

Lair of the Cult





EASY / STANDARD

-  -1 (-3 if you are at a **Dark** location).
-  -1. If you are engaged with a **Cultist** or **Creature** enemy, it attacks you.
-  +1. Add one doom to the agenda if there are five or more tallies under the “Pieces of the document found” part of the Campaign Log.
-  -1. If there is a **monster** enemy at your location, it attacks you.

1a 1/29

Lair of the Cult

HARD / EXPERT

-  -1 (-4 if you are at a **Dark** location).
-  -1. If there is a **Cultist** or **Creature** enemy at your location, it attacks you.
-  0. Add one doom to the agenda if there are five or more tallies under the “Pieces of the document found” part of the Campaign Log.
-  -2. If there is a **monster** enemy at your location, it attacks you.

1b 1/29

Break the Seals

Act 3a

This is what the ancient manuscript referred to. The seals holding the portal open must be destroyed.

Objective – When all *Seals of Baal* have been removed from the Altar of Baal, advance.

4/29

The Vortex Closes

Act 3b

The vortex grows and with it the strength of the wind emanating from it. You shout the final words of the incantation and the last seal shatters into a thousand glimmering specks of light.

The vortex above the altar flickers as if going out but just as it is about to vanish tendrils of darkness blast into our world and engulf the sewers.

All goes black.

→R2.

4/29

Into the Lair

Act 2a

To your surprise, you find a light breeze blowing through the sewers, bringing with it all kinds of unwanted scents. What manner of otherworldly activity can blow the wind in the dark underground?

“Wait, was that that? It sounded like something was moving behind the walls.”

Objective – When an investigator enters the Altar of Baal, advance.

3/29

Eye of the Storm

Act 2b

At the center of the room stands an altar. It is surrounded by glowing symbols, shimmering in the air. Above is a vortex of dark clouds from which air is funneled into our world. As the symbols grow brighter, the wind grows in strength.

In the corner of your eye, you see the wind twist and turn against the rest of the airflow. It picks up dirt and gravel from the ground before hurling itself at you!

❖ Spawn 1 of the set-aside Storm Ravager enemies at the Altar of Baal location.

3/29

Behind Enemy Lines

Act 1a

The office of the shipping company registered as the owner of The Kaiser Wilhelm is located among the many business offices along the Bolton docks. Nothing makes it stand out but you know better. Something sinister is hidden behind the surface.

Objective – When an investigator enters the Hidden Passage, advance.

2/29

A Way Down

Act 1b

You push a large chest to the side to reveal a trap door leading down beneath the back office.

You climb down and realize you have entered the sewers beneath the city.

❖ Move all investigators and enemies in play into the Hidden Passage.

❖ Remove the Shipping Office and Back Office locations from play.

❖ Shuffle the encounter discard pile as well as the set aside Flies (🪰) and Unclean Water (🌊) encounter sets into the encounter deck.

Agenda 3a

Underground Storm

You find yourself leaning into the wind as you traverse the darkness. There has to be a source to this unnatural wind.

- ❖ All **Cultist** enemies gain the Hunter keyword.

6

7/29 1

AGENDA 3b

You find yourself shouting to hear yourself as the wind is growing dangerously strong.

- ❖ Spawn 1 of the set-aside Storm Ravager enemies at a **Dark** location as close to the lead investigator as possible. If there is no **Dark** location in play, spawn the Storm Ravager at the Hidden Passage location.

Agenda 2a

What Lies Beneath

You can feel the danger closing in around you. The wind increases and you tighten your coats to fight off its cold touch.

- ❖ All **Cultist** enemies gain the Hunter keyword.

6

6/29 1

AGENDA 2b

So much for trying to stay hidden. There is but one approach left, and that is to find the source of whatever evil it is that is gnawing at the edge of the world.

- ❖ Spawn 1 of the set-aside Storm Ravager enemies at the Hidden Passage.

Agenda 1a

The Search for the Truth

Something is not right in the Shipping Office. Your senses are screaming "Get Out". You cannot put your finger on why but something is alarmingly wrong.

6

5/29 1

AGENDA 1b

You can hear the sound of feet, the bustling activity of something unseen.

"How long can you stay unnoticed in the lair of the enemy," you ask yourself as the wind caresses your cheeks and ruffles your hair. Wait, the wind. Indoors?

- ❖ Spawn the set aside The Hooded Man enemy in the Shipping Office, if possible. Otherwise spawn him in the Hidden Passage.

No Time to Spare

Into the Dark

Sound of the Storm

The Seals of Baal

The storm is only growing in strength. Something has to be done or all is lost.

Agenda 4a

7

► All **Cultist** enemies gain the Hunter keyword.

► After an investigator moves to a location: Test **▲** (2). If the test is failed, the investigator's remaining actions are lost and the investigator's turn ends.

8/29

***Abomination of Baal**

5 3 3

Abomination. Monster. Elite.

Massive.

Spawn – Sacrificial Chamber.

Abomination of Baal gains +2 health **♣**.

Victory 2

ENEMY

10/29

***Sewer Fiend**

5 4 -

Monster. Elite.

Massive. Retaliate.

Spawn – At the location of the investigator who revealed it.

Sewer Fiend cannot be evaded.

Sewer Fiend gains 1 health **♣**.

Forced – When spawned, if there is any damage set aside next to the Sewer Deck, place it on Sewer Fiend.

Forced – At the end of the enemy phase, shuffle Sewer Fiend and the top 2 cards in the Sewer Deck, then return them to the top of the Sewer Deck. Any damaged on Sewer Fiend is set aside next to the Sewer Deck.

Victory 2

ENEMY

11/29

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

1

Sound of the Storm

Agenda 4b

► R1.

Unable to see through the miasma of filth brought on by the storm, you try to feel your way along the walls of the sewer. But with nothing providing cover against the unrelenting wind you stumble and fall.

All goes black.

1

***The Hooded Man**

3 3 3

Human. Elite. Criminal.

Hunter. Retaliate. Alert.

Event cards that deal damage cannot be used against The Hooded Man.

The Hooded Man gets +1 **♣** if there is an In the Shadows Treachery card attached to his location.

Victory 1

ENEMY

15/29

***The Hooded Man**

3 3 3

Human. Elite. Criminal.

Hunter. Retaliate. Alert.

Event cards that deal damage cannot be used against The Hooded Man.

The Hooded Man gets +1 **♣** if there is an In the Shadows Treachery card attached to his location.

Victory 1

ENEMY

1

***The Hooded Man**

3 3 3

Human. Elite. Criminal.

Hunter. Retaliate. Alert.

Event cards that deal damage cannot be used against The Hooded Man.

The Hooded Man gets +1 **♣** if there is an In the Shadows Treachery card attached to his location.

Victory 1

ENEMY

1

Storm Ravager

3 4 5

Avatar. Monster. Elite.

Hunter. Alert.

Prey – Lowest

Forced – After Storm Ravager attacks, deal 1 damage to each non-elite enemy at the location.

Victory 1

ENEMY

12/29 1



Storm Ravager

3 4 5

Avatar. Monster. Elite.

Hunter. Alert.

Prey – Lowest

Forced – After Storm Ravager attacks, deal 1 damage to each non-elite enemy at the location.

Victory 1

ENEMY

13/29 1



Storm Ravager

3 4 5

Avatar. Monster. Elite.

Hunter. Alert.

Prey – Lowest

Forced – After Storm Ravager attacks, deal 1 damage to each non-elite enemy at the location.

Victory 1

ENEMY

14/29 1



Altar of Baal

4 LOCATION 2

Dark.

Forced – When Altar of Baal is revealed, place X resource tokens, where X is 10 minus the number of tallies under the “Pieces of the manuscript found” part of the Campaign Log, from the token pool on it. These resource tokens are the *Seals of Baal*.

➤ If there are no ready enemies at Altar of Baal, test (X), where X is the shroud value of Altar of Baal. If successful, remove one of the *Seals of Baal*.

19/29 1

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

1

Shipping Office

3 LOCATION **2**

The desks are empty.

29/29 1

Back Office

4 LOCATION **2**

This is clearly a front. Nothing in the paper work even remotely has anything to do with the shipping industry.

16/29 1

Shipping Office

3 LOCATION **2**

There must be more to this office than what meets the eye...

17/29 1

Back Office

4 LOCATION **2**

There must be more to this office than what meets the eye...

18/29 1

Hidden Passage

3 LOCATION **2**

Forced – When Hidden Passage is revealed: Put the top 2 Sewers in the Sewers deck into play to the left and to the right of Hidden Passage (move the Office and/or Back Office locations to the side to make room if needed).

17/29 1

Closed Gate

1 LOCATION **0**

Forced – When you would leave Closed Gate: Test ♠ (3). If you fail, you stay at Closed Gate, lose all your remaining actions, and end your turn.

➤ Test ♠ (3). 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.

This could be a death trap if we are not careful.

18/29 1

Hidden Passage

3 LOCATION **2**

As an additional cost for you to enter Hidden Passage, investigators at your location must spend 3 clues ♠, as a group.

*A hidden entrance beneath a heavy chest.
How original...*

17/29 1

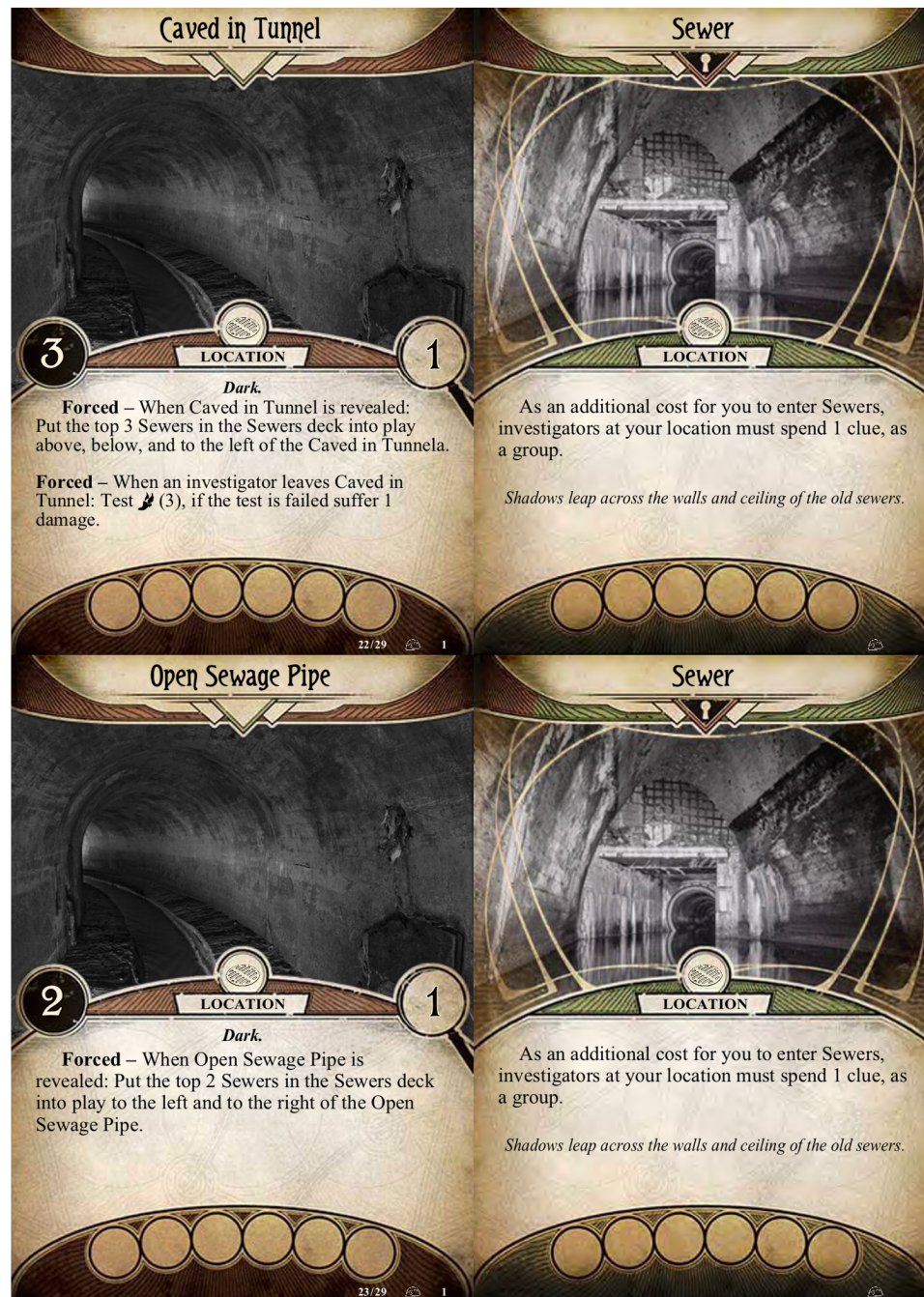
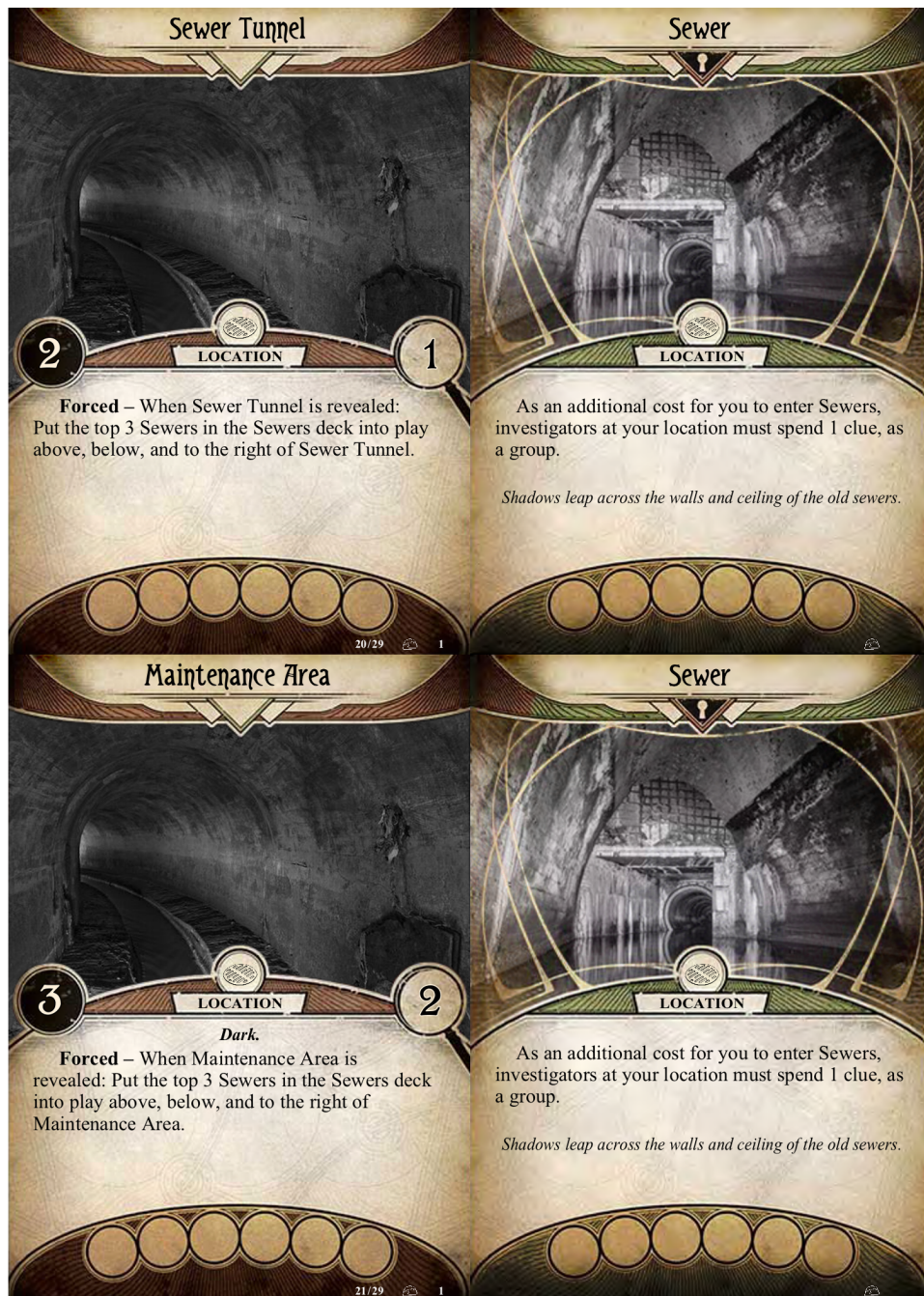
Sewer

1 LOCATION **0**

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

18/29 1



Excrement Pile

2
LOCATION
1

Forced – When Excrement Pile is revealed: Put the top 2 Sewers in the Sewers deck into play below and to the left of the Excrement Pile.

Cultist and **Creature** enemies get +1 and +1 at Excrement Pile.

24/29 1

Abandoned Tunnel

2
LOCATION
2

Dark.

Forced – When Abandoned Tunnel is revealed: Put the top 2 Sewers in the Sewers deck into play above and to the left of the Abandoned Tunnel.

25/29 1

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

Sewage Pool

2
LOCATION
1

Dark.

Forced – When Sewage Pool is revealed: Put the top 2 Sewers in the Sewers deck into play above and below the Sewage Pool.

Creature enemies get +1 and +1 at Sewage Pool.

26/29 1

Sacrificial Chamber

1
LOCATION
3

Forced – When Sacrificial Chamber is revealed: Spawn the set-aside Abomination of Baal enemy.

► If there are no ready enemies at Sacrificial Chamber, test (3). 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.

27/29 1

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

Sewer

LOCATION

As an additional cost for you to enter Sewers, investigators at your location must spend 1 clue, as a group.

Shadows leap across the walls and ceiling of the old sewers.

Victory 1