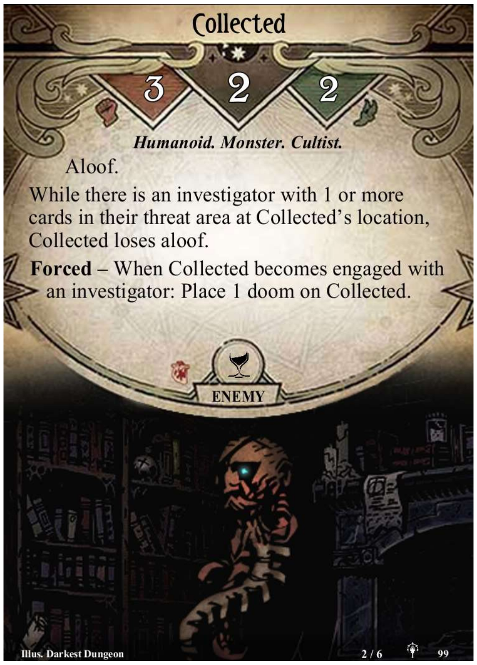
Encounter sets
Encounter card back



Collected

3 2 2

Humanoid. Monster. Cultist.

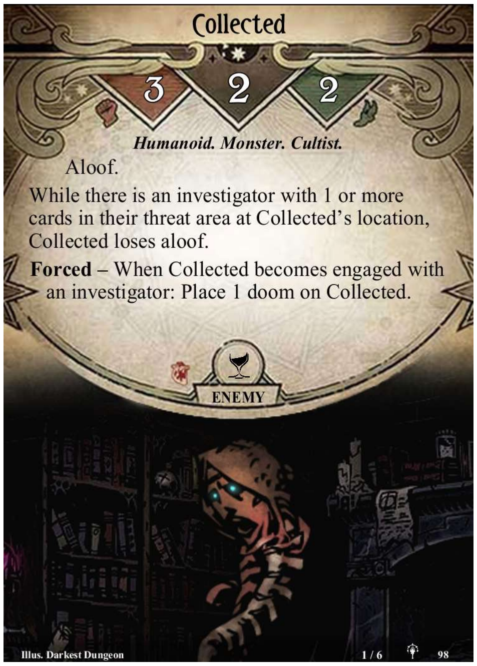
Aloof.

While there is an investigator with 1 or more cards in their threat area at Collected's location, Collected loses aloof.

Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.

ENEMY

Illus. Darkest Dungeon 2 / 6 99



Collected

3 2 2

Humanoid. Monster. Cultist.

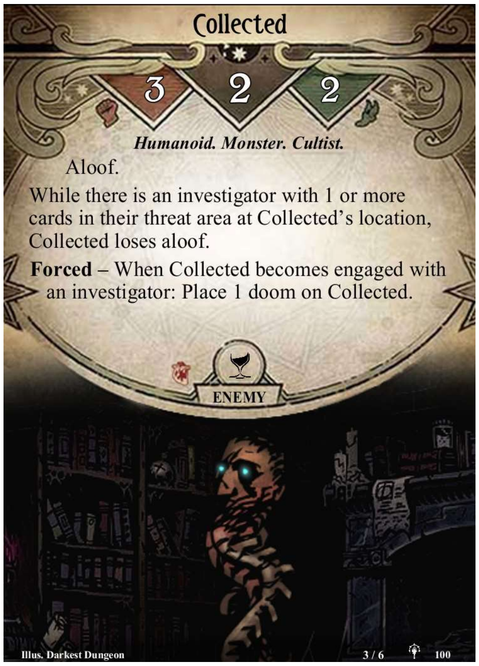
Aloof.

While there is an investigator with 1 or more cards in their threat area at Collected's location, Collected loses aloof.

Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.

ENEMY

Illus. Darkest Dungeon 1 / 6 98



Collected

3 2 2

Humanoid. Monster. Cultist.

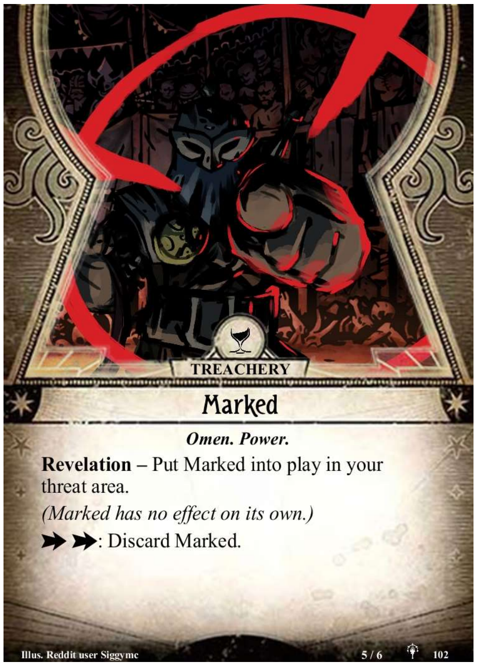
Aloof.

While there is an investigator with 1 or more cards in their threat area at Collected's location, Collected loses aloof.

Forced – When Collected becomes engaged with an investigator: Place 1 doom on Collected.

ENEMY

Illus. Darkest Dungeon 3 / 6 100



TREACHERY

Marked

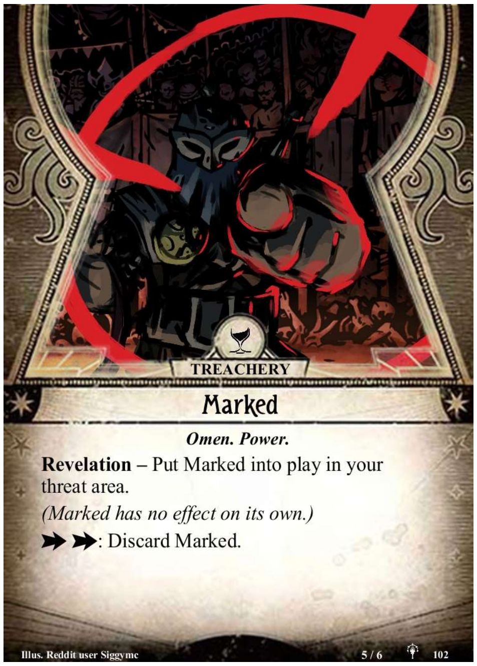
Omen. Power.

Revelation – Put Marked into play in your threat area.

(Marked has no effect on its own.)

➤➤: Discard Marked.

Illus. Reddit user Siggymc 5 / 6 102



TREACHERY

Marked

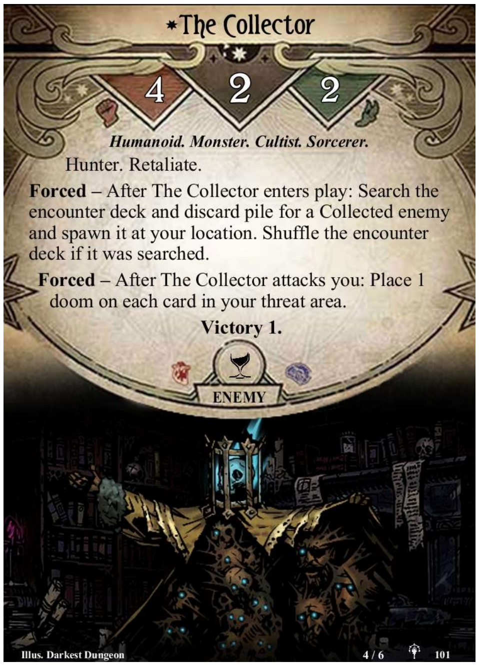
Omen. Power.

Revelation – Put Marked into play in your threat area.

(Marked has no effect on its own.)

➤➤: Discard Marked.

Illus. Reddit user Siggymc 5 / 6 102



*The Collector

4 2 2

Humanoid. Monster. Cultist. Sorcerer.

Hunter. Retaliate.

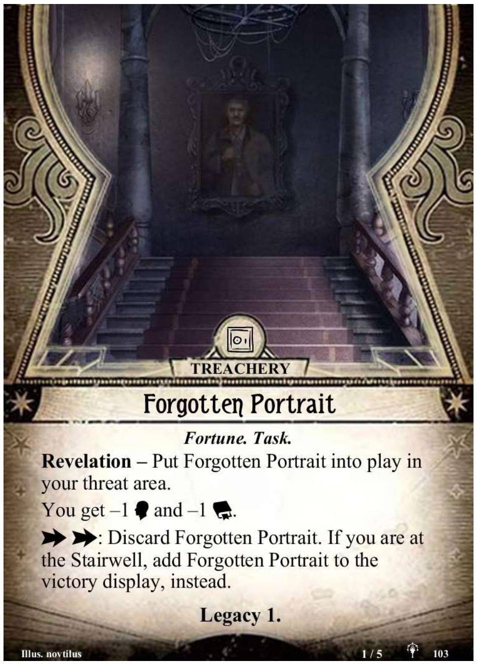
Forced – After The Collector enters play: Search the encounter deck and discard pile for a Collected enemy and spawn it at your location. Shuffle the encounter deck if it was searched.

Forced – After The Collector attacks you: Place 1 doom on each card in your threat area.

Victory 1.

ENEMY

Illus. Darkest Dungeon 4 / 6 101



TREACHERY

Forgotten Portrait

Fortune. Task.

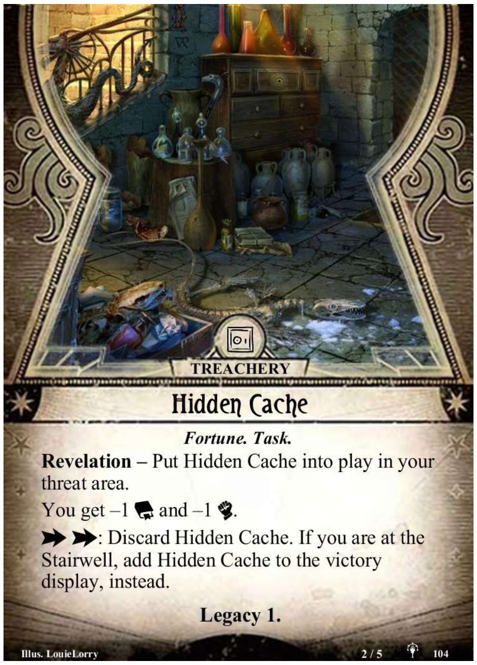
Revelation – Put Forgotten Portrait into play in your threat area.

You get –1 ● and –1 ●.

➤➤: Discard Forgotten Portrait. If you are at the Stairwell, add Forgotten Portrait to the victory display, instead.

Legacy 1.

Illus. noytilus 1 / 5 103



TREACHERY

Hidden Cache

Fortune. Task.

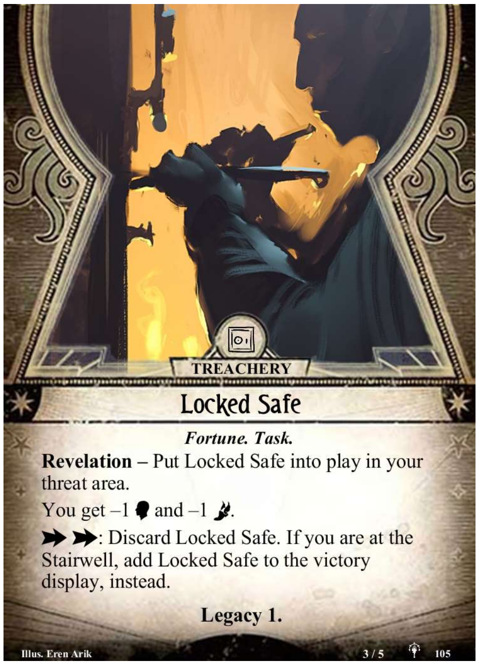
Revelation – Put Hidden Cache into play in your threat area.

You get –1 ● and –1 ●.

➤➤: Discard Hidden Cache. If you are at the Stairwell, add Hidden Cache to the victory display, instead.

Legacy 1.

Illus. LouieLorry 2 / 5 104



TREACHERY

Locked Safe

Fortune. Task.

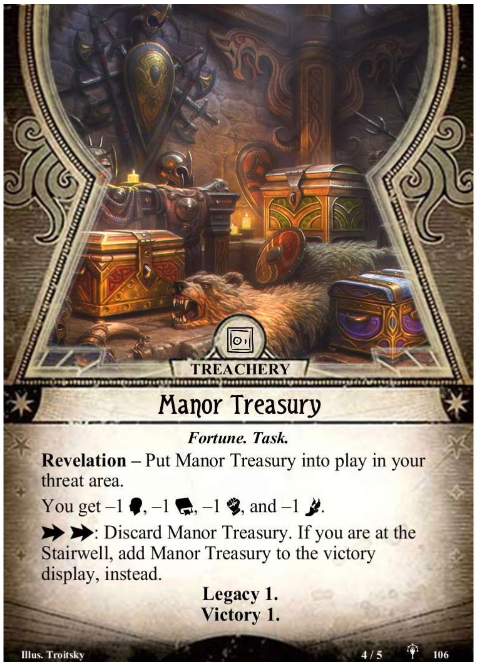
Revelation – Put Locked Safe into play in your threat area.

You get –1 ● and –1 ●.

➤➤: Discard Locked Safe. If you are at the Stairwell, add Locked Safe to the victory display, instead.

Legacy 1.

Illus. Eren Arik 3 / 5 105



TREACHERY

Manor Treasury

Fortune. Task.

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

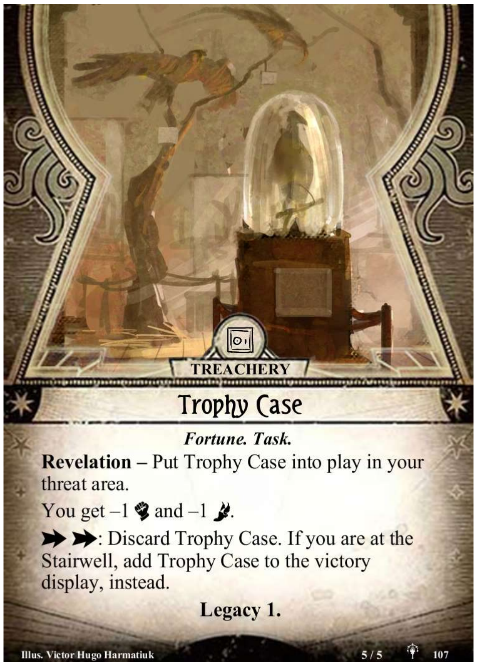
You get –1 🧠, –1 📖, –1 ✊, and –1 🥾.

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

Legacy 1.

Victory 1.

Illus. Troitsky 4 / 5 106



TREACHERY

Trophy Case

Fortune. Task.

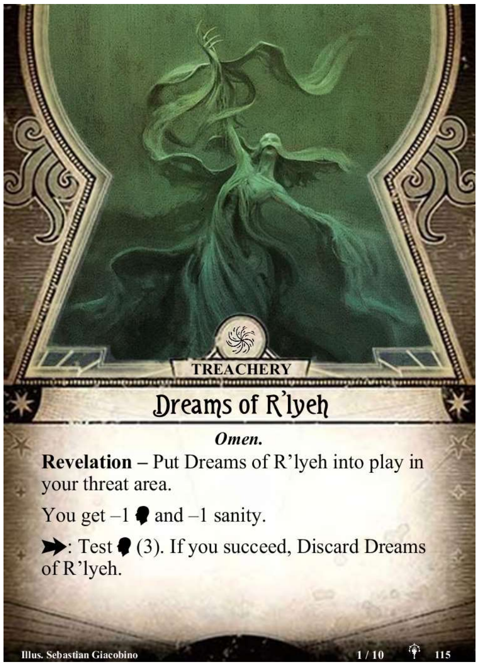
Revelation – Put Trophy Case into play in your threat area.

You get –1 ✊ and –1 🥾.

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

Legacy 1.

Illus. Victor Hugo Harmatiuk 5 / 5 107



TREACHERY

Dreams of R'lyeh

Omen.

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

You get –1 🧠 and –1 sanity.

➤: Test 🧠 (3). If you succeed, Discard Dreams of R'lyeh.

Illus. Sebastian Giacobino 1 / 10 115

TREACHERY

Dreams of R'lyeh

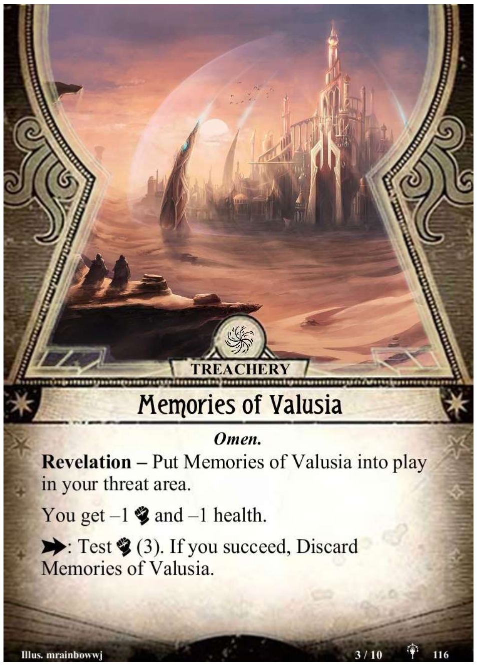
Omen.

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

You get –1 🧠 and –1 sanity.

➤: Test 🧠 (3). If you succeed, Discard Dreams of R'lyeh.

Illus. Sebastian Giacobino 1 / 10 115



TREACHERY

Memories of Valusia

Omen.

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

You get –1 ✊ and –1 health.

➤: Test ✊ (3). If you succeed, Discard Memories of Valusia.

Illus. mrainbowwj 3 / 10 116

TREACHERY

Memories of Valusia

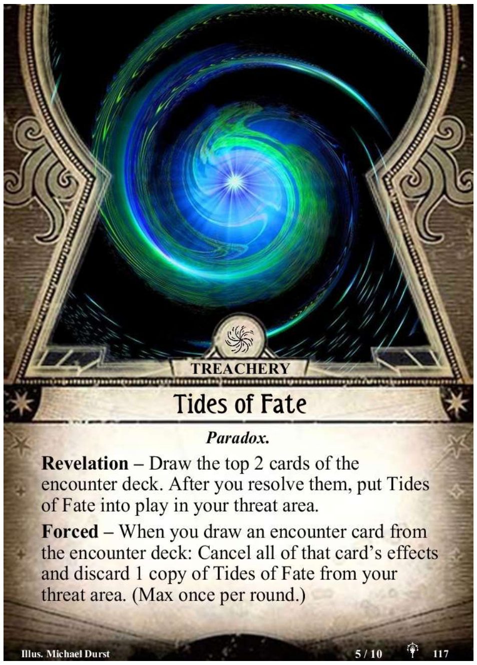
Omen.

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

You get –1 ✊ and –1 health.

➤: Test ✊ (3). If you succeed, Discard Memories of Valusia.

Illus. mrainbowwj 3 / 10 116



TREACHERY

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.)

Illus. Michael Durst 5 / 10 117

TREACHERY

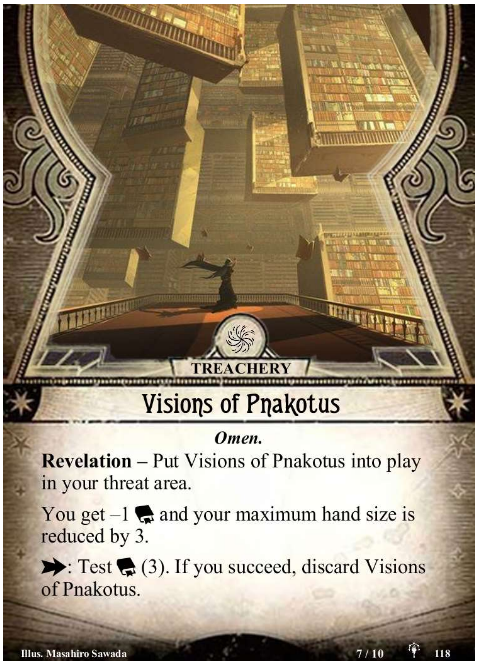
Tides of Fate

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.)

Illus. Michael Durst 5 / 10 117



TREACHERY

Visions of Pnakotus

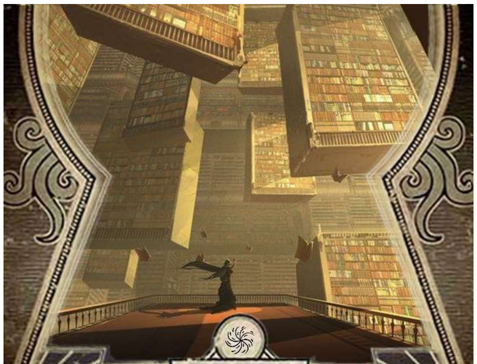
Omen.

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

You get –1 📖 and your maximum hand size is reduced by 3.

➤: Test 📖 (3). If you succeed, discard Visions of Pnakotus.

Illus. Masahiro Sawada 7 / 10 118



TREACHERY

Visions of Pnakotus

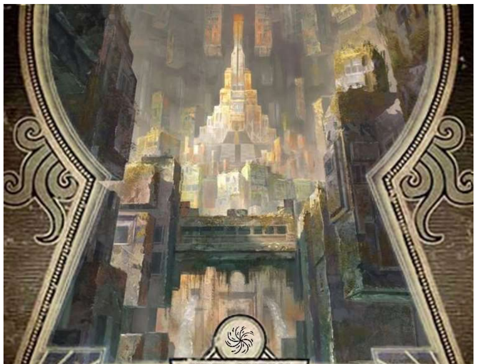
Omen.

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

You get –1 and your maximum hand size is reduced by 3.

➤➤: Test (3). If you succeed, discard Visions of Pnakotus.

Illus. Masahiro Sawada 7 / 10 118



TREACHERY

Whispers of Sarnath

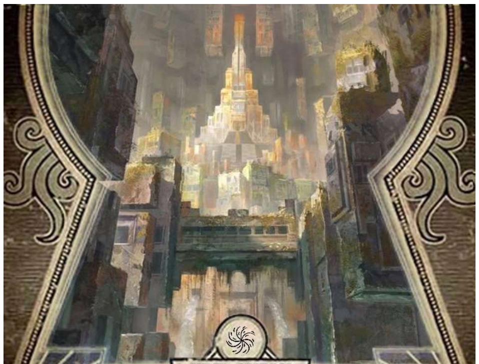
Omen.

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

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

➤➤: Test (3). If you succeed, Discard Whispers of Sarnath.

Illus. Robin Lhebrard 9 / 10 119



TREACHERY

Whispers of Sarnath

Omen.

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

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

➤➤: Test (3). If you succeed, Discard Whispers of Sarnath.

Illus. Robin Lhebrard 9 / 10 119

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. Darkest Dungeon 1 / 9 120

Esquire

2 4 4

Humanoid. Monster. Cursed.

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

Hunter. Retaliate.

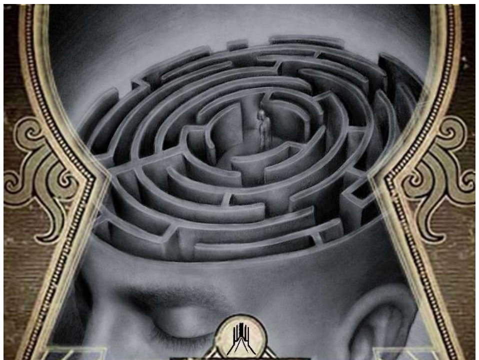
Prey – Most damage.

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

Legacy 1.

ENEMY

Illus. Darkest Dungeon 2 / 9 121



TREACHERY

Lost in the Dark

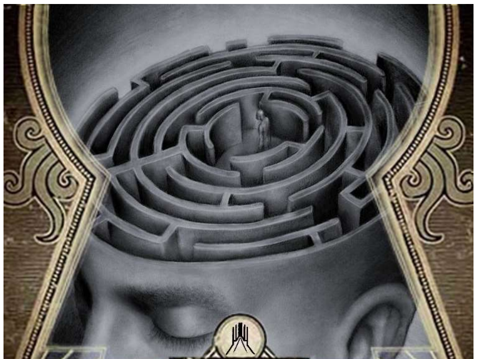
Terror.

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

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

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

Illus. Sebastian Eriksson 3 / 9 122



TREACHERY

Lost in the Dark

Terror.

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

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

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

Illus. Sebastian Eriksson 3 / 9 122

Manservant

2 2 2

Humanoid. Monster. Cursed.

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

Hunter.

Manservant only hunts and engages investigators at its 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

Manservant

2 2 2

Humanoid. Monster. Cursed.

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

Hunter.

Manservant only hunts and engages investigators at its 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

Manservant

2 2 2

Humanoid. Monster. Cursed.

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

Hunter.

Manservant only hunts and engages investigators at its 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.

Illus. Labyrinth (1986) 8 / 9 124

TREACHERY

Turned Around

Power.

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

Illus. Labyrinth (1986) 8 / 9 124

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.

Illus. Kaelakov 1 / 6 125

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.

Illus. Kaelakov 1 / 6 125

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.

Illus. Kaelakov 1 / 6 125

TREACHERY

Unprepared

Blunder.

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

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

Illus. Katie Watersell 4 / 6 126

TREACHERY

Unprepared

Blunder.

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

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

Illus. Katie Watersell 4 / 6 126

TREACHERY

Unprepared

Blunder.

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

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

Illus. Katie Watersell 4 / 6 126

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.

Illus. Darkest Dungeon 1 / 4 127

Day Grows Dim

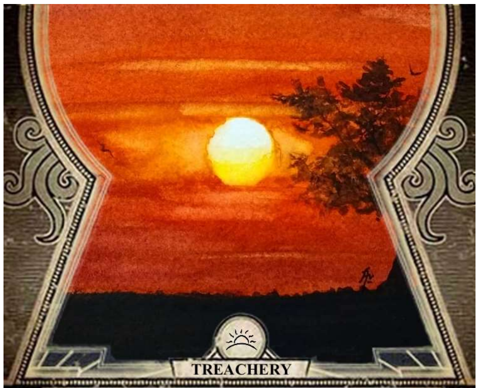
Omen.

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.

Illus. Darkest Dungeon 1 / 4 127



Setting Sun

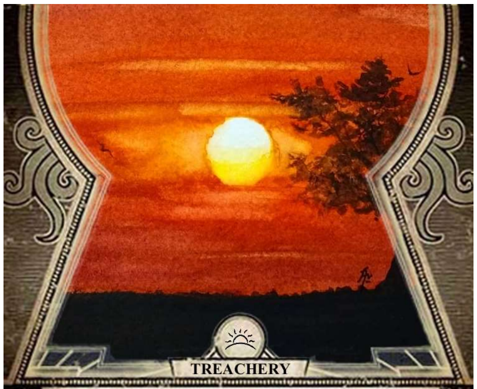
Omen.

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. the__watercolorist 3 / 4 128



Setting Sun

Omen.

Peril.

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

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

Illus. the__watercolorist 3 / 4 128

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. Darkest Dungeon 1 / 18 129

Dangers in the Dark

Hazard.

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

Illus. Darkest Dungeon 1 / 18 129

Dangers in the Dark

Hazard.

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

Illus. Darkest Dungeon 1 / 18 129

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 4 / 18 130

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 4 / 18 130

TREACHERY

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.

Illus. Feig Felipe Pérez 6 / 18 131

TREACHERY

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.

Illus. Feig Felipe Pérez 6 / 18 131

TREACHERY

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.

Illus. Feig Felipe Pérez 6 / 18 131

TREACHERY

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.

Illus. Clara Lieu 9 / 18 132

TREACHERY

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.

Illus. Clara Lieu 9 / 18 132

TREACHERY

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.

Illus. Clara Lieu 9 / 18 132

TREACHERY

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.

Illus. Darkest Dungeon 12 / 18 133

TREACHERY

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.

Illus. Darkest Dungeon 12 / 18 133

TREACHERY

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.

Illus. Darkest Dungeon 12 / 18 133

Double-sided

The Shadow

7 3 7

Monster.

Alert. Hunter. Retaliate.

The Shadow gets –X fight and –X evade, where X is the light level.

Forced – After The Shadow attacks you: Flip it over and resolve the text on its other side.

Forced – After The Shadow leaves play: Set it aside, out of play.

ENEMY

Illus. Marc Simonetti 15 / 18 134-137

Dark Hallucinations

> *As fatigue sets in, you let your guard down for the briefest moment, and you lose track of the shadow! In panic, you turn around to try and find it again, only to see it lunge at you with its pitch black claws. You brace yourself...*
>
> *...but nothing happens.*
>
> *Turns out it was just a figment of your imagination.*

Take 1 direct horror. Flip this card back over and set it aside, out of play.

STORY

The Shadow

7 3 7

Monster.

Alert. Hunter. Retaliate.

The Shadow gets –X fight and –X evade, where X is the light level.

Forced – After The Shadow attacks you: Flip it over and resolve the text on its other side.

Forced – After The Shadow leaves play: Set it aside, out of play.

ENEMY

Illus. Marc Simonetti 15 / 18 134-137

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>
> *...but nothing happens.*
>
> *Turns out it was just a figment of your imagination.*

Take 1 direct horror. Flip this card back over and set it aside, out of play.

STORY

The Shadow

7 3 7

Monster.

Alert. Hunter. Retaliate.

The Shadow gets –X fight and –X evade, where X is the light level.

Forced – After The Shadow attacks you: Flip it over and resolve the text on its other side.

Forced – After The Shadow leaves play: Set it aside, out of play.

ENEMY

Illus. Marc Simonetti 15 / 18 134-137

Dark Hallucinations

> *As fatigue sets in, you let your guard down for the briefest moment, and you lose track of the shadow! In panic, you turn around to try and find it again, only to see it lunge at you with its pitch black claws. You brace yourself...*
>
> *...but nothing happens.*
>
> *Turns out it was just a figment of your imagination.*

Take 1 direct horror. Flip this card back over and set it aside, out of play.

STORY

The Shadow

7 3 7

Monster.

Alert. Hunter. Retaliate.

The Shadow gets –X fight and –X evade, where X is the light level.

Forced – After The Shadow attacks you: Flip it over and resolve the text on its other side.

Forced – After The Shadow leaves play: Set it aside, out of play.

ENEMY

Illus. Marc Simonetti 15 / 18 134-137

Shadow Demon

> *As fatigue sets in, you let your guard down for the briefest moment, and you lose track of the shadow! In panic, you turn around to try and find it again, only to see it lunge at you with its pitch black claws. You brace yourself...*
>
> *After a few moments, you realise the shadow is no longer in the room with you. Was it just your imagination after all? It is only a few steps later when feel a warmth spreading across your abdomen.*
>
> *It was very real.*

Take 3 direct damage. Flip this card back over and set it aside, out of play.

STORY

Player card back

Aegis Scale

ASSET

Item. Relic.

↩ 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.

Illus. self-replica 32 / 32 114

Bandage

ASSET

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.

Illus. Michael Fitzhywel 7 / 32 110

Bandage

ASSET

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.

Illus. Michael Fitzhywel 7 / 32 110

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Illus. Michael Fitzhywel 7 / 32 110

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Illus. Michael Fitzhywel 7 / 32 110

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Illus. Michael Fitzhywel 7 / 32 110

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Illus. Michael Fitzhywel 7 / 32 110

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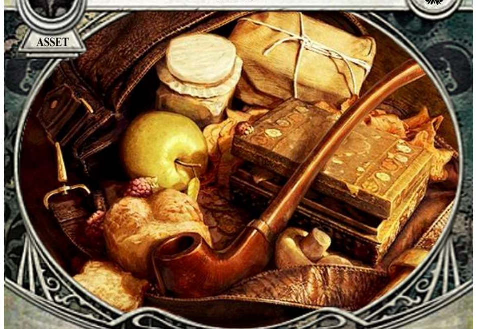
Forced – When Bandage leaves play: Remove it from the game.

Illus. Michael Fitzhywel 7 / 32 110

Food

ASSET



Item.

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

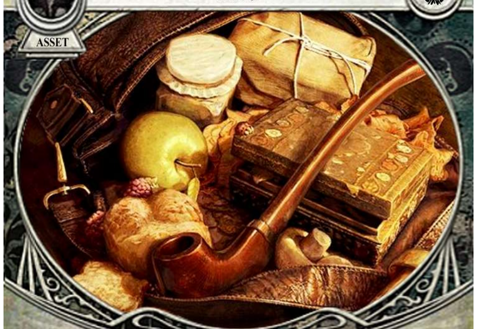
➤ Spend 1 supply: Draw 1 card and gain 1 resource.

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

Illus. Mike Nash 3 / 32 109

Food

ASSET



Item.

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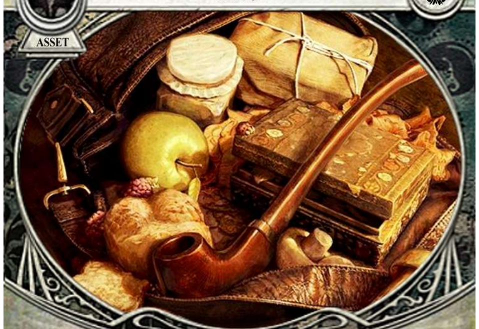
➤ Spend 1 supply: Draw 1 card and gain 1 resource.

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

Illus. Mike Nash 3 / 32 109

Food

ASSET



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.

Illus. Mike Nash 3 / 32 109

Food

ASSET

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.

Illus. Mike Nash 3 / 32 109

Holy Water

ASSET

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.

Illus. Maria Kravchenina 31 / 32 113

Laudanum

ASSET

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.

Illus. chocolaterabbit 15 / 32 111

Laudanum

ASSET

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.

Illus. chocolaterabbit 15 / 32 111

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ASSET

Item.

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

Illus. chocolaterabbit 15 / 32 111

Medicinal Herbs

ASSET

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.

Illus. Kasia Bekus 23 / 32 112

Medicinal Herbs

ASSET

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.

Illus. Kasia Bekus 23 / 32 112

Medicinal Herbs

ASSET

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.

Illus. Kasia Bekus 23 / 32 112

Medicinal Herbs

ASSET

Item.

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

Illus. Kasia Bekus 23 / 32 112

Medicinal Herbs

ASSET

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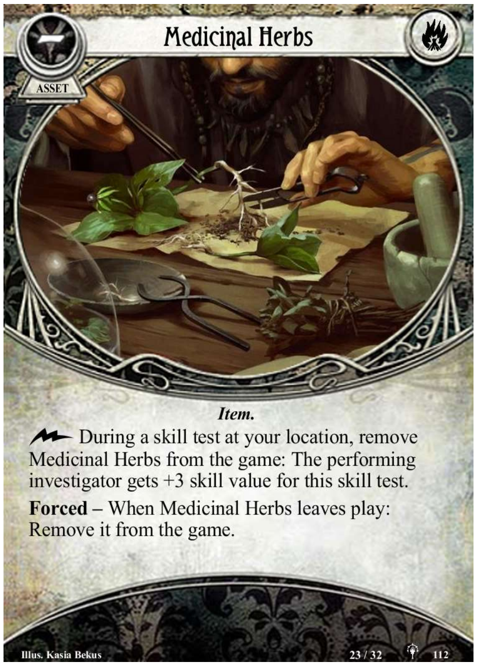
Forced – When Medicinal Herbs leaves play: Remove it from the game.

Illus. Kasia Bekus 23 / 32 112



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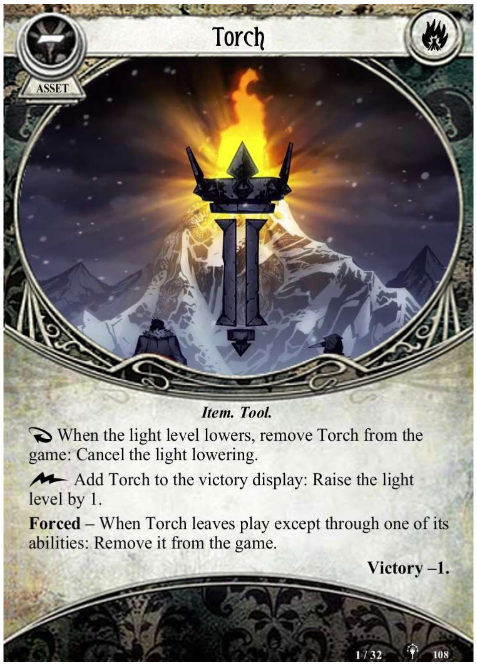


Torch

ASSET

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.

1 / 32 108

Torch

ASSET

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.

1 / 32 108

Scenario 1 - Beneath the Manor
Double-sided

Beneath the Manor (v. I)

HARD / EXPERT

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

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

–4. If you succeed, gain 3 resources.

1 / 26 49b

Beneath the Manor (v. I)

EASY / STANDARD

–X. X is the current act number.

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

–2. If you succeed, gain 3 resources.

1 / 26 49a

Beneath the Manor (v. II)

HARD / EXPERT

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

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

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

2 / 26 50b

Beneath the Manor (v. II)

EASY / STANDARD

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

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

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

2 / 26 50a

Unexplored Room

LOCATION

Dungeon.

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

What lies behind the door?

Cabinet Room

5 LOCATION 2

Dungeon.

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

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

Victory 1.

Illus. arsenixc 19 / 26 65

Unexplored Room

LOCATION

Dungeon.

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

What lies behind the door?

Collapsed Corridor

2 LOCATION 0

Dungeon. Corridor.

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

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

Illus. MeckanicalMind 18 / 26 64

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?

Corridor

2

LOCATION

1👤

Dungeon. Corridor.

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

Illus. Wayne Leung Hou-wai 20 / 26 66

Unexplored Room

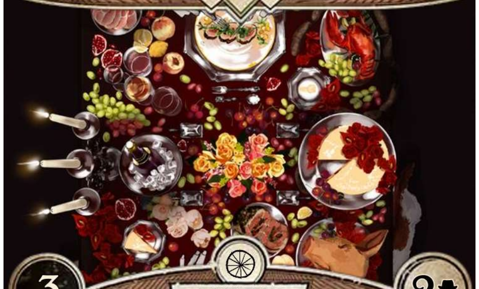
LOCATION

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?

Dining Room



3

LOCATION

2👤

Dungeon.

While the light level is 3 or higher, as an additional cost to investigate the Dining Room, you must take 1 horror.

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

Victory 1.

Illus. asix-oud 21 / 26 67

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?

Entryway

1

LOCATION

2👤

Dungeon. Corridor.

Forced – When the Entryway is revealed: Put the top 2 cards of the dungeon deck into play above and below the Entryway.

While it is act 4a, Entryway gains "➤: **Resign.** You flee this accursed dungeon."

Illus. Mmarti 17 / 26 63

ACT 4b

Brush with Death

As soon as you step out of the dungeons and into the brighter corridors of the manor itself, the shuffling noise stops. When you dare to look behind you, the monstrosity is there still but seems reluctant to step outside of the dungeons. You count your blessings and return to the surface.

(→R2)

Act 4a

Escape the Dungeons

No matter what you try, the creature is impervious to all your attacks. How has such a huge being survived in these ruins for so long? However, you have little time to scrutinize it as it lurches its way towards you, threatening to add you to its amalgamation of organs.

Objective – If each undefeated investigator has resigned, advance.

1

Illus. Darkest Dungeon 8 / 26 56

Hamlet

LOCATION

"This squalid hamlet, these corrupted lands: they are yours now, and you are bound to them."

– The Ancestor

Hamlet

X

LOCATION

1👤

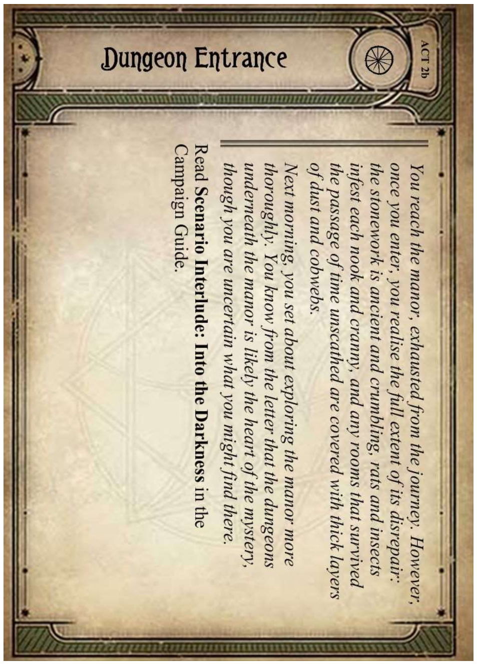
X is the amount of distrust in the Hamlet. Clues cannot be discovered from the Hamlet except as a result of a successful investigation.

Forced – When the Hamlet is revealed: Place 2 👤 + 2 resources on it *(from the token pool),* as distrust.

➤ Spend up to 2 resources: **Parley**. For each resource spent, remove 1 distrust from the Hamlet.

Victory 1.

Illus. Darkest Dungeon 15 / 26 61



ACT 2b

Dungeon Entrance

You reach the manor, exhausted from the journey. However, once you enter, you realise the full extent of its disrepair: the stonework is ancient and crumbling, rats and insects infest each nook and cranny, and any rooms that survived the passage of time unscathed are covered with thick layers of dust and cobwebs.

Next morning, you set about exploring the manor more thoroughly. You know from the letter that the dungeons underneath the manor is likely the heart of the mystery, though you are uncertain what you might find there.

Read **Scenario Interlude: Into the Darkness** in the Campaign Guide.

Act 2a

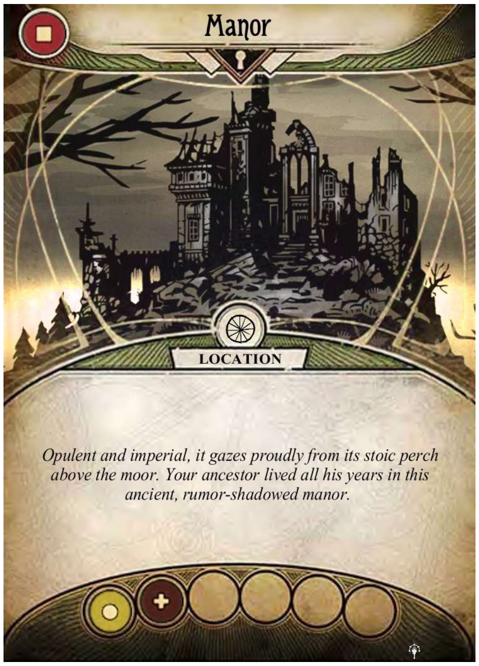
Into the Manor

The manor described in the deed is within walking distance. You think that you should be able to reach it before night falls.

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

Objective – At the end of the round, if each investigator is at the Manor, and no clues are on it, advance.

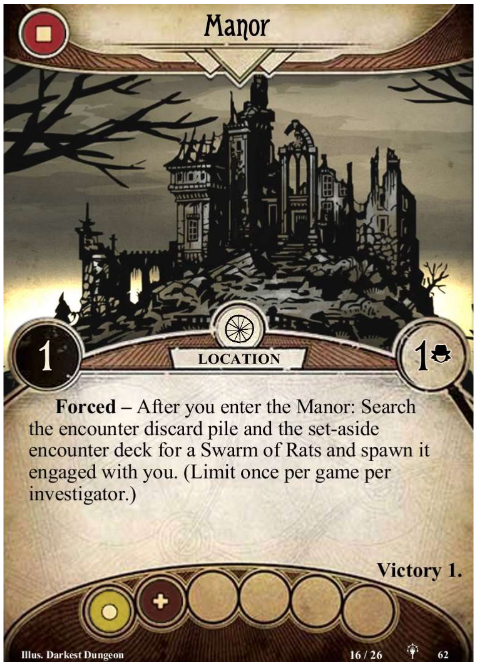
Illus. Darkest Dungeon 6 / 26 54



Manor

LOCATION

Opulent and imperial, it gazes proudly from its stoic perch above the moor. Your ancestor lived all his years in this ancient, rumor-shadowed manor.



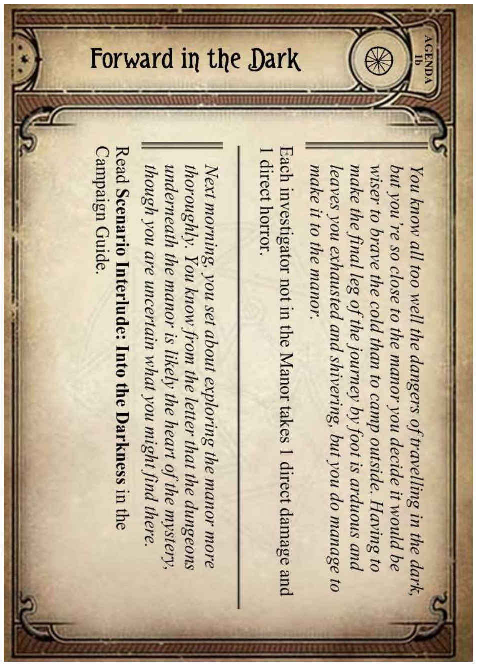
Manor

1 LOCATION 1

Forced – After you enter the Manor: Search the encounter discard pile and the set-aside encounter deck for a Swarm of Rats and spawn it engaged with you. (Limit once per game per investigator.)

Victory 1.

Illus. Darkest Dungeon 16 / 26 62



AGENDA 1b

Forward in the Dark

You know all too well the dangers of travelling in the dark, but you're so close to the manor you decide it would be wiser to brave the cold than to camp outside. Having to make the final leg of the journey by foot is arduous and leaves you exhausted and shivering, but you do manage to make it to the manor.

Each investigator not in the Manor takes 1 direct damage and 1 direct horror.

Next morning, you set about exploring the manor more thoroughly. You know from the letter that the dungeons underneath the manor is likely the heart of the mystery, though you are uncertain what you might find there.

Read **Scenario Interlude: Into the Darkness** in the Campaign Guide.

Agenda 1a

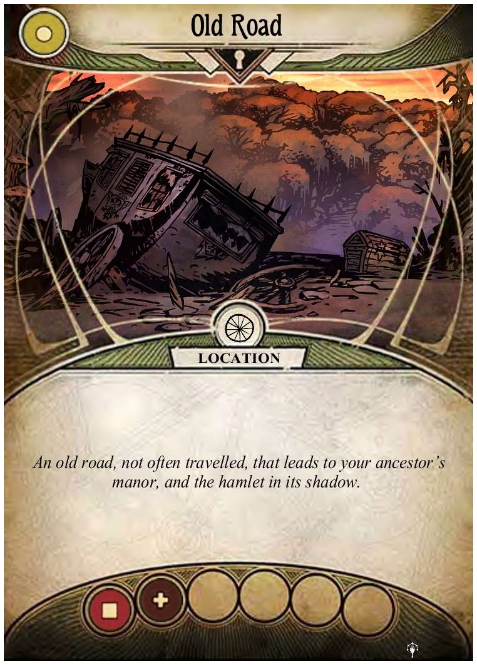
Night Approaches

These woods are infested with brigands and dangerous beasts — you would not want to be stuck making your way to the hamlet in the dark and on foot, but the sun is low in the sky and you can feel the evening chill creeping in.

(Hint – Night will fall when this agenda advances. Reach the manor before then!)

5

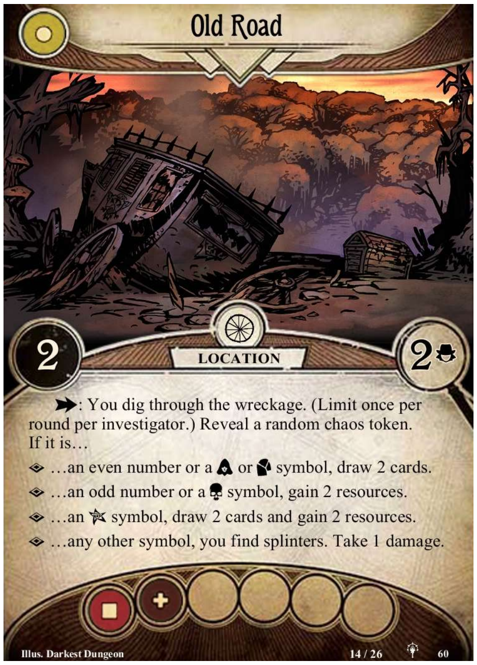
Illus. Darkest Dungeon 3 / 26 51



Old Road

LOCATION

An old road, not often travelled, that leads to your ancestor's manor, and the hamlet in its shadow.



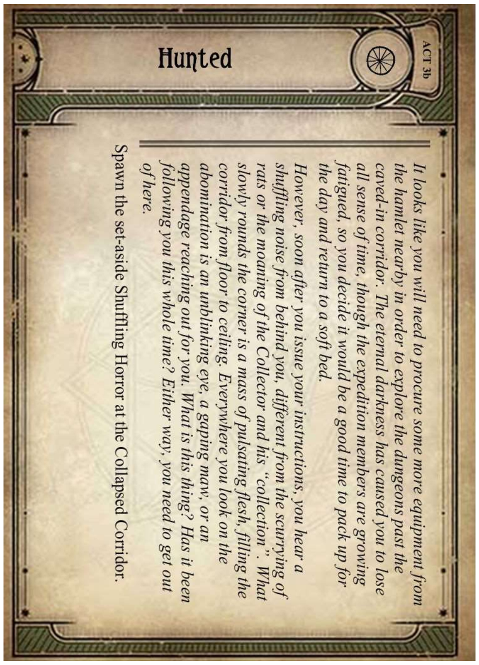
Old Road

2 LOCATION 2

➤: You dig through the wreckage. (Limit once per round per investigator.) Reveal a random chaos token. If it is…

- …an even number or a ☗ or ☗ symbol, draw 2 cards.
- …an odd number or a ☠ symbol, gain 2 resources.
- …an ✯ symbol, draw 2 cards and gain 2 resources.
- …any other symbol, you find splinters. Take 1 damage.

Illus. Darkest Dungeon 14 / 26 60



ACT 3b

Hunted

It looks like you will need to procure some more equipment from the hamlet nearby in order to explore the dungeons past the caved-in corridor. The eternal darkness has caused you to lose all sense of time, though the expedition members are growing fatigued, so you decide it would be a good time to pack up for the day and return to a soft bed.

However, soon after you issue your instructions, you hear a shuffling noise from behind you, different from the scurrying of rats or the moaning of the Collector and his "collection". What slowly rounds the corner is a mass of pulsating flesh, filling the corridor from floor to ceiling. Everywhere you look on the abomination is an unblinking eye, a gaping maw, or an appendage reaching out for you. What is this thing? Has it been following you this whole time? Either way, you need to get out of here.

Spawn the set-aside Shuffling Horror at the Collapsed Corridor.

Act 3a

Searching the Dungeons (v. I)

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

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

1

Illus. Darkest Dungeon 7 / 26 55

Act 1b

Bandit Ambush!

After spending some time surveying the surroundings, you spy the silhouette of the manor in the distance, along with the nearby hamlet in its shadow. By your reckoning, you are quite close: you should be able to finish the journey on foot.

But as you are picking up your belongings from the stage coach wreck, you hear rustling from the woods around you. Your research warned you that this forest is teeming with brigands and it looks like you have some unwanted attention!

Each investigator spawns a set-aside Brigand Cutthroat engaged with them (if there are 4 or more investigators in the game, instead the lead investigator spawns the set-aside Brigand Vvulf, and each other investigator spawns a set-aside Brigand Cutthroat). Each investigator then tests ✊ or 🦶 (3). Each investigator who succeeds exhausts that enemy and disengages from it. Put the set-aside Hamlet and Manor locations into play.

Act 1a

The Old Road

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

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

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

2👤

Illus. Darkest Dungeon 5 / 26 53

Unexplored Room

LOCATION

Dungeon.

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

What lies behind the door?

Trapped Corridor

2 LOCATION 1👤

Dungeon. Corridor.

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

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

Illus. Prince of Persia: The Two Thrones 22 / 26 68

AGENDA 2b

Light Fades

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

Lower the light level by 1.

- ◆ If the light level is 0, proceed to (→**R1**).
- ◆ Otherwise, flip this agenda back over.

Agenda 2a

Under Torchlight (v. I)

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

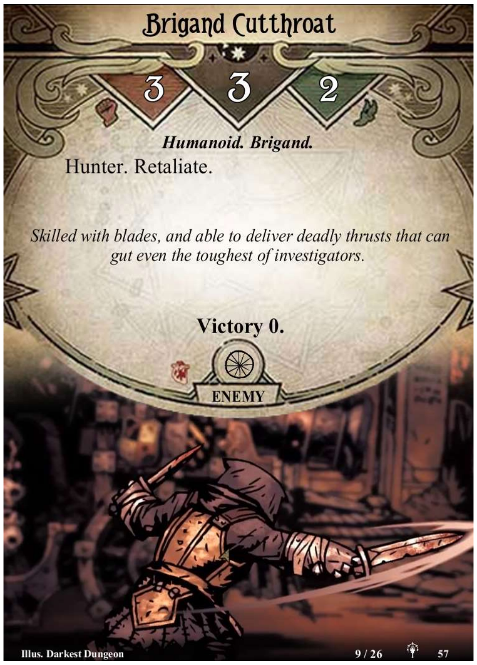
Each location is connected to each location adjacent to it.

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

3

Illus. Darkest Dungeon 4 / 26 52

Encounter card back



Brigand Cutthroat

3 3 2

Humanoid. Brigand.

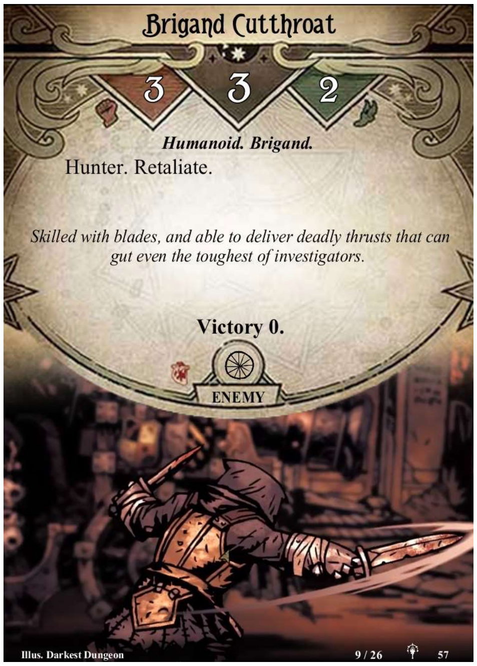
Hunter. Retaliate.

Skilled with blades, and able to deliver deadly thrusts that can gut even the toughest of investigators.

Victory 0.

ENEMY

Illus. Darkest Dungeon 9 / 26 57



Brigand Cutthroat

3 3 2

Humanoid. Brigand.

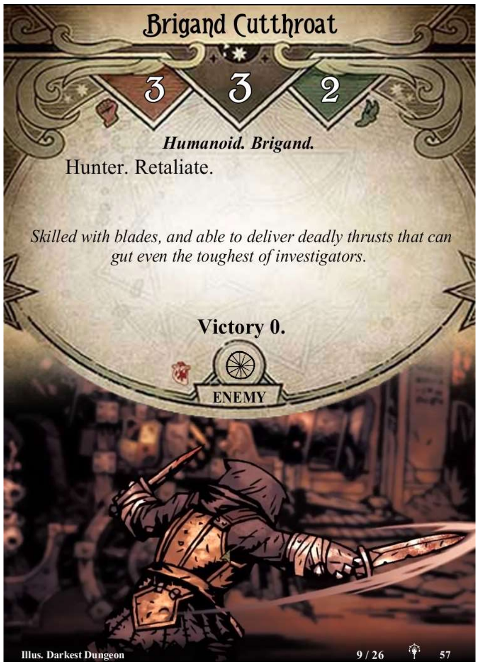
Hunter. Retaliate.

Skilled with blades, and able to deliver deadly thrusts that can gut even the toughest of investigators.

Victory 0.

ENEMY

Illus. Darkest Dungeon 9 / 26 57



Brigand Cutthroat

3 3 2

Humanoid. Brigand.

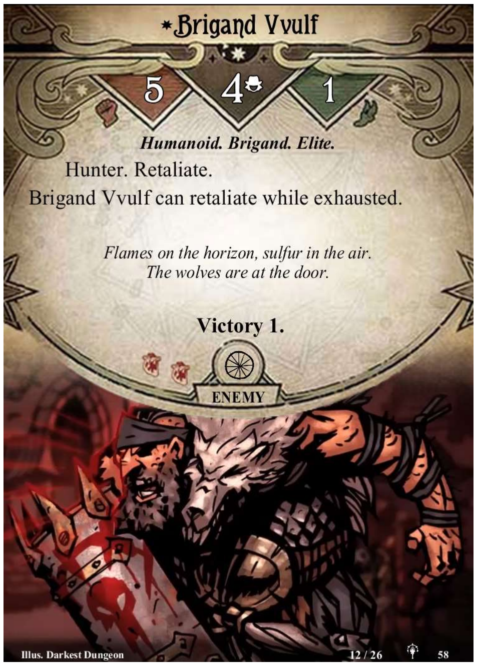
Hunter. Retaliate.

Skilled with blades, and able to deliver deadly thrusts that can gut even the toughest of investigators.

Victory 0.

ENEMY

Illus. Darkest Dungeon 9 / 26 57



*Brigand Vvulf

5 4 1

Humanoid. Brigand. Elite.

Hunter. Retaliate.

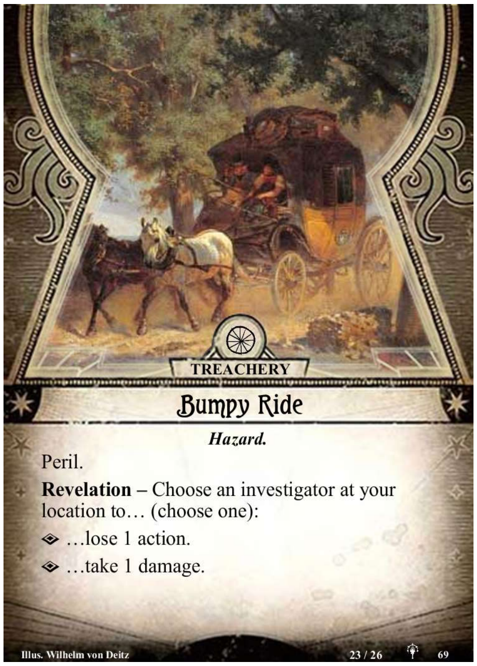
Brigand Vvulf can retaliate while exhausted.

Flames on the horizon, sulfur in the air.
The wolves are at the door.

Victory 1.

ENEMY

Illus. Darkest Dungeon 12 / 26 58



TREACHERY

Bumpy Ride

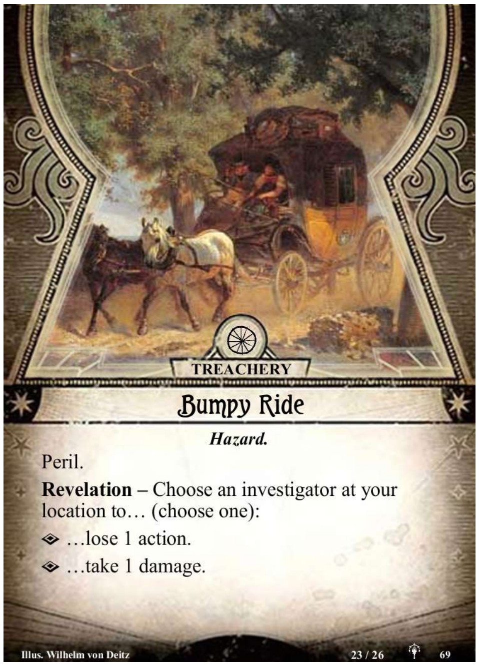
Hazard.

Peril.

Revelation – Choose an investigator at your location to… (choose one):

- …lose 1 action.
- …take 1 damage.

Illus. Wilhelm von Deitz 23 / 26 69



TREACHERY

Bumpy Ride

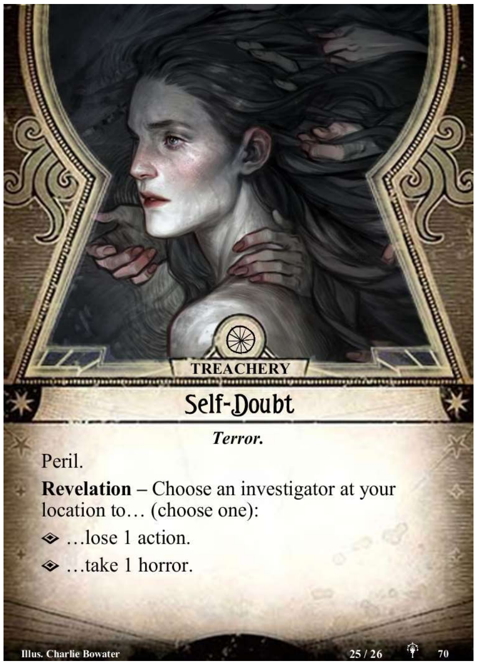
Hazard.

Peril.

Revelation – Choose an investigator at your location to… (choose one):

- …lose 1 action.
- …take 1 damage.

Illus. Wilhelm von Deitz 23 / 26 69



TREACHERY

Self-Doubt

Terror.

Peril.

Revelation – Choose an investigator at your location to… (choose one):

- …lose 1 action.
- …take 1 horror.

Illus. Charlie Bowater 25 / 26 70

TREACHERY

Self-Doubt

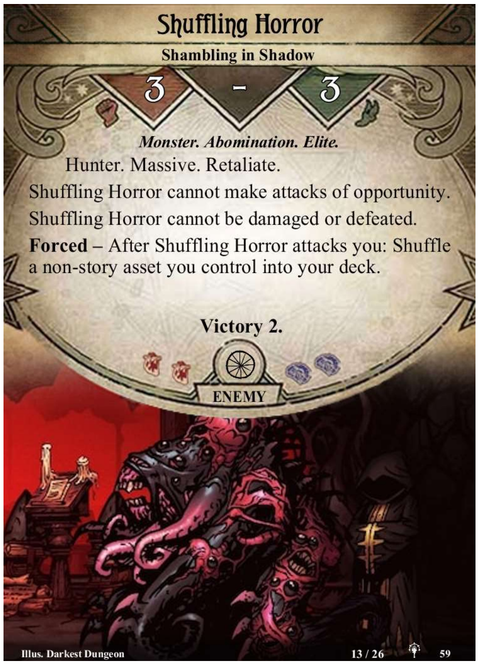
Terror.

Peril.

Revelation – Choose an investigator at your location to… (choose one):

- …lose 1 action.
- …take 1 horror.

Illus. Charlie Bowater 25 / 26 70



Shuffling Horror

Shambling in Shadow

3 - 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity.

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

Illus. Darkest Dungeon 13 / 26 59

Scenario 2 - The Study of Life
Double-sided

ACT 1b

Nashwa Hassan

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

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

Act 1a

Academic Pursuits

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

Each **Cultist** enemy loses hunter and gains aloof.

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

1

Illus. Darkest Dungeon 5 / 32 75

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

5 LOCATION 1

Basement.

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?"

Illus. Gregory Fromenteau 19 / 32 89

ACT 2b

"It must be done"

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 able to interrupt, she rises to her feet. "I apologise. It must be done." With one short incantation, she fades away and vanishes.

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

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

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

Act 2a

Book Smarts

This person, despite standing by the altar, does not appear to be a religious leader but an administrative one. If you can get some of her time and make some 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.)*

1

Illus. Darkest Dungeon 6 / 32 76

Unexplored Room

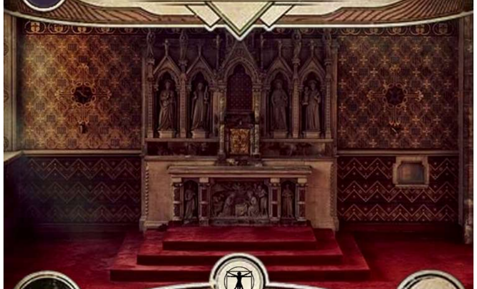
LOCATION

Basement.

What lies in this direction?

Illus. Darkest Dungeon

Chapel



3 LOCATION 2

Basement.

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.)

Illus. Gina Soden 21 / 32 91

ACT 3b

Nashwa's Fate

If The Necromancer has 1 clues on her:

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

You 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.

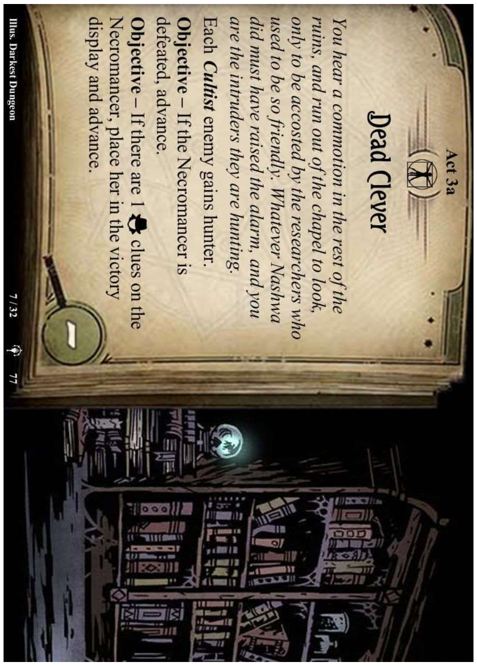
(→R2)

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)



Act 3a

Dead Clever

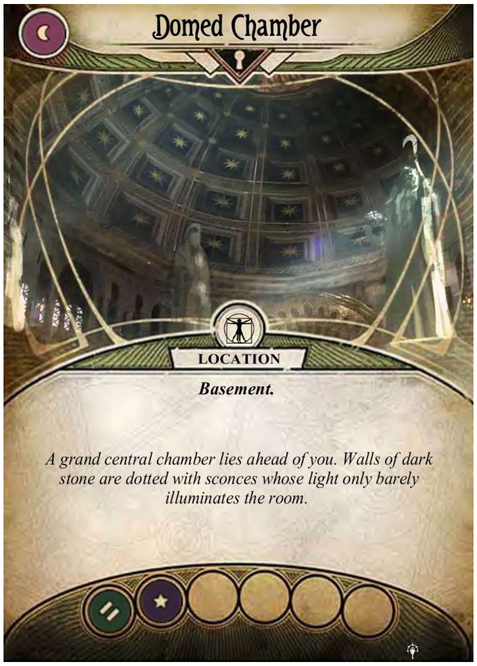
You hear a commotion in the rest of the ruins, and run out of the chapel to look, only to be accosted by the researchers who used to be so friendly. Whatever Nashwa did must have raised the alarm, and you are the intruders they are hunting.

Each ***Cultist*** enemy gains hunter.

Objective – If the Necromancer is defeated, advance.

Objective – If there are 1 👤 clues on the Necromancer, place her in the victory display and advance.

Illus. Darkest Dungeon 7 / 32 77

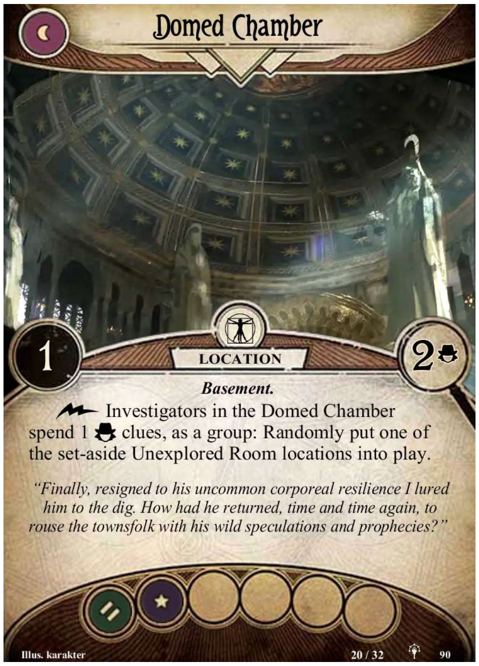


Domed Chamber

LOCATION

Basement.

A grand central chamber lies ahead of you. Walls of dark stone are dotted with sconces whose light only barely illuminates the room.



Domed Chamber

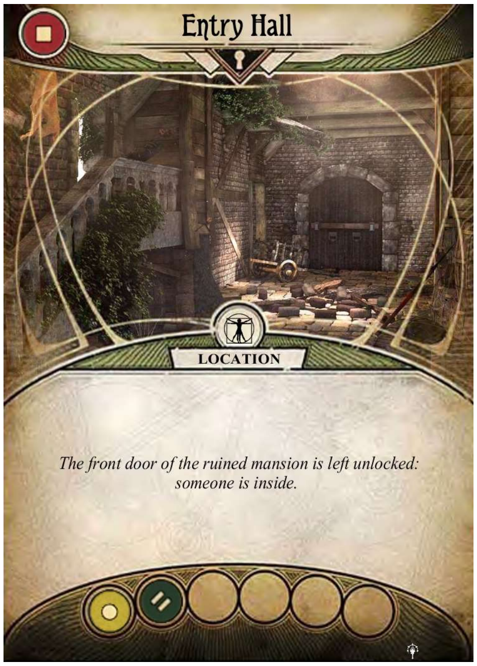
1 LOCATION 2👤

Basement.

➝ Investigators in the Domed Chamber spend 1 👤 clues, as a group: Randomly put one of the set-aside Unexplored Room locations into play.

"Finally, resigned to his uncommon corporeal resilience I lured him to the dig. How had he returned, time and time again, to rouse the townsfolk with his wild speculations and prophecies?"

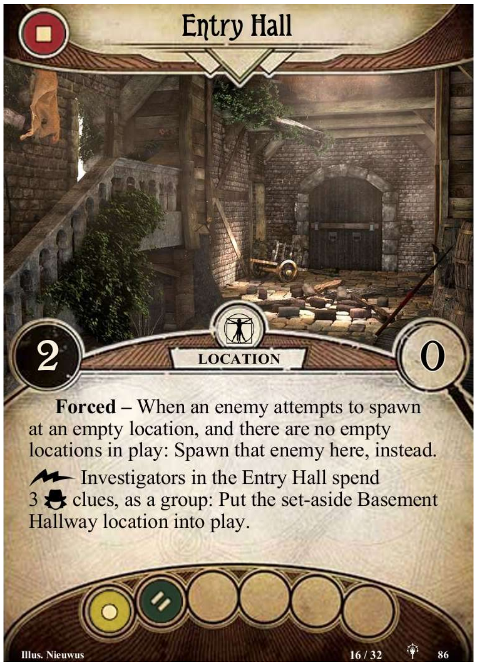
Illus. karakter 20 / 32 90



Entry Hall

LOCATION

The front door of the ruined mansion is left unlocked: someone is inside.



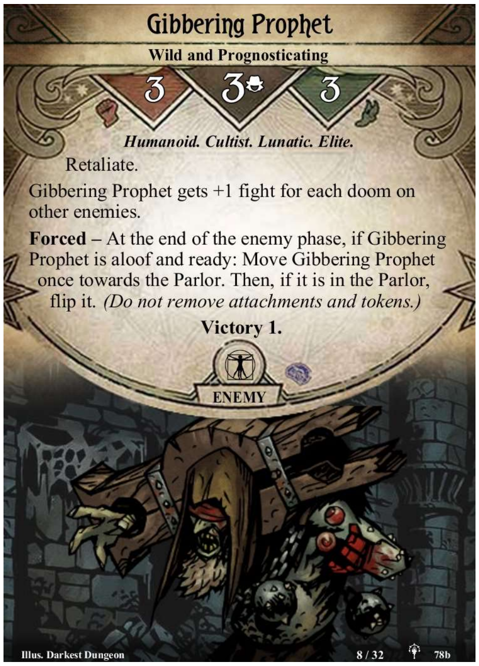
Entry Hall

2 LOCATION 0

Forced – When an enemy attempts to spawn at an empty location, and there are no empty locations in play: Spawn that enemy here, instead.

➝ Investigators in the Entry Hall spend 3 👤 clues, as a group: Put the set-aside Basement Hallway location into play.

Illus. Nieuwus 16 / 32 86



Gibbering Prophet

Wild and Prognosticating

3 3👤 3

Humanoid. Cultist. Lunatic. Elite.

Retaliate.

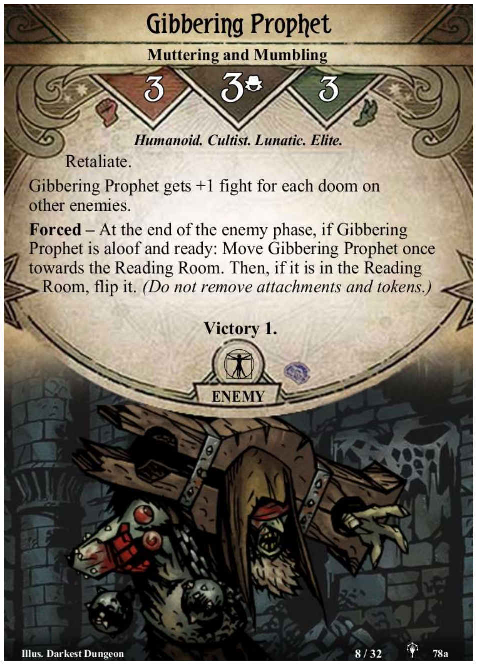
Gibbering Prophet gets +1 fight for each doom on other enemies.

Forced – At the end of the enemy phase, if Gibbering Prophet is aloof and ready: Move Gibbering Prophet once towards the Parlor. Then, if it is in the Parlor, flip it. *(Do not remove attachments and tokens.)*

Victory 1.

ENEMY

Illus. Darkest Dungeon 8 / 32 78b



Gibbering Prophet

Muttering and Mumbling

3 3👤 3

Humanoid. Cultist. Lunatic. Elite.

Retaliate.

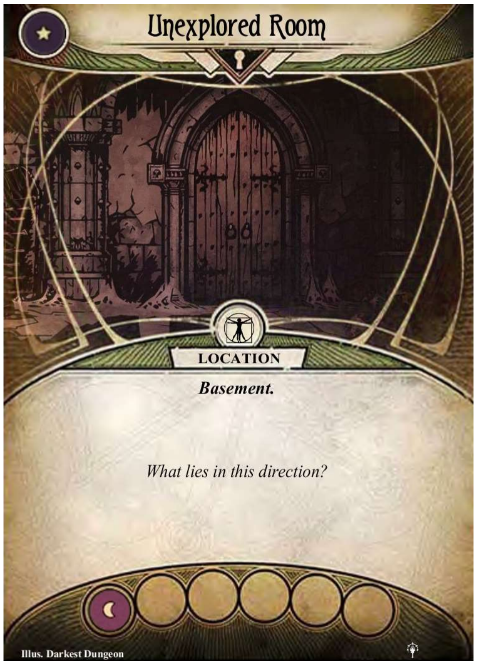
Gibbering Prophet gets +1 fight for each doom on other enemies.

Forced – At the end of the enemy phase, if Gibbering Prophet is aloof and ready: Move Gibbering Prophet once towards the Reading Room. Then, if it is in the Reading Room, flip it. *(Do not remove attachments and tokens.)*

Victory 1.

ENEMY

Illus. Darkest Dungeon 8 / 32 78a



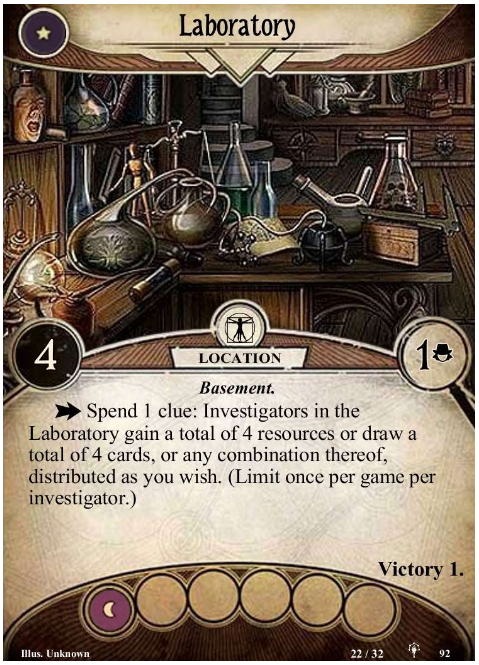
Unexplored Room

LOCATION

Basement.

What lies in this direction?

Illus. Darkest Dungeon



Laboratory

4 LOCATION 1👤

Basement.

➤ Spend 1 clue: Investigators in the Laboratory gain a total of 4 resources or draw a total of 4 cards, or any combination thereof, distributed as you wish. (Limit once per game per investigator.)

Victory 1.

Illus. Unknown 22 / 32 92

Overgrown Path

LOCATION

A path leads from the road to the ruins of a small mansion. It is wild with weeds, but it has been disturbed recently.

Overgrown Path

2 LOCATION 0

➤➤: **Resign.** "This was a waste of time. They're not going to say anything."

"Excavations beneath the manor were well underway, when a particularly ragged indigent arrived in the hamlet. This filthy, toothless miscreant boasted an uncanny knowledge of my ambitions and prognosticated publicly that, left unchecked, I would soon unleash doom upon the world."

Illus. Ninjatik 15 / 32 85

Parlor

LOCATION

You can hear the sounds of light conversation and laughter coming from this room.

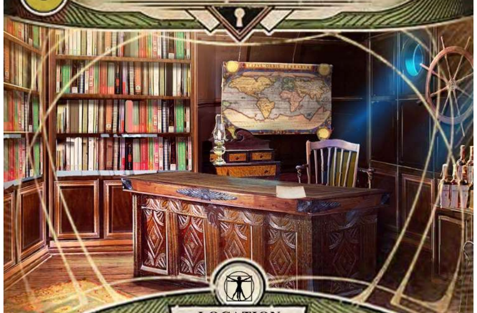
Parlor

3 LOCATION 2👤

➤➤ If there is a ***Cultist*** enemy in the Parlor: Test 🦶 (2) to eavesdrop on them. If you succeed, discover 1 clue from the Parlor. If you succeeded and there are now no clues on the Parlor, remember that the investigators "learned about the rumors surrounding the manor."

Illus. Andrew Govia 17 / 32 87

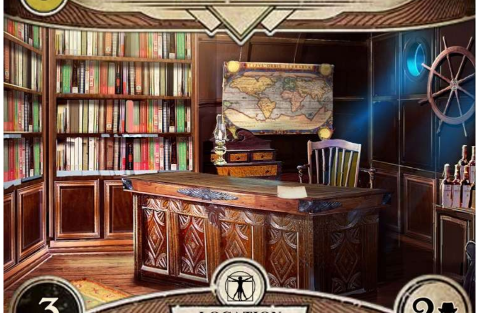
Reading Room



LOCATION

You can see the occasional member of the other expedition walking in and out of this room carrying stacks of books.

Reading Room



3 LOCATION 2👤

➤➤ If there is a ***Cultist*** enemy in the Parlor: Test ✊ (2) to intimidate them. If you succeed, discover 1 clue from the Reading Room. If you succeeded and there are now no clues on the Reading Room, remember that the investigators "learned the expedition's mission."

Illus. WolfeWOLF 18 / 32 88

Unexplored Room

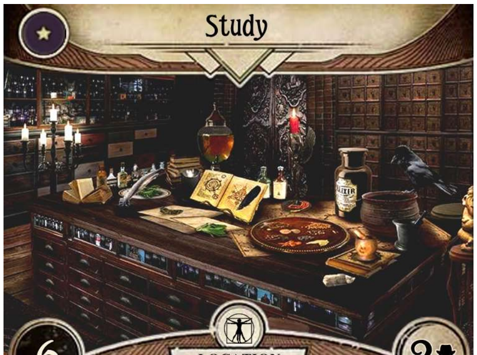
LOCATION

Basement.

What lies in this direction?

Illus. Darkest Dungeon

Study



6 LOCATION 2👤

Basement.

Add the base value of your 🧠 to your skill value while investigating the Study.

"There, I showed him the Thing and detailed the full extent of my plans. Triumphantly I watched as he tore his eyes from their sockets and ran shrieking into the shadows, wailing maniacally that the end was upon us all."

Victory 1.

Illus. Jaime Gervais 23 / 32 93

Overstayed Welcome

AGENDA 3b

If it is act 1 or 2, read the following:

Your questioning has been turning eyes and ears, and there are rumors circulating among the other expedition about your intentions. You know they must be hiding something but nobody is willing to talk. The day is coming to an end so you decide to cut your losses and return to the hamlet.

(→R1)

If it is act 3, read the following:

Everywhere you turn, there are more robed figures hunting you. Blocking your path to the exit is Nashwa's horde of skeletons. There is nowhere left to run. You brace yourself and sprint for the exit, through the bone legion, and hope the chaos will let you slip through.

(→R1)

Each investigator suffers 1 physical trauma.

Agenda 3a

The Cycle of Life

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

– The Ancestor

If there are 3 or 4 investigators in the game, this agenda gets +1 doom threshold.

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

8*

Illus. John Harper

4 / 32 74

AGENDA 2b

For No-one

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

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

Agenda 2a

The Meaning of Life

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

– The Ancestor

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

Do not remove doom from enemies when this agenda advances.

5

Illus. John Harper

3 / 32 73

AGENDA 1b

A Bell Tolls

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.

Agenda 1a

The Purpose of Life

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

– The Ancestor

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

Do not remove doom from enemies when this agenda advances.

5

Illus. John Harper

2 / 32 72

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.

1 / 32 71b

The Study of Life

EASY / STANDARD

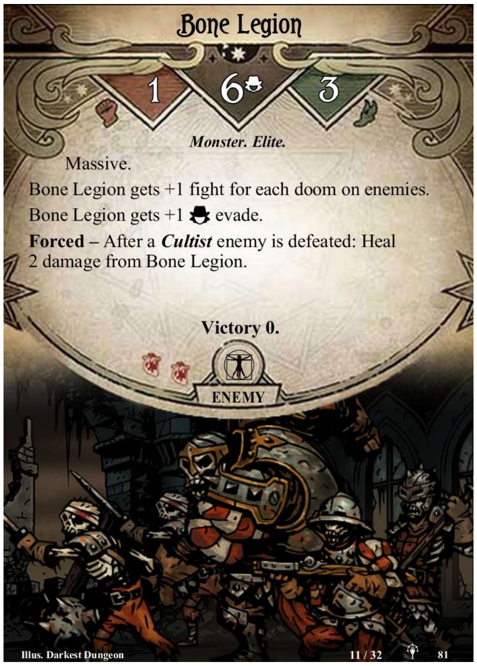
–X. X is the amount of doom on enemies (max 3).

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

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

1 / 32 71a

Encounter card back



Bone Legion

1 6 3

Monster. Elite.

Massive.

Bone Legion gets +1 fight for each doom on enemies.

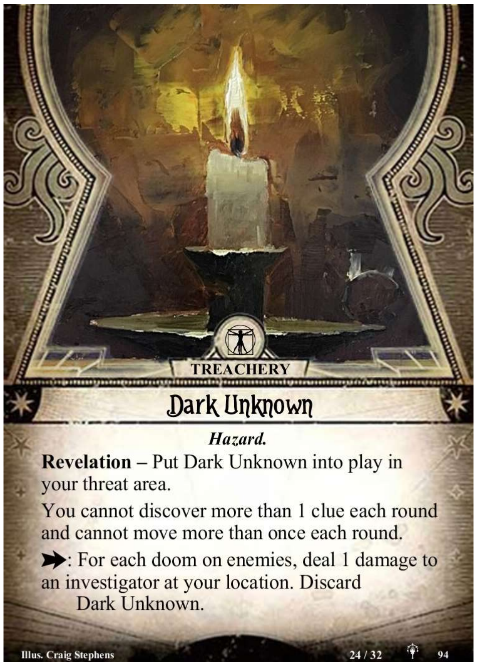
Bone Legion gets +1 evade.

Forced – After a ***Cultist*** enemy is defeated: Heal 2 damage from Bone Legion.

Victory 0.

ENEMY

Illus. Darkest Dungeon 11 / 32 81



TREACHERY

Dark Unknown

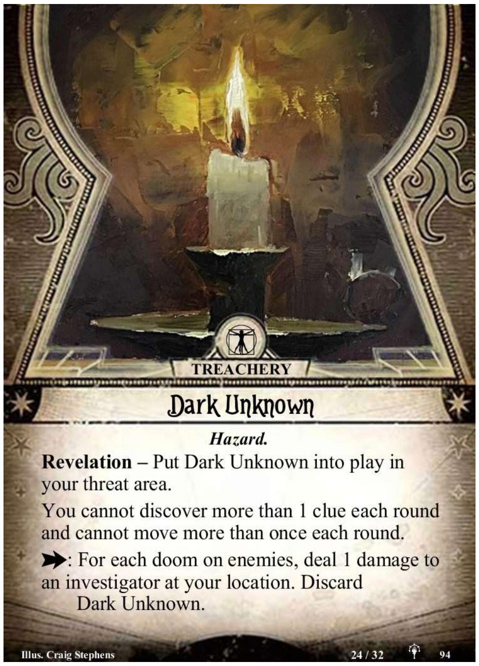
Hazard.

Revelation – Put Dark Unknown into play in your threat area.

You cannot discover more than 1 clue each round and cannot move more than once each round.

➤➤: For each doom on enemies, deal 1 damage to an investigator at your location. Discard Dark Unknown.

Illus. Craig Stephens 24 / 32 94



TREACHERY

Dark Unknown

Hazard.

Revelation – Put Dark Unknown into play in your threat area.

You cannot discover more than 1 clue each round and cannot move more than once each round.

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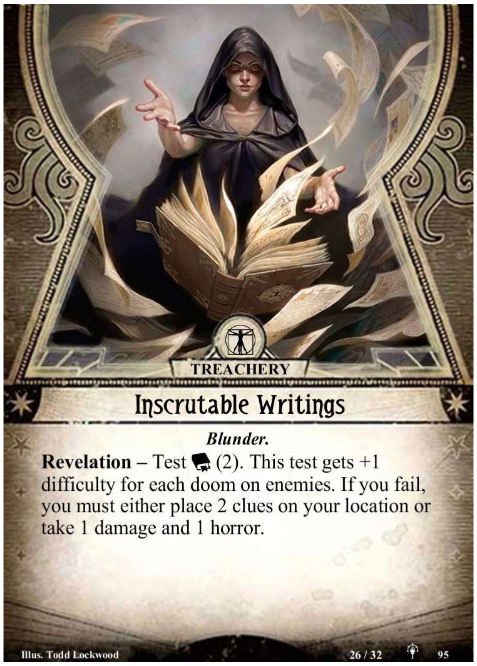
Illus. Craig Stephens 24 / 32 94



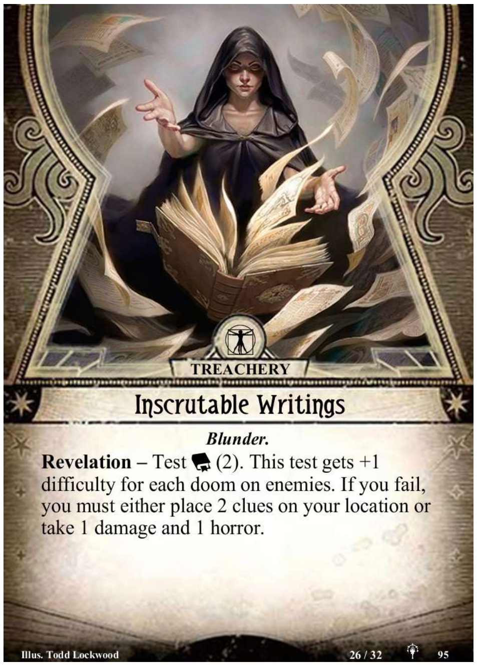
TREACHERY

Inscrutable Writings

Blunder.

Revelation – Test (2). This test gets +1 difficulty for each doom on enemies. If you fail, you must either place 2 clues on your location or take 1 damage and 1 horror.

Illus. Todd Lockwood 26 / 32 95



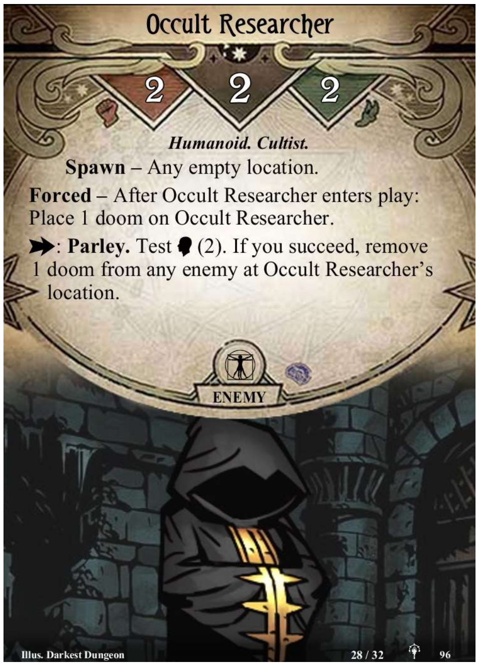
TREACHERY

Inscrutable Writings

Blunder.

Revelation – Test (2). This test gets +1 difficulty for each doom on enemies. If you fail, you must either place 2 clues on your location or take 1 damage and 1 horror.

Illus. Todd Lockwood 26 / 32 95



Occult Researcher

2 2 2

Humanoid. Cultist.

Spawn – Any empty location.

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

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

ENEMY

Illus. Darkest Dungeon 28 / 32 96

Occult Researcher

2 2 2

Humanoid. Cultist.

Spawn – Any empty location.

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

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

ENEMY

Illus. Darkest Dungeon 28 / 32 96

Occult Researcher

2 2 2

Humanoid. Cultist.

Spawn – Any empty location.

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

➤➤: **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

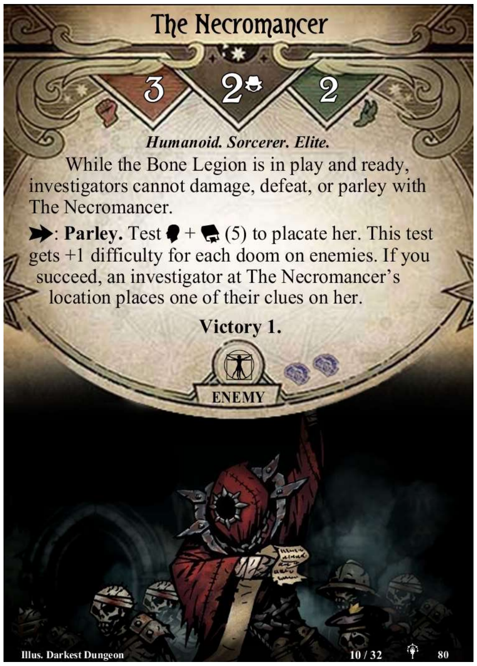
TREACHERY

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



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.

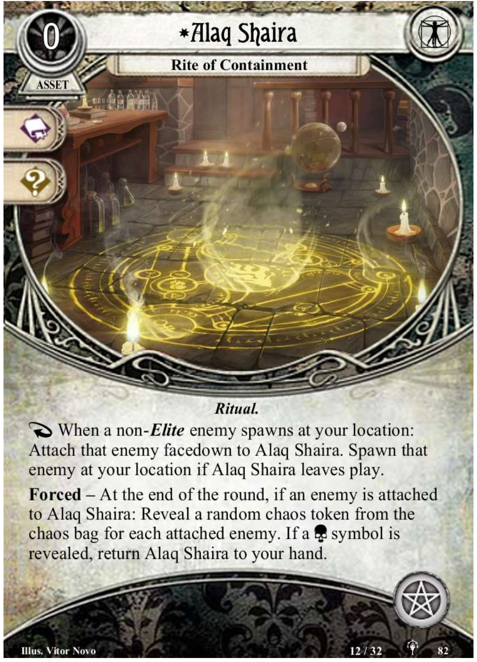
➤➤: **Parley.** Test 👤 + 📖 (5) to placate her. This test gets +1 difficulty for each doom on enemies. If you succeed, an investigator at The Necromancer's location places one of their clues on her.

Victory 1.

ENEMY

Illus. Darkest Dungeon 10 / 32 80

Player card back



0

ASSET

*Alaq Shaira

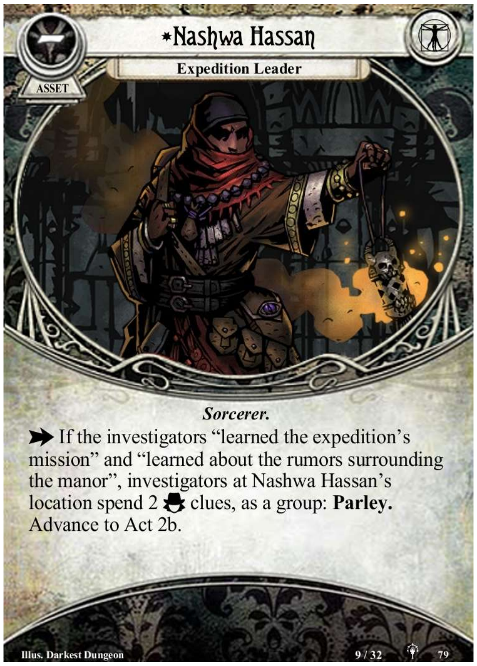
Rite of Containment

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 ☠ symbol is revealed, return Alaq Shaira to your hand.

Illus. Vitor Novo 12 / 32 82



–

ASSET

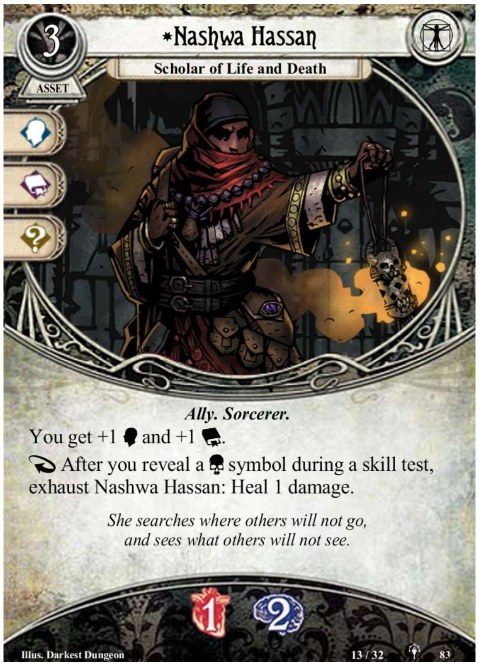
*Nashwa Hassan

Expedition Leader

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 🔍 clues, as a group: **Parley.** Advance to Act 2b.

Illus. Darkest Dungeon 9 / 32 79



3

ASSET

*Nashwa Hassan

Scholar of Life and Death

Ally. Sorcerer.

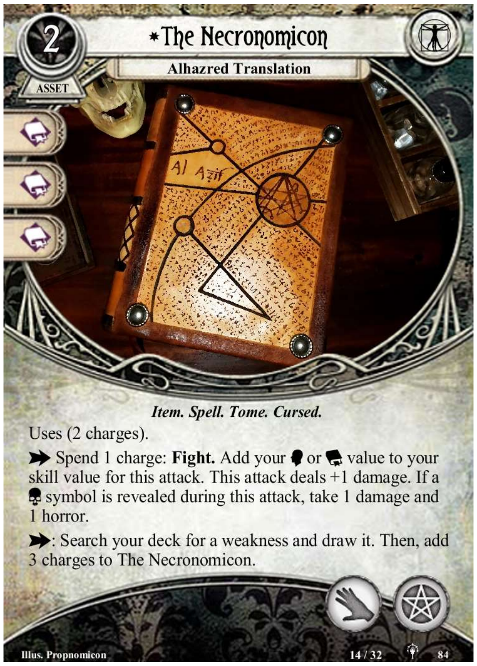
You get +1 🧠 and +1 📖.

↺ After you reveal a ☠ 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.

1 2

Illus. Darkest Dungeon 13 / 32 83



2

ASSET

*The Necronomicon

Alhazred Translation

Item. Spell. Tome. Cursed.

Uses (2 charges).

➤➤ Spend 1 charge: **Fight.** Add your 🧠 or 📖 value to your skill value for this attack. This attack deals +1 damage. If a ☠ 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.

Illus. Propnomicon 14 / 32 84

Scenario 3 - Blind Leading the Blind
Double-sided

Unexplored Room

LOCATION

Dungeon.

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

What lies behind the door?

Illus. Darkest Dungeon

Abattoir

2 LOCATION 2👤

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.

Illus. Arthur Haas 15 / 31 151

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. Darkest Dungeon

Banquet Hall

5 LOCATION 1👤

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.

Illus. Wolfenstein: the Old Blood 16 / 31 152

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. Darkest Dungeon

Empty Room

1 LOCATION 0

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.

Illus. Esther Cassinelli Cassie De Mill (Ecathe) 17 / 31 153

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. Darkest Dungeon

Freezer

3 LOCATION 2👤

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.

Illus. István Dányi (danyiart) 18 / 31 154

Unexplored Room

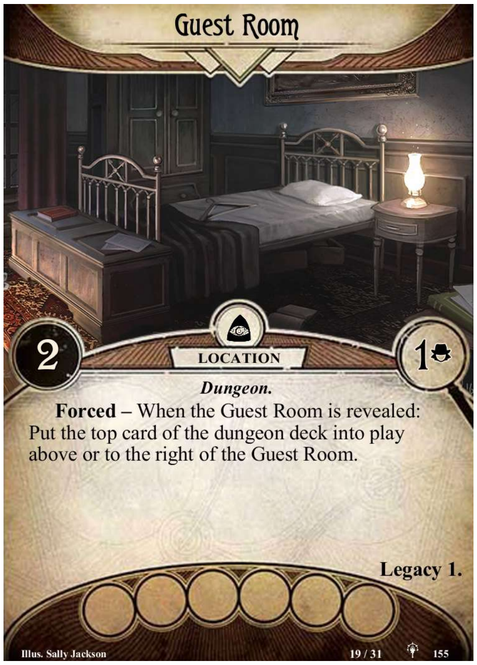
LOCATION

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. Darkest Dungeon



Guest Room

2

1👤

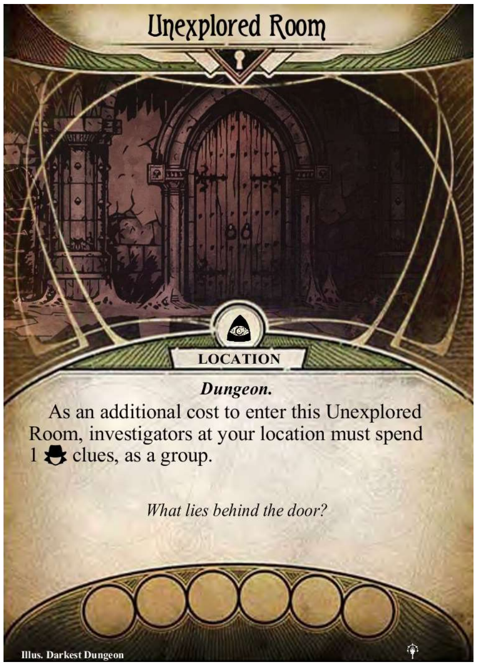
LOCATION

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.

Legacy 1.

Illus. Sally Jackson 19 / 31 155



Unexplored Room

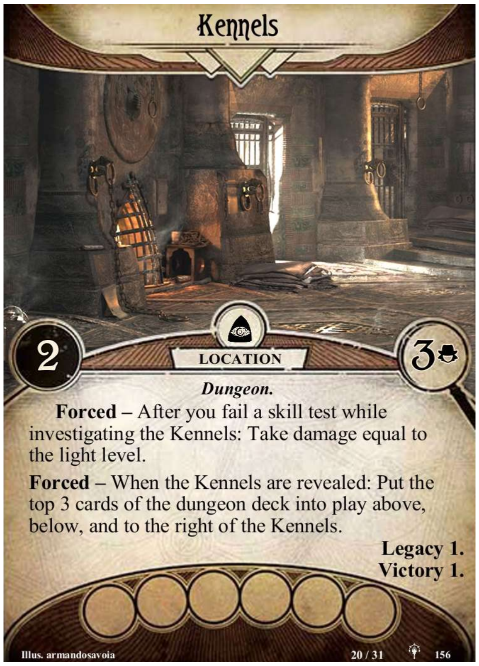
LOCATION

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?

Illus. Darkest Dungeon



Kennels

2

3👤

LOCATION

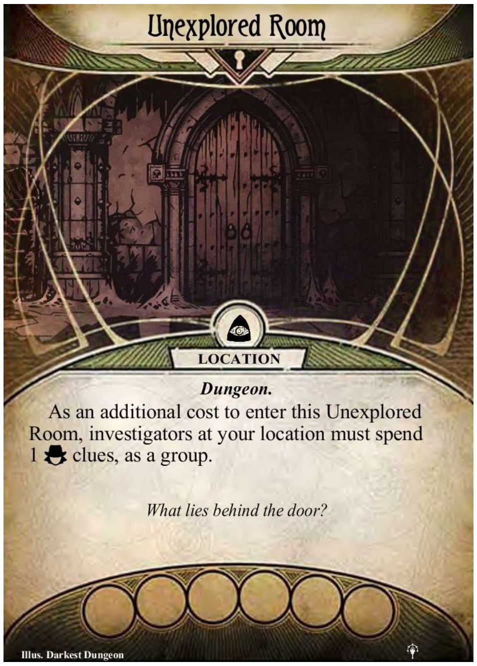
Dungeon.

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. armandosavoia 20 / 31 156



Unexplored Room

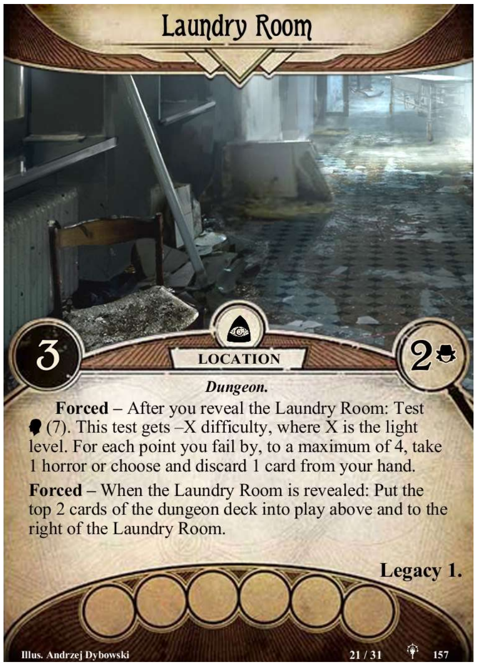
LOCATION

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?

Illus. Darkest Dungeon



Laundry Room

3

2👤

LOCATION

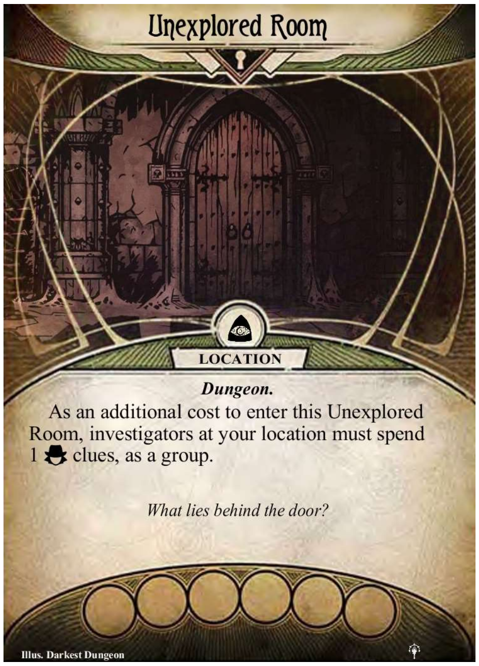
Dungeon.

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.

Legacy 1.

Illus. Andrzej Dybowski 21 / 31 157



Unexplored Room

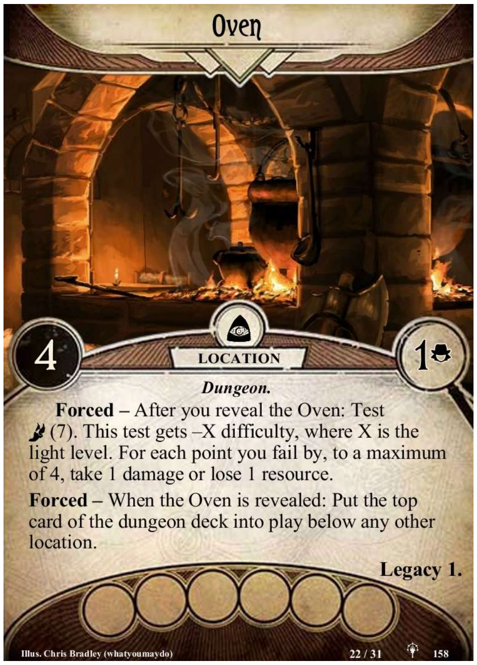
LOCATION

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. Darkest Dungeon



Oven

4

1👤

LOCATION

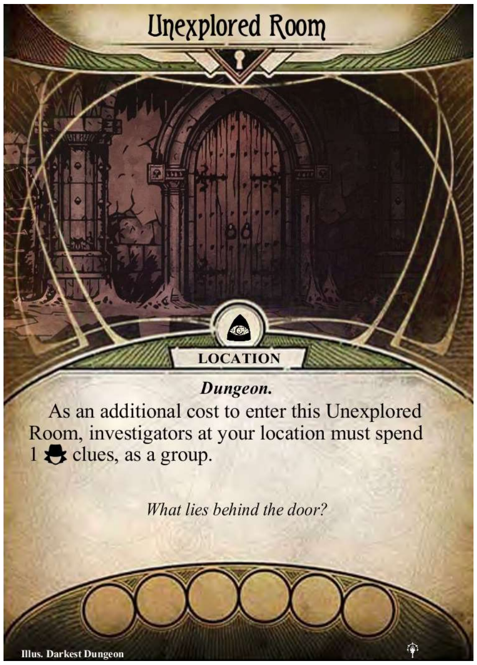
Dungeon.

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.

Legacy 1.

Illus. Chris Bradley (whatyoumaydo) 22 / 31 158



Unexplored Room

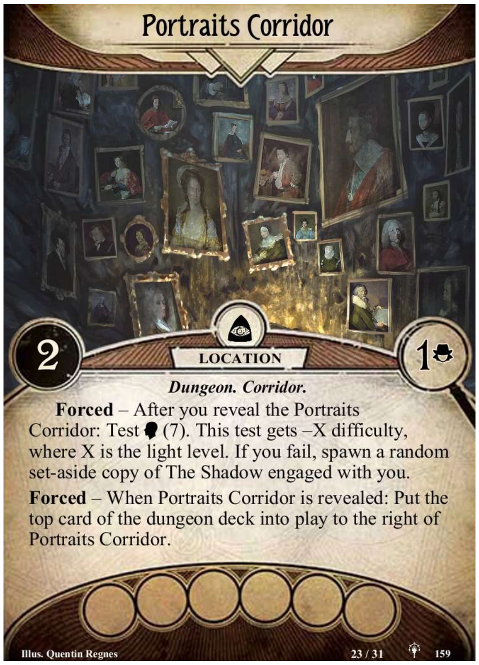
LOCATION

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. Darkest Dungeon



Portraits Corridor

2

1👤

LOCATION

Dungeon. Corridor.

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.

Illus. Quentin Regnes 23 / 31 159

Return to the Surface

ACT 1b

Humans were never meant to be in complete darkness, and as you slowly grope around in the eternally dark dungeons, you completely lose track of the passage of time. Hunger, thirst, and fatigue are your only guides. As your supplies start to wane, you decide to return to the surface and, when you emerge with all that you've gathered, the sun is just breaking the horizon.

(→R2)

Searching the Dungeons (v. II)

Act 1a

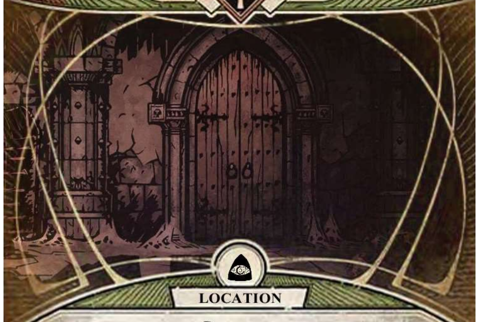
The dungeons underneath the manor are labyrinthine and complex. It will take careful exploration over many days to map it out.

Objective – Explore the dungeons, collect what you can carry, and get out alive. If each undefeated investigator has resigned, advance.

Illus. Darkest Dungeon

6 / 31 41

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. Darkest Dungeon

Servants' Quarters

3 LOCATION 2👤

Dungeon.

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

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

Legacy 1.

Illus. Piotr Krezelewski 24 / 31 160

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. Darkest Dungeon

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. Darkest Dungeon

Service Corridor

2 LOCATION 1👤

Dungeon. Corridor.

➤➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 25 / 31 161

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. Darkest Dungeon

Service Corridor

2 LOCATION 1👤

Dungeon. Corridor.

➤➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 25 / 31 161

Service Corridor

2 LOCATION 1

Dungeon. Corridor.

➤➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 25 / 31 161

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. Darkest Dungeon

Stairwell

1 LOCATION 2

Dungeon. Corridor.

➤➤: **Resign**. "This whole place is cursed!"

Forced – When this location is revealed: Put the top 2 cards of the dungeon deck into play above and below this location.

Illus. Eugen [zetik] Cherenkov 14 / 31 150

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. Darkest Dungeon

Theatre

3 LOCATION 3

Dungeon.

⟲ After you end your turn in the Theatre, if you discovered 1 or more clues here this turn: Take 1 horror and discover 1 clue.

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

Legacy 1.

Illus. VityaR83 28 / 31 162

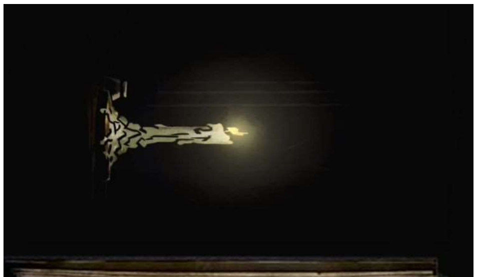
Light Fades

AGENDA 1b

Nashwa exclaims a hushed warning, "Shhh. I think I hear it behind us!" Sure enough, in the silence, you can hear the same shuffling noise as last time. Nashwa begins to incant something under her breath.

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

Spawn the set-aside Shuffling Horror (*Unleashed Fear*) at the Stairwell.



Agenda 1a

Under Torchlight (v. II)

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.

5

Illus. Darkest Dungeon 2 / 31 139

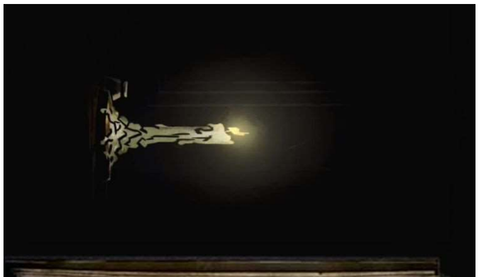
Light Fades

AGENDA 1b

Someone behind you cries out a hushed warning, "Shhh. I think I hear it behind us!" Sure enough, in the silence, you can hear the same shuffling noise as last time. You frantically turn to the right page and start to recite a spell to detach the spirit from the abomination's flesh.

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

Spawn the set-aside Shuffling Horror (*Born of Shadow*) at the Stairwell.



Agenda 1a

Under Torchlight (v. III)

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.

5

Illus. Darkest Dungeon 3 / 31 140

AGENDA 2b

Light Fades

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

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

- If the light level is 0, proceed to **(→R1)**.
- Otherwise, flip this agenda back over.

Webbed Corridor

2

LOCATION

1

Dungeon. Corridor.

Forced – After you reveal Webbed Corridor: For each action you have remaining, take 1 damage or lose 1 action.

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

Illus. Qiang Zhou

Agenda 1a

Under Torchlight (v. IV)

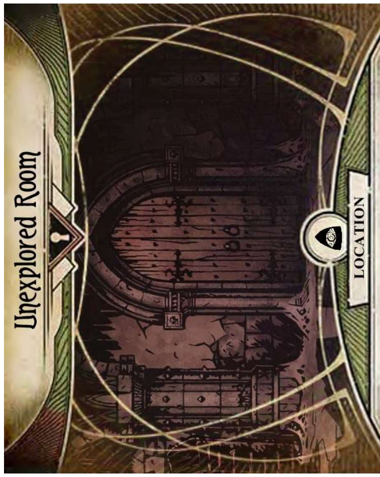
The dungeons are pitch black. You fear that you would never make it out if you were to run out of fuel for your torches. Hurry to complete your task before your sole source of illumination fades.

Each location is connected to each location adjacent to it.

5

Illus. Darkest Dungeon

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. Darkest Dungeon

AGENDA 1b

Light Fades

Someone behind you cries out a hushed warning, "Shhh. I think I hear it behind us!" Sure enough, in the silence, you can hear the same shuffling noise as last time. You ready your torch and hope for the best.

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

Spawn the set-aside Shuffling Horror *(Creature of Night)* at the Stairwell.

Agenda 2a

Under Torchlight (v. V)

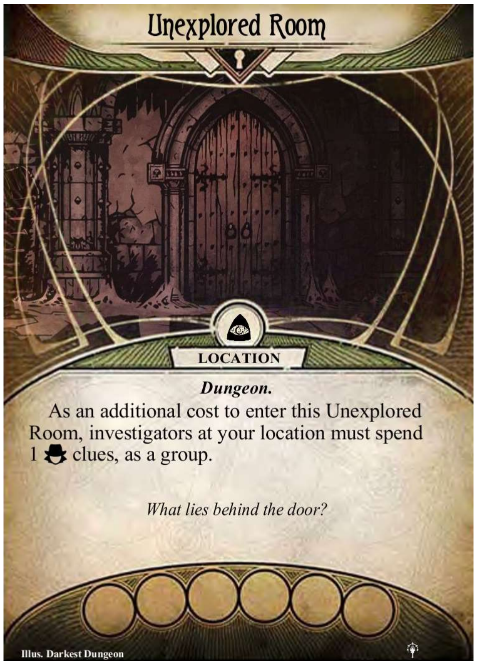
The dungeons are pitch black. You fear that you would never make it out if you were to run out of fuel for your torches. Hurry to complete your task before your sole source of illumination fades.

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.)

3

Illus. Darkest Dungeon



Unexplored Room

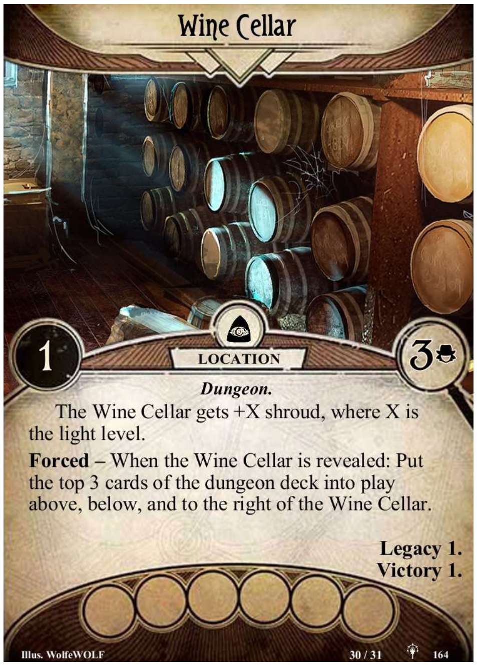
LOCATION

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. Darkest Dungeon



Wine Cellar

1 LOCATION 3

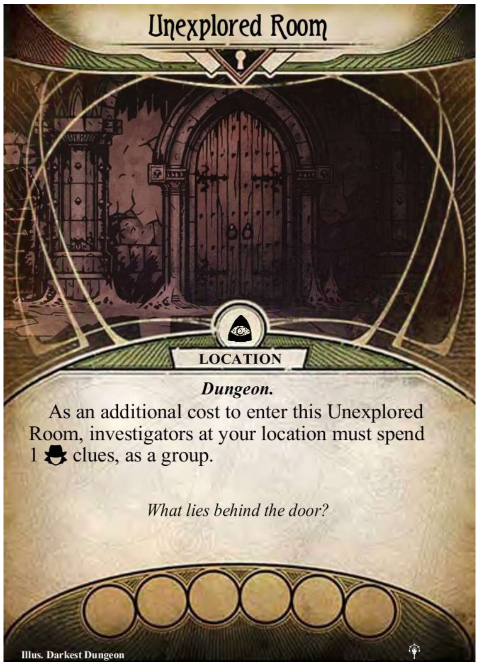
Dungeon.

The Wine Cellar gets +X shroud, where X is the light level.

Forced – When the Wine Cellar is revealed: Put the top 3 cards of the dungeon deck into play above, below, and to the right of the Wine Cellar.

Legacy 1.
Victory 1.

Illus. WolfeWOLF 30 / 31 164



Unexplored Room

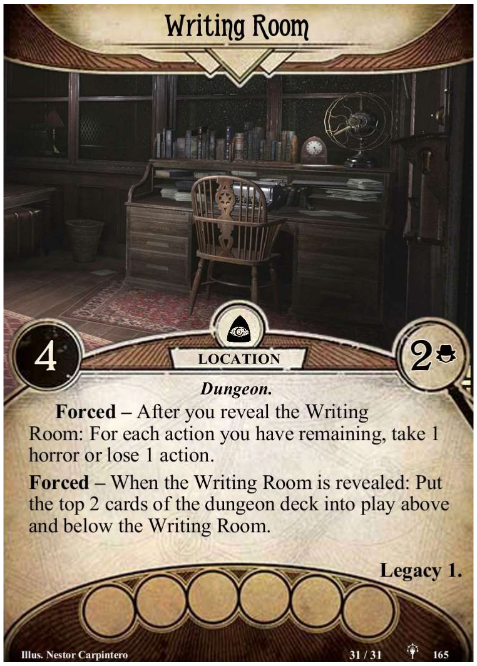
LOCATION

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. Darkest Dungeon



Writing Room

4 LOCATION 2

Dungeon.

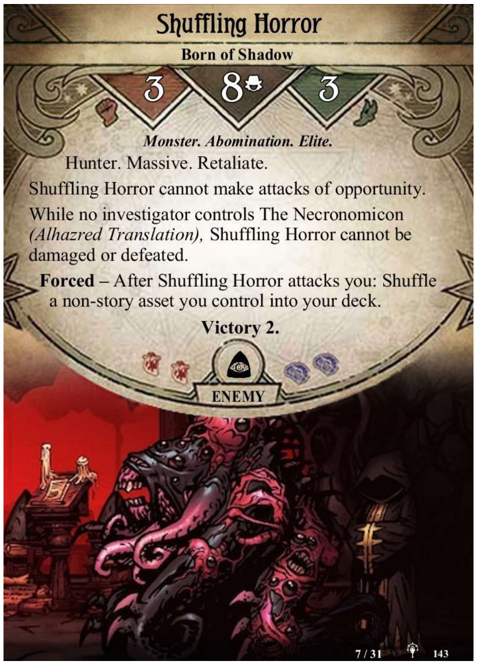
Forced – After you reveal the Writing Room: For each action you have remaining, take 1 horror or lose 1 action.

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

Legacy 1.

Illus. Nestor Carpintero 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.

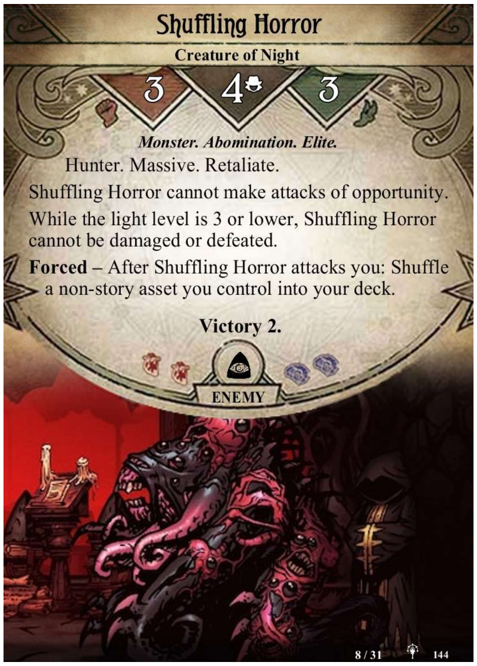
While no investigator controls The Necronomicon *(Alhazred Translation)*, Shuffling Horror cannot be damaged or defeated.

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

Victory 2.

ENEMY

7 / 31 143



Shuffling Horror

Creature of Night

3 4 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity.

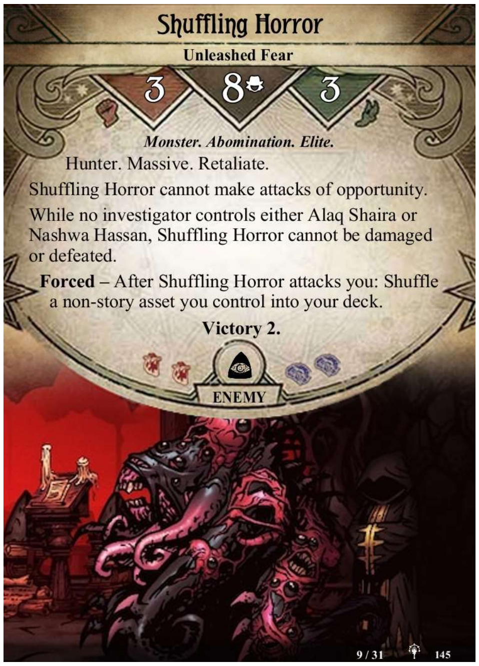
While the light level is 3 or lower, Shuffling Horror cannot be damaged or defeated.

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

Victory 2.

ENEMY

8 / 31 144



Shuffling Horror

Unleashed Fear

3 8 3

Monster. Abomination. Elite.

Hunter. Massive. Retaliate.

Shuffling Horror cannot make attacks of opportunity.

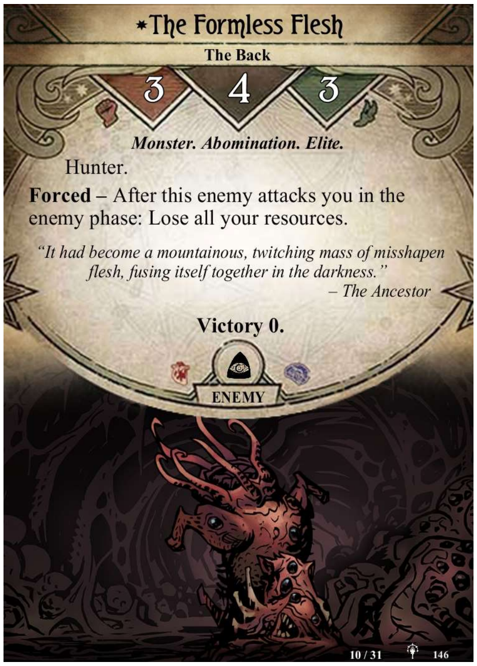
While no investigator controls either Alaq Shaira or Nashwa Hassan, Shuffling Horror cannot be damaged or defeated.

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

Victory 2.

ENEMY

9 / 31 145



*The Formless Flesh

The Back

3 4 3

Monster. Abomination. Elite.

Hunter.

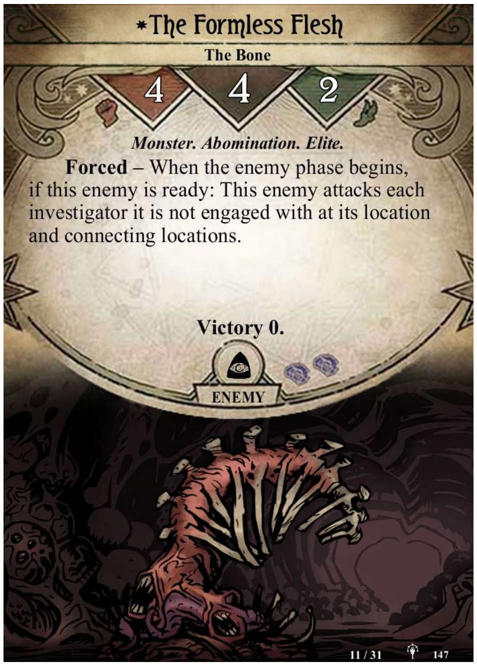
Forced – After this enemy attacks you in the enemy phase: Lose all your resources.

"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

4 4 2

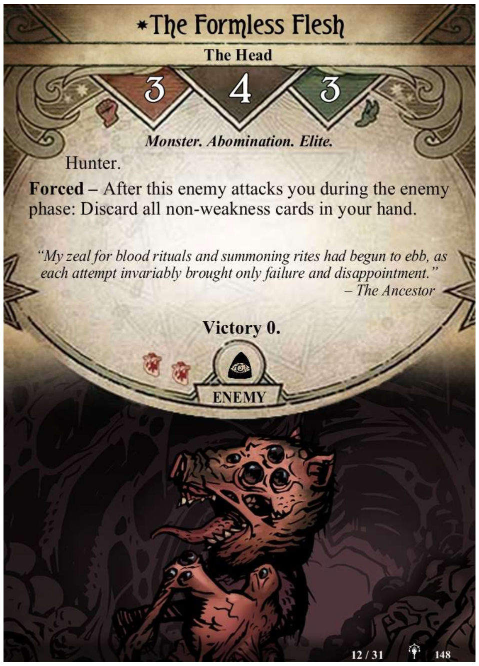
Monster. Abomination. Elite.

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.

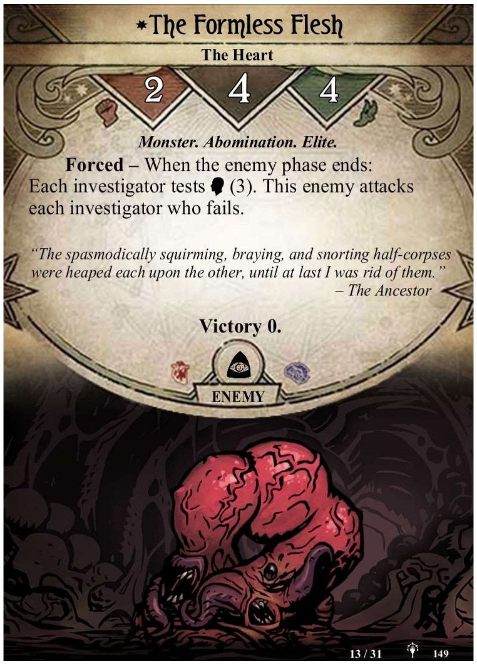
Forced – After this enemy attacks you during the enemy phase: Discard all non-weakness cards in your hand.

"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.

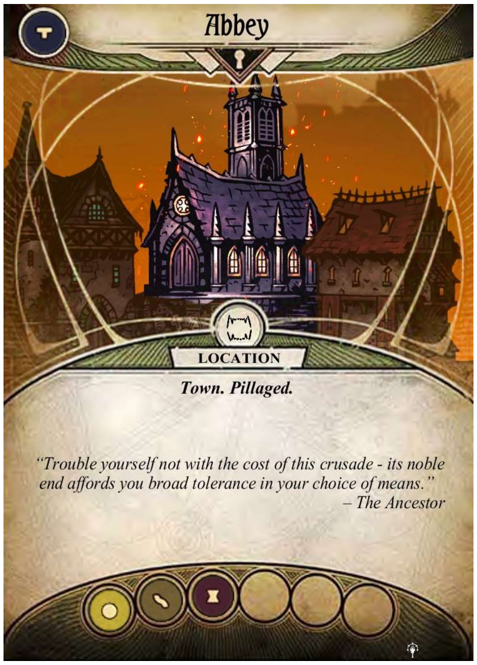
"The spasmodically squirming, braying, and snorting half-corpses were heaped each upon the other, until at last I was rid of them."
– The Ancestor

Victory 0.

ENEMY

13 / 31 149

Scenario 4 - Wolves at the Door
Double-sided

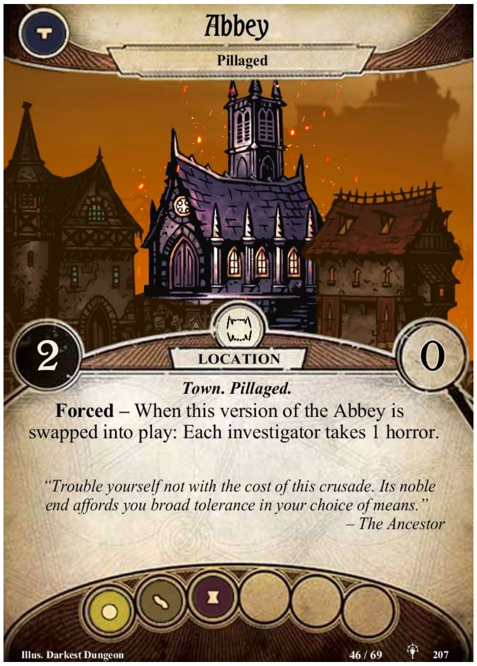


Abbey

LOCATION

Town. Pillaged.

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



Abbey

Pillaged

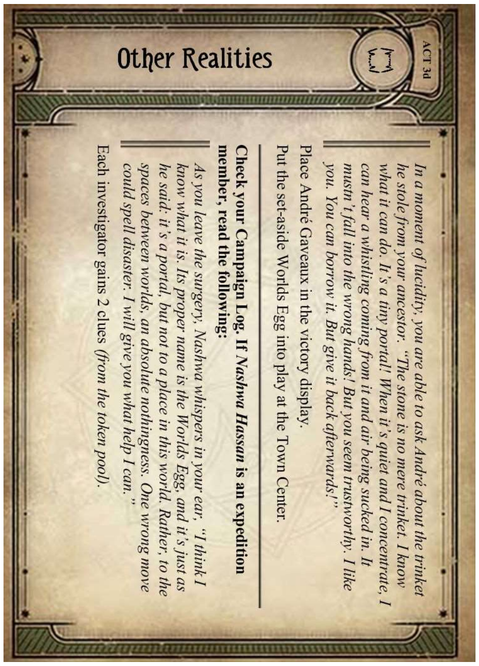
2 LOCATION 0

Town. Pillaged.

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

Illus. Darkest Dungeon 46 / 69 207



Other Realities

ACT 3d

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

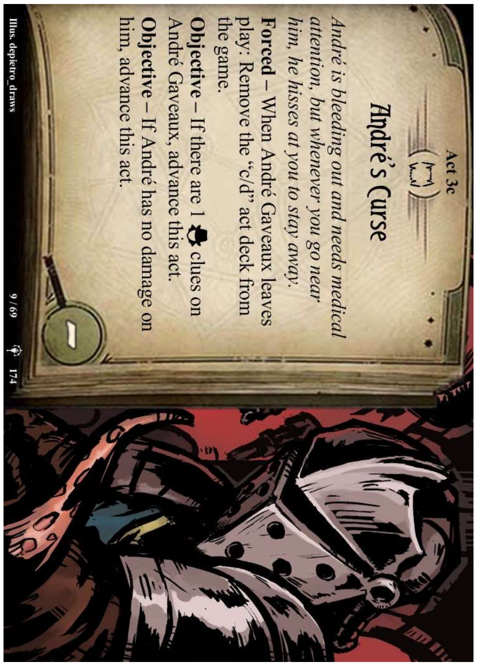
Place André Gaveaux in the victory display.

Put the set-aside Worlds Egg into play at the Town Center.

Check your Campaign Log. If *Nashwa Hassan* is an expedition member, read the following:

As you leave the surgery, Nashwa whispers in your ear, "I think I know what it is. Its proper name is the Worlds Egg, and it's just as he said: it's a portal, but not to a place in this world. Rather, to the spaces between worlds, an absolute nothingness. One wrong move could spell disaster. I will give you what help I can."

Each investigator gains 2 clues (from the token pool).



Act 3c

André's Curse

André is bleeding out and needs medical attention, but whenever you go near him, he hisses at you to stay away.

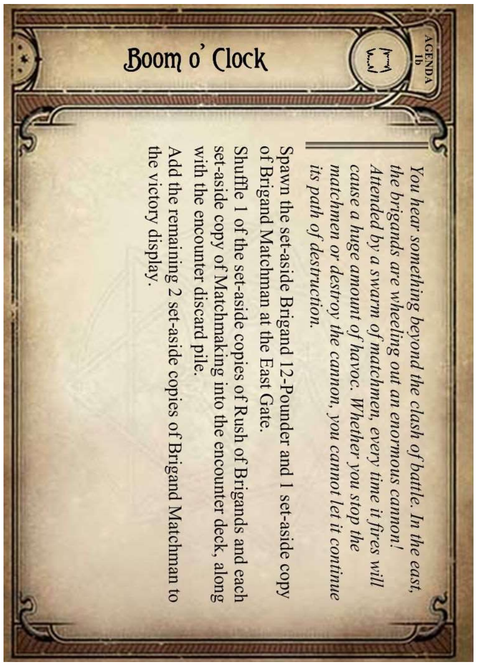
Forced – When André Gaveaux leaves play: Remove the "c/d" act deck from the game.

Objective – If there are 1 👤 clues on André Gaveaux, advance this act.

Objective – If André has no damage on him, advance this act.

1

Illus. depietro_draws 9 / 69 174



Boom o' Clock

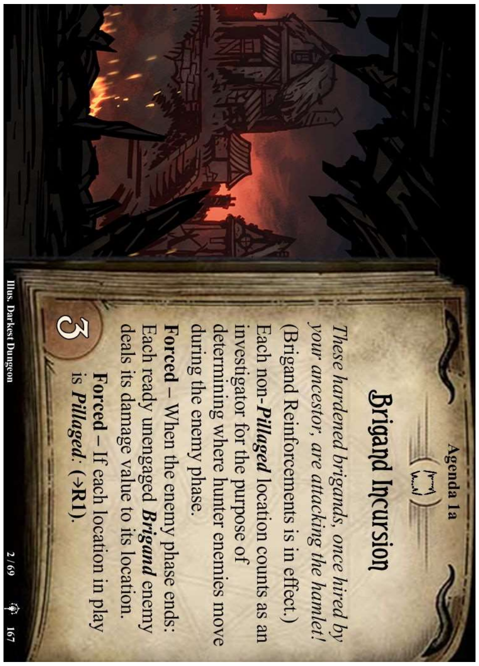
AGENDA 1b

You hear something beyond the clash of battle. In the east, the brigands are wheeling out an enormous cannon! Attended by a swarm of matchmen, every time it fires will cause a huge amount of havoc. Whether you stop the matchmen or destroy the cannon, you cannot let it continue its path of destruction.

Spawn the set-aside Brigand 12-Pounder and 1 set-aside copy of Brigand Matchman at the East Gate.

Shuffle 1 of the set-aside copies of Rush of Brigands and each set-aside copy of Matchmaking into the encounter deck, along with the encounter discard pile.

Add the remaining 2 set-aside copies of Brigand Matchman to the victory display.



Agenda 1a

Brigand Incursion

These hardened brigands, once hired by your ancestor, are attacking the hamlet!

(Brigand Reinforcements is in effect.)

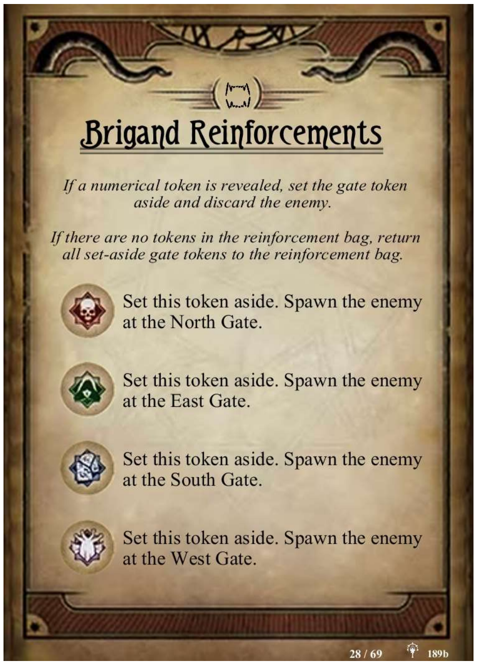
Each non-***Pillaged*** location counts as an investigator for the purpose of determining where hunter enemies move during the enemy phase.

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

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

3

Illus. Darkest Dungeon 2 / 69 167



Brigand Reinforcements

If a numerical token is revealed, set the gate token aside and discard the enemy.

If there are no tokens in the reinforcement bag, return all set-aside gate tokens to the reinforcement bag.

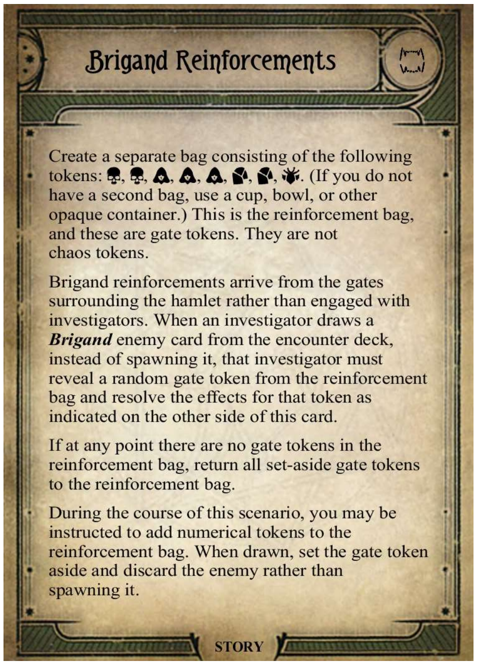
💀 Set this token aside. Spawn the enemy at the North Gate.

▲ Set this token aside. Spawn the enemy at the East Gate.

◆ Set this token aside. Spawn the enemy at the South Gate.

🕷 Set this token aside. Spawn the enemy at the West Gate.

28 / 69 189b



Brigand Reinforcements

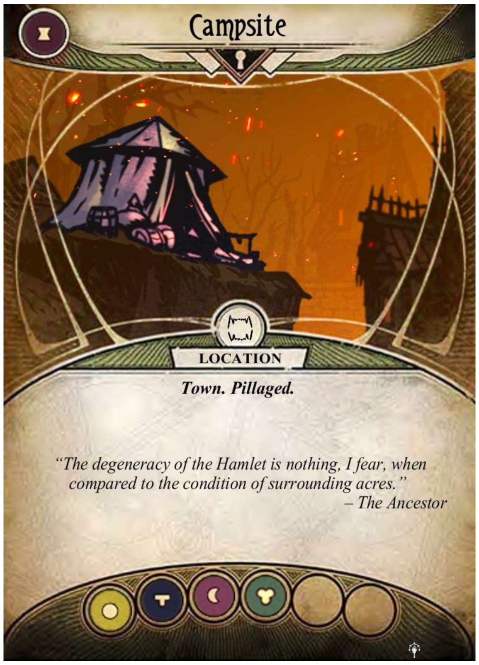
Create a separate bag consisting of the following tokens: 💀, 💀, ▲, ▲, ▲, ◆, ◆, 🕷. (If you do not have a second bag, use a cup, bowl, or other opaque container.) This is the reinforcement bag, and these are gate tokens. They are not chaos tokens.

Brigand reinforcements arrive from the gates surrounding the hamlet rather than engaged with investigators. When an investigator draws a ***Brigand*** enemy card from the encounter deck, instead of spawning it, that investigator must reveal a random gate token from the reinforcement bag and resolve the effects for that token as indicated on the other side of this card.

If at any point there are no gate tokens in the reinforcement bag, return all set-aside gate tokens to the reinforcement bag.

During the course of this scenario, you may be instructed to add numerical tokens to the reinforcement bag. When drawn, set the gate token aside and discard the enemy rather than spawning it.

STORY



Campsite

LOCATION

Town. Pillaged.

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

Campsite

Pillaged

3

LOCATION

0

Town. Pillaged.

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

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

Illus. Darkest Dungeon 45 / 69 206

ACT 1f

"…and the rest will follow"

Rudderless, the brigands are easy pickings, each acting individually in their own interests. You gather any townsfolk still fighting and begin the task of mopping up groups of brigands one by one.

(→R2)

Act 1e

"Cut off the head…"

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

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

Illus. depietro_draws 11 / 69 176

ACT 1b

Turn the Tides

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

(→R2)

Act 1a

Defend the Hamlet

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

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

Illus. depietro_draws 6 / 69 171

AGENDA 2b

Sharpshooter

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

Spawn the set-aside Brigand Sharpshooter at the West Gate.

Shuffle 1 of the set-aside copies of Rush of Brigands into the encounter deck, along with the encounter discard pile.

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

Agenda 2a

Flames on the Horizon

3

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

(Brigand Reinforcements is in effect.)

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

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

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

Illus. Darkest Dungeon 3 / 69 168

Town Center

1

LOCATION

0

Town.

Veiled.

Town Center is connected to each other ***Town*** location.

2

Illus. Darkest Dungeon 33 / 69 194

General Panic

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

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

- *This is surely what Victorine and Bernard, the guildmasters, have been training for.*
- *Émilie, the survivalist, holds her own in a fight too.*
- *Kezia, at the wagon, and Edmond the smithy can probably help you with magic and equipment if you can convince them to part with some of their stock.*

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

Remember that you "searched the town center."

Flip this card back over.

STORY

Guildhall

LOCATION

Town. Pillaged.

"The plume and the pistol — a fitting end to my folly, and a curse upon us all."
– The Ancestor

Guildhall

Pillaged

4 LOCATION 0

Town. Pillaged.

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

"The plume and the pistol — a fitting end to my folly, and a curse upon us all."
– The Ancestor

Illus. Darkest Dungeon 43 / 69 204

Escaped Patient

Act 1d

The sanitarium is in chaos, with staff trying to calm patients in the midst of screams coming from outside. In comparison to the rest of the building, the records office is an oasis of calm. After a bit of digging, you are able to find where André is being kept, but when you arrive at his room, you find the door unlocked, the room empty, and a trail of blood leading out of a window. He must have escaped while the staff were overwhelmed!

You follow the drops of blood as far as you can but eventually the trail goes cold. The blood is all fresh, which means he could not have gone far and must still be somewhere in the hamlet.

Meeting with André

Act 1c

You learn about André, a farmhand who turned to crime many years ago. One day, he stole a relic from your ancestor's manor. However, what he didn't realise was that its power would slowly erode his mental stability over the following years. Eventually he was admitted into the sanitarium. In his hallucinations, he would speak of what the relic could do to any who would listen. If his ramblings are true, its power could be key to driving away the brigands.

Objective – If there are no clues at the Sanitarium, advance.

1

Illus. depietro_draws 7 / 69 172

East Gate

2 LOCATION 1👤

Gate. Pillaged.

Veiled.

➤: **Resign.** "I'm not risking my skin like this!"

"Simple folk are by their nature loquacious, and the denizens of the Hamlet were no exception. It was not long before rumors of my secretive excavations fueled local legend."
– The Ancestor

Illus. Darkest Dungeon 29 / 69 190

Reinforce the East Gate

> *Alongside Victorine and Bernard and the rest of the guild, you are able to cut into the swathe of raiders attacking from the east, and push back the tide of reinforcements.*

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 East 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

North Gate

2 LOCATION 1👤

Gate. Pillaged.

Veiled.

➤: **Resign.** "I'm not risking my skin like this!"

"In the face of my increasingly egregious flaunting of public taboos, awe turned to ire, and demonstrations were held in the town square. The wild whispers of heresy roused the rabble to violent action."
– The Ancestor

Illus. Darkest Dungeon 32 / 69 193

Reinforce the North Gate

> *With you protecting Kezia while she incants, she is able to complete a ritual on a broken part of the wall, hiding the broken masonry with an illusion. You look through one of the gaps in the walls and can see brigands walking right by as if it were solid stone.*

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 North 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

South Gate

2 LOCATION 1👤

Gate. Pillaged.

Veiled.

➤: **Resign.** "I'm not risking my skin like this!"

"Eager to end the tiresome domestic distraction, I instructed my newly formed militia of brigands to go forth and do their work. Compliance and order were restored, and the noisome population of the Hamlet was culled to more manageable numbers."
– The Ancestor

Illus. Darkest Dungeon 30 / 69 191

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

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 / 69 192

Reinforce the West Gate

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

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

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

Flip this card back over.

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

Sanitarium

Pillaged

1

LOCATION

0

Town. Pillaged.

Forced – When this version of the Sanitarium is swapped into play: Each investigator takes 1 horror. If the investigators "searched the saniatrium," 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

Illus. Darkest Dungeon 47 / 69 208

On His Trail

ACT 2d

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

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

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. depietro_draws 8 / 69 173

Smithy

LOCATION

Town. Pillaged.

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

– The Ancestor

Smithy

Pillaged

3

LOCATION

0

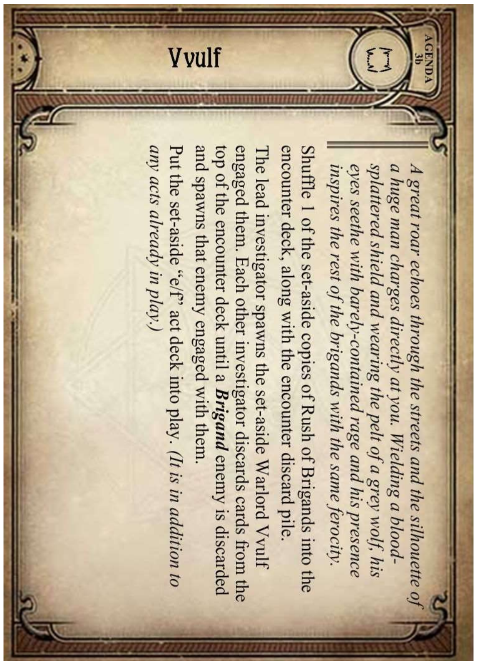
Town. Pillaged.

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

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

– The Ancestor

Illus. Darkest Dungeon 44 / 69 205



AGENDA 3b

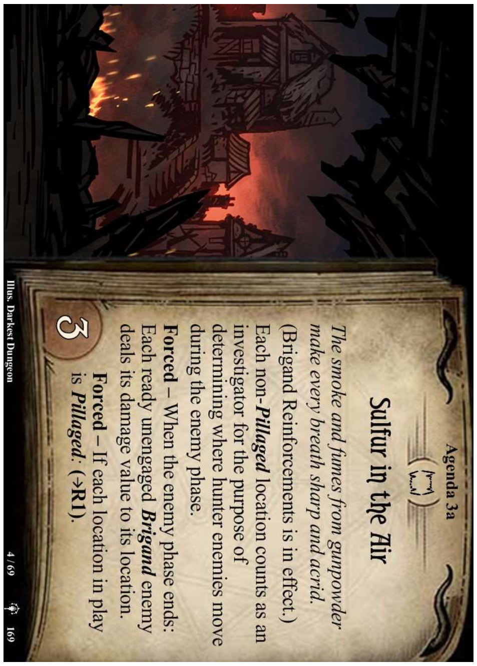
Vvulf

A great roar echoes through the streets and the silhouette of a huge man charges directly at you. Wielding a blood-splattered shield and wearing the pelt of a grey wolf, his eyes seethe with barely-contained rage and his presence inspires the rest of the brigands with the same ferocity.

Shuffle 1 of the set-aside copies of Rush of Brigands into the encounter deck, along with the encounter discard pile.

The lead investigator spawns the set-aside Warlord Vvulf engaged them. Each other investigator discards cards from the top of the encounter deck until a ***Brigand*** enemy is discarded and spawns that enemy engaged with them.

Put the set-aside "e/f" act deck into play. *(It is in addition to any acts already in play.)*



Agenda 3a

Sulfur in the Air

The smoke and fumes from gunpowder make every breath sharp and acrid.

(Brigand Reinforcements is in effect.)

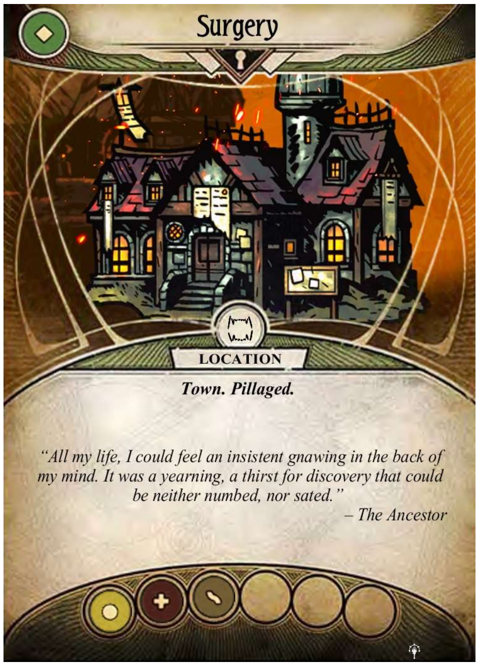
Each non-***Pillaged*** location counts as an investigator for the purpose of determining where hunter enemies move during the enemy phase.

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

3

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

Illus. Darkest Dungeon 4 / 69 169



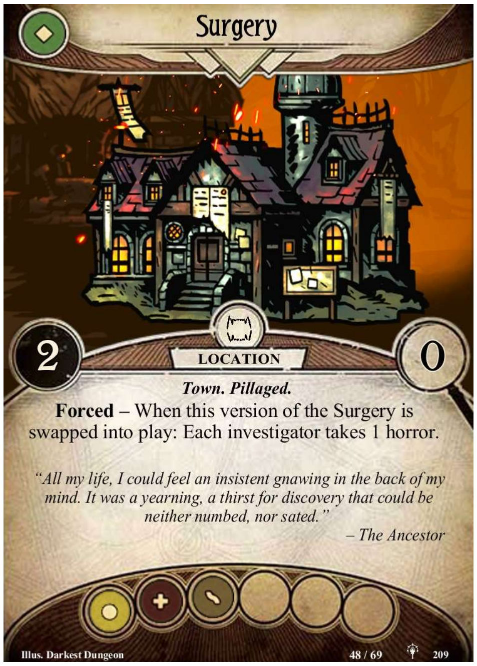
Surgery

LOCATION

Town. Pillaged.

"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 numbed, nor sated."

– The Ancestor



Surgery

2 LOCATION 0

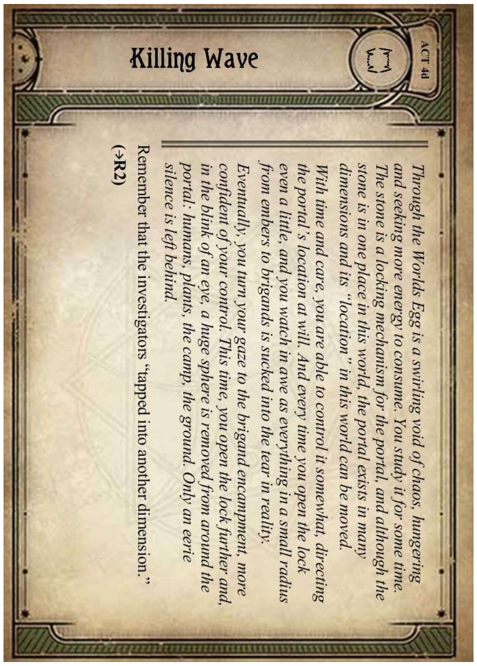
Town. Pillaged.

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

"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 numbed, nor sated."

– The Ancestor

Illus. Darkest Dungeon 48 / 69 209



ACT 4d

Killing Wave

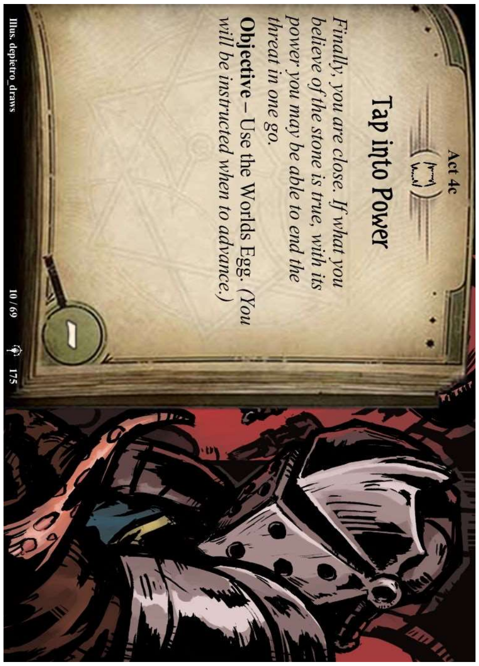
Through the Worlds Egg is a swirling void of chaos, hungering and seeking more energy to consume. You study it for some time. The stone is a locking mechanism for the portal, and although the stone is in one place in this world, the portal exists in many dimensions and its "location" in this world can be moved.

With time and care, you are able to control it somewhat, directing the portal's location at will. And every time you open the lock even a little, and you watch in awe as everything in a small radius from embers to brigands is sucked into the tear in reality.

Eventually, you turn your gaze to the brigand encampment, more confident of your control. This time, you open the lock further and, in the blink of an eye, a huge sphere is removed from around the portal: humans, plants, the camp, the ground. Only an eerie silence is left behind.

Remember that the investigators "tapped into another dimension."

(→R2)



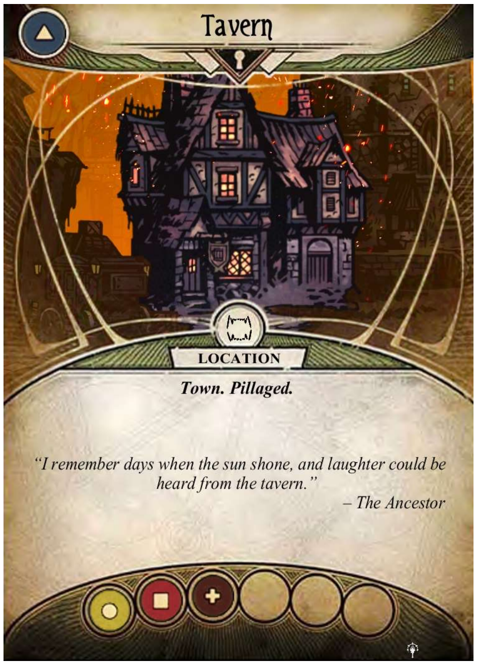
Act 4c

Tap into Power

Finally, you are close. If what you believe of the stone is true, with its power you may be able to end the threat in one go.

Objective – Use the Worlds Egg. *(You will be instructed when to advance.)*

Illus. depietro_draws 10 / 69 175



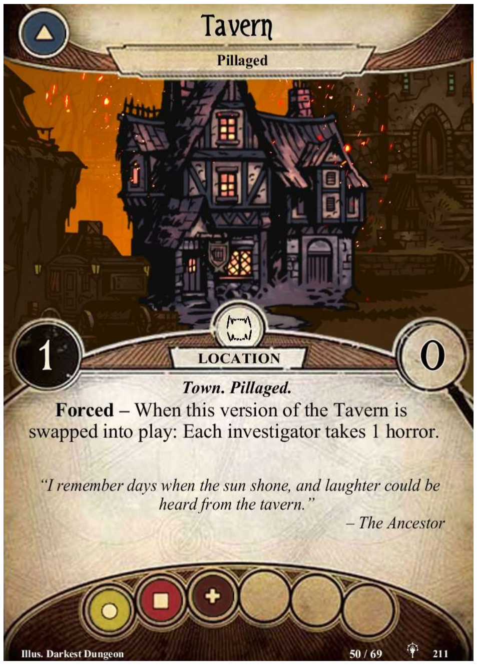
Tavern

LOCATION

Town. Pillaged.

"I remember days when the sun shone, and laughter could be heard from the tavern."

– The Ancestor



Tavern

Pillaged

1 LOCATION 0

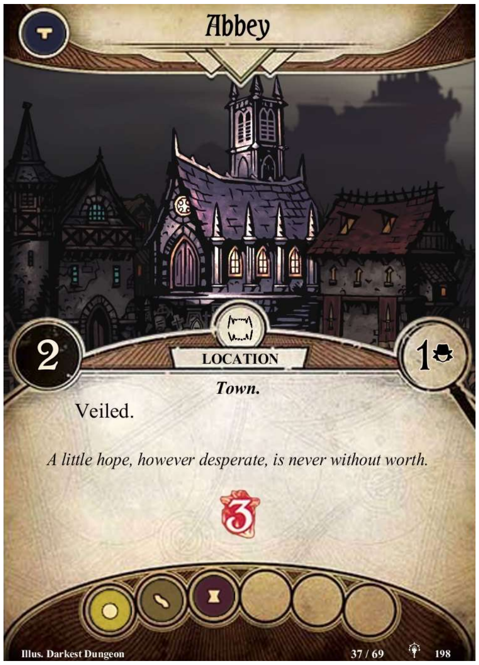
Town. Pillaged.

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

"I remember days when the sun shone, and laughter could be heard from the tavern."

– The Ancestor

Illus. Darkest Dungeon 50 / 69 211



Abbey

2 LOCATION 1

Town.

Veiled.

A little hope, however desperate, is never without worth.

3

Illus. Darkest Dungeon 37 / 69 198

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

Smithy

4

LOCATION

1

Town.

Veiled.

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

3

Illus. Darkest Dungeon 35 / 69 196

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

Guildhall

4

LOCATION

1

Town.

Veiled.

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

6

Illus. Darkest Dungeon 34 / 69 195

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

Wagon

3

LOCATION

1

Town.

Veiled.

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

4

Illus. Darkest Dungeon 40 / 69 201

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

Surgery

2

LOCATION

1

Town.

Veiled.

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

3

Illus. Darkest Dungeon 39 / 69 200

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.

STORY

Sanitarium

2 LOCATION 3👤

Town.

Veiled.

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

8

Illus. Darkest Dungeon 38 / 69 199

The Psychologist

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

Remember that you "searched the sanitarium."

Flip this card back over.

STORY

Campsite

3 LOCATION 1👤

Town.

Veiled.

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

4

Illus. Darkest Dungeon 36 / 69 197

The Survivalist

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

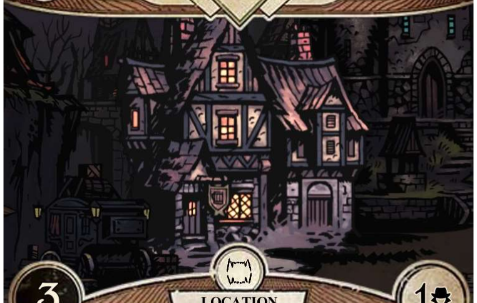
Choose an investigator to take control of the set-aside Émilie's Maps story asset.

Remember that you "searched the campsite."

Flip this card back over.

STORY

Tavern



3 LOCATION 1👤

Town.

Veiled.

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

3

Illus. Darkest Dungeon 41 / 69 202

The Tavern Keep

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

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

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

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

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

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

Remember that you "searched the tavern."

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

STORY

Small Fish

AGENDA 4b

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

(→R1)

Agenda 4a

The Wolves are at the Door

Your ears are filled with resonating explosions and the cries of the wounded.

(Brigand Reinforcements is in effect.)

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

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

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

6

Illus. Darkest Dungeon 5 / 69 170

Town Center

LOCATION

Town. Pillaged.

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

Town Center

Pillaged

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

Illus. Darkest Dungeon 42 / 69 203

Wagon

LOCATION

Town. Pillaged.

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

Wagon

Pillaged

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

Illus. Darkest Dungeon 49 / 69 210

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.

1 / 69 166b

Wolves at the Door

EASY / STANDARD

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

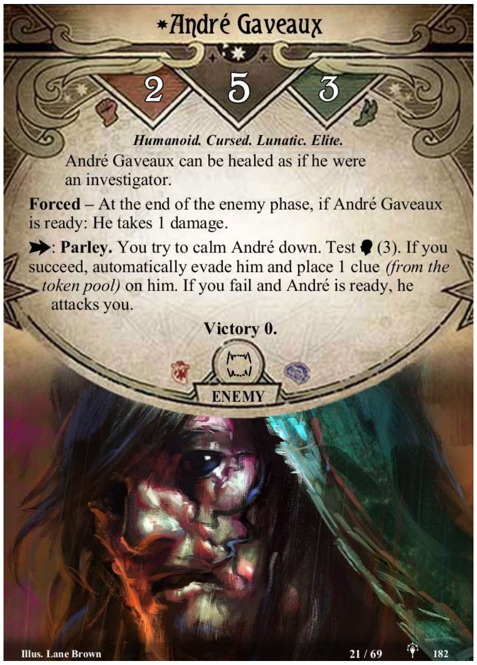
Reveal another token. If you fail, your location takes 1 damage.

–3. If you succeed, heal 1 damage.

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

1 / 69 166a

Encounter card back



*André Gaveaux

2 5 3

Humanoid. Cursed. Lunatic. Elite.

André Gaveaux can be healed as if he were an investigator.

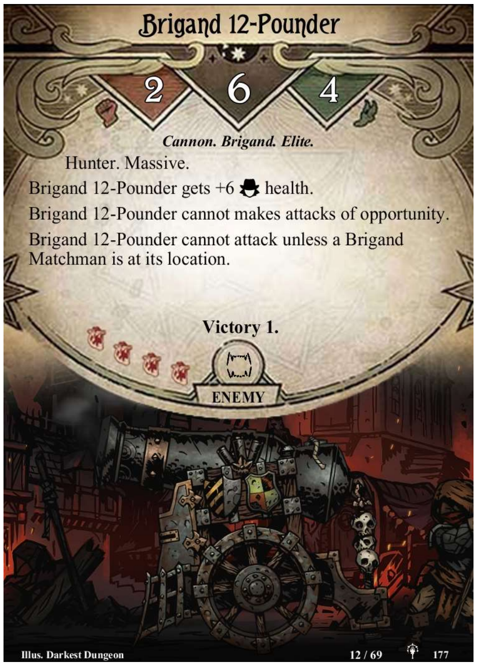
Forced – At the end of the enemy phase, if André Gaveaux is ready: He takes 1 damage.

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

Victory 0.

ENEMY

Illus. Lane Brown 21 / 69 182



Brigand 12-Pounder

2 6 4

Cannon. Brigand. Elite.

Hunter. Massive.

Brigand 12-Pounder gets +6 ● health.

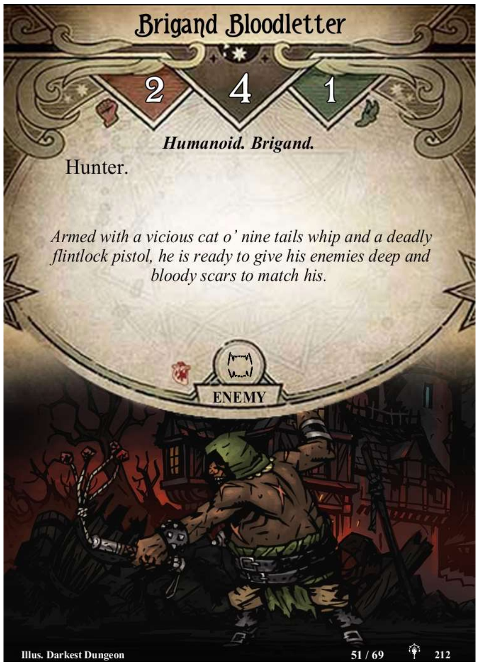
Brigand 12-Pounder cannot makes attacks of opportunity.

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

Victory 1.

ENEMY

Illus. Darkest Dungeon 12 / 69 177



Brigand Bloodletter

2 4 1

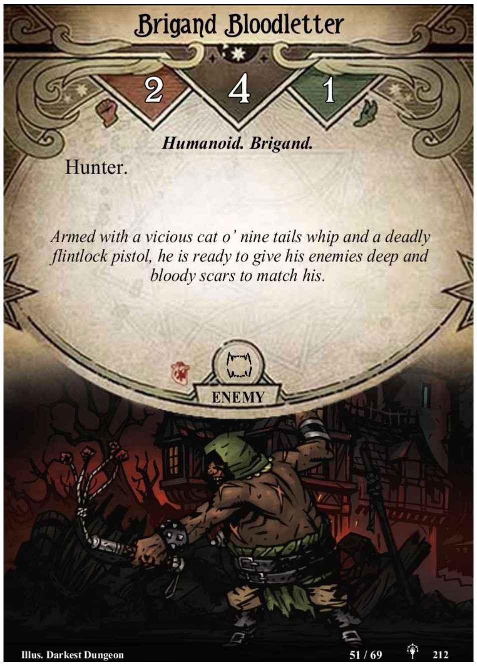
Humanoid. Brigand.

Hunter.

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

ENEMY

Illus. Darkest Dungeon 51 / 69 212



Brigand Bloodletter

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Humanoid. Brigand.

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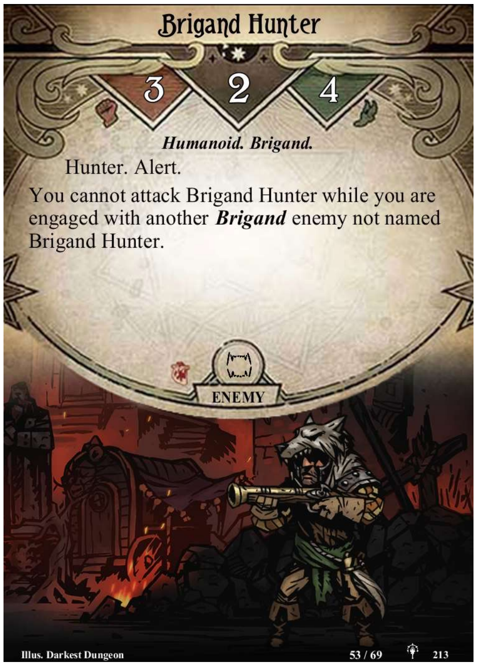
Armed with a vicious cat o' nine tails whip and a deadly flintlock pistol, he is ready to give his enemies deep and bloody scars to match his.

ENEMY

Illus. Darkest Dungeon 51 / 69 212



Brigand Hunter

3 2 4

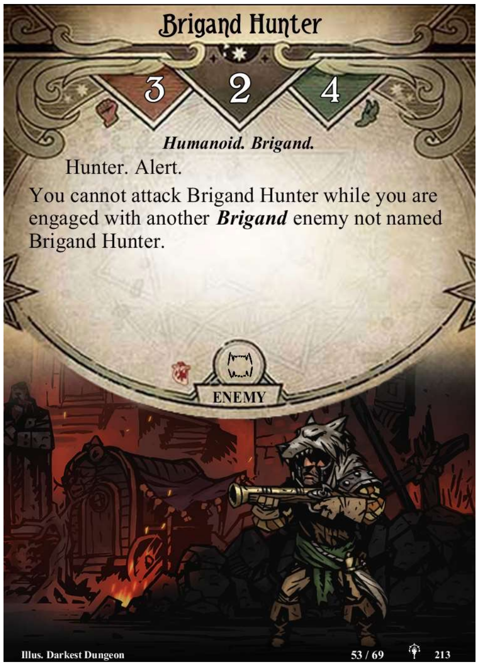
Humanoid. Brigand.

Hunter. Alert.

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

ENEMY

Illus. Darkest Dungeon 53 / 69 213



Brigand Hunter

3 2 4

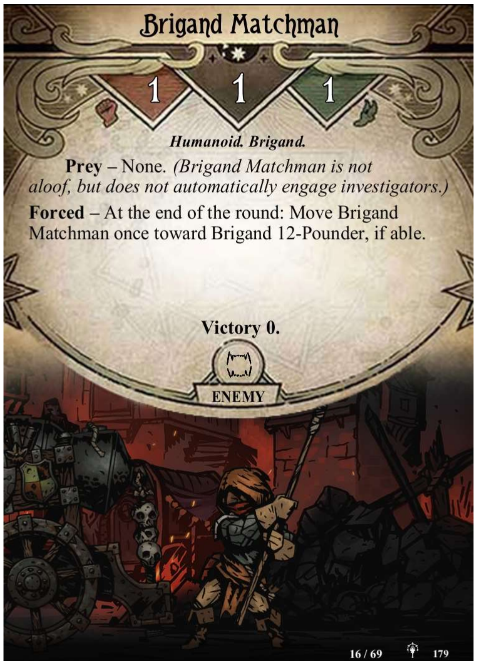
Humanoid. Brigand.

Hunter. Alert.

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

ENEMY

Illus. Darkest Dungeon 53 / 69 213



Brigand Matchman

1 1 1

Humanoid. Brigand.

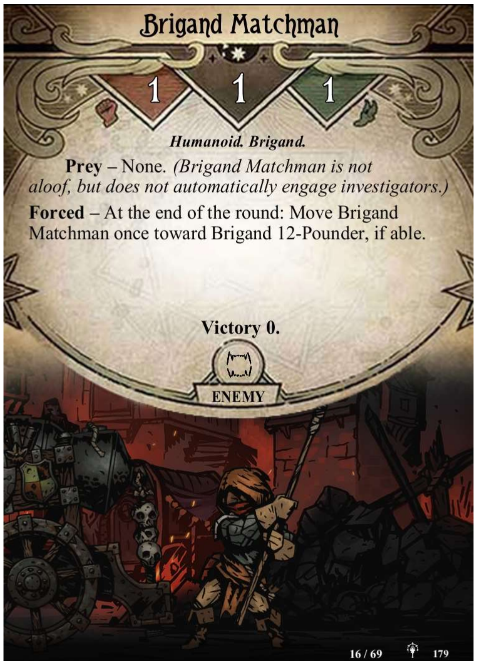
Prey – None. *(Brigand Matchman is not aloof, but does not automatically engage investigators.)*

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

Victory 0.

ENEMY

16 / 69 179



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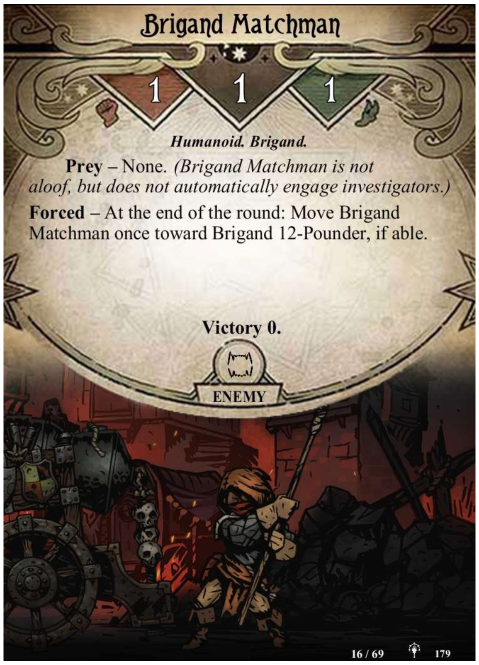
ENEMY

16 / 69 179



Brigand Matchman

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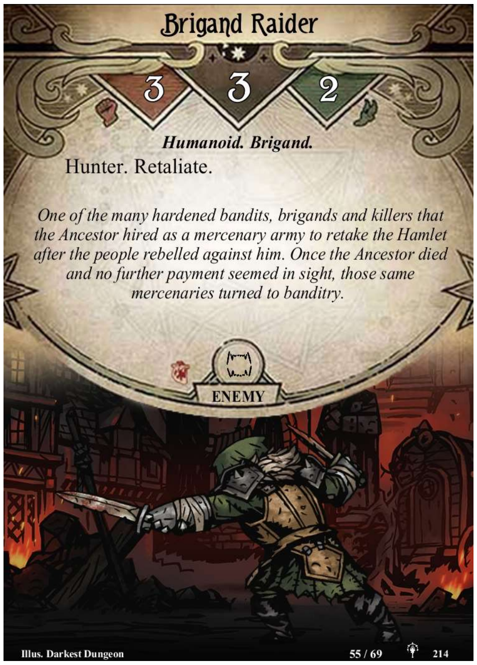
Prey – None. *(Brigand Matchman is not aloof, but does not automatically engage investigators.)*

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

Victory 0.

ENEMY

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

Illus. Darkest Dungeon 55 / 69 214

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

Illus. Darkest Dungeon 55 / 69 214

Brigand Raider

3 3 2

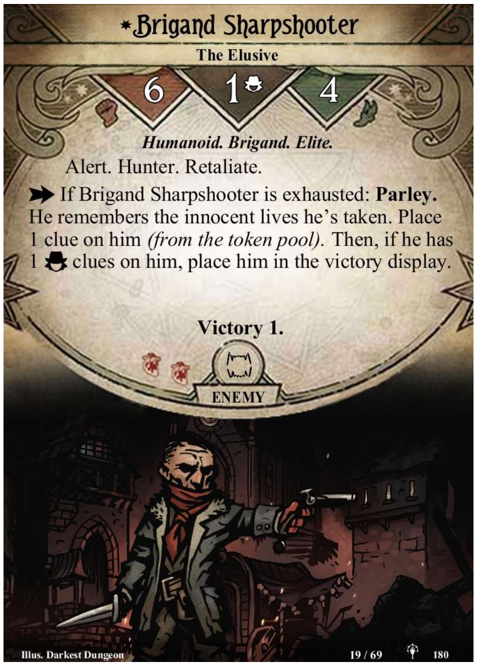
Humanoid. Brigand.

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

Illus. Darkest Dungeon 55 / 69 214



*Brigand Sharpshooter

The Elusive

6 1👤 4

Humanoid. Brigand. Elite.

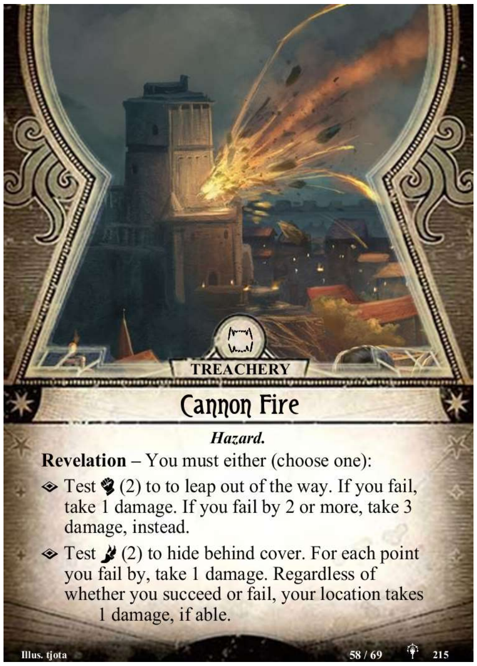
Alert. Hunter. Retaliate.

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

Victory 1.

ENEMY

Illus. Darkest Dungeon 19 / 69 180



TREACHERY

Cannon Fire

Hazard.

Revelation – You must either (choose one):

- Test ✊ (2) to 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.

Illus. tjota 58 / 69 215

TREACHERY

Cannon Fire

Hazard.

Revelation – You must either (choose one):

- Test ✊ (2) to to leap out of the way. If you fail, take 1 damage. If you fail by 2 or more, take 3 damage, instead.
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Illus. tjota 58 / 69 215

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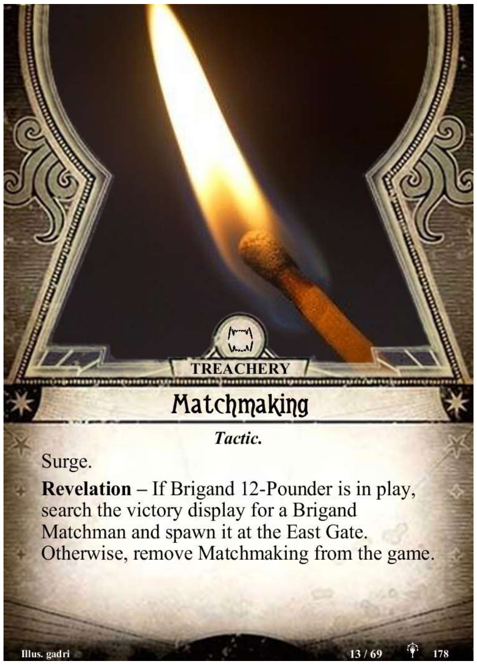
Illus. tjota 58 / 69 215



TREACHERY

Matchmaking

Tactic.

Surge.

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

Illus. gadri 13 / 69 178

TREACHERY

Matchmaking

Tactic.

Surge.

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

Illus. gadri 13 / 69 178

TREACHERY

Matchmaking

Tactic.

Surge.

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

Illus. gadri 13 / 69 178

Rabid Gnasher

2 1 2

Creature. Brigand. Cursed.

Hunter.

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

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

ENEMY

Illus. Darkest Dungeon 61 / 69 216

Rabid Gnasher

2 1 2

Creature. Brigand. Cursed.

Hunter.

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

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

ENEMY

Illus. Darkest Dungeon 61 / 69 216

TREACHERY

Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217

TREACHERY

Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217

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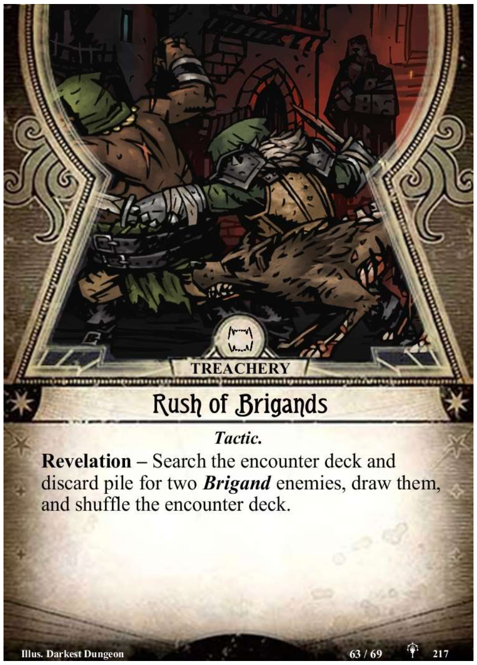
Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217



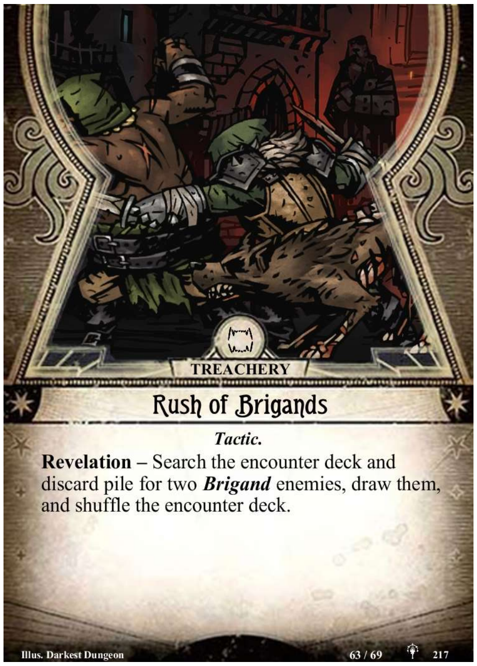
TREACHERY

Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217



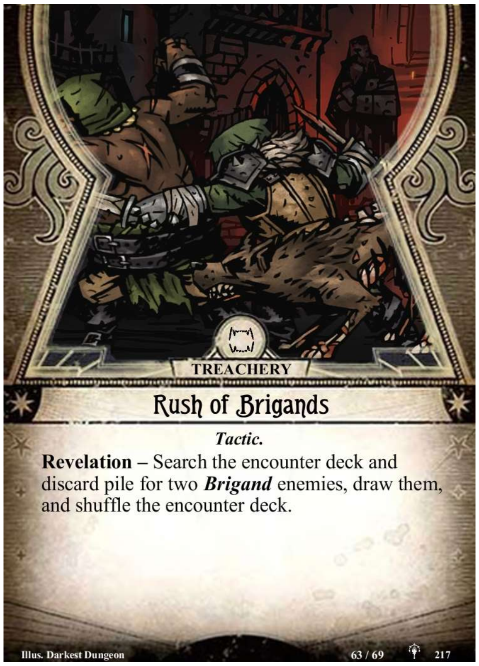
TREACHERY

Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217



TREACHERY

Rush of Brigands

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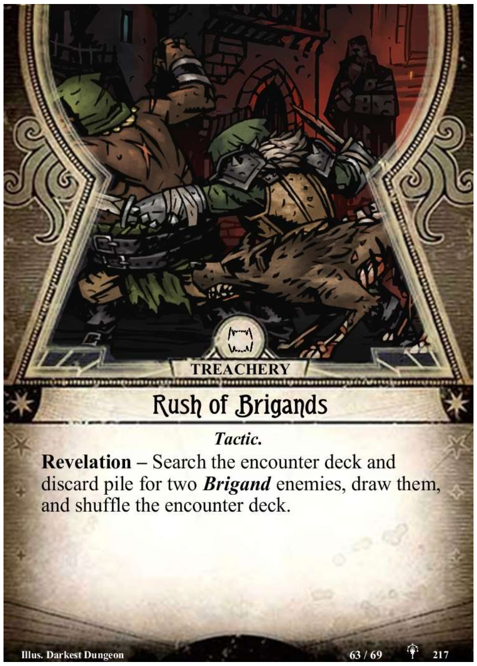
Revelation – Search the encounter deck and discard pile for two Brigand enemies, draw them, and shuffle the encounter deck.

Illus. Darkest Dungeon 63 / 69 217



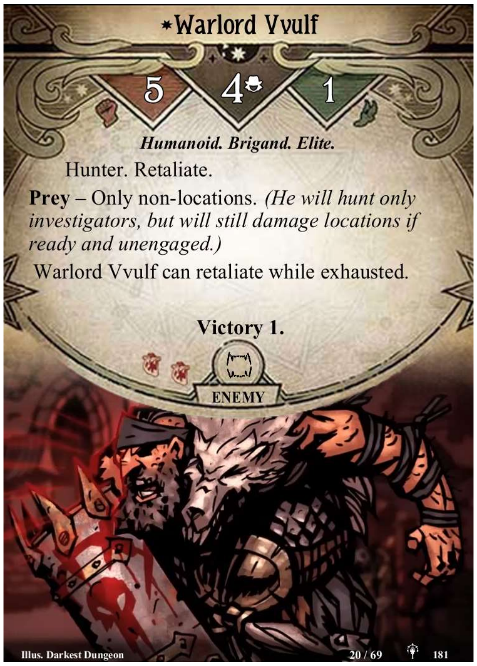
TREACHERY

Rush of Brigands

Tactic.

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

Illus. Darkest Dungeon 63 / 69 217



*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.)*

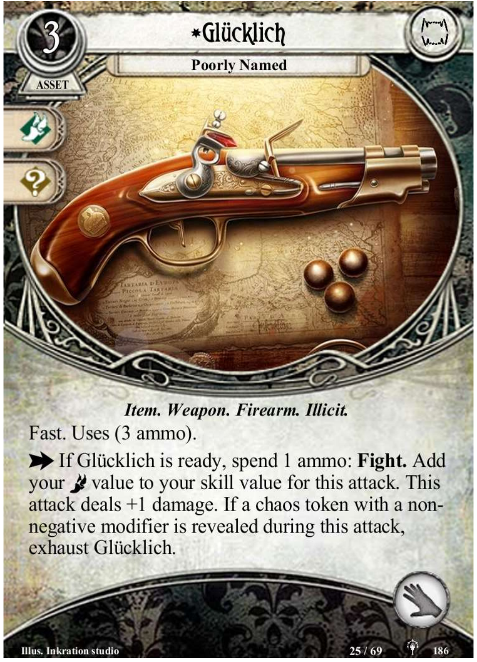
Warlord Vvulf can retaliate while exhausted.

Victory 1.

ENEMY

Illus. Darkest Dungeon 20 / 69 181

Player card back



3

***Glücklich**

Poorly Named

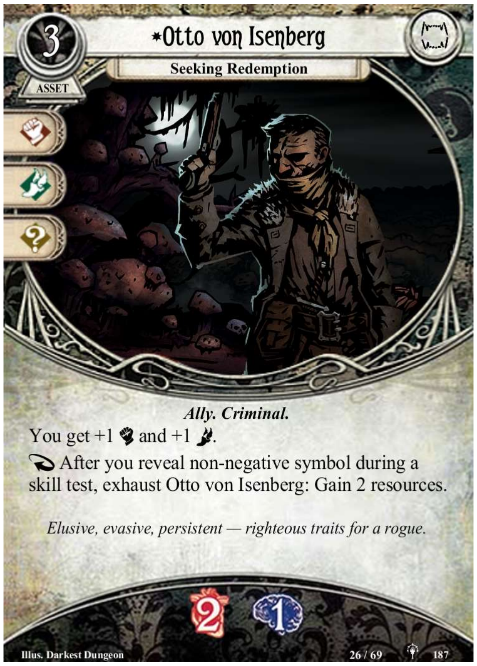
ASSET

Item. Weapon. Firearm. Illicit.

Fast. Uses (3 ammo).

➤ If Glücklich is ready, spend 1 ammo: **Fight.** Add your ◆ value to your skill value for this attack. This attack deals +1 damage. If a chaos token with a non-negative modifier is revealed during this attack, exhaust Glücklich.

Illus. Inkration studio 25 / 69 186



3

***Otto von Isenberg**

Seeking Redemption

ASSET

Ally. Criminal.

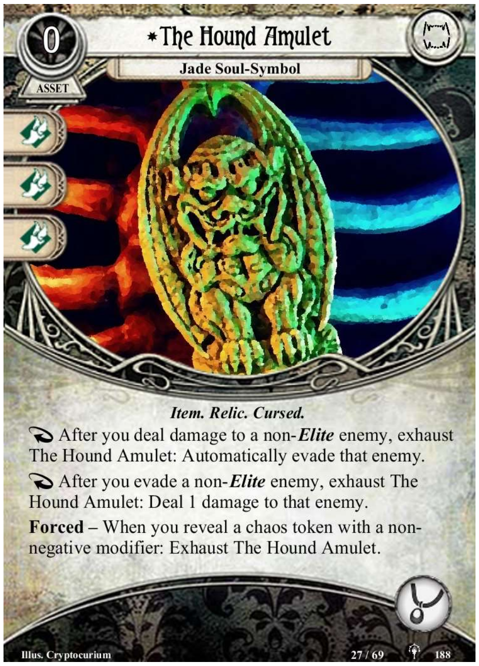
You get +1 ◆ and +1 ◆.

↺ After you reveal non-negative symbol during a skill test, exhaust Otto von Isenberg: Gain 2 resources.

Elusive, evasive, persistent — righteous traits for a rogue.

2 1

Illus. Darkest Dungeon 26 / 69 187



0

***The Hound Amulet**

Jade Soul-Symbol

ASSET

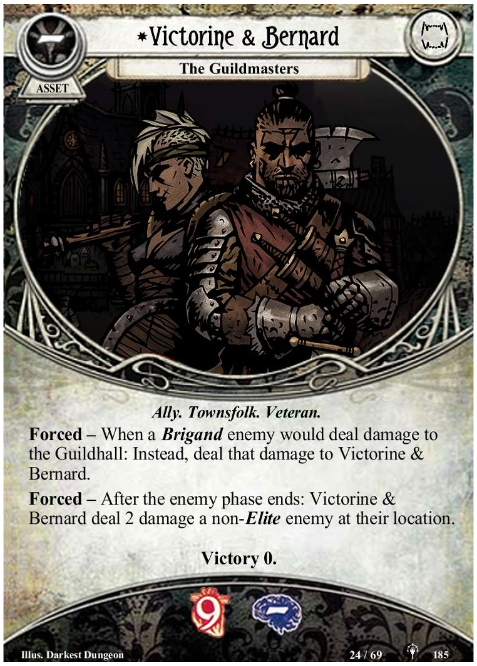
Item. Relic. Cursed.

↺ After you deal damage to a non-***Elite*** enemy, exhaust The Hound Amulet: Automatically evade that enemy.

↺ After you evade a non-***Elite*** enemy, exhaust The Hound Amulet: Deal 1 damage to that enemy.

Forced – When you reveal a chaos token with a non-negative modifier: Exhaust The Hound Amulet.

Illus. Cryptocurium 27 / 69 188



–

***Victorine & Bernard**

The Guildmasters

ASSET

Ally. Townsfolk. Veteran.

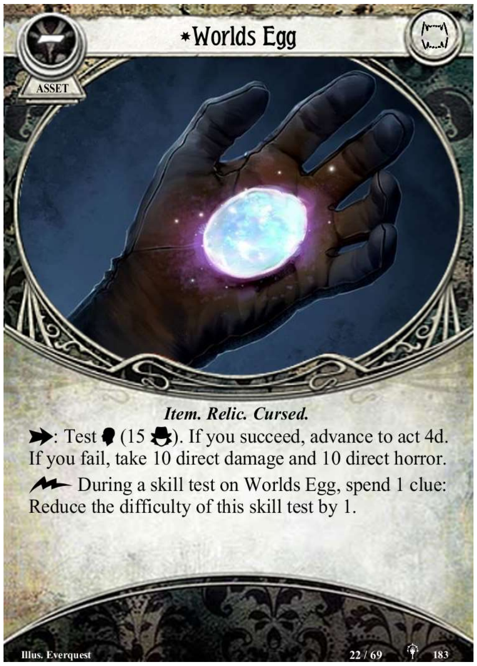
Forced – When a ***Brigand*** enemy would deal damage to the Guildhall: Instead, deal that damage to Victorine & Bernard.

Forced – After the enemy phase ends: Victorine & Bernard deal 2 damage a non-***Elite*** enemy at their location.

Victory 0.

9 –

Illus. Darkest Dungeon 24 / 69 185



–

***Worlds Egg**

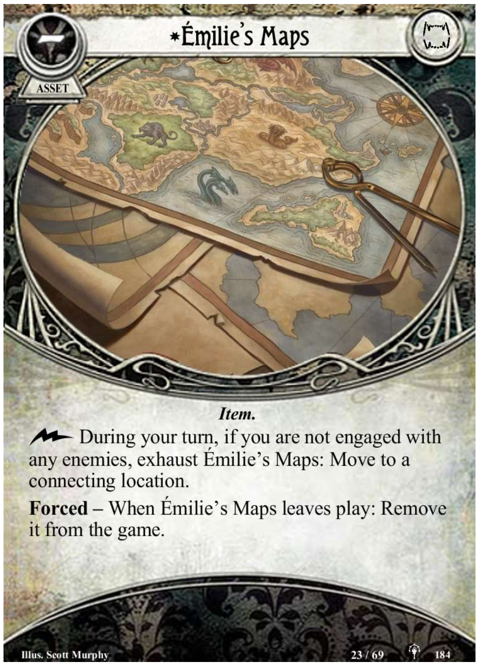
ASSET

Item. Relic. Cursed.

➤: Test ◆ (15 👤). If you succeed, advance to act 4d. If you fail, take 10 direct damage and 10 direct horror.

⚡ During a skill test on Worlds Egg, spend 1 clue: Reduce the difficulty of this skill test by 1.

Illus. Everquest 22 / 69 183



–

***Émilie's Maps**

ASSET

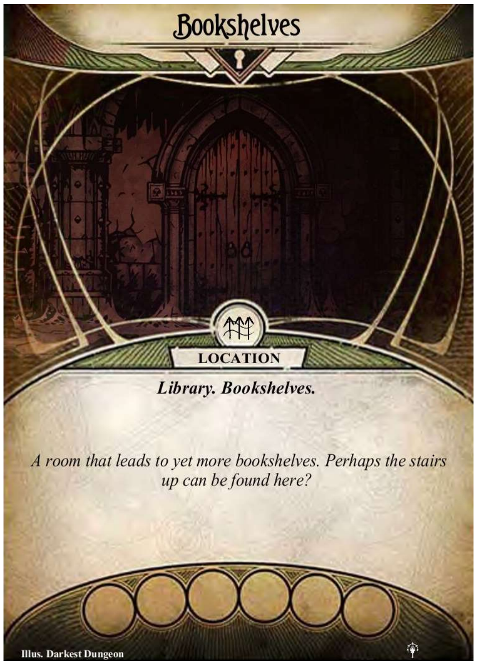
Item.

⚡ During your turn, if you are not engaged with any enemies, exhaust Émilie's Maps: Move to a connecting location.

Forced – When Émilie's Maps leaves play: Remove it from the game.

Illus. Scott Murphy 23 / 69 184

Scenario 5 - Lost in the Woods
Double-sided



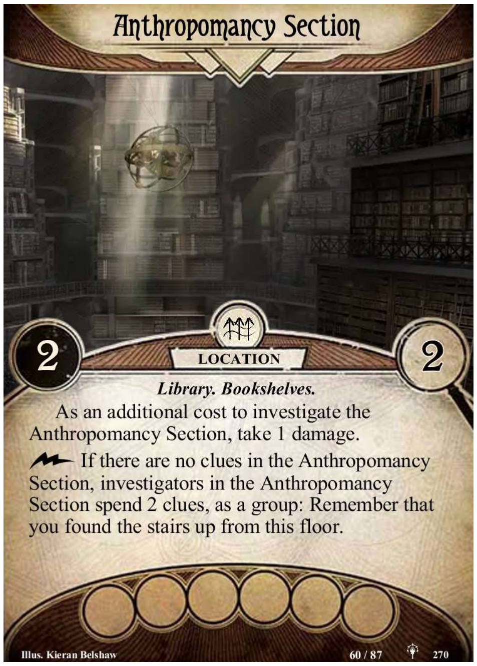
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Anthropomancy Section

2

LOCATION

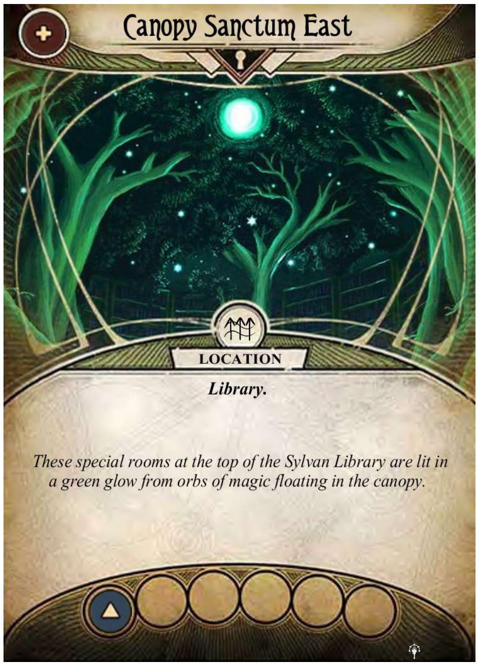
2

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.

Illus. Kieran Belshaw 60 / 87 270

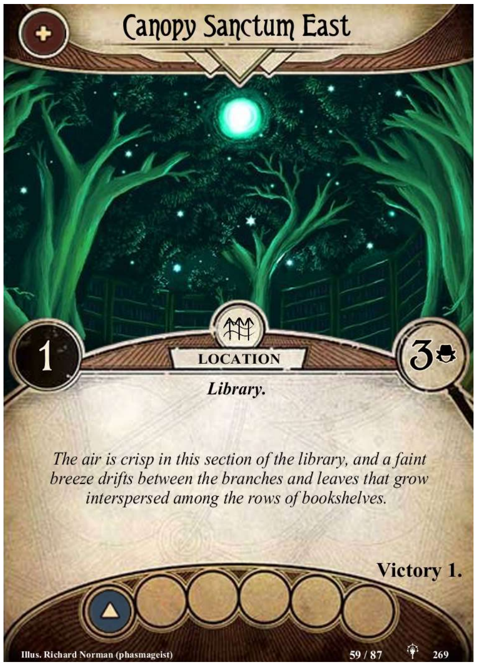


Canopy Sanctum East

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

1

LOCATION

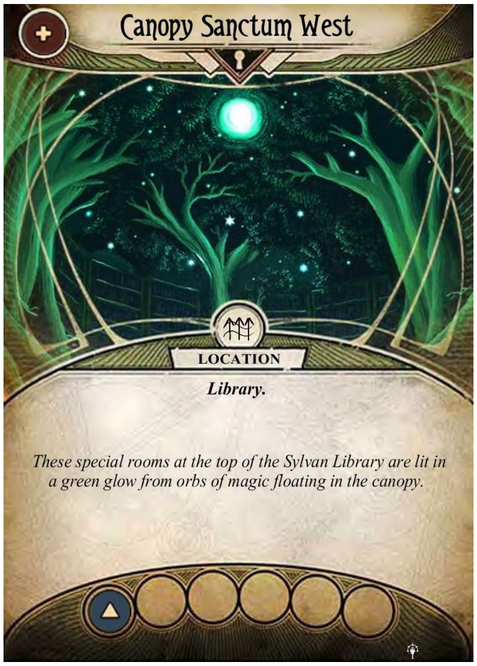
3

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.

Illus. Richard Norman (phasmageist) 59 / 87 269

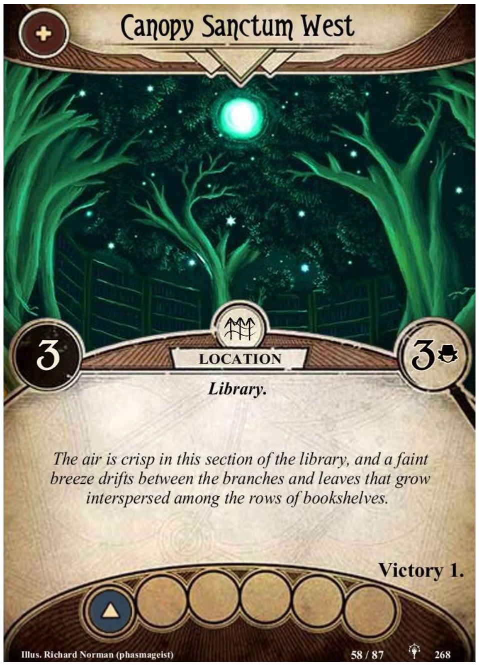


Canopy Sanctum West

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

3

LOCATION

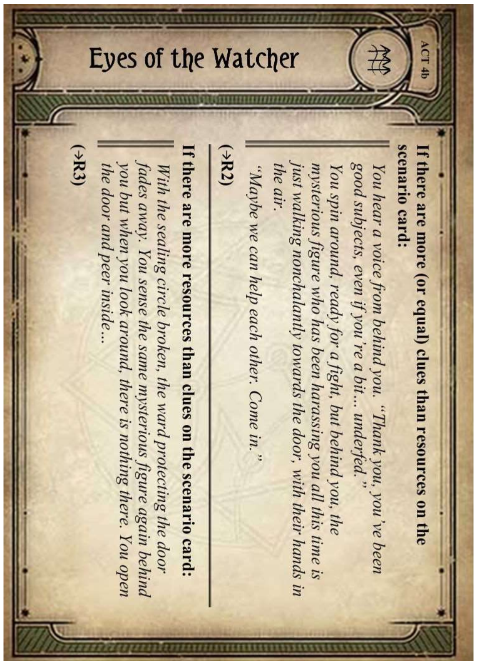
3

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.

Illus. Richard Norman (phasmageist) 58 / 87 268



Eyes of the Watcher

ACT 4b

If there are more (or equal) clues than resources on the scenario card:

You hear a voice from behind you. "Thank you, you've been good subjects, even if you're a bit... underfed."

You spin around, ready for a fight, but behind you, the mysterious figure who has been harassing you all this time is just walking nonchalantly towards the door, with their hands in the air.

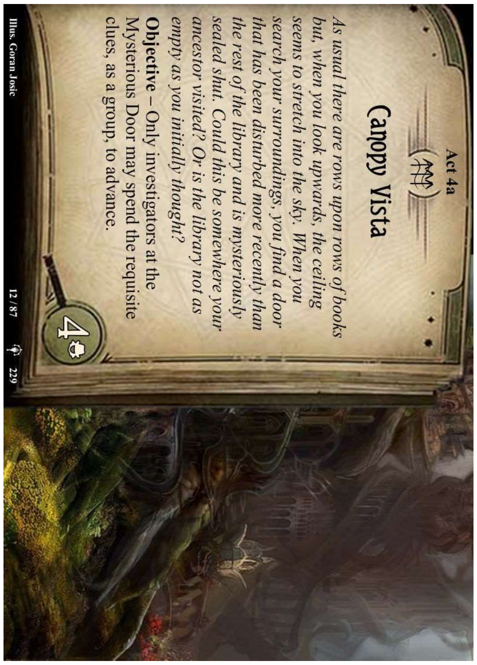
"Maybe we can help each other. Come in."

(→R2)

If there are more resources than clues on the scenario card:

With the sealing circle broken, the ward protecting the door fades away. You sense the same mysterious figure again behind you but when you look around, there is nothing there. You open the door and peer inside...

(→R3)



Act 4a

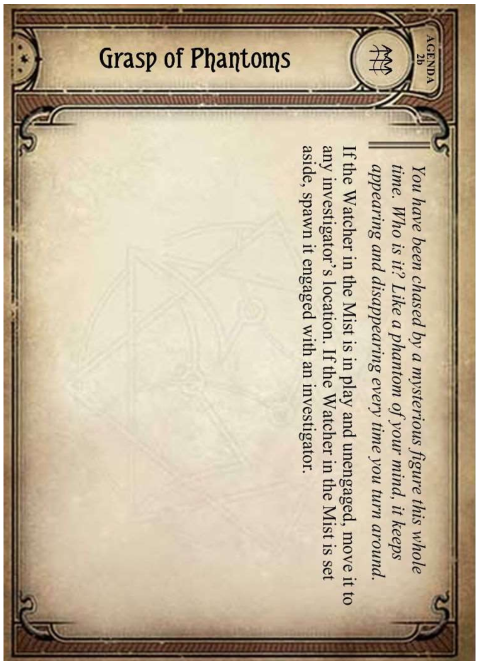
Canopy Vista

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.

4

Illus. Goran Josic 12 / 87 229



Grasp of Phantoms

AGENDA 2b

You have been chased by a mysterious figure this whole time. Who is it? Like a phantom of your mind, it keeps appearing and disappearing every time you turn around.

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

Act 2a

Commune with Nature

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

- An investigator "broke the frogspawn ring."
- An investigator "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.

Illus. Goran Josic 10 / 87 227

AGENDA 4b

Sleep Paralysis

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

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

(→R1)

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.

Forced – After Guardian's Shield is dealt damage: Flip it. *(Do not remove attachments and tokens)*

Victory 0.

ENEMY

Illus. Darkest Dungeon 16 / 87 233a

ACT 2b

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.

Divination Section

3 LOCATION 3

Library. Bookshelves.

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

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

Illus. Mike Chassagne 61 / 87 271

Guardian's Shield

Protecting

1 4 4

Golem. Elite.

Massive.

Guardian's Shield cannot make attacks of opportunity.

Guardian's Shield's location gets +3 shroud.

Victory 0.

ENEMY

Illus. Darkest Dungeon 16 / 87 233b

Agenda 2a

Cloud Cover

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.

4

Illus. Darkest Dungeon 3 / 87 220

Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon

Agenda 4a

Enchanted Evening

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.

5

Illus. Darkest Dungeon 5 / 87 222

ACT 1b

Fortuitous Find

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.

Act 1a

Into the Woods (v. II)

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

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

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

Illus. Goran Josic 7 / 87 224

ACT 1b

Fortuitous Find

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

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

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

Guardian's Spear

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.

Forced – After Guardian's Spear is dealt damage: Flip it. *(Do not remove attachments and tokens)*

Victory 0.

ENEMY

Illus. Darkest Dungeon 17 / 87 234a

ACT 1b

Fortuitous Find

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 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.

Act 1a

Into the Woods (v. III)

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

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

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

Illus. Goran Josic 8 / 87 225

Guardian's Spear

Seeking

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

Act 1a

Into the Woods (v. I)

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

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

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

Illus. Goran Josic 6 / 87 223

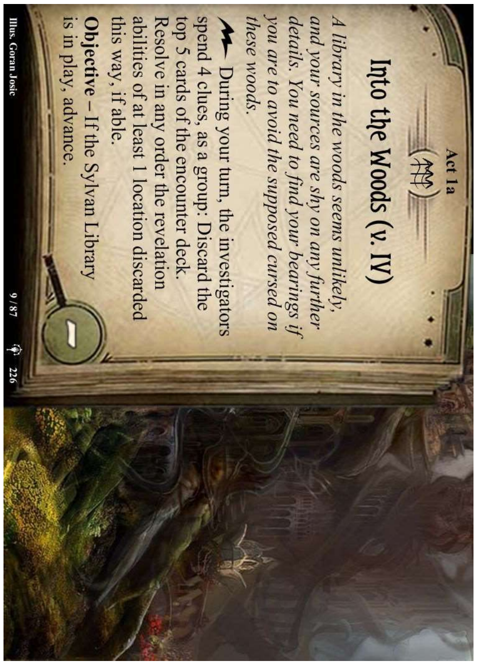
ACT 1b

Fortuitous Find

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.


Act 1a

Into the Woods (v. IV)

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

⚡ During your turn, the investigators spend 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.

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

1

Illus. Goran Josic 9 / 87 226

Library Entrance

LOCATION

Library.

The entrance foyer is grand with doors leading to tens of different library sections. The construction has been slowly crumbling over the years and piles of rubble litter the ground.

Library Entrance

1 LOCATION 0

Library.

The Library Entrance is connected to each location adjacent to it *(and those locations are connected to the Library Entrance).*

➤: **Resign.** “Reading is overrated anyway.”

Illus. Zhuoxin Ye 51 / 87 264

Library Guardian

Awakened

3 4 3

Golem. Elite.

Massive.

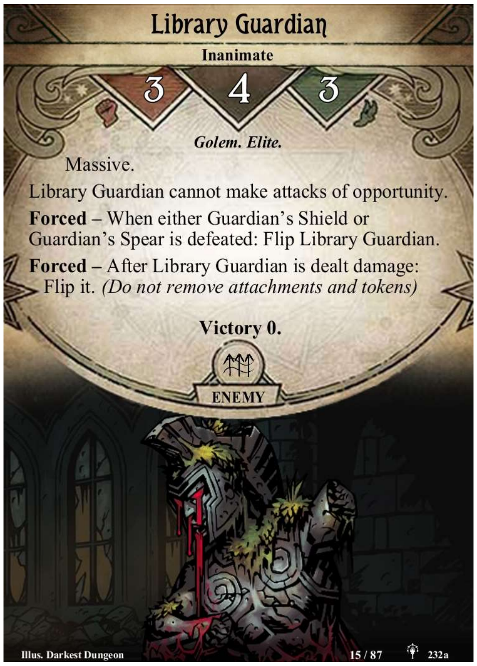
Library Guardian cannot make attacks of opportunity.

Forced – When the enemy phase begins, if Library Guardian is ready: Library Guardian attacks each investigator in connecting locations.

Victory 0.

ENEMY

Illus. Darkest Dungeon 15 / 87 232b


Library Guardian

Inanimate

3 4 3

Golem. Elite.

Massive.

Library Guardian cannot make attacks of opportunity.

Forced – When either Guardian’s Shield or Guardian’s Spear is defeated: Flip Library Guardian.

Forced – After Library Guardian is dealt damage: Flip it. *(Do not remove attachments and tokens)*

Victory 0.

ENEMY

Illus. Darkest Dungeon 15 / 87 232a

Library Stairs

LOCATION

Library.

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

The layout of the library is haphazard and unstructured, as if built by many different hands over many generations.

Library Stairs

1 LOCATION 0

Library.

This location is connected to each location adjacent to it *(and those locations are connected to this one).*

The stairs keep going up. Surely you will eventually reach the top of the library?

Illus. Final Fantasy IX 52 / 87 265

Stalking Vengeance

AGENDA 3b

The silent hunter continues to stalk you through the woods, undeterred. No matter what you try, every time you think you have managed to shake them off or driven them away, they inevitably return.

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

Agenda 3a

Light of Day

The sun's rays have finally pierced through the branches, shining a light on the overlooked secrets of the woods that previously you might have missed. You had not noticed before, but the woods are eerily silent, with no birdsong, no sound of wildlife, no breeze rustling the leaves. A faint stench of decay wafts into your nostrils.

5

Illus. Darkest Dungeon 4 / 87 221

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).

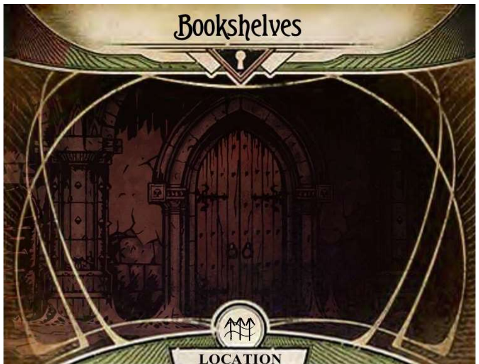
Reveal another token. If you fail this test, take 1 damage or 1 horror.

–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

Bookshelves



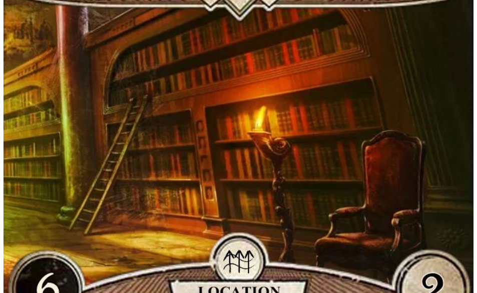
LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon

Mathematics Section



6

LOCATION

2

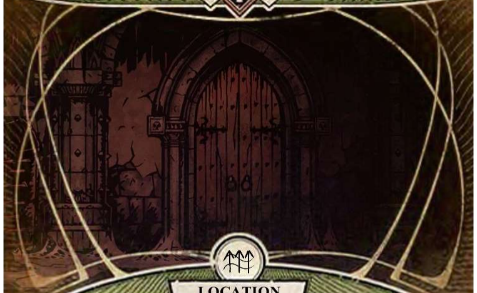
Library. Bookshelves.

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



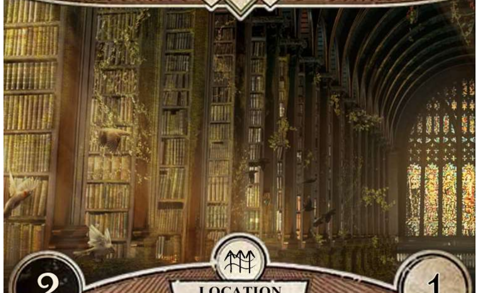
LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon

Medical Sciences Section



2

LOCATION

1

Library. Bookshelves.

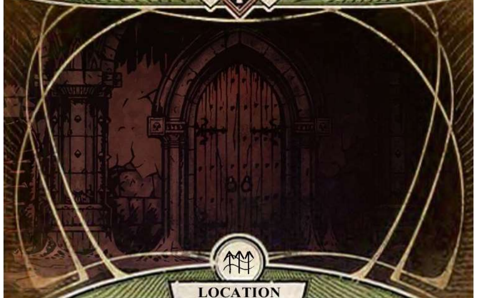
You cannot investigate this location unless you have equal remaining health and sanity.

➤: 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

Library. Bookshelves.

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

Illus. Darkest Dungeon

Metallurgy Section

4

LOCATION

1

Library. Bookshelves.

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

➤ Discard 1 card from your hand: Gain 3 resources.

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

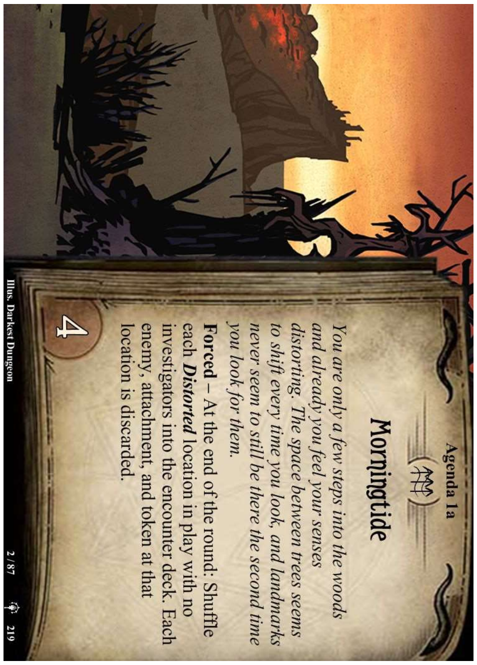
Illus. Karbo 64 / 87 274

Lost in the Mist

AGENDA 1b

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

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



Agenda 1a

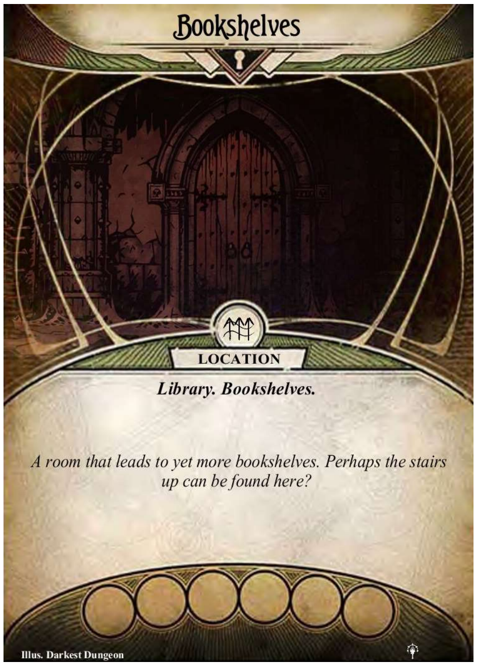
Morningtide

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 investigators into the encounter deck. Each enemy, attachment, and token at that location is discarded.

4

Illus. Darkest Dungeon 2 / 87 219



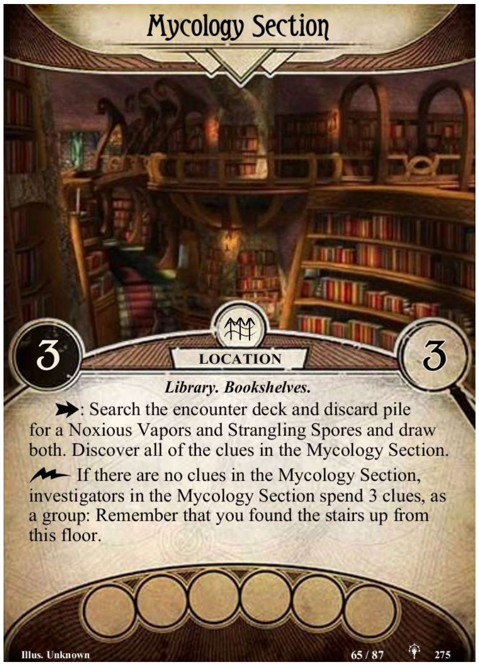
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Mycology Section

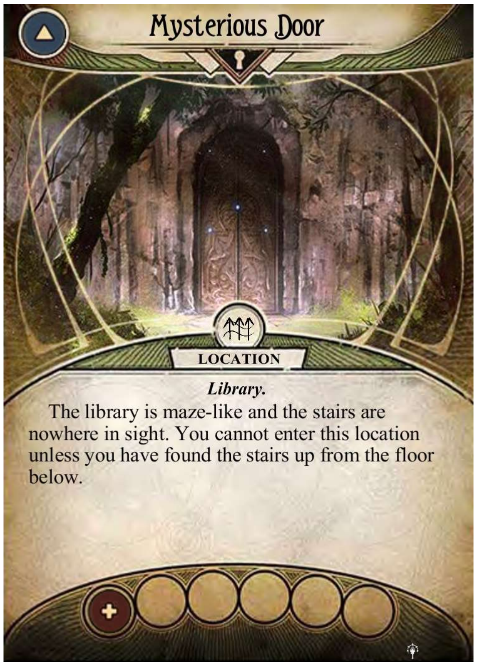
3 LOCATION 3

Library. Bookshelves.

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

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

Illus. Unknown 65 / 87 275

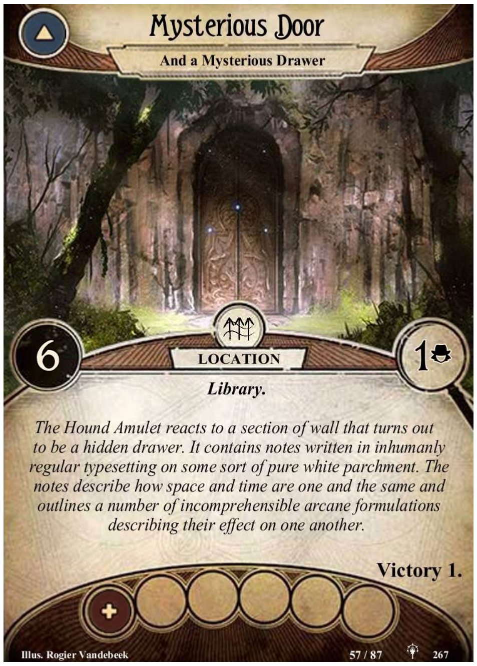


Mysterious Door

LOCATION

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

And a Mysterious Drawer

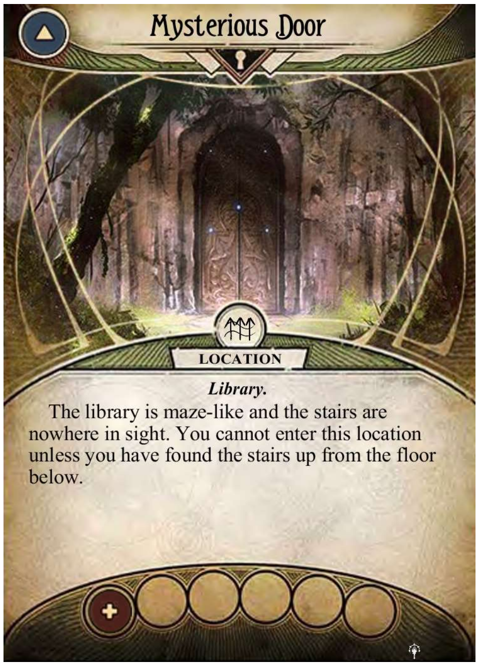
6 LOCATION 1

Library.

The Hound Amulet reacts to a section of wall that turns out to be a hidden drawer. It contains notes written in inhumanly regular typesetting on some sort of pure white parchment. The notes describe how space and time are one and the same and outlines a number of incomprehensible arcane formulations describing their effect on one another.

Victory 1.

Illus. Rogier Vandebeek 57 / 87 267

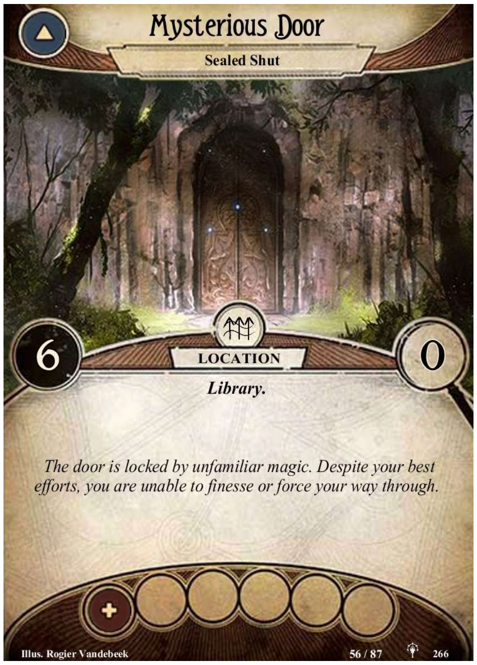


Mysterious Door

LOCATION

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

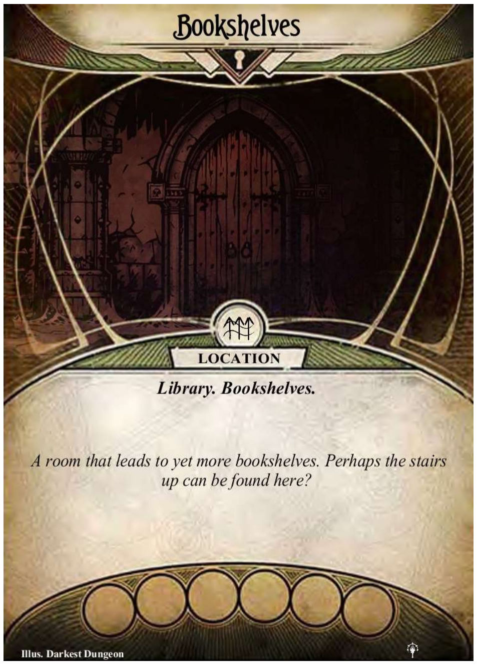
Sealed Shut

6 LOCATION 0

Library.

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

Illus. Rogier Vandebeek 56 / 87 266



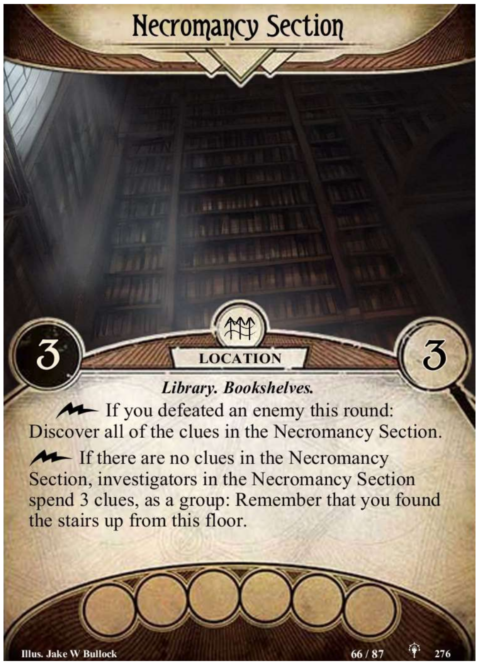
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Necromancy Section

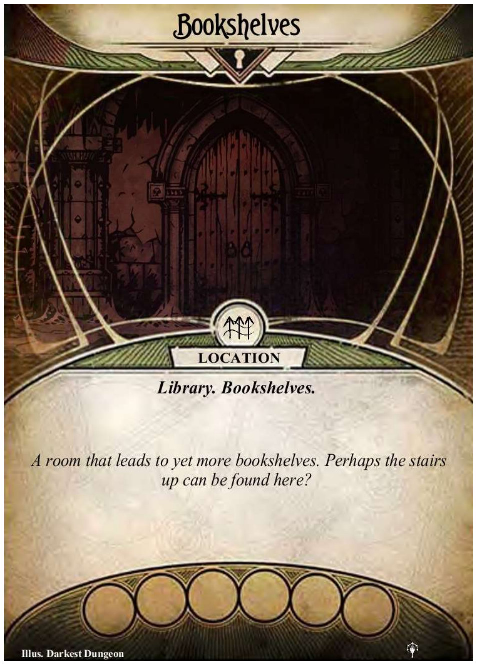
3 LOCATION 3

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. Jake W Bullock 66 / 87 276



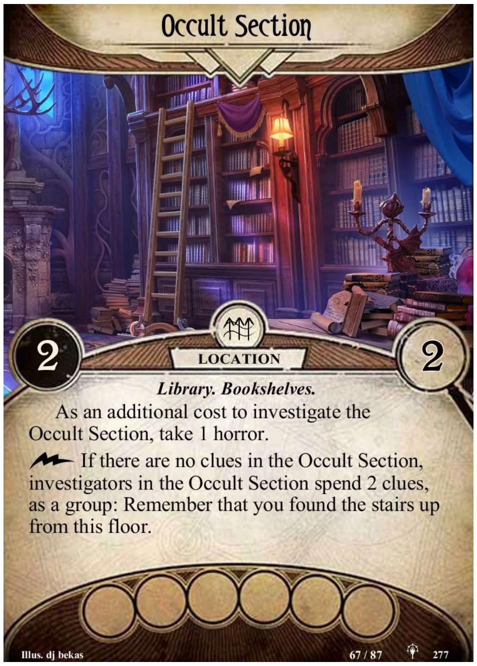
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Occult Section

2

2

LOCATION

Library. Bookshelves.

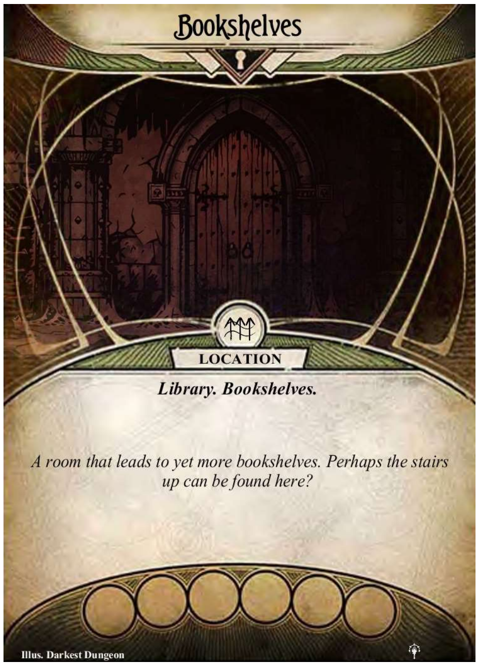
As an additional cost to investigate the Occult Section, take 1 horror.

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

Illus. dj bekas

67 / 87

277



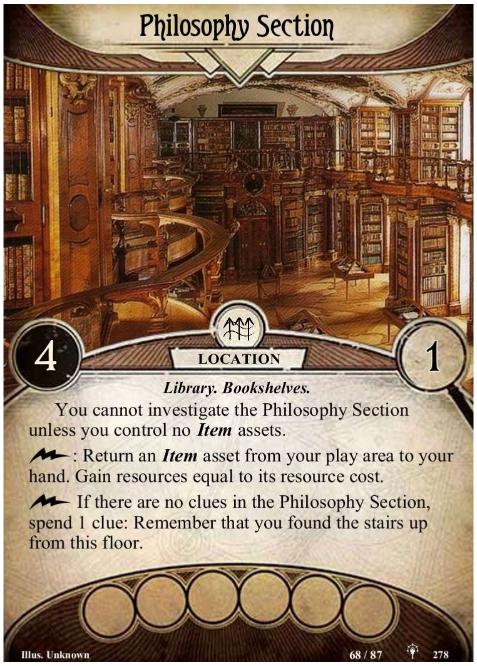
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Philosophy Section

4

1

LOCATION

Library. Bookshelves.

You cannot investigate the Philosophy Section unless you control no ***Item*** assets.

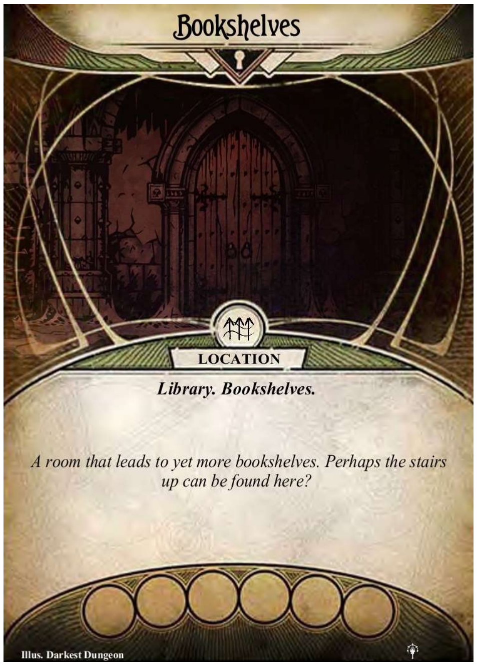
➝: Return an ***Item*** asset from your play area to your hand. Gain resources equal to its resource cost.

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

Illus. Unknown

68 / 87

278



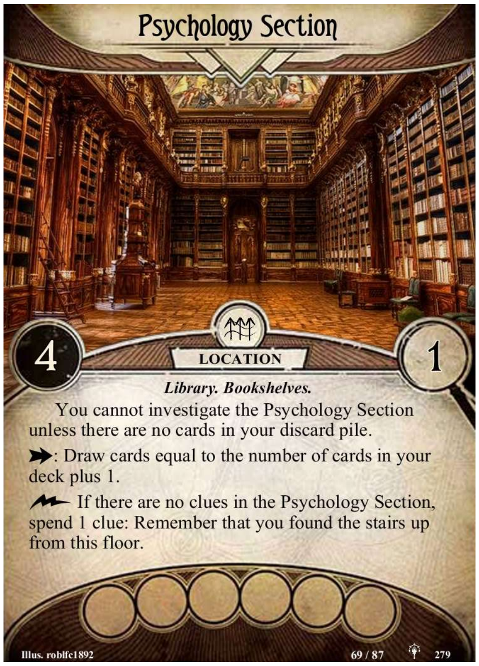
Bookshelves

LOCATION

Library. Bookshelves.

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

Illus. Darkest Dungeon



Psychology Section

4

1

LOCATION

Library. Bookshelves.

You cannot investigate the Psychology Section unless there are no cards in your discard pile.

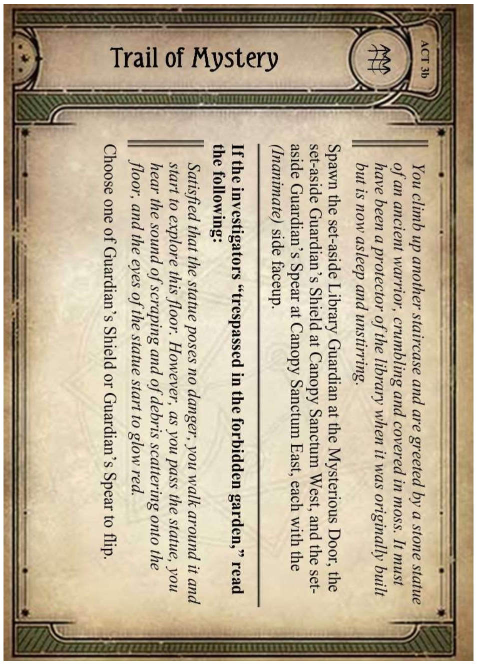
➤: Draw cards equal to the number of cards in your deck plus 1.

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

Illus. roblfc1892

69 / 87

279



ACT 3b

Trail of Mystery

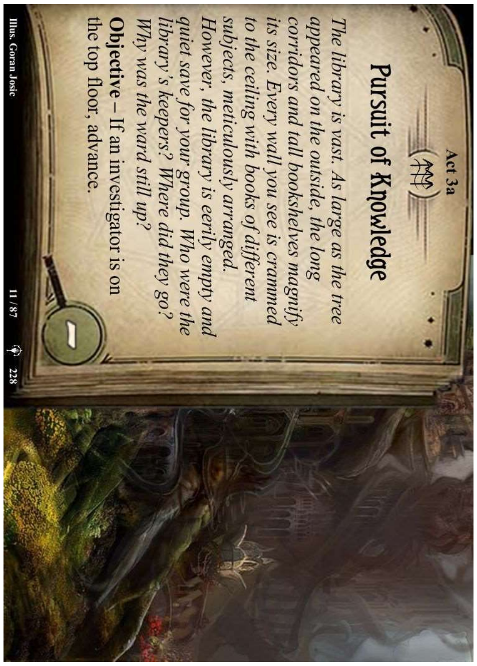
You climb up another staircase and are greeted by a stone statue of an ancient warrior, crumbling and covered in moss. It must have been a protector of the library when it was originally built but is now asleep and unstirring.

Spawn the set-aside Library Guardian at the Mysterious Door, the set-aside Guardian's Shield at Canopy Sanctum West, and the set-aside Guardian's Spear at Canopy Sanctum East, each with the *(Inanimate)* side faceup.

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

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

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



Act 3a

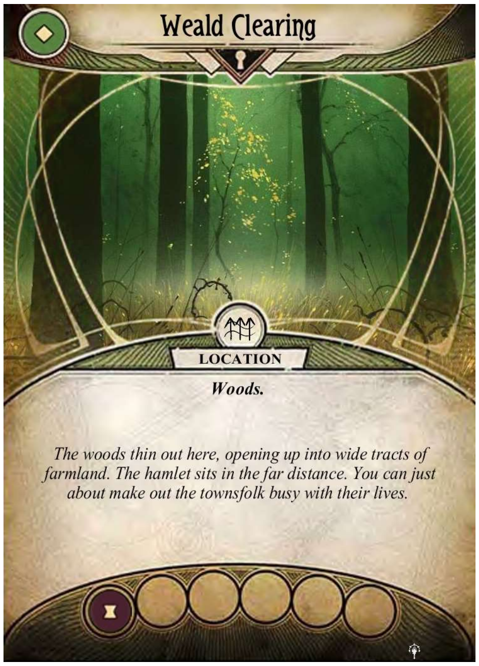
Pursuit of Knowledge

The library is vast. As large as the tree appeared on the outside, the long corridors and tall bookshelves magnify its size. Every wall you see is crammed to the ceiling with books of different subjects, meticulously arranged. However, the library is eerily empty and quiet save for your group. Who were the library's keepers? Where did they go? Why was the ward still up?

Objective – If an investigator is on the top floor, advance.

1

Illus. Goran Josic 11 / 87 228

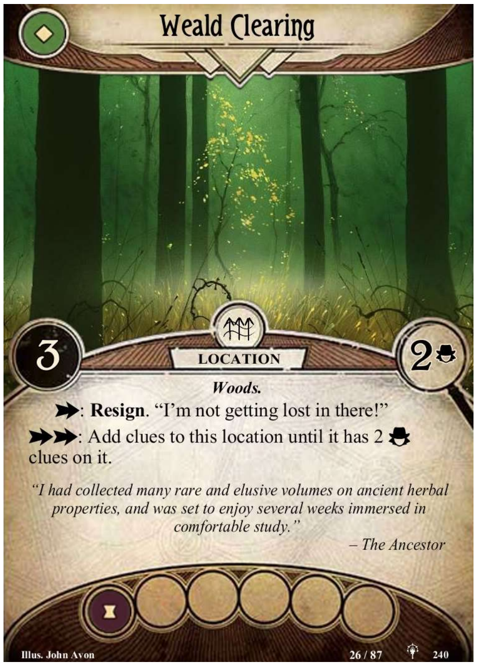


Weald Clearing

LOCATION

Woods.

The woods thin out here, opening up into wide tracts of farmland. The hamlet sits in the far distance. You can just about make out the townsfolk busy with their lives.



Weald Clearing

3 LOCATION 2

Woods.

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

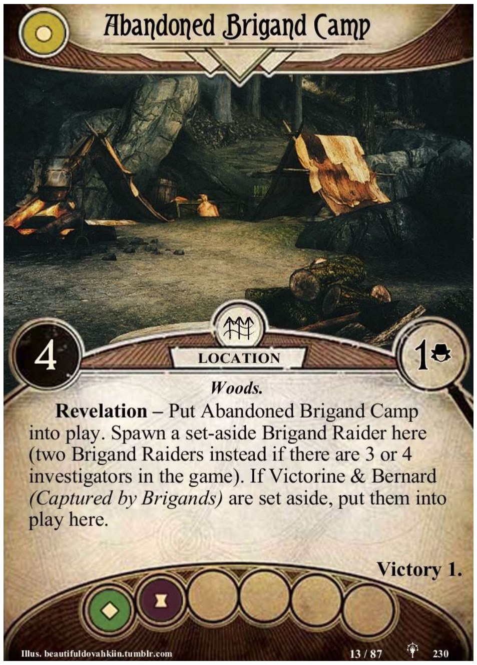
➤➤➤: Add clues to this location until it has 2 clues on it.

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

– The Ancestor

Illus. John Avon 26 / 87 240

Encounter card back



Abandoned Brigand Camp

4

LOCATION

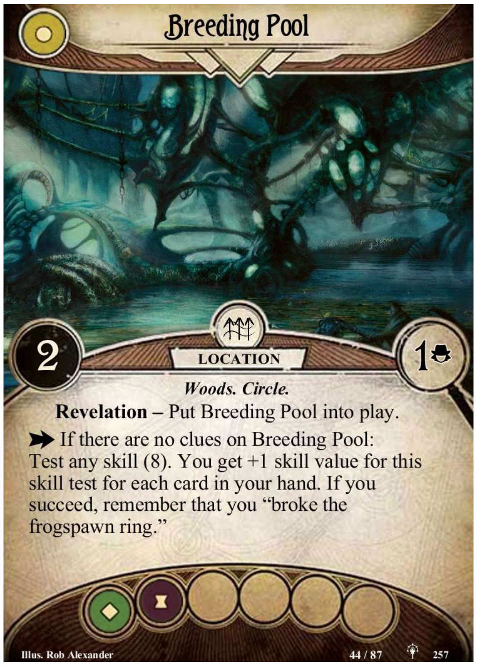
1

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

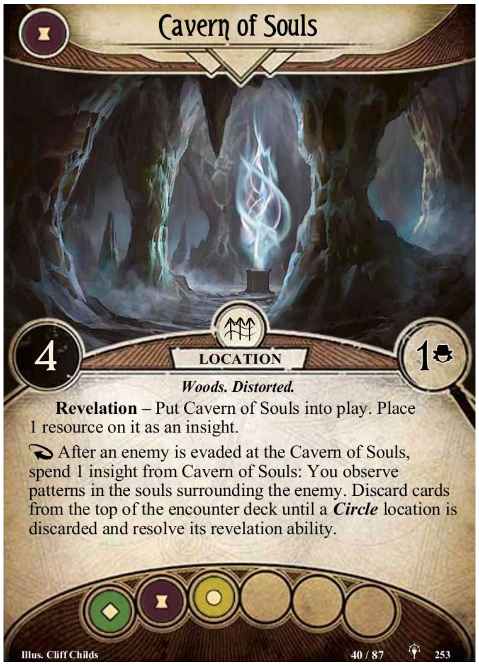
1

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

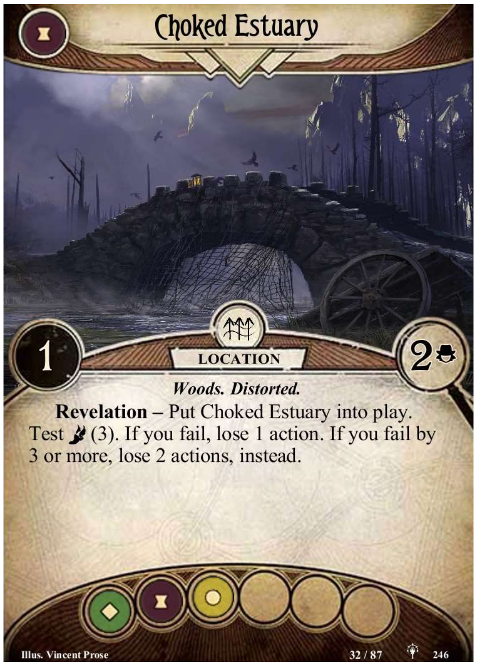
1

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

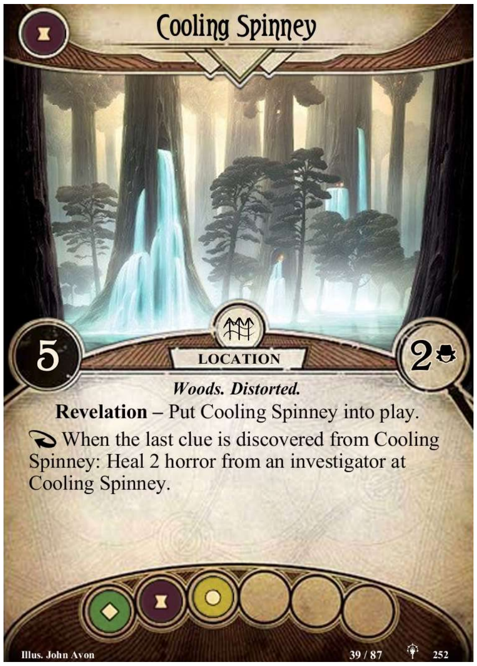
LOCATION

2

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

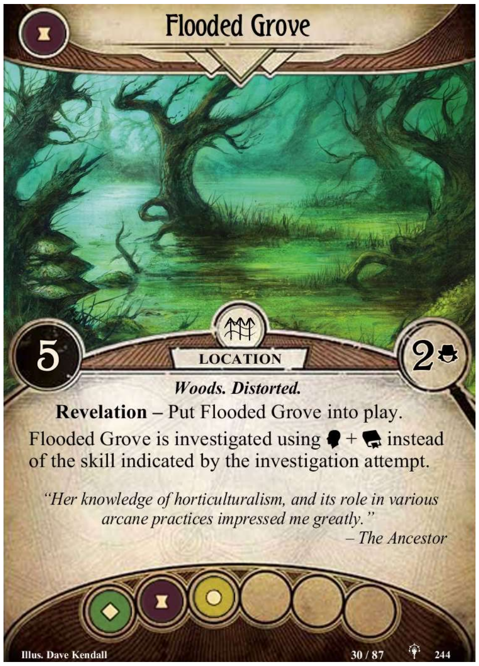
2

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

2

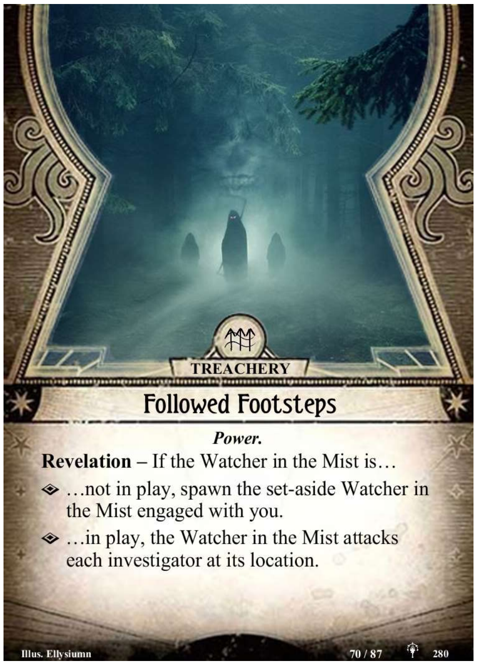
Woods. Distorted.

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



TREACHERY

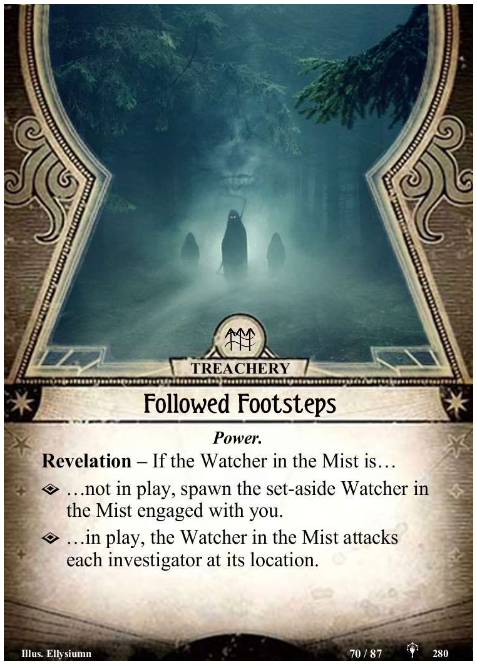
Followed Footsteps

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. Ellysiumn 70 / 87 280



TREACHERY

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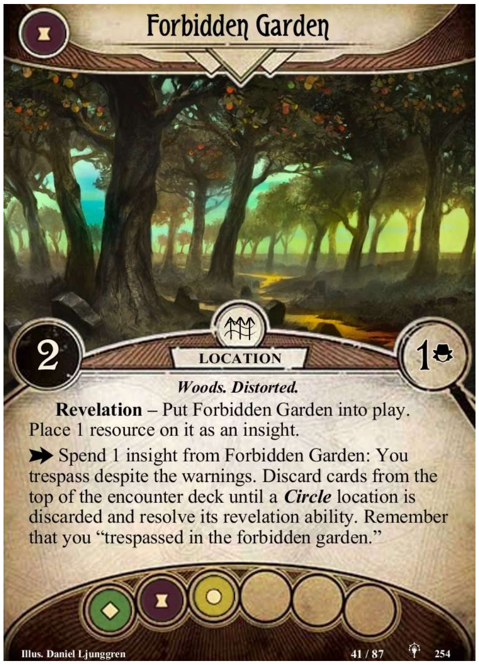
Illus. Ellysiumn 70 / 87 280



Forbidden Garden

2

LOCATION

1

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.”

Illus. Jung Park 45 / 87 258

Fungal Infection

TREACHERY

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.

72 / 87 281

Fungal Infection

TREACHERY

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.

72 / 87 281

Fungal Infection

TREACHERY

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.

72 / 87 281

Fungal Reaches

2

LOCATION

3🕵

Woods. Distorted.

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

Illus. Anthony Brault 34 / 87 248

Graven Cairns

3

LOCATION

1🕵

Woods. Circle.

Revelation – Put Graven Cairns into play.

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

Illus. Rob Alexander 46 / 87 259

Grim Backwoods

5

LOCATION

2🕵

Woods. Distorted.

Revelation – Put Grim Backwoods into play.

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

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

Illus. Vincent Proce 29 / 87 243

Hateful Virago

1 2 2

Humanoid. Witch.

Prey – Lowest 👟.

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

ENEMY

75 / 87 282

Hateful Virago

1 2 2

Humanoid. Witch.

Prey – Lowest 👟.

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

ENEMY

75 / 87 282

Hermit's Hovel

2 LOCATION 1

Woods. Circle.

Revelation – Put Hermit's Hovel into play.

➤ If there are no clues on Hermit's Hovel: Test any skill (9). You get +1 skill value for this skill test for each resource in your resource pool. If you succeed, remember that you "bargained with the hermit."

Illus. Wayne Reynolds 47 / 87 260

Isolated Chapel

4 LOCATION 2

Woods. Distorted.

Revelation – Put Isolated Chapel into play and move to it. Search the encounter deck and discard pile for an enemy and spawn it at your previous location. Shuffle the encounter deck.

Enemies cannot move into the Isolated Chapel. *(Enemies can still spawn here.)*

Illus. Cliff Childs 36 / 87 250

Leechridden Swamp

5 LOCATION 2

Woods. Distorted.

Revelation – Put Leechridden Swamp into play.

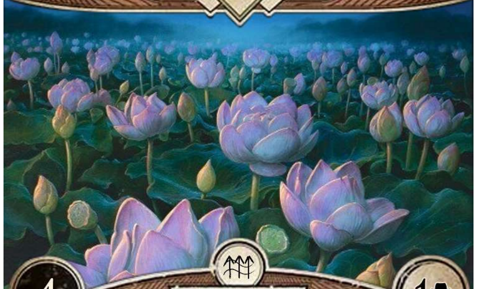
Leechridden Swamp is investigated using + instead of the skill indicated by the investigation attempt.

"She quaffed all manner of strange fungii, herbs and concoctions, intent on gaining some insight into the horror we both knew to be growing beneath us."

– The Ancestor

Illus. Largs Grant-West 31 / 87 245

Lotus Field



4 LOCATION 1

Woods. Circle.

Revelation – Put Lotus Field into play.

➤ If there are no clues on Lotus Field: Test + + + (12). If you succeed, remember that you "displaced the leyline."

Illus. John Avon 48 / 87 261

Murmuring Bosk

5 LOCATION 1

Woods.

(Murmuring Bosk is not ***Distorted.****)*

Revelation – Put Murmuring Bosk into play and move to it. You cannot leave Murmuring Bosk this round. Cannot be canceled.

Illus. Murmuring Bosk 37 / 87 251

TREACHERY

Noxious Vapors

Hazard.

Revelation – You must either (choose one):

- Test (2) to hold your breath. For each point you fail by, take 1 damage and 1 horror.
- Test (4) to flee the area. If you succeed, move to a connecting location. If you fail, take 1 damage. If you fail by 3 or more, take 1 horror.

Illus. Hari Menon 77 / 87 283

TREACHERY

Noxious Vapors

Hazard.

Revelation – You must either (choose one):

- Test (2) to hold your breath. For each point you fail by, take 1 damage and 1 horror.
- Test (4) to flee the area. If you succeed, move to a connecting location. If you fail, take 1 damage. If you fail by 3 or more, take 1 horror.

Illus. Hari Menon 77 / 87 283

TREACHERY

Noxious Vapors

Hazard.

Revelation – You must either (choose one):

- Test (2) to hold your breath. For each point you fail by, take 1 damage and 1 horror.
- Test (4) to flee the area. If you succeed, move to a connecting location. If you fail, take 1 damage. If you fail by 3 or more, take 1 horror.

Illus. Hari Menon 77 / 87 283

TREACHERY

Quag Sickness

Hazard.

Revelation – Put Quag Sickness into play in your threat area.

You get –1 to each of your skills.

Forced – At the end of the round: Discard Quag Sickness.

Illus. Eric Lacombe 80 / 87 284

TREACHERY

Quag Sickness

Hazard.

Revelation – Put Quag Sickness into play in your threat area.

You get –1 to each of your skills.

Forced – At the end of the round: Discard Quag Sickness.

Illus. Eric Lacombe 80 / 87 284

TREACHERY

Quag Sickness

Hazard.

Revelation – Put Quag Sickness into play in your threat area.

You get –1 to each of your skills.

Forced – At the end of the round: Discard Quag Sickness.

Illus. Eric Lacombe 80 / 87 284

Reflecting Pool

3 LOCATION 1

Woods. Distorted.

Revelation – Put Reflecting Pool into play. Place 1 resource on it as an insight.

When you initiate an investigation: You gaze into the inverse world. Reflecting Pool gains +3 shroud for this investigation. If you succeed, spend 1 insight from Reflecting Pool to discard cards from the top of the encounter deck until a ***Circle*** location is discarded and resolve its revelation ability.

Illus. Fred Fields 42 / 87 255

Salt Marsh

1 LOCATION 2

Woods. Distorted.

Revelation – Put Salt Marsh into play. Test (3). If you fail, take 1 horror. If you fail by 3 or more, each ***Ally*** asset you control takes 1 direct horror.

Illus. John Avon 33 / 87 247

Scalding Tarn

1 LOCATION 2

Woods. Distorted.

Revelation – Put Scalding Tarn into play. Test (3). If you fail, take 1 damage. If you fail by 3 or more, each ***Ally*** asset you control takes 1 direct damage.

Illus. Ryan Yee 35 / 87 249

Shimmering Grotto

3 LOCATION 1

Woods. Circle.

Revelation – Put Shimmering Grotto into play.

➤ If there are no clues on Shimmering Grotto: Test + (7). If you succeed, remember that you "removed the lodestone."

Illus. Alan Pollack 49 / 87 262

TREACHERY

Strangling Spores

Hazard.

Revelation – Put Strangling Spores into play in your threat area.

Forced – At the end of your turn: Take 1 direct damage.

➤: Test or (3) to clear your lungs. If you succeed, discard Strangling Spores. You may spend an action to automatically succeed.

Illus. Jairo Guerrero 83 / 87 285

TREACHERY

Strangling Spores

Hazard.

Revelation – Put Strangling Spores into play in your threat area.

Forced – At the end of your turn: Take 1 direct damage.

➤: Test or (3) to clear your lungs. If you succeed, discard Strangling Spores. You may spend an action to automatically succeed.

Illus. Jairo Guerrero 83 / 87 285

Sylvan Library

2 LOCATION 1

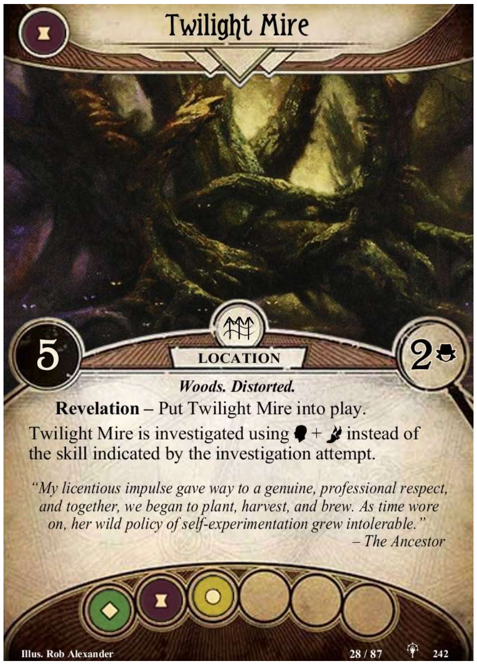
Woods. Circle.

Revelation – Put Sylvan Library into play.

> *"The change in her was appalling, and, no longer able to stomach it, I sent her to live in the Weald, where her wildness would be welcomed."*
>
> *– The Ancestor*

Victory 1.

Illus. Goran Josic 27 / 87 241



Twilight Mire

5 LOCATION 2

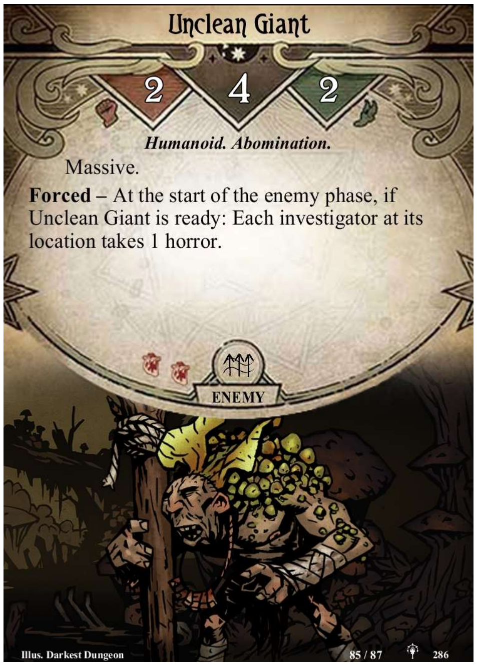
Woods. Distorted.

Revelation – Put Twilight Mire into play.

Twilight Mire is investigated using 🧠 + 🦶 instead of the skill indicated by the investigation attempt.

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

Illus. Rob Alexander 28 / 87 242



Unclean Giant

2 4 2

Humanoid. Abomination.

Massive.

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

ENEMY

Illus. Darkest Dungeon 85 / 87 286

Unclean Giant

2 4 2

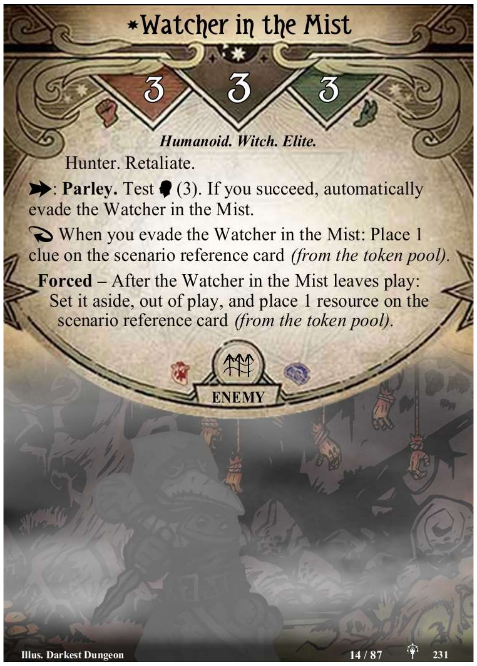
Humanoid. Abomination.

Massive.

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

ENEMY

Illus. Darkest Dungeon 85 / 87 286



*Watcher in the Mist

3 3 3

Humanoid. Witch. Elite.

Hunter. Retaliate.

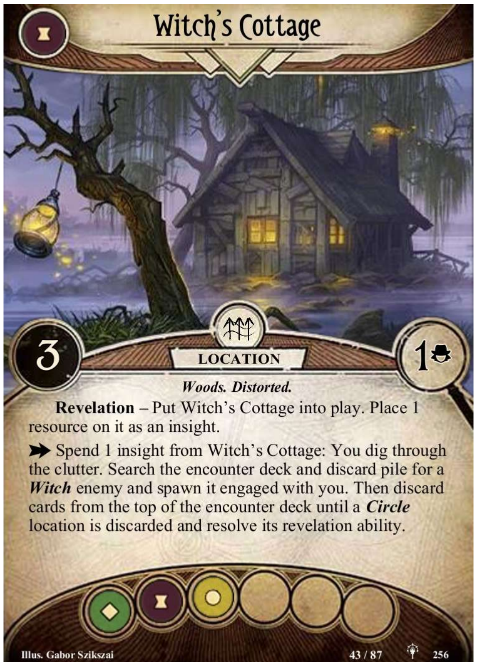
➤: **Parley.** Test 🧠 (3). If you succeed, automatically evade the Watcher in the Mist.

↺ When you evade the Watcher in the Mist: Place 1 clue on the scenario reference card *(from the token pool).*

Forced – After the Watcher in the Mist leaves play: Set it aside, out of play, and place 1 resource on the scenario reference card *(from the token pool).*

ENEMY

Illus. Darkest Dungeon 14 / 87 231



Witch's Cottage

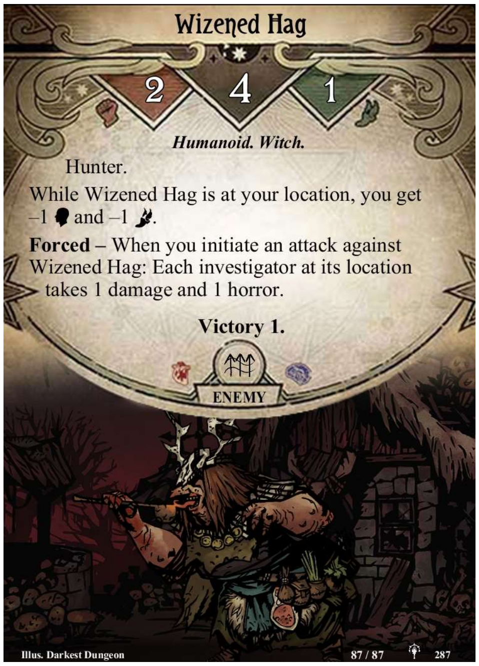
3 LOCATION 1

Woods. Distorted.

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

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

Illus. Gabor Szikszai 43 / 87 256



Wizened Hag

2 4 1

Humanoid. Witch.

Hunter.

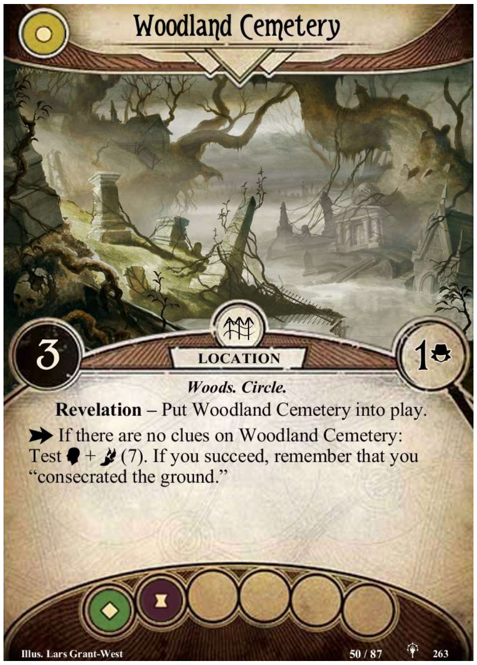
While Wizened Hag is at your location, you get –1 🧠 and –1 🦶.

Forced – When you initiate an attack against Wizened Hag: Each investigator at its location takes 1 damage and 1 horror.

Victory 1.

ENEMY

Illus. Darkest Dungeon 87 / 87 287



Woodland Cemetery

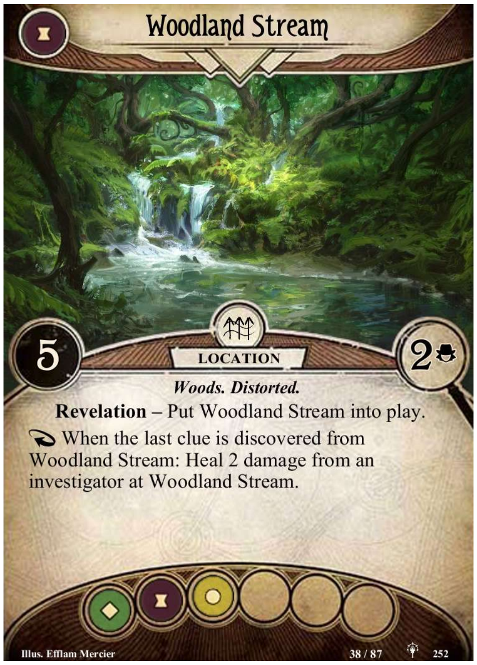
3 LOCATION 1

Woods. Circle.

Revelation – Put Woodland Cemetery into play.

➤ If there are no clues on Woodland Cemetery: Test 🧠 + 🦶 (7). If you succeed, remember that you "consecrated the ground."

Illus. Lars Grant-West 50 / 87 263



Woodland Stream

5 LOCATION 2

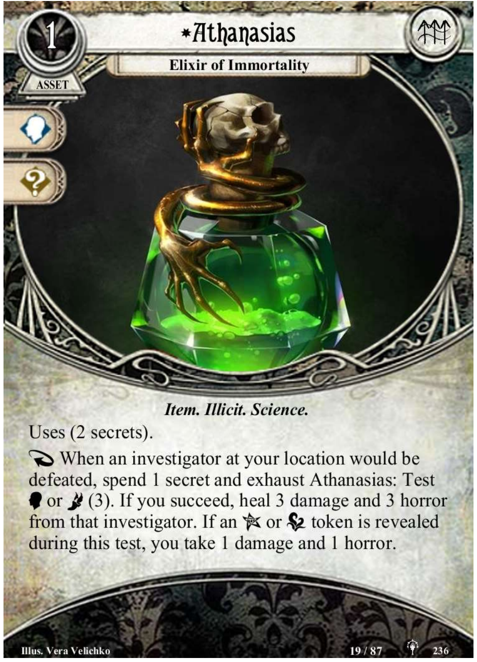
Woods. Distorted.

Revelation – Put Woodland Stream into play.

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

Illus. Efflam Mercier 38 / 87 252

Player card back


1
ASSET

∗Athanasias

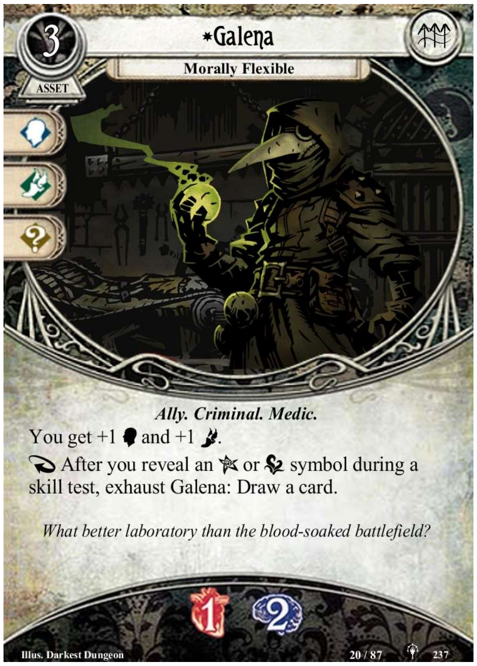
Elixir of Immortality

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.

Illus. Vera Velichko 19 / 87 236


3
ASSET

∗Galena

Morally Flexible

Ally. Criminal. Medic.

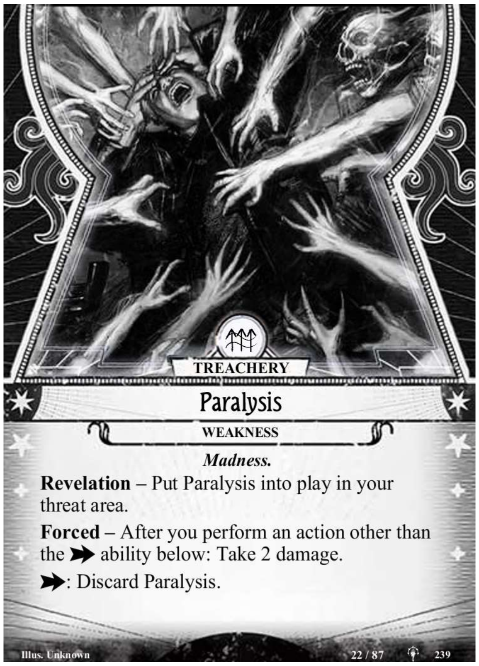
You get +1 ● and +1 ⚡.

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

What better laboratory than the blood-soaked battlefield?

1 2

Illus. Darkest Dungeon 20 / 87 237


TREACHERY

Paralysis

WEAKNESS

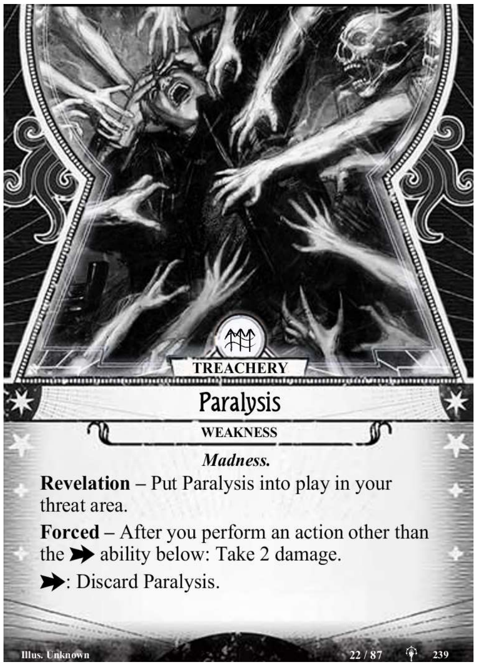
Madness.

Revelation – Put Paralysis into play in your threat area.

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

➤➤: Discard Paralysis.

Illus. Unknown 22 / 87 239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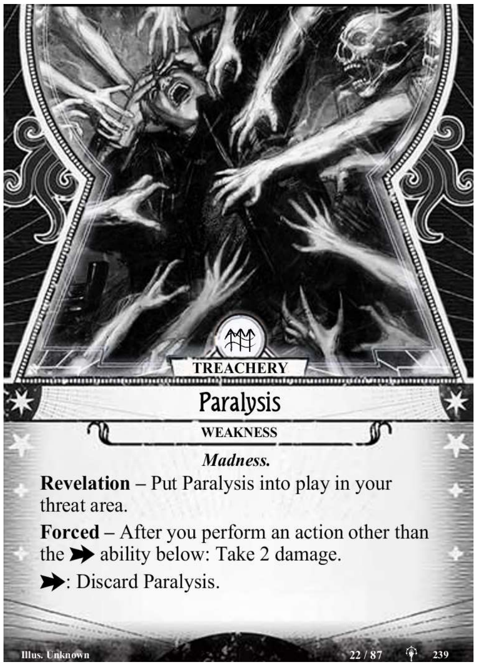
Illus. Unknown 22 / 87 239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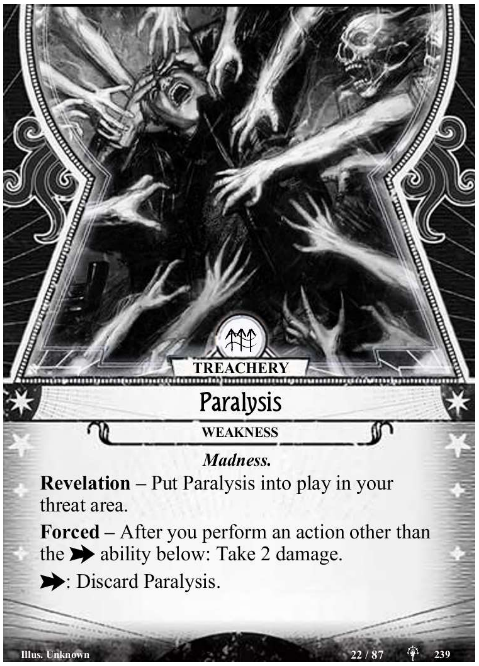
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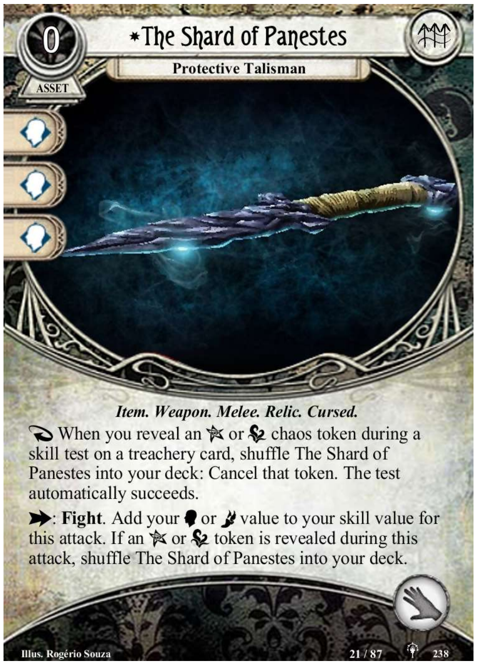
➤➤: Discard Paralysis.

Illus. Unknown 22 / 87 239


0
ASSET

∗The Shard of Panestes

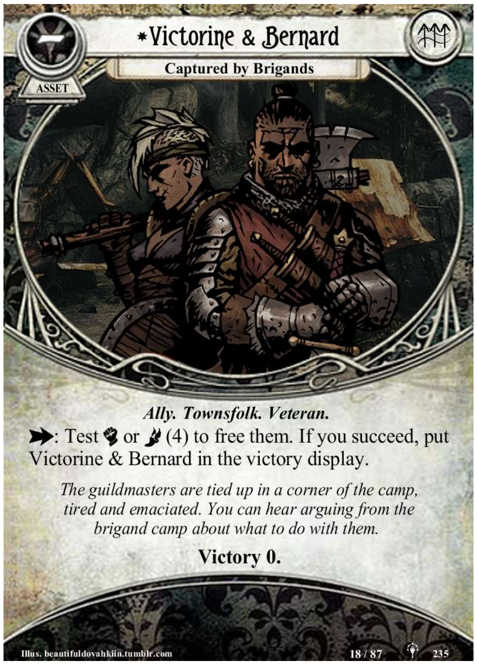
Protective Talisman

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.

Illus. Rogério Souza 21 / 87 238


–
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.

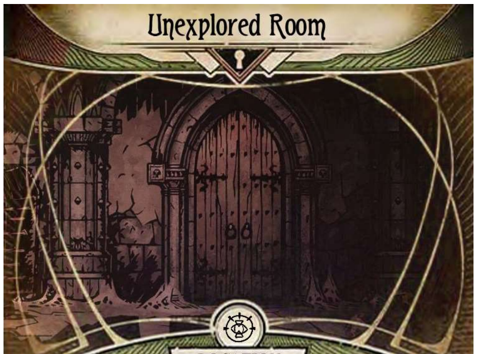
The guildmasters are tied up in a corner of the camp, tired and emaciated. You can hear arguing from the brigand camp about what to do with them.

Victory 0.

Illus. beautifuldovahkiin.tumblr.com 18 / 87 235

Scenario 6 - Summoning Courage
Double-sided

Unexplored Room



LOCATION

Dungeon.

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

What lies behind the door?

Illus. Darkest Dungeon

Altar

3 LOCATION 2

Dungeon.

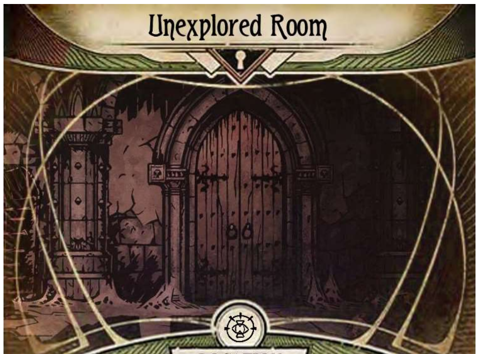
Forced – When the last clue is discovered from the Altar, if the light level is 3 or higher: Place 1 doom on the current "a" agenda. This effect can cause the agenda to advance.

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

Legacy 1.
Victory 1.

Illus. Jason Gullion 43 / 65 323

Unexplored Room



LOCATION

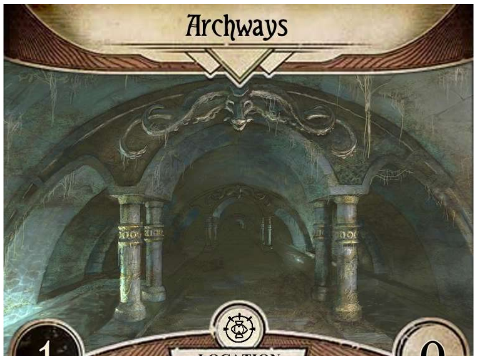
Dungeon.

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. Darkest Dungeon

Archways



1 LOCATION 0

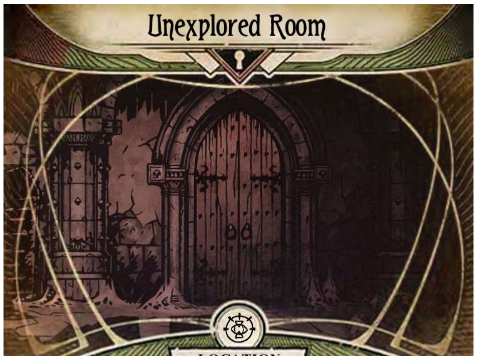
Dungeon. Corridor.

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

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

Illus. Nicholas Cloister 55 / 65 333

Unexplored Room



LOCATION

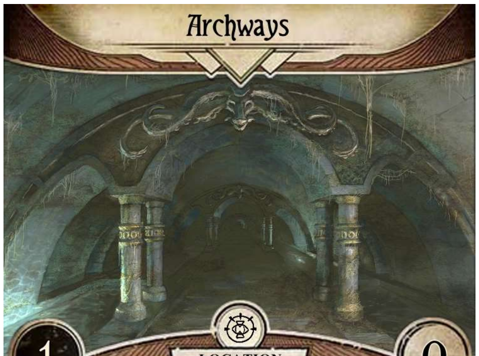
Dungeon.

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. Darkest Dungeon

Archways



1 LOCATION 0

Dungeon. Corridor.

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

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

Illus. Nicholas Cloister 55 / 65 333

AGENDA 2d

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, "Its patrol is changing. It's on the move again. Hide!"*

Each investigator may move to a connecting location.

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

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

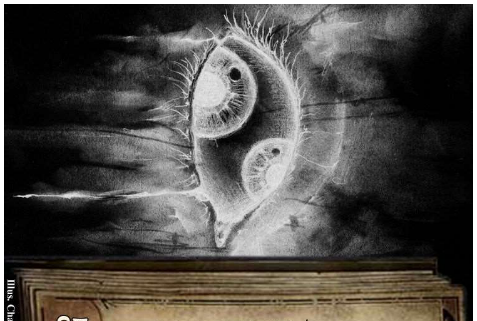
Resolve the hunter keyword on each ***Ordained*** enemy in play.

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

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

> *Galena whispers, "That eye is really creepy. Come on, we have finish the ritual before it catches me. Us. I meant us."*

Ready Ordained Cardinal.



Agenda 2c

Bishop on Alert

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

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

5

Illus. Chad Wehrle 5 / 65 292

AGENDA 3d

Maximum Alert

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

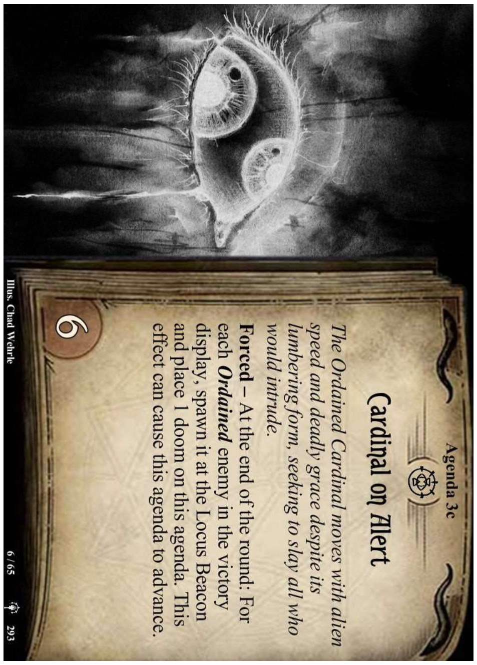
> *Otto is observing the movement patterns of the Ordained when he warns the group, "Something's up. They're breaking patrol again. Hide!"*

Each investigator may move to a connecting location.

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

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

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



Agenda 3c

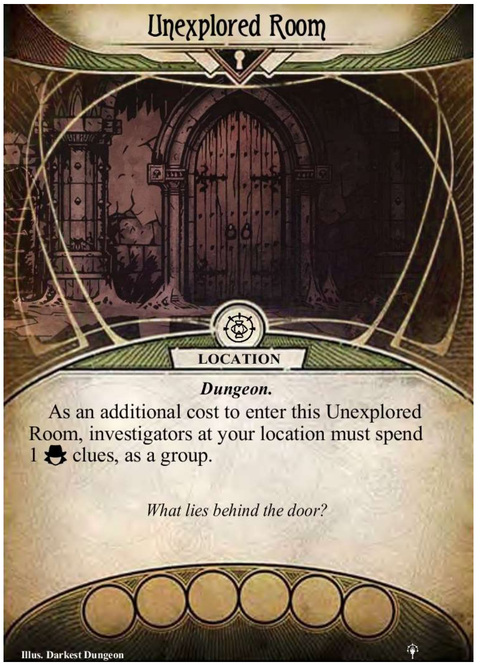
Cardinal on Alert

The Ordained Cardinal moves with alien speed and deadly grace despite its lumbering form, seeking to slay all who would intrude.

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.

6

Illus. Chad Wehrle 6 / 65 293



Unexplored Room

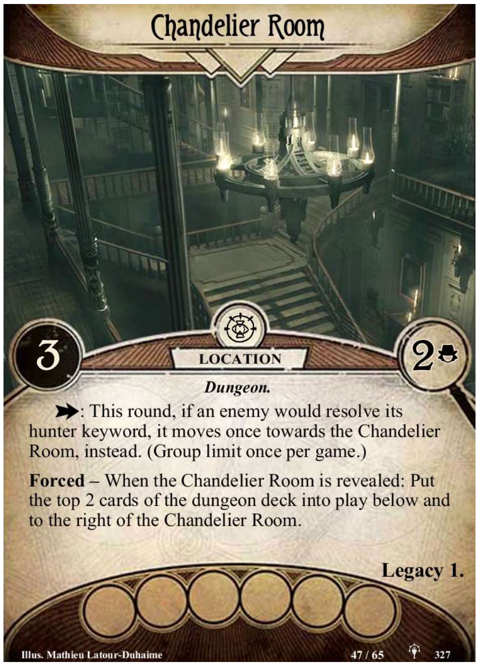
LOCATION

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. Darkest Dungeon



Chandelier Room

3 LOCATION 2👤

Dungeon.

➤: This round, if an enemy would resolve its hunter keyword, it moves once towards the Chandelier Room, instead. (Group limit once per game.)

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

Legacy 1.

Illus. Mathieu Latour-Duhaime 47 / 65 327

Unexplored Room

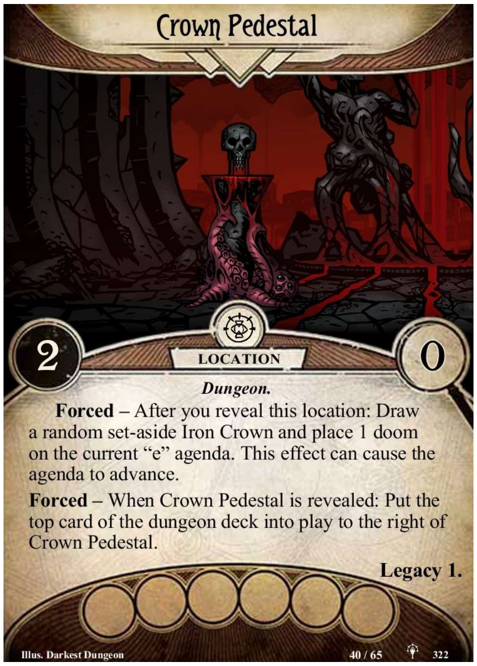
LOCATION

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. Darkest Dungeon



Crown Pedestal

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Iron Crown and place 1 doom on the current "e" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 40 / 65 322

Crown Pedestal

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Iron Crown and place 1 doom on the current "e" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 40 / 65 322

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. Darkest Dungeon

Crown Pedestal

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Iron Crown and place 1 doom on the current "e" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 40 / 65 322

Unexplored Room

LOCATION

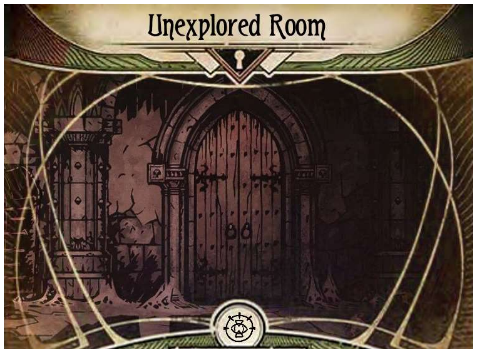
Dungeon.

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. Darkest Dungeon

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. Darkest Dungeon

Echo Chamber

2 LOCATION 2

Dungeon.

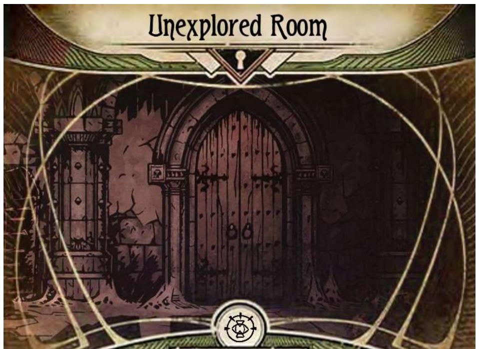
➤ If the light level is 2 or lower: **Evade.** Automatically evade an enemy at a connecting location. (Group limit once per game.)

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

Legacy 1.

Illus. Miguel Lleras 48 / 65 328

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. Darkest Dungeon

Foyer

1 LOCATION 3

Dungeon.

Forced – After an enemy enters an adjacent location during the enemy phase, if the light level is 3 or higher and an investigator is in the Foyer: Move that enemy to the Foyer.

Forced – When the Foyer is revealed: Put the top 3 cards of the dungeon deck into play above, below, to the left, and to the right of the Foyer.

Legacy 1.
Victory 1.

Illus. Maciej Wojtala 44 / 65 324

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. Darkest Dungeon

Haunted Corridor

2 LOCATION 1

Dungeon. Corridor.

Forced – After you reveal Haunted Corridor: Lose all remaining actions or take 1 horror for each action you have remaining.

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

Illus. Chris Drysdale 45 / 65 325

The Warlord Stirs

AGENDA 2f

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

> *Otto is quietly keeping watch over the perimeter when he hisses, "Its patrol is changing. It's on the move again. Hide!"*

Each investigator may move to a connecting location.

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

> *You hear the same clicking noise echo through the dungeons. Another member of the Templar cannot be good news.*

Resolve the hunter keyword on each ***Templar*** enemy in play. Spawn the set-aside Templar Warlord at the Locus Beacon, exhausted and unengaged.

Additionally, if *the investigators control* The Shard of Panestes, read the following:

> *The Shard of Panestes pulses with warmth again, and the newly emerged creature starts its search with a burst of vigor.*

Ready Templar Warlord.

Agenda 2e

Impaler on Guard

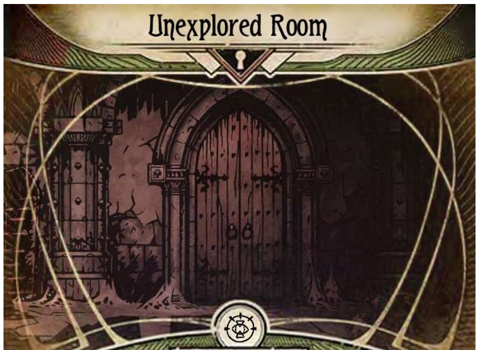
The Templar are monstrous creatures from a realm beyond the Locus Beacon and guard it against intruders with their unnatural speed and regeneration.

Forced – At the end of the round: For each ***Templar*** 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.

5

Illus. Chad Wehrle 9 / 65 296

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. Darkest Dungeon

Locus Beacon

4 LOCATION 0

Dungeon.

Ignore the text on unrevealed locations adjacent to the Locus Beacon.

Forced – When the Locus Beacon is revealed: Put the top 3 cards of the dungeon deck into play above, below, and to the right of the Locus Beacon.

Illus. Darkest Dungeon 36 / 65 320

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. Darkest Dungeon

Orb Reliquary

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Golden Orb and place 1 doom on the current "c" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 37 / 65 321

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. Darkest Dungeon

Orb Reliquary

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Golden Orb and place 1 doom on the current "c" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 37 / 65 321

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. Darkest Dungeon

Orb Reliquary

2 LOCATION 0

Dungeon.

Forced – After you reveal this location: Draw a random set-aside Golden Orb and place 1 doom on the current "c" agenda. This effect can cause the agenda to advance.

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

Legacy 1.

Illus. Darkest Dungeon 37 / 65 321

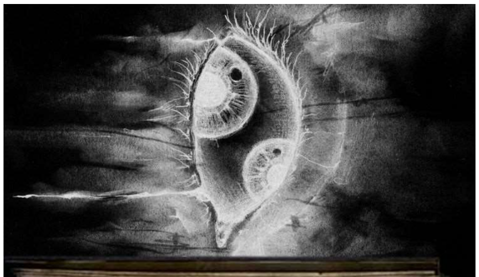
The Cat is Dead

AGENDA 4d

You should not be here.

Take 1 direct horror.

Flip this agenda back over.



Agenda 4c

Ordained Lockdown

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

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

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

Illus. Chad Wehrle 7 / 65 294

The Bishop Stirs

AGENDA 1d

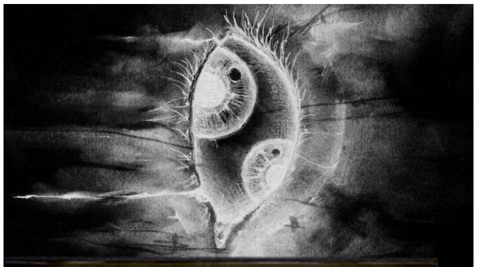
A quiet hiss can be heard echoing throughout the dungeons. Something woke up and you doubt it is friendly.

Shuffle each set-aside copy of Raised Alarm into the encounter deck, along with the encounter discard pile. Spawn the set-aside Ordained Bishop at the Locus Beacon, exhausted and unengaged.

Check your Campaign Log. If *Galena* is an expedition member, read the following:

> *Galena curses under her breath. "They're here already. Tch. We have to get moving! The Ordained are extremely persistent and... may be looking for me... "*

Ready Ordained Bishop.



Agenda 1c

Ordained on Alert

You have a feeling you are being watched...

3

Illus. Chad Wehrle 4 / 65 291

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. Darkest Dungeon

Rubble-Filled Corridor

2 LOCATION 1👤

Dungeon. Corridor.

Forced – After you reveal the Rubble-Filled Corridor: Lose all remaining actions or take 1 damage for each action you have remaining.

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

Illus. mingrutu 46 / 65 326

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. Darkest Dungeon

Service Corridor

2 LOCATION 1👤

Dungeon. Corridor.

➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 49 / 65 329

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. Darkest Dungeon

Service Corridor

2 LOCATION 1👤

Dungeon. Corridor.

➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 49 / 65 329

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. Darkest Dungeon

Service Corridor

2 LOCATION 1

Dungeon. Corridor.

➤: **Move.** Move to another Service Corridor.

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

Illus. Eugen [zetik] Cherenkov 49 / 65 329

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. Darkest Dungeon

Sewer Passage

4 LOCATION 1

Dungeon.

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

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

Legacy 1.

Illus. Sabin Boykinov 52 / 65 330

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. Darkest Dungeon

Stairwell

1 LOCATION 0

Dungeon. Corridor.

➤: **Resign**. "This whole place is cursed!"

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

Illus. Eugen [zetik] Cherenkov 35 / 65 319

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. Darkest Dungeon

Storeroom

5 LOCATION 2

Dungeon.

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

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

Legacy 1.
Victory 1.

Illus. Tai-atari 53 / 65 331

Summoning Courage

HARD / EXPERT

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

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

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

–7. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.

1 / 65 288b

Summoning Courage

EASY / STANDARD

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

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

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

–5. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.

1 / 65 288a

AGENDA 1f

The Impaler Stirs

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

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

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

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

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

Ready Templar Impaler.

Act 1a

The Locus Beacon

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

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

Illus. Darkest Dungeon

ACT 2b

Ritual Summons

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

(→R2)

Agenda 4e

Templar Lockdown

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

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

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

Illus. Chad Wehrle

ACT 1b

Material Requirements

Check your Campaign Log. If *the investigators received assistance from Kezia,* 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 Kezia theorised, 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.*

Act 2a

Three Crowns

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

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

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

Illus. Darkest Dungeon

AGENDA 4f

The Cat is Dead

You should not be here.

Take 1 direct damage.

Flip this agenda back over.

Agenda 1e

Templar on Guard

You have a feeling you are being watched…

3

Illus. Chad Wehrle

ACT 2b

Ritual Summons

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

(→R3)

Torture Chamber

5 LOCATION 2🕵

Dungeon.

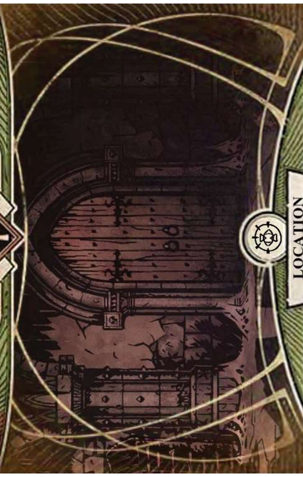
While the light level is 2 or lower, ignore the text on unrevealed locations adjacent to the Torture Chamber.

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.

Illus. Katie Watersell 57 / 65 334

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. Darkest Dungeon

Act 2a

Three Orbs

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

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

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

1

Illus. Darkest Dungeon 13 / 65 300

AGENDA 2b

Light Fades

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

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

◈ If the light level is 0, proceed to **(→R1)**.

◈ Otherwise, flip this agenda back over.

Agenda 1a

Under Torchlight (v. VI)

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

Each location is connected to each location adjacent to it.

5

Illus. Darkest Dungeon 2 / 65 289

AGENDA 1b

Light Fades

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 Shuffling Horror is set aside, read the following:

You sense movement behind you along with the same shuffling sound that has haunted you throughout the dungeons.

Spawn the set-aside Shuffling Horror at the Stairwell.

For each of the following cards that are set aside, add them to any investigator's hand:

◈ Alaq Shaira

◈ Nashwa Hassan *(Scholar of Life and Death)*

◈ The Necronomicon *(Alhazred Translation)*

Agenda 2a

Under Torchlight (v. VII)

3

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.)

Illus. Darkest Dungeon

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. Darkest Dungeon

Unfinished Corridor

2 LOCATION 1

Dungeon. Corridor.

➤➤ If the light level is 2 or lower: Deal 3 damage to an enemy engaged with you. This action does not provoke attacks of opportunity. (Group limit once per game.)

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

Illus. Markus Lovadina

Maximum Guard

AGENDA 3f

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

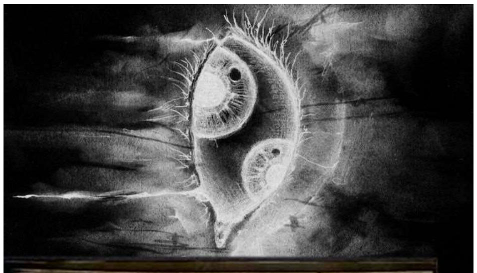
> *Otto is observing the movement patterns of the Templar when he hisses to the group, "Something's up. They're breaking patrol again. Hide!"*

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.



Agenda 3e

Warlord on Guard

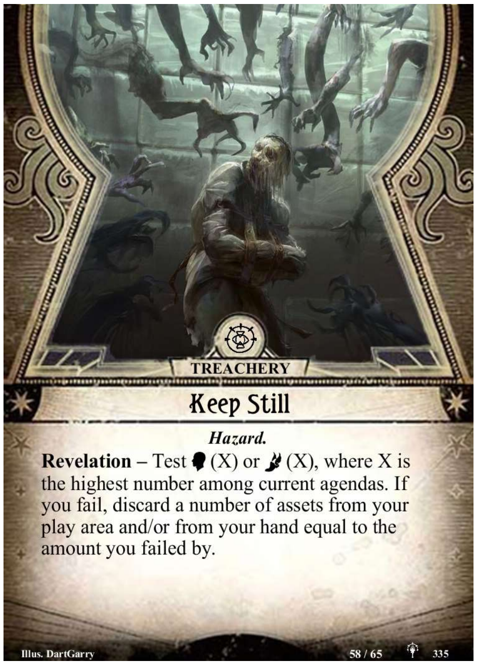
6

The Templar Warlord moves with alien speed and deadly precision despite its lumbering form, seeking to slay all who would intrude.

Forced – At the end of the round: For each ***Templar*** 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.

Illus. Chad Wehrle

Encounter card back



TREACHERY

Keep Still

Hazard.

Revelation – Test 👤 (X) or 🪶 (X), where X is the highest number among current agendas. If you fail, discard a number of assets from your play area and/or from your hand equal to the amount you failed by.

Illus. DartGarry 58 / 65 335

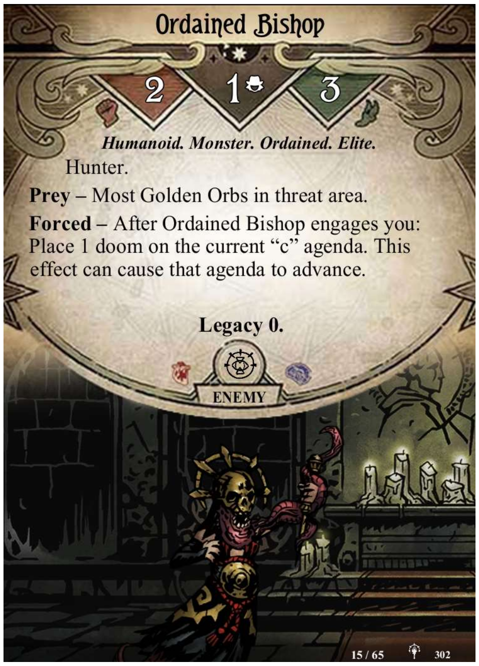
TREACHERY

Keep Still

Hazard.

Revelation – Test 👤 (X) or 🪶 (X), where X is the highest number among current agendas. If you fail, discard a number of assets from your play area and/or from your hand equal to the amount you failed by.

Illus. DartGarry 58 / 65 335



Ordained Bishop

2 1👤 3

Humanoid. Monster. Ordained. Elite.

Hunter.

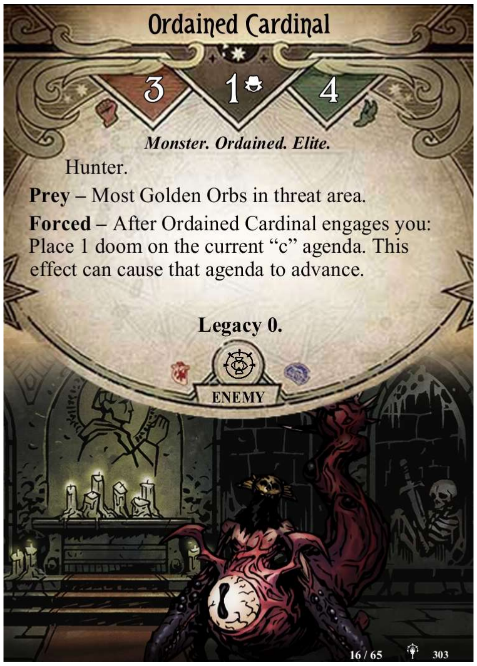
Prey – Most Golden Orbs in threat area.

Forced – After Ordained Bishop engages you: Place 1 doom on the current “c” agenda. This effect can cause that agenda to advance.

Legacy 0.

ENEMY

15 / 65 302



Ordained Cardinal

3 1👤 4

Monster. Ordained. Elite.

Hunter.

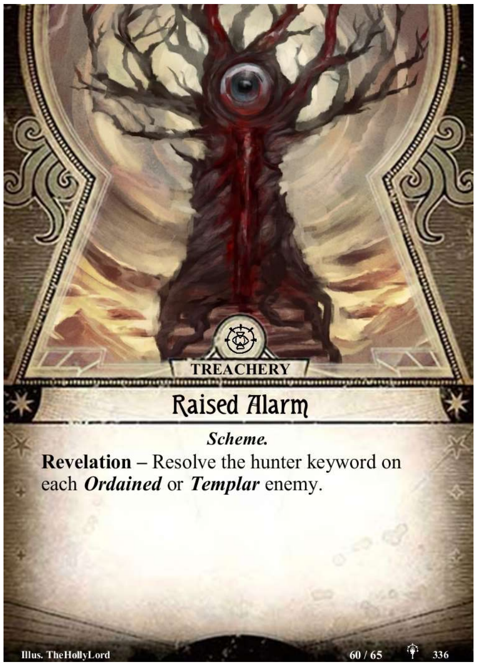
Prey – Most Golden Orbs in threat area.

Forced – After Ordained Cardinal engages you: Place 1 doom on the current “c” agenda. This effect can cause that agenda to advance.

Legacy 0.

ENEMY

16 / 65 303



TREACHERY

Raised Alarm

Scheme.

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

Illus. TheHollyLord 60 / 65 336

TREACHERY

Raised Alarm

Scheme.

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

Illus. TheHollyLord 60 / 65 336

TREACHERY

Raised Alarm

Scheme.

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

Illus. TheHollyLord 60 / 65 336

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

17 / 65 304

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

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.

Illus. Chad Wehrle 63 / 65 337

TREACHERY

Transgressor's Curse

Curse.

Peril. Surge.

Revelation – You must either (choose one):

- Lose 1 action.
- Take 1 damage.
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Illus. Chad Wehrle 63 / 65 337

TREACHERY

Transgressor's Curse

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Peril. Surge.

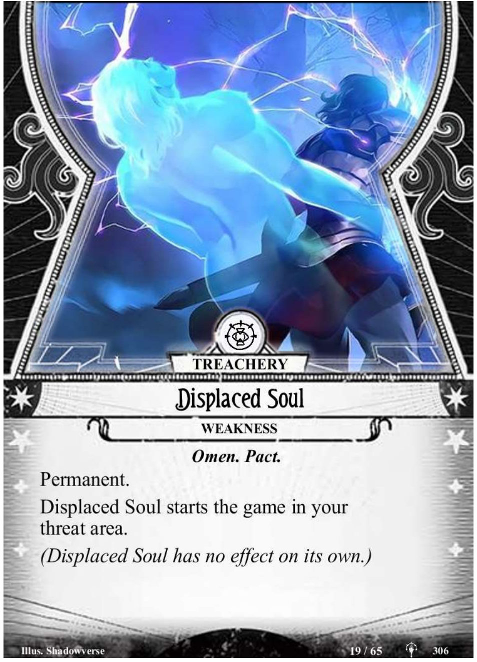
Revelation – You must either (choose one):

- 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

Player card back



TREACHERY

Displaced Soul

WEAKNESS

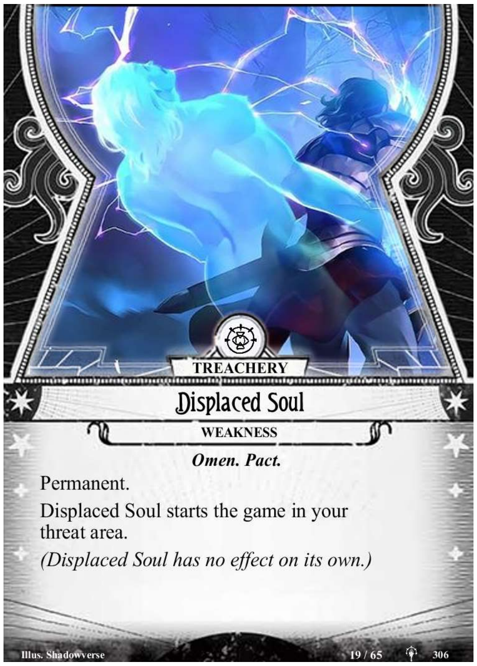
Omen. Pact.

Permanent.

Displaced Soul starts the game in your threat area.

(Displaced Soul has no effect on its own.)

Illus. Shadowverse 19 / 65 306



TREACHERY

Displaced Soul

WEAKNESS

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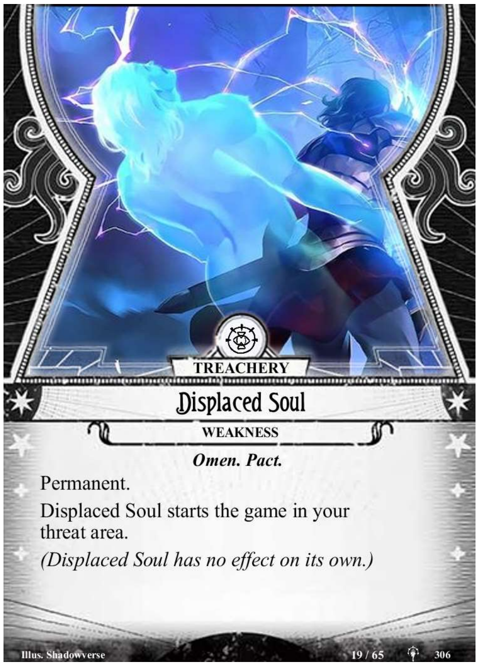
Illus. Shadowverse 19 / 65 306



TREACHERY

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WEAKNESS

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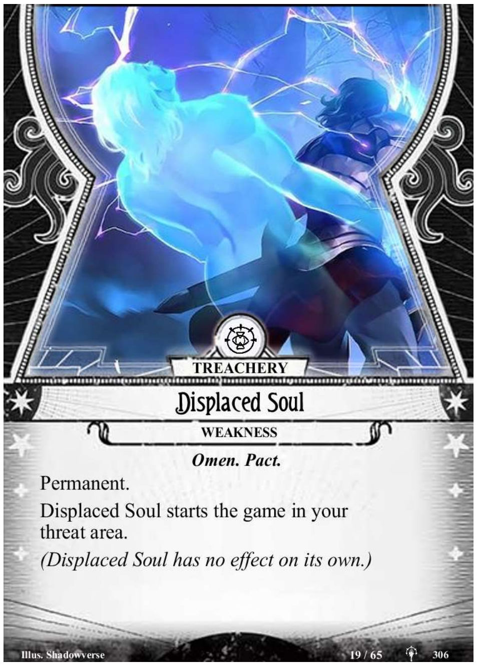
Illus. Shadowverse 19 / 65 306



TREACHERY

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WEAKNESS

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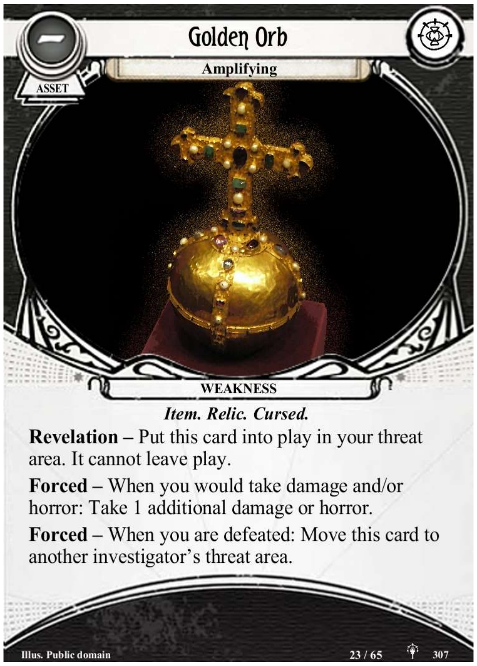
Permanent.

Displaced Soul starts the game in your threat area.

(Displaced Soul has no effect on its own.)

Illus. Shadowverse 19 / 65 306



Golden Orb

Amplifying

ASSET

WEAKNESS

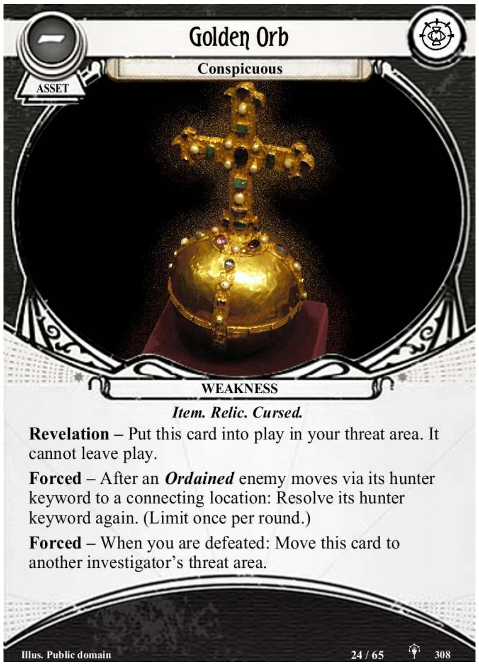
Item. Relic. Cursed.

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

Forced – When you would take damage and/or horror: Take 1 additional damage or horror.

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

Illus. Public domain 23 / 65 307



Golden Orb

Conspicuous

ASSET

WEAKNESS

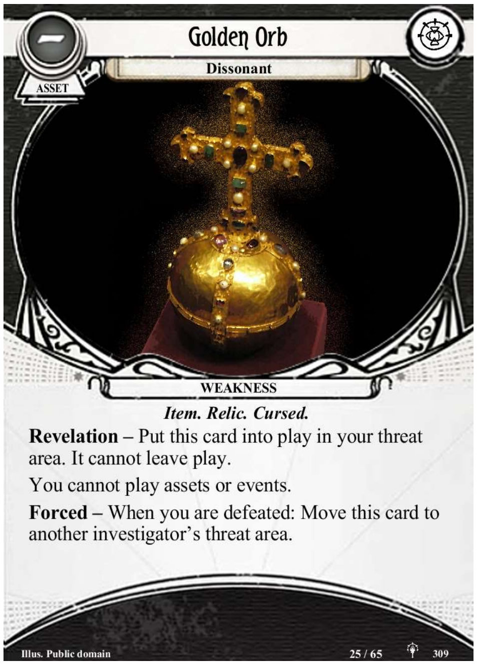
Item. Relic. Cursed.

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

Forced – After an ***Ordained*** 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.

Illus. Public domain 24 / 65 308



Golden Orb

Dissonant

ASSET

WEAKNESS

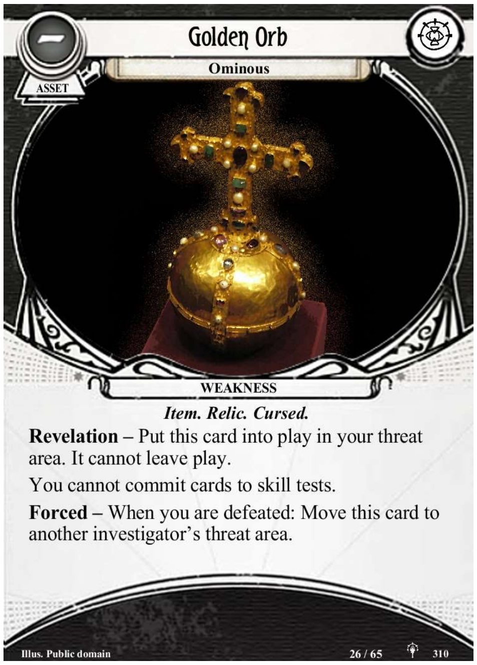
Item. Relic. Cursed.

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

You cannot play assets or events.

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

Illus. Public domain 25 / 65 309



Golden Orb

Ominous

ASSET

WEAKNESS

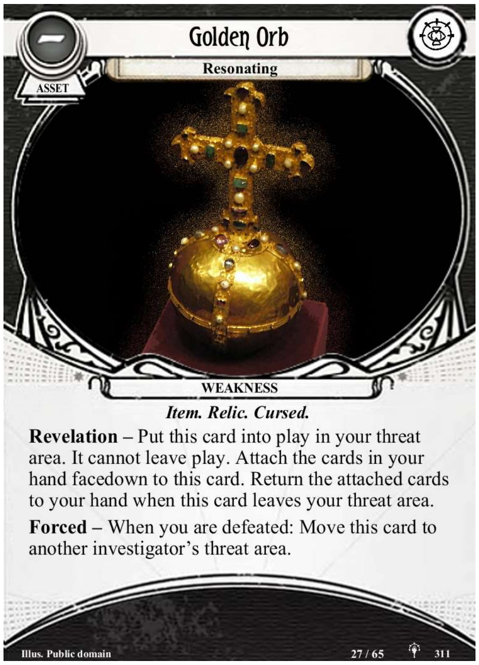
Item. Relic. Cursed.

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

You cannot commit cards to skill tests.

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

Illus. Public domain 26 / 65 310



Golden Orb

Resonating

ASSET

WEAKNESS

Item. Relic. Cursed.

Revelation – Put this card into play in your threat area. It cannot leave play. Attach the cards in your hand facedown to this card. Return the attached cards to your hand when this card leaves your threat area.

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

Illus. Public domain 27 / 65 311

Golden Orb

Unwieldy

ASSET

WEAKNESS

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.

Illus. Public domain 28 / 65 312

Iron Crown

Dampening

ASSET

WEAKNESS

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.

Illus. OGsquad 29 / 65 313

Iron Crown

Delusory

ASSET

WEAKNESS

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.

Illus. OGsquad 30 / 65 314

Iron Crown

Glowing

ASSET

WEAKNESS

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.

Illus. OGsquad 31 / 65 315

Iron Crown

Possessed

ASSET

WEAKNESS

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.

Illus. OGsquad 32 / 65 316

Iron Crown

Prophesied

ASSET

WEAKNESS

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.

Illus. OGsquad 33 / 65 317

Iron Crown

Sentient

ASSET

WEAKNESS

Item. Relic. Cursed.

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

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

Illus. OGsquad 34 / 65 318

Scenario 7 - Rising Tides
Double-sided

ACT 2b

Fighting the Tide

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

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

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

Act 1a

Navigating the Cove

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

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

4

Illus. Darkest Dungeon 4 / 56 341

Agenda 1a

A Rising Tide

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

Forced – At the end of the round: Place 1 horror on each location with horror on it.

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

6

Illus. Darkest Dungeon 2 / 56 339

ACT 1b

Hidden Doors

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

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

AGENDA 1b

The Earth Awakens

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

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

Act 2a

Making an Entrance

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

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

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

–

Illus. Darkest Dungeon 5 / 56 342

Rising Tides

HARD / EXPERT

–2. This token has an additional –1 for each location with horror on it.

Reveal another token. If you fail, shuffle the top card of the encounter deck into the exploration deck.

–5. If you succeed, heal 1 damage or 1 horror from Captain Renaudin.

–5. Discard the top card of the encounter deck. If that card is an ***Omen,*** draw it.

1 / 56 338b

Rising Tides

EASY / STANDARD

–X. X is the number of locations with horror on it (max 3).

Reveal another token. If you fail, shuffle the top card of the encounter deck into the exploration deck.

–3. If you succeed, heal 1 damage or 1 horror from Captain Renaudin.

–3. Discard the top card of the encounter deck. If that card is an ***Omen,*** draw it.

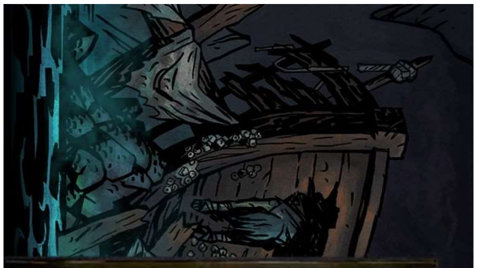
1 / 56 338a

Engulfed by Water

AGENDA 2b

In one great motion, the tide swells beyond anything naturally possible and pushes you beneath the waves. You struggle against its pull fruitlessly and moments later, when you gasp for air only to breathe in water, your vision fades to black.

Each surviving investigator is defeated and suffers 1 physical trauma.



Agenda 2a

Sinks All Boats

You can hear a haunting song echoing through the cove, filling your head with visions of disaster. You try to dispel the thoughts, but the tide is still rising, threatening to swallow you beneath the waves.

Forced – At the end of the round: Place 1 horror on each location with horror on it.

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

12

Illus. Darkest Dungeon 3 / 56 340

Entering the Manor

ACT 3b

You emerge from the dark staircase to the outside once more, except you are perilously high above the waves, on a narrow path winding along a cliff face. You follow the steps carved into the stone and eventually return to the familiar clinging quiet of the dungeons beneath the manor.

◆ If Captain Renaudin is in play, **(→R2)**.

◆ Otherwise, **(→R3)**.

Act 3a

Steps in the Darkness

You can feel the manor must be close, but the steps are slick with water and the tide is rapidly closing in on you.

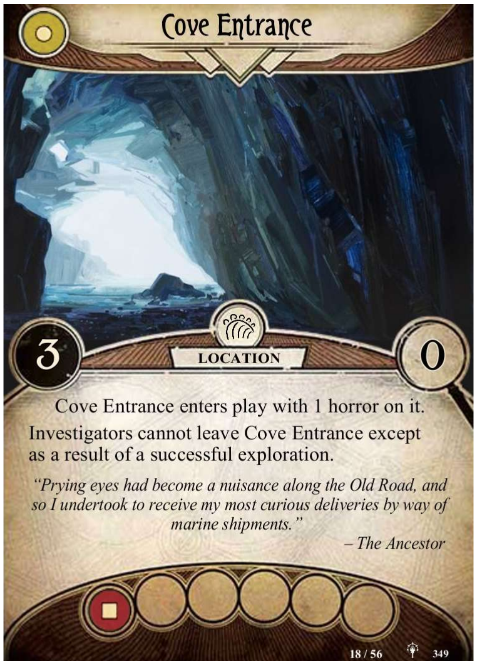
➤: Explore for a connecting location. If you find one, move to it and shuffle the top card of the encounter deck into the exploration deck.

Objective – If each undefeated investigator is at the Light at the End, you may advance.

1

Illus. Darkest Dungeon 6 / 56 343

Encounter card back



Cove Entrance

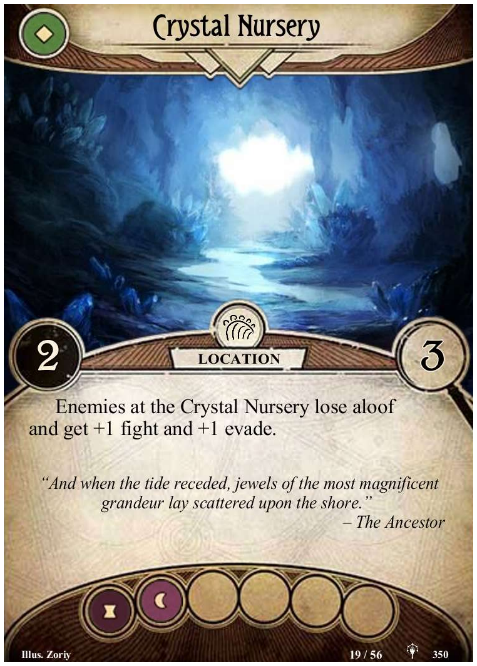
3 LOCATION 0

Cove Entrance enters play with 1 horror on it.

Investigators cannot leave Cove Entrance except as a result of a successful exploration.

"Prying eyes had become a nuisance along the Old Road, and so I undertook to receive my most curious deliveries by way of marine shipments."
– The Ancestor

18 / 56 349



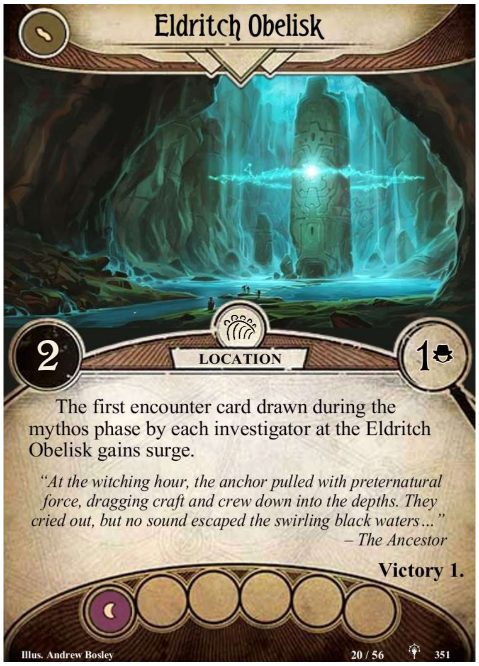
Crystal Nursery

2 LOCATION 3

Enemies at the Crystal Nursery lose aloof and get +1 fight and +1 evade.

"And when the tide receded, jewels of the most magnificent grandeur lay scattered upon the shore."
– The Ancestor

Illus. Zoriy 19 / 56 350



Eldritch Obelisk

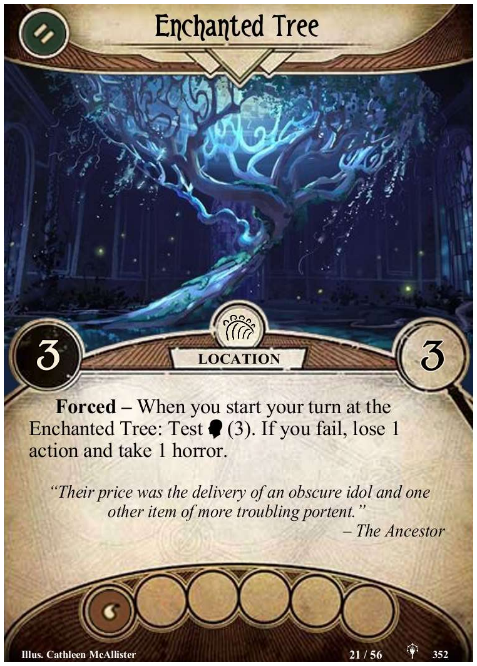
2 LOCATION 1

The first encounter card drawn during the mythos phase by each investigator at the Eldritch Obelisk gains surge.

"At the witching hour, the anchor pulled with preternatural force, dragging craft and crew down into the depths. They cried out, but no sound escaped the swirling black waters…"
– The Ancestor

Victory 1.

Illus. Andrew Bosley 20 / 56 351



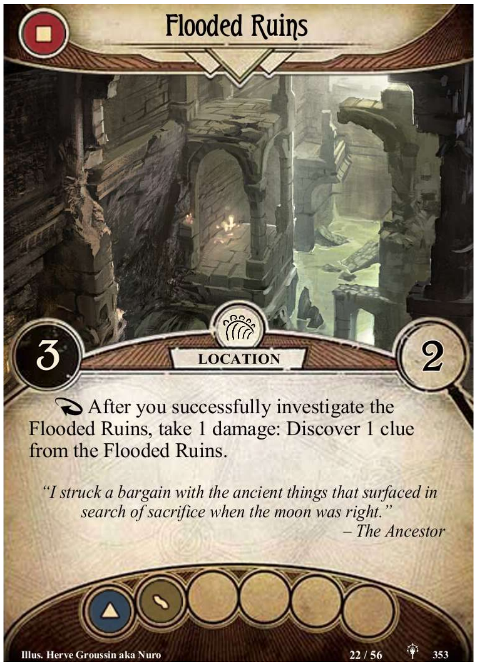
Enchanted Tree

3 LOCATION 3

Forced – When you start your turn at the Enchanted Tree: Test (3). If you fail, lose 1 action and take 1 horror.

"Their price was the delivery of an obscure idol and one other item of more troubling portent."
– The Ancestor

Illus. Cathleen McAllister 21 / 56 352



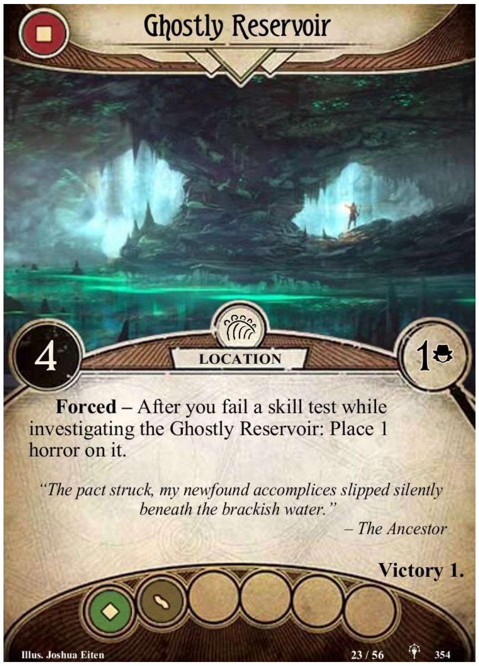
Flooded Ruins

3 LOCATION 2

After you successfully investigate the Flooded Ruins, take 1 damage: Discover 1 clue from the Flooded Ruins.

"I struck a bargain with the ancient things that surfaced in search of sacrifice when the moon was right."
– The Ancestor

Illus. Herve Groussin aka Nuro 22 / 56 353



Ghostly Reservoir

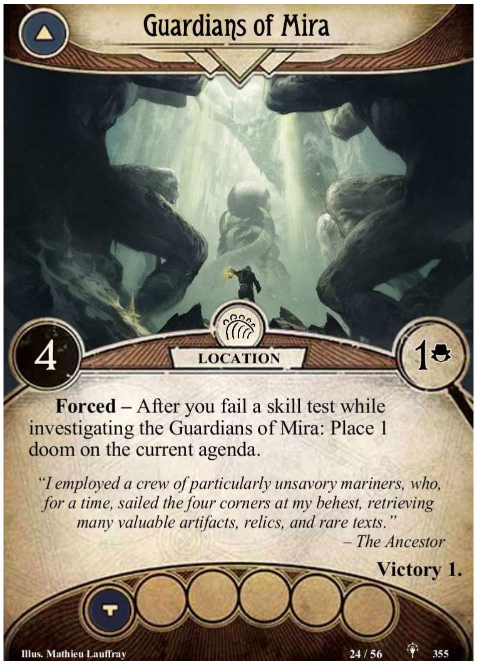
4 LOCATION 1

Forced – After you fail a skill test while investigating the Ghostly Reservoir: Place 1 horror on it.

"The pact struck, my newfound accomplices slipped silently beneath the brackish water."
– The Ancestor

Victory 1.

Illus. Joshua Eiten 23 / 56 354



Guardians of Mira

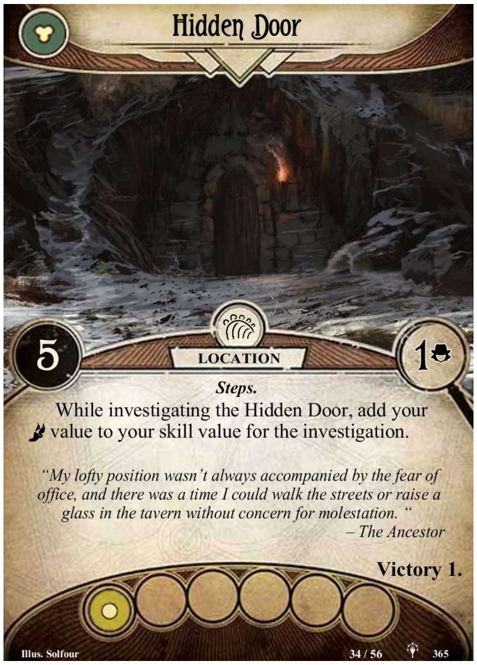
4 LOCATION 1

Forced – After you fail a skill test while investigating the Guardians of Mira: Place 1 doom on the current agenda.

"I employed a crew of particularly unsavory mariners, who, for a time, sailed the four corners at my behest, retrieving many valuable artifacts, relics, and rare texts."
– The Ancestor

Victory 1.

Illus. Mathieu Lauffray 24 / 56 355



Hidden Door

5 LOCATION 1

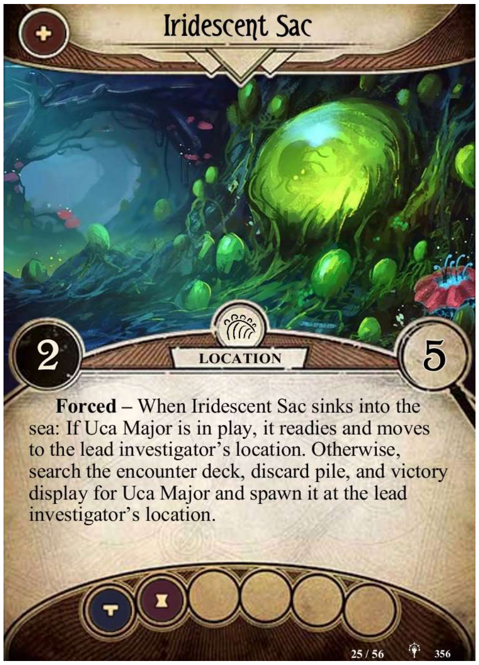
Steps.

While investigating the Hidden Door, add your value to your skill value for the investigation.

"My lofty position wasn't always accompanied by the fear of office, and there was a time I could walk the streets or raise a glass in the tavern without concern for molestation. "
– The Ancestor

Victory 1.

Illus. Solfour 34 / 56 365

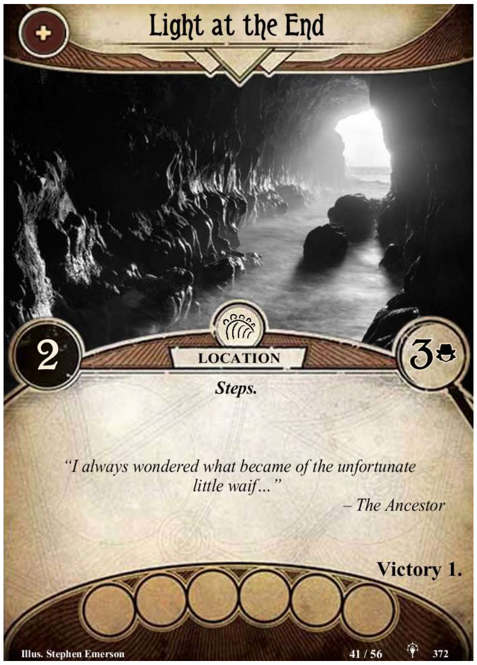


Iridescent Sac

2 LOCATION 5

Forced – When Iridescent Sac sinks into the sea: If Uca Major is in play, it readies and moves to the lead investigator's location. Otherwise, search the encounter deck, discard pile, and victory display for Uca Major and spawn it at the lead investigator's location.

25 / 56 356



Light at the End

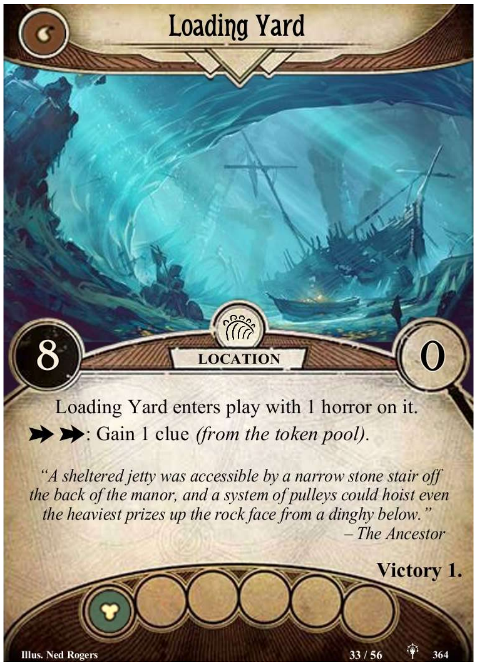
2 LOCATION 3👤

Steps.

"I always wondered what became of the unfortunate little waif..."
– The Ancestor

Victory 1.

Illus. Stephen Emerson 41 / 56 372



Loading Yard

8 LOCATION 0

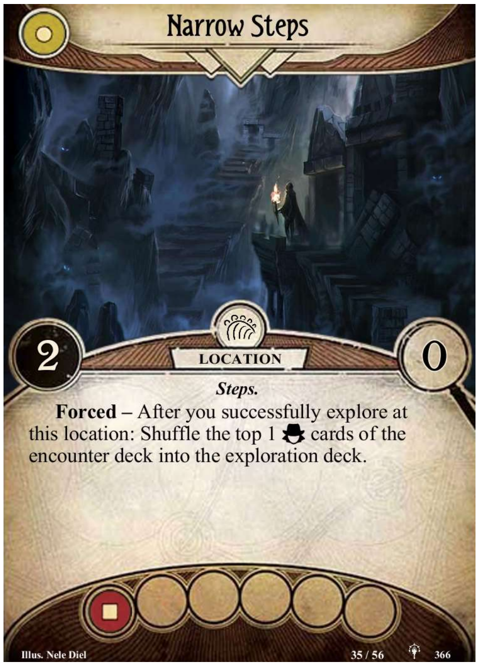
Loading Yard enters play with 1 horror on it.

➤➤: Gain 1 clue *(from the token pool)*.

"A sheltered jetty was accessible by a narrow stone stair off the back of the manor, and a system of pulleys could hoist even the heaviest prizes up the rock face from a dinghy below."
– The Ancestor

Victory 1.

Illus. Ned Rogers 33 / 56 364



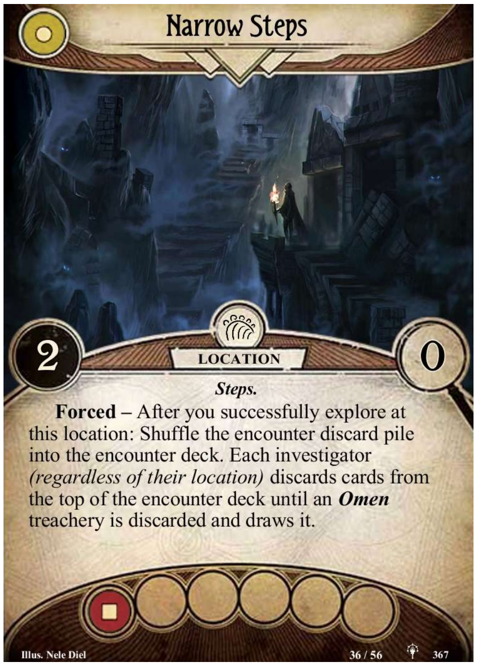
Narrow Steps

2 LOCATION 0

Steps.

Forced – After you successfully explore at this location: Shuffle the top 1 👤 cards of the encounter deck into the exploration deck.

Illus. Nele Diel 35 / 56 366



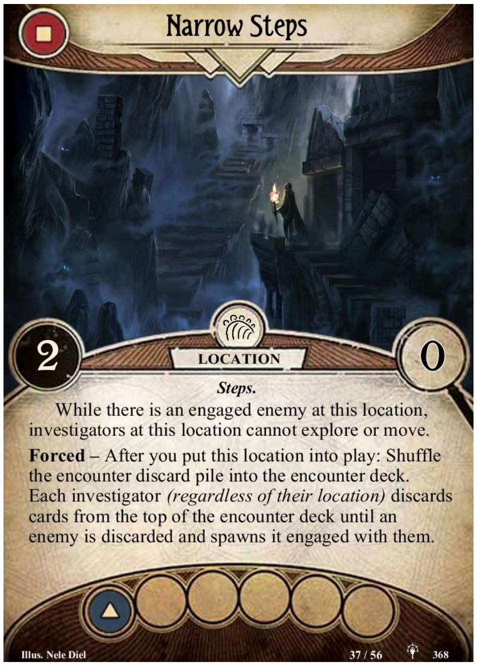
Narrow Steps

2 LOCATION 0

Steps.

Forced – After you successfully explore at this location: Shuffle the encounter discard pile into the encounter deck. Each investigator *(regardless of their location)* discards cards from the top of the encounter deck until an ***Omen*** treachery is discarded and draws it.

Illus. Nele Diel 36 / 56 367



Narrow Steps

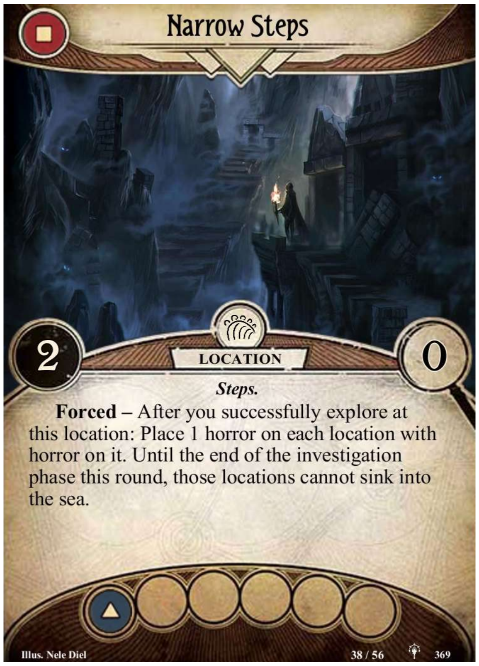
2 LOCATION 0

Steps.

While there is an engaged enemy at this location, investigators at this location cannot explore or move.

Forced – After you put this location into play: Shuffle the encounter discard pile into the encounter deck. Each investigator *(regardless of their location)* discards cards from the top of the encounter deck until an enemy is discarded and spawns it engaged with them.

Illus. Nele Diel 37 / 56 368



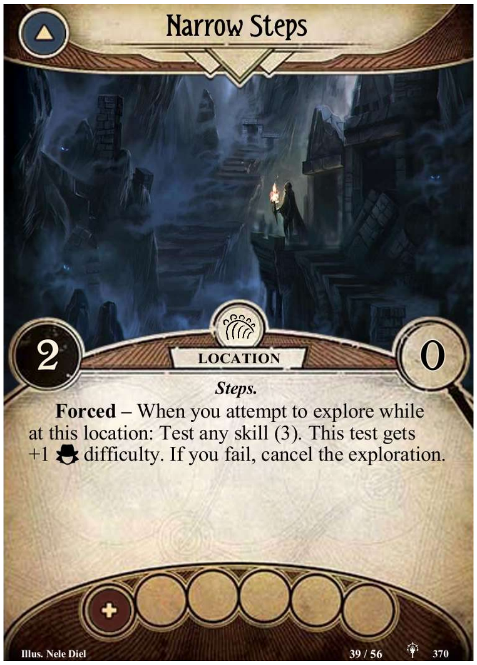
Narrow Steps

2 LOCATION 0

Steps.

Forced – After you successfully explore at this location: Place 1 horror on each location with horror on it. Until the end of the investigation phase this round, those locations cannot sink into the sea.

Illus. Nele Diel 38 / 56 369



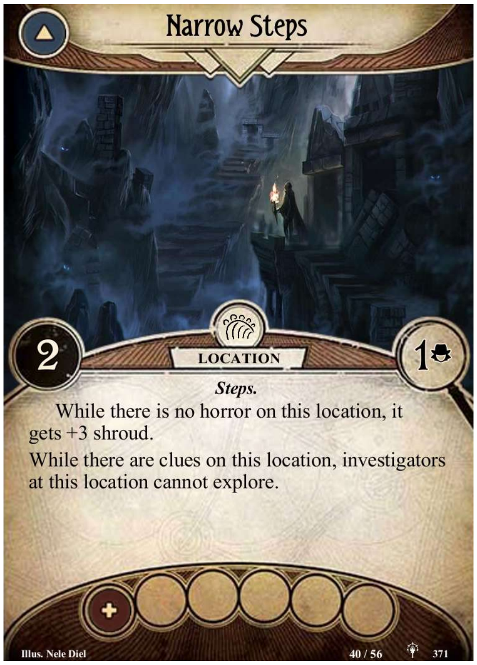
Narrow Steps

2 LOCATION 0

Steps.

Forced – When you attempt to explore while at this location: Test any skill (3). This test gets +1 👤 difficulty. If you fail, cancel the exploration.

Illus. Nele Diel 39 / 56 370



Narrow Steps

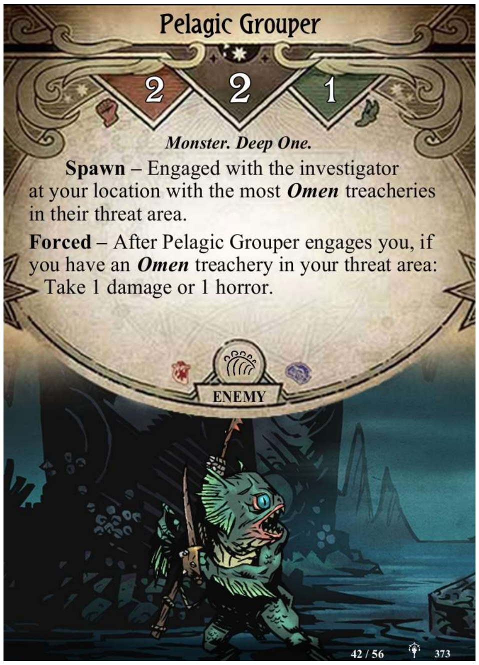
2 LOCATION 1👤

Steps.

While there is no horror on this location, it gets +3 shroud.

While there are clues on this location, investigators at this location cannot explore.

Illus. Nele Diel 40 / 56 371



Pelagic Grouper

2 2 1

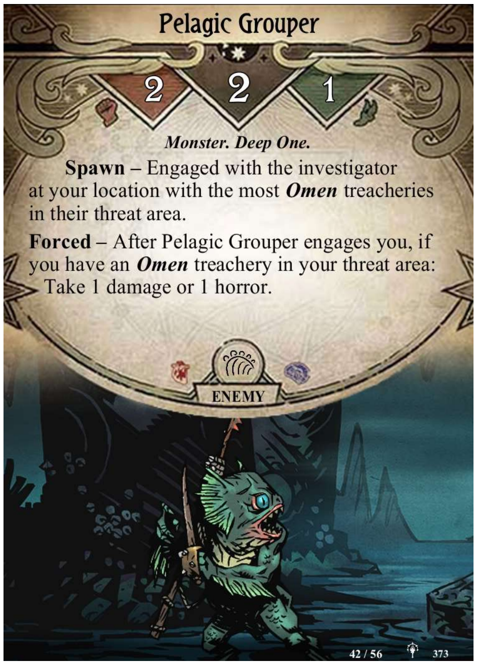
Monster. Deep One.

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



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ENEMY

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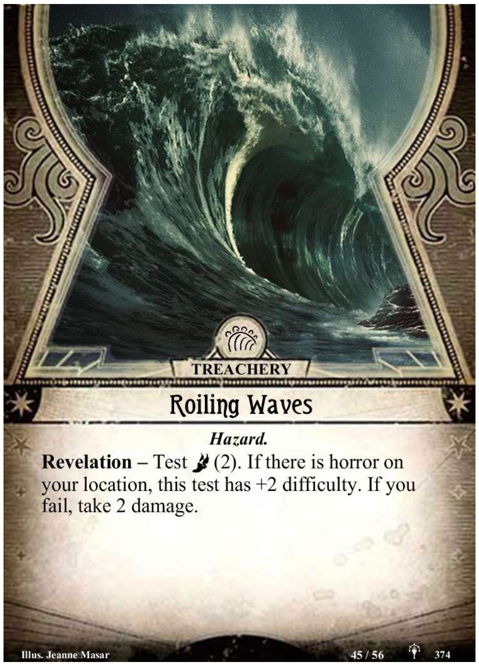
ENEMY

42 / 56 373



TREACHERY

Roiling Waves

Hazard.

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

Illus. Jeanne Masar 45 / 56 374

TREACHERY

Roiling Waves

Hazard.

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

Illus. Jeanne Masar 45 / 56 374

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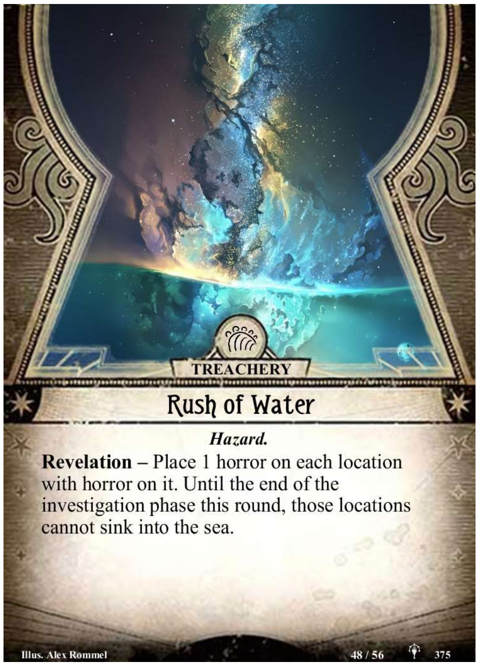
Illus. Jeanne Masar 45 / 56 374



TREACHERY

Rush of Water

Hazard.

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

Illus. Alex Rommel 48 / 56 375

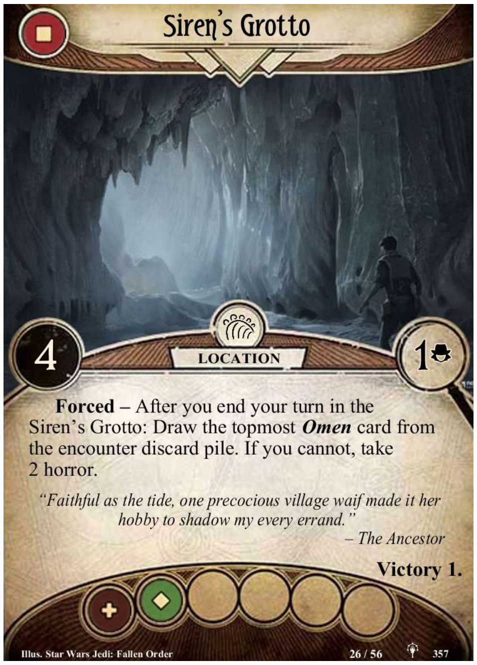
TREACHERY

Rush of Water

Hazard.

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

Illus. Alex Rommel 48 / 56 375



Siren's Grotto

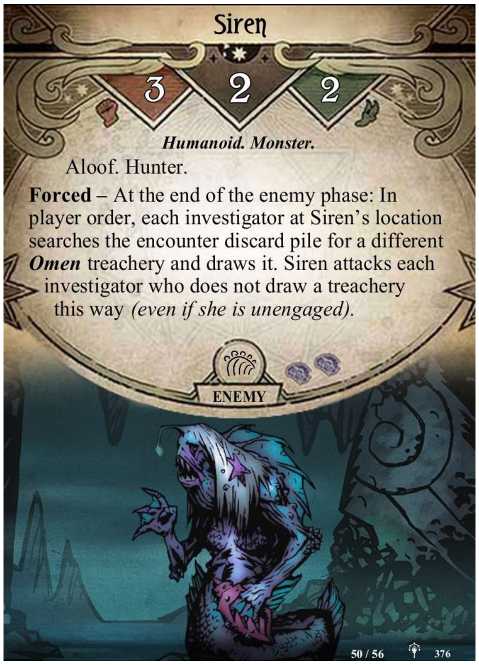
4 LOCATION 1

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

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

Victory 1.

Illus. Star Wars Jedi: Fallen Order 26 / 56 357



Siren

3 2 2

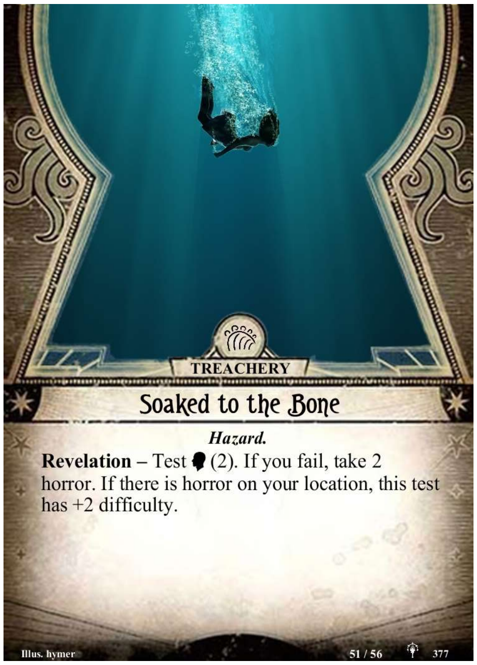
Humanoid. Monster.

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

50 / 56 376



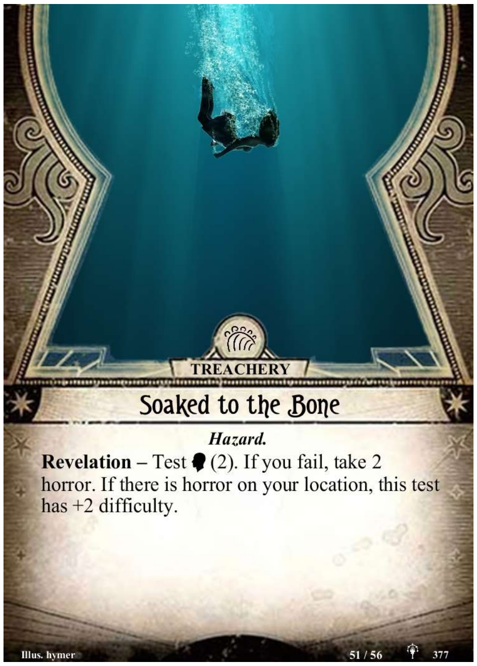
TREACHERY

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.

Illus. hymer 51 / 56 377



TREACHERY

Soaked to the Bone

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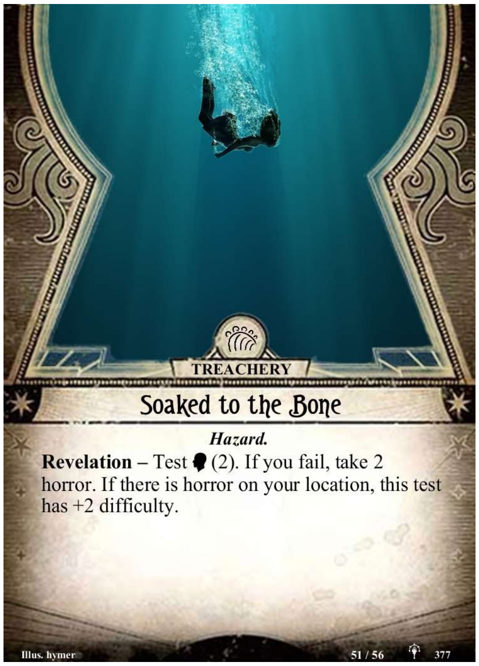
Revelation – Test ● (2). If you fail, take 2 horror. If there is horror on your location, this test has +2 difficulty.

Illus. hymer 51 / 56 377



TREACHERY

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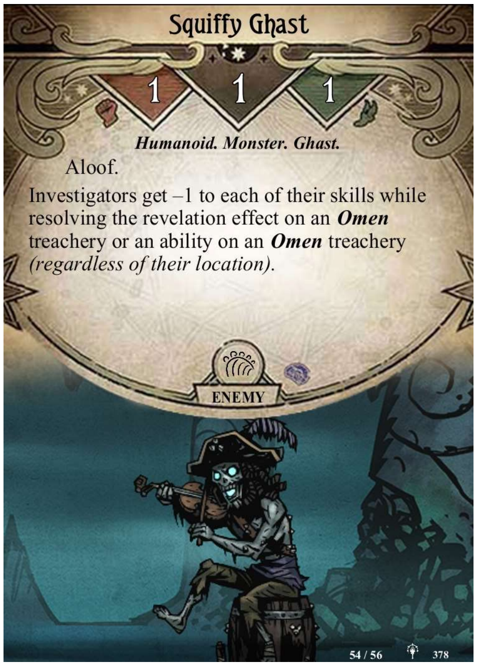


Squiffy Ghast

1 1 1

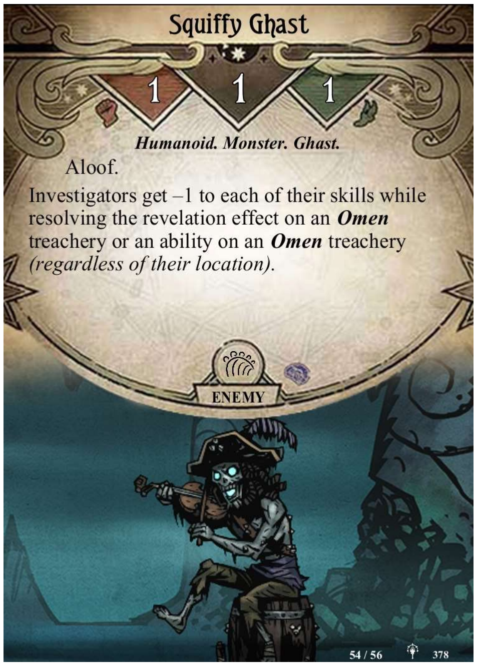
Humanoid. Monster. Ghast.

Aloof.

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

ENEMY

54 / 56 378



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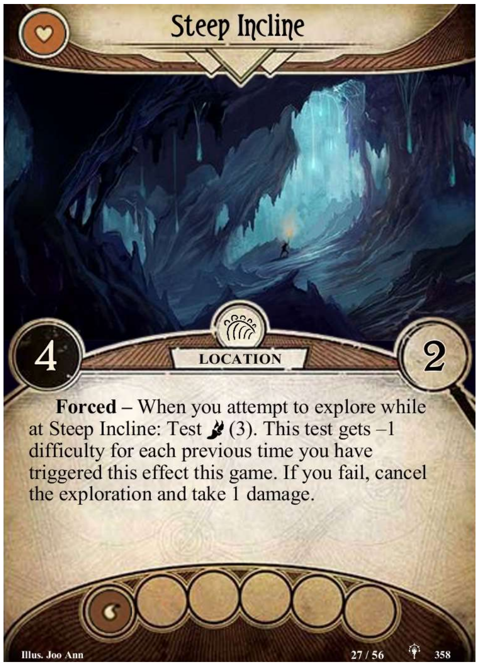
ENEMY

54 / 56 378

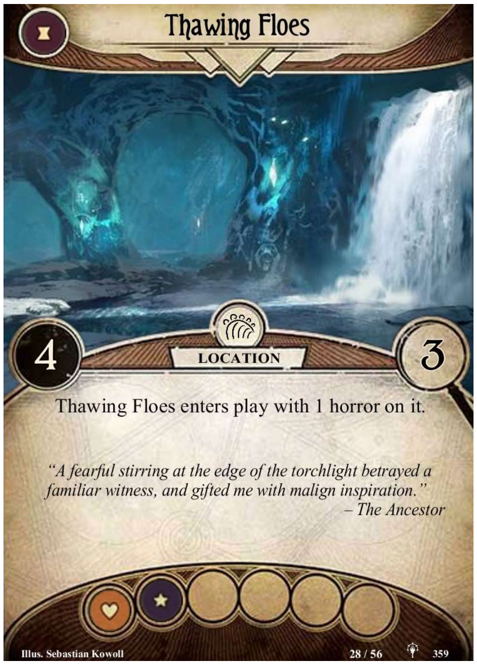


Steep Incline

4 LOCATION 2

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

Illus. Joo Ann 27 / 56 358



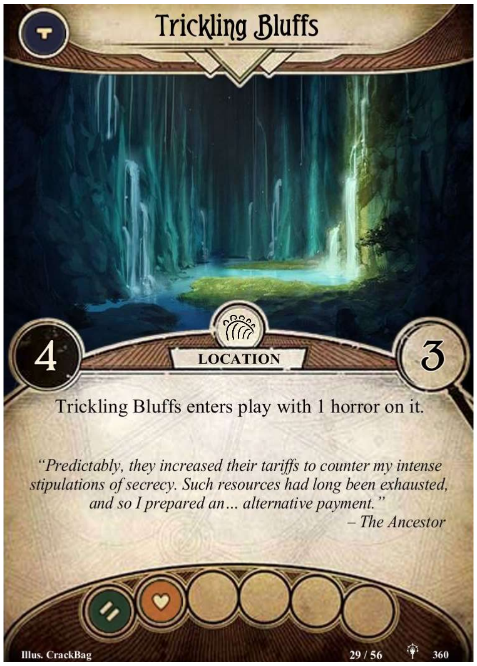
Thawing Floes

4 LOCATION 3

Thawing Floes enters play with 1 horror on it.

"A fearful stirring at the edge of the torchlight betrayed a familiar witness, and gifted me with malign inspiration."
– The Ancestor

Illus. Sebastian Kowoll 28 / 56 359



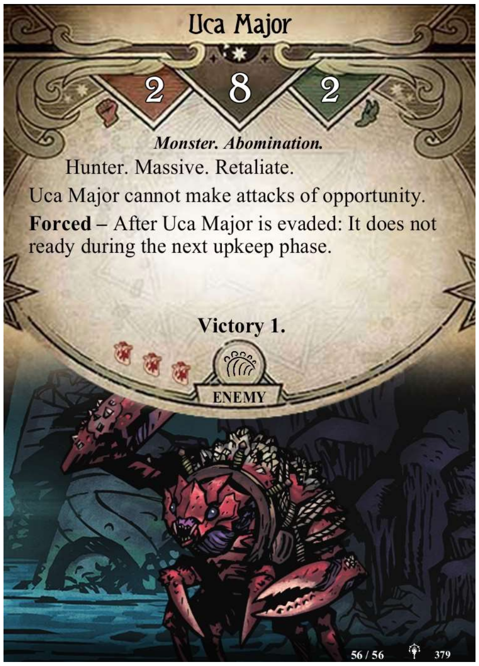
Trickling Bluffs

4 LOCATION 3

Trickling Bluffs enters play with 1 horror on it.

"Predictably, they increased their tariffs to counter my intense stipulations of secrecy. Such resources had long been exhausted, and so I prepared an… alternative payment."
– The Ancestor

Illus. CrackBag 29 / 56 360



Uca Major

2 8 2

Monster. Abomination.

Hunter. Massive. Retaliate.

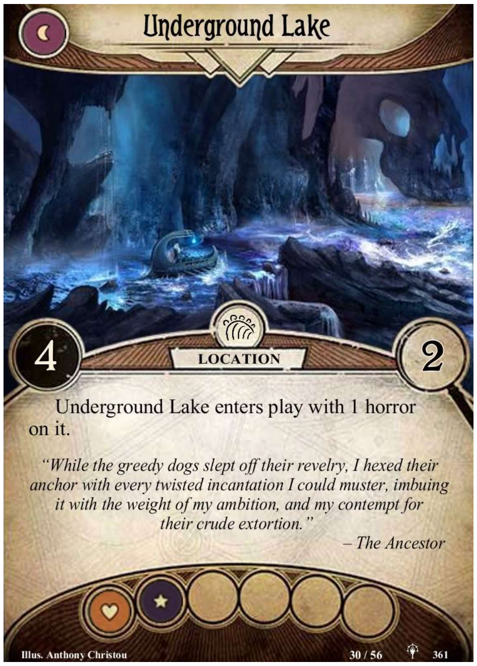
Uca Major cannot make attacks of opportunity.

Forced – After Uca Major is evaded: It does not ready during the next upkeep phase.

Victory 1.

ENEMY

56 / 56 379



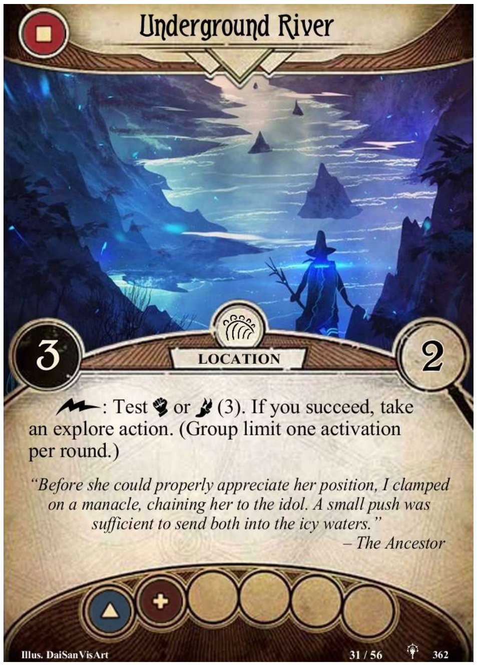
Underground Lake

4 LOCATION 2

Underground Lake enters play with 1 horror on it.

"While the greedy dogs slept off their revelry, I hexed their anchor with every twisted incantation I could muster, imbuing it with the weight of my ambition, and my contempt for their crude extortion."
– The Ancestor

Illus. Anthony Christou 30 / 56 361



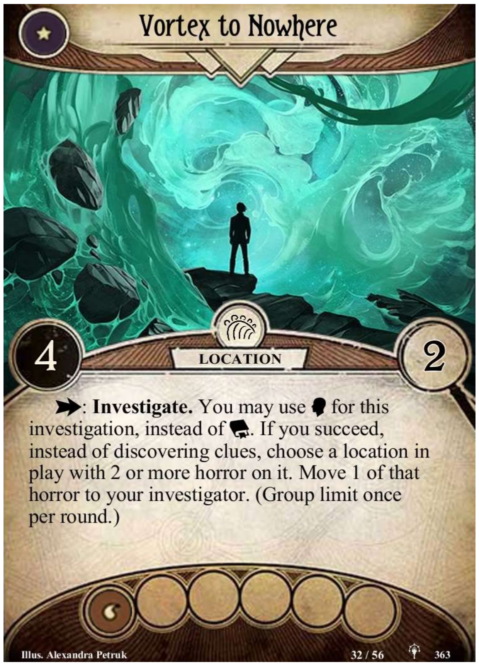
Underground River

3 LOCATION 2

⚡: Test ✊ or 🥾 (3). If you succeed, take an explore action. (Group limit one activation per round.)

"Before she could properly appreciate her position, I clamped on a manacle, chaining her to the idol. A small push was sufficient to send both into the icy waters."
– The Ancestor

Illus. DaiSanVisArt 31 / 56 362



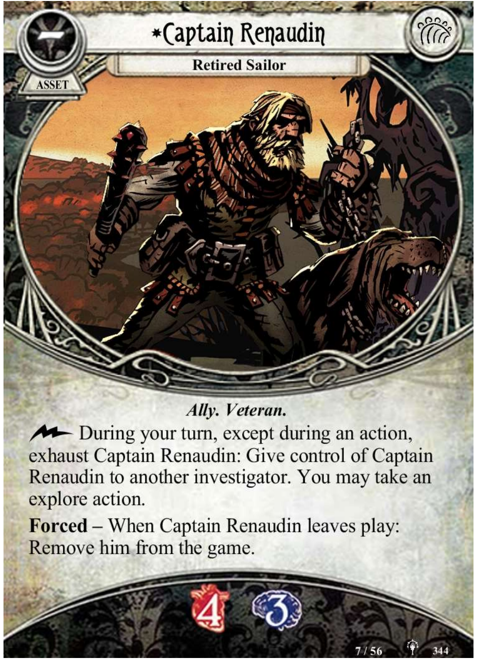
Vortex to Nowhere

4 LOCATION 2

➤: **Investigate.** You may use 👤 for this investigation, instead of 📖. If you succeed, instead of discovering clues, choose a location in play with 2 or more horror on it. Move 1 of that horror to your investigator. (Group limit once per round.)

Illus. Alexandra Petruk 32 / 56 363

Player card back


•Captain Renaudin

Retired Sailor

ASSET

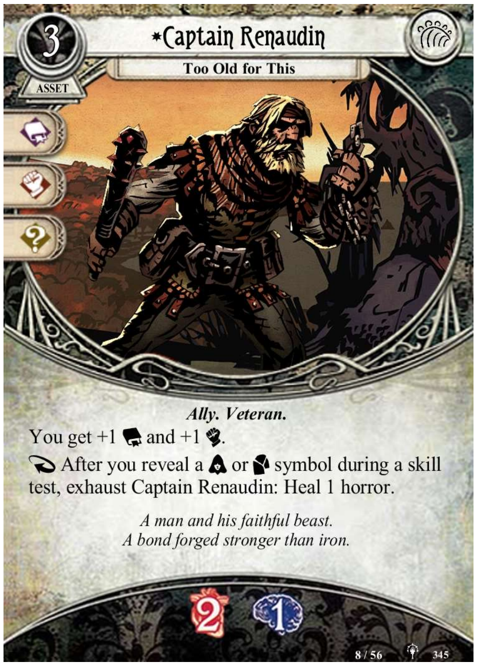
Ally. Veteran.

⚡ 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.

4 3

7 / 56 344


3 **•Captain Renaudin**

Too Old for This

ASSET

Ally. Veteran.

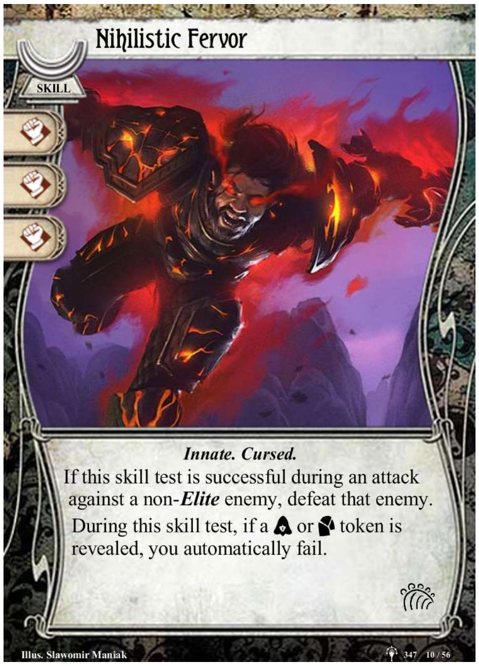
You get +1 📖 and +1 ✊.

↻ 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.

2 1

8 / 56 345


Nihilistic Fervor

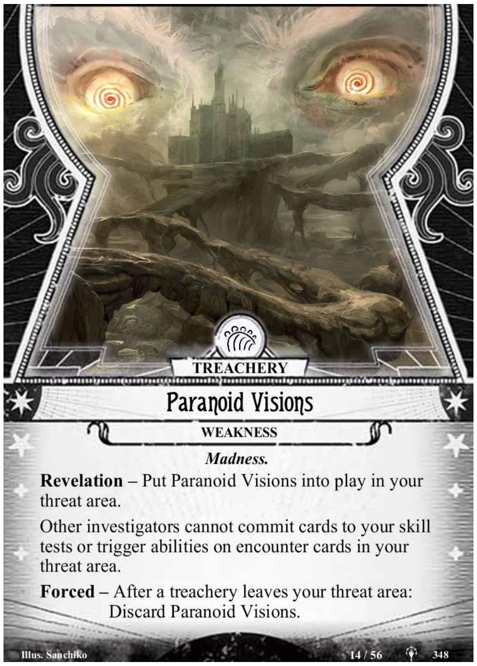
SKILL

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.

Illus. Slawomir Maniak 347 10 / 56


TREACHERY

Paranoid Visions

WEAKNESS

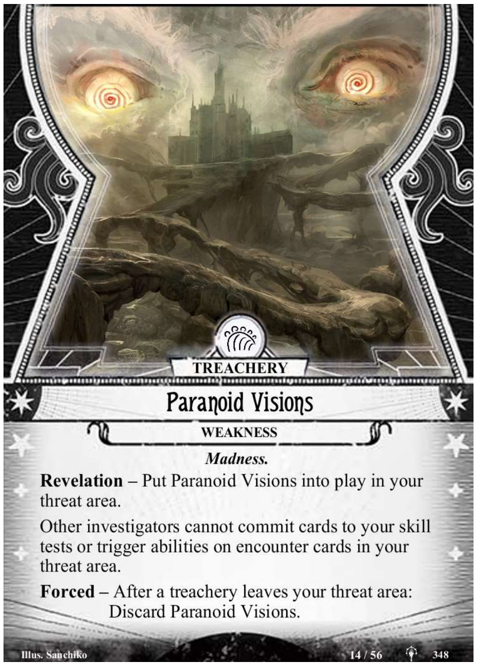
Madness.

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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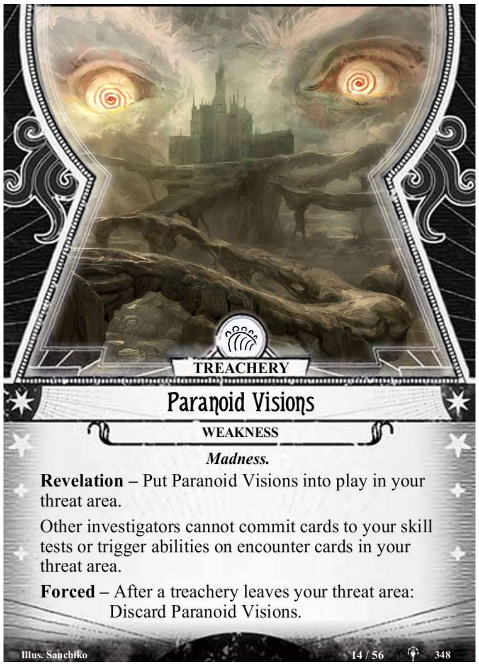
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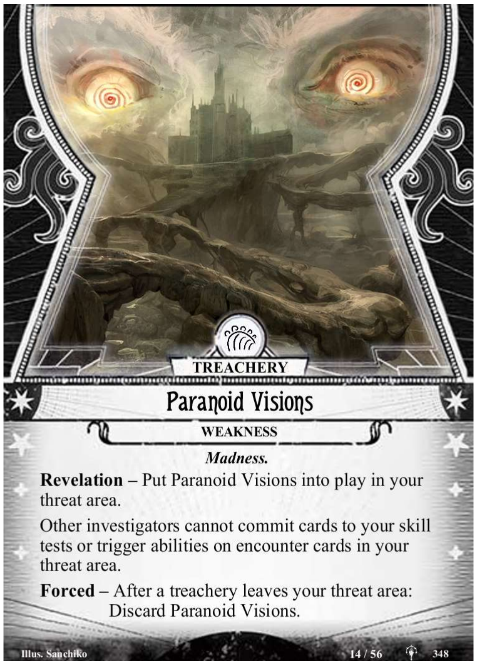
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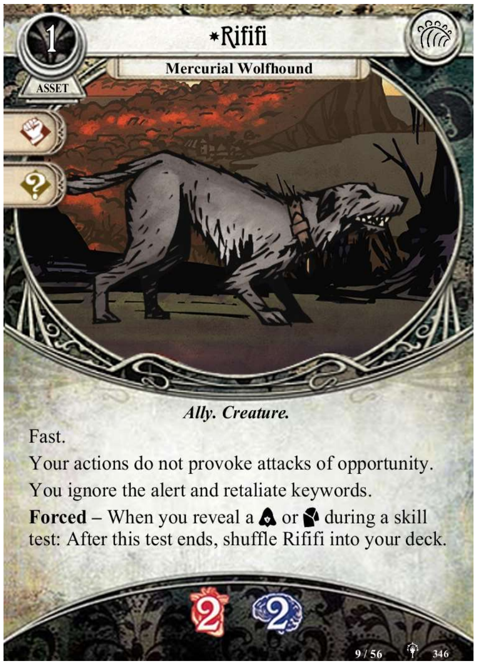
Illus. Sanchiko 14 / 56 348


1 **•Rififi**

Mercurial Wolfhound

ASSET

Ally. Creature.

Fast.

Your actions do not provoke attacks of opportunity.

You ignore the alert and retaliate keywords.

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

2 2

9 / 56 346

Scenario 8 - Heart of Darkness
Double-sided

Shifting Landscape

LOCATION

Otherworld.

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

Illus. Arthur Haas

Alveolar Glade

5 LOCATION 2

Otherworld.

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

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

Illus. Arthur Haas 37 / 65 413

Secrets of the Heart

Read **Scenario Interlude: Beyond the Rift** in the Campaign Guide. Then, advance to Act 2a—"Call of the Wilds."

Illus. Darkest Dungeon 6 / 65 385b

Ancestral Knowledge

Act 1a

Near the rift stands your ancestor, seemingly expecting your arrival. Unlike his opulent and impeccably tidy clothing, his eyes are sunken and heavy, dark and brooding.

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

Objective – Talk to your ancestor. *(You will be instructed when to advance.)*

1

Illus. Darkest Dungeon 6 / 65 385a

Antibody

4 3 2

Monster. Servitor. Elite.

Retaliate.

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

"Great adversity has a beauty: it is the fire that tempers."
– The Ancestor

ENEMY

Illus. Darkest Dungeon 18 / 65 394

Antibody

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

Either (choose one):

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

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

STORY

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.

Illus. Arthur Haas

Bone Filaments

3 LOCATION 2

Otherworld.

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

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

Illus. Arthur Haas 38 / 65 414

Red Mist Descends

AGENDA 3b

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

Lower the light level by 1.

Agenda 3a

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

Illus. Darkest Dungeon 4 / 65 383

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.

Illus. Arthur Haas

Bubbling Plasma

4 LOCATION 3

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.

Illus. Arthur Haas 39 / 65 415

ACT 2b

Singularity

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.

Act 2a

Call of the Wilds

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*** enemy, advance.

1

Illus. Darkest Dungeon 7 / 65 386

Shifting Landscape

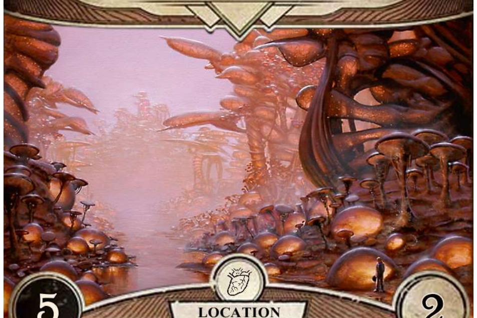
LOCATION

Otherworld.

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

Illus. Arthur Haas

Canals of Hering



5 LOCATION 2

Otherworld.

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.

Illus. Arthur Haas 40 / 65 416

Carrion Worm

5 2 2

Monster. Servitor. Elite.

Hunter.

⚡ If Carrion 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 Carrion Worm: Flip it over and resolve the text on its other side.

ENEMY

Illus. Darkest Dungeon 19 / 52 395

Carrion 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

Cerebral Forest

LOCATION

Otherworld. Organ.

Great trees tower above, each of which grows into a canopy of interconnected neural tissues. The air here is charged with electricity and every step sends shocks running up your body.

Cerebral Forest

7 LOCATION 1

Otherworld. Organ.

While you are investigating Cerebral Forest, double the number of skill icons committed to this skill test.

➤ If there are no clues on Cerebral Forest, spend 1 clue: Defeat a ***Servitor*** enemy at Cerebral Forest.

Illus. Arthur Haas 54 / 65 430

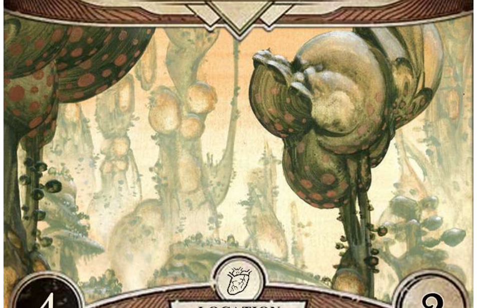
Cerebral Forest

LOCATION

Otherworld. Organ.

Great trees tower above, each of which grows into a canopy of interconnected neural tissues. The air here is charged with electricity and every step sends shocks running up your body.

Cerebral Forest



4 LOCATION 2

Otherworld. Organ.

⟲ After you succeed at a skill test by 2 or more while investigating Cerebral Forest: Discover 1 clue from Cerebral Forest.

➤ If there are no clues on Cerebral Forest, spend 2 clues: Defeat a ***Servitor*** enemy at Cerebral Forest.

Illus. Arthur Haas 53 / 65 429

TREACHERY

Blind Obedience

Power.

Blind Obedience cannot leave play while it has 1 or more resources on it.

Forced – When an investigator reveals a ☗ or ▮ symbol during a skill test: They lose an action. Remove a resource from Blind Obedience. Then, if Blind Obedience has no resources on it, place it in the victory display.

Victory 0.

Illus. MeatPuppeteer 35 / 65 411

Chill of Nihilism

> *Even though the surface of this world is full of life, a silence hangs in the air, and in this silence, your mind wanders back to the siren's song from your journey through the cove. It foretells of destruction and disaster, and the futility of fighting against fate.*
>
> *And who are you to disobey the call of fate?*

Any one investigator may add the set-aside Nihilistic Fervor to their hand.

Flip this card to its treachery side and put it into play next to the agenda deck, with 2 ● resources on it.

STORY

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.

Illus. Arthur Haas

Cholecystic Isle

1 LOCATION 2

Otherworld.

As an additional cost to investigate Cholecystic Isle, you must either spend 1 action or take 1 horror.

A cage floats in a lake, inside of which are a number of spheres which rock about inside and emit a faint glow.

Illus. Arthur Haas 41 / 65 417

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.

Illus. Arthur Haas

Cliffs of Dermis

2

LOCATION

3

Otherworld.

Forced – When you end your turn at Cliffs of Dermis: Test 🦶 (3). If you fail, you must either take 2 damage or discard an ***Item*** asset you control.

A series of floating islands stretches over a jungle beneath, periodically crumbling down to the ground only to be replaced minutes later with more rock floating upwards from the ground.

Illus. Arthur Haas 42 / 65 418

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.

Illus. Arthur Haas

Cochlic Monolith

2

LOCATION

3

Otherworld.

Forced – At the end of the mythos phase, if you are at Cochlic Monolith: Test 🧠 (3). If you fail, draw the top card of the encounter deck.

A tree-like organism is growing in the middle of the clearing. It spirals upwards from the ground, each spiral bearing host to other flora and fauna that live on each level.

Illus. Arthur Haas 43 / 65 419

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.

Illus. Arthur Haas

Corneum Plateaus

1

LOCATION

5

Otherworld.

As an additional cost to move from Corneum Plateaus to an adjacent unrevealed location, you must spend 1 clue.

The water between each island perfectly clear and filled with alien fauna of all sizes. When you gaze too long into the deep waters, the darkness at the bottom is mesmerising.

Illus. Arthur Haas 44 / 65 420

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.

Illus. Arthur Haas

Corroded Troche

4

LOCATION

2

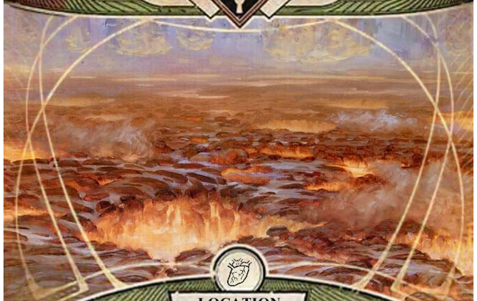
Otherworld.

Forced – When the last clue is discovered from Corroded Troche: Test 🧠 or 📖 (4). If you succeed, heal 1 damage and 1 horror from an investigator or ***Ally*** asset at your location.

A curious capsule-like formation lies at the end of an arm of stone. Inside is a fine sand-like powder with a slight fragrance.

Illus. Arthur Haas 45 / 65 421

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.

Illus. Arthur Haas

Epithelium Carpet

5

LOCATION

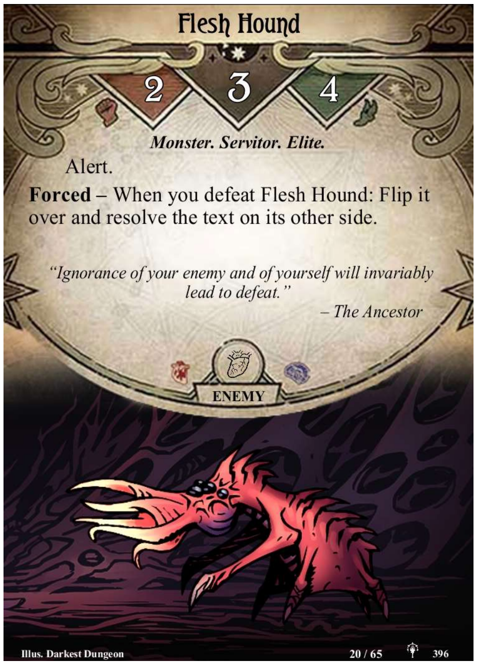
2

Otherworld.

While investigating Epithelium Carpet, add your 📖 value to your skill value, and for the purposes of counting committed icons, 📖 icons count as matching icons.

The ground is covered in a furry fungus-like organism from which phosphorescent spores float upwards with each breeze.

Illus. Arthur Haas 46 / 65 422



Flesh Hound

2 3 4

Monster. Servitor. Elite.

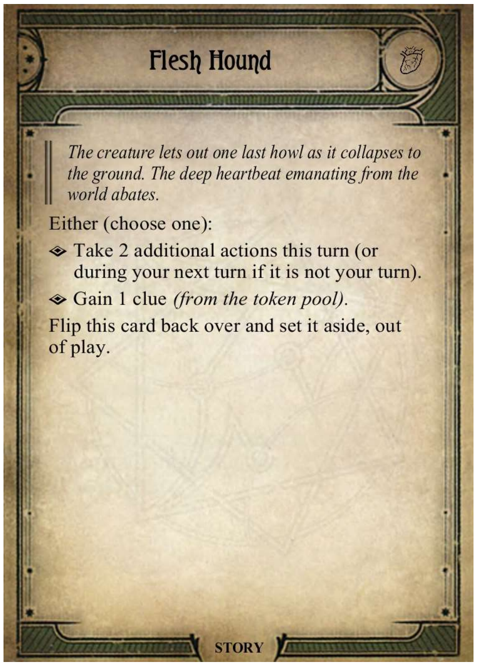
Alert.

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

"Ignorance of your enemy and of yourself will invariably lead to defeat."
– The Ancestor

ENEMY

Illus. Darkest Dungeon 20 / 65 396



Flesh Hound

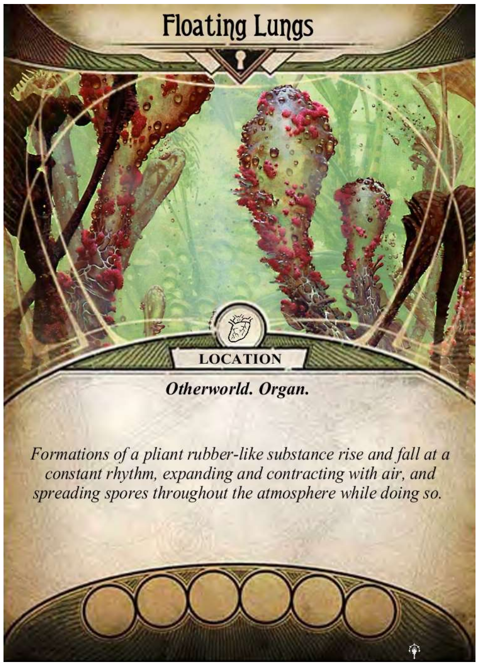
> *The creature lets out one last howl as it collapses to the ground. The deep heartbeat emanating from the world abates.*

Either (choose one):

- Take 2 additional actions this turn (or during your next turn if it is not your turn).
- Gain 1 clue *(from the token pool)*.

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

STORY

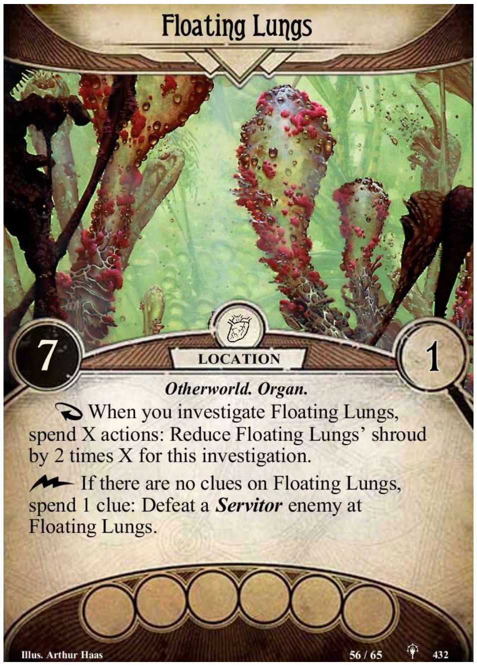


Floating Lungs

LOCATION

Otherworld. Organ.

Formations of a pliant rubber-like substance rise and fall at a constant rhythm, expanding and contracting with air, and spreading spores throughout the atmosphere while doing so.



Floating Lungs

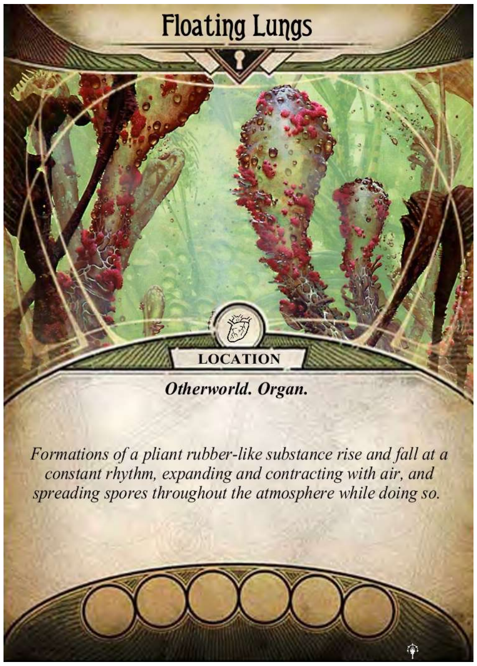
7 LOCATION 1

Otherworld. Organ.

↺ When you investigate Floating Lungs, spend X actions: Reduce Floating Lungs' shroud by 2 times X for this investigation.

➤ If there are no clues on Floating Lungs, spend 1 clue: Defeat a ***Servitor*** enemy at Floating Lungs.

Illus. Arthur Haas 56 / 65 432

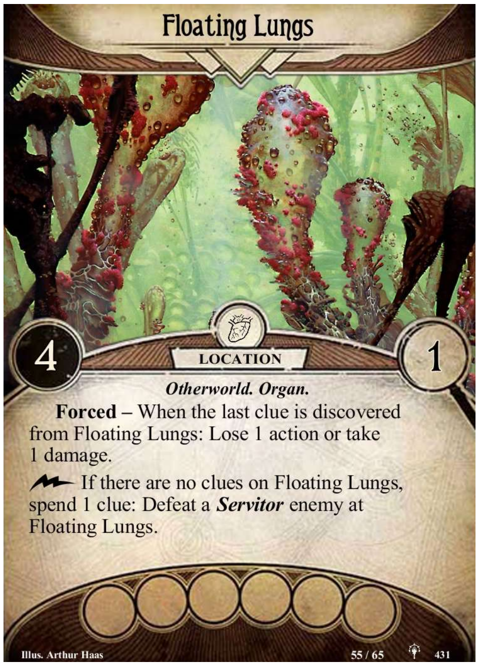


Floating Lungs

LOCATION

Otherworld. Organ.

Formations of a pliant rubber-like substance rise and fall at a constant rhythm, expanding and contracting with air, and spreading spores throughout the atmosphere while doing so.



Floating Lungs

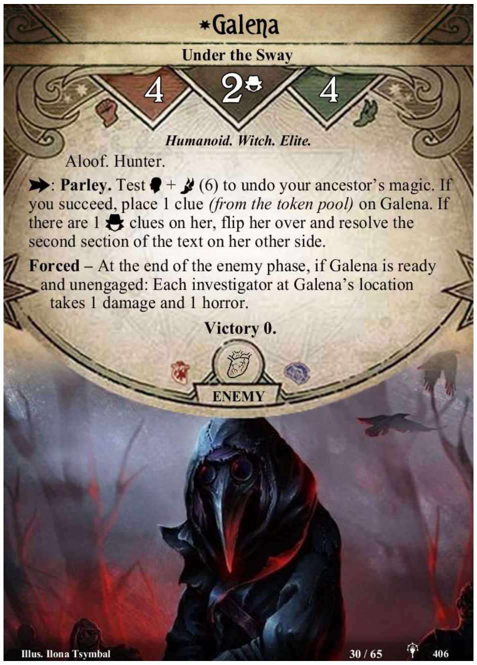
4 LOCATION 1

Otherworld. Organ.

Forced – When the last clue is discovered from Floating Lungs: Lose 1 action or take 1 damage.

➤ If there are no clues on Floating Lungs, spend 1 clue: Defeat a ***Servitor*** enemy at Floating Lungs.

Illus. Arthur Haas 55 / 65 431



*Galena

Under the Sway

4 2● 4

Humanoid. Witch. Elite.

Aloof. Hunter.

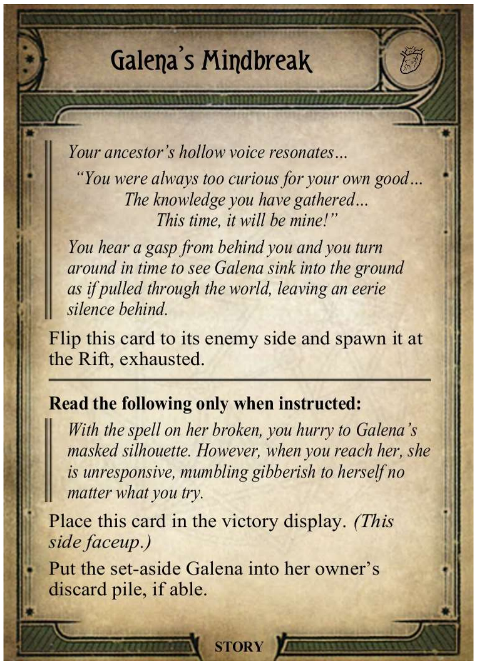
➤➤: **Parley.** Test ● + ● (6) to undo your ancestor's magic. If you succeed, place 1 clue *(from the token pool)* on Galena. If there are 1 ● clues on her, flip her over and resolve the second section of the text on her other side.

Forced – At the end of the enemy phase, if Galena is ready and unengaged: Each investigator at Galena's location takes 1 damage and 1 horror.

Victory 0.

ENEMY

Illus. Ilona Tsymbal 30 / 65 406



Galena's Mindbreak

> *Your ancestor's hollow voice resonates…*
>
> *"You were always too curious for your own good…*
> *The knowledge you have gathered…*
> *This time, it will be mine!"*
>
> *You hear a gasp from behind you and you turn around in time to see Galena sink into the ground as if pulled through the world, leaving an eerie silence behind.*

Flip this card to its enemy side and spawn it at the Rift, exhausted.

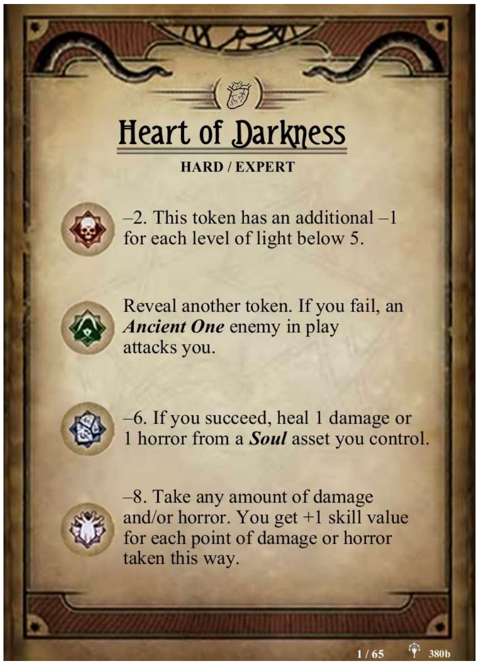
Read the following only when instructed:

> *With the spell on her broken, you hurry to Galena's masked silhouette. However, when you reach her, she is unresponsive, mumbling gibberish to herself no matter what you try.*

Place this card in the victory display. *(This side faceup.)*

Put the set-aside Galena into her owner's discard pile, if able.

STORY



Heart of Darkness

HARD / EXPERT

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

Reveal another token. If you fail, an ***Ancient One*** enemy in play attacks you.

–6. If you succeed, heal 1 damage or 1 horror from a ***Soul*** asset you control.

–8. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.

1 / 65 380b

Heart of Darkness

EASY / STANDARD

–2 (–4 instead if the light level is 2 or lower).

Reveal another token. If you fail, an ***Ancient One*** enemy in play attacks you.

–4. If you succeed, heal 1 damage or 1 horror from a ***Soul*** asset you control.

–6. Take any amount of damage and/or horror. You get +1 skill value for each point of damage or horror taken this way.

1 / 65 380a

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.

Illus. Arthur Haas

Hemostreams

2

LOCATION

3

Otherworld.

All damage and horror dealt to investigators at Hemostreams is treated as direct damage and direct horror.

Instead of clouds, currents of a thin red liquid swim through the air like rivers, raining down a drizzle of droplets on the ground below.

Illus. Arthur Haas 47 / 65 423

Intestinal Exchangers

LOCATION

Otherworld. Organ.

Organisms passively float in the air here, just above your head, and small jellyfish-like creatures filled with liquid rise from the ground into these organisms' maws, and sink back to the ground once emptied.

Intestinal Exchangers

6

LOCATION

1

Otherworld. Organ.

➤: Draw the top card of the encounter deck. Discover 1 clue from Intestinal Exchangers.

ϟ If there are no clues on Intestinal Exchangers, spend 1 clue: Defeat a ***Servitor*** enemy at Intestinal Exchangers.

Illus. Arthur Haas 58 / 65 434

Intestinal Exchangers

LOCATION

Otherworld. Organ.

Organisms passively float in the air here, just above your head, and small jellyfish-like creatures filled with liquid rise from the ground into these organisms' maws, and sink back to the ground once emptied.

Intestinal Exchangers

2

LOCATION

1

Otherworld. Organ.

Forced – When the last clue is discovered from Intestinal Exchangers: Draw the top card of the encounter deck.

ϟ If there are no clues on Intestinal Exchangers, spend 1 clue: Defeat a ***Servitor*** enemy at Intestinal Exchangers.

Illus. Arthur Haas 57 / 65 433

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.

Illus. Arthur Haas

Leukocyte Geysers

3

LOCATION

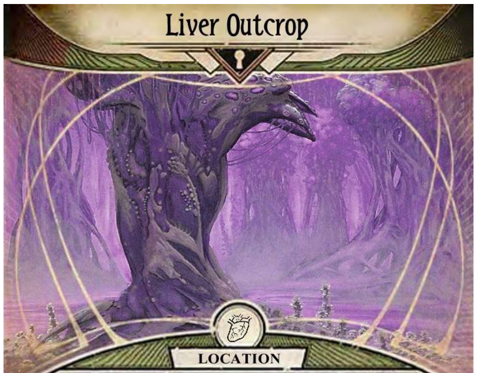
3

Otherworld.

Mounds of sand and rock sprout from the ground, expelling a thick black liquid in dribbles and spurts, forming tube-like structures that extend into long tendrils.

Illus. Arthur Haas 48 / 65 424

Liver Outcrop

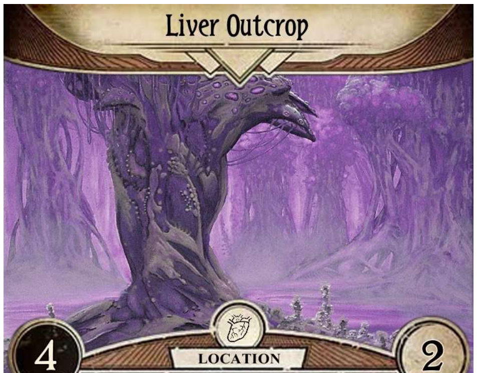


LOCATION

Otherworld. Organ.

In a clearing a singular structure grows from the ground, gently swaying and throbbing to an unknown rhythm. A number of small creatures live on the crag, scuttling up and down carrying forage.

Liver Outcrop



4 LOCATION 2

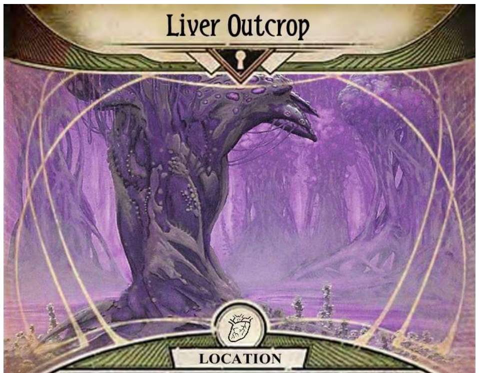
Otherworld. Organ.

⮌ After you successfully investigate Liver Outcrop: You may lose all of your resources. If you lost 4 or more resources from this effect, discover 1 clue from Liver Outcrop.

➤ If there are no clues on Liver Outcrop, spend 2 clues: Defeat a ***Servitor*** enemy at Liver Outcrop.

Illus. Arthur Haas 59 / 65 435

Liver Outcrop

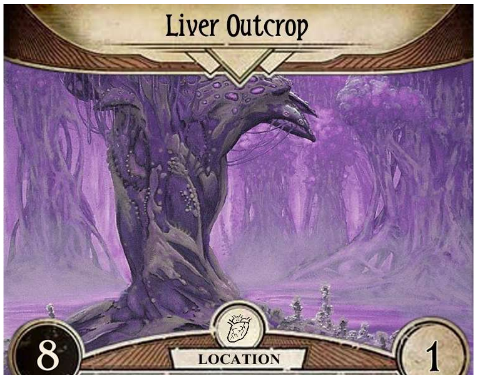


LOCATION

Otherworld. Organ.

In a clearing a singular structure grows from the ground, gently swaying and throbbing to an unknown rhythm. A number of small creatures live on the crag, scuttling up and down carrying forage.

Liver Outcrop



8 LOCATION 1

Otherworld. Organ.

⮌ When you investigate Liver Outcrop, spend X resources: Reduce Liver Outcrop's shroud by X for this investigation.

➤ If there are no clues on Liver Outcrop, spend 1 clue: Defeat a ***Servitor*** enemy at Liver Outcrop.

Illus. Arthur Haas 60 / 65 436

AGENDA 2b

Stirring

The light mist has been thickening with time, enough that it is starting to color the landscape with a tinge of crimson.

Lower the light level by 1.

Agenda 2a

Living Land

3

A light mist permeates the air, leaving it humid and heavy. The ground is pliant beneath your feet, sickeningly similar to flesh, and with each step moisture oozes out into a puddle.

Each location is connected to each location adjacent to it.

Illus. Darkest Dungeon 3 / 65 382

ACT 4b

Sink Under

Your ancestor crumples to the ground, sullen and unmoving, and his body begins to merge gradually with the land.

You return to the rift, thankful the whole ordeal is over, but what you find something new there, something beyond comprehension. A gigantic creature has cocooned itself near the rift. When you look more closely, what you see almost causes you to wretch. It is nothing like any cocoon you have ever seen, but rather it is a human heart. Beating. Pulsing.

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

Using "Location Placement for Act 5" (page 38) in the Campaign Guide, follow the instructions under **Locations in Heart of Darkness** (page 36).

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

Act 4a

Madness Made Flesh

He roars into the air as though possessed, shrieking and whooping. "Flesh is fluid: it can be changed, reshaped, remade!"

Forced – After you advance to this act, if there are 2 or more set-aside story cards: Choose one at random and resolve it.

Objective – If Ascended Ancestor is defeated, advance.

1

Illus. Darkest Dungeon 9 / 65 388

Malignant Growth

5 2 5

Monster. Servitor. Elite.

Aloof.

While Malignant Growth is unengaged, its location gets +2 shroud.

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

ENEMY

Illus. Darkest Dungeon 21 / 65 397

Malignant Growth

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

Either (choose one):

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

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

STORY

✱Mr. Stone

2 2👤 3

Monster. Mi-Go. Elite.

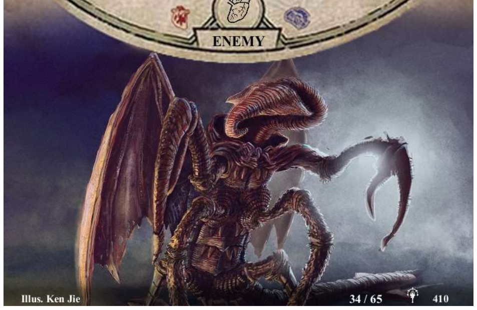
Aloof. Hunter.

Prey – Investigator with The Shard of Panestes.

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

Victory 0.

ENEMY



Illus. Ken Jie 34 / 65 410

Memories of the Shard

> *You feel an icy chill around your waist and idly brush at it with your hand, and realise it is coming from the Shard of Panestes. In that moment, your vision blurs as your mind is assaulted with a flood of images describing the history of the strange fragment—The Silver Twilight Lodge—Paenoestes—Tsathoggua—The Mi-go—Athens—Mr. Stone—and you drop the shard on the ground. But the last memory still lingers in your mind, the visage of a hideous creature infiltrating humanity intending to use the shard as part of some arcane device. When you hear a gasp, you wrest yourself back to the present, but curiously the image of Mr. Stone remains in front of you for another moment before fading away.*

Any one investigator may take control of the set-aside The Shard of Panestes asset.

Flip this card to its enemy side and spawn it at the Rift.

STORY

The Heart Reborn

ACT 6b

> *The final slab of flesh falls from the monstrous abomination only for something to emerge from inside of it, unimaginably hideous, terrifying, awful.*
>
> *The heartbeat of the world returns again, stronger, unabating. Nssu-Ghahnb's rebirth is at hand.*

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

Using "Location Placement for Act 7" (page 39) in the Campaign Guide, follow the instructions under **Locations in Heart of Darkness** (page 36).

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

Act 6a

Metamorphosis

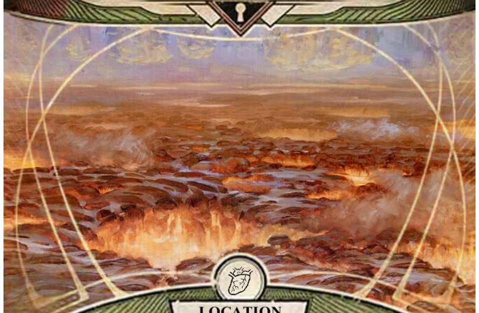
"Pray it does not take too hideous a form…"

Forced – After you advance to this agenda, if there is at least 1 set-aside story card: Choose one at random and resolve it.

Objective – If Gestating Heart is defeated, advance.

Illus. Darkest Dungeon 11 / 65 390

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.

Illus. Arthur Haas

Mucus Swamp

1 LOCATION 3

Otherworld.

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

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

Illus. Arthur Haas 49 / 65 425

✱Nashwa Hassan

Undead Thrall

3 2👤 3

Humanoid. Sorcerer. Elite.

Alert.

Nashwa Hassan cannot leave the Rift.

➤➤: **Parley.** Test 🧠 + 💬 (6) to undo your ancestor's magic. If you succeed, place 1 clue *(from the token pool)* on Nashwa Hassan. If there are 1 👤 clues on her, flip her over and resolve the second section of the text on her other side.

Victory 0.

ENEMY

Illus. Castlevania Lords of Shadow 28 / 65 404

Nashwa's Return

> *Your ancestor's hollow voice resonates…*
>
> *"Ahhh… So you returned…"*
>
> *Nashwa grips her ears tightly and screams, "Never! I refuse to bow to your will again! Your hold over me is broken!"*
>
> *"You misunderstand. I abhor waste…*
> *I would never discard a useful tool…*
> *That is why you stand here… "*

Flip this card to its enemy side and spawn it at the Rift, exhausted.

Read the following only when instructed:

> *No longer enthralled and empowered by your ancestor's necromancy, Nashwa slumps to the ground, eyes unblinking and devoid of thought.*

Place this card in the victory display. *(This side faceup.)*

Place the set-aside Nashwa Hassan into her owner's discard pile, if able.

STORY

Alpha and Omega

AGENDA 4b

The heartbeat resonates in your mind, reverberating through your entire being. The rift grows to fill the sky, the dark void stretching from horizon to horizon. Your ancestor's hideous cackling ricochets between your ears. It is over. Nssu-Ghahnb, the Heart of Darkness, has awoken once more.

(→R1)

Agenda 4a

Organic Dimension

The ground beneath you pulses regularly like a heartbeat. You can feel rhythmic beating steadily growing in strength with every passing minute.

Nssu-Ghahnb is awakening.

12*

*This agenda gets +3 doom threshold.

Each location is connected to each location adjacent to it.

Illus. Darkest Dungeon 5 / 65 384

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*Otto von Isenberg

Bound by Contract

6 1 2

Humanoid. Brigand. Elite.

Retaliate.

Otto von Isenberg cannot leave the Rift.

➤: **Parley.** Test + (6) to undo your ancestor's magic. If you succeed, place 1 clue *(from the token pool)* on Otto von Isenberg. If there are 1 clues on him, flip him over and resolve the second section of the text on his other side.

Victory 0.

ENEMY

29 / 65 405

Otto's Contract

> *Your ancestor's hollow voice resonates…*
>
> *"I… once again… require your services…"*
>
> *Otto's normally limber posture tenses and he stands straight up, his face expressionless. You are assaulted by a stream of whispered words, spoken too rapidly to comprehend. With each passing syllable, a red aura grows around him until, when the whispering stops, he turns around, pistols aimed directly at you.*

Flip this card to its enemy side and spawn it at the Rift, exhausted.

Read the following only when instructed:

> *The magic of the contract tapped into any reserves of stamina he had left in order to fulfil his duties. With it dispelled, the red aura around him fades away, his body relaxes, and he collapses to the ground.*

Place this card in the victory display. *(This side faceup.)*

Place the set-aside Otto von Isenberg into his owner's discard pile, if able.

STORY

Polyp

3 3 3

Monster. Servitor. Elite.

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

"Where there is no peril in the task, there can be no glory in its accomplishment."

– The Ancestor

ENEMY

Illus. Darkest Dungeon 22 / 65 398

Polyp

> *The creature lets out a hissing sound as it crashes into the ground, whatever force holding it aloft fading away. The deep heartbeat emanating from the world abates.*

Either (choose one):

- Draw 3 cards.
- Gain 2 resources.

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

STORY

---

*Captain Renaudin

…Or What's Left of Him

3 2 2

Humanoid. Monster. Elite.

Hunter.

➤: **Parley.** Test + (6) to undo your ancestor's magic. If you succeed, place 1 clue *(from the token pool)* on Captain Renaudin. If there are 1 clues on him, flip him over and resolve the second section of the text on his other side.

Victory 0.

ENEMY

Illus. Stanislav Dikolenko 31 / 65 407

Renaudin's Sacrifice

> *Your ancestor's hollow voice resonates…*
>
> *"One of the townsfolk? You are… unnecessary… Though your materials, perhaps…"*
>
> *A scream fills the air and Captain Renaudin starts to writhe on the ground clutching his head. You rush to his side but it is too late. His head in your hands, the life fades from his eyes. You gently lay him on the ground and stand up, but a movement by your feet alerts you to his corpse stiffening and… stirring? When he rises to his feet before you, his eyes glow with a sickly energy.*

Flip this card to its enemy side and spawn it at the Rift, exhausted.

Read the following only when instructed:

> *His corpse falls to the floor, the unholy magic no longer animating it. You whisper a quick prayer but dare not linger. There will be time for a proper burial afterwards.*

Place this card in the victory display. *(This side faceup.)*

Remove the set-aside Captain Renaudin from the game.

STORY

Rift

LOCATION

Otherworld.

The flesh forming the frame around the rift melds into the surrounding world. Empty eyes embedded in the flesh blink eerily, and veins and arteries that weave through beat in a regular rhythm.

Rift

6

LOCATION

0

Otherworld.

➤➤ Spend 1 clue: You attempt to sever the connection to Earth. Deal 2 damage to an ***Ancient One*** enemy in play.

➤➤ Spend 2 clues: **Evade.** You attempt to constrict the bloodflow to the rift. Automatically evade an ***Ancient One*** enemy in play.

➤➤: **Resign**. "This is too much, this can't be real!"

Illus. Darkest Dungeon 36 / 65 412

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.

Illus. Arthur Haas

Roost Oculorum

3

LOCATION

2

Otherworld.

Forced – When Roost Oculorum is revealed: Look at the revealed side of any location in play. Then test ● (2). If you fail, take 2 horror.

Nests of spherical beings pepper the desert landscape. They mumble and whisper amongst themselves in an alien language, and swivel to stare at you when you approach.

Illus. Arthur Haas 50 / 65 426

Tentacle

2 4 2

Monster. Servitor. Elite.

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

"There is method in the wild corruption here. It bears a form both wretched and malevolent."
– The Ancestor

ENEMY

Illus. Darkest Dungeon 23 / 65 399

Tentacle

The creature falls to the ground, limp. Insects swarm its corpse and start to feed on it. The deep heartbeat emanating from the world abates.

Either (choose one):

- Heal 2 horror from your investigator.
- Draw 1 card.

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

STORY

Hound of Tindalos

3 2👤 2

Monster. Extradimensional. Tindalos. Elite.

Alert. Hunter. Retaliate.

Prey – Investigator with The Hound Amulet.

Forced – After Hound of Tindalos attacks you: Exhaust each asset you control. During the next upkeep phase, those assets cannot ready.

Victory 0.

ENEMY

Illus. Antonio José Manzanedo 33 / 65 409

The Amulet's Curse

Since you recovered the Hound Amulet, you have periodically heard the baying of a hound in the distance. It was concerning at first, but no such beast ever materialised and you have stopped paying it much heed. Just now, you hear it once more, but this time the howl loud and clear, coming from much nearer than before. You frantically scan your surroundings and in the distance dashing towards your group is a beast leaving a trail of smoke in its wake. Its guardian has stalked you through dimensions and has finally tracked down its prey.

Any one investigator may take control of the set-aside The Hound Amulet asset.

Flip this card to its enemy side and spawn it at the Rift, exhausted and unengaged.

STORY

Leech's Anguish

ACT 7b

A ghastly screech escapes from the heart, flooding your ears. You clutch your head, trying to keep it from burrowing its way in, but the sound resonates from every particle of the plane and tears at your very being.

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**.

Check your Campaign Log. If *the summoning ritual consumed the investigators' souls:*

You thought it was strange. The spiritual energy that enveloped you was comforting, but foreign. Over time, its embrace has become clammy and cramped, and it is now that you have a sudden epiphany. It is not yours but someone else's, someone who came before. Who? But in that moment of realisation, the energy shatters and falls away to the ground, fading away.

Remove each Spiritual Energy from the game.

Act 7a

The Beginning

"Behold the heart of the world!
Progenitor of life,
Father and mother,
Alpha and omega!"

Heart of Darkness cannot be defeated or dealt damage.

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

1

Illus. Darkest Dungeon 12 / 65 391

ACT 8b

Return to Cradle

Great rivers of blood flow from the heart and its dying throes spread roiling waves of pain and distortion rippling across the landscape, pulling and tearing at your body until everything turns black.

When you wake, Nssu-Ghahnb is nowhere to be seen. The ground no longer pulses with a heartbeat. The flora and fauna are withered and lifeless. You gather the dead and injured and return through the rift, its frame now languid and decaying.

(→R2)

Act 8a

The End

"Our creator…
And our destroyer."

Forced – After you advance to this act, if there is a set-aside story card: Resolve it.

Objective – If Heart of Darkness is defeated, advance.

Illus. Darkest Dungeon 13 / 65 392

AGENDA 1b

Lost Lamb

Why?

Take 1 direct damage and 1 direct horror.
Flip this agenda back over.

Agenda 1a

The Heartlands

You have travelled an unimaginable distance, from the manor in the countryside to an unfamiliar realm. The alien landscape stretches out to the distant horizon, shifting and mutating.

Each location is connected to each location adjacent to it.

The light level is 0 and cannot be changed.

Forced – At the end of the round: Each investigator takes 1 direct damage and 1 direct horror.

Illus. Darkest Dungeon 2 / 65 381

TREACHERY

Power Corrupts

Pact.

Power Corrupts cannot leave play while it has 1 or more resources on it.

Forced – When an investigator reveals a ☠ symbol during a skill test: That investigator takes 1 direct damage or 1 direct horror. Remove 1 resource from Power Corrupts. Then, if Power Corrupts has no resources on it, place it in the victory display.

Victory 0.

Illus. Dmitry Desyatov 32 / 65 408

The Necronomicon Corrupts

The power of the Necronomicon is undeniable, and it falling into your hands has been a great boon for both you and the world. You have done and will do great things using the knowledge contained within its bindings. But its reputation precedes it: if others learned of your possession, they would covet the book, they would become envious.

For the sake of the world, others cannot have it.

It is yours.

Any one investigator may take control of the set-aside The Necronomicon *(Alhazred Translation)* asset.

Flip this card to its treachery side and put it into play next to the agenda deck, with 2 👤 resources on it.

STORY

ACT 5b

Worldwake

The rhythmic undulations of the landscape beat more sluggishly now that those creatures have been killed. The heart's tissues, previously crimson with blood, are now languid and aphotic and begin to slough off its frame, each piece melting into the ground below. The living realm recoils at its beating heart faltering, and the terrain roils beneath your feet, threatening to swallow you whole into the fleshy landscape.

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**.

Act 5a

Transformation

A whisper caresses your ears:

"Flesh is immortal…"

Gestating Heart cannot be defeated or dealt damage.

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

Illus. Darkest Dungeon 10 / 65 389

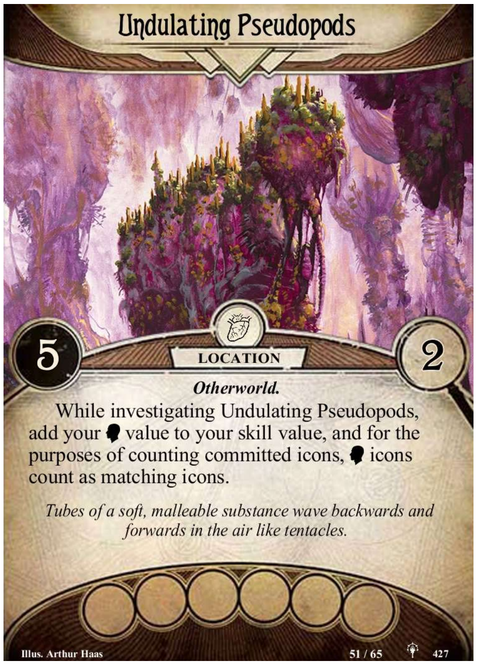
Shifting Landscape

LOCATION

Otherworld.

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

Illus. Arthur Haas



Undulating Pseudopods

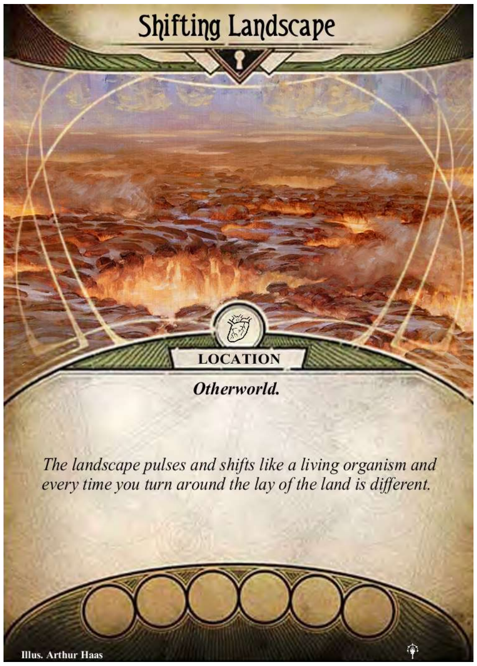
5 LOCATION 2

Otherworld.

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

Tubes of a soft, malleable substance wave backwards and forwards in the air like tentacles.

Illus. Arthur Haas 51 / 65 427



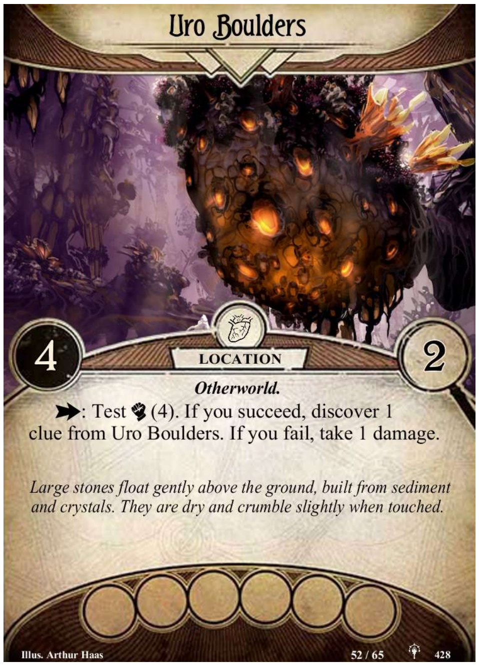
Shifting Landscape

LOCATION

Otherworld.

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

Illus. Arthur Haas



Uro Boulders

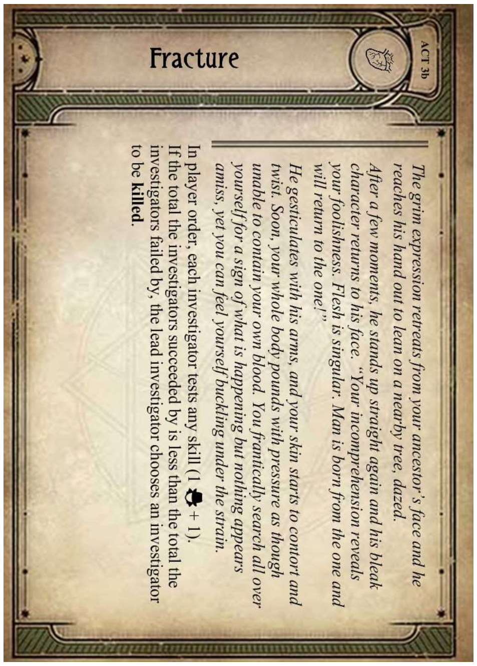
4 LOCATION 2

Otherworld.

➤: Test (4). If you succeed, discover 1 clue from Uro Boulders. If you fail, take 1 damage.

Large stones float gently above the ground, built from sediment and crystals. They are dry and crumble slightly when touched.

Illus. Arthur Haas 52 / 65 428



Fracture

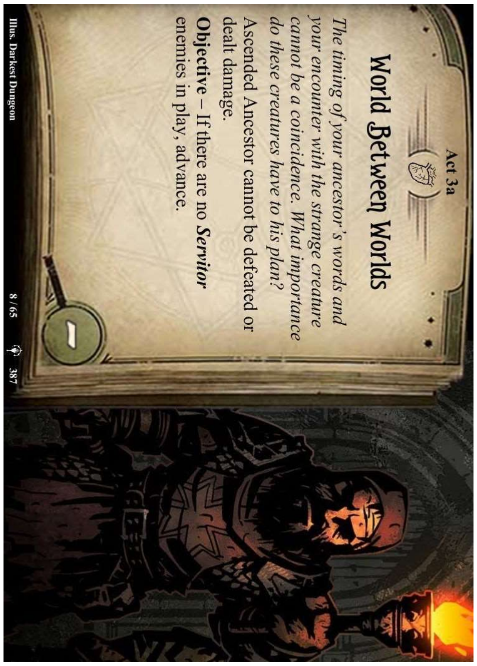
ACT 3b

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 contort 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**.



World Between Worlds

Act 3a

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?

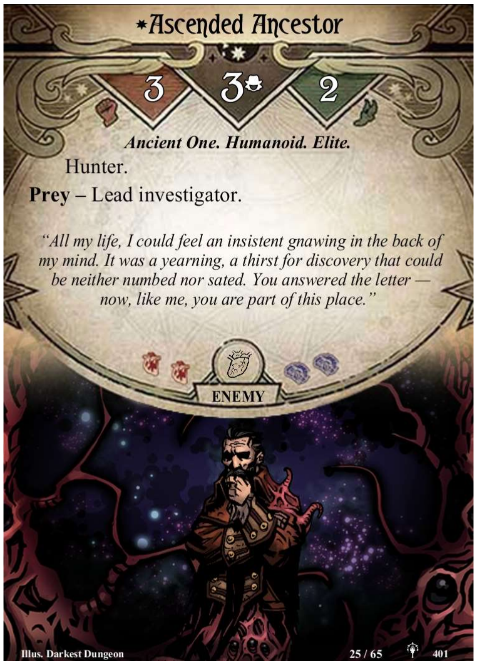
Ascended Ancestor cannot be defeated or dealt damage.

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

1

Illus. Darkest Dungeon 8 / 65 387

Encounter card back



*Ascended Ancestor

3 3 2

Ancient One. Humanoid. Elite.

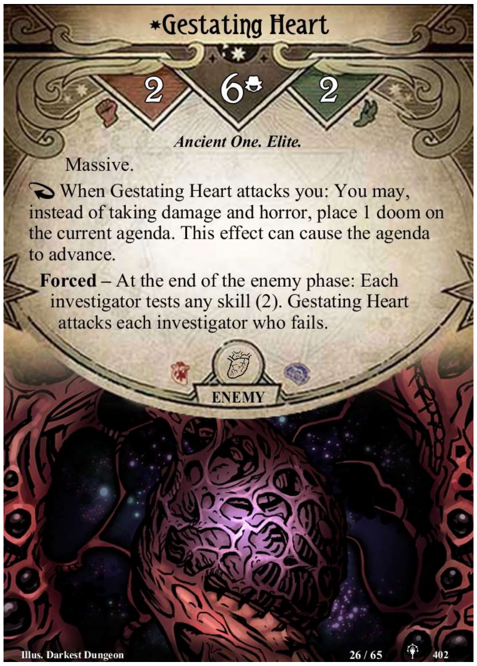
Hunter.

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 numbed nor sated. You answered the letter — now, like me, you are part of this place."

ENEMY

Illus. Darkest Dungeon 25 / 65 401



*Gestating Heart

2 6 2

Ancient One. Elite.

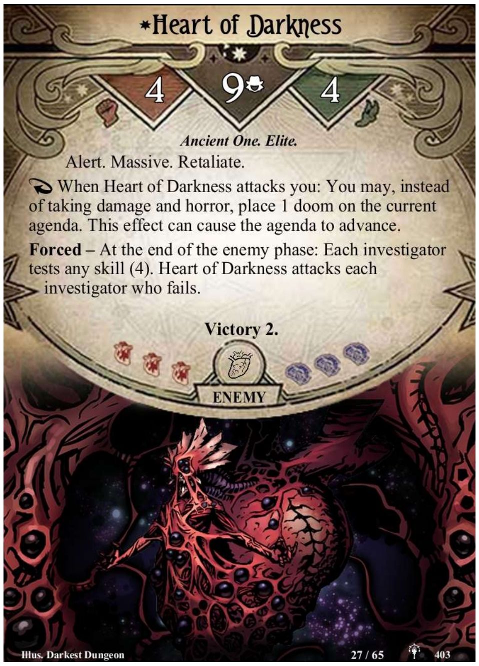
Massive.

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

Illus. Darkest Dungeon 26 / 65 402



*Heart of Darkness

4 9 4

Ancient One. Elite.

Alert. Massive. Retaliate.

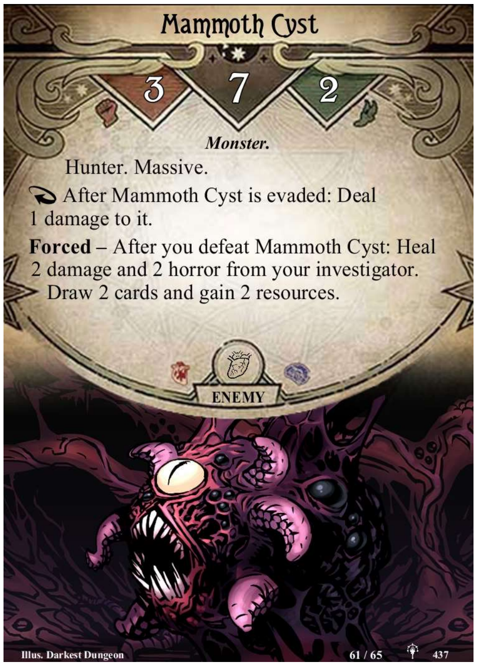
When Heart of Darkness attacks you: You may, instead of taking damage and horror, place 1 doom on the current agenda. This effect can cause the agenda to advance.

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

Illus. Darkest Dungeon 27 / 65 403



Mammoth Cyst

3 7 2

Monster.

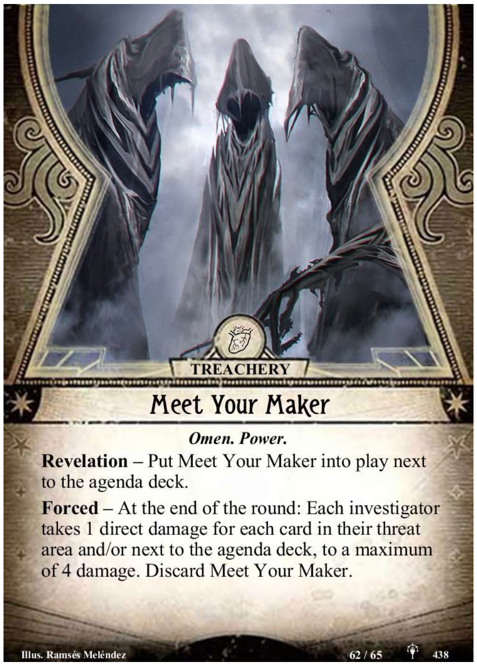
Hunter. Massive.

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

Illus. Darkest Dungeon 61 / 65 437



TREACHERY

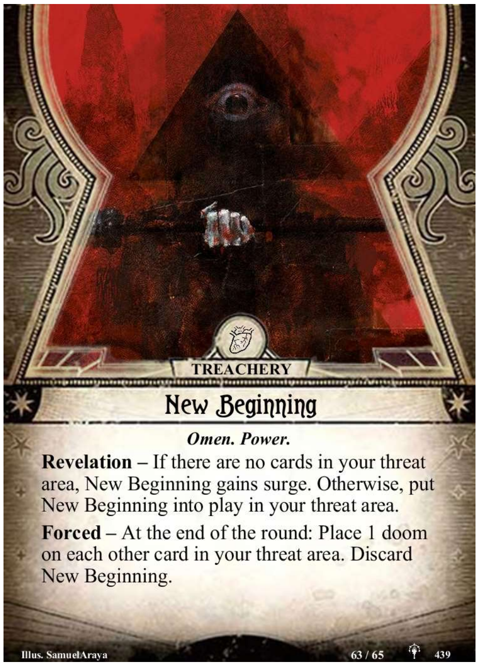
Meet Your Maker

Omen. Power.

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

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

Illus. Ramsés Meléndez 62 / 65 438



TREACHERY

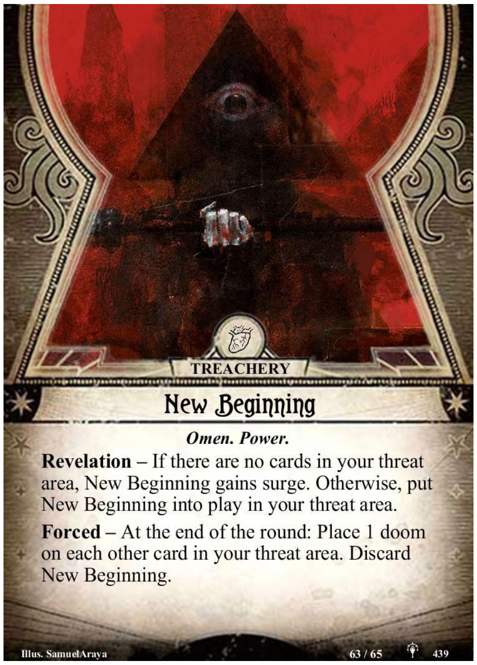
New Beginning

Omen. Power.

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

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

Illus. SamuelAraya 63 / 65 439



TREACHERY

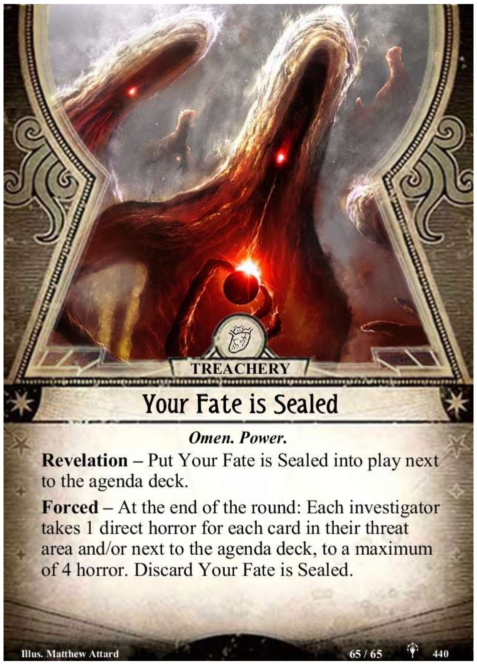
New Beginning

Omen. Power.

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

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

Illus. SamuelAraya 63 / 65 439



TREACHERY

Your Fate is Sealed

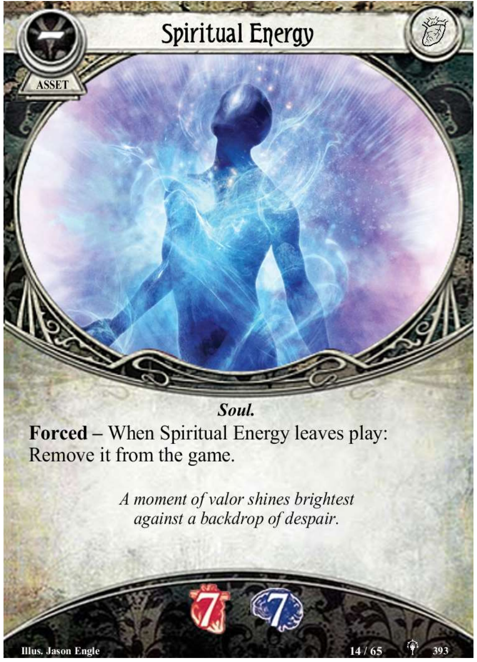
Omen. Power.

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

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

Illus. Matthew Attard 65 / 65 440

Player card back

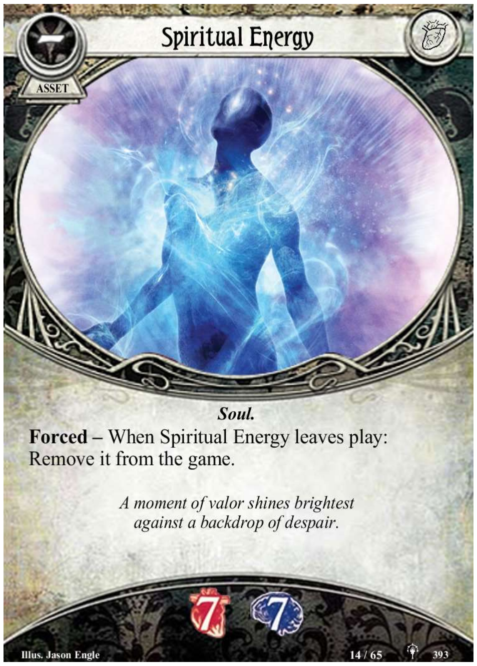

ASSET
7
7
Illus. Jason Engle
14 / 65
393

Spiritual Energy

Soul.

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

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


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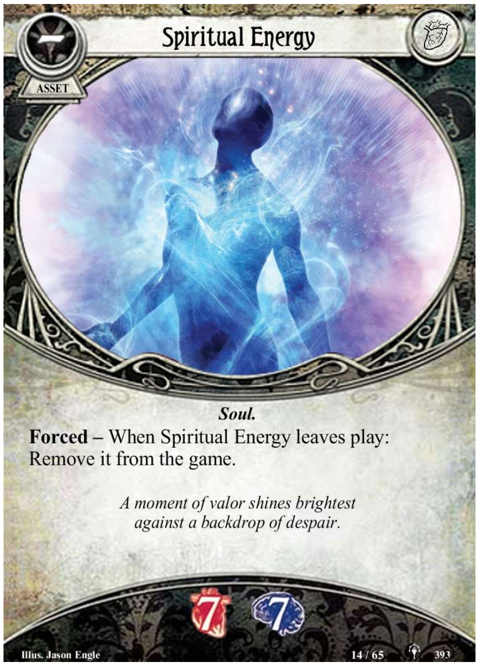
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14 / 65
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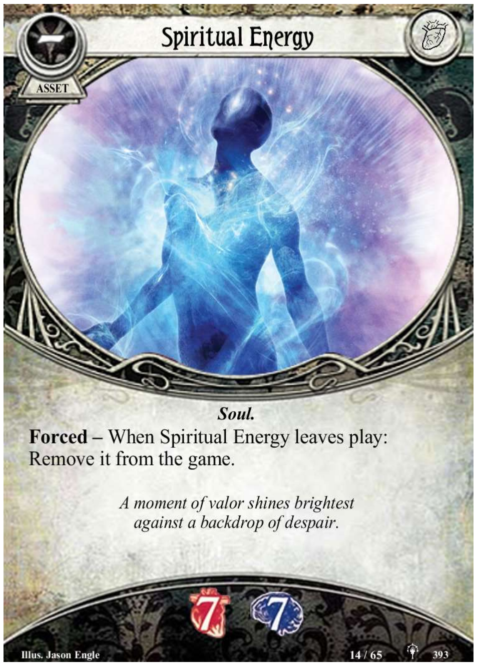
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Illus. Jason Engle
14 / 65
393

Spiritual Energy

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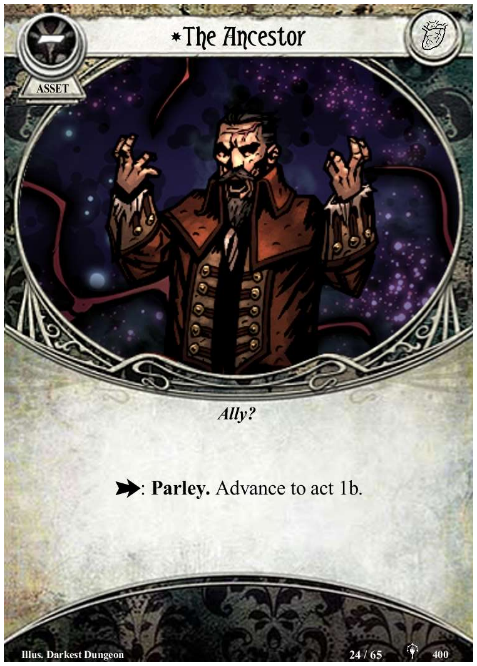
ASSET
Illus. Darkest Dungeon
24 / 65
400

*The Ancestor

Ally?

➤: **Parley.** Advance to act 1b.