

2

\*Bastienne

The Lost Soul

3

4

2

4

**Bard.**

➤: An investigator at your location gains +1 to their skills until the end of the round. (Limit once/round).

✦ effect: +1. If drawn during your turn, gain 1 action.

*"I just want to know who I really am. Don't you?"*

7

7

Illus. Rich Carey

B

1

2

\*Bastienne

The Lost Soul

3

4

2

4

**Deck Size: 30.**

**Deckbuilding Options:** Seeker cards (S) level 0-4, Neutral cards level 0-5, Survivor, Guardian, Rogue, and Mystic cards (M, G, and A) level 1, and up to five level 0 cards from any class.

**Deckbuilding Requirements** (do not count toward deck size): Acrobatic Mastery, Slave, Amnesia basic weakness.

**Additional Requirements:** You begin the campaign with 1 physical trauma and 1 mental trauma.

*Born in Paris, Earth, 1900, Bastienne was the muse, lover and pupil of the celebrated violinist Erich Zann. Following the events of 1923, which saw Paris consumed into the nightmare realm of Carcosa, Bastienne became lost in time and space, falling into the world of Golarian and losing his memory. With no allies, he was enslaved as a jester, first to the Gnolls of Oparra, and then sold to the court of the Mad Count Lowis, where his memory was again razed, leaving him branded, twice forgotten, and broken. Bastienne seeks to discover his past, and find the inner strength he needs. He no longer wants pity, instead only freedom and justice.*

7

7

Illus. Rich Carey

B

1

3

TREACHERY

Slave

WEAKNESS

Past Life.

**Revelation** - Choose one: either place one doom on the current agenda (this can cause the current agenda to advance); or take 2 damage, 2 horror and draw 2 cards.

*"You reject your pasts, I embrace mine."*

Illus. Adam

B

3

0

EVENT

3

4

2

4

**Acrobatic Mastery**

**Trick.**

Bastienne deck only. Fast. Play only during your turn.

**Move, Move.** These actions do not provoke attacks of opportunity.

*"Now you see me..."*

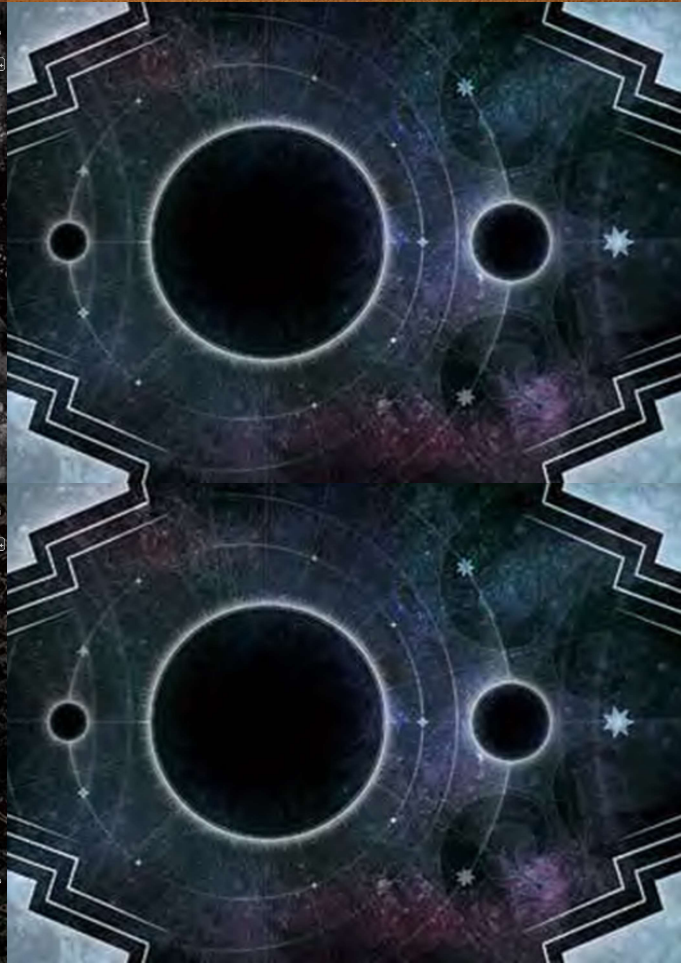
7

7

Illus. Alex Long Kim

B

2





★

\*Caspian Kezali

Reborn into The Light

4

3

3

2

**Cleric.**

⚡ Discard a card: An investigator at your location heals X+1 damage and gains X+1 resources. X is the level of the discarded card. (Limit once/round).

★ effect: +0. Discard a treachery in play.

*"They are evil and must be destroyed. My mind is clear on this now."*

Illus. Pawel Kardis

4

★

\*Caspian Kezali

Reborn into The Light

**Deck Size: 30.**

**Deckbuilding Options:** Guardian cards (★) level 0-4, up to 10 Mystic (⬆) cards level 0, up to 5 Mystic (⬆) cards level 1-2, Neutral cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): Redemption, Ravager, Amnesia basic weakness.

As a young man, Caspian fought in the Mendeian Crusades, a neverending battle against the demons of the Worldwound. But following the total slaughter of his army from a Demon Lord, Caspian returned to his home city of Katheer broken and in despair. After reading from the Necronomicon, this despair turned to madness, casting Caspian into the arms of Azazoth and Rovagug. He became "Zog The Ravager", doomsday priest to the Mad Count Lowls, and led a campaign of destruction and carnage. After losing his memory, Caspian recieved a visit from an angel, bringing him renewed dedication to the god of light he once served. He now buries his past in righteousness, with no wish to recall his hours of darkness.

Illus. Andrzej Bocka

6

TREACHERY

Ravager

WEAKNESS

**Past Life.**

**Revelation** - Choose one: either place one doom on the current agenda (this can cause the current agenda to advance); or discard two non-weakness assets at your location.

*"All hail Rovagug the Destroyer!"*

Illus. Andrzej Bocka

6

\*Redemption

4

ASSET

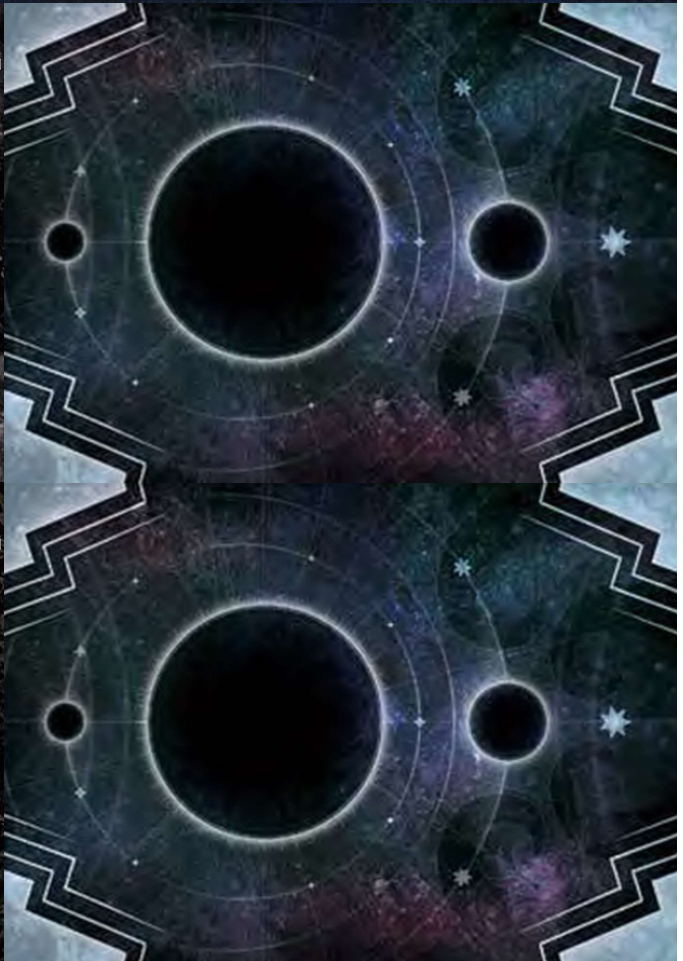
**Item. Weapon. Melee. Magic.**

Caspian Kezali deck only.

➡ **Fight.** You gain +2 during this attack. If the attacked enemy is engaged with you, this attack deals +1 damage.

Illus. Peter Lee

5







**TRACHERY**

**Collaborator**

**WEAKNESS**

*Past Life.*

**Revelation** – Choose one: either place one doom on the current agenda (this can cause the current agenda to advance); or discard cards from the encounter deck until you reveal an enemy, then draw that enemy.

*"It's not as simple as that. What else could I have done?"*

Illustration by [illegible]



**\*Illustria**  
The Illusionist

5

3

1

3

**Wizard.**

After a non-Elite enemy engages you: Exhaust it. (Limit once/round.) *(This does not disengage the enemy).*

★: +0. Evade an enemy at your location. Then, you may move to an adjacent location.

*"And for my next trick..."*

Illus.Helga Sahle

**\*Illustria**  
The Illusionist

**Deck Size: 30.**

**Deckbuilding Options:** Mystic cards (▲) level 0-5, up to 5 Seeker cards (☉) or Rogue (◆) cards level 0, Neutral cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): Hugo the Magnificent, Murderer, Amnesia basic weakness.

**Deckbuilding Restrictions:** No non-Mystic (▲) **Weapon** cards.

Initially a simple peasant girl named Isabelle, Illustria rose to fame in the Ustlav capital of Caliphas, styling herself as "Lady Mazori Maltissimo" and winning hearts and minds as a celebrated socialite and author. But beneath the lavish parties, Lady Mazori was part of the Cult of Hastur that had infiltrated much of the nobility. Using her wiles, she joined the court of the Mad Count Lowis, murdering his wife to become his lover, and converting the Count to the worship of Hastur. After losing her memory, Lady Mazori awakened as "Illustria", free from the taint of Hastur and now seeks to put right the wrongs she has brought on the world.

**\*Hugo the Magnificent**

1

ASSET

**Ally, Creature.**

Illustria deck only.

☙: Return Hugo the Magnificent to your hand. Gain +2 during this skill test.

*"Ba-cawww! Mistress, if I could just intercede on this one point..."*

Illus.Nathalie Block

**\*Hugo the Magnificent**

1

ASSET

**Ally, Creature.**

Illustria deck only.

☙: Return Hugo the Magnificent to your hand. Gain +2 during this skill test.

*"Ba-cawww! Mistress, if I could just intercede on this one point..."*

Illus.Nathalie Block

**\*Hugo the Magnificent**

1

ASSET

**Ally, Creature.**

Illustria deck only.

☙: Return Hugo the Magnificent to your hand. Gain +2 during this skill test.

*"Ba-cawww! Mistress, if I could just intercede on this one point..."*

Illus.Nathalie Block

**\*Hugo the Magnificent**

1

ASSET

**Ally, Creature.**

Illustria deck only.

☙: Return Hugo the Magnificent to your hand. Gain +2 during this skill test.

*"Ba-cawww! Mistress, if I could just intercede on this one point..."*

Illus.Nathalie Block





## \*Lord Todd

### The Nobleman


**Deck Size:** 30.

**Deckbuilding Options:** Survivor cards (♣) level 0-5, **Weapon** cards level 0-5, Neutral cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): Blades of Death, Torturer, Amnesia basic weakness.

As the younger cousin and only living relative to the Mad Count Lowis, Lord Maximilian Lowis had a life of leisure and happiness, indulging his passions for art and romance. That all changed the day Count Lowis explained his plan to sacrifice the world to the Old Gods, and something within Maximilian was lost as he gazed into the abyss. From there on, he became a soldier, conspirator, torturer and self-mutilator, and Lowis' right-hand in his insane plan. With the complete loss of his memory, Maximilian has awoken as "Todd", neither the despot of his recent past, nor the dreamer of his youth. Perhaps somewhere inbetween, Todd seeks to claim the title of Count as his own, while bringing his cousin to justice.





2334



**\*Scene**  
The Treasure Hunter

**Rogue. Changeling.**

➤: Call “even” or “odd”. Draw one card and reveal it. If it’s cost matches your call, gain 1 action and +1 to each of your skills until the end of your turn. This action does not provoke attacks of opportunity. (Limit once/round).

★ effect: -4. Gain 2 resources.

“Do you trust her?”  
“She can be a little... unpredictable at times.”

Illus. Katie De Sousa
16



**TRACHERY**

**Betrayer**

WEAKNESS

*Past Life.*

**Revelation** – Choose one: either place one doom on the current agenda (this can cause the current agenda to advance); or place 2 of your clues on your location.

*"There's only two things that matter in this world, and you aren't one of them."*