

Act 4a

The Chains of Baal

Above you, dark clouds swirl inside the chamber. Hidden within, you can feel the presence that has assailed you throughout your time in this godforsaken place.

❖ If the Presence of Baal is not in play, spawn it in the Chamber of Baal.

Forced – Place X resource tokens from the token pool on the Eternity Vaults location, where X is the number of investigators in play.

5/32



Act 4b



Act 3a

The Tower of Baal

Somehow you know that if you want to have any chance of escaping this nightmarish place, you have to make it to the top of the tower.

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

4/32



Act 2a

The Domain of Baal

Ahead lies a vast crevasse. Your only option to continue is in the form of a narrow rope bridge, swaying in the unfeeling wind.

3/32



Act 1a

The Plains of Baal

You walk and walk. And yet, the distant tower comes no closer.

Objective – Find a way to reach the Gray Plains.

2/32



Act 3b

As you enter the chamber at the top of the tower an immense force floods your mind. Innumerable images of mutilated corpses, faces of loved ones whose faces are burnt beyond recognition, and monsters feasting upon their entrails assaults you.

❖ Each investigator tests ● (5). If you fail, take one direct horror and randomly discard X cards from your hand, where X is the number of points you failed by.

Act 2b

At the Base of the Tower

As you make it across the crevasse you can finally see the foot of the tower. Now all you need to do is find for a way into the alien structure.

❖ Put the set-aside Tower Entrance, Winding Stairs, Endless Hallways, Eternal Vaults, and Antechamber locations into play.
❖ Put the set-aside Chamber of Baal location into play next to the Antechamber location.
❖ Read the text on the unrevealed side of Chamber of Baal!

Act 1b

An Alien World

Nothing in this alien world makes sense. You cannot trust your vision, your hearing, or your touch. All is hidden from you, out of reach of your human minds.

❖ Each investigator discards all their clues.
❖ Flip the Gray Plains location to its revealed side.
❖ Put the set-aside Base of the Tower into play.
❖ Advance to Act 2a.

The Tower of Babel



As your senses slowly get a firmer grasp on this reality you feel a presence scratching at the back of your mind.

Forced – When you fail a skill check, randomly discard one card from your hand.

- ➡ search your discard pile for any card with one or more ♠ Skill Test Icons. Add it to you hand. (Limit once per game).



The Domain of Baal

Ahead lies a vast crevasse. Your only option to continue is in the form of a narrow rope bridge, swaying in the unfelt wind.

Forced – If you succeed when performing  or  skill test, draw another chaos token from the chaos bag and apply that token instead.

The Plains of Baal

You walk and walk. And yet, the distant tower comes no closer.

Forced – If you succeed when performing  or  skill test, draw another chaos token from the chaos bag and apply that token instead.

Lord of the Storm

Above you, dark clouds swirl inside the chamber. Now and then flashes of blue light, like the seals in the sewers, can be seen inside them.

Your ability to hold the presence in your mind at bay is getting close to failing.

- ❖ If the Presence of Baal is not in play, spawn it in the Chamber of Baal.

The presence in your head finally speaks to you in a way you understand.

"Tremble mortal. You stand in the presence of a God."

- ❖ If there is an *Amtur* enemy in play, heal all damage on it.
- ❖ If there is no *Amtur* enemy in play, search the discard pile for one and spawn it.
- ❖ Shuffle the encounter discard pile into the encounter deck.
- ❖ If the Presence of Baal is not in play, spawn it in the Chamber of Baal.

In the Presence of a God

AGENT
2b

Your senses are slowly adapting to the numbness of this place. The second you realize it you almost regret it as an otherworldly cry echoes throughout the tower.

- ❖ Check Campaign Log.
- If you blew up *The Kaiser Wilhelm*, spawn the set-aside Tower Guardian.
- If not, spawn the set-aside Baelzebub - Avatar of Baal.

AGENT
1b

Nothing in this alien world makes sense. You cannot trust your vision, your hearing, or your touch. All is hidden from you, out of reach of your human minds.

- ◆ Flip Act 1a to 1b.

An Alien World

ACT
4b



10/32 1

4

In the Presence of Baal

Agenda 4a

The presence which has been scratching at the back of your mind is breaking down your resistance. You summon your remaining willpower in a last-ditch effort to save your mind. There has to be a way to resist...

Domain of Baal

EASY / STANDARD

- X. X is the number of cards you committed to the test.
- 1. If you are engaged with a **Creature**, it readies and attacks.
- 2. If there is an exhausted **Avatar** enemy in play, ready it.
- 3. If Presence of Baal is in play, it attacks.

***Presence of Baal**

Ancient One. Elite.

Massive.
Presence of Baal cannot be damaged, evaded, attacked, discarded, or defeated.

► Test (X), where X is the shroud value of the location. If successful, place one resource from the token bank on the location. This action only triggers an attack of opportunity if it fails.

Forced – When Presence of Baal's location has X resource tokens, where X is the number of investigators in the game, move Presence of Baal to a connecting **Tower** location.

Objective – When all **Tower** locations have X resource tokens, where X is the number of investigators in the game, on them →R1.

ENEMY

The Voice of Baal

Agenda 4b

The voice in your head pierces your very being! You must find a way to resist it...

- Presence of Baal attacks each investigator at a **Tower** location.
- Each investigator at Presence of Baal's location randomly discards 1 card from his/her hand.
- Search the encounter discard pile for a **Creature** enemy and spawn it at the Eternity Vault location.
- Flip this card back to the Agenda 4a side.

Domain of Baal

HARD / EXPERT

- X. X is the number of cards all investigators committed to the test.
- 2. If you are engaged with a **Creature**, it readies and attacks.
- 3. If there is an **Avatar** enemy in play, heal 1 damage from it.
- 4. If Presence of Baal is in play, it attacks.

***Baelzebub - Avatar of Baal**

Ancient Monstrosity

4 4 4

Monster. Avatar. Elite.

Hunter. Massive. Retaliate.

Spawn – Eternity Vaults

Prey – Highest

Baelzebub gains +2 health.

Forced – At the end of the enemy phase, all investigators at Baelzebub's location must randomly discard 1 card from their hand. If an investigator has zero cards in his/her hand, suffer 1 damage instead.

Victory 2

ENEMY







Antechamber

4

LOCATION

2

Tower.

Forced – When performing a skill tests at Antechamber, all cards committed to the test add one ? icon to them.

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23/32

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Antechamber

LOCATION

Tower.

T

X

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S

Chamber of Baal

2

LOCATION

0

Tower.

Forced – When performing a skill test at this location, all Skill Test Icons on cards committed to the test are doubled.

25/32

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Chamber of Baal

LOCATION

Tower.

Forced – When the Tower Entrance, Winding Stairs, Endless Hallways, Eternity Vaults, and Antechamber locations are revealed and have no clue tokens on them, reveal the Chamber of Baal.

Base of the Tower

4

LOCATION

2

Wasteland.

➔ If there are no clues on Base of the Tower, test ? (4) or ? (4). If you succeed, move to the Tower Entrance.

“Careful! Once we enter the tower, there might not be a way to get back.”

24/32

I

Base of the Tower

LOCATION

Wasteland.

The tower stretches into the sky as far as you can see.

Crevasse Bridge

2

LOCATION

0

Wasteland.

Forced – When you would leave Crevasse Bridge: Test ? (2). If you fail, you stay at Crevasse Bridge.

The rope bridge sways dangerously as it is blasted by an unseen wind.

26/32

I

Crevasse Bridge

LOCATION

Wasteland.

The rope bridge sways dangerously as it is blasted by an unseen wind.

Endless Hallways

4 LOCATION **2**

Tower.

Forced – When performing skill tests at Endless Hallways, only the investigator performing the skill test may commit cards to the test.

27/32 1

Endless Hallways

LOCATION

Tower.

Gray Plains

3 LOCATION **4**

Wasteland.

➔ test ♠ (1). If you succeed, search the top X cards of your deck, where X is the number of points you succeeded by, for a card and add it to your hand. Shuffle your deck. (Limit once per game).

The vast grayness is enough to break the strongest of minds.

Victory 1

29/32 1

Gray Plains

LOCATION

Wasteland.

You cannot move into the Gray Plains unless there are no clues on the Wasteland location.

The vast grayness is enough to break the strongest of minds.

Eternity Vaults

4 LOCATION **1**

Tower.

Forced – When committing cards to a skill test at Eternity Vaults, only the investigator performing the skill test can commit cards and must commit at least 2 cards to the test.

28/32 1

Eternity Vaults

LOCATION

Tower.

Tower Entrance

4 LOCATION **1**

Tower.

To move to Tower Entrance from the Base of the Tower, you need to perform the action on Base of the Tower.

The tower stretches into the sky as far as you can see.

30/32 1

Tower Entrance

LOCATION

Tower.

To move to Tower Entrance from the Base of the Tower, you need to perform the action on Base of the Tower.

The tower stretches into the sky as far as you can see.

