

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.

1/65

1a



The Symphony of Erich Zann

EASY / STANDARD

2/65

2



-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.

Call of the Void

3/65

3

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.

The Symphony of Erich Zann

HARD / EXPERT

4a

4b



-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.

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.)

4/65

4b



Agenda 1a

Overture

A quiet murmur of haunting notes hums from the entrance of the Aueil 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.)

5/65

5



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).

6/65

6b



Polymorphia

7/65

7

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.



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

5b

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

5b

Illus. Linda McWha

*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.

ENEMY

5/65

5b

Illus. Gila Bugadze

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

5/65

5b

Illus. Linda McWha

Act 3b

A Moment of Silence...?

You finally sigh in relief as the music which consumed your every sense finally fades into a deafening silence. However, this moment of respite is broken when a large quake-like tremble shudders throughout the entire theatre. The walls crack and lights flicker as you realize that the ill-renovated building will not hold for much longer. You tell Auguste Gaudin to stay close and prepare to run for the exit.

Remember that you "saved all the musicians."

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.

1

7/65

5b

Illus. Linda McWha

Act 3b

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

8/65

8

Illus. Linda McWha



Act 3b

The Music of Erich Zann

Exhausted, Auguste Gaudin, still pale and glassy 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 the 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 to 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 and one set aside. 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.

9

5/99

5b

Illus. Linda McWha

Act 3b

The Window to Nothingness

TREACHERY

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. Linda McWha

Act 3b

The Window to Nothingness

TREACHERY

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. Linda McWha

Entrance Hall

2 LOCATION **1**

Auseil Theatre.

➤: **Resign.** You flee the theatre before the music consumes you.

Your contact is nowhere to be found. In fact, the entire theatre would be eerily quiet if not for the all-pervading humming soundtrack coming from within.

Illus. Ken McBride 9/65 9

Entrance Hall

1 LOCATION **1**

Auseil Theatre.

The door is open yet there is no one in sight. A chill gust of wind flows into the theatre, as if attracted by the music itself.

Illus. Ken McBride 9/65 9

Main Lobby

3 LOCATION **1**

Auseil Theatre.

While you are in the Main Lobby, you cannot draw cards during the upkeep phase.

➤: Draw 3 cards. (Group limit once per game)

Not a single soul in sight, though you still distinctly feel as if you are being watched.

Illus. Walter Gay 10/65 10

Main Lobby

1 LOCATION **1**

Auseil Theatre.

The usually noisy and raucous hall now only echoes the distant song, as if it were singing along.

Illus. Walter Gay 10/65 10

Gallery

4 LOCATION **2**

Auseil Theatre.

➤: **Investigate.** If you succeed, discover 1 additional clue from the Auditorium.

The empty gallery sways along with the otherworldly music. Looking down, you are overcome with vertigo.

Victory 1.

Illus. Gustav Klimt 11/65 11

Gallery

2 LOCATION **2**

Auseil Theatre.

Only from the gallery can be seen the massive scale of an orchestra and the skills of the hundreds of players.

Illus. Gustav Klimt 11/65 11

Auditorium

3 LOCATION **2**

Auseil Theatre.

➤: Draw the top card of the encounter deck: Place clues on this location until it has 2 clues.

Any sound you make echoes into the empty auditorium – becoming part of the distant music.

Illus. David Alfaro Siqueiros 12/65 12

Auditorium

2 LOCATION **2**

Auseil Theatre.

The grand chamber in which some of the greatest music performances have ever showcased. Not to mention the audience. It is easy to imagine the duchesses and actors that have sat in the thousands of fur-lined seats.

Illus. David Alfaro Siqueiros 12/65 12



Anechoic Chamber

3

LOCATION

1

Auseil Theatre. Backstage.

Enemies at Anechoic Chamber lose aloof and do not perform attacks of opportunity.

A state of the art room designed to hear the intricacies of silence. Some say a person who stays more than a few moments becomes mad hearing their own thoughts.

Illus. Unknown

13/65

13



Recording Studio

2

LOCATION

1

Auseil Theatre. Backstage.

Forced - After you reveal Recording Studio: Draw the bottommost card of the encounter discard pile.

⚡: Search the encounter discard pile for a **Music** treachery and draw it. (Group limit once per round)

At the center of this room lies a phonogram, a novelty item capable of recording and reproducing sounds.

Illus. Putterhog Studio

15/65

15



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 clue, as a group.

Illus. Dragan Bibin



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 clue, as a group.

Illus. Dragan Bibin



Instrument Closet

3

LOCATION

Auseil Theatre. Backstage.

While you are at Instrument Closet, treat each of your non-weakness **Ally** assets as if its text box were blank (except for **Traits**).

➡: Search the top 9 cards of your deck for an **Item** asset and draw it. (Limit once per round)

A treasury of handcrafted and personal instruments lay in the cramped closet. A supply that could feed an entire world's need of music.

Illus. Nicolas Henri Jearnat de Bertey

14/65

14



Rehearsal Room

3

LOCATION

Auseil Theatre. Backstage.

Forced - After you succeed by 2 or more during a skill test at the Rehearsal Room: Take 1 horror.

➡: Heal 3 horror. (Limit once per game)

Illus. Liv Carson

16/65

16



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 clue, as a group.

Illus. Dragan Bibin



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 clue, as a group.

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

Backstage Room



2 LOCATION **1**

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.

18/65 18

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

Backstage Room



2 LOCATION **1**

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.

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

Stage Hall



3 LOCATION **1**

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.

19/65 19

2 ASSET ***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



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

*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



Illus. Unknown

20/65

20

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

*Isabel La Fratta

Delirious Pianist

2 6 2

Humanoid. Musician. Elite.

Aloof.

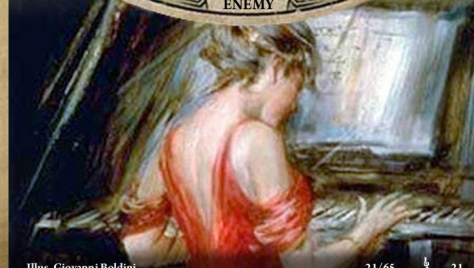
While there are no **Piano** treacheries in play, you cannot parley nor deal damage to Isabel La Fratta.

➤: **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



Illus. Giovanni Boldini

21/65

21

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

*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



Illus. Andrew Ferez

22/65

22

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

*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



Illus. Monica TM

23/65

23



*Yin's Drumsticks

1

ASSET

?

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.



*La Fratta's Piano Key

2

ASSET

?

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)



*Page's Violin

3

ASSET

?

Item. Instrument.

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



*Walker's Trumpet

2

ASSET

?

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.



TREACHERY

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.

Illus. Unknown

28/65 28



TREACHERY

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.

Illus. Unknown

30/65 28



TREACHERY

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.

Illus. Unknown

29/65 28



TREACHERY

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.

Illus. Unknown

31/65 28




TREACHERY

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.

Illus. Michael Creese

32/65 29




TREACHERY

Deafening Brass

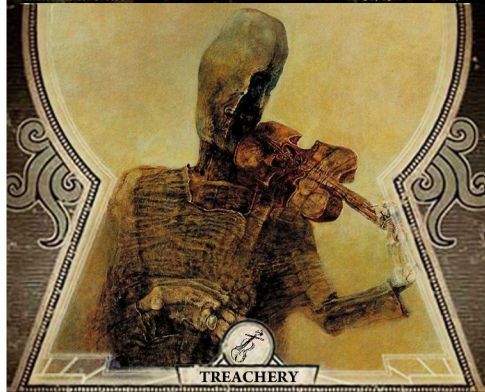
Music. Brass.

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

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

Illus. Michael Creese

33/65 29




TREACHERY

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.*

Illus. Zdzisław Beksiński

34/65 30




TREACHERY

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.

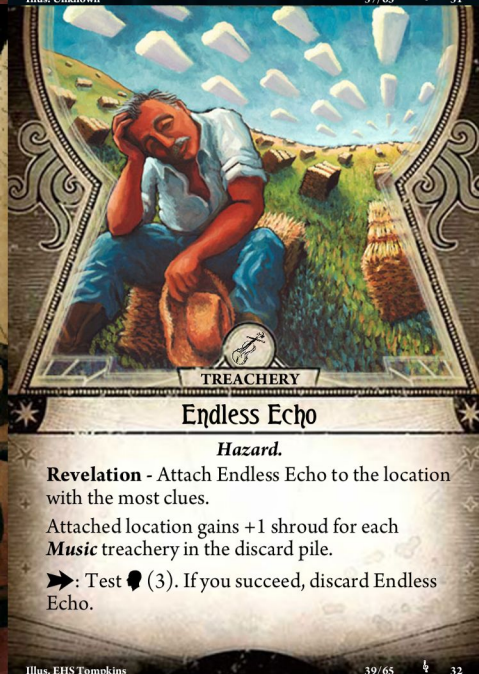
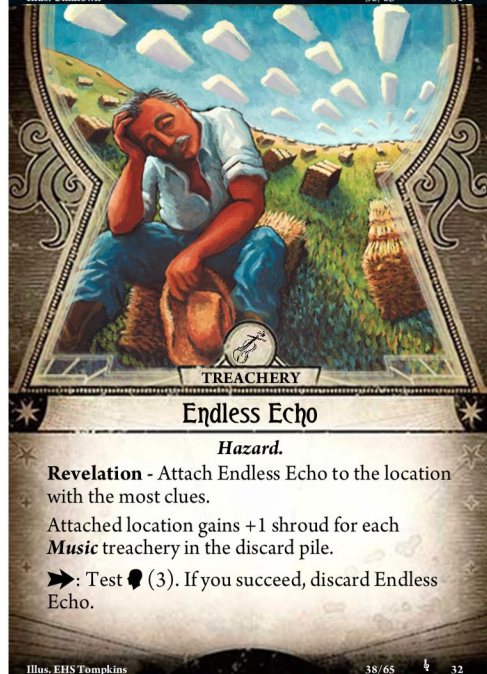
You cannot resign.

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

Illus. Zdzisław Beksiński

35/65 30







TREACHERY

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*)

Illus. Sue Duda

40/65 33



TREACHERY

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

Illus. Tom Xaros

42/65 34



TREACHERY

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*)

Illus. Sue Duda

41/65 33



TREACHERY

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

Illus. Tom Xaros

43/65 34



TREACHERY

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

Illus. Tom Xaros

44/65 34



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

Illus. Alvin Schwartz

47/65 36




TREACHERY

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.

Illus. Unknown

45/65 35



TREACHERY

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.

Illus. Unknown

46/65 35



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



Illus. Alvin Schwartz 48/65 36




TREACHERY

Rhythm from Beyond

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




TREACHERY

Overwhelm

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




TREACHERY

Overwhelm

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





Illus. Kanchan Mehendale

52/65 38



Illus. Ferdinand van Kessel

55/65 40



Illus. Paul Castle

53/65 39



Illus. Paul Castle

54/65 39



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



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.

TREACHERY

Illus. Chad LaBombarde 58/65 41



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.

TREACHERY

Illus. Chad LaBombarde 59/65 41





Illus. Chad LaBombarde 60/65 ♣ 41



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




Illus. Unknown 61/65 ♣ 42



Illus. Malinda Prudhomme 63/65 ♣ 43





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 Auxeil 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

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.

Add this card to the victory display.

STORY



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.

***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.

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

D: 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.



Isabel La Fratta

The Pianist

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, 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."

Illus. Giovanni Bordini

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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."

The Pianist

*Isabel La Fratta



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 Erbkönig.

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

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

secondary class.

requirements (do not count toward deck size):

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 primary class.

Deck Size: 30.

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

*Isabel La Fratta

The Pianist