



*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 for 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

4 **3** **2** **2**

Sorcerer.

→ Search your deck for a weakness. Then, search your deck for a **Spell** or **Ritual** card. Draw both. Shuffle your deck. (Limit once per round.)

★ effect: –2. You may shuffle a weakness in your discard pile into your deck to automatically succeed, instead.

"To fight the abyss, one must know it."



*Abdul Alhazred The Occultist

Illus. Darkest Dungeon

Deck Size: 30.

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

Deckbuilding Requirements (do not count toward deck size): Mentor's Skull, 2 random basic weaknesses.

Additional Requirements: As an additional cost to add or upgrade to level 1–5 non-Mystic (▲) **Spell** or **Ritual** cards, you must add a random basic weakness to your deck.



*Beast Within The Unshackled

Illus. Darkest Dungeon

Monster. Drifter. Cursed.

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

★ effect: Treat it as an ♣ token, instead.



*Beast Within The Unshackled

Illus. Darkest Dungeon

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?



*Audrey Bourassa The Grave Robber

Illus. Darkest Dungeon

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.

Knowledge—the poison of humankind. Since time began, many have sought it out, but those who discover the truth of this world's secrets have found the revelations too much to bear. 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 understanding apprehension have left his body fragile and weak but it has made his mind sharp and its capabilities most versatile. The void, however, is an unpredictable power; his eldritch powers can rend the souls of even the most foul of beasts leaving them motionless, but at the cost of cutting the ever-looming shadows closer.

"Ponder not but the take.
That's the job."



*Henry Bigby The Abomination

Illus. Darkest Dungeon

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, banded 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 band 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: mucus, sores, wounds that never heal.



Fight.

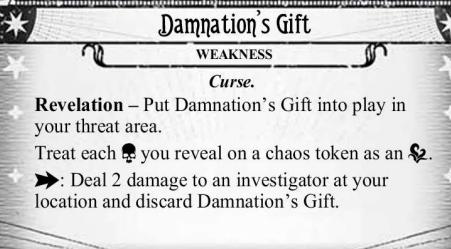
Tactic. For each action you performed this turn (*including this one*), you get +1 ♦ and deal +1 damage for this attack. If it is your turn, end your turn.

Finale

Tactic.

Sarmentus deck only.

Fight. For each action you performed this turn (*including this one*), you get +1 ♦ and deal +1 damage for this attack. If it is your turn, end your turn.



14

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

11



***Mentor's Skull**

At Any Cost

WEAKNESS Item. Relic.

***Osmond Chains**

WEAKNESS Item. Blessed.

Revelation – Return each asset in your hand slots and body slots to your hand. Put Osmond Chains into play in your threat area. It cannot leave play except through the ability below.

After you succeed at a skill test by 2 or more: Discard Osmond Chains.



***Reynaud de Chatillon**

The Crusader

Deck Size: 30
Secondary Class Choice: At deck creation, choose Mystic () or Survivor ().

Deckbuilding Options: Guardian cards () level 0-5, Neutral cards level 0-5, up to 10 (level 1-10) events and/or skills of your chosen secondary class.

Deckbuilding Requirements: No *Firearm* cards.

Deckbuilding Restrictions: No *Firearm* cards.

Illus. Chris Bourassa

Illus. Clare Wilcock

Believer, Veteran.
You begin the game with The Long Crusade in play.
 After an investigator at your location spawns a weakness, enemy or resolves a revelation effect of a non-hidden weakness, that investigator draws a card and heals 1 horror. (Limit once for each investigator per round.)
 effect: +1. You may attach a weakness in any investigator's discard pile to The Long Crusade.



***Sarmentus**

The Jester

Deck Size: 30
Deckbuilding Options: Rogue cards () level 0-5, Neutral cards level 0-5, cards that "move you" level 0-3, cards that "move an investigator" level 0-3, cards that "move an enemy" level 0-3.

Deckbuilding Requirements (do not count toward deck size): Finale, Tyrant's Enforcer, 1 random basic weakness.

Drifter, Performer.
 After you perform one of the move, fight, engage, or evade actions: Take a different one of the move, fight, engage, or evade actions. (Limit once per round.)
 effect: +0. If you succeed by 2 or more, after this test ends, take a move, fight, engage, or evade action.

***Shadowlace**

High and Low

WEAKNESS Item. Clothing, Relic.

Audrey Bourassa deck only.
Up to 2 other Relic assets you control do not take up slots.

Illus. Chris Bourassa

Illus. Clare Wilcock

Illus. Leona Florianova



*The Long Crusade

Into the Hearts of Mortals

Item. Weapon. Melee. Relic. Blessed.

Renaud de Châtillon deck only.

After a weakness is put into the discard pile of an investigator at your location, exhaust The Long Crusade: Attach that weakness facedown to The Long Crusade.

► Exhaust The Long Crusade: **Fight.** You may discard X attached weaknesses to get an additional +X ♣ and deal +X damage for this attack.



Thirst for Justice

WEAKNESS

Task.

Revelation – Put Thirst for Justice into play in your threat area.

Forced – When a non-*Elite* enemy spawns: Attach Thirst for Justice to that enemy.

Forced – When the game ends, if Thirst for Justice is attached to an enemy: You suffer 1 mental trauma.



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Tyrant's Enforcer

WEAKNESS

3 3 2

Humanoid. Criminal.

Prey – Sarmentus only.
Hunter. Retaliate.

"A pathetic joke, this place. Court is infinitely worse."
– Sarmentus



Astral Alignment

WEAKNESS

Omen.

Bonded (Celestial Alignment). Peril. Hidden.

► Reveal Astral Alignment and shuffle it into your deck.



Beyond Space and Time

WEAKNESS

Madness.

Bonded (Forgotten Mirror).

Revelation – Discard the top 3 cards of your deck.



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Beyond Space and Time

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Bonded (Forgotten Mirror).

Revelation – Discard the top 3 cards of your deck.

What happened on the other side?

What happened on the other side?

What happened on the other side?









TREACHERY

Hangover

WEAKNESS

Madness.

- Bonded (Celebration Drinks).
- Revelation** – Test ♡ (2). For each point you fail by, take 1 damage or take 1 horror.

TREACHERY

Hangover

WEAKNESS

Madness.

- Bonded (Celebration Drinks).
- Revelation** – Test ♡ (2). For each point you fail by, take 1 damage or take 1 horror.

Happier Times

SKILL

Innate.

Max 1 committed per skill test.

As an additional cost to commit Happier Times, shuffle 1 copy of a bonded Troubling Memories into your deck.

This test gets -2 difficulty.

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As an additional cost to commit Happier Times, shuffle 1 copy of a bonded Troubling Memories into your deck.

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***Henry Wan**

2

ASSET

Astounding Actor

Ally. Criminal.

- Exhaust Henry Wan: One at a time, reveal random tokens from the chaos bag until you choose to stop, or until you reveal a ♡, ♢, ♣, ♦, or ♠ symbol.
- If you choose to stop, for each token revealed via this effect, you may either draw 1 card or gain 1 resource.
- If you revealed a ♡, ♢, ♣, ♦, or ♠ symbol, do nothing.

***Henry Wan**

2

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Ally. Criminal.

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- If you choose to stop, for each token revealed via this effect, you may either draw 1 card or gain 1 resource.
- If you revealed a ♡, ♢, ♣, ♦, or ♠ symbol, do nothing.

Infighting

EVENT

0

Trick.

Fast.

Until the end of the round, whenever an enemy attacks you, cancel that attack and deal that enemy's damage to a non-*Elite* enemy at your location. Exile Infighting.

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Fast.

Until the end of the round, whenever an enemy attacks you, cancel that attack and deal that enemy's damage to a non-*Elite* enemy at your location. Exile Infighting.

Lifecycle

1

ASSET

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.



Lifecycle

1

ASSET

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.



Lucky Horseshoe

1

ASSET

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.)



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.

