

Act 1a


## In Search of Sanity

You try the bars of your cell; locked. But then you see the key, dropped in a puddle of blood beneath the murdered man. Stretching, stretching, at the very edge of your fingertips, you nudge the key towards you. It opens the lock and the cell door swings open.

"Fools!", hisses the doctor, spinning around. And then her face begins to change...

**Objective** – only investigators in the same location as each other may spend the requisite number of clues to advance.

10/21 59



Act 2a


## Praise Zandalus!

Briarstone Asylum is an enormous building, with rooms and corridors stretching in every direction. As you explore deeper into the building, the chaos becomes worse. Bodies lie stuffed in store-closets, doors and ceilings lie cracked among rubble, and all around, the yellow fog seeps in through windows, gathering on the floor.

You need to find this Zandalus, and get to the bottom of this madness.

**Objective** – only investigators in the same location as each other may spend the requisite number of clues to advance.

10/21 60



Act 3a

## Escape from Briarstone

Before you have time to gather up your notes, there is a rumble, and the building begins to shake. It seems that this place is falling in on itself. Moreso than ever now, you have to get out!

Zandalus must know a way to lift the yellow fog. Or if he doesn't, perhaps he is the source of it. Either way, you need to find him, Count Lowls can come later.

You press on, cracks in the walls appearing as you move.

**Objective** – if each undefeated investigator has resigned, advance.

10/21 61



Act 1b

## What Little You Know

Piecing together what little you can remember, with what you have seen of the asylum, you take stock. It appears that some kind of "incident" has rendered the building into chaos, and Cultists, Doppelgangers and even Ghouls roam the building, while a yellow fog outside seals all within.

Whispers speak of a "Zandalus", a man whom the cultists show reverence to, and whom the ghouls wish to kill. Looking through the shelves, you find reference to an "Ulver Zandalus", a schizophrenic whose dreams of far-off cities and the legend of "The Tatterman" have grown even more persistent over the last months. Zandalus must be connected to what is going on, you need to find him.

As you are considering where to move next, you lean on a sconce, which folds down opening a hidden door!

Shuffle the set-aside **Northern Halls**, and put three of them into play, at random.

Act 2b

## Who is Count Lowls?

Gathering together what you've found, you piece together some more information. It seems that, until very recently, this place was a working asylum, and from some of your notes, you yourselves are listed as recent patients, committed by a "Count Lowls of Thurshmoor", the ruler of these lands.

Further notes indicate that the Administrator of this building was bribed by Count Lowls. Were you a dirty secret he tried to hide away? And if so, for what reason?

Lastly, it seems that Count Lowls began an experiment on Ulver Zandalus and his dreams, but not one that he stayed to see through. Could this experiment be the cause of the chaos?

You need to press on. Using a silver key you found hidden in one of the rooms, you open a locked door to the edge of the asylum. Zandalus must be here. Hopefully he has more answers.

Put the two set-aside **Halls of Madness**, and the set-aside **East-Wing Ruins** into play.

Act 3b

## The Escape

With parts of the ceiling collapsing as you run, you hurry all the remaining survivors out of the huge front door. To your relief the fog is gone. You stagger onwards as Briarstone Asylum collapses behind you.

(→R1)

## In Search of Sanity

EASY / STANDARD

-1 for every enemy at your location.

-3 (0 instead if you discard a random card and "Praise Zandalus!")

10/21 54a




## In Search of Sanity

HARD / EXPERT

-2 for every enemy at your location.

-4 (0 instead if you discard 2 random cards and "Praise Zandalus!")

-4. Take 1 horror.

10/21 54b









Agenda 1a

### A Waking Nightmare

You awaken in a cold, damp cell, your mind a blank. How did you get here? What is your name again? How does one forget one's own name? Pull it together!

Outside the cell, a man is being killed. Strapped to a table, a doctor slits his throat while he screams, gurgles and then falls silent. Strips of his flesh hang like ribbons from the table. There was nothing you could have done.

"Next please!" laughs the doctor, her back to you. You have to get out of here!

3

Illus. Yuk Weeden 12/21 55



Agenda 2a

### The Yellow Fog

Everywhere you look, everywhere you run, the Tatterman chases you. Outside the building, outside every window, a thick yellow fog and screams of death block your exit. You have to stay one step ahead of The Tatterman, you can't let him catch you, you can't have a repeat of your nightmare.

**Forced** – After the second doom is placed on this agenda, remove any **Tatterman** enemies from play and place them in the set-aside area, removing all damage from them.

6

Illus. Yuk Weeden 12/21 56



Agenda 3a

### The Tatterman Reigns

You try and keep one step ahead of him, but it is as if he knows your every move. Every corridor you turn down, every room you enter, every hiding spot you find, he seems to eventually find you.

Perhaps though, if you can stay on the move, you can eventually outrun him. You worry this will not be possible.

**Forced** – After the third doom is placed on this agenda, remove any **Tatterman** enemies from play and place them in the set-aside area, removing all damage from them.

6

Illus. Yuk Weeden 12/21 57



Agenda 4a

### House of Hell

Briarstone Asylum seems to be crumbling around you. Walls cave in, doors fall off their hinges, and monsters and bodies can be found in every corner. The low chanting of the Cult of Oprimment echoes through the halls, and howls of ghouls and other creatures rings through the night.

What was once a house of healing, is now one of nightmares and murder.

Will this be the end of your journey before it has even begun? Will The Tatterman claim yet another bloody victim? Or can you escape this House of Hell before he gets the chance.

6

Illus. Yuk Weeden 12/21 58

AGENDA 1b

### The Tatterman Comes

This might have once been "Briarstone Asylum", but the place has descended into chaos. Everywhere you turn some evil confronts you, with no help in sight. Just when you think it cannot get any worse, it is then you hear it:

Knock, knock, knock.  
Knock, knock, knock.

It can't be, surely not, not again? And before you can turn and run, a door swings open slowly and standing there in rags is the creature from your nightmares, his razor by his side dripping with blood. The creature's mouth opens to reveal a set of fangs, and he cocks his blindfolded head to one side, as if examining you. But then he advances...

Step, step, step.

Spawn the set-aside The Tatterman in play, at a random investigator's location. If there are 3 or more investigators, also spawn the set-aside Tattered Shadows at a random investigator's location.

AGENDA 2b

### The Tatterman Again

Just when you think you've seen the last of that horrible ragged form, you hear a noise again.

Knock, knock, knock.

You run away, in the opposite direction. But rounding the corner, you hear someone coming towards you in the distance.

Step, step, step.

Again, you run, and but every direction you turn, you hear the knocking at the door, the footsteps on the floor. You pause to catch your breath.

Knock, knock, knock.

And before you can start running again, the door bursts open with vigour, and dashing towards you at full pelt is the figure of The Tatterman, his razor in hand. You run.

Spawn the set-aside The Tatterman in play, at a random investigator's location. If there are 3 or more investigators, also spawn the set-aside Tattered Shadows at a random investigator's location.

AGENDA 3b

### The Tatterman Forever

Knock, knock, knock.  
Step, step, step.

No! Will this never end? You will never catch me Tatterman, never!

Step, step, step.  
Step, step, step.

Knock, knock, knock.

Spawn the set-aside The Tatterman in play, at a random investigator's location. If there are 3 or more investigators, also spawn the set-aside Tattered Shadows at a random investigator's location.

AGENDA 4b

### All Fall Down

It is too late. You reach for the door to the next room, but it comes away in your hands, as cracks appear in the walls. The room begins to shake, and some antlers from a long-ago-dead deer fall from the wall. In the distance you hear chanting. Cracks appear in the ceiling.

Praise Zandalus, Praise Zandalus, PRAISE ZANDALUS!

It is the last thing you hear before the roof caves in and you black out.

Each investigator is defeated.



## Apostles in Opriment



Humanoid. Cultist. Lunatic.

➡: **Parley.** Praise Zandalus. Spend 2 resources to evade the Apostles in Opriment. Praise Zandalus!

## Who do you praise?



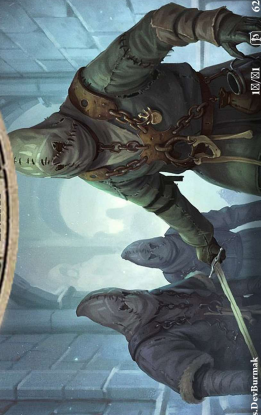
## Apostles in Oprimment



**Humanoid. Cultist. Lunatic.**

➤: **Parley.** Praise Zandalus. Spend 2 resources to evade the Apostles in Opriment. Praise Zandalus!

## Who do you praise?



## Apostles in Opriment



Humanoid. Cultist. Lunatic.

➤ **Parley.** Praise Zandalus. Spend 2 resources to evade the Apostles in Opriment. Praise Zandalus!

## Who do you praise?



### \*The Bag Lady

**Humanoid, Cultist, Lunatic.**

➡, **Parley:** discard one asset you control to evade The Bag Lady. Praise Zandalus?

*Praise me, you dolt! Now give me that bag before I wrap my lovely hands around your scrawny little neck.*

## Victory 1.





## \*The Tatterman

5 3 2  
Humanoid. Tatterman. Dream. Elite.  
Hunter.

► **Evade:** Evade The Tatterman. This test uses ♣ instead of ♠. (Normal evade attempts are still possible).

Tatterman, Tatterman, knocking on the door.  
Tatterman, Tatterman, footsteps on the floor.

Victory 2.

ENEMY



10/21 64

## \*Tattered Shadows

4 3 2  
Humanoid. Tatterman. Dream. Elite.  
Hunter

► **Evade:** Evade Tattered Shadows. This test uses ♣ instead of ♠. (Normal evade attempts are still possible).

Tatterman, Tatterman, knocking on the door.  
Tatterman, Tatterman, footsteps on the floor.

Victory 0.

ENEMY



10/21 65

## \*Ulver Zandalus

3 1 3  
Humanoid. Lunatic.

► spend 1 clue: **Parley.** Test ♠(S) or ♣(S). If you succeed, defeat Ulver Zandalus. While Ulver Zandalus is in the victory display, Tatterman enemies have -3 fight and remember that "the fog has lifted".

My dreams! Carcosa, Neruzavin, The Tatterman,  
it is all real, all of it is real...

Victory 0

ENEMY



10/21 66

## Prison

1 0  
LOCATION  
Briarstone.

**Forced** – When revealed, search the encounter deck and discard for one Doppelganger enemy (two if there are 3 or 4 investigators) and spawn them here. If there are 1 or 3 investigators, the first Doppelganger enemy spawned in this way spawns exhausted.

You will never leave this place

Prison

LOCATION  
Briarstone.

You burst out of your cell and look around. There are some items on a bench nearby. Are they yours? What would you normally do in a situation like this?

You barely have time to respond before the creature is on you, snarling and clawing.



10/21



**Library**

**LOCATION**

**Briarstone.**

Draw 4 cards (Limit once per game).

A vast library, with rows of books towering to the ceiling, almost forming corridors between the shelves. The topics covered in this library seem immense, from Medicine, History and the Natural Sciences, to all manner of occult practices, myths and legends. As you browse the books, chittering can be heard in the distance.

**Treasure 1.**

Illus: Owen Caron

**Chapel of Many Faiths**

**LOCATION**

**1**

**0**

**Briarstone Sanctuary.**

Recover 2 horror and 2 sanity. (Limit once per game).

"Welcome! You're not a doppleganger, are you?"

The chapel has been turned into a makeshift camp, with 20 or so survivors huddling round a small cauldron, boiling rats for soup. A mix of patients and staff, no-one can explain what is going on, except that to wander the halls or leave the building means death.

Illus: Angelo Periconi

**Dormitories**

No more than one clue can be discovered from this location per turn.

Briarstone.

LOCATION

A large number of rooms, mostly abandoned, form this section of the Asylum. Searching them all will be time consuming, but perhaps they hold some clues as to what happened here.

The Grand Hall

LOCATION

*Briarstone.*

This must be the way out.

*Briarstone.*

11



## Briarstone Gardens

3

LOCATION

Briarstone.

Enemies in Briarstone Gardens have -1 evade.

A large and diverse gardens, with many foreign plants chosen to "ease the mind of the patients" (according to a sign). A full moon can just be seen through the swirling yellow fog. A high wall with spikes atop prevents any hope of exit from here.

1

## Kitchens

2

LOCATION

Briarstone.

Heal 2 damage (Limit once per game). Remember that you "ate the delicious stew".

A huge kitchen, with space enough to cook for over a hundred. Large bubbling pots of meat simmer away. You're not entirely sure what it's made of... nor are you sure you want to know.

1

## The Cellar

3

LOCATION

Briarstone.

if there are no clues here: Draw 2 cards, then discard 1 card.

Most of this place has been ransacked, open crates and empty caskets lie everywhere. Still, there might be something of us, among all the rats and debris.

1

## Room of Darkness

5

LOCATION

Briarstone.

Test (4) to bring peace to the ghost that haunts this room. If you succeed, reduce the shroud of this location to 1.

"I want my mummy. Are you my mummy? I want my mummy. Are you my mummy? Are you my mummy?"

1

Treasure 1.

## Southern Halls

72

LOCATION

Briarstone.

A brass plaque in the hallway reads "Briarstone Asylum, Est 4596." The corridors are deserted, and your footsteps echo throughout the halls. Peering through a window, you see nothing but thick yellow fog.

## Southern Halls

73

LOCATION

Briarstone.

A brass plaque in the hallway reads "Briarstone Asylum, Est 4596." The corridors are deserted, and your footsteps echo throughout the halls. Peering through a window, you see nothing but thick yellow fog.

## Southern Halls

74

LOCATION

Briarstone.

A brass plaque in the hallway reads "Briarstone Asylum, Est 4596." The corridors are deserted, and your footsteps echo throughout the halls. Peering through a window, you see nothing but thick yellow fog.

## Northern Halls

75

LOCATION

Briarstone.

The halls in this area of the building are more spartan, with brick walls and iron railings. Sometimes you hear footsteps in the distance, but when you turn the corner, no-one is in sight.



Administration

3

1

LOCATION

Briarstone.

**Forced** – When you reveal this location, discard 2 cards from your hand.

The remains of Dr. Losandro, the administrator of Briarstone Asylum are splattered across the walls of this office. Sketches on the desk show her in various stages of transformation, turning into a human portal through which beings may travel. The sketches are signed “Z.”

Treasure 1.

76

Autopsy Room

3

1

LOCATION

Briarstone.

►: Test (3) to perform a last rites ceremony over the deceased doctor. Record in your Campaign Log that you “saved Dr. Chawaar’s soul”.

A group of hooded men stand over a body, examining and cutting into it with blades. As soon as you enter, they drop their things and flee. As you approach the body, you see the poor unfortunate was wearing a doctor’s lab coat... the hooded men were certainly not.

77

Research Laboratory

4

1

LOCATION

Briarstone.

►: Test (3) to gather up important medical documents. If successful, record in your Campaign Log that you “recovered Dr. Chawaar’s research”.

This laboratory looks like it was once a place of science and learning, allowing the Asylum’s doctors to investigate afflictions of the mind and soul. Sadly, it has been ransacked, and important instruments lie shattered among piles and piles of paper.

78

Cult of Oprimment

2

2

LOCATION

Otherworld.

**Forced** – when revealed, search the encounter deck and discard for 1 **Cultist** enemies and spawn them at The Grand Hall.

While the “Cult of Oprimment” has clues remaining, **Cultist** enemies gain Hunter, +1 fight, and cannot be parleyed.

The doorway leads to an impossible vista of ramshackle dwellings under a desert sky.

Treasure 1.

79

Northern Halls

1

LOCATION

Briarstone.

The halls in this area of the building are more spartan, with brick walls and iron railings. Sometimes you hear footsteps in the distance, but when you turn the corner, no-one is in sight.

80

Northern Halls

1

LOCATION

Briarstone.

The halls in this area of the building are more spartan, with brick walls and iron railings. Sometimes you hear footsteps in the distance, but when you turn the corner, no-one is in sight.

81

Northern Halls

1

LOCATION

Briarstone.

The halls in this area of the building are more spartan, with brick walls and iron railings. Sometimes you hear footsteps in the distance, but when you turn the corner, no-one is in sight.

82

Halls of Madness

1

LOCATION

Briarstone.

Screams of pain and madness, blood on the walls, and sometimes it feels like the walls themselves twist in on you.

83



### Ghoul Lair

3

LOCATION

1

**Forced** – When Ghoul Lair is revealed, search the encounter deck and discard for 1 Ghoul enemy and spawn them here. If you “ate the delicious stew” you may choose to ignore this effect.

*Scenes of bloody carnage and feasting in what was once the Asylum’s communal bathing area.*

1

LOCATION

1

**Briarstone.**

**Forced** – when revealed, spawn the set-aside Ulver Zandalus and The Tatterman here, if not in-play already.

*This area of the building has completely collapsed. What used to be the art-gallery lies in ruins, smashed paintings and old statues lie scattered around, and the upper floor itself has caved in, debris and dust everywhere.*

Treasure 1.

10/24

80

### East-Wing Ruins

4

LOCATION

1

**Briarstone.**

**Forced** – when revealed, spawn the set-aside Ulver Zandalus and The Tatterman here, if not in-play already.

*This area of the building has completely collapsed. What used to be the art-gallery lies in ruins, smashed paintings and old statues lie scattered around, and the upper floor itself has caved in, debris and dust everywhere.*

Treasure 1.

10/24

81

### Halls of Madness

1

LOCATION

1

**Briarstone.**

Screams of pain and madness; blood on the walls, and sometimes it feels like the walls themselves twist in on you.

Treasure 1.

10/24

80

### East-Wing Ruins

1

LOCATION

1

**Briarstone.**

Zandalus’ lair lies in the East-Wing of the building, but the route their is blocked by rubble. You’ll need to find another route in.

Treasure 1.

10/24

81