

Convergence

EASY / STANDARD

-  -1. If you fail, choose and discard 1 card.
-  -2. If this test is a COINTEL treachery, reveal another token.
-  -X, where X is the number of **Relics** in play.
-  -4 per **EBE** enemy in play. If you fail, add 1 doom to the current agenda.

1/1 1a

Convergence

HARD / EXPERT

-  -3. If you fail, choose and discard 2 cards.
-  -3. If this test is a COINTEL or THE CASE treachery, reveal another token.
-  -X, where X is the number of **Relics** in play. If you fail this test, take 1 horror.
-  -4 per **EBE** enemy in play. If you fail, add 1 doom to the current agenda and take 1 damage.

1/1 1b

Council Chambers of Secrets



Forcing the issue...

You spend several days scouring local records. You discover several complaints about missing persons, lights in the sky and animal mutilations. It appears that these were very real issues of concern to the townspeople several months ago, but then a blanket of ridicule and official denial descended.

You realise that in all your time here, the council chambers have been closed and locked, and no aldermen have come or gone. Enquiries at the aldermen's homes have a common response: "Oh, he's rarely home these days. Try him at work".

Force the issue - You break into the Council chambers. Flip this card.

Avoid causing a scene.

Although the situation seems strange, you don't feel that you have grounds to intrude on the City council's business.

Seek answers elsewhere. Leave this card unrevealed.

STORY

Protomatter Mass

Working Together

4 3 2

Monster. Abomination.

Non-terrene matter. Massive.

Forced - Protomatter Mass requires >>>> to evade.

This writhing mass of chaotic flesh roils and bubbles, a horrific amalgam of half a dozen aldermen fused together. Eyes, mouths and even faces form and reform, as swarms of extruded pseudopods lash out towards you...

Victory 1.



ENEMY

28/30 95

Scott's Fate



Some key information, and a grisly discovery...

You locate Scott's laptop and journal. After his enquiries around town led to dead ends, he apparently moved his investigation to several outlying farms. There are reports of crop circles and bizarre animal mutilations. One audio file seems to be a strange, buzzing voice which says "...we have many things to do and you are not sure what you are doing. Stop now. Stop now."

You cannot ignore the stench from the bathroom any longer. A body, presumably Scott Adams, lies in a bath tub full of cold, dark red water. His wrists have been opened. You notice a strange white lump on his head. Suddenly, with horrible speed, it moves...

Forced – The Lead investigator chooses an investigator at the location **Merle's Shut-Eye Motel - Scott's Room** to flip this card.

STORY

Minor Protomatter Spawn

2

3

4

Monster. Abomination.

Hunter. Non-terrene matter.
Forced – at the end of the investigator phase, if Minor Protomatter Spawn is engaged with you, test (4). If you fail, take 1 damage.

The amorphous, plastic-like mass leaps from the corpse in the bath tub, extruded tendrils attempting to force their way into your nose and mouth...

When this enemy is defeated, advance Act 2.



ENEMY



30/30



1