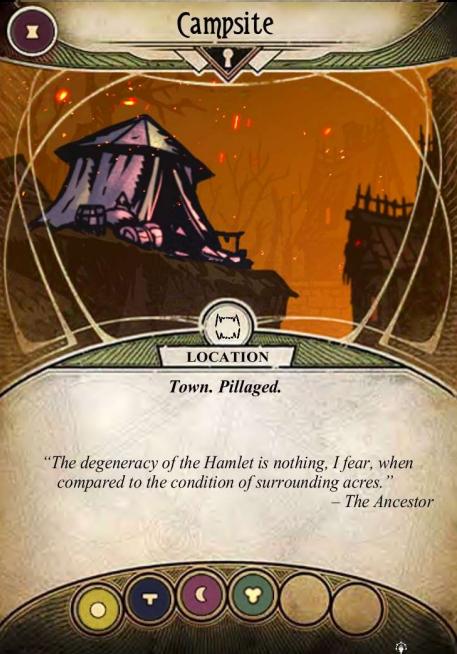
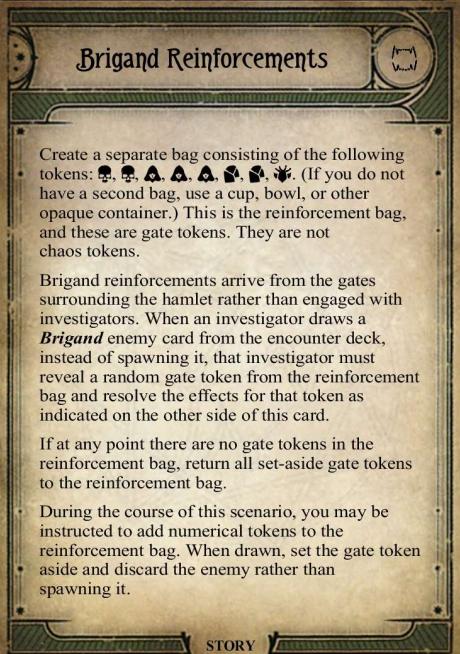
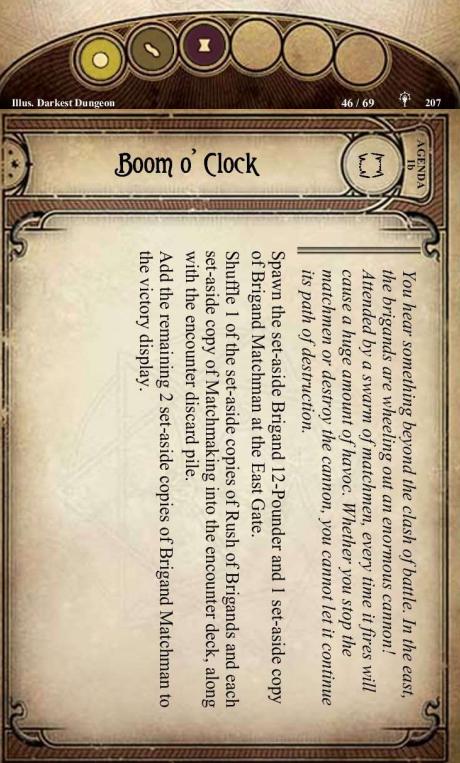
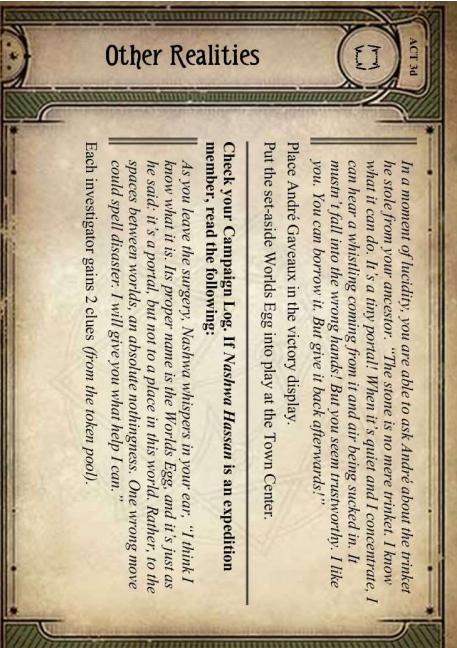


"Trouble yourself not with the cost of this crusade - its noble end affords you broad tolerance in your choice of means."  
—The Ancestor

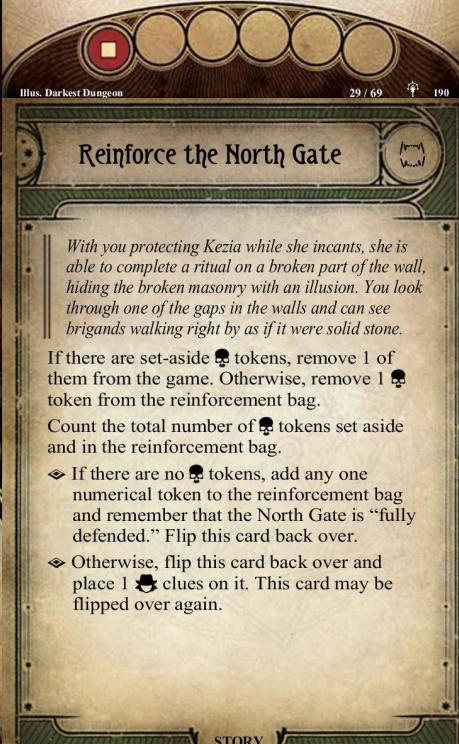
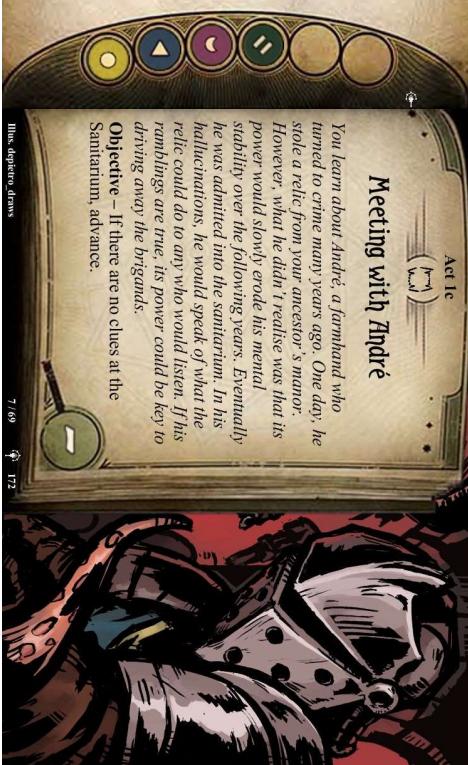
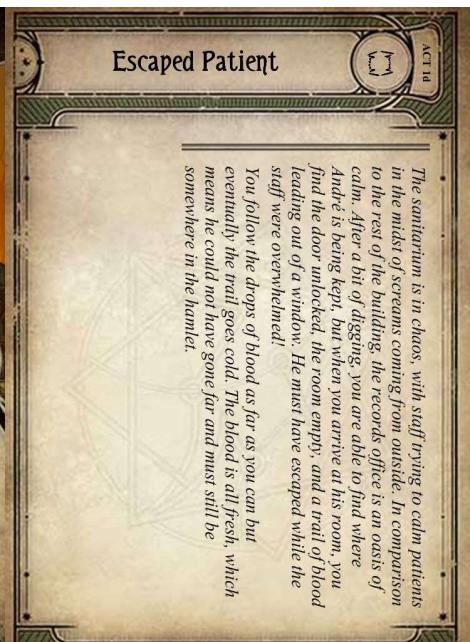


**Forced** – When this version of the Abbey is swapped into play: Each investigator takes 1 horror.

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







## Reinforce the South Gate

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

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

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

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

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

## STORY

### Sanitarium

#### LOCATION

Town. Pillaged.

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

— The Ancestor

## West Gate

2

#### LOCATION

1

Gate. Pillaged.

Veiled.

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

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

— The Ancestor

Illus. Darkest Dungeon

31 / 69

## STORY

### Sanitarium

#### LOCATION

Town. Pillaged.

1

0

#### 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

## ACT 2d

### On His Trail

#### LOCATION

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. Apotropaic Arms

8 / 69

173

## Search for André

Act 2c

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

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

Illus. Darkest Dungeon

47 / 69

## STORY

### Smithy

Pillaged

#### LOCATION

Town. Pillaged.

3

#### LOCATION

Town. Pillaged.

0

0

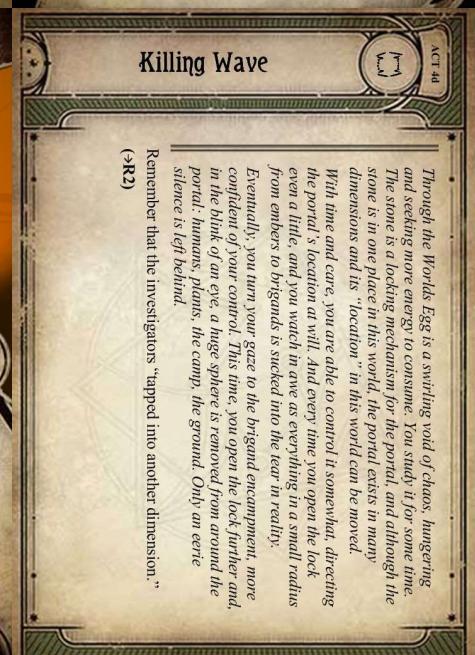
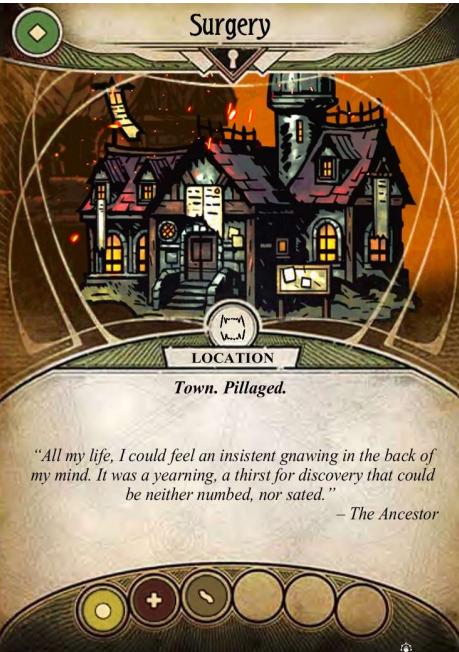
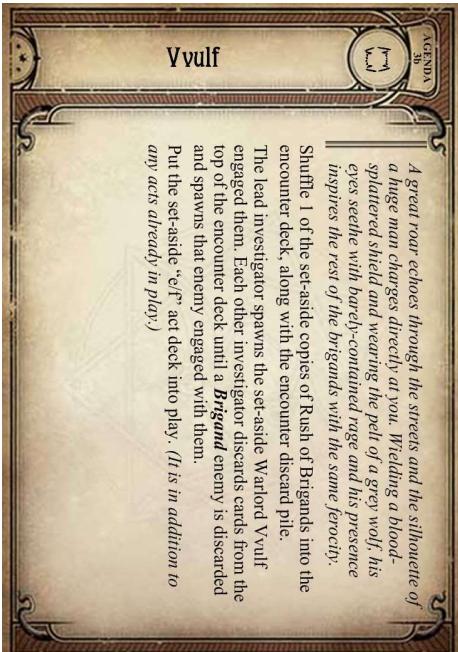
Illus. Darkest Dungeon

44 / 69

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

— The Ancestor

205



## The Abbot

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

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

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

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

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

Heal 1 damage and 1 horror from each investigator.

Remember that you “searched the abbey.”

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

## STORY

## Guildhall

4

LOCATION

1

Veiled.

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



Illus. Darkest Dungeon

34 / 69

195

## The Nomad

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

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

Remember that you “searched the wagon.”

Flip this card back over.

## STORY

## Smithy

4

LOCATION

1

Town.

Veiled.

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



Illus. Darkest Dungeon

35 / 69

196

## The Guildmasters

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

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

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

Remember that you “searched the guildhall.”

Flip this card back over.

STORY

## Surgery

2

LOCATION

1

Town.

Veiled.

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



Illus. Darkest Dungeon

39 / 69

200

## The Blacksmith

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

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

Remember that you “searched the smithy.”

Flip this card back over.

## STORY

## Wagon

3

LOCATION

1

Veiled.

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



Illus. Darkest Dungeon

40 / 69

201

## The Physician

If André Gaveaux is in play, read the following:

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

Heal all damage from André Gaveaux.

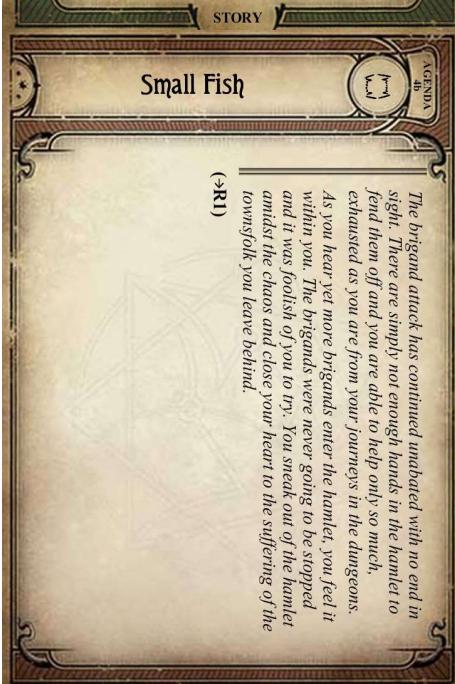
Whether or not André Gaveaux is in play, read the following:

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

Heal 2 damage from each investigator.

Remember that you “searched the surgery.”

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



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



1 LOCATION 0

*Town. Pillaged.*

Town Center is connected to each other Town location.

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

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



LOCATION

*Town. Pillaged.*

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



3 LOCATION 0

*Town. Pillaged.*

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

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



**Wolves at the Door**

HARD / EXPERT

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

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

-5. If you succeed, heal 1 damage.

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



**Wolves at the Door**

EASY / STANDARD

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

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

-3. If you succeed, heal 1 damage.

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

# Encounter card back

## \*André Gaveaux

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

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

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

**Victory 0.**



Illus. Lane Brown

21 / 69



182

## Brigand 12-Pounder

### Cannon. Brigand. Elite.

Hunter. Massive.

Brigand 12-Pounder gets +6 ♦ health.

Brigand 12-Pounder cannot make attacks of opportunity.

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

**Victory 1.**



Illus. Darkest Dungeon

12 / 69



177

## Brigand Bloodletter

### Humanoid. Brigand.

Hunter.

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



Illus. Darkest Dungeon

51 / 69



212

## Brigand Bloodletter

### Humanoid. Brigand.

Hunter.

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

## Brigand Hunter

### Humanoid. Brigand.

Hunter. Alert.

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

## Brigand Hunter

### Humanoid. Brigand.

Hunter. Alert.

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

## Brigand Matchman

### Humanoid. Brigand.

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

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

**Victory 0.**



Illus. Darkest Dungeon

51 / 69



212

## Brigand Matchman

### Humanoid. Brigand.

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

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

**Victory 0.**



Illus. Darkest Dungeon

53 / 69



213

## Brigand Matchman

### Humanoid. Brigand.

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

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

**Victory 0.**



Illus. Darkest Dungeon

53 / 69



213

16 / 69



179

16 / 69



179

16 / 69



179

### Brigand Raider

3 3 2

*Humanoid. Brigand.*  
Hunter. Retaliate.

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

ENEMY



### Brigand Raider

3 3 2

*Humanoid. Brigand.*  
Hunter. Retaliate.

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

ENEMY



### Brigand Raider

3 3 2

*Humanoid. Brigand.*  
Hunter. Retaliate.

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

ENEMY



### \*Brigand Sharpshooter

The Elusive

6 1 4

*Humanoid. Brigand. Elite.*

Alert. Hunter. Retaliate.

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

Victory 1.

ENEMY



TREACHERY

Cannon Fire

Hazard.

**Revelation** – You must either (choose one):

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



### Cannon Fire

Hazard.

**Revelation** – You must either (choose one):

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

### Matchmaking

Tactic.

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

### Matchmaking

Tactic.

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



Rabid Gnasher gets +1 horror if it has moved this phase.

**Forced** – After Rabid Gnasher deals damage to your investigator: Remember that you “were bitten.”

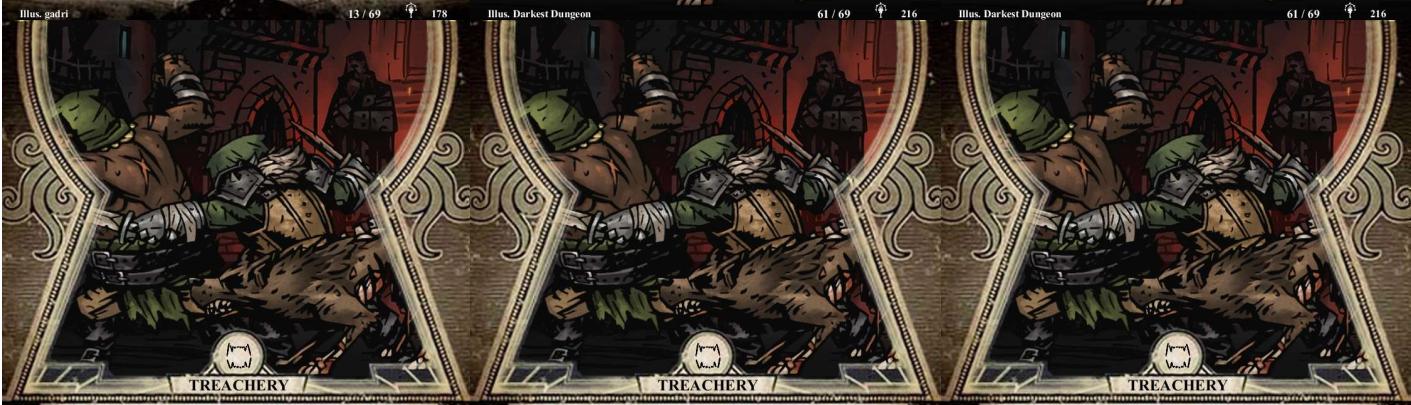
Rabid Gnasher gets +1 horror if it has moved this phase.

**Forced** – After Rabid Gnasher deals damage to your investigator: Remember that you “were bitten.”



Surge.

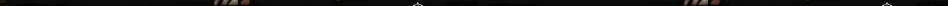
**Revelation** – If Brigand 12-Pounder is in play, search the victory display for a Brigand Matchman and spawn it at the East Gate.  
Otherwise, remove Matchmaking from the game.



### 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.

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





TREACHERY

**Rush of Brigands***Tactic.*

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



TREACHERY

**Rush of Brigands***Tactic.*

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



TREACHERY

**Rush of Brigands***Tactic.*

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



TREACHERY

**Rush of Brigands***Tactic.*

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

**\*Warlord Vvulf**

5 4 1

*Humanoid. Brigand. Elite.*

Hunter, Retaliate.

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

Warlord Vvulf can retaliate while exhausted.

**Victory 1.**

ENEMY



Illus. Darkest Dungeon 63 / 69 217

Illus. Darkest Dungeon 63 / 69 217

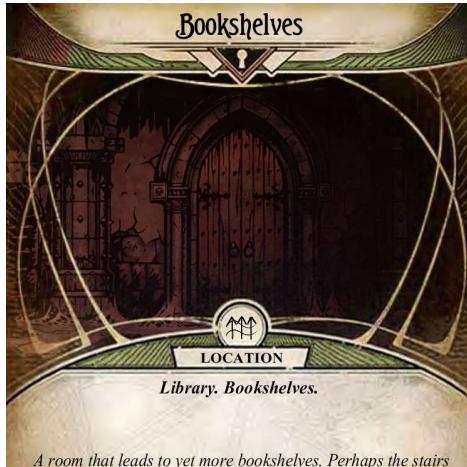
Illus. Darkest Dungeon 20 / 69 181

# Player card back



# Scenario 5 - Lost in the Woods

## Double-sided

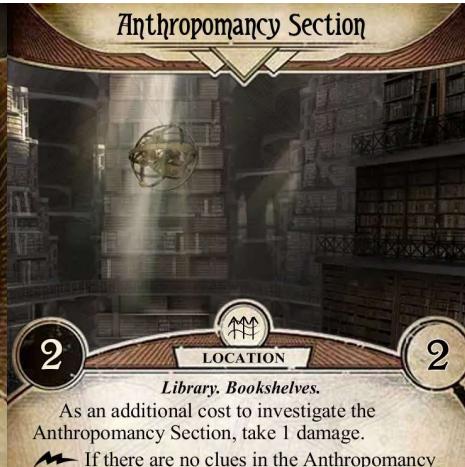


**Bookshelves**

**LOCATION**

Library. Bookshelves.

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



**Anthropomancy Section**

**LOCATION**

Library. Bookshelves.

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



**Canopy Sanctum East**

**LOCATION**

Library.

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



**Canopy Sanctum East**

**LOCATION**

Library.

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



**Canopy Sanctum West**

**LOCATION**

Library.

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

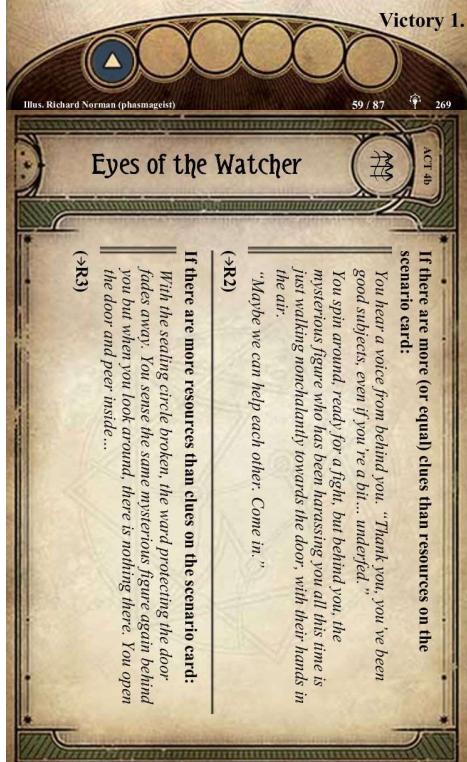


**Canopy Sanctum West**

**LOCATION**

Library.

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



**Victory 1.**

**ACT 4b**

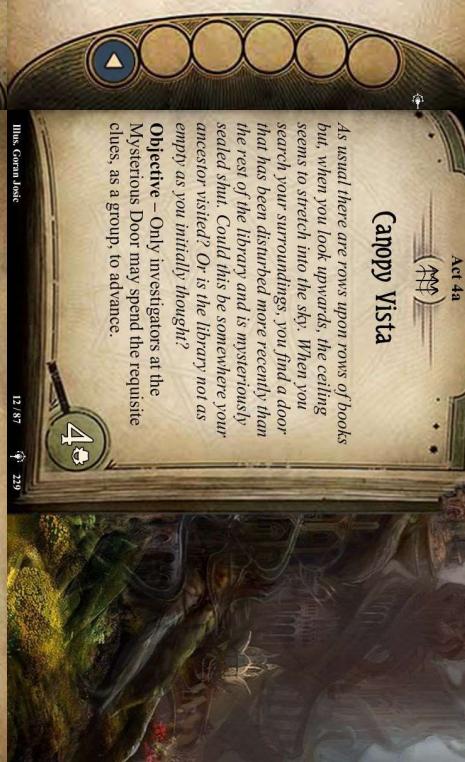
**Eyes of the Watcher**

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

(→R2)

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

(→R3)

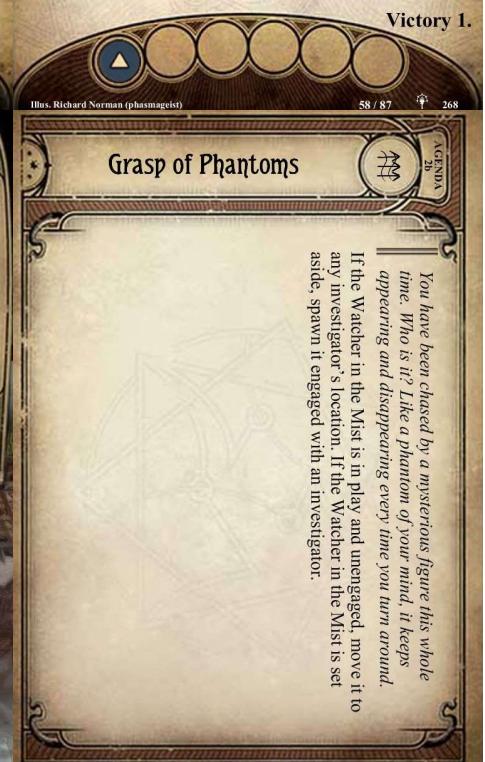


**Act 4a**

**Canopy Vista**

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

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



**ACT 2b**

**Grasp of Phantoms**

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 aside, spawn it engaged with an investigator.

## Commune with Nature

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

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

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

Act 2a



Illus. Goran Hasic

10 / 87 ♡ 227

## Open into Wonder

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

Resolve Library Setup in the Campaign Guide.

AGENDA



ab

4

## Cloud Cover

Agenda 2a

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

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

## Bookshelves

LOCATION

Library. Bookshelves.

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

## Divination Section

3

LOCATION

3

Library. Bookshelves.

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

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

## Sleep Paralysis

AGENDA



ab

(R1)

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

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

to... the ground...

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

5

## Enchanted Evening

Agenda 4a

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

## Guardian's Shield

Protecting

1 4 4

Golem. Elite.

Massive.

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

Victory 0.

ENEMY

## Guardian's Shield

Inanimate

1 4 4

Golem. Elite.

Massive.

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

Victory 0.

ENEMY

Illus. Darkest Dungeon

5 / 87 ♡ 222

Illus. Darkest Dungeon

16 / 87 ♡ 233b

Illus. Darkest Dungeon

16 / 87 ♡ 233a

## Guardian's Spear

## Guardian's Spear

Seeking

Inanimate

5 3 2

Golem, Elite.

Massive, Retaliate.

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

Victory 0.

ENEMY



Illus. Darkest Dungeon

17 / 87 ♪ 234b

Golem, Elite.

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

Victory 0.

ENEMY



Illus. Darkest Dungeon

17 / 87 ♪ 234a

## Fortuitous Find

ACT 1b

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

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

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

## Into the Woods (v. II)

ACT 1a

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

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

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

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

## Fortuitous Find

ACT 1b

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

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## Fortuitous Find

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

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

## Into the Woods (v. I)

ACT 1a

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

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

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

## Fortuitous Find

ACT 1b

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

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

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

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

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

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

## Into the Woods (v. II)

ACT 1a

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

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

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

## Into the Woods (v. III)

ACT 1a

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

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

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

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

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

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



## Lost in the Woods

HARD / EXPERT

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

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

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

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

1 / 87 218b

## Lost in the Woods

EASY / STANDARD

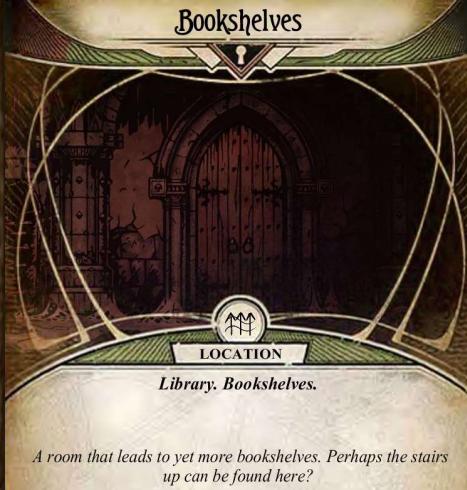
-X. X is the number of tokens on the scenario reference card (max 3).

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

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

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

1 / 87 218a



## Mathematics Section

**LOCATION**

**6** **2**

*Library. Bookshelves.*

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

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

Illus. Shuxing Li

62 / 87 272

## Bookshelves

**LOCATION**

**2**

*Library. Bookshelves.*

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

Illus. Darkest Dungeon

## Medical Sciences Section

**LOCATION**

**2** **1**

*Library. Bookshelves.*

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

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

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

Illus. Zaccheus Ng

63 / 87 273

**Bookshelves**

**LOCATION**

**1**

*Library. Bookshelves.*

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

Illus. Darkest Dungeon

**Metallurgy Section**

**LOCATION**

**4** **1**

*Library. Bookshelves.*

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

Discard 1 card from your hand: Gain 3 resources.

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

Illus. Karbo

64 / 87 274

**Lost in the Mist**

**AGENDA**

**1b**

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

If the Watcher in the Mist is in play and unengaged, move it aside, spawn it engaged with an investigator.

Illus. Darkest Dungeon

65 / 87 275



**Morningtide**

**4**

**Agenda 1a**

**LOCATION**

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

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

**Mysterious Door**

**LOCATION**

**Illus. Darkest Dungeon**

**Mysterious Door**

**6**

**LOCATION**

**Illus. Rogier Vandebek**

**Mysterious Door**

**1**

**LOCATION**

**Illus. Unknown**

**Mysterious Door**

**65 / 87**

**275**

**Library.**

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

**Mysterious Door**

**Sealed Shut**

**LOCATION**

**6**

**LOCATION**

**0**

**LOCATION**

**Library.**

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

**Bookshelves**

**LOCATION**

**Illus. Darkest Dungeon**

**Library. Bookshelves.**

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

**Bookshelves**

**LOCATION**

**Illus. Darkest Dungeon**

**Library. Bookshelves.**

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

**Mycology Section**

**LOCATION**

**3**

**LOCATION**

**3**

**Illus. Darkest Dungeon**

**Library. Bookshelves.**

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

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

**Necromancy Section**

**LOCATION**

**3**

**LOCATION**

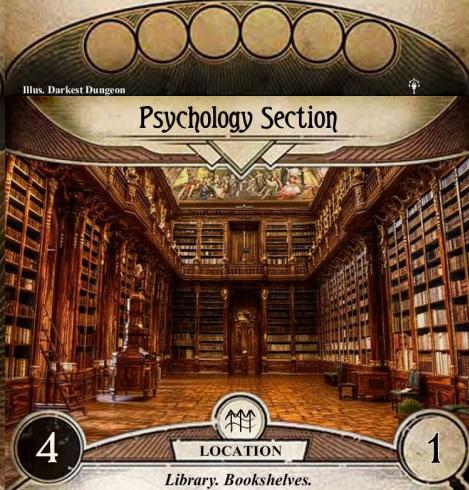
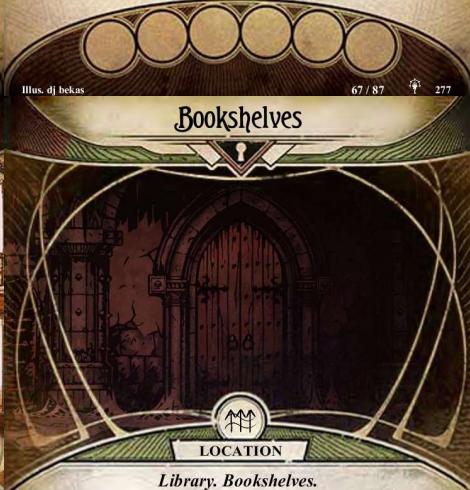
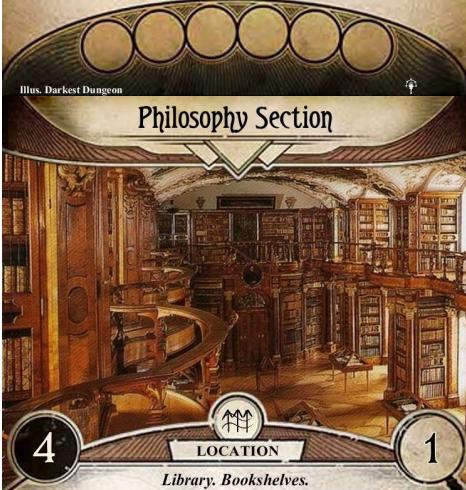
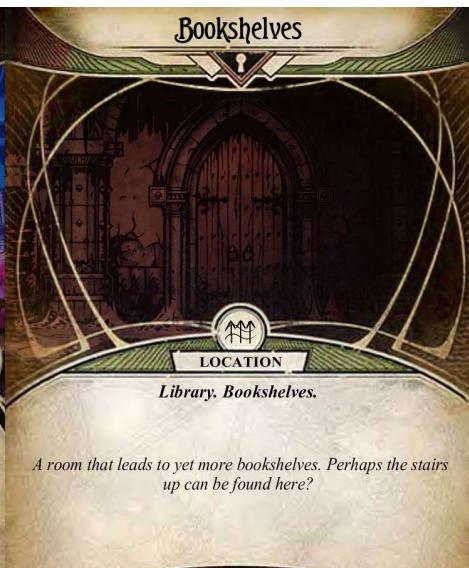
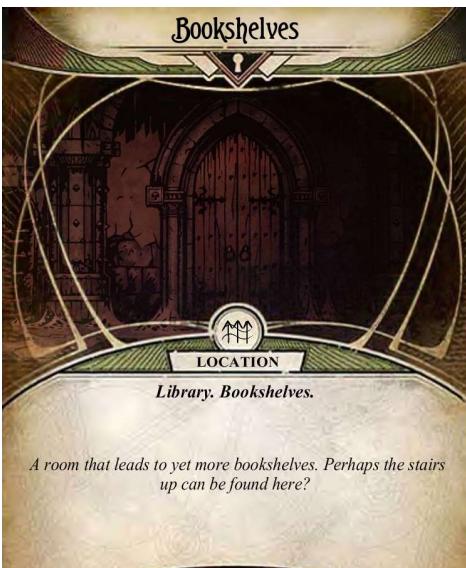
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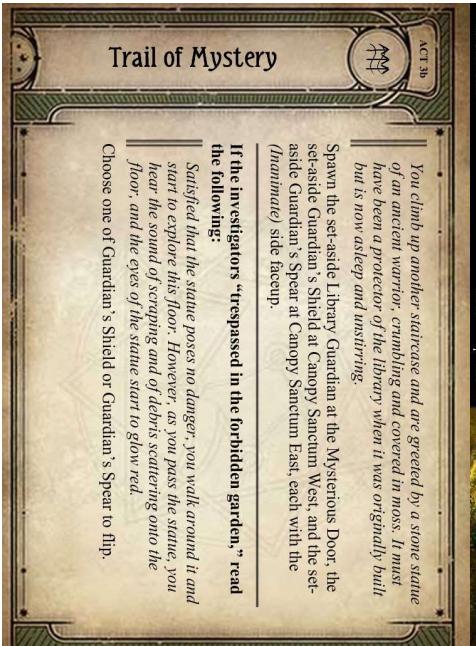
**Illus. Jake W Bullock**

**Library. Bookshelves.**

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

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





Illus. John Avon

26 / 87

240

# Encounter card back

**Abandoned Brigand Camp**

4 LOCATION Woods.

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

**Victory 1.**

Illus. beautifuldovahkiin.tumblr.com 13 / 87 230

**Breeding Pool**

2 LOCATION Woods. Circle.

**Revelation** – Put Breeding Pool into play.

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

Illus. Rob Alexander 44 / 87 257

**Cavern of Souls**

4 LOCATION Woods. Distorted.

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

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

Illus. Cliff Childs 40 / 87 253

**Choked Estuary**

1 LOCATION Woods. Distorted.

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

Illus. Vincent Prose 32 / 87 246

**Cooling Spinney**

5 LOCATION Woods. Distorted.

**Revelation** – Put Cooling Spinney into play.

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

Illus. John Avon 39 / 87 252

**Flooded Grove**

5 LOCATION Woods. Distorted.

**Revelation** – Put Flooded Grove into play.

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

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

Illus. Dave Kendall 30 / 87 244

**Followed Footsteps**

TREACHERY Power.

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

Illus. Elyssum 70 / 87 280

**Followed Footsteps**

TREACHERY Power.

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

Illus. Elyssum 70 / 87 280

**Forbidden Garden**

2 LOCATION Woods. Distorted.

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

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

Illus. Daniel Ljunggren 41 / 87 254

## Foul Orchard



3

LOCATION

1\*

Woods. Circle.

**Revelation** – Put Foul Orchard into play.

► If there are no clues on Foul Orchard:  
Test ♀ + ⚡ (7). If you succeed, remember that you  
“lowered the cages.”



TREACHERY

Fungal Infection

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.

TREACHERY

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.

LOCATION

2

3\*

Woods. Distorted.

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

Illus. Anthony Brault

72 / 87

Hateful Virago

34 / 87



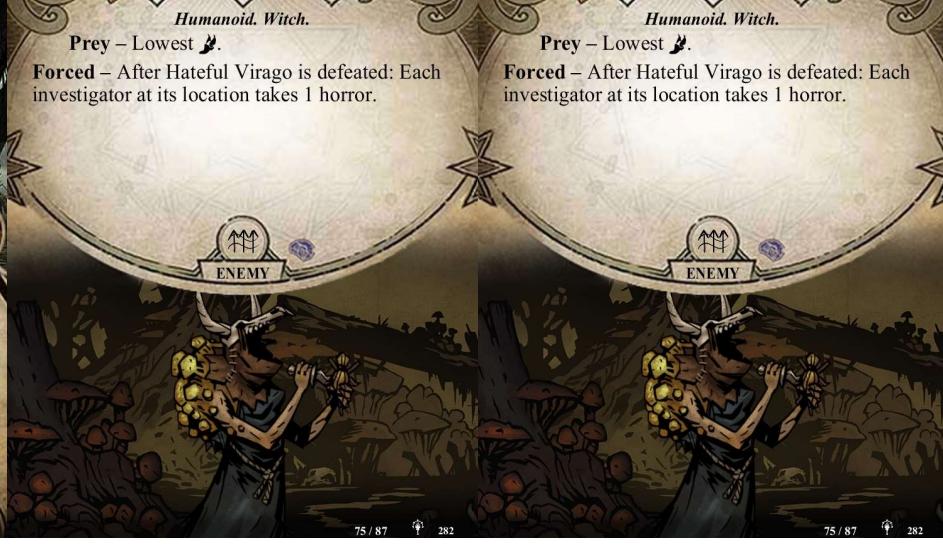
LOCATION

3

Woods. Circle.

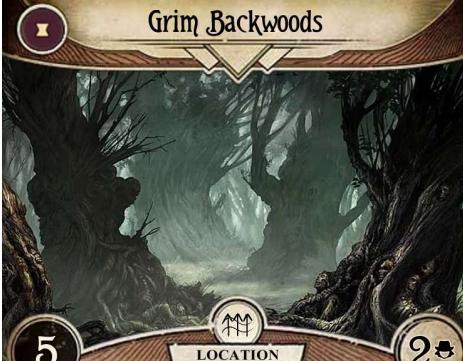
**Revelation** – Put Graven Cairns into play.

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



ENEMY

ENEMY



Grim Backwoods

Curse.

**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



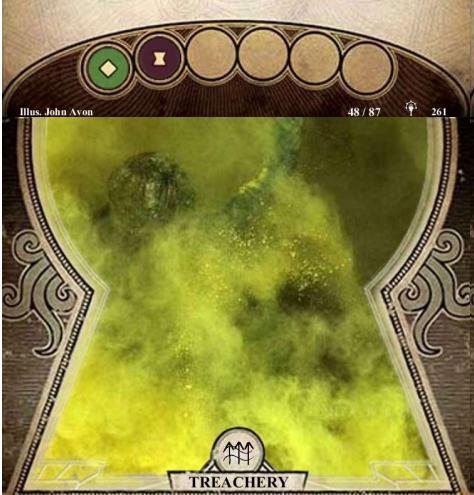
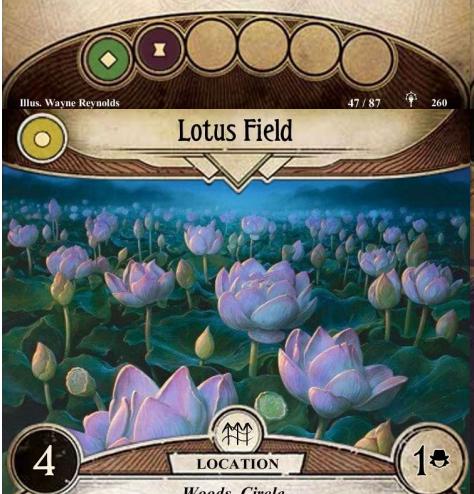
75 / 87



75 / 87



282







# Player card back



**\*Athanasias**  
Elixir of Immortality

Item. Illicit. Science.

Uses (2 secrets).

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



**\*Galena**  
Morally Flexible

Ally. Criminal. Medic.

You get +1 ♀ and +1 ♂.

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

*What better laboratory than the blood-soaked battlefield?*



**TREACHERY**  
**Paralysis**  
WEAKNESS  
Madness.

**Revelation** – Put Paralysis into play in your threat area.

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

➤: Discard Paralysis.



Illus. Vera Velichko

19 / 87 236

**TREACHERY**  
**Paralysis**  
WEAKNESS  
Madness.

**Revelation** – Put Paralysis into play in your threat area.

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

➤: Discard Paralysis.



Illus. Darkest Dungeon

1 2

20 / 87 237

**TREACHERY**  
**Paralysis**  
WEAKNESS  
Madness.

**Revelation** – Put Paralysis into play in your threat area.

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

➤: Discard Paralysis.



Illus. Unknown

22 / 87 239

**TREACHERY**  
**Paralysis**  
WEAKNESS  
Madness.

**Revelation** – Put Paralysis into play in your threat area.

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

➤: Discard Paralysis.



0  
**ASSET**  
**The Shard of Panestes**  
Protective Talisman

Item. Weapon. Melee. Relic. Cursed.

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

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



ASSET  
**\*Victorine & Bernard**  
Captured by Brigands

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.**

# Scenario 6 - Summoning Courage

## Double-sided

**Unexplored Room**

**Dungeon.**

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

*What lies behind the door?*

**Altar**

**Dungeon.**

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

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

**Legacy 1. Victory 1.**

**Unexplored Room**

**Dungeon.**

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

*What lies behind the door?*

**Archways**

**Dungeon. Corridor.**

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

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

**Unexplored Room**

**Dungeon.**

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

*What lies behind the door?*

**Archways**

**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**

**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. His patrol is changing. It's on the move again. Hide!”

Each investigator may move to a connecting location.

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

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

Resolve the hunter keyword on each **Ordained** enemy in play. Spawn set-side Ordained Cardinal at the Locus Beacon, exhausted and unengaged.

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

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

Ready Ordained Cardinal.

**Bishop on Alert**

**Agenda 2c**

**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:

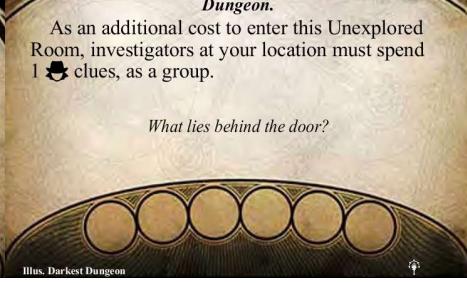
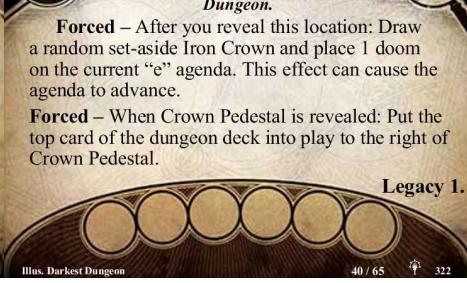
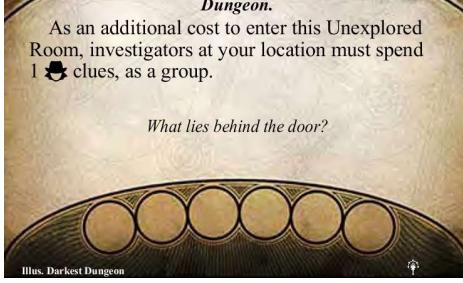
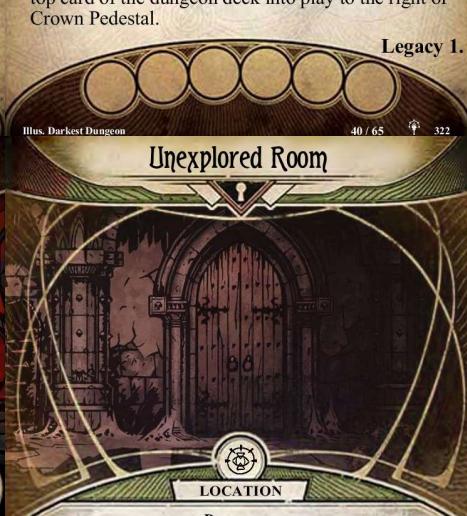
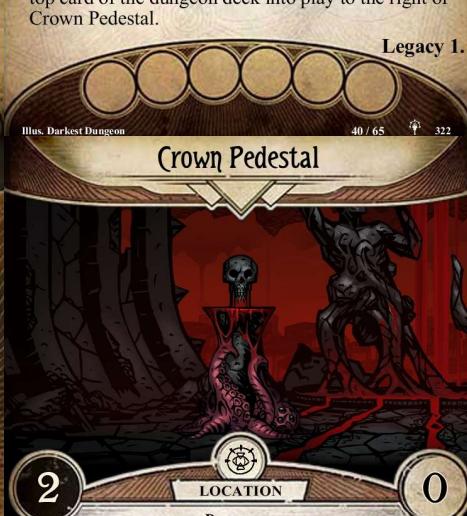
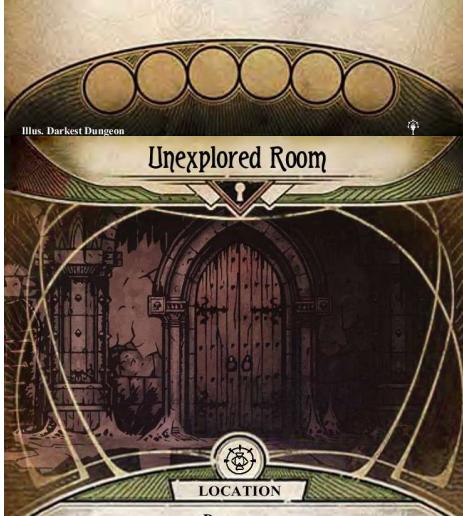
“A chorus of hisses resounds through the dungeons. It is an eldritch announcement that the intruders must be caught.”

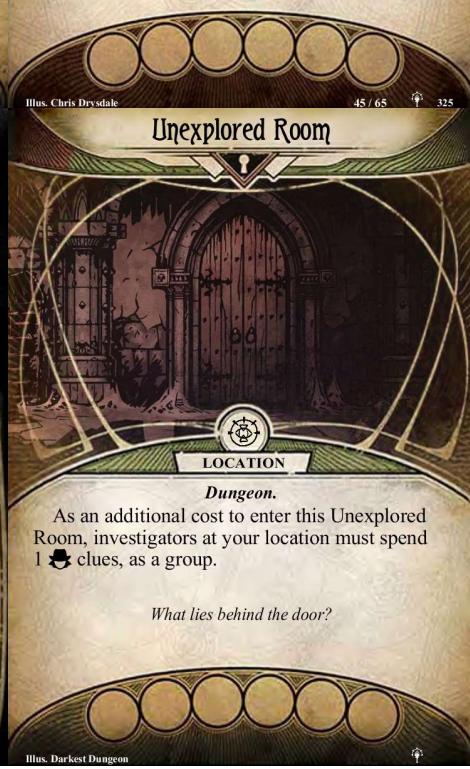
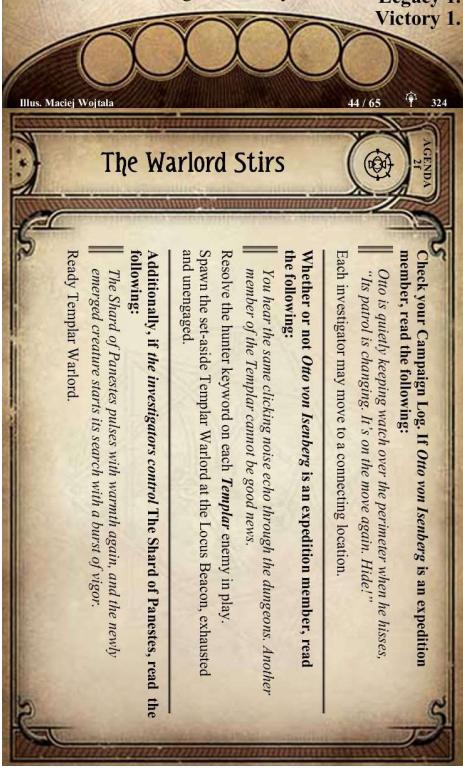
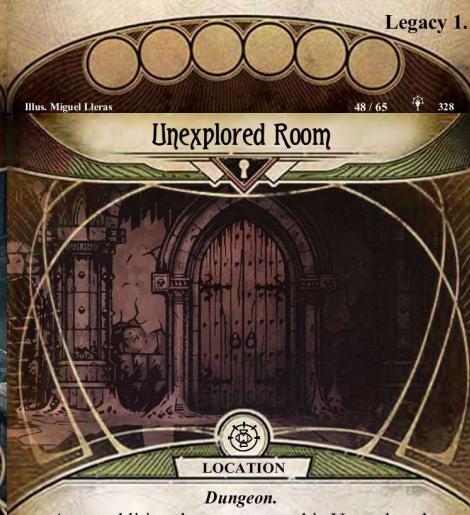
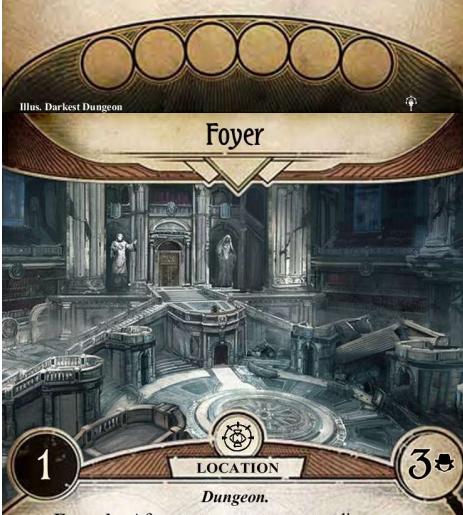
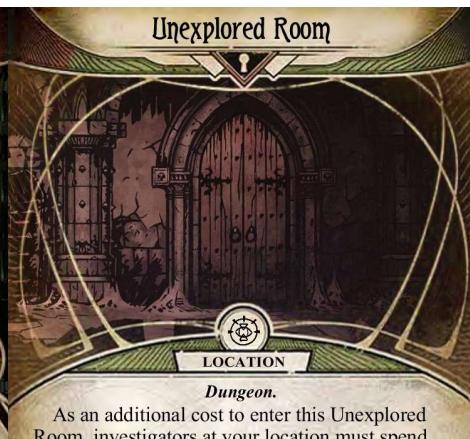
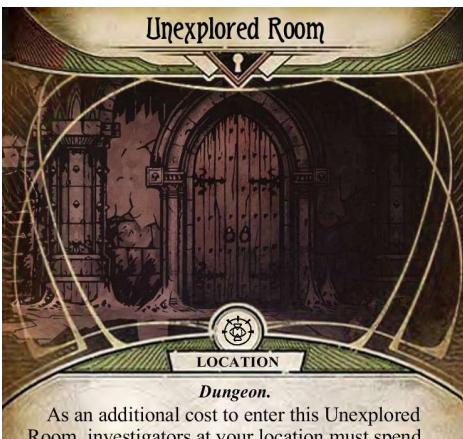
Each investigator may move to a connecting location.

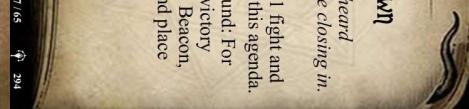
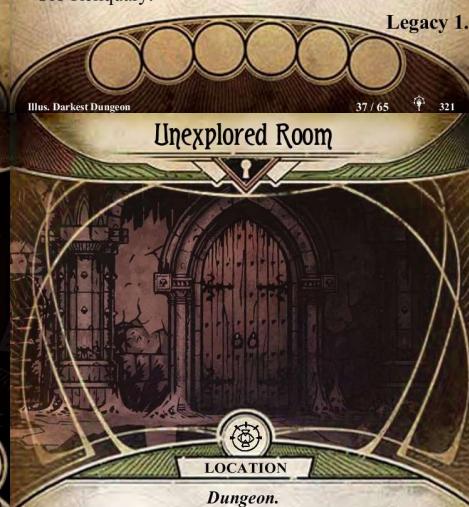
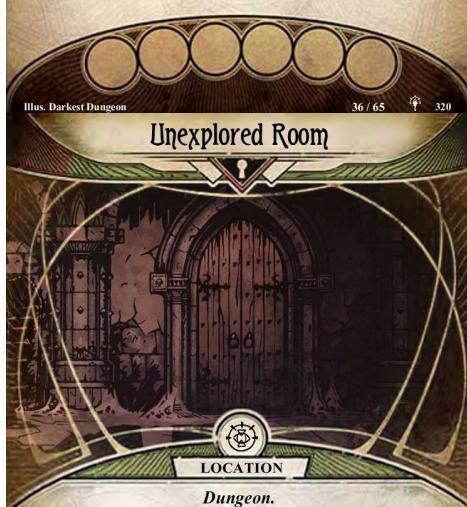
**Whether or not Otto von Isenberg is an expedition member, read the following:**

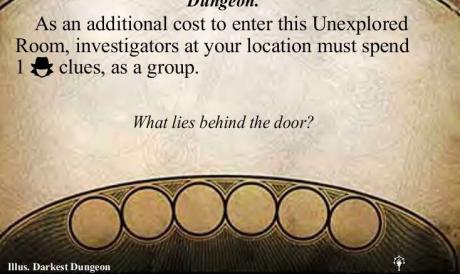
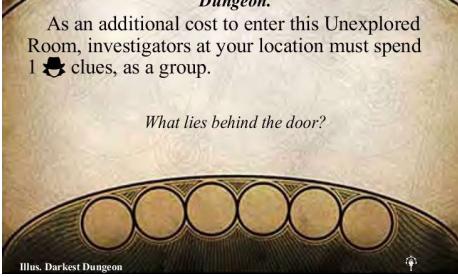
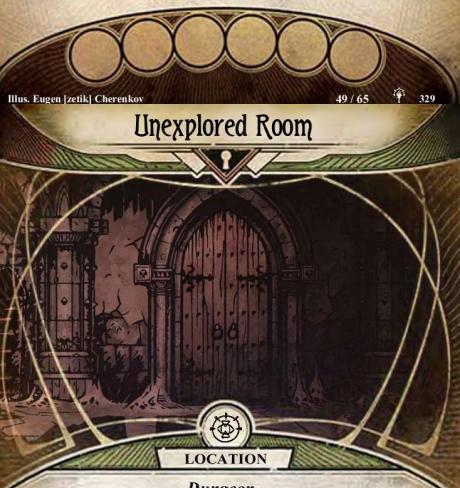
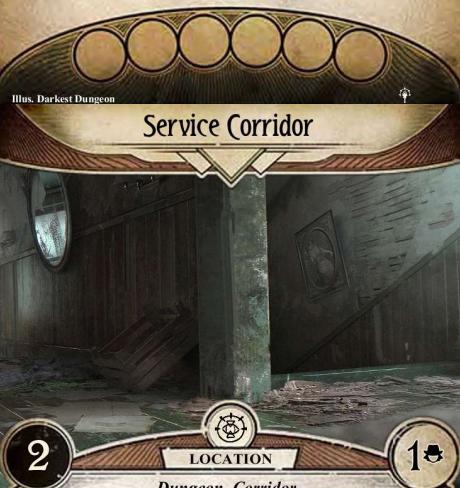
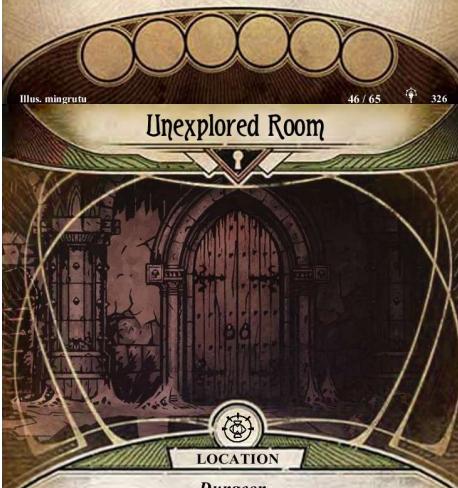
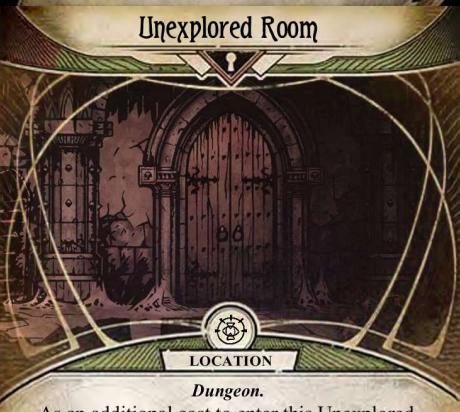
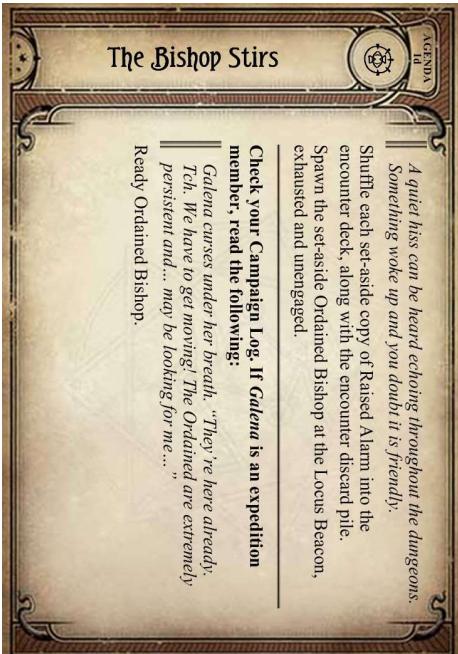
“Otto is observing the movement patterns of the Ordained when he warns the group. ‘Something's up. They're breaking patrol again. Hide!’”

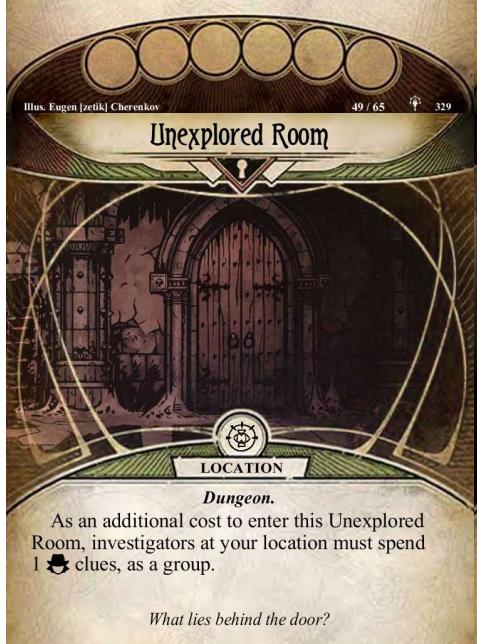
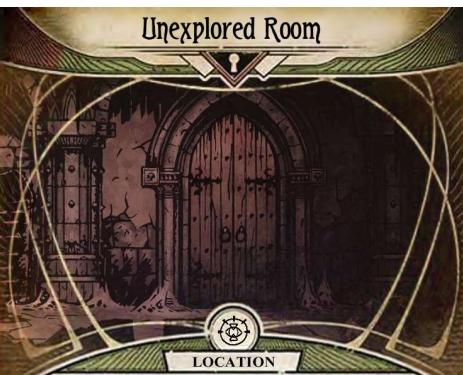
Resolve the hunter keyword on each **Ordained** enemy in play.











Legacy 1.  
Victory 1.



## The Impaler Stirs

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

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

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

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

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

Ready Templar Impaler.

## The Locus Beacon

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

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

Act 1a

Act 2b

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

(&gt;R2)

## Ritual Summons

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

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

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

## Material Requirements

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

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

**Otherwise, read the following:**

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

Illus. Darkest Dungeon

Illus. Chet Wahrle

11 / 65 ♦ 298

12 / 65 ♦ 299

Illus. Darkest Dungeon

Illus. Chet Wahrle

11 / 65 ♦ 298

12 / 65 ♦ 299

## The Cat is Dead

AGENDA  
4

You should not be here.

Take 1 direct damage.  
Flip this agenda back over.

3

## Templar on Guard

Agenda 1e

You have a feeling you are being watched...

## Ritual Summons

ACT 2b

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

(&gt;R3)

Illus. Darkest Dungeon

Illus. Chet Wahrle

11 / 65 ♦ 301

11 / 65 ♦ 301

Illus. Darkest Dungeon

Illus. Chet Wahrle

11 / 65 ♦ 301

11 / 65 ♦ 301

Illus. Darkest Dungeon

13 / 65   ♦ 300

**Unexplored Room**

Act 2a

**Three Orbs**

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

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

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

**LOCATION**

Dungeon.

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

What lies behind the door?

Illus. Darkest Dungeon

**Torture Chamber**

5   ♦ 2

**LOCATION**

Dungeon.

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

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

Legacy 1.

57 / 65   ♦ 334

**Light Fades**

AGENDA 1b

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

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

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

♦ Otherwise, flip this agenda back over.

Illus. Katie Watersell

**Under Torchlight (v. VI)**

Agenda 1a

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

Each location is connected to each location adjacent to it.

2 / 65   ♦ 289

Illus. Darkest Dungeon

**3**

**Under Torchlight (v. VII)**

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

Each location is connected to each location adjacent to it.

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

**Agenda 2a**

**Maximum Guard**

**AGENDA 3**

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

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

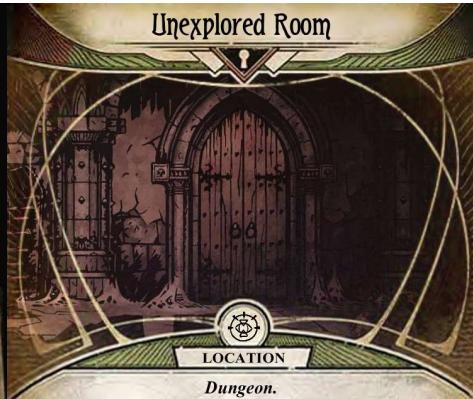
Each investigator may move to a connecting location.

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

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

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

Illus. Chad Vaneke



# Encounter card back





### Raised Alarm

#### Scheme.

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

### Templar Impaler

3 1 2

*Humanoid. Monster. Templar. Elite.*

Hunter.

Templar Impaler gets +1 health.

**Prey** – Most Iron Crowns in threat area.

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

Legacy 0.

ENEMY



### Templar Warlord

4 1 3

*Monster. Templar. Elite.*

Hunter.

Templar Warlord gets +1 health.

**Prey** – Most Iron Crowns in threat area.

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

Legacy 0.

ENEMY



Illus. TheHolyLord

60 / 65

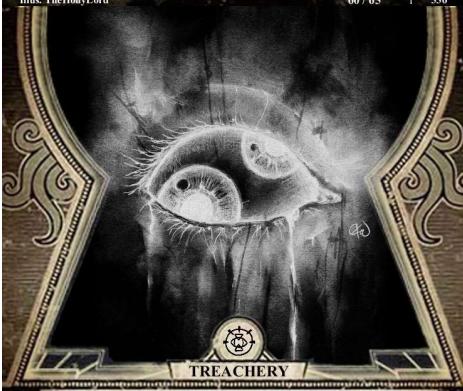
336

17 / 65

304

18 / 65

305



### TREACHERY

### Transgressor's Curse

#### Curse.

Peril. Surge.

**Revelation** – You must either (choose one):

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

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

### TREACHERY

### Transgressor's Curse

#### Curse.

Peril. Surge.

**Revelation** – You must either (choose one):

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

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

### TREACHERY

### Transgressor's Curse

#### Curse.

Peril. Surge.

**Revelation** – You must either (choose one):

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

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

Illus. Chad Wehrle

63 / 65

337

Illus. Chad Wehrle

63 / 65

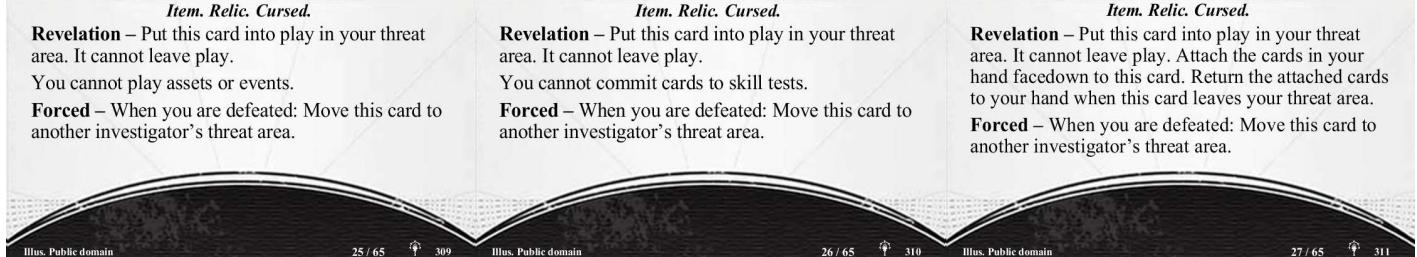
337

Illus. Chad Wehrle

63 / 65

337

# Player card back





*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.

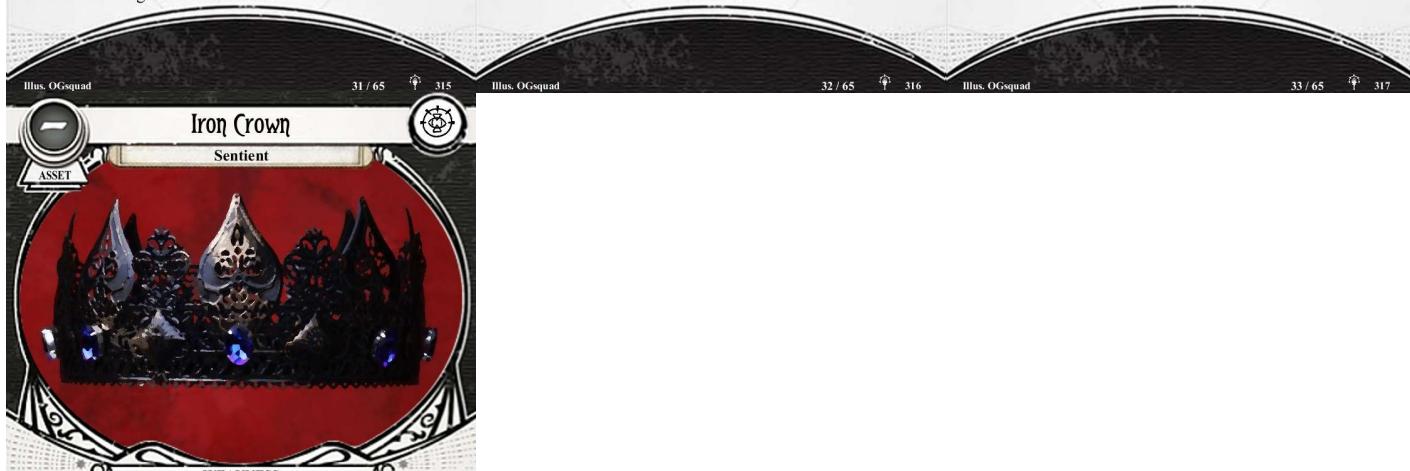
You get -1 to each of your skills.

**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.*

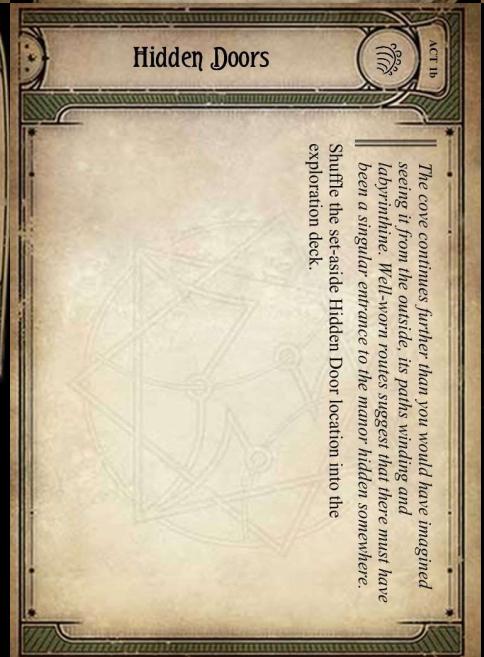
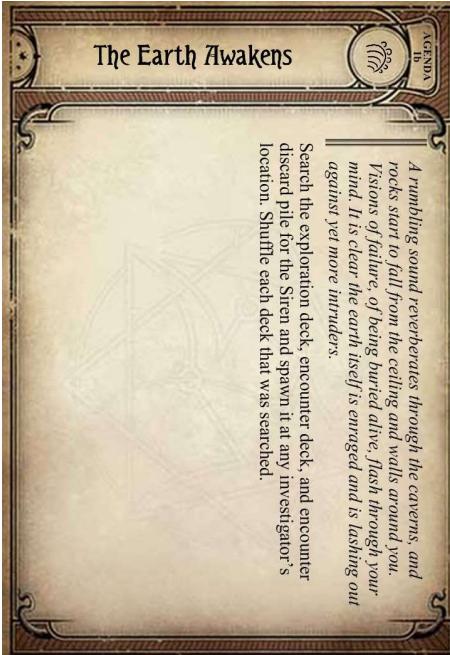
**Revelation** – Return each asset in your arcane slots to your hand and put this card into play in your threat area. It cannot leave play.

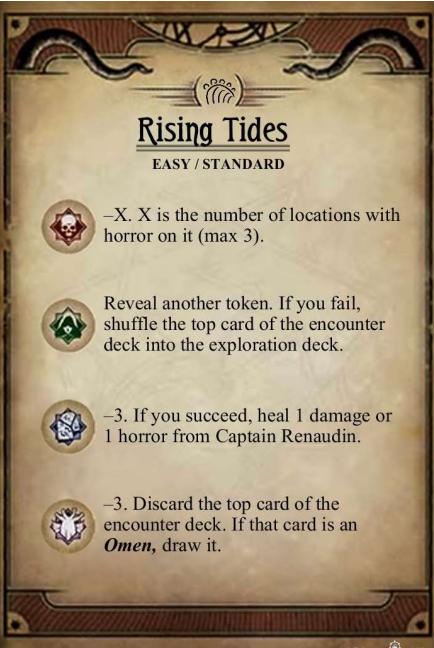
**Forced** – When you are defeated: Move this card to another investigator's threat area.



# Scenario 7 - Rising Tides

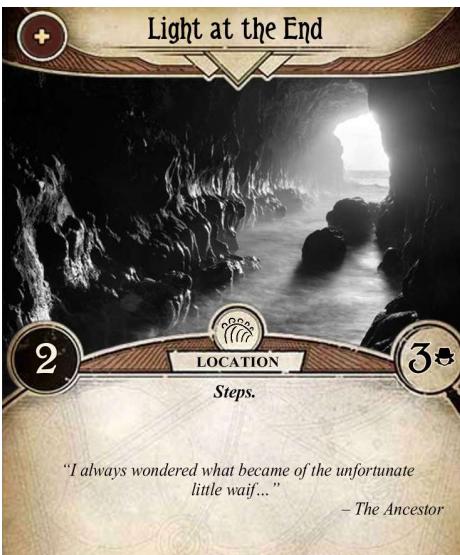
## Double-sided





# Encounter card back





## Pelagic Grouper

2 2 1

### Monster. Deep One.

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

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

ENEMY



42 / 56

373

## Pelagic Grouper

2 2 1

### Monster. Deep One.

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

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

ENEMY



42 / 56

373

TREACHERY

## Roiling Waves

### Hazard.

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

## Roiling Waves

### Hazard.

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

## Roiling Waves

### Hazard.

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

## Rush of Water

### Hazard.

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

## Rush of Water

### Hazard.

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

TREACHERY

## Siren's Grotto

4

LOCATION

1 $\spades$

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

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

Victory 1.

ENEMY

## Siren

3 2 2

### Humanoid. Monster.

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

ENEMY

## Siren

Illus. Alex Rommel

48 / 56

375

Illus. Star Wars Jedi: Fallen Order

26 / 56

357

50 / 56

376



### Soaked to the Bone

#### Hazard.

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

### Soaked to the Bone

#### Hazard.

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

### Soaked to the Bone

#### Hazard.

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

**Squiffy Ghast**

Illus. hymer 51 / 56 377

Humanoid. Monster. Ghast.

1 1 1

Aloof.

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

**ENEMY**

54 / 56 378

**Squiffy Ghast**

Illus. hymer 51 / 56 377

Humanoid. Monster. Ghast.

1 1 1

Aloof.

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

**ENEMY**

54 / 56 378

**Steep Incline**

Illus. hymer 51 / 56 377

LOCATION

4 2

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

Illus. Joo Ann 27 / 56 358



# Player card back

**\*Captain Renaudin**

Retired Sailor

**Ally. Veteran.**

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

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

**\*Captain Renaudin**

Too Old for This

**Ally. Veteran.**

You get +1 ⚔ and +1 ⚔.

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

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

**Nihilistic Fervor**

Skill

**Innate. Cursed.**

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

**4** **3**

7 / 56 344

**TREACHERY**

**Paranoid Visions**

**WEAKNESS**

**Madness.**

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

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

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

**2** **1**

8 / 56 345

**TREACHERY**

**Paranoid Visions**

**WEAKNESS**

**Madness.**

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

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

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

**10** **56**

347 10 / 56

**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**

14 / 56 348

**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.

**1**

14 / 56 348

**ASSET**

**Riffi**

**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 Riffi into your deck.

**Illus. Sanchiko**

14 / 56 348

**TREACHERY**

**Paranoid Visions**

**WEAKNESS**

**Madness.**

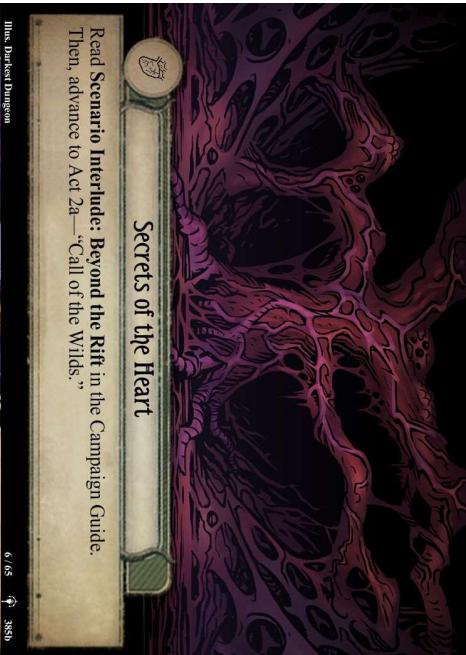
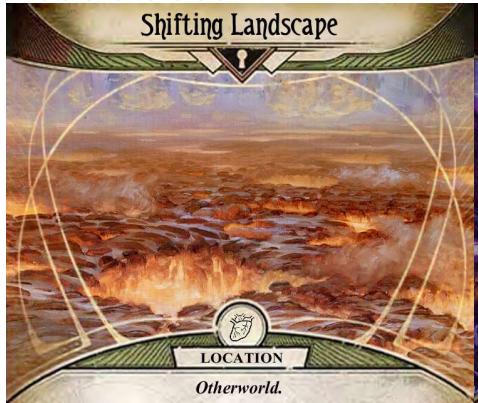
**Revelation** – Put Paranoid Visions into play in your threat area.

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.

# Scenario 8 - Heart of Darkness

## Double-sided





**Breathing World**

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

3

Agenda 3a

Illus. Darkest Dungeon

4 / 65 416

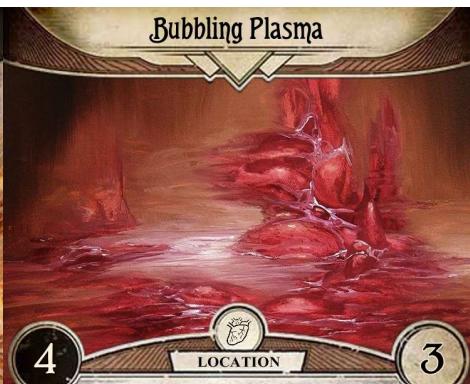


**Shifting Landscape**

LOCATION  
Otherworld.

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

40 / 65 416



**Bubbling Plasma**

LOCATION  
Otherworld.

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

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

39 / 65 415

**Singularity**

ACT 2b

1

386

Illus. Arthur Haas

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

Illus. Darkest Dungeon

7 / 65 386

**Call of the Wilds**

Act 2a

1

386

Illus. Arthur Haas

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

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

Illus. Arthur Haas

7 / 65 386

**Shifting Landscape**

LOCATION  
Otherworld.

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

39 / 65 415

**Canals of Hering**

LOCATION  
Otherworld.

5 2

2

Illus. Arthur Haas

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

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

40 / 65 416

**Carriion Worm**

5 2 2

Monster. Servitor. Elite.

Hunter.

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

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

ENEMY

Illus. Arthur Haas

19 / 52 395

**Carriion Worm**

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

Either (choose one):

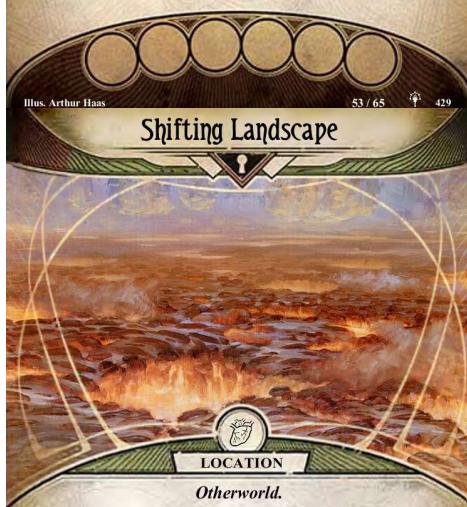
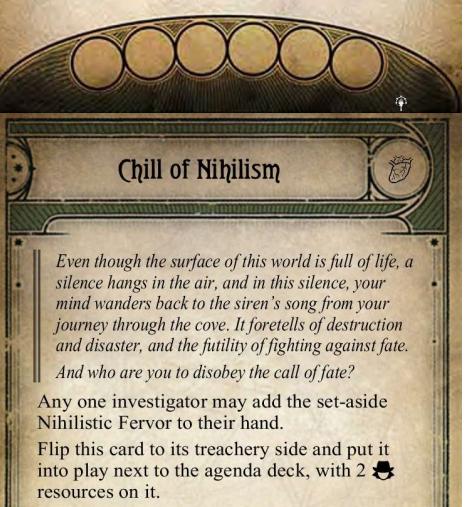
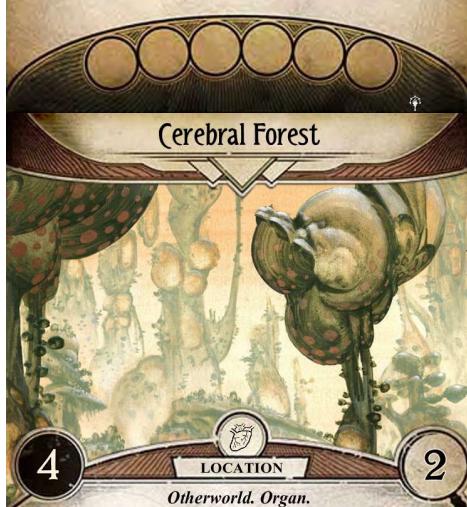
- ◆ Gain 4 resources.
- ◆ Heal 1 damage from your investigator.

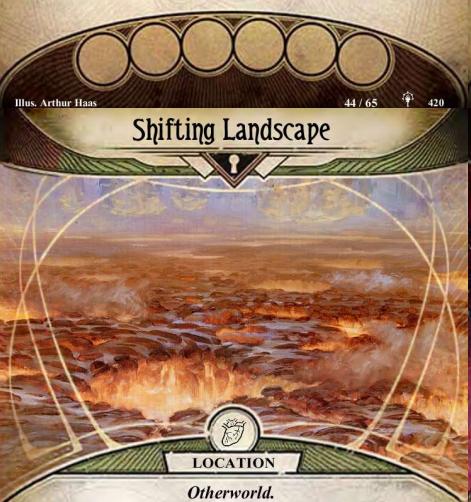
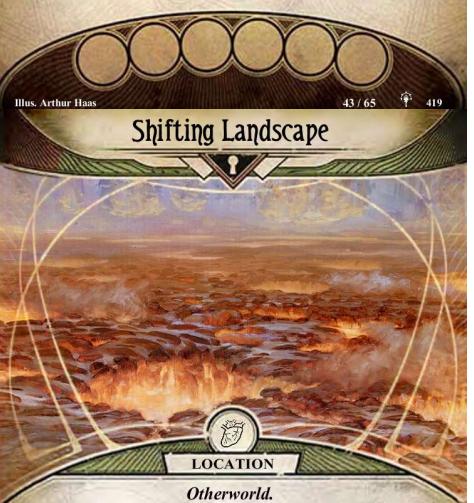
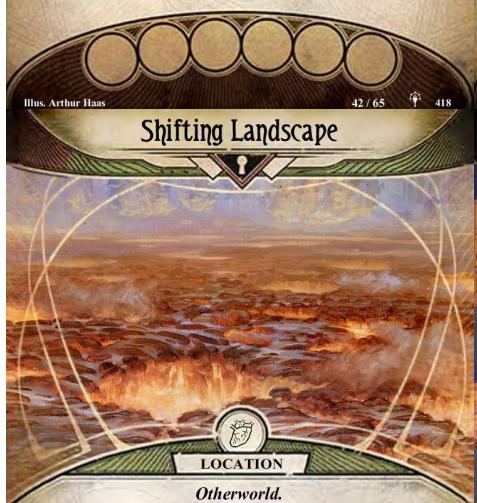
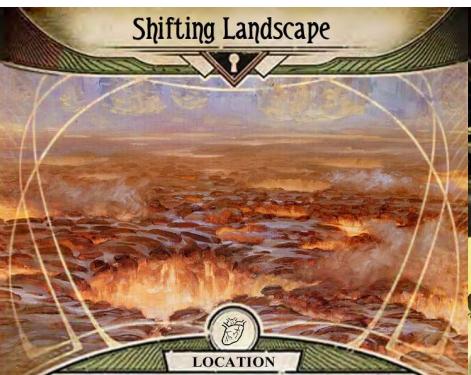
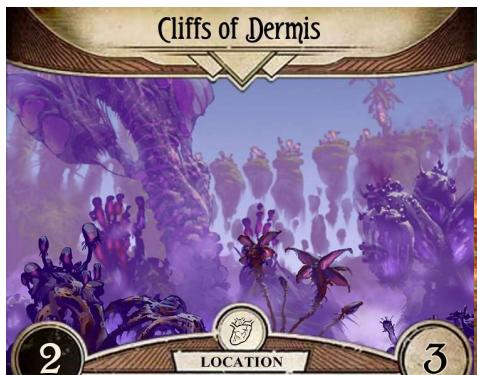
Flip this card back over and set it aside, out of play.

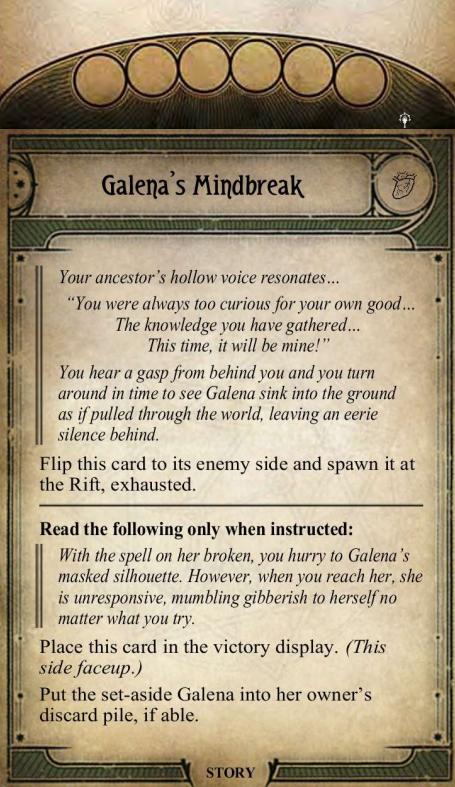
STORY

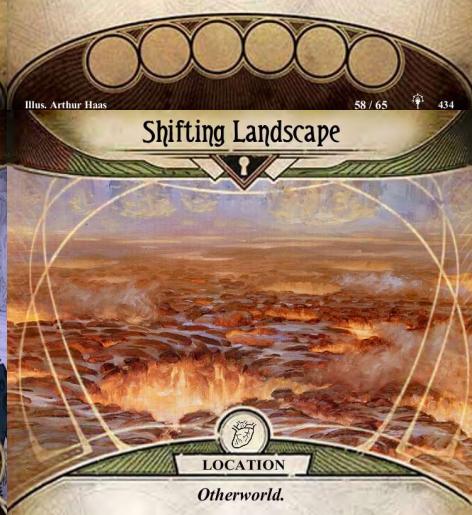
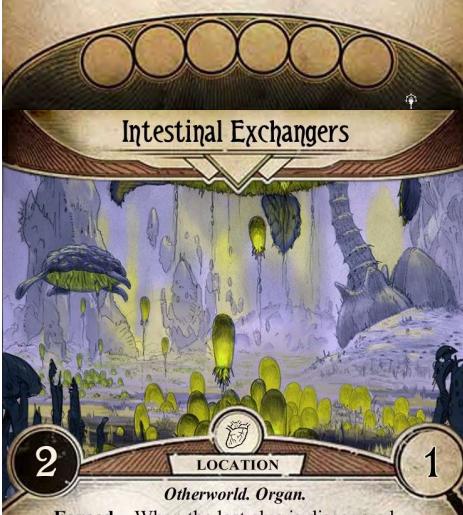
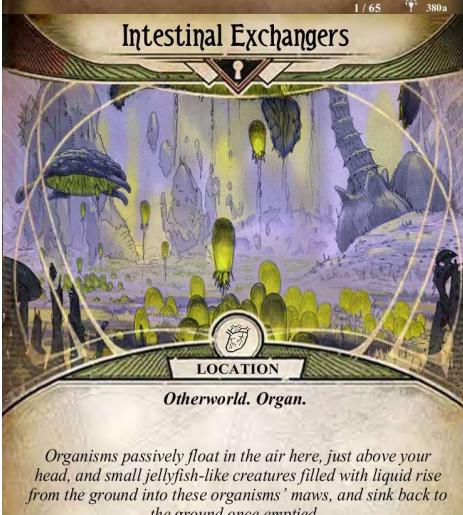
Illus. Arthur Haas

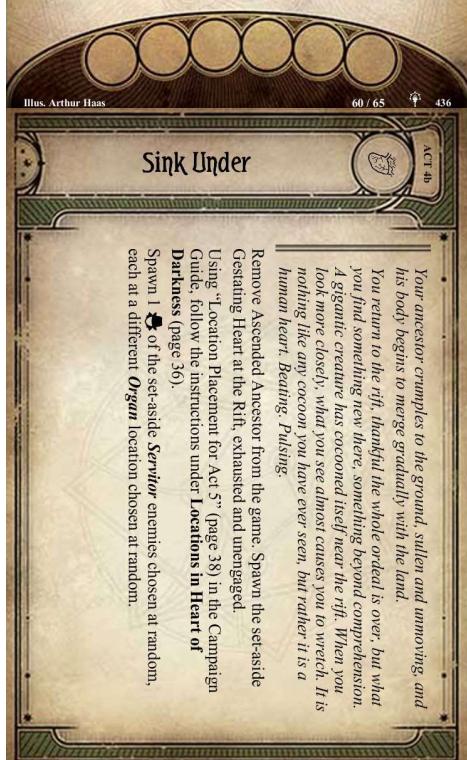
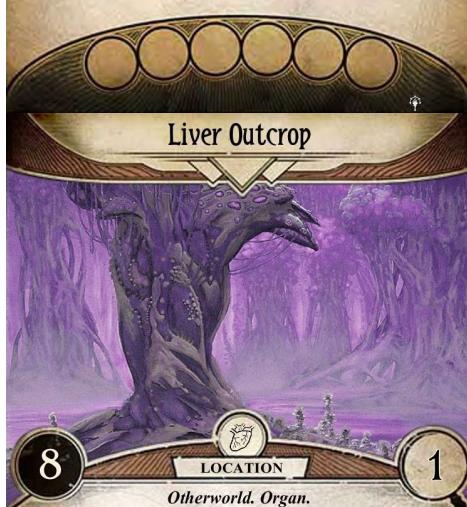
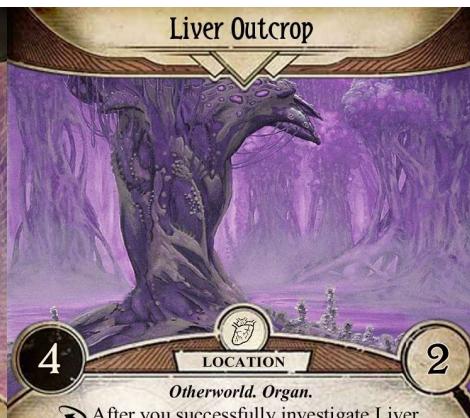
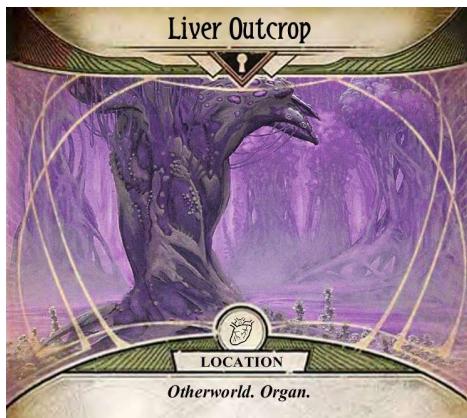
39 / 65 415

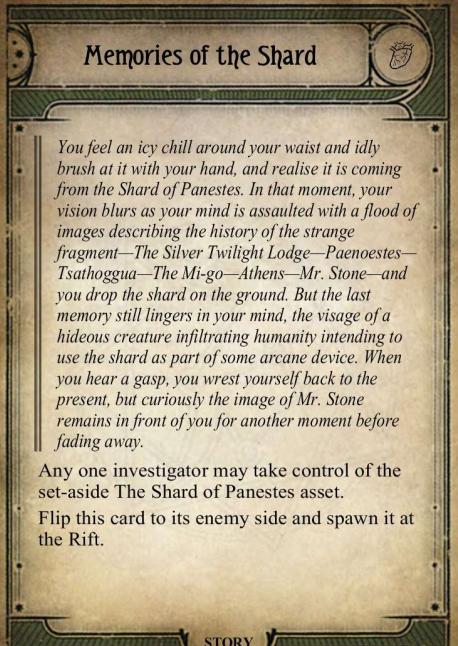
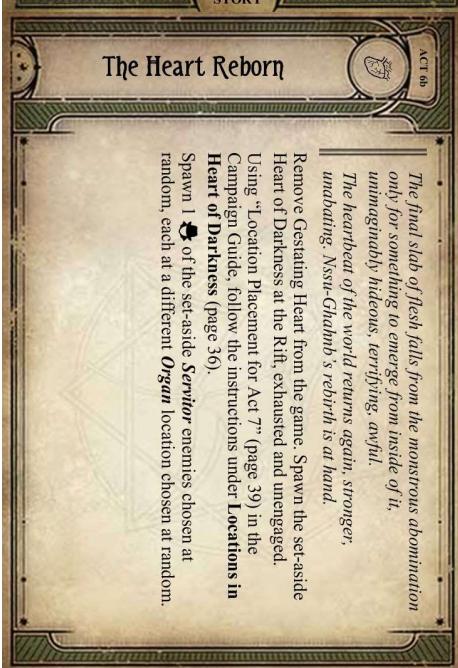




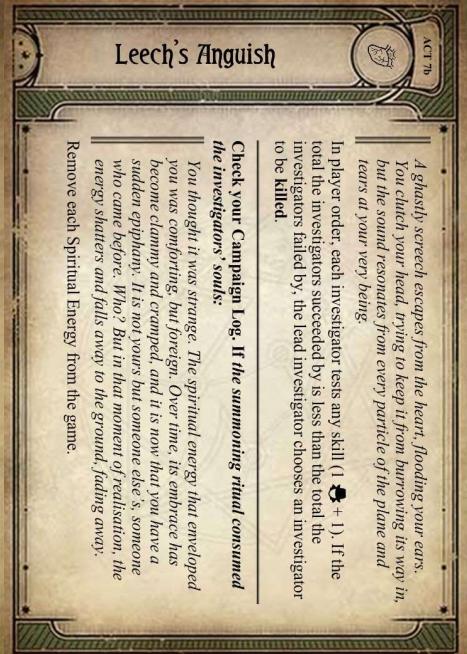
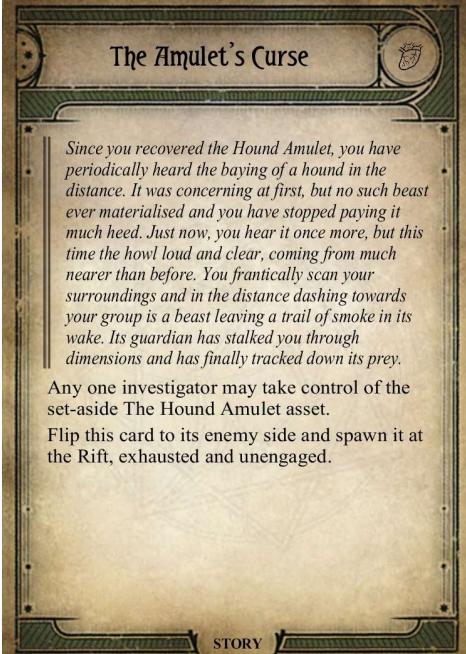
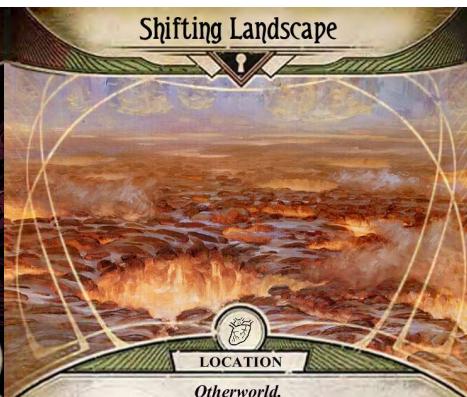


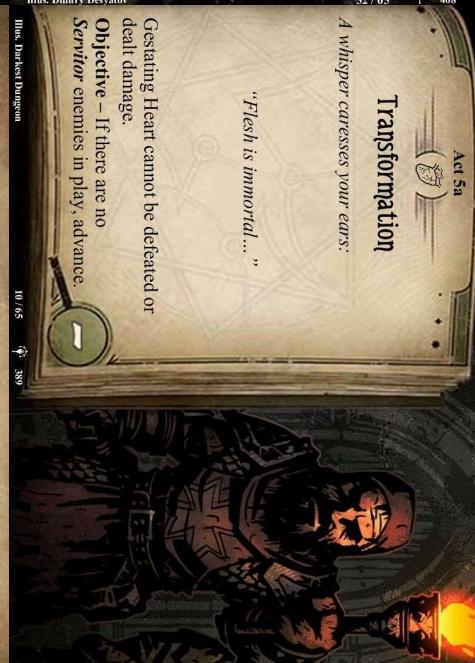
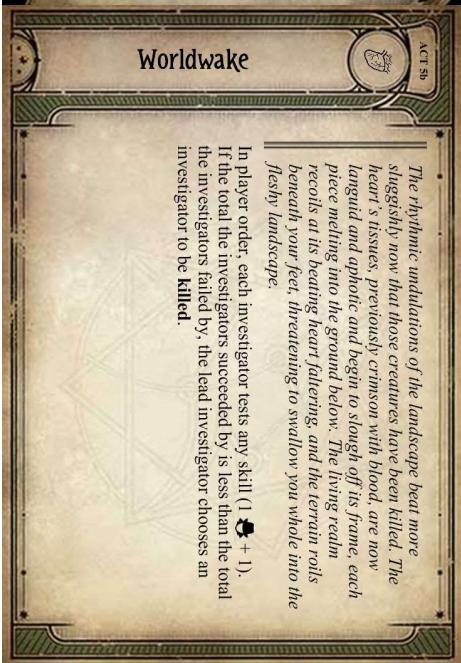
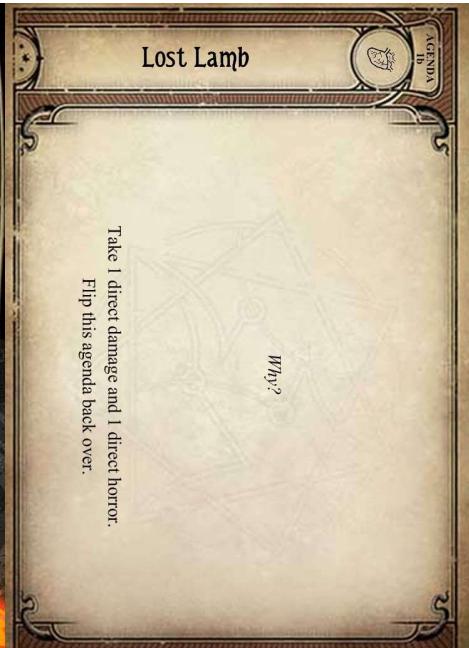
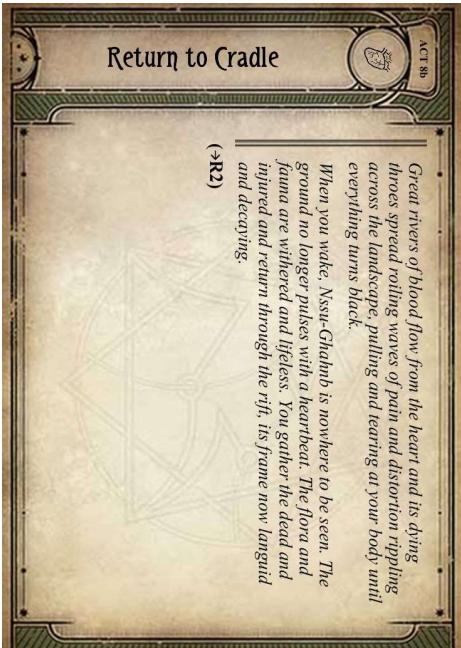














Illus. Arthur Haas 51 / 65 427

### Fracture

ACT 3b

**1**

**8 / 65** **427**

**World Between Worlds**

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

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

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

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

Illus. Arthur Haas 52 / 65 428

Illus. Arthur Haas Act 3a

**1**

**8 / 65** **387**

**World Between Worlds**

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

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

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

# Encounter card back

**\*Ascended Ancestor**



Ancient One. Humanoid. Elite.  
Hunter.

**Prey** – Lead investigator.

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

ENEMY

25 / 65 401

**\*Gestating Heart**



Ancient One. Elite.  
Massive.

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

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

ENEMY

26 / 65 402

**\*Heart of Darkness**



Ancient One. Elite.  
Alert. Massive. Retaliate.

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

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

Victory 2.

ENEMY

27 / 65 403

**Mammoth Cyst**



Monster.  
Hunter. Massive.

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

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

ENEMY

61 / 65 437

**Meet Your Maker**



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

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

TREACHERY

62 / 65 438

**New Beginning**



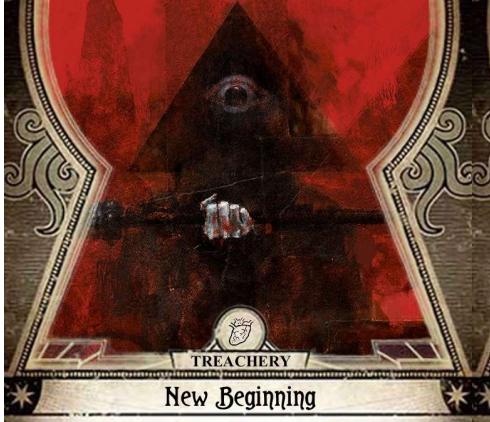
Omen. Power.  
**Revelation** – If there are no cards in your threat area, New Beginning gains surge. Otherwise, put New Beginning into play in your threat area.

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

TREACHERY

63 / 65 439

**New Beginning**



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

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

TREACHERY

63 / 65 439

**Your Fate is Sealed**



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

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

TREACHERY

63 / 65 440

# Player card back

