

## Doppelganger

3 1 2  
Humanoid. Monster.

**Forced** - at the end of the enemy phase, Doppelganger moves once towards the nearest **Sanctuary** (if possible). If it is already at a **Sanctuary**, discard Doppelganger and place 1 doom on the current agenda.

*And just like that, he was gone ...*



ENEMY



Illus: Stefan Kozel

10/21 118

## Ratling Sorcerer

3 3 4  
Monster. Sorcerer.

Allof. Hunter.

**Forced** - At the end of the enemy phase, deal 1 damage to all investigators at the same location.

*The secrets of this place are mine alone, mine alone forever!*

**Victory 1.**



ENEMY



Illus: Mikael Lager

90/209 112

## Belligerent Guardsman

2 3 2  
Humanoid. Undead.

**Forced** - When Belligerent Guardsman attacks, heal all damage on it.

*What's left of him.*



ENEMY



Illus: Josh Torres

10/21

## \*Weiralai

Denizen of Leng

5 4 3  
Humanoid. Monster. Dream.

Hunter.

**Spawn** - the "Orange Heart" location.

➔ spend 4 resources and discard 4 cards: **Parley**. Test ♠ (1) to sever Weiralai's link to the waking world. If successful, defeat her.

*Fools! Know this is but a dream to me; in the morrow's eve I will sleep again and resume my hunt.*

**Victory 1.**

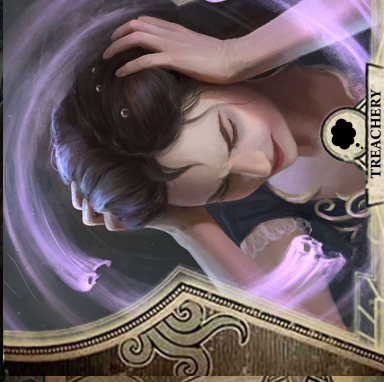


ENEMY



Illus: Aleks Brackel

1



TREACHERY

## Spirits of Dreamers Past

**Dream. Terror.**

**Revelation** - Test ♠ (3). If you fail, take 1 horror (2 horror instead if you have 2 or fewer cards in your hand).

*Why won't they leave me alone?  
I want them to leave me alone!*

Illus: Lesly Hamilton

10/21

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### Weeping Wall

Abomination. Portal.

Massive.

**Spawn** – the location with the most clues. Weeping Wall's location cannot be investigated.

➤ **Parley.** Test ● (4). If you succeed, defeat Weeping Wall.

110/139

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### Three Terrible Traps

Treachery

**Revelation** –

- Test ● (1). If you fail, take 1 damage.
- Test ● (2). If you fail, take 1 horror.
- Test ● (3). If you fail, take 1 damage.

*There's no way over, and no way around.*

110/139

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*There's no way over, and no way around.*

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### Explosive Runes

Treachery

**Hex Obstacle.**

**Revelation** – Attach to your location.

**Forced** – When an investigator or enemy moves into our out of this location, discard Explosive Runes and deal 2 damage to all investigators and enemies here (including those moving).

➤: Test ● (3), if successful, discard Explosive Runes.

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109/139

### Boilborn

Monster. Abomination.

**Forced** – if Boilborn is defeated through a Melee attack or a basic Fight action, deal 1 damage to all investigators and enemies at the same location.

**Forced** – at the end of the enemy phase, if unengaged, Boilborn moves to a random connecting location.

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### Boilborn

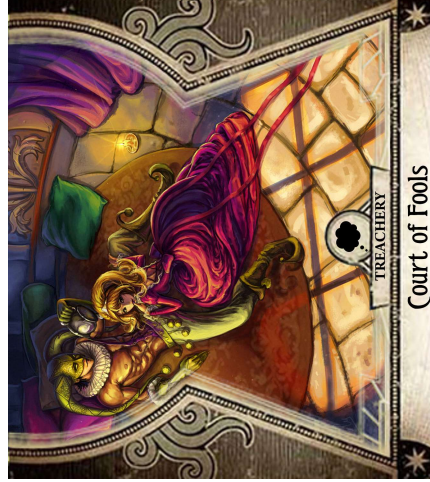
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**Court of Fools**

*Dream. Hex.*

**Revelation** – Each investigator discards a random card from their hand. Then, each investigator passes 2 random cards to the investigator on their left; each investigator who does not receive 2 cards in this manner takes 1 horror.

ILLUSTRATION: Wolf Brown

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**Living Portal**

*Humanoid. Portal. Dream.*

**Forced** – At the start of the mythos phase, each investigator at Living Portal's location draws 1 additional encounter card during this phase.

ILLUSTRATION: Andrew Polace

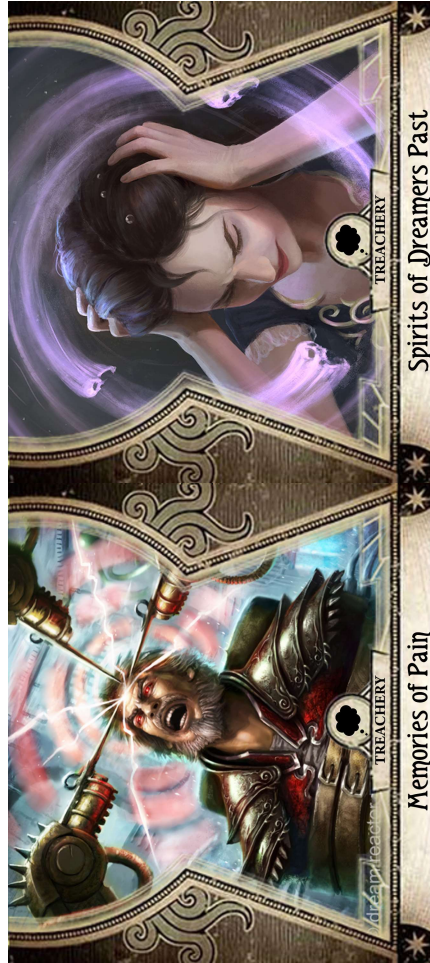


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*Humanoid. Portal. Dream.*

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ILLUSTRATION: Andrew Polace



**Memories of Pain**

*Dream. Terror.*

**Revelation** – Test (3). If you fail, choose one: either discard one card at random from your hand, or discard two cards (of your choice) from your hand.

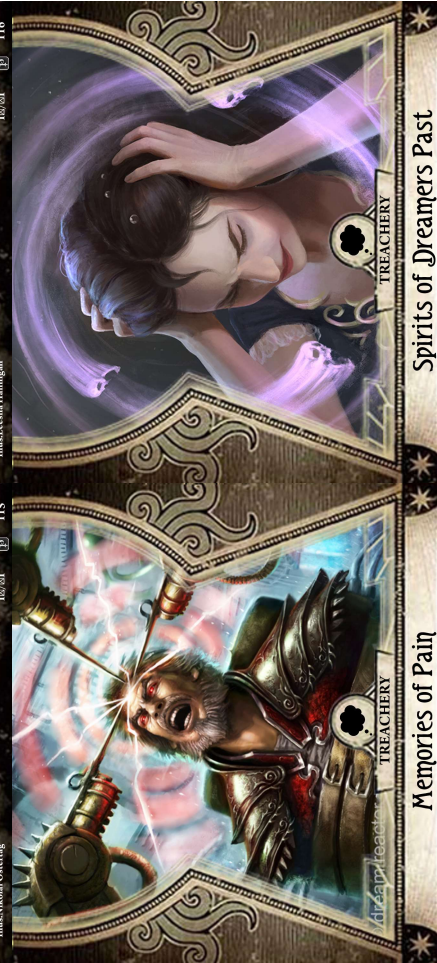
Sometimes it's better just to forget.

ILLUSTRATION: Nicholas Ostering

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**Spirits of Dreamers Past**

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ILLUSTRATION: Leahs Hamigan

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Illus:Stefán Kozál

107 118

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ENEMY

Illus. Stefan Kozul

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Innocent Survivor



ASSET



*Ally, Bystander.*

Surge, **Revelation** – put Innocent Survivor into play at the current location.

➤ **Parley.** Take control of Innocent Survivor; it gains “D” if you are at a **Sanctuary**, place Innocent Survivor in the Victory display.”

**Victory 1.**








Hill-Dungannon Enquistator





**Innocent Survivor**





**ASSET**

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**ASSET**





**ASSET**



**TREACHERY**

**Burden of Proof**

*Task.*

**Revelation** – Attach Burden of Proof to a connected location. Treat the printed text box of all Ally assets as if it were blank.

➤ **Investigate.** If you succeed, instead of discovering clues, discard Burden of Proof.

*That's exactly what a doppleganger would say.*



**TREACHERY**

**Unmasked!**

**Revelation** – Discard a random non-Creature Ally asset from play, then search the encounter deck and discard pile for a “Doppleganger,” enemy and spawn it at that Ally’s location. If there are no such assets in play, Unmasked! gains surge.









**A Local Town**

**TREACHERY**

**Obstacle.**

**Revelation** – Attach A Local Town to your location. You must spend 1 additional action to investigate this location.

➔: **Parley.** Test (4) or (4). If successful, discard A Local Town.

*These outsiders have brought this upon us. It is they who bear the evil in their hearts!*


**Red Sky in the Morning**

**TREACHERY**

**Omen. Terror.**

**Revelation** – Test (1) and (1). If you fail either test, place 1 doom on the current agenda. This effect can cause the agenda to advance.

*Animals giving birth to malformed young.  
Birds flying backwards.  
Dogs too scared to be put out of the hall at night.  
Children falling into a deep sleep from which they cannot be roused.*



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**Just Like Mr Ebbinghaus**

**TREACHERY**

**Madness. Hex.**

**Revelation** – put Just Like Mr Ebbinghaus into your threat area. You get -1 to all your skills.

➔ if you perform the same action 3 times in one turn: discard Just Like Mr Ebbinghaus.

*Insanity is doing the same thing over and over again and expecting different results.*



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