

***Abdul Alhazred**
The Occultist

Deck Size: 30.

Deckbuilding Options: Seeker cards (⌚) level 0–5, Rogue cards (❖) level 0–2, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Shadowlace, Reclaiming the Family Name, 1 random basic weakness.

Born the scion of a noble line, Abdul Alhazred wanted for nothing save a happy family life. His mother died giving birth, and her father, unable to contain his grief, turned to transient vices. Over the years, his mental stress and the pressures of his position led to the family's fall from grace and the gradual selling off of precious heirlooms and lands to pay for their debts. This continued until one day, Audrey, while gazing on the graves of the affluent dead, decided that enough was enough and took matters into her own hands. With pick and shovel, she left her family estate in search of riches, whether they lay above or below the ground.



***Audrey Bourassa**
The Grave Robber

Deck Size: 30.

Deckbuilding Options: Seeker cards (⌚) level 0–5, Rogue cards (❖) level 0–2, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Shadowlace, Reclaiming the Family Name, 1 random basic weakness.

Born the scion of a noble line, Audrey Bourassa wanted for nothing save a happy family life. Her mother died giving birth, and her father, unable to contain his grief, turned to transient vices. Over the years, his mental stress and the pressures of his position led to the family's fall from grace and the gradual selling off of precious heirlooms and lands to pay for their debts. This continued until one day, Audrey, while gazing on the graves of the affluent dead, decided that enough was enough and took matters into her own hands. With pick and shovel, she left her family estate in search of riches, whether they lay above or below the ground.



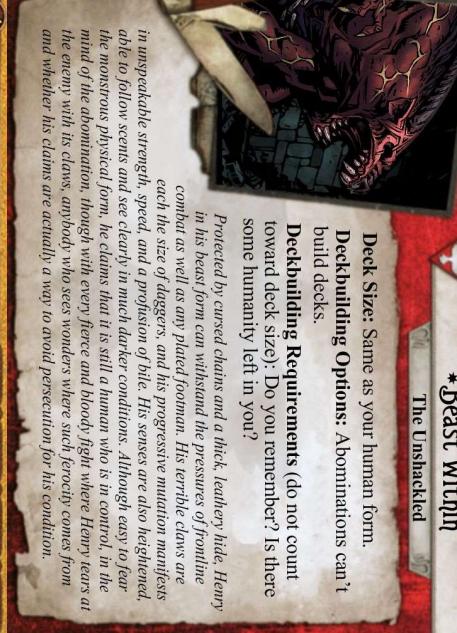
***Abdul Alhazred**
The Occultist

Deck Size: 30.

Deckbuilding Options: Mystic cards (▲) level 0–5, Neutral cards level 0–5, Ritual cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Shadowlace, Reclaiming the Family Name, 1 random basic weakness.

A lifetime of scholarly inquiry into ancient and forbidden lore has opened Abdul Alhazred's mind to the powers of the void, and he has utilized that same knowledge to further his understanding of the eldritch. His pursuits in an occultist appearance have left his body fragile and weak, but it has made his mind sharp and his capabilities most versatile. The void, however, is an unpredictable power: his eldritch powers can rend the souls of even the most foul of vessels leaving them motionless, but at the cost of calling the ever-looming shadows closer.



***Audrey Bourassa**
The Grave Robber

Deck Size: Same as your human form.

Deckbuilding Options: Abominations can't build decks.

Deckbuilding Requirements (do not count toward deck size): Do you remember? Is there some humanity left in you?

Protected by cursed chains and a thick, leathery hide, Henry Bigby can withstand the pressures of frontline combat as well as any plated footman. His terrible claws are each the size of daggers, and his progressive mutation manifests in unspeakable strength, speed, and a profusion of bite. His senses are also heightened, able to follow scents and see clearly in much darker conditions. Although easy to fear in his beast form, he claims that it is still a human who is in control, in the monstrous physical form, though with every fierce and bloody fight where Henry tears at the enemy with his claws, anybody who sees wonders where such ferocity comes from and whether his claims are actually a way to avoid persecution for his condition.



***Beast Within**
The Unshackled

Monster. Drifter. Cursed.

Bonded (Henry Bigby). Your attacks during basic fight actions deal +1 damage.

Effect: Treat it as an ⚡ token, instead.

"I fear no demon for the greatest monster lies inside!"



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***Henry Bigby**
The Abomination

Deck Size: 30.

Deckbuilding Options: Survivor cards (★) level 0–5, Neutral cards level 0–5, Cursed cards level 0–4.

Deckbuilding Requirements (do not count toward deck size): Damnation's Gift, Osmond Chains, 1 random basic weakness.

Beaten, branded and imprisoned for untold decades, this furtive vagrant hides a terrible secret. The Eldritch poison coursing through Henry Bigby's veins has given him unspeakable power, at a terrible cost. However, his nature has meant his travels have led to condemnation and being hunted by those who claim divine right. As a mercenary, it matters not to the others the source of his power, so long as he contributes to the hand and so in this way he finally finds some form of acceptance, even if it is mere toleration. In moments of respite he spends his time lost in the myriad symptoms of his condition: nausea, sores, wounds that never heal.



***Henry Bigby**
The Abomination

Deck Size: 30.

Deckbuilding Options: Survivor cards (★) level 0–5, Neutral cards level 0–5, Cursed cards level 0–4.

Deckbuilding Requirements (do not count toward deck size): Damnation's Gift, Osmond Chains, 1 random basic weakness.

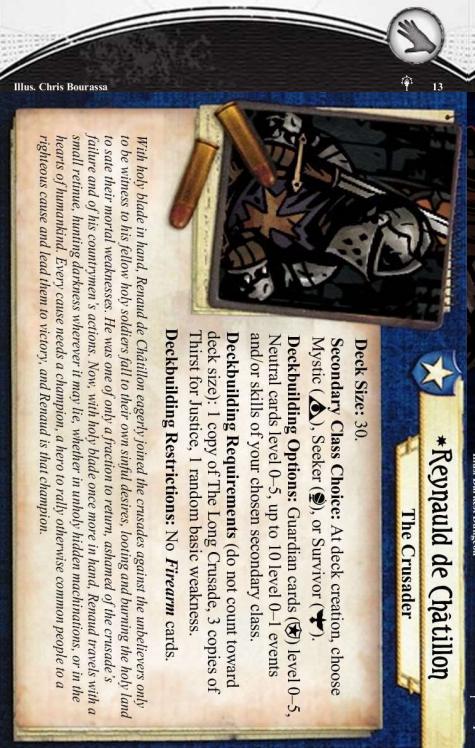
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Illus. Darkest Dungeon

14

Illus. For the life of me I can't find its artist

11







TREACHERY

Bloodlust

WEAKNESS

Madness.

Bonded (The Hungering Blade).

Revelation – Remove 2 offerings from The Hungering Blade to attach Bloodlust to it. If you cannot, take 1 horror and shuffle Bloodlust back into your deck.

While attacking with The Hungering Blade, shuffle Bloodlust into your deck: You deal +1 damage for this attack. (Max once per attack.)

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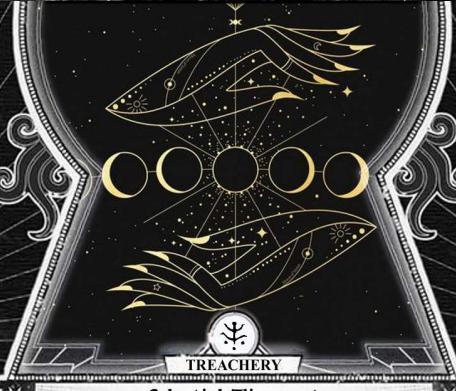
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Illus. Patrick McEvoy

17 Illus. Patrick McEvoy

17 Illus. Patrick McEvoy

17



Celebration Drinks

0
ASSET

0
ASSET

0
ASSET

Item. Illicit.

When an investigator at your location would succeed at a skill test, shuffle a bonded Hangover into your deck: They get +2 skill value for this test.

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Celestial Alignment

BASIC WEAKNESS

Omen.

Permanent.

Forced – After drawing your opening hand: Shuffle the bonded Astral Alignment, Lunar Alignment, and Solar Alignment weaknesses into your deck.

Illus. Fabian Perez

29 Illus. Fabian Perez

29 Illus. Cocorrina

44



Dance of Sarnath

2
ASSET

2
ASSET

0
EVENT

Spell.

Uses (4 charges).

► Spend 1 charge: **Move**. Choose a location up to 3 connections away with an enemy or investigator. Move (one location at a time) to that location. This action does not provoke attacks of opportunity.

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Deal with "Devils"

Spell. Pact.

As an additional cost to play Deal with "Devils", shuffle 1 copy of a bonded "Devil" Collector into your deck.

Gain 4 resources. Then, take 1 horror.

Illus. Guilherme Batista

34 Illus. Guilherme Batista

34 Illus. Logan Feliciano

35





Item. Relic.

You can only include this asset in your deck by upgrading it from Forgotten Mirror (*Unidentified*), and only if "you have identified the mirror" in your Campaign Log.

You get +1 ⚡ and +1 ⚡.

When you draw a treachery card, shuffle Forgotten Mirror and 1 copy of a bonded Beyond Space and Time into your deck: Cancel all of that card's effects and discard it.

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When you draw a treachery card, shuffle Forgotten Mirror and 1 copy of a bonded Beyond Space and Time into your deck: Automatically evade a non-*Elite* enemy at your location.



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You can only include this asset in your deck by upgrading it from Forgotten Mirror (*Unidentified*), and only if "you have identified the mirror" in your Campaign Log.

You get +1 ⚡ and +1 ⚡.

When you draw a treachery card, shuffle Forgotten Mirror and 1 copy of a bonded Beyond Space and Time into your deck: Automatically evade a non-*Elite* enemy at your location.

Item. Relic.

► Shuffle 1 copy of a bonded Beyond Space and Time into your deck.

► If there are 4 or more weaknesses in your discard pile: Discard Forgotten Mirror and heal 2 horror. Record in your Campaign Log that "you have identified the mirror."

Item. Relic.

► Shuffle 1 copy of a bonded Beyond Space and Time into your deck.

► If there are 4 or more weaknesses in your discard pile: Discard Forgotten Mirror and heal 2 horror. Record in your Campaign Log that "you have identified the mirror."







Ritual.

Uses (0 charges).

❖ After you spend 1 or more charges from a *Spell* asset, exhaust Lifecycle and spend 2 resources: Add 1 charge to that asset and 1 charge to Lifecycle.

➤ Discard Lifecycle: For every 3 charges on Lifecycle, heal 1 damage.



Item. Charm.

❖ When you draw a weakness, discard Lucky Horseshoe: Cancel all of that card's effects and shuffle it back into your deck. (*Do not draw a new card to replace it.*)



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❖ When you draw a weakness, discard Lucky Horseshoe: Cancel all of that card's effects and shuffle it back into your deck. (*Do not draw a new card to replace it.*)



TREACHERY

Lunar Alignment

WEAKNESS

Omen.

❖ Bonded (Celestial Alignment). Peril. Hidden.

➤ Reveal Lunar Alignment and shuffle it into your deck.



Item. Relic. Clothing.

You get +1 ♦.

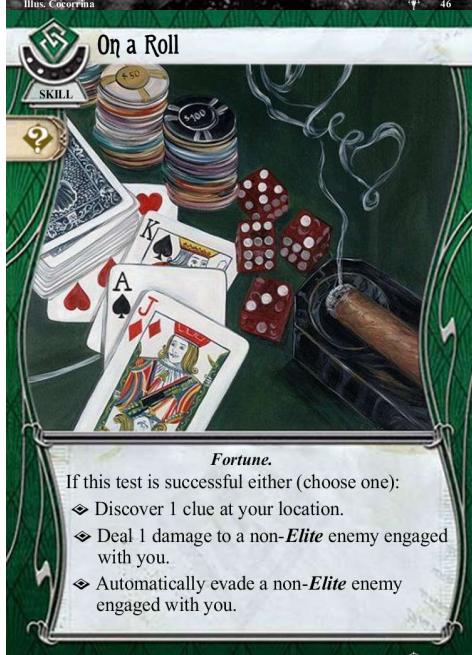
➤ If you are not engaged with any enemies, discard Moirai Shroud: **Move**. Move to a revealed location with no enemies.



Item. Relic. Clothing.

You get +1 ♦.

➤ If you are not engaged with any enemies, discard Moirai Shroud: **Move**. Move to a revealed location with no enemies.



Fortune.

If this test is successful either (choose one):

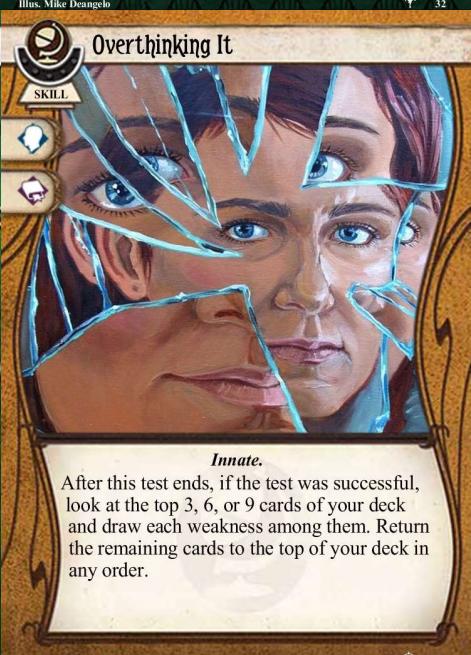
- ❖ Discover 1 clue at your location.
- ❖ Deal 1 damage to a non-*Elite* enemy engaged with you.
- ❖ Automatically evade a non-*Elite* enemy engaged with you.



Fortune.

If this test is successful either (choose one):

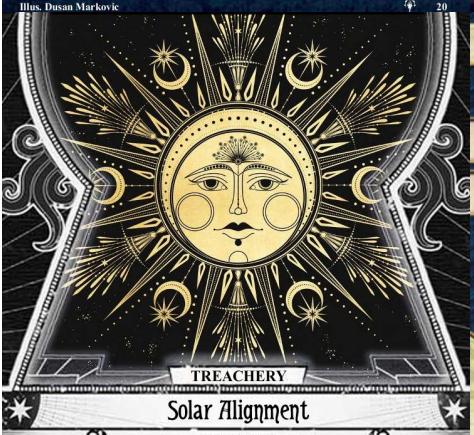
- ❖ Discover 1 clue at your location.
- ❖ Deal 1 damage to a non-*Elite* enemy engaged with you.
- ❖ Automatically evade a non-*Elite* enemy engaged with you.



Innate.

After this test ends, if the test was successful, look at the top 3, 6, or 9 cards of your deck and draw each weakness among them. Return the remaining cards to the top of your deck in any order.





- Bonded (Celestial Alignment). Peril. Hidden.
- : Reveal Solar Alignment and shuffle it into your deck.
- Forced** – If Astral Alignment, Lunar Alignment, and Solar Alignment are all in your hand at the end of your turn: Discard them and place 1 doom on the current agenda.



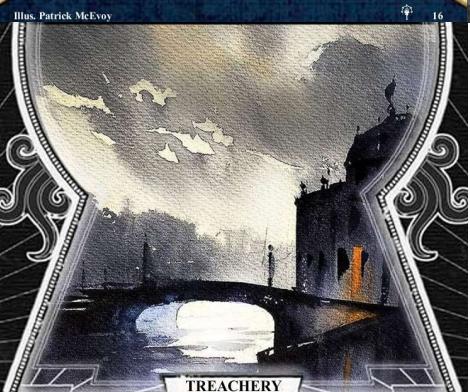
- Exceptional. As an additional cost to put this card into play, shuffle 3 copies of bonded Bloodlust weaknesses into your deck.
- : **Fight.** You get +1 ♦ for this attack, and an additional +1 ♦ for each attached copy of Bloodlust. This attack deals +1 damage. If this attack is successful, place 1 resource on this card (*from the token pool*), as an offering.



- Bonded (Happier Times).
- Revelation** – Put Troubling Memories into play in your threat area.
- Forced** – When you would succeed at a skill test: You get -2 skill value for that test. Discard Troubling Memories.



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