

## The Symphony of Erich Zann

EASY / STANDARD



-1. Reveal another token.



-2. After this test ends, discard cards from the top of the encounter deck until a **Music** treachery is discarded. Draw it.



-2. If you fail, place 1 doom on a **Musician** enemy at your location.



-3. If you fail, each ready **Musician** enemy at your location immediately engages and attacks you.

1/65 1a

## Beyond the Curtain

Little did you understand what the music was truly for; to ward off something or drown something out, or to bring it upon the earth — what, you could not imagine. Before you realize it, Zann's manuscript slipped out of your bag and drifted along the icy vent into the auditorium. The red curtains of the stage fall open to reveal the audience — the blackness of space illimitable; unimagined space alive with motion and music, and having no semblance to anything on earth. The walls and cushioned seats are ripped out and flung into the vortex, following the now infinitely distant sheets. You must leave this place before the nothingness consumes the entire theatre — and you along with it.

### If the investigators have not reached act 3b:

It was then that Auguste Gaudin returned to an even more frenzied state. It is more horrible than anything you had ever overheard, because you could now see the expression of the conductor's face, and could realise that this time the motive was stark fear.

If Auguste Gaudin (Maestro of Symphonies) is in play, remove him from the game. Then, spawn the set aside Auguste Gaudin (Conductor of the Void) enemy at the Stage Hall location.

Flip this card over and attach it to the Auditorium.

### Otherwise:

Flip this card over and attach it to the Auditorium.

STORY

### Agenda 1a

## Overture

A quiet murmur of haunting notes hums from the entrance of the Auseil Theatre, home to one of France's most adored orchestras. You gather your resolve and enter the building in search for answers about the missing violinist, Erich Zann.

Maximum 1 **Music** treachery next to the agenda deck.

(When you would exceed the maximum, discard the earliest **Music** treachery into play next to the agenda deck.)

6

2/65

2

Illus. DistantCrystal

### Agenda 2a

## Crescendo

Within the chaotic babel of sound, you can hear an exquisitely low and infinitely distant musical note. Though it is not a horrible sound, you can't seem to pinpoint the direction from where it comes from.

Maximum 2 **Music** treacheries next to the agenda deck.

5

3/65

3

Illus. DistantCrystal

### Agenda 3a

## Opus Magnum

As you persist against the raging composition, a howling night-wind has sprung up from within the auditorium. The curtains violently shiver and drift along with the rhythm. Whatever is coming, you know it is not yet the end.

Maximum 3 **Music** treacheries next to the agenda deck.

(Beware — the scenario will not end when this agenda advances, but the end of the piece approaches.)

4

4/65

4a

Illus. DistantCrystal

### Act 1a

## Music from Auseil Theatre

Auguste Gaudin, the conductor of the theatre's orchestral group, has asked to meet with you in the entrance hall to discuss Zann's disappearance. You spent some time looking around, but the conductor is nowhere to be found.

**Objective** - When the round ends, investigators may spend the requisite number of clues, as a group, to advance.

3

5/65

5a

Illus. Linda McWha

### Act 2a

## The Possessed Conductor

You finally find Auguste Gaudin alone in the auditorium, conducting a non-existent orchestra. He is dripping with an uncanny perspiration and twisted like a monkey, striking the air with frenzied and unconscious desperation. You need to bring him back to his senses!

**Objective** - After Auguste Gaudin is defeated, advance.

1

6/65

6

Illus. Linda McWha

### Act 3a

## Undreamable Orchestra

The orchestra appears to be possessed by the music of Erich Zann. You do not know what will happen when the symphony ends, but you know you must save as many musicians as you can from this demented enchantment.

**Forced** - After a **Musician** enemy is defeated, flip it over and resolve its text on the other side.

**Objective** - If there are no more **Musician** enemies in play, advance.

1

7/65

7

Illus. Linda McWha



## A Moment of Silence...?

ACT 3b

You may put Auguste Gaudin into play into any investigator's play area. That investigator has earned Auguste Gaudin and may choose to add him to his or her deck. This card does not count toward that investigator's deck size.

Discard all **Music** treacheries currently in play. For the remainder of the scenario, replace the revelation effect of all **Music** treacheries with: **Revelation** - Discard this card. Add 1 doom to the current agenda. You may place this card next to the agenda deck as a reminder.

Advance to the back side of agenda 3a, Coda Ultimatum.

## The Music of Erich Zann

ACT 2b

Exhausted Auguste Gaudin's stiff face and glass eyes returned to a more sane appearance. He points towards a pile of sheets in the corner of the room. Erich Zann's personal journal — a testimony of the events leading up to his disappearance. The conductor hastily explained that he was consumed by a particular musical piece described within the journal. You grab the manuscript to study it at a more opportune time.

Although the conducting has ceased, the music quickly rebounds in sound even louder throughout the theatre. Auguste Gaudin believes that the music is a summoning ritual of some sort, attracting the attention of demonic entities from another dimension. "We must stop the remainder of the orchestra before the end of the piece." He unlocks the doors leading into the backstage hallway.

Put the set aside Stage Hall location and four random Backstage Room locations that were set aside into play. Remove the other two Backstage Room locations from the game.

Randomly spawn the four set aside **Musician** enemies, one on each Backstage Room location, enemy side face up. If an investigator is playing Label La Fratta, remove the Label La Fratta enemy and attach the set-aside The Piano story asset at its location instead.

Set the Auguste Gaudin (Conductor of the Void) enemy aside, out of play and attach the set aside Auguste Gaudin (Maestro of Symphonies) story asset to the Stage Hall location.

Shuffle the encounter discard pile into the encounter deck.

## \*Auguste Gaudin

Conductor of the Void

3 2+ 2

Humanoid. Musician. Elite.

Spawn – Auditorium.

**Forced** – When Auguste Gaudin would be defeated, if there is at least 1 **Music** treachery in play: Instead of defeating Auguste Gaudin, discard 1 **Music** treachery in play and heal all damage from him.

➔ Spend 1 clue: **Parley**. Deal 2 damage to Auguste Gaudin.



Illus. Giza Bugadze

5/65

5b

## The Symphony of Erich Zann

HARD / EXPERT



-X. X is the amount of **Music** treacheries in play. Reveal another token.



-3. After this test ends, discard cards from the top of the encounter deck until a **Music** treachery is discarded. Draw it.



-3. If you fail, place 1 doom on the nearest **Musician** enemy.



-4. If you fail, each ready **Musician** enemy at your location immediately engages and attacks you.

1/65

1b

## Call of the Void

AGENDA 2b

Louder and louder, wilder and wilder mounts the shrieking and whining of the desperate symphony. In these frenzied strains you start to hear a shriller, steeper note that was not from the orchestra; a calm, deliberate, purposeful, mocking note from within the auditorium. You cover your ears to block the infernal noise but the music only grows stronger.

Shuffle the encounter discard pile into the encounter deck.

Each investigator with a **Musician** enemy at their location must test (3) or (3). If you fail, each **Musician** enemy at your location immediately attacks you.

Spawn the set-aside Young Nightingale enemy at the Gallery.

## Polymorphia

AGENDA 1b

The exquisite music grows louder and louder, attracting the attention of all that can hear. It is only now that you can hear the details of this pandemonium: the indefinable dread of untimely percussion, the shriek of a thousand strings, the thunderous trumpets and trombones trembling your very ears, the poetic melodies suggesting nothing on this globe of earth. You shudder to imagine the audience of such horrid mayhem.

Spawn a copy of Ears of the Void that has been set aside at the Entrance Hall.

Shuffle the other copy of Ears of the Void and all copies of Heard by Something that were set aside into the encounter deck, along with the encounter discard pile.

## Coda Ultimatum

**Revelation** - Resolve the text on the set aside Beyond the Curtain story card. Then, replace the current Act and Agenda with this Coda Ultimatum. It is now both the current act and agenda.

**Objective** - Save yourself! If each undefeated investigator has resigned. (→R1).

## The Window to Nothingness

WEAKNESS

Extradimensional.

**Forced** – When you would leave the attached location: Test (X). X is the number of **Music** treacheries in play. If you fail, either cancel the effects of the move.

**Forced** – After doom is added to any card in play (including the agenda), each investigator at attached location is defeated. Each enemy and asset at attached location is discarded. Remove attached location from the game and attach The Window to Nothingness to any other location.

8/65

8









Illus. David Alfaro Siqueiros

Illus. Dragan Bibin

Illus. Dragan Bibin

Illus. Dragan Bibin

Illus. Dragan Bibin



**Scene Shop**

**3** LOCATION **1**

*Auseil Theatre. Backstage.*

**Forced** - After you enter Scene Shop, you cannot move for the remainder of the turn.

After you successfully evade an enemy at this location: Do not ready that enemy during the upkeep phase this round.

17/65 17

**Tiring Room**

**2** LOCATION **1**

*Auseil Theatre. Backstage.*

**Forced** - At the end of the investigator phase: Ready all enemies at this location.

Heal 1 damage and 1 horror. (Limit once per game)

On performance days, the tiring room was crammed with sweating actors muttering their lines and fighting over mirrors.

18/65 18

**Stage Hall**

**3** LOCATION **1**

*Auseil Theatre. Backstage.*

Shuffle the encounter discard pile into the encounter deck.

The long hallway behind the stage acts as a wind tunnel. The chill pushes you into every direction.

19/65 19

**2** ASSET **2**

**\*Auguste Gaudin**  
Maestro of Symphonies

*Ally. Musician.*

Exhaust Auguste Gaudin: Search the top 9 cards of the encounter deck for an encounter card and draw it. Shuffle the encounter deck. Then, search the top 3 cards of your deck for a card and draw it. Shuffle your deck. Any investigator at his location may trigger this ability.

64/65 44

**\*Arnold Walker**  
Crazed Trumpeter

5 3 2

*Humanoid. Musician. Elite.*

Aloof.

While there are no **Brass** treacheries in play, you cannot parley nor deal damage to Arnold Walker.

Parley. Test (5). Reveal and resolve two additional chaos tokens for this test. If you succeed, flip this card and resolve its text on the other side.

**Victory 1**

ENEMY

20/65 20

**\*Isabel La Fratta**  
Delirious Pianist

2 6 2

*Humanoid. Musician. Elite.*

Aloof.

While there are no **Piano** treacheries in play, you cannot parley nor deal damage to Isabel La Fratta.

Parley. Place 1 of your clues on Isabel La Fratta.

Parley. Place 1 of your resources on Isabel La Fratta

If there is 1 clue and 1 resource on Isabel La Fratta: **Parley**. Flip this card over and resolve its text on the other side.

**Victory 1**

ENEMY

21/65 21

**\*Nicole Page**  
Frenzied Violinist

3 4 4

*Humanoid. Musician. Elite.*

Aloof. Alert.

While there are no **String** treacheries in play, you cannot parley nor deal damage to Nicole Page.

Discard 3 cards of the same cardtype (asset, event, or skill) from your hand: **Parley**. Flip this card over and resolve its text on the other side.

**Victory 1**

ENEMY

22/65 22

**\*Song Yin**  
Erratic Percussionist

4 4 3

*Humanoid. Musician. Elite.*

Aloof. Retaliate.

While there are no **Percussion** treacheries in play, you cannot parley nor deal damage to Song Yin.

Parley. Test (2) three times. If you succeed at all three skill tests: Flip this card over and resolve its text on the other side.

**Victory 1**

ENEMY

23/65 23





**Stage Hall**

**LOCATION**

**Auseil Theatre. Backstage.**

Although the performances are seen by the entire world, a necessary crew of lighting technicians and assistants would scurry around the backstage.

Icons: Green diamond, Red square, Purple circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle.

**Backstage Room**

**LOCATION**

**Auseil Theatre. Backstage.**

The door leading to this room is blocked. As an additional cost to move to Backstage Room, the investigators must spend 1 clues, as a group.

Icons: Green diamond, Red square, Purple circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle, Yellow circle.

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**LOCATION**

**Auseil Theatre. Backstage.**

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**Percussionist's Muse**

The percussionist's ferociously fast beat slows until nothingness. He hands over his drumsticks in defeat. "I had to prove myself to him. I had to show him that I will be great." He points to a painting of a bald man on the wall. "I guess I have lost my way." You explain the situation and tell him to find help outside. He quickly leaves through the stage hall. Although you have saved Song Yin from his obsession, you can't help but still hear the drums and cymbals clanging in the music.

Add Song Yin to the victory display.

You may choose to put the set aside Yin's Drumsticks into play in any investigator's play area. That investigator has earned Yin's Drumsticks and may choose to add it to his or her deck. This card does not count toward that investigator's deck size.

**STORY**

**Violinist's Muse**

You convince the violinist to hand over her instrument. "Erich Zann was a musical genius with the viol. I worshipped his talent." Nicole Page mentions having found some of his sheets and trying to learn from him. She tears those sheets into pieces and throws them away. "I won't become great just by copying others." She runs out of the building with her newfound inspiration. The violinist might be gone but the million strings of the orchestra can still be heard vibrating throughout the air.

Add Nicole Page to the victory display.

You may choose to put the set aside Page's Violin into play in any investigator's play area. That investigator has earned Page's Violin and may choose to add it to his or her deck. This card does not count toward that investigator's deck size.

**STORY**

**Pianist's Muse**

With patience and determination, you manage to convince La Fratta to step away from the piano. "It was the most beautiful thing I've ever heard." She describes the music she had heard in her dreams that she was trying to recreate. She looks down at her hands to see the scars and blood of playing the impossible melody. "Thank you for clearing my mind." She gives you her necklace as a good luck charm and leaves the theatre. However, the piano keyboard continues to play by itself even without its player.

Add Isabel La Fratta to the victory display.

You may choose to put the set aside La Fratta's Piano Key into play in any investigator's play area. That investigator has earned La Fratta's Piano Key and may choose to add it to his or her deck. This card does not count toward that investigator's deck size.

**STORY**

**Trumpeter's Muse**

At last, you manage to convince the trumpeter to calm down. Arnold Walker hands you his trumpet in exasperation. "Have I gone mad?" He recalls leaving his two children and wife during dinner to return to the theatre in a crazed moment of musical inspiration. "This is the last time I'll put music above my own family." You reassure him and tell him to leave the theatre as fast as he can. He happily obliges. Although the trumpeter no longer plays along, you still hear the thunderous brass among the orchestra.

Add Arnold Walker to the victory display.

You may choose to put the set aside Walker's Trumpet into play in any investigator's play area. That investigator has earned Walker's Trumpet and may choose to add it to his or her deck. This card does not count toward that investigator's deck size.

**STORY**





**Item. Weapon. Melee.**

After you succeed at a skill test in which Yin's Drumsticks was committed, you may either put it into play or return it to your hand.

➤: **Fight.** Commit Yin's Drumsticks to this attack. This attack deals +1 damage.

**Item. Instrument.**

After you discard a card from your hand, exhaust Page's Violin: Draw a card.

**Item. Charm.**

At the end of your turn, if you did not perform any same type of action twice, exhaust La Fratta's Piano Key: Take an additional action. (types include activate, engage, evade, fight, investigate, move, play, resource, and draw)

**Item. Instrument.**

When you would perform a skill test, exhaust Walker's Trumpet: You get +1 skill value for this test for each chaos token revealed during this test.



**Stuck in Your Head**

**WEAKNESS**  
**Madness.**

Peril. Hidden.

**Revelation** - Secretly add this card to your hand.

Stuck in Your Head counts as 3 cards instead of 1 while checking your hand size.

**Forced** - After you discard 1 or more cards from your hand during the upkeep phase: Draw the top card of the encounter deck and discard Stuck in Your Head.

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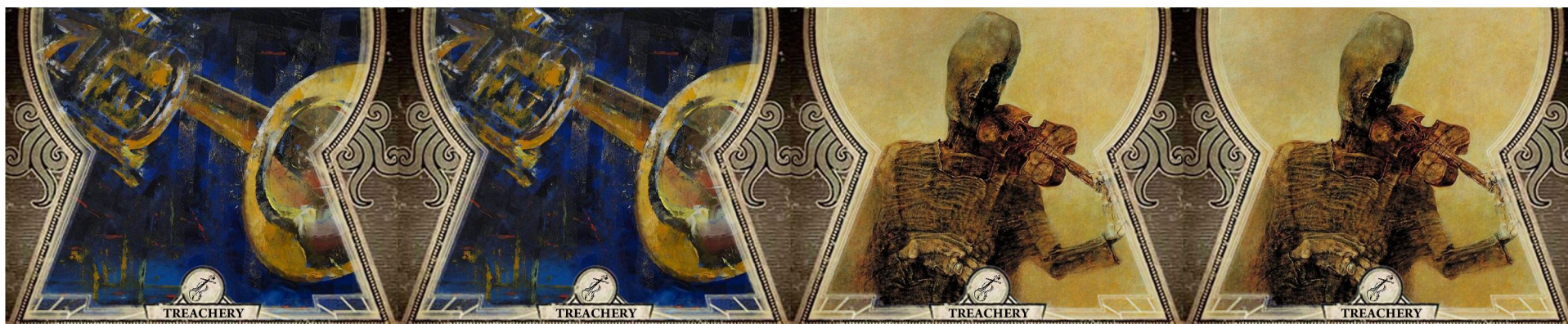
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### Deafening Brass

*Music. Brass.*

**Revelation** – Put Deafening Brass into play next to the agenda deck.

Treat each '+1', '0', and '-1' token revealed as a token instead.

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### Dies Irae

*Music. Terror.*

Peril.

**Revelation** – Test (5). If you fail, you must either take 1 horror for each point you fail by, or put Dies Irae into play next to the agenda deck.

You cannot resign.

*Day of wrath and doom impending.  
David's word with Sibyl's blending.  
Heaven and earth in ashes ending.*

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Heaven and earth in ashes ending.*

Illus. Michael Creese

32/65 29

Illus. Michael Creese

33/65 29

### Ears of the Void

2 2 4

*Extradimensional.*

**Prey** - Largest hand size.

Aloof. Hunter.

**Forced** - If Ears of the Void is ready, when you play or commit a card at its location: Ears of the Void immediately attacks you and exhausts.

ENEMY

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**Prey** - Largest hand size.

Aloof. Hunter.

**Forced** - If Ears of the Void is ready, when you play or commit a card at its location: Ears of the Void immediately attacks you and exhausts.

ENEMY

Illus. Unknown

36/65 31

Illus. Unknown

37/65 31

Illus. Zdzislaw Bekstinski

34/65 30

Illus. Zdzislaw Bekstinski

35/65 30



### Endless Echo

*Hazard.*

**Revelation** - Attach Endless Echo to the location with the most clues.

Attached location gains +1 shroud for each *Music* treachery in the discard pile.

➤: Test (3). If you succeed, discard Endless Echo.

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*Hazard.*

**Revelation** - Attach Endless Echo to the location with the most clues.

Attached location gains +1 shroud for each *Music* treachery in the discard pile.

➤: Test (3). If you succeed, discard Endless Echo.

Illus. EHS Tompkins

38/65 32

Illus. EHS Tompkins

39/65 32









### Ethereal Melody

**Music. Piano.**

**Revelation** - Put Ethereal Melody into play next to the agenda deck.

**Forced** - After you perform the same type of action twice in a row: Take 1 damage. (types include activate, engage, evade, fight, parley, investigate, move, play, resource, and draw)

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**Forced** - After you perform the same type of action twice in a row: Take 1 damage. (types include activate, engage, evade, fight, parley, investigate, move, play, resource, and draw)

### Heard by Something

**Omen.**

**Revelation** - Place 1 doom on the nearest **Musician** enemy or **Performer** investigator. If no doom was placed by this effect, Heard by Something gains surge.

Shhh

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Shhh

Illus. Sue Duda 40/65 33

Illus. Sue Duda 41/65 33

Illus. Tom Xaros 42/65 34

Illus. Tom Xaros 43/65 34



### Heard by Something

**Omen.**

**Revelation** - Place 1 doom on the nearest **Musician** enemy or **Performer** investigator. If no doom was placed by this effect, Heard by Something gains surge.

Shhh



### Hissing Noise

**Terror.**

**Revelation** - Put Hissing Noise into play in your threat area.

**Forced** - After a **Music** treachery is put into play: Either lose 2 resources or take 1 damage.

➤: Test (2). If you succeed: Discard Hissing Noise.



### Hissing Noise

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**Revelation** - Put Hissing Noise into play in your threat area.

**Forced** - After a **Music** treachery is put into play: Either lose 2 resources or take 1 damage.

➤: Test (2). If you succeed: Discard Hissing Noise.

Illus. Tom Xaros 44/65 34

Illus. Unknown 45/65 35

Illus. Unknown 46/65 35

Illus. Alvin Schwartz 47/65 36

### Macabre Dancers

3 3 3

**Geist.**

**Forced** - After you deal damage to Macabre Dancers: Choose a connecting revealed location. Move your investigator and Macabre Dancers to the chosen location.

*Emperor, your sword won't help you out,  
Sceptre and crown are worthless here,  
I've taken you by the hand,  
For you must come to my dance.*

ENEMY









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3 3 3

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**Forced** - After you deal damage to Macabre Dancers: Choose a connecting revealed location. Move your investigator and Macabre Dancers to the chosen location.

*Emperor, your sword won't help you out,  
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For you must come to my dance.*

ENEMY

Illus. Alvin Schwartz 47/65 36

**Overwhelm**

**TREACHERY**

**Terror.**

**Revelation** - Test (2). This test gets +1 difficulty for each **Music** treachery in play. If you fail, you must either discard 1 card from your hand for each point you fail by, or take 2 horror.

Illus. Lisa Lambertus 49/65 37

**Overwhelm**

**TREACHERY**

**Terror.**

**Revelation** - Test (2). This test gets +1 difficulty for each **Music** treachery in play. If you fail, you must either discard 1 card from your hand for each point you fail by, or take 2 horror.

Illus. Lisa Lambertus 50/65 37

**Rhythm from Beyond**

**TREACHERY**

**Music. Percussion.**

**Revelation** - Put Rhythm from Beyond into play next to the agenda deck.

**Forced** - After you perform a skill test, if no cards were committed to this test: Take 1 horror.

Illus. Kanchan Mehendale 51/65 38

**Rhythm from Beyond**

**TREACHERY**

**Music. Percussion.**

**Revelation** - Put Rhythm from Beyond into play next to the agenda deck.

**Forced** - After you perform a skill test, if no cards were committed to this test: Take 1 horror.

Illus. Kanchan Mehendale 52/65 38

**Shrieking Violin**

**TREACHERY**

**Music. String.**

**Revelation** - Put Shrieking Violin into play next to the agenda deck.

**Forced** - At the end of your turn: Randomly discard 1 card from your hand. Then, draw 1 card.

*It was not that the sounds were hideous, for they were not;  
but that they held vibrations suggesting nothing on this  
globe of earth.*

Illus. Paul Castle 53/65 39

**Shrieking Violin**

**TREACHERY**

**Music. String.**

**Revelation** - Put Shrieking Violin into play next to the agenda deck.

**Forced** - At the end of your turn: Randomly discard 1 card from your hand. Then, draw 1 card.

*It was not that the sounds were hideous, for they were not;  
but that they held vibrations suggesting nothing on this  
globe of earth.*

Illus. Paul Castle 54/65 39

**Dancing Rats**

**Requiem Mass**

1 2 3

**Creature.**

**Spawn** - Location with the most clues.

**Hunter.**

While the Dies Irae treachery is in play, Dancing Rats loses hunter and gains aloof.

*Leaders of virtue; character builders,  
To rid your town of this verminous pox,  
My fee is fifty thousand guilders.*

ENEMY

Illus. Ferdinand van Kessel 55/65 40







### Dancing Rats

Romantic Harmony

1 1 4

**Creature.**

**Spawn** - Location with the most clues.

Hunter.

While a **String** or **Piano** treachery is in play, Dancing Rats loses hunter and gains aloof.

Leaders of virtue; character builders,  
To rid your town of this verminous pox,  
My fee is fifty thousand guilders.

ENEMY

Illus. Ferdinand van Kessel 56/65 40

### Dancing Rats

Sonorous Fanfare

2 1 3

**Creature.**

**Spawn** - Location with the most clues.

Hunter.

While a **Brass** or **Percussion** treachery is in play, Dancing Rats loses hunter and gains aloof.

Leaders of virtue; character builders,  
To rid your town of this verminous pox,  
My fee is fifty thousand guilders.

ENEMY

Illus. Ferdinand van Kessel 57/65 40

TREACHERY

### Waltz of the Spheres

**Power.**

**Revelation** - If you are at the location with the highest shroud value, Waltz of the Spheres gains surge. Otherwise, test ♣ (3). If you fail, move 1 location towards the location with the highest shroud value.

Music in the soul can be heard by the universe.

Illus. Chad LaBombarde 58/65 41

TREACHERY

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Illus. Chad LaBombarde 59/65 41

TREACHERY

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Music in the soul can be heard by the universe.

Illus. Chad LaBombarde 60/65 41

### \*Young Nightingale

Choir of the Abyss

4 6 1

**Monster. Extradimensional.**

Aloof.

**Forced** - After you draw a **Music** treachery, if Young Nightingale is ready: It immediately moves to your location, attacks you, and exhausts.

When Young Nightingale attacks you, draw the top card of the encounter deck: Cancel that attack.

Victory 1

ENEMY

Illus. Unknown 61/65 42

TREACHERY

### Turnaround

**Tactic.**

Surge.

**Revelation** - Gather the **Music** treacheries next to the agenda deck and shuffle them. Then, put them into play, one by one, next to the agenda deck. (updating the order in which **Music** treacheries are discarded by the maximum written on the agenda)

Illus. Malinda Prudhomme 62/63-64/65 43

TREACHERY

### Turnaround

**Tactic.**

Surge.

**Revelation** - Gather the **Music** treacheries next to the agenda deck and shuffle them. Then, put them into play, one by one, next to the agenda deck. (updating the order in which **Music** treacheries are discarded by the maximum written on the agenda)

Illus. Malinda Prudhomme 63/65 43









## \*The Piano

ASSET

### Instrument.

While there are no **Piano** treacheries in play, you cannot trigger the reaction ability below.

♫: If you are Isabel La Fratta, after you perform 4 actions of different types during your turn at this location: **Parley**. Flip this card and resolve the text on the other side.

Illus. Snezana Golubova

65/65

45



## \*Isabel La Fratta

The Pianist



2 3 3 3 3 3

**Performer.**  
You may take an additional action during your turn.

**Forced** - After you perform the same type of action twice in a row (types include **activate**, **engage**, **evade**, **fight**, **investigate**, **move**, **play resource**, and **draw**), lose all remaining actions and immediately end your turn.

♣ effect: +0. You may take an immediate action. That action ignores Isabel La Fratta's forced effect.

"Life is like a piano. What you get out of it depends on how you play it."

6 7

Illus. Giovanni Bedini

46



3  
EVENT

## Cadenza

**Improvised. Fated.**

Isabel La Fratta deck only.

You may immediately take the following actions in any order: **Move. Fight. Evade. Investigate. Resource. Draw.** These actions do not count towards the number of actions you can take each turn. If it is your turn, end your turn.

Illus. Sue Duda

47



TREACHERY

## Erlkönig

WEAKNESS

**Music. Task.**

**Revelation** - Put Erlkönig into play in your threat area.

**Forced** - At the start of your turn: Add 1 doom to Erlkönig.

➡: Remove 1 doom from Erlkönig.

➡: If there is no doom on Erlkönig, discard it.

Illus. Dón Míracas

48







**Deckbuilding Requirements** (do not count toward deck size):  
Cadenza, Eikōnig, 1 random basic weakness.

*When Isabel was given the sheets to the new symphony the Auseil Theatre orchestral group would be performing, she didn't expect the audience to be that of the infinite extradimensional abyss. If not for a few investigators from Arkham, she would surely have been consumed by the music of the nothingness from beyond, along with the Auseil Theatre.*



**\*Isabel La Fratta**  
The Pianist

**Deck Size:** 30.

**Secondary Class Choice:** At deck creation, choose Mystic (♠), Survivor (♣) or Seeker (♠).

**Deckbuilding Options:** Rogue cards (♦) level 0-5; Neutral cards level 0-5, up to 5 level 0-1 events and/or skills of your chosen secondary class.

## Pianist's Muse



*The wretched grand piano plays by itself, generating the impossible melody you recognize from your dreams. You only realize now that it was never meant to be played alone. You sit down and complete the ethereal tune instinctively, almost as if it were muscle memory.*

*After some time, several of the piano's strings begin breaking from the cosmic stress of the piece imposed on them. Eventually, none of the keys resonate anymore. You have finally overcome the music that haunted your dreams. With determination and melancholy, you snap out one of the keys as a reminder of your long history playing on this very piano during your time in the Auseil orchestra.*

You may choose to put the set aside La Fratta's Piano Key into play in any investigator's play area. That investigator has earned La Fratta's Piano Key and may choose to add it to his or her deck. This card does not count toward that investigator's deck size.

Add this card to the victory display.

**Victory 1.**

STORY

