

AGENDA 1b

"Round and round we go..."

A loud, metallic clang rings throughout the funhouse causing everything to go silent. A lone, sad laugh echoes through your mind as the faint sound of gears moving starts to build and you feel the floor beneath you jerk to a sudden movement...

Shift all locations on **Level 1** to the right, moving the far-right location to the now vacant position on the far-left, then move 1 clue token from each **Level 1** location to the location directly below it.

Forced – If an investigator is on **Level 1** when it shifts, they must move to the location directly below their location after the shift and make an **(2)** test. Each investigator that fails must discard cards from the Encounter Deck until they find a card with the **Disoriented** trait on it and place it in their threat area, then shuffle the discard pile into the encounter deck.

AGENDA 1a

Slippery Slope

The small building's large doors open up into a wide hallway. Bright colors. Blinding lights. Cyclopean shapes. A stale smell. Popcorn crunching under your feet. A cacophony of sounds. The attack on your senses nearly blinds you. But through this attack you notice three ways forward. Three ways down, but three ways forward nonetheless.

Forced – After an investigator successfully investigates a location, they must immediately move to the location directly below them.

3

2.50

AGENDA 2b

"...where we stop..."

What once was a lone, sad laugh has become a chorus of laughter with something more than glee in it. The chorus rings so loud you barely hear the loud, metallic clang this time, but feel the floor's uneasy shift as it starts to move below your feet.

Shift all locations on **Level 2** to the left, moving the far-left location to the now vacant position on the far-right, then move 1 clue token from each **Level 2** location to the location directly below it.

Forced – If an investigator is on **Level 2** when it shifts, they must move to the location directly below their location after the shift and make an **(3)** test. Each investigator that fails must discard cards from the Encounter Deck until they find a card with the **Disoriented** trait on it and place it in their threat area, then shuffle the discard pile into the encounter deck.

AGENDA 2a

"Going down sir?"

The lone, sad laugh begins to fade as the floor's movement comes to an abrupt halt and the lights go out. The silence that follows is unsettling and unending, even your heavy breathing seems to make no noise. Suddenly it's broken by a soft whisper in your ear.

"Going down sir?"

The lights and noise of the funhouse quickly come back on as you turn around to find the source of the whisper gone.

Forced – After an investigator completes any action except the move action, they must immediately move to the location directly below them.

4

3.50

AGENDA 3b

"...nobody knows!"

As if fate, or perhaps something much more sinister, heard your most private of thoughts, the now familiar metallic clang reverberates through your entire body. It seems an eternity before you regain your senses to realize the floor is shifting under you again.

Shift all locations on **Level 3** to the right, moving the far-right location to the now vacant position on the far-left, then move 1 clue token from each **Level 3** location to the **Level 1** location above it.

Forced – If an investigator is on **Level 3** when it shifts, they must make an **(4)** test after the shift. Each investigator that fails must discard cards from the Encounter Deck until they find a card with the **Disoriented** trait on it and place it in their threat area, then shuffle the discard pile into the encounter deck.

Before you can regain your bearings, you hear a piercing laugh that seems to emanate from every wall, from the very air around you, when it suddenly stops and you hear that chilling whisper once again.

"Happy's home!"

Spawned, immediately move him to the Entrance location. If Happy is already spawned, immediately move him to the Entrance location.

AGENDA 3a

The Deep Breath Before the Plunge

Compared to a few moments ago, the funhouse appears almost calm. You look for a way up to where you need to be, but still find the only way forward is down. But down to what, you still don't know.

5

3.50

AGENDA 4b

Happy's Happy Time!

"Sorry friends, but Happy's time here is over. I'm afraid you've become quite the bore for me and my own. But don't you worry, I've left a small little something for you. Toodle-ooooo!"

(+RS)

AGENDA 4a

Happy Time!

Half the clowns cower into nearby corners. The other half laugh in manic delight. You feel compelled to follow suit, but unsure of which one to follow. Somehow you snap yourself out of the spell and realize that you have a job to do. This may be Happy's house and Happy may be home, but this will not be Happy's time!

6

4.50

ACT 1B

What Once Was Lost is Found

What information you have found seems incomplete, as if some has been taken knowing you were coming. Despite the tricks the funhouse has played on you, despite the fragmented information you've found so far, you resolve to push on.

Place 1 clue token on each **Level 2** location.

Discard from the encounter deck until you discard an enemy with the **Clown** trait. Spawn that enemy as if the lead investigator drew it, then shuffle the discard pile back into the Encounter Deck.

6-50

ACT 1A

The Pathway Forward is Downward

The room seems too big for such a small building you observed while outside. As you contemplate which of the three doorways to take, you can't help but wonder just how far down the stairs lead. You can't help but fear if what's down there will really be worth it. You push your fear and wonder aside and move forward.

3

6-50

ACT 2B

"Have you seen my mommy?"

*"Have you seen my mommy?"
What at first sounds like a child's worried voice soon morphs into a mocking, maniacal voice.
"Have you seen my mommy?"
The question is pierced with a shrill, almost scream. "Spencer, is that you? Where are you son? Spencer? Spencer!"
You realize you're not the only one lost in this "funhouse," and that you need to hurry before you, and them, are lost forever!*

Replenish each **Level 1** location's clue tokens to its starting value.

Search the Encounter Deck and discard pile for all Lost Patron enemy cards and spawn them as normal, then shuffle the discard pile back into the Encounter Deck.

7-50

ACT 2A

The Way is Up

With such resolve in your heart, this game of constant clues and unpredictable ladders doesn't seem so futile. While information may be scarce, your investigations may have found a way up.

Move up a level to a location directly above you as if it were adjacent to your current location. (Limit once per round).

4

7-50

ACT 3B

Happy Times are Here Again

*You enter one room and it feels as if the entire funhouse is against you. You enter another and it seems as if the funhouse might be helping you. But that helping feeling is quickly replaced by a sinking feeling...
"My oh my, it seems as if someone's been eating my porridge and sleeping in my bed. Whoever could it beee-hee-hee-HEE-HEEEEEEE!!"*

Place 1 clue token in each **Level 3** location, 2 clue tokens if there is an enemy with the **Clown** trait in that location.

Spawn the set aside Happy at the Funhouse Entrance. If Happy is already spawned, immediately move him to the Funhouse Entrance location.

8-50

ACT 3A

Lengthen your Reach

You had a feeling that wouldn't last long. Whether from the shifting rooms and hallways or the unending procession of clowns, you knew your way up was time sensitive. But you may have found something better. Perhaps it's something you see now that you missed previously. Or maybe the supernatural aura is rubbing off on you. Whatever the reason may be, you feel your mind lengthened, your sight lengthened, your reach lengthened.

After an investigator successfully investigates at their location, they may choose to collect a clue token from an adjacent location instead of their current location.

4

8-50

ACT 4B

The Fun Can't Last Forever

You finally found what you needed! And after a night of being disoriented, lost, hypnotized, and attacked, you finally see your way out!

◆ *"The clown's dead, let's get out here! Quick, run!"* If Happy is in your victory display, proceed to →R2.

◆ *"He's wounded, we need to get out while we still can! Follow me!"* If Happy has damage equal to or greater than half his health, proceed to →R3.

◆ *"Forget the clown, we got what we came for! Get out, now!"* If Happy has damage less than half his health, proceed to →R4.

9-50

ACT 4A

Happy Time!

Happy's come home and what you lack still eludes you. Do you face this masked menace in his mad house? Or do you press on in search of the information you need? Perhaps it is both? Either way, you feel your time is slipping away, and what already seemed like an impossible task, just became more difficult.

The Funhouse Entrance is considered adjacent to all **Level 3** locations.

Objective— All investigators must be in the Funhouse Entrance location in order to advance this agenda. Enemies with the **Clown** trait in the victory display may be discarded as clue tokens in order to advance this agenda.

10

9-50

Funhouse Entrance
Happy's Funhouse

0 LOCATION 0

Funhouse. Entrance. Hallway.

► **Resign.** You're not sure how long you've been here, or how much longer you'll be, but what you may be enough. You hope it will be enough.

10/50

Funhouse Entrance

LOCATION

Mirror Maze
Happy's Funhouse

4 LOCATION 3

Funhouse. Level 1.

Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly below it, to the left and right of it, and the Funhouse Entrance.

Forced – After an enemy is defeated in this location, move one clue token from this location to the location directly below it.

11/50

Happy's Funhouse

LOCATION

Twisting Hallway
Happy's Funhouse

3 LOCATION 2

Funhouse. Level 1.

Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly below it, to the left and right of it, and the Funhouse Entrance.

Forced – After an enemy is defeated in this location, move one clue token from this location to the location directly below it.

12/50

Happy's Funhouse

LOCATION

Stairs to Nowhere
Happy's Funhouse

4 LOCATION 3

Funhouse. Level 1.

Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly below it, to the left and right of it, and the Funhouse Entrance.

Forced – After an enemy is defeated in this location, move one clue token from this location to the location directly below it.

13/50

Happy's Funhouse

LOCATION

Tilted Room
Happy's Funhouse

3 LOCATION **2**

Funhouse, Level 1.
Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly below it, to the left and right of it, and the Funhouse Entrance.

Forced – After an enemy is defeated in this location, move one clue token from this location to the location directly below it.

14/50

Happy's Funhouse

Door Maze
Happy's Basement

3 LOCATION **0**

Funhouse, Level 2.
Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly above it, below it, and to the left and right of it.

Forced – Before an investigator can move from this location, test ☠ (2). If you fail, take 1 horror and move as normal.

15/50

Happy's Basement

Unending Hallway
Happy's Basement

2 LOCATION **0**

Funhouse, Level 2.
Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly above it, below it, and to the left and right of it.

Forced – Before an investigator can move from this location, test ☠ (2). If you fail, take 1 horror and move as normal.

16/50

Happy's Basement

Corridor to Nowhere
Happy's Basement

3 LOCATION **0**

Funhouse, Level 2.
Investigators may only move to the location directly below this location.

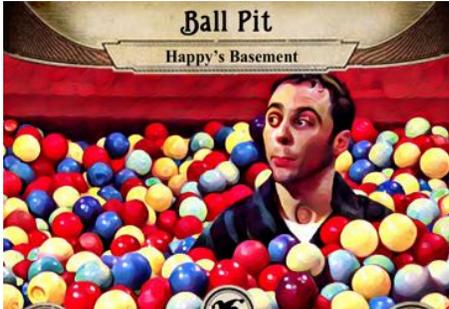
For the purposes of enemy movement, this location is considered adjacent to the locations directly above it, below it, and to the left and right of it.

Forced – Before an investigator can move from this location, test ☠ (2). If you fail, take 1 damage and move as normal.

17/50

Happy's Basement

Ball Pit
Happy's Basement

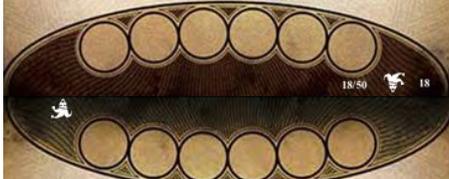


2 LOCATION **0**

Funhouse, Level 2.
Investigators may only move to the location directly below this location.

For the purposes of enemy movement, this location is considered adjacent to the locations directly above it, below it, and to the left and right of it.

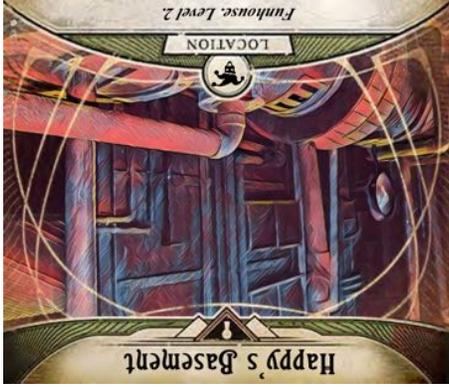
Forced – Before an investigator can move from this location, test  (2). If you fail, take 1 damage and move as normal.



18/50  18

LOCATION

Funhouse, Level 2.



Happy's Basement

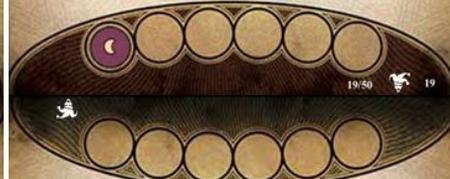
Pallet Maze
Happy's Dungeon



2 LOCATION **0**

Funhouse, Level 3.
For the purposes of enemy movement, this location is considered adjacent to the locations directly above it and to the left and right of it.

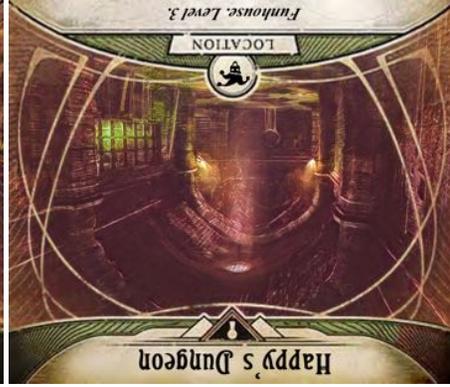
Forced – If connecting *Level 1* location is not available, you must move to the Funhouse Entrance.



19/50  19

LOCATION

Funhouse, Level 3.



Happy's Dungeon

Fluorescent Hallway
Happy's Dungeon



1 LOCATION **0**

Funhouse, Level 3.
For the purposes of enemy movement, this location is considered adjacent to the locations directly above it and to the left and right of it.

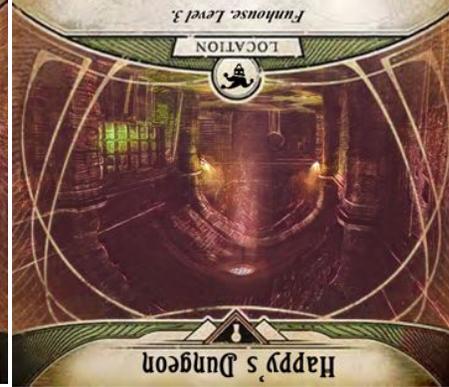
Forced – If connecting *Level 1* location is not available, you must move to the Funhouse Entrance.



20/50  20

LOCATION

Funhouse, Level 3.



Happy's Dungeon

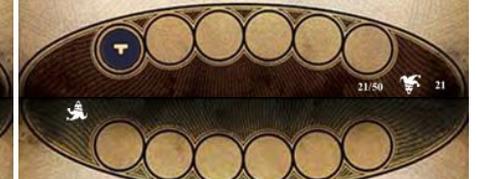
Slide to Nowhere
Happy's Dungeon



2 LOCATION **0**

Funhouse, Level 3.
For the purposes of enemy movement, this location is considered adjacent to the locations directly above it and to the left and right of it.

Forced – If connecting *Level 1* location is not available, you must move to the Funhouse Entrance.



21/50  21

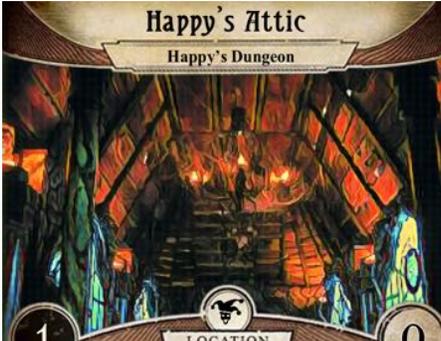
LOCATION

Funhouse, Level 3.



Happy's Dungeon

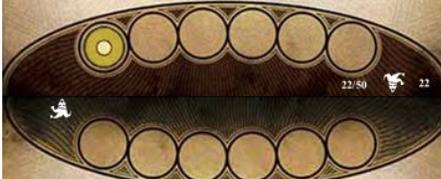
Happy's Attic
Happy's Dungeon



1 LOCATION **0**

Funhouse, Level 3.
For the purposes of enemy movement, this location is considered adjacent to the locations directly above it and to the left and right of it.

Forced – If connecting *Level 1* location is not available, you must move to the Funhouse Entrance.



Funhouse, Level 3.
LOCATION



Happy's Dungeon

***Happy**
The Ringleader

4 5 5

Humanoid. Clown. Ringleader. Elite.
Spawn – Funhouse Entrance.
Hunter
Prey – Investigator at lowest level location.

If Happy suffers more than 1 damage in a single attack, he immediately moves to the Funhouse Entrance.

Victory 2

ENEMY




***Happy's Mask**

3 ASSET



Item. Clown. Mask.

You get -1 and +2.

2 1



Lost Patron

2 3 1

Humanoid. Lost.

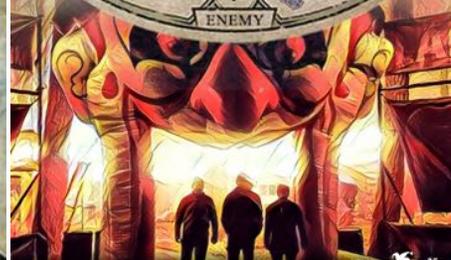
Aloof
Spawn – *Level 3* location with most clues.
Prey – Location with most clue tokens.

After taking damage, Lost Patron disengages with investigator and is readied if exhausted.

Forced – At the end of the Enemy phase, move a clue token from current location to Lost Patron.

If Lost Patron is defeated, drop all clue tokens on card at current location.

ENEMY




Lost Patron

2 3 1

Humanoid, Lost.

Aloof
Spawn – Level 3 location with most clues.
Prey – Location with most clue tokens.

After taking damage, Lost Patron disengages with investigator and is readied if exhausted.

Forced – At the end of the Enemy phase, move a clue token from current location to Lost Patron.

If Lost Patron is defeated, drop all clue tokens on card at current location.

ENEMY

26/50 25

*Drips

2 2 2

Humanoid, Clown.

Hunter.

After Drips is defeated, discard 1 resource to place him in the victory display.

ENEMY

27/50 26

*Kippers

2 2 2

Humanoid, Clown.

Hunter.

After Kippers is defeated, discard 1 resource to place him in the victory display.

ENEMY

28/50 27

*Kotter

2 2 2

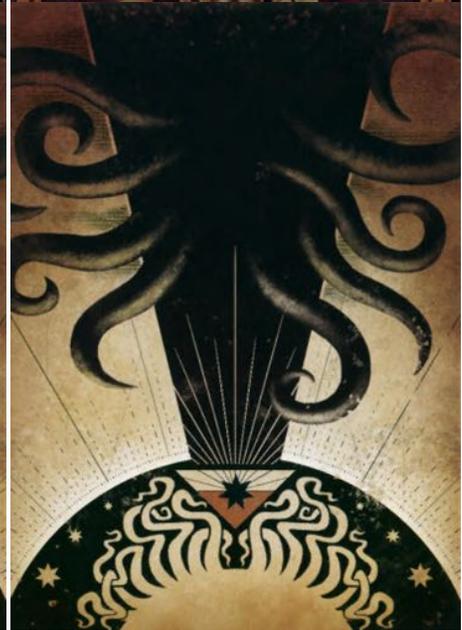
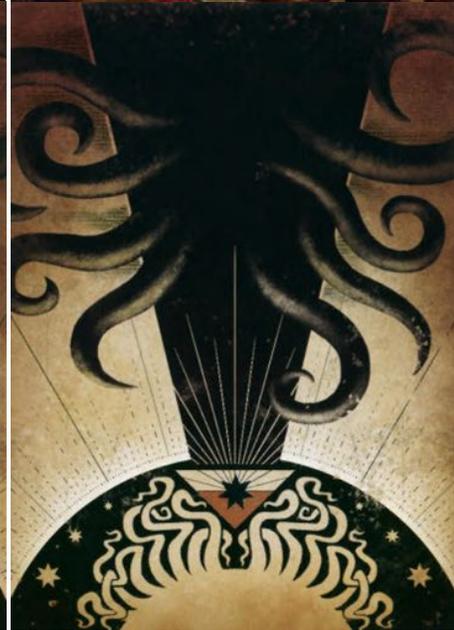
Humanoid, Clown.

Hunter.

After Kotter is defeated, discard 1 resource to place him in the victory display.

ENEMY

29/50 28



***Dangles**

2 2 2

Ghost. Clown.

Aloof. Hunter.

Forced – When Dangles is defeated, shuffle him back into the encounter deck, unless you take his attack directly, then you may place him in the victory display.

ENEMY



30/50 29

***Mojo**

2 2 2

Ghost. Clown.

Aloof. Hunter.

Forced – When Mojo is defeated, shuffle him back into the encounter deck, unless you take his attack directly, then you may place him in the victory display.

ENEMY



31/50 30

***Nixon**

2 2 2

Ghost. Clown.

Aloof. Hunter.

Forced – When Nixon is defeated, shuffle him back into the encounter deck, unless you take his attack directly, then you may place him in the victory display.

ENEMY



32/50 31

***Boffo**

3 3 4

Humanoid. Clown. Brute.

Retaliate.

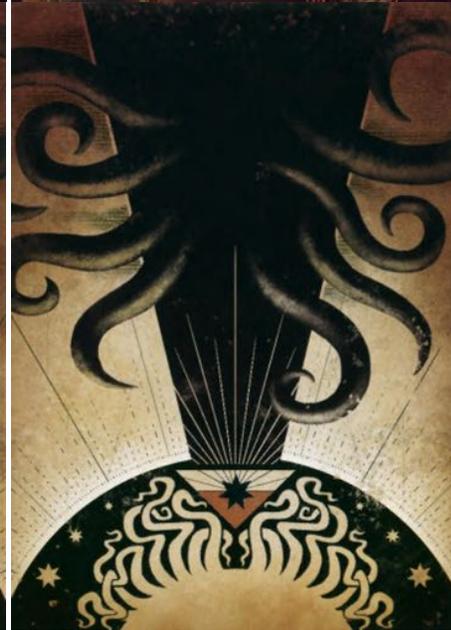
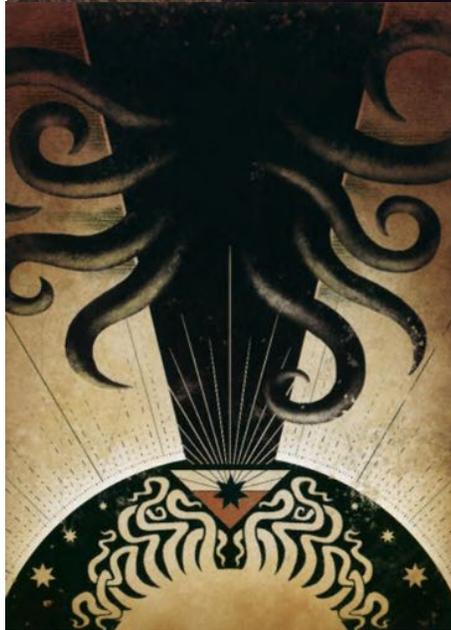
Spawn – Location with most clue tokens and no *Brute* enemy.

If Boffo is defeated, place him in the victory display.

ENEMY



33/50 32



***Buffo**

3 3 4

Humanoid. Clown. Brute.

Retaliate.

Spawn – Location with most clue tokens and no *Brute* enemy.

If Buffo is defeated, place him in the victory display.

ENEMY



34/50 33

***Dr. Bob**

3 3 4

Humanoid. Clown. Brute.

Retaliate.

Spawn – Location with most clue tokens and no *Brute* enemy.

If Dr. Bob is defeated, place him in the victory display.

ENEMY



35/50 34

TREACHERY

Carnival Worker

Revelation – Test ☞ (3). If you fail, you must discard 1 clue token from your investigator card or take 1 damage and 1 horror.

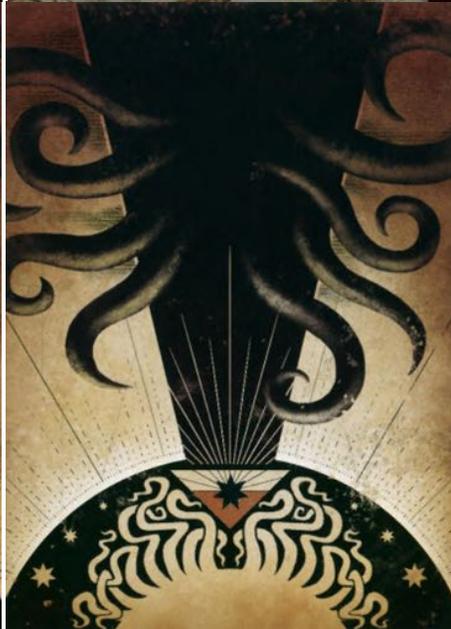
36/50 35

TREACHERY

Carnival Worker

Revelation – Test ☞ (3). If you fail, you must discard 1 clue token from your investigator card or take 1 damage and 1 horror.

37/50 35





TREACHERY

Funhouse Mirror

Distorted

Revelation – Test ☠ (4). If you fail, place Funhouse Mirror in your threat area.

For each card with the *Distorted* trait in your threat area, increase ☠ tests by 1.

➡ Take 1 horror to discard Funhouse Mirror from your threat area.

38/50 36



TREACHERY

Funhouse Mirror

Distorted

Revelation – Test ☠ (4). If you fail, place Funhouse Mirror in your threat area.

For each card with the *Distorted* trait in your threat area, increase ☠ tests by 1.

➡ Take 1 horror to discard Funhouse Mirror from your threat area.

39/50 36



TREACHERY

Troubled Mother

Lost.

Revelation – Test ☠ (3). If you fail, you must discard 1 clue token from the location with the lowest Shroud level that has at least 1 clue token.

40/50 37



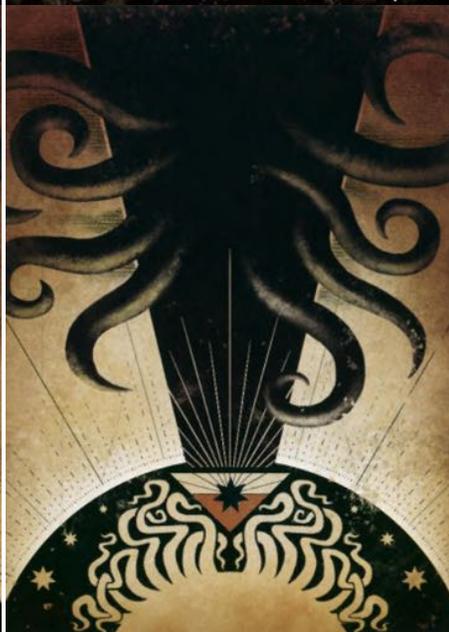
TREACHERY

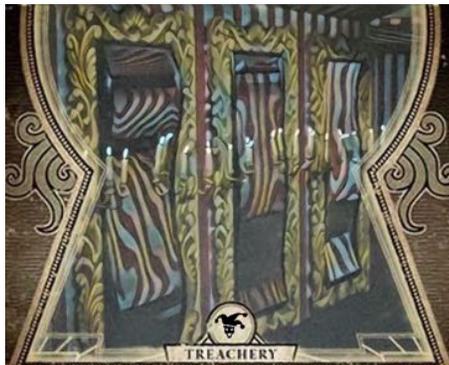
Troubled Mother

Lost.

Revelation – Test ☠ (3). If you fail, you must discard 1 clue token from the location with the lowest Shroud level that has at least 1 clue token.

41/50 37





Mirrored Hallway

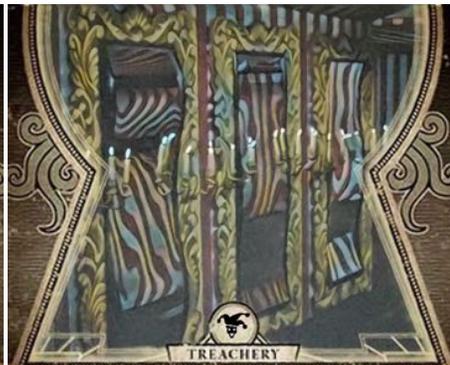
Lost.

Revelation – Place Mirror Hallway in your threat area.

Forced – While a card with the *Lost* trait is in your threat area, you may not use the special abilities on the active Act card.

➔ Discard Mirrored Hallway from your threat area.

42/50 38



Mirrored Hallway

Lost.

Revelation – Place Mirror Hallway in your threat area.

Forced – While a card with the *Lost* trait is in your threat area, you may not use the special abilities on the active Act card.

➔ Discard Mirrored Hallway from your threat area.

43/50 38



Spinning Disk

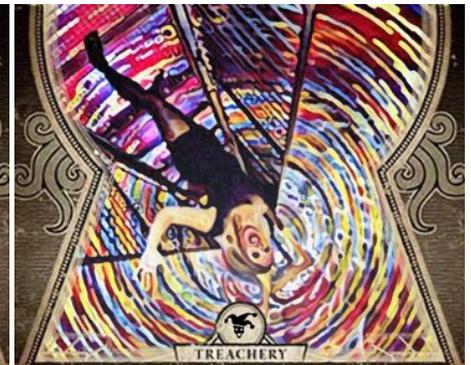
Hypnotized.

Revelation – Test ⚡ (2). If you fail, place Spinning Disk in your threat area.

Forced – For each card with the *Hypnotized* trait in your threat area, increase ⚡ tests by 1.

⚡ Discard 1 clue token to discard Spinning Disk from your threat area.

44/50 39



Spinning Tunnel

Disoriented.

Revelation – Test ⚡ (4). If you fail, place Spinning Hallway in your threat area.

Forced – For each card with the *Disoriented* trait in your threat area, increase the cost of movement by 1 action.

➔ Take 1 damage to discard Spinning Hallway from your threat area.

45/50 40





Spinning Tunnel

Disoriented.

Revelation – Test ♣ (4). If you fail, place Spinning Hallway in your threat area.

Forced – For each card with the *Disoriented* trait in your threat area, increase the cost of movement by 1 action.

➔ Take 1 damage to discard Spinning Hallway from your threat area.

46/50 ♣ 40



Ticking Clock

Revelation – Test ♣ (3). For each point you fail by, take 1 horror. If you pass by 3 or more, take 1 clue token.

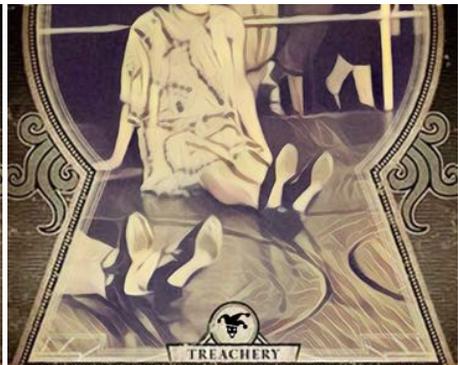
47/50 ♣ 41



Ticking Clock

Revelation – Test ♣ (3). For each point you fail by, take 1 horror. If you pass by 3 or more, take 1 clue token.

48/50 ♣ 41



Unstable Floor

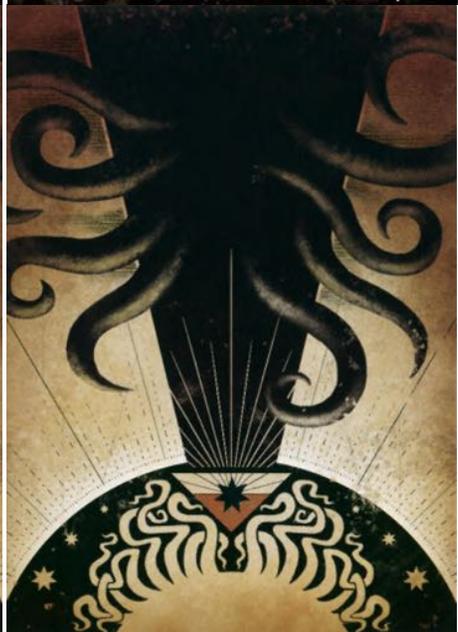
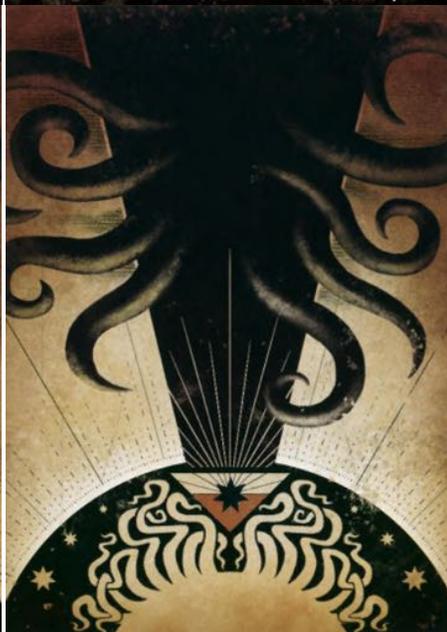
Disoriented.

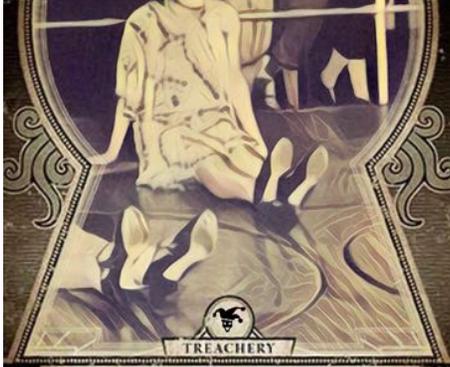
Revelation – Place Unstable Floor in your threat area.

Forced – Only the action listed on this card can be taken while Unstable Floor is in your threat area.

➔ Discard Unstable Floor from your threat area.

49/50 ♣ 42





Unstable Floor

Disoriented.

Revelation – Place Unstable Floor in your threat area.

Forced – Only the action listed on this card can be taken while Unstable Floor is in your threat area.

➔ Discard Unstable Floor from your threat area.

50/50 42



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): You barely made it out of Happy's Funhouse. Go to **Resolution 1**.

Resolution 1: *Your uneasy sleep over the next few nights stretches to a few weeks. Every night is filled with dreams of the laughter and screams coming from Happy's Funhouse as you ran from the building and out of Darke's Carnival.*

The police don't believe you. You're not even sure what to believe anymore as dreams and reality blur together. You pour over the clues you collected daily, hoping for something to make sense. You may have gathered the information you need for next time, but at what cost?

- ☞ In your Campaign Log, record that *Happy has escaped to God knows where.*
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display, as well as experience equal to the current Act card at the time of resignation.
- ☞ Each investigator receives mental/physical trauma equal to the current Agenda card at the time of resignation divided how they choose.

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Resolution 2: *You go back the next morning to find the circus still there with the crowds larger than ever. As you approach the small, dilapidated building you spent the previous night in, you notice the "Happy's Funhouse" sign broken in half on the ground nearby. As you enter the over-large doors you see a dark, empty room that defies the buildings size. No doorways leading out, no pathways leading down, just a small, dark room with a dirty, grotesque mask lying on the floor. As you pick it up and look at the face, the events of the night before flash across your mind before you feel a surge of energy fill your body. While you can't help but smile about last night's victory, the way you question, stares as you look around. They don't know. They can't know. No one can know what you went through to get what you needed. But at what cost?*

☞ In your Campaign Log, record that *Happy has escaped to God knows where.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display, as well as 1 experience for each enemy with the **Crown** trait in the victory display, not including Happy.

☞ Each investigator receives 1 mental trauma.

DO NOT READ until the end of the scenario

DO NOT READ until the end of the scenario

Resolution 3: *Your footsteps can't seem to carry you fast enough away from that accursed "funhouse." You don't dare look back at what's most likely following you.*

Only when you reach the empty row of food vendors do you dare look back to notice there is no pursuit and that the sun is rising. Your eyes are fixated on the funhouse for movement, but it's as still as the rest of Darke's Carnival in the early morning hours. Nothing...

No one... You're left alone realizing how lucky you were to get out of there with what you found. With that luck you quickly leave, hoping your luck doesn't change and you find yourself back there where next time you might not be as fortunate.

- ☞ In your Campaign Log, record that *Happy has barely escaped.*
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display as well as 1 experience for every 2 enemies with the **Crown** trait in the victory display, not including Happy.

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Resolution 4: *At first you think it's your footsteps echoing, but then you realize it's the footsteps of your heart races faster as you push your body faster. Hoping to reach safety before they catch you, you keep moving. As you cross out the entrance, you hear the footsteps get quieter, then stop. You stop and turn to look back to see a group of clowns peering at the entrance. "They can't leave," you whisper to yourself.*

Suddenly you see Happy slowly striding up behind them, blood dripping from the axe he's dragging on the ground behind him. You turn and run, not willing to see if your whispered wish is right.

Darke's Carnival is gone, only a few fliers and fluttering pieces of garbage are evidence it was ever here. As you approach Happy's Funhouse was all you find is a small pile of wood in a block stained axe sticking deep in the top piece. The police shoot you questioning, stares as you look around. They don't know. They can't know. No one can know what you went through to get what you needed. But at what cost?

☞ In your Campaign Log, record that *Happy has escaped to God knows where.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. If there are at least 2 enemies with the **Crown** trait in the victory display, not including Happy, add 1 additional experience to your total.

☞ Each investigator receives 1 mental trauma.

DO NOT READ until the end of the scenario

DO NOT READ until the end of the scenario

Resolution 5: *With a sudden stop the funhouse becomes quiet and empty. You find yourself alone with nothing but the sound of your breathing and the buzzing flies starting to find the dead clowns that are your only company.*

The next morning you're found by some locals and the police, who they called after hearing your moans and finding you covered in blood. When you finally come to your full senses, you find you're handcuffed to a chair in a police interrogation room with nothing but a dim lamp for light. The door opens and the figure of a uniformed police officer comes in. "Listen, officer, I think there's been a mistake. If I could just talk to Sergeant..."

"Oh, I don't think there's any need for the Sergeant," the familiar voice whispers, "why don't we just keep this between the two of us." The officer leans in and removes his hat, allowing the dim lamp to illuminate his masked face. "Like Happy said, I've got a small something for you."

- The last thing you see is a slimy tentacle come out of Happy's mouth, curling his mask up into a strange smile as the lamp bulb shatter, leaving you in darkness.*
- ☞ In your Campaign Log, record that *Happy has a little something for you.*
 - ☞ Each investigator receives 1 mental or physical trauma for each enemy with the **Crown** trait in the victory display.

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Campaign Log