

**\*Audrey Bourassa**  
The Grave Robber

Deck Size: 30.  
Deckbuilding Options: Seeker cards (🔍) level 0-5, Rogue cards (👤) level 0-2, Neutral cards level 0-5.  
Deckbuilding Requirements (do not count toward deck size): Shadowface. Reclaiming the Family Name, 1 random basic weakness.

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

4 🔍 3 👤 3 🗡️ 2 🌿

**\*Abdul Alhazred**  
The Occultist

4 🔍 3 👤 3 🗡️ 2 🌿

Sorcerer.

➔ Search your deck for a weakness and a card that's a *Spell* or *Ritual*. If you find both, draw them. Shuffle your deck.

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

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

7 🗡️ 9 🌿

Illus. Darkest Dungeon

**\*Abdul Alhazred**  
The Occultist

Deck Size: 30.  
Deckbuilding Options: Mystic cards (🔮) level 0-5, Neutral cards level 0-5, *Spell* cards level 0-5.  
Deckbuilding Requirements (do not count toward deck size): Mentor's Skull, 2 random basic weaknesses.  
Additional Requirements: As an additional cost to add or upgrade to level 1-5 non-Mystic (🔮) *Spell* or *Ritual* cards, you must add a random basic weakness to your deck.

Knowledge - the poison of humankind. Since time began, many have sought it out, but those who discover the truth of this world's secrets have found the revelations too much to bear. A lifetime of scholarly inquiry into ancient and forbidden lore has opened Abdul Alhazred's mind to the powers of the void, and he has utilized that same knowledge to further his understanding of the eldritch. His pursuits in antediluvian apprehension have left his body fragile and weak, but it has made his mind sharp and his capabilities most versatile. The void, however, is an unpredictable power; his eldritch powers can rend the souls of even the most foul of beasts leaving them motionless, but at the cost of calling the ever-looming shadows closer.

**\*Beast Within**  
The Unshackled

4 🔍 3 👤 5 🗡️ 2 🌿

Monster. Drifter. Cursed.  
Bonded (Henry Bigby).  
Your attacks during basic fight actions deal +1 damage.  
★ effect: Treat it as an 🗡️ token, instead.

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

7 🗡️ 6 🌿

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**\*Beast Within**  
The Unshackled

Deck Size: Same as your human form.  
Deckbuilding Options: Abominations can't build decks.  
Deckbuilding Requirements (do not count toward deck size): Do you remember? Is there some humanity left in you?

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

**\*Audrey Bourassa**  
The Grave Robber

2 🔍 4 👤 2 🗡️ 4 🌿

Criminal.

➔ After you play a *Relic* asset. Gain 2 resources. (Limit once per round.)  
★ effect: +1. If this test is successful, you may play a *Relic* asset from any investigator's discard pile.

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

7 🗡️ 7 🌿

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**\*Henry Bigby**  
The Abomination

Deck Size: 30.  
Deckbuilding Options: Survivor cards (🛡️) level 0-5, Neutral cards level 0-5.  
Deckbuilding Requirements (do not count toward deck size): Damnation's Gift, Osmond Chains, 1 random basic weakness.

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

**Finale**  
Tactic.

Sarmentus deck only.

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

0 EVENT

Illus. For the life of me I can't find an error

**Damnation's Gift**  
WEAKNESS  
Curse.

**Revelation** - Put Damnation's Gift into play in your threat area.  
Treat each 🗡️ you reveal on a chaos token as an 🗡️.

➔ Deal 2 damage to an investigator at your location and discard Damnation's Gift.

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**\*Henry Bidby**  
The Abomination

**Diffier, Cursed.**  
4 2 2 2 2

**Forced** – When you would reveal any number of chaos tokens: Reveal an additional token. Of the revealed tokens, choose and cancel the token with the highest modifier.

**Forced** – When you reveal an token, Swap your investigator card with the bonded Beast Within. (Only the card has changed. For example, any damage and horror remains on your investigator.)

★ effect: Treat it as an 5 6

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**\*Mentor's Skull**  
At Any Cost

**4**  
ASSET

**WEAKNESS**  
Item. Relic.

You get +1.

**Forced** – When your turn begins, if Mentor's Skull is in your hand: Reveal it and take 2 damage.

Illus. Chris Bourassa

**Osmond Chains**

**1**  
ASSET

**WEAKNESS**  
Item. Blessed.

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

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

Illus. Clare Willocks

**TREACHERY**  
**Reclaiming the Family Name**  
**WEAKNESS**  
Task.

**Revelation** – Put Reclaiming the Family Name into play in your threat area.

**Forced** – When you gain 1 or more resources: Place them on Reclaiming the Family Name, instead. Then, if there are 8 or more resources on Reclaiming the Family Name, discard it.

Illus. Darkest Dungeon

**\*Reynauld de Châtillon**  
The Crusader

**Deck Size: 30.**  
**Secondary Class Choice:** At deck creation, choose Mystic (M), Seeker (S), or Survivor (V).

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

**Deckbuilding Requirements** (do not count toward deck size): 1 copy of The Long Crusade, 3 copies of Thirst for Justice, 1 random basic weakness.

**Deckbuilding Restrictions:** No *Firicum* cards.

With holy blade in hand, Reynauld de Châtillon eagerly joined the crusades against the unbelievers only to be witness to his fellow holy soldiers' fall to their own sinful desires, looting and burning the holy land to save their mortal weaknesses. He was one of only a fraction to return, ashamed of the crusade's failure and of his countrymen's actions. Now, with holy blade once more in hand, Reynauld travels with a small retinue, hunting darkness wherever it may be, whether in unholy hidden mechanisms, or in the hearts of humankind. Every cause needs a champion, a hero to rally otherwise common people to a righteous cause and lead them to victory, and Reynauld is that champion.

Illus. Darkest Dungeon

**\*Reynauld de Châtillon**  
The Crusader

**3 2 5 2**

**Believer, Veteran.**  
You begin the game with The Long Crusade in play.

After an investigator at your location spawns a weakness enemy or resolves the revelation effect of a non-hidden weakness: That investigator draws a card and heals 1 horror. (Limit once for each investigator per round.)

★ effect: +1 You may attach a weakness in any investigator's discard pile facedown to The Long Crusade.

Illus. Darkest Dungeon

**\*Sarpentus**  
The Jester

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

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

In the darkest depths of the human heart lies a self-centred animal without any regard for others. Armed with lie and razor-sharp wit, Sarpentus worked as a minstrel and jester in many courts across the lands, observing but never allowed to experience the extravagance of the rich and powerful, until he reached the court of a particularly cruel tyrant. There, tortured and humiliated, he picked up the knives thrown at him and resolved to make his performance a finale to remember. Since then, he has roused the lands visiting each of his previous audiences, leaving behind a trail of silence and blood.

Illus. Darkest Dungeon

**\*Sarpentus**  
The Jester

**2 2 4 4**

**Diffier, Performer.**  
After you perform one of the move, fight, engage, or evade actions: Take a different one of the move, fight, engage, or evade actions. (Limit once per round.)

★ effect: +0. If you succeed by 2 or more, after this test ends, take a move, fight, engage, or evade action.

Illus. Darkest Dungeon

**\*Shadowlace**  
High and Low

**1**  
ASSET

**Item. Clothing. Relic.**  
Audrey Bourassa deck only.

Up to 2 other *Relic* assets you control do not take up slots.

Illus. Leona Florianova















**2**  
ASSET

**Forgotten Mirror**  
Pools of Contemplation

*Item. Relic.*

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

You get +1 ♣ and +1 ♠.

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

Illus. Unknown 24

**2**  
ASSET

**Forgotten Mirror**  
Pools of Contemplation

*Item. Relic.*

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

You get +1 ♣ and +1 ♠.

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

Illus. Unknown 24

**2**  
ASSET

**Forgotten Mirror**  
Port of Calm

*Item. Relic.*

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

You get +1 ♣ and +1 ♠.

Shuffle Forgotten Mirror and 1 copy of a bonded Beyond Space and Time into your deck: Automatically evade a non-*Elite* enemy at your location.

Illus. Unknown 25

**2**  
ASSET

**Forgotten Mirror**  
Port of Calm

*Item. Relic.*

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

You get +1 ♣ and +1 ♠.

Shuffle Forgotten Mirror and 1 copy of a bonded Beyond Space and Time into your deck: Automatically evade a non-*Elite* enemy at your location.

Illus. Unknown 25

**2**  
ASSET

**Forgotten Mirror**  
Unidentified

*Item. Relic.*

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

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

Illus. Unknown 22

**2**  
ASSET

**Forgotten Mirror**  
Unidentified

*Item. Relic.*

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

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

Illus. Unknown 22

**1**  
EVENT

**Guidance**  
*Insight.*

Fast. Play only during your turn.

Choose another investigator who has yet to take their turn this round. That investigator may take an additional action during their turn this round.

Illus. Bryce Cook 27

**1**  
EVENT

**Guidance**  
*Insight.*

Fast. Play only during your turn.

Choose another investigator who has yet to take their turn this round. That investigator may take an additional action during their turn this round.

Illus. Bryce Cook 27

**TREACHERY**

**Hangover**  
WEAKNESS

*Madness.*

Bonded (Celebration Drinks).

**Revelation** – Test ♣ (2). For each point you fail by, take 1 damage or take 1 horror.

Illus. Fabio Perez 30



















