

Act 1a

First Day on the River

A cabin boy shows you to your cabin on the third story of the boat. To avoid rousing suspicion, you spend some time 'getting settled' in the cramped space before you make your way to the main room of the boat in search for clues.

Someone or something has to be able to shed some light on what is about to happen.

3

2/44

Act 2a

Second Day on the River

You finish your breakfast as fast as possible and decide a more direct approach is needed to unravel the mystery at hand. Perhaps the early departure of some of the passengers is connected to your investigation.

Somewhere on the boat there has to be evidence of what is going on.

Objective – When an investigator enters the Captain's Cabin, advance.

3/44

Act 3a

They are On to Us!

You can hear the voices of the crew over the dull, monotonous sound of the engine. Soon the blowing of whistles permeates the confines of the boat.

With no other avenue of approach, you frantically look around the Captain's cabin for anything that can shed some light on the mystery.

Objective – Once the investigators have 'searched' the Captain's lock box, investigators in the Captain's Cabin can spend the requisite number of clues as a group to advance.

3

4/44

ACT 1b

A Quiet Night

You listen in on conversations between other passengers and try to ask as innocent questions as possible to the crew. Putting the pieces together slowly reveals that several passengers, who had purchased tickets past Arkham, for some unknown reason failed to show as the Kaiser Wilhelm left this morning.

Intrigued you return to your cabin for the night.

- ◆ Discard all encounter cards (not **Crew** or **Passengers**) in play, then shuffle the discard pile into the encounter deck.
- ◆ Place each investigator in the Dining Room.
- ◆ Remove all copies of Passengers and Crewman from all locations. Then spawn them (**On Duty** and **Innocent Bystanders** sides up) at random locations.
- ◆ Spawn the set aside Captain Whollerton and Mr. Wright at random locations.

ACT 2b

Ding! Ding! Ding!

Entering the Captain's Cabin triggers an alarm bell. Its toll is bound to draw the crew's attention. You have to act quickly!

- ◆ Flip all **Crew** cards to their **Alert** side.

ACT 3b

The Captain's Safe

Inside the Captain's safe you find several sticks of dynamite, a piece of an old manuscript, and an old book wrapped in a moth-eaten piece of cloth.

A quick flick through the book sends a chill down your spine as it details a sacrificial ritual used to summon an ancient being from prehistoric times.

- ◆ Add 1 doom to the current agenda if there are more than one tally under the "Pieces of the manuscript found" part of the Campaign log. This can cause the Agenda to advance.

Act 4a

They Must be Stopped!

The crew of the Kaiser Wilhelm is trying to summon an elder god. They must be stopped!

Objective – If all **X Crew** cards, where X is the number of investigators that started the scenario +4, are in the victory display and the Agenda has not advanced to 3a → **R1**.

1

Defeating the Monstrosity

You realize the sticks of dynamite you found in the captain's safe can be used to bring the entire boat down beneath Batzenthin, hopefully taking the monstrosity with it. You divide it up among yourselves as you set out with grim determination to destroy The Kaiser Wilhelm a thought pops into your head: What about the passengers? They must be warned and given a chance to escape off the boat.

Forced – Flip each **Passengers** to its **In Need of Rescue** side.

The Riverboat Outside, Storage Cabin, Main Room, and Dining Room locations gain the following text:

➔ Place one resource token from the token bank on the location.

Objective – Blow up The Kaiser Wilhelm and the monstrosity along with it. Once each of the 4 locations mentioned above has a resource token placed on it via the above action → **R2**.



Agenda 1a

A Dark Purpose

With last night's events weighing heavily on you, the Kaiser Wilhelm slowly makes it way down river, away from Arkham.

Someone or something has set a plan in motion which you fear will bring certain doom to the city of Arkham, and perhaps the world.

6

6/44 1



Agenda 2a

Darkness Grows

As the boat steadily moves closer to its final destination, darkness closes in around you.

The clear water surrounding the boat is replaced by a darker, muddled looking, ooze, and a dense fog, impossible for your gaze to pierce, creeps ever closer. Along with it, a strange buzzing sound pierces the quietness of the river.

8

7/44 1



Agenda 3a

The Darkness Breaks Through

The fog forms a vortex above the Kaiser Wilhelm and out of it lunges a monstrosity as ripped from your darkest nightmares.

Forced – Each investigator tests (4). If you fail, take 1 direct horror.

Forced – Spawn the set aside Baelzebub enemy at the Riverboat Upper Deck.

Objective – There might be another way besides brute force to defeat the monstrosity. If the investigators have 'searched the Captain's lockbox' and spends 2 clues per investigator, flip Act 4a to learn how to defeat the monstrosity.

9

8/44 1

AGENDA 1b

Dark Waters Close in

Dark clouds gather over head and the waters which normally are clear begin to muddle as if something dark and sinister is drawn to the The Kaiser Wilhelm.

- Shuffle the encounter discard pile as well as the set aside Gush of Unclean Water, Miasma of Filth, and Swarm of Flies encounter cards into the encounter deck.

AGENDA 2b

Coming of the Storm

Dark clouds gather over head and the waters become muddled as if something dark and sinister is drawn to the hull of the Kaiser Wilhelm.

As the buzzing from the flies reaches cacaphonical levels, a fog envelopes the boat and from above a shriek even more terrible than the buzzing of the flies cuts through the air.

- Search the encounter discard pile and encounter deck for all Annoying Crowd encounter cards and remove them from the game.
- Shuffle the encounter discard pile as well as the set-aside Giant Fly, The Darkness Beckons, and Whispers of Baal encounter cards into the encounter deck.
- Flip all **Crew** cards to their **Alert** side.
- Flip all **Passengers** to its **In Need of Rescue** side.

AGENDA 3b

Baelzebub Awakens!

As the monstrosity's shriek reaches a deafening level, the vortex grows stronger and pulls the boat out off the river. You cling to whatever you can but your efforts are futile as you are sucked into the maelstrom along with the boat, its crew, and passengers.

All investigators, including any which have previously resigned, are defeated.



-1. If **Baelzebub** is in play, take 1 direct horror.



+1. Add 1 doom to the current agenda if there are more than one tally under the "Pieces of the manuscript found" part of the Campaign Log.



-1 for each **Crew** at your location.



-1. If you fail, place one of your clues at your location.

Dark Waters

EASY / STANDARD



-1. If **Baelzebub** is in play, it Readies and attacks.



0. Add 1 doom to the current agenda if there are more than one tally under the "Pieces of the manuscript found" part of the Campaign Log.



-2 for each **Crew** at your location.



-2. If you fail, place one of your clues at your location.

Dark Waters

HARD / EXPERT

A black and white photograph of the Main Room from the board game 'The Great Gatsby'. The room is a grand, Art Deco-style ballroom with a checkered floor. In the center, a man in a tuxedo stands near a woman in a long dress. To the right, a man in a tuxedo stands near a grand piano. In the foreground, a woman in a dress sits on a sofa. The room is decorated with large potted plants and a chandelier. The image is framed by a decorative border with the text 'Main Room' and 'The Kaiser Willhelm' at the top, and '4' and '1' in circles at the bottom corners, with a small icon of a car in the bottom right corner.

Forced – Reduce the Shroud value on Main Room by one if you have no *Ally* asset in play.

Passenger Cabins (3rd Story)

The Kaiser Willhelm

3

LOCATION

1

➡ Test ♠ (3) to search the passengers' belongings. If you succeed, gain 5 resources. "Remember you searched the passengers' belongings."

Main Room

LOCATION

The Kaiser Willhelm's Main Room rivals any upper class club's lounge with its bar and live music.

Passenger Cabins (3rd Story)

LOCATION

The passenger cabins are small and provide little comfort. Such is the price you pay for the extravagance shown at all other areas of the riverboat.

Passenger Cabins (3rd Story)

The Kaiser Wilhelm

LOCATION

➡ Test (3) to search the passengers' belongings. If you succeed, gain 5 resources. "Remember you searched the passengers' belongings."



Main Room
The Kaiser Wilhelm

4 LOCATION **4**

Inside

Each **Passengers** at the location and each Ally you control reduce the Shroud value on Dining Room by one.



31/44

Passenger Cabins (3rd Story)

LOCATION

The passenger cabins are small and provide little comfort. Such is the price you pay for the extravagance shown at all other areas of the riverboat.

Main Room

LOCATION

Inside

The Kaiser Willhelm's Main Room rivals any upper class club's lounge with its bar and live music.

Riverboat Outside

The Kaiser Willhelm

3

LOCATION

5

Outside

➡ Discard one card from your hand and heal one horror (Limit once per game).

➡ : Resign. This is more than you can take. You jump into the river and swim away.

The calming breeze is unexpectedly nice.

36/44

1

Riverboat Outside

LOCATION

Outside

You maneuver your way between the other passangers, keeping an eye out for anything out of the ordinary.

Riverboat Outside

The Kaiser Willhelm

2

LOCATION

4

Outside

➡ Discard one card from your hand and heal one horror from an Ally asset you control (Limit once per game).

➡ : Resign. This is more than you can take. You jump into the river and swim away.

The calming breeze is unexpectedly nice.

37/44

1

Riverboat Outside

LOCATION

Outside

You maneuver your way between the other passangers, keeping an eye out for anything out of the ordinary.

The image shows a card titled "Riverboat Upper Deck" with the subtitle "The Kaiser Willhelm". The card features a large illustration of a multi-decked riverboat on a river. The card is framed with a decorative border. At the top left is a heart icon in a circle. At the bottom left is a circle containing the number "3". At the bottom center is a circle containing a small ship icon. At the bottom right is a circle containing the number "1" and a hat icon. The word "LOCATION" is written in a banner across the bottom. Below the banner, the word "Outside" is written. The card contains two paragraphs of text, each preceded by a right-pointing arrow. The first paragraph describes a search action using a "Test" icon (a card with a heart and a star) and a "Group limit" rule. The second paragraph describes a movement action. At the very bottom of the card, there is a row of five circular icons: a green circle with a white double-slash icon, a blue circle with a white star icon, and three empty yellow circles. In the bottom right corner, there is a small text area showing "42/44", a small icon of a person, and the number "1".

Riverboat Upper Deck
The Kaiser Willhelm

3

LOCATION

1

Outside

➔ If there are no clues on the Riverboat Upper Deck: Test ♡ (5) to search through all the stacked deck chairs and cleaning tools. If you succeed, add a tally under the "Pieces of the manuscript found" part of the Campaign Log. Group limit once per game from this source.

➔ Take two damage to move to Riverboat Outside.

42/44 1

The image shows a card titled "Storage Cabin" from the game "The Great War". The card has a dark, sepia-toned illustration of a cluttered storage room with shelves and a staircase. The card is framed by a decorative border. At the top left is a purple circle with a white crescent moon. At the top center, the title "Storage Cabin" is written in a stylized font, with "The Kaiser Willhelm" below it. At the bottom left is a purple circle with a white number "1". At the bottom center is a white circle with a black silhouette of a ship, with the word "LOCATION" below it. At the bottom right is a purple circle with a white number "1" and a black silhouette of a hat. Below the "LOCATION" circle is the text "Inside, Cabin". At the bottom of the card is a large, dark, curved area with several small circles, one of which is yellow. In the bottom right corner, there is a small text box that says "44/20" and a small icon of a hat.

Riverboat Upper Deck



LOCATION

Outside

The Upper Deck of The Kaiser Willhelm offers inviting deck chairs, tables for eating, and many nooks for you to search.



Riverboat Upper Deck

The Kaiser Willhelm



2

1

LOCATION

Outside

➔ If there are no clues on the Riverboat Upper Deck: Test ♠ (5) to search through all the stacked deck chairs and cleaning tools. If you succeed, add a tally under the “Pieces of the manuscript found” part of the Campaign Log. Group limit once per game from this source.

➔ Take two damage to move to Riverboat Outside.

=

★

43/44

*Captain's Keys

ASSET



Story Asset

While you control the Captain's Keys, you ignore the text on each unrevealed **Cabin** location.

➔ Give Captain's Keys to another investigator at your location.

*Steward's Keys

ASSET



Story Asset

While you control the Steward's Keys, you ignore the text on the unrevealed **Crew Cabins** and **Storage Cabin** locations.

➔ Give Steward's Keys to another investigator at your location.

9/44
10/44

*Baelzebub

Ancient Monstrosity

4 4 4

Avatar. Elite. Monster.

Hunter. Massive. Retaliate.

Baelzebub gains +2 health.

Baelzebub cannot enter **Inside** locations.

When Baelzebub moves, Riverboat Upper Deck and Riverboat Outside are considered connected.

Forced – At the end of the enemy phase, if there are any **Passengers** on an **Outside** location, discard one at an **Outside** location.

Objective – When **Baelzebub** is defeated → R3.

Victory 2

ENEMY



11/44

*Captain Whollerton

Crew, On Duty

2 2 4

Aloof.

Captain Whollerton cannot be damaged, defeated or discarded.

➔ If **Captain Whollerton** is exhausted, test (3) to steal his keys. If successful take control of the set aside **Captain's Keys** asset and put it in play in your control.

Victory 0

ENEMY



12/44





*Captain Whollerton

Crew, Alert

4 2 3

Hunter. Retaliate.

Prey – Lowest

➔ If **Captain Whollerton** is exhausted, test (3) to steal his keys. If successful take control of the set aside **Captain's Keys** asset and put it in play in your control.

Victory 1

ENEMY



12/44

*Mr. Guiland - the Chef		*Mr. Guiland - the Chef		Crewman		Crewman	
Crew, On Duty		Crew, Alert		Crew, On Duty		Crew, Alert	
2 2 2		4 2 2		2 2 3		2 2 3	
Aloof.		Hunter. Retaliate.		Aloof.		Prey – Lowest	
<p>Mr. Guiland cannot be damaged or defeated.</p> <p>Forced – When an investigator at the same location as Mr. Guiland investigates, apply -1 to the skill test.</p>		<p>Prey – Lowest</p>		<p>Crewman cannot be damaged, defeated or discarded.</p> <p>Forced – When an investigator at the same location as Crewman investigates, apply -1 to the skill test.</p>		<p>Forced – If ready at the end of the enemy phase, move Crewman one location towards the closest investigator.</p>	
Victory 0		Victory 0		Victory 0		Victory 0	
							
18/44 1a		18/44 1b		13/44 1a		13/44 1b	
Crewman		Crewman		*Mr. Wright - the Steward		*Mr. Wright - the Steward	
Crew, On Duty		Crew, Alert		Crew, Alert		Crew, On Duty	
2 2 3		2 2 3		3 2 4		1 2 3	
Aloof.		Prey – Lowest		Hunter. Retaliate.		Aloof.	
<p>Crewman cannot be damaged, defeated or discarded.</p> <p>Forced – When an investigator at the same location as Crewman investigates, apply -1 to the skill test.</p>		<p>Forced – If ready at the end of the enemy phase, move Crewman one location towards the closest investigator.</p>		<p>Prey – Lowest</p> <p>➤ If Mr. Wright is exhausted, test (3) to steal his keys. If successful take control of the set aside Steward's Keys asset and put it in play in your control.</p>		<p>Mr. Wright cannot be damaged or defeated.</p> <p>➤ If Mr. Wright is exhausted, test (3) to steal his keys. If successful take control of the set aside Steward's Keys asset and put it in play in your control.</p>	
Victory 0		Victory 0		Victory 1		Victory 0	
							
14/44 1a		14/44 1b		19/44 1b		19/44 1a	

Crewman

Crew, On Duty

223

Aloof.

Crewman cannot be damaged, defeated or discarded.

Forced – When an investigator at the same location as **Crewman** investigates, apply -1 to the skill test.

Victory 0



15/44 1a

Crewman

Crew, Alert

223

Prey – Lowest

Forced – If ready at the end of the enemy phase, move Crewman one location towards the closest investigator.

Victory 0



15/44 1b

Passengers

Innocent Bystanders

000

ASSET



Innocent Bystanders. Passengers.

Passengers cannot be engaged.

Passengers cannot be damaged in any way.

The many passengers of the Kaiser Wilhelm seem to enjoy the journey and are not overly bothered by the darkness scratching at the edges of our reality.

Victory 1

21/44 1a

Passengers

In need of Rescue

000

ASSET



Passengers.

Passengers cannot be engaged.

If you are at the same location as Passengers, you may perform the following actions:

- Move Passengers to a connecting location.
- If Passengers is at an **Outside** location, place it in the Victory display.

Victory 1

21/44 1b

Passengers

Innocent Bystanders.

000

ASSET



Innocent Bystanders. Passengers.

Passengers cannot be engaged.

Passengers cannot be damaged in any way.

The many passengers of the Kaiser Wilhelm seem to enjoy the journey and are not overly bothered by the darkness scratching at the edges of our reality.

Victory 1

22/44 1a

Passengers

In need of Rescue

000

ASSET



Passengers.

Passengers cannot be engaged.

If you are at the same location as Passengers, you may perform the following actions:

- Move Passengers to a connecting location.
- If Passengers is at an **Outside** location, place it in the Victory display.

Victory 1

22/44 1b

Crewman

Crew, On Duty

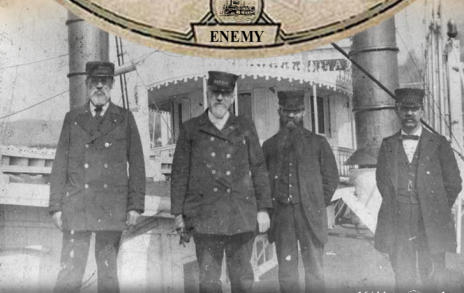
223

Aloof.

Crewman cannot be damaged, defeated or discarded.

Forced – When an investigator at the same location as **Crewman** investigates, apply -1 to the skill test.

Victory 0



16/44 1a

Crewman

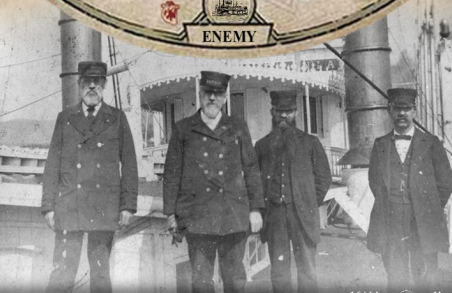
Crew, Alert

223

Prey – Lowest

Forced – If ready at the end of the enemy phase, move Crewman one location towards the closest investigator.

Victory 0



16/44 1b

Crewman

Crew, On Duty

2 2 3

Alloof.

Crewman cannot be damaged, defeated or discarded.

Forced – When an investigator at the same location as **Crewman** investigates, apply -1 to the skill test.

Victory 0

ENEMY

17/44 1a

Crewman

Crew, Alert

2 2 3

Prey – Lowest

Forced – If ready at the end of the enemy phase, move Crewman one location towards the closest investigator.

Victory 0

ENEMY

17/44 1b

Passengers

Innocent Bystanders

0 ASSET

Innocent Bystanders. Passengers.
Passengers cannot be engaged.
Passengers cannot be damaged in any way.

The many passengers of the Kaiser Willhelm seem to enjoy the journey and are not overly bothered by the darkness scratching at the edges of our reality.

Victory 1

23/44 1a

Passengers

In need of Rescue

0 ASSET

Passengers.
Passengers cannot be engaged.

If you are at the same location as Passengers, you may perform the following actions:

- Move Passengers to a connecting location.
- If Passengers is at an **Outside** location, place it in the Victory display.

Victory 1

23/44 1b

Passengers

Innocent Bystanders

0 ASSET

Innocent Bystanders. Passengers.
Passengers cannot be engaged.
Passengers cannot be damaged in any way.

The many passengers of the Kaiser Willhelm seem to enjoy the journey and are not overly bothered by the darkness scratching at the edges of our reality.

Victory 1

24/44 1a

Passengers

In need of Rescue

0 ASSET

Passengers.
Passengers cannot be engaged.

If you are at the same location as Passengers, you may perform the following actions:

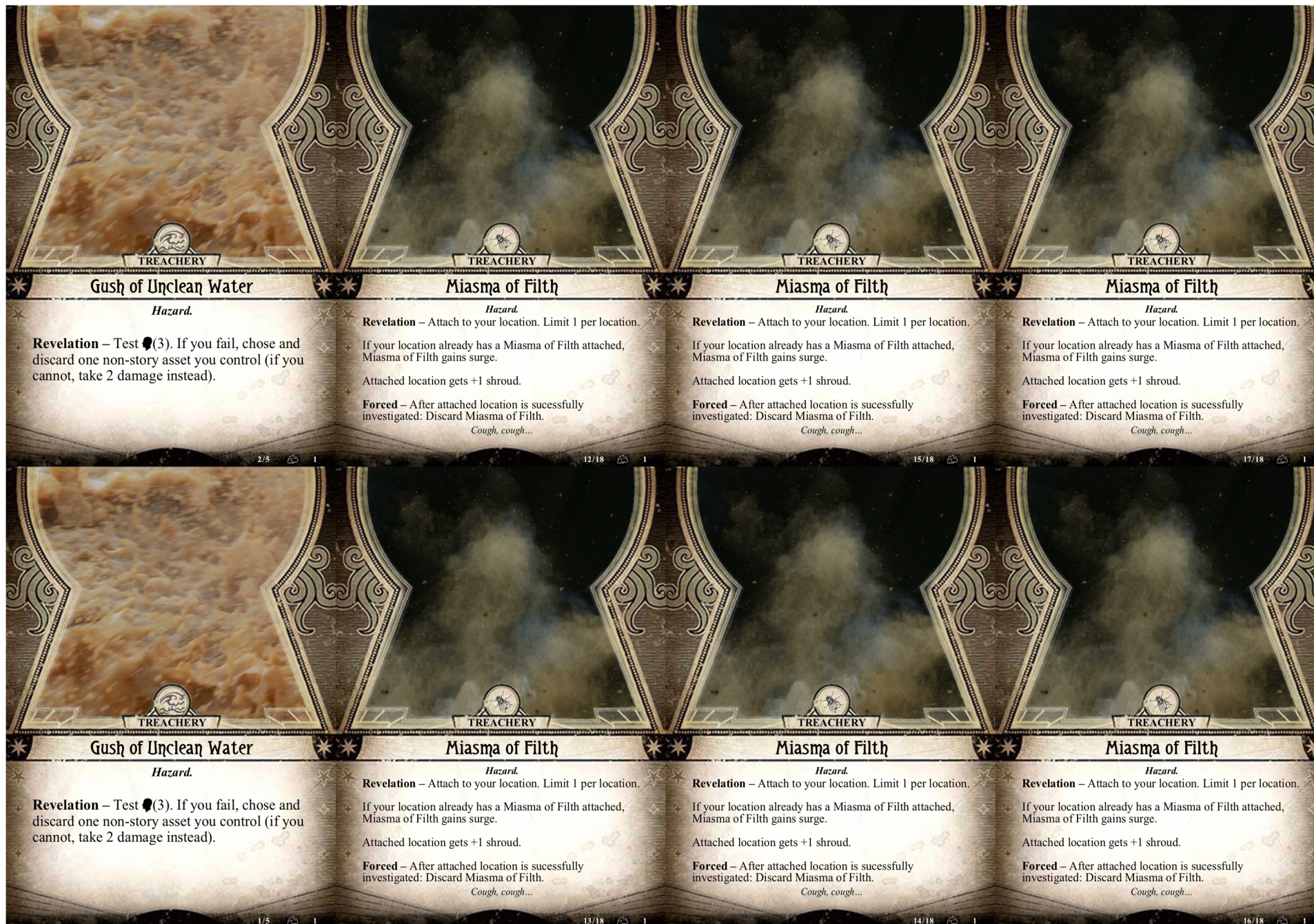
- Move Passengers to a connecting location.
- If Passengers is at an **Outside** location, place it in the Victory display.

Victory 1

24/44 1b



<p>Giant Fly</p> <p>4 3 3</p> <p><i>Creature.</i></p> <p>Hunter. Retaliate.</p> <p>Forced – After Giant Fly retaliates, it disengages and moves to a connecting location.</p> <p>How big can they get?</p> <p>ENEMY</p>  <p>6/18 1</p>	<p>Giant Fly</p> <p>4 3 3</p> <p><i>Creature.</i></p> <p>Hunter. Retaliate.</p> <p>Forced – After Giant Fly retaliates, it disengages and moves to a connecting location.</p> <p>How big can they get?</p> <p>ENEMY</p>  <p>7/18 1</p>	<p>Giant Fly</p> <p>4 3 3</p> <p><i>Creature.</i></p> <p>Hunter. Retaliate.</p> <p>Forced – After Giant Fly retaliates, it disengages and moves to a connecting location.</p> <p>How big can they get?</p> <p>ENEMY</p>  <p>8/18 1</p>	<p>Giant Fly</p> <p>4 3 3</p> <p><i>Creature.</i></p> <p>Hunter. Retaliate.</p> <p>Forced – After Giant Fly retaliates, it disengages and moves to a connecting location.</p> <p>How big can they get?</p> <p>ENEMY</p>  <p>9/18 1</p>						
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Gush of Unclean Water

Hazard.

Revelation – Test ♠(3). If you fail, chose and discard one non-story asset you control (if you cannot, take 2 damage instead).

2/5



Miasma of Filth

Hazard.

Revelation – Attach to your location. Limit 1 per location.

If your location already has a Miasma of Filth attached, Miasma of Filth gains surge.

Attached location gets +1 shroud.

Forced – After attached location is sucessfully investigated: Discard Miasma of Filth.

Cough, cough...

12/18



Miasma of Filth

Hazard.

Revelation – Attach to your location. Limit 1 per location.

If your location already has a Miasma of Filth attached, Miasma of Filth gains surge.

Attached location gets +1 shroud.

Forced – After attached location is sucessfully investigated: Discard Miasma of Filth.

Cough, cough...

15/18



Miasma of Filth

Hazard.

Revelation – Attach to your location. Limit 1 per location.

If your location already has a Miasma of Filth attached, Miasma of Filth gains surge.

Attached location gets +1 shroud.

Forced – After attached location is sucessfully investigated: Discard Miasma of Filth.

Cough, cough...

17/18



Miasma of Filth

Hazard.

Revelation – Attach to your location. Limit 1 per location.

If your location already has a Miasma of Filth attached, Miasma of Filth gains surge.

Attached location gets +1 shroud.

Forced – After attached location is successfully investigated: Discard Miasma of Filth.

Cough, cough...

18/18

Swarm of Flies

1 2 5

Creature.

Aloof. Hunter.

Each investigator at Swarm of Flies' location gets -1 ♀, -1 ♂, -1 ♀, and -1 ♀.

Will the buzzing never end?

ENEMY

1/18

Swarm of Flies

1 2 5

Creature.

Aloof. Hunter.

Each investigator at Swarm of Flies' location gets -1 ♀, -1 ♂, -1 ♀, and -1 ♀.

Will the buzzing never end?

ENEMY

5/18

Swarm of Flies

1 2 5

Creature.

Aloof. Hunter.

Each investigator at Swarm of Flies' location gets -1 ♀, -1 ♂, -1 ♀, and -1 ♀.

Will the buzzing never end?

ENEMY

4/18



Miasma of Filth

Hazard.

Revelation – Attach to your location. Limit 1 per location.

If your location already has a Miasma of Filth attached, Miasma of Filth gains surge.

Attached location gets +1 shroud.

Forced – After attached location is successfully investigated: Discard Miasma of Filth.

Cough, cough...

11/18

Swarm of Flies

1 2 5

Creature.

Aloof. Hunter.

Each investigator at Swarm of Flies' location gets -1 ♀, -1 ♂, -1 ♀, and -1 ♀.

Will the buzzing never end?

ENEMY

2/18

Swarm of Flies

1 2 5

Creature.

Aloof. Hunter.

Each investigator at Swarm of Flies' location gets -1 ♀, -1 ♂, -1 ♀, and -1 ♀.

Will the buzzing never end?

ENEMY

3/18



The Darkness Beckons

Pact.

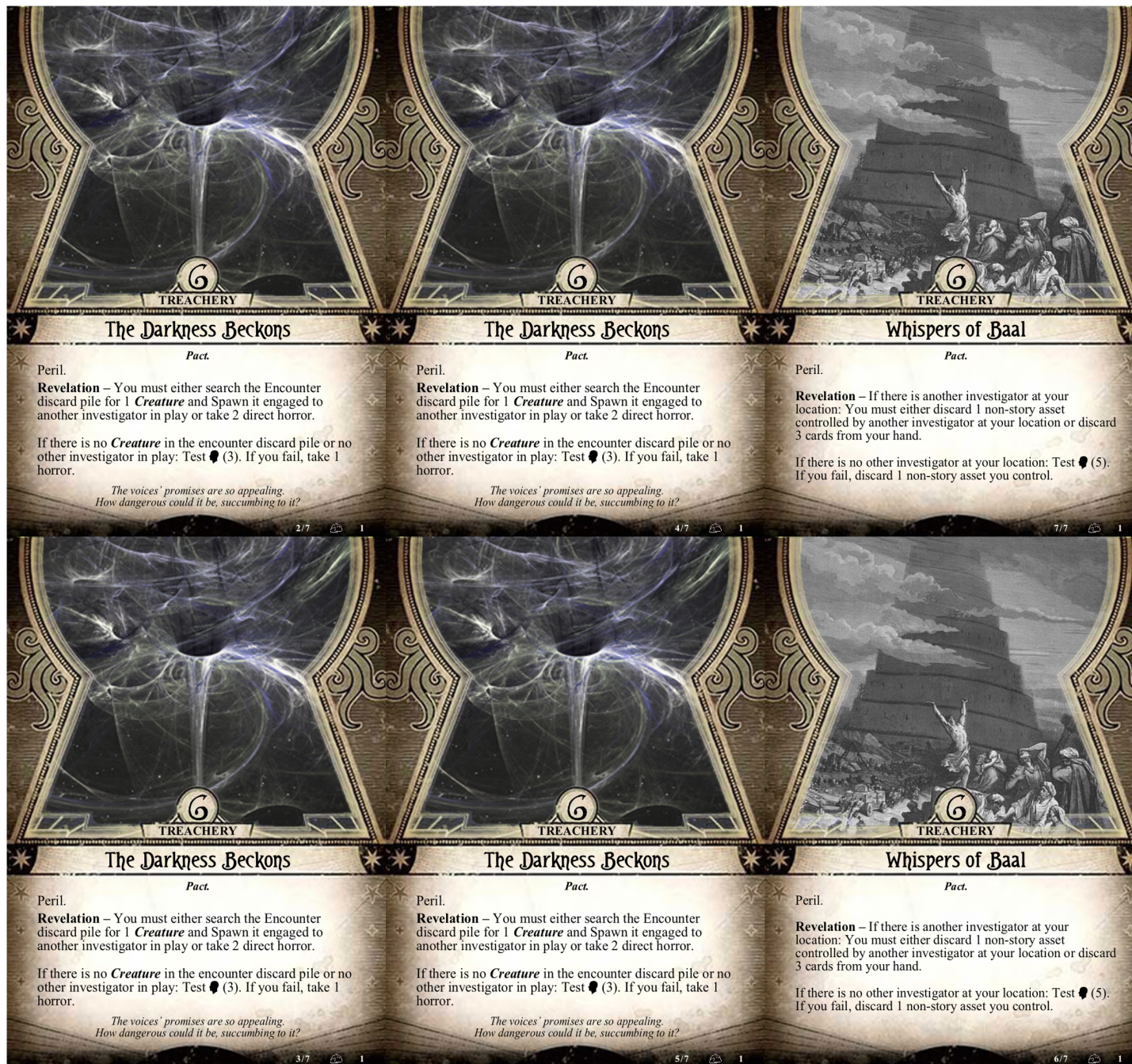
Peril.

Revelation – You must either search the encounter discard pile for 1 *Creature* and Spawn it engaged to another investigator in play or take 2 direct horror.

If there is no *Creature* in the encounter discard pile or no other investigator in play: Test ♀ (3). If you fail, take 1 horror.

The voices' promises are so appealing. How dangerous could it be, succumbing to it?

1/7



The Darkness Beckons

Pact.

Peril.

Revelation – You must either search the Encounter discard pile for 1 **Creature** and Spawn it engaged to another investigator in play or take 2 direct horror.

If there is no **Creature** in the encounter discard pile or no other investigator in play: Test ⬤ (3). If you fail, take 1 horror.

*The voices' promises are so appealing.
How dangerous could it be, succumbing to it?*

2/7

The Darkness Beckons

Pact.

Peril.

Revelation – You must either search the Encounter discard pile for 1 **Creature** and Spawn it engaged to another investigator in play or take 2 direct horror.

If there is no **Creature** in the encounter discard pile or no other investigator in play: Test ⬤ (3). If you fail, take 1 horror.

*The voices' promises are so appealing.
How dangerous could it be, succumbing to it?*

4/7

Whispers of Baal

Pact.

Peril.

Revelation – If there is another investigator at your location: You must either discard 1 non-story asset controlled by another investigator at your location or discard 3 cards from your hand.

If there is no other investigator at your location: Test ⬤ (5). If you fail, discard 1 non-story asset you control.

7/7

The Darkness Beckons

Pact.

Peril.

Revelation – You must either search the Encounter discard pile for 1 **Creature** and Spawn it engaged to another investigator in play or take 2 direct horror.

If there is no **Creature** in the encounter discard pile or no other investigator in play: Test ⬤ (3). If you fail, take 1 horror.

*The voices' promises are so appealing.
How dangerous could it be, succumbing to it?*

3/7

The Darkness Beckons

Pact.

Peril.

Revelation – You must either search the Encounter discard pile for 1 **Creature** and Spawn it engaged to another investigator in play or take 2 direct horror.

If there is no **Creature** in the encounter discard pile or no other investigator in play: Test ⬤ (3). If you fail, take 1 horror.

*The voices' promises are so appealing.
How dangerous could it be, succumbing to it?*

5/7

Whispers of Baal

Pact.

Peril.

Revelation – If there is another investigator at your location: You must either discard 1 non-story asset controlled by another investigator at your location or discard 3 cards from your hand.

If there is no other investigator at your location: Test ⬤ (5). If you fail, discard 1 non-story asset you control.

6/7

