

Act 2a

The Black Knight

...and you could see Aleister was not considering you as a friend anymore. Aleister Crowley gains **Parley**. The investigator controlling Perceval, the Story of the Grail may test (5) to convince Aleister you came to handle him back the book. If you succeed, attach Perceval, the Story of the Grail to Aleister Crowley, disengage from him and exhaust him.

Objective – If Carl Kellner's Remnants are defeated, advance.

Blue Black 6/38 37

Shadows of Brocéliande

EASY / STANDARD

- 2. If you fail, take 1 damage or 1 horror.
- X. X is the number of **Cultist** enemies in your location (max 5). If you fail, add a doom to the current agenda.
- X where X is the number of locations away from The Eaves of Brocéliande you are. If you fail, draw the top card of labyrinth deck and resolve its **Revelation** effect (ignore the icon effect).
- 4. If you fail, draw the top card of the labyrinth deck and resolve its effects.

1/38 32a

ACT 1b

If not in play, search the encounter deck and encounter discard pile for Aleister Crowley and place it the Eaves of Mirkwood. If Perceval, the Story of the Grail has been set aside, attach it to Aleister Crowley.

If the investigators advanced by spending clues

When you reached the Fontaine de Barenton, only the gentle flow of the fountain could be heard. You decided to rest for a while, and the leaves wrestling behind you sounded now more familiar: something was approaching...

Place Carl Kellner's Remnants in a **Forest** location adjacent to the Eaves of Brocéliande. Advance to act 2a.

Otherwise

You were so captivated in your exploration that you hadn't noticed others were closing on the Fontaine...

Place Carl Kellner's Remnants in the Fountain of Barenton with 2 doom tokens on him. Advance to act 2a.

Blue Black 6/38 37

Shadows of Brocéliande

HARD / EXPERT

- 3. If you fail, take 1 damage and 1 horror.
- X. X is the number of **Cultist** enemies in play.
- X where X is 1 plus the number of locations away from The Eaves of Brocéliande you are. If you fail, draw the top card of labyrinth deck and resolve its **Revelation** effect (ignore the icon effect).
- 5. If you fail, draw the top card of the labyrinth deck and resolve its effects.

1/38 32b

Act 1a

The Fontaine de Barenton

...this time, you believed the old tales people told you in Plouer-sur-Rance when they advised against trying to find that accursed fountain, yet you still decided to go.

Objective – Only the investigators in the Fountain of Barenton can spend clues to advance.

Forced – After the agenda deck has advanced to Agenda 2a. Immediately advance here.

Blue Black 5/38 35

Act 3a

Escaping Brocéliande

...now you rushed for the exit.

The Eaves of Brocéliande gains **Resign**. Why hadn't you stayed in Montmartre? There is nothing to be found here, save for old legends.

Objective – If there is no clue on any **Legend** location in play, advance.

Blue Black 7/38 38

AGENDA 2b

The trees were swirling around you, and your mind was numbed by disorientation and fear. You felt like a thousand cold hands were grabbing you when finally passed out ...

Each investigator that has not been defeated proceeds to →R1.

Blue Black 5/38 35

ACT 2b

If the investigators have "studied the book":

You recognized from your studies in Paris that the creature protecting the Fontaine must be the Black Knight, and now you had to take his place...

The lead investigator chooses one investigator to be the Guardian of the Fountain. That investigator adds Guardian of the Fountain to his play area (and adds it to his deck for the rest of the campaign). If Perceval, the Story of the Grail is not attached to Aleister Crowley, Advance to act 3a, otherwise:

But giving the book to Aleister? What had you done?

The Guardian of the Fountain suffers one mental trauma and cannot use the Guardian of the Fountain ability until the end of the game. Advance to act 3a.

If the investigators have not "studied the book":

To hell with those books and legends! You leave Aleister and that creature here and double back...

Each investigator may immediately disengage each enemy he's engaged with and move for free one location closer to the Eaves of Brocéliande. Advance to act 3a.

Blue Black 7/38 38

***Carl Kellner's Remnants**
 Brother Rhenus, The Black Knight

4 4 4

Abomination. Elite.
 Retaliate. Massive. Hunter.

Forced – After an investigator reveals a 0, +1 or ✱ token during a skill test at Carl Kellner's Remnants's location: Heal 2 damage off of it. Carl Kellner's Remnants gets +1 damage and +1 horror until the end of the round.

Has opened the mysteries of nature.

Victory 2.

ENEMY



9/38 40



Hindering Roots

Hazard.

Revelation – Attach to your location. Limit 1 per location.

Forced – When an investigator leaves the attached location: Test (4). If you fail, cancel that move. If you succeed, you may test (4) to discard Hindering Roots, except if you have “had too many drinks”.

TREACHERY



Illus. Changing Hand 10-11/38 41



Hindering Roots

Hazard.

Revelation – Attach to your location. Limit 1 per location.

Forced – When an investigator leaves the attached location: Test (4). If you fail, cancel that move. If you succeed, you may test (4) to discard Hindering Roots, except if you have “had too many drinks”.

TREACHERY



Illus. Changing Hand 10-11/38 41



Ominous Lights

Hazard. Song.

Revelation – Attach to your location. Limit 1 per location.

Forced – When an investigator leaves the attached location: Test (4). If you fail, cancel that move. If you succeed, you may test (4) to discard Ominous Lights, except if you have “heard the song”.

TREACHERY



Illus. Black 12-13/38 42





TREACHERY

Ominous Lights

Hazard. Song.

Revelation – Attach to your location. Limit 1 per location.

Forced – When an investigator leaves the attached location: Test ♠ (4). If you fail, cancel that move. If you succeed, you may test ♠ (4) to discard Ominous Lights, except if you have “heard the song”.

Blas. Blink

12-13/38

42



TREACHERY

Living Forest

Hazard.

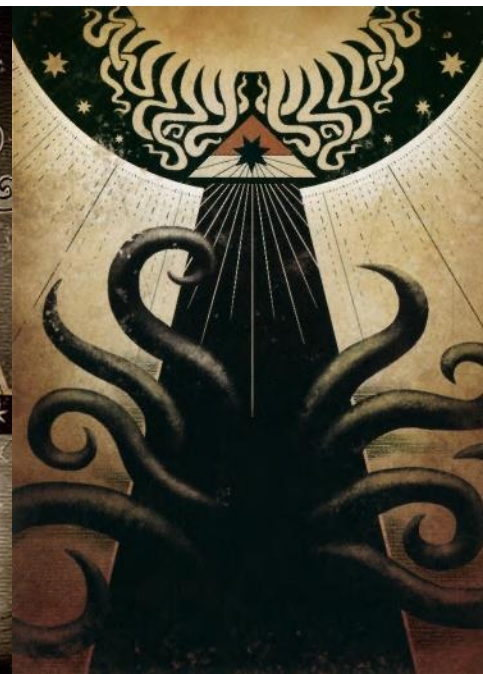
Revelation – Randomly choose two *Forest* locations in play. Switch those two locations. (Every enemy or investigator in a location remains in that location as well as any card attached to it).

The trees suddenly changed around you.



31/38

47a



TREACHERY

Living Forest

Hazard.

Revelation – The investigator the farthest away from The Eaves of Brocéliande tests ♠ (X) where X is the number of locations away from The Eaves of Brocéliande you are. If he fails, place 1 Doom on the current agenda.

Those branches seemed to refuse being pushed away...



32/38

47b



TREACHERY

Living Forest

Hazard.

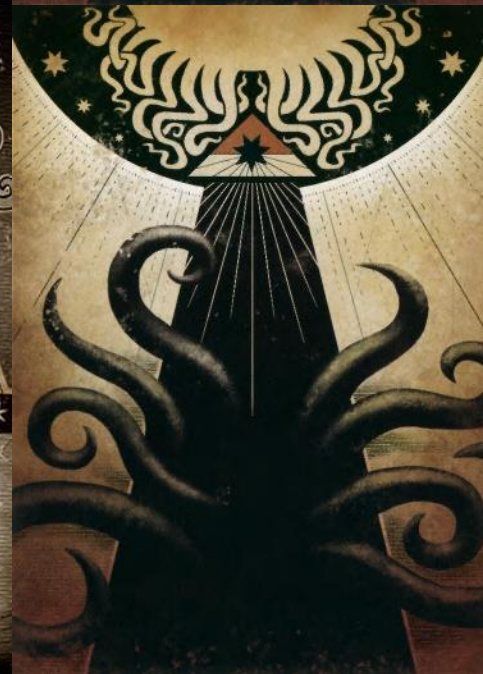
Revelation – Randomly choose two *Forest* locations in play. Switch those two locations. (Every enemy or investigator in a location remains in that location as well as any card attached to it).

The trees suddenly changed around you.




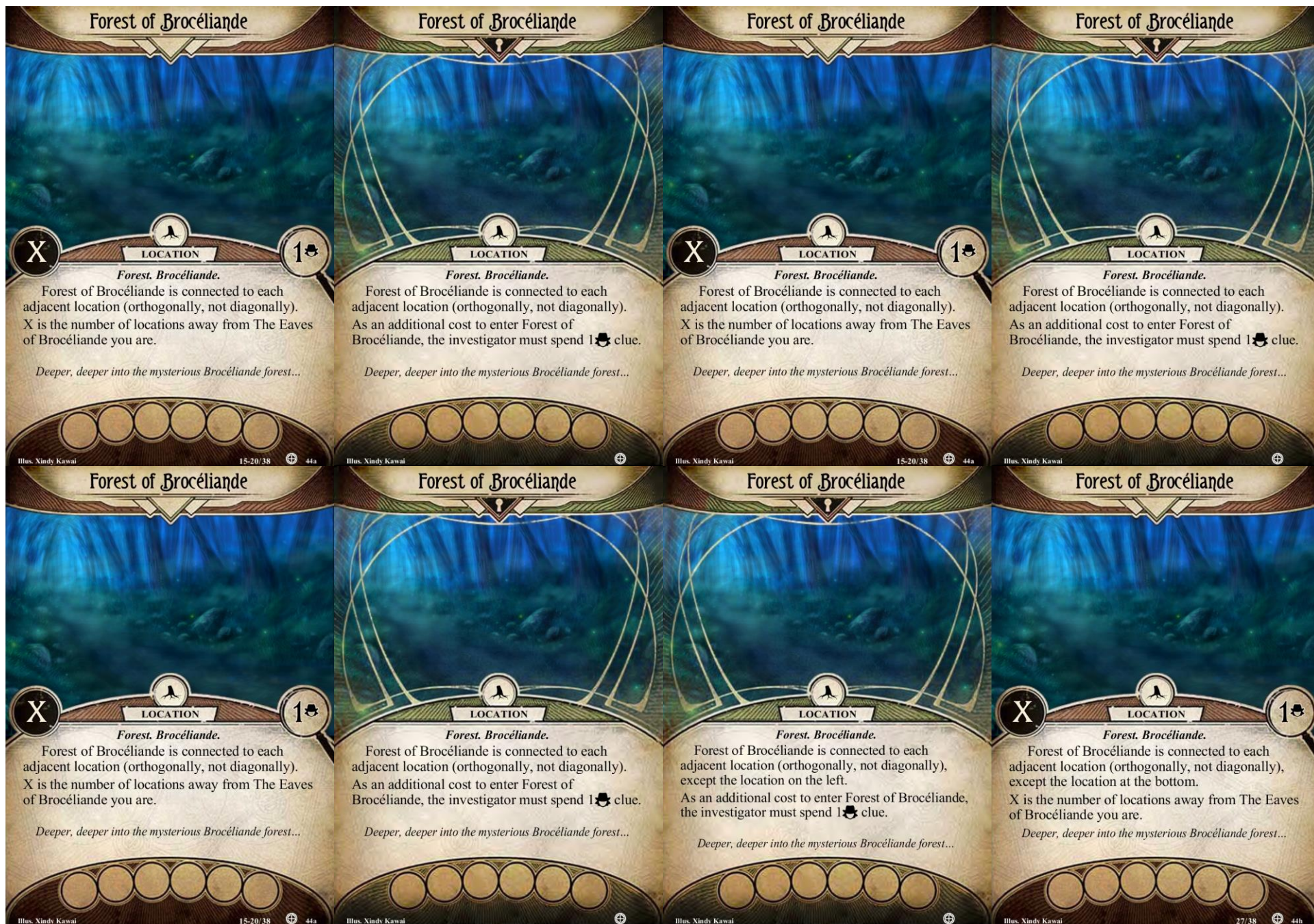
33/38

47c





<p>Eaves of Brocéliande</p>  <p>2 LOCATION 1</p> <p>Brocéliande. Eaves of Brocéliande is connected to each adjacent location (orthogonally, not diagonally).</p> <p><i>If it was not for the cold biting breeze, you might have enjoyed this walk through the forest...</i></p>	<p>Eaves of Brocéliande</p>  <p>LOCATION</p> <p>Brocéliande. Eaves of Brocéliande is connected to each adjacent location (orthogonally, not diagonally).</p> <p><i>If it was not for the cold biting breeze, you might have enjoyed this walk through the forest...</i></p>	<p>Forest of Brocéliande</p>  <p>X LOCATION 1</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>
<p>Forest of Brocéliande</p>  <p>X LOCATION 1</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>	<p>Forest of Brocéliande</p>  <p>X LOCATION 1</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p>



Forest of Brocéliande

Forest of Brocéliande

Forest of Brocéliande

Forest of Brocéliande

X

LOCATION

1

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

X

LOCATION

1

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

15-20/38 44a

Forest of Brocéliande

Illus. Xindy Kawai

44a

Forest of Brocéliande

Illus. Xindy Kawai

15-20/38 44a

Forest of Brocéliande

Illus. Xindy Kawai

44a

Forest of Brocéliande

X

LOCATION

1

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left. As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location at the bottom. X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

15-20/38 44a

Illus. Xindy Kawai

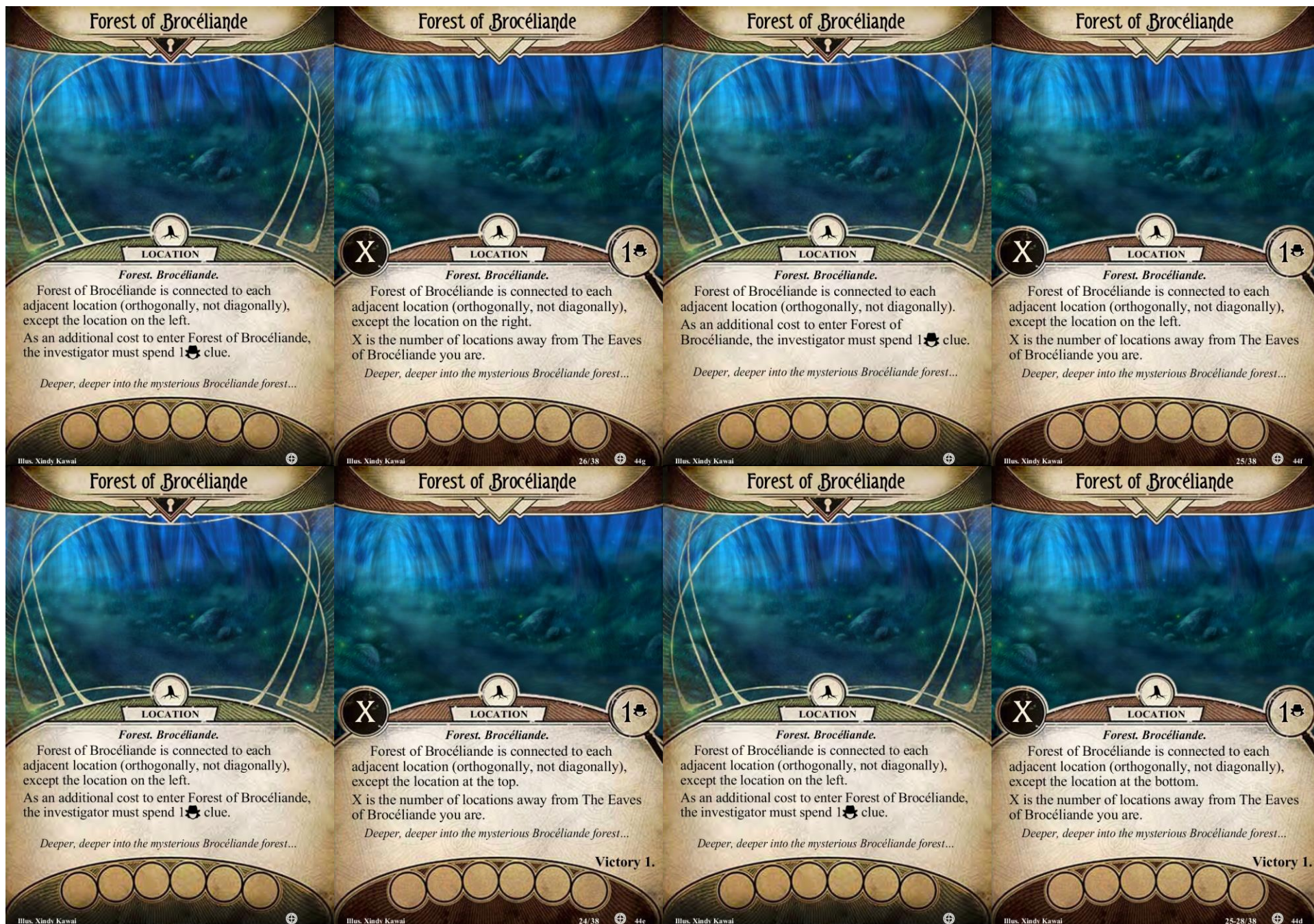
44a

Illus. Xindy Kawai

15-20/38 44a

Illus. Xindy Kawai

27/38 44h



Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left.

As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

26/38

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the right.

X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

26/38 44g

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally).

As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

27/38

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left.

X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

25/38 44f

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left.

As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

27/38

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location at the top.

X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Victory 1.

Illus. Xindy Kawai

24/38 44e

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left.

As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

28/38

Forest of Brocéliande

LOCATION

Forest. Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location at the bottom.


X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Victory 1.

Illus. Xindy Kawai

25-28/38 44d

<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left. As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 1.</p> <p>Illus. Xindy Kawai 22/38 44c</p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the right. X is the number of locations away from The Eaves of Brocéliande you are.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 1.</p> <p>Illus. Xindy Kawai 22/38 44c</p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 1.</p> <p>Illus. Xindy Kawai 21/38 44b</p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left. X is the number of locations away from The Eaves of Brocéliande you are.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 1.</p> <p>Illus. Xindy Kawai 21/38 44b</p>
<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 2.</p> <p>Illus. Xindy Kawai 30/38 46</p>	<p>The Heart of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Legend. The Heart of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). ➡: Place 1 clue from the token bank here to reveal any location in play, without having to spend clues (limit once per round).</p> <p>Victory 2.</p> <p>Illus. Imora Wetzel 30/38 46</p>	<p>Forest of Brocéliande</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally). As an additional cost to enter Forest of Brocéliande, the investigator must spend 1 clue.</p> <p><i>Deeper, deeper into the mysterious Brocéliande forest...</i></p> <p>Victory 2.</p> <p>Illus. Xindy Kawai 29/38 45</p>	<p>Fontaine de Barenton</p>  <p>LOCATION</p> <p>Forest. Brocéliande. Legend. Fontaine de Barenton is connected to each adjacent location (orthogonally, not diagonally). ➡➡➡➡: Heal all damage and horror from you or heal 1 trauma. Remember that you have "drank from the Fountain of Youth" (limit: once per investigator).</p> <p>Victory 2.</p> <p>Illus. Arwen's Grace 29/38 45</p>

Forest of Brocéliande



LOCATION

Forest, Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location on the left.

As an additional cost to enter Forest of Brocéliande, the investigator must spend 1  clue.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

Forest of Brocéliande



LOCATION

Forest, Brocéliande.

Forest of Brocéliande is connected to each adjacent location (orthogonally, not diagonally), except the location at the top.

X is the number of locations away from The Eaves of Brocéliande you are.

Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

Living Forest



TREACHERY

Hazard.

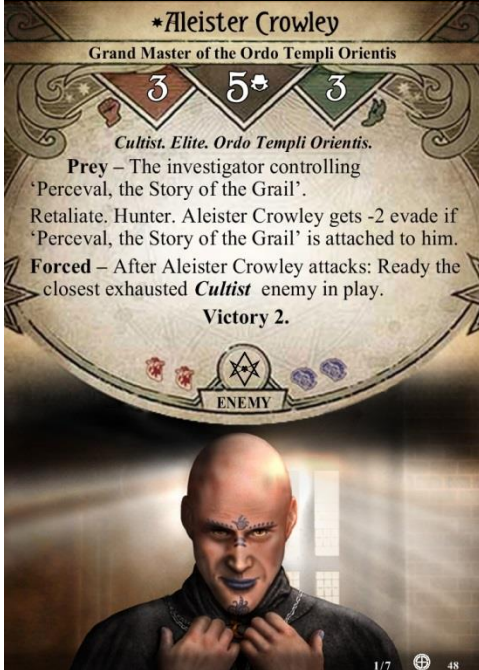
Revelation – Reveal the top card of the labyrinth deck, but only resolve the location shifting icon (ignore the **Revelation** effect).

Will it never stop?

Illus. Xindy Kawai

*Aleister Crowley

Grand Master of the Ordo Templi Orientis



3 5 3

Cultist, Elite, Ordo Templi Orientis.

Prey – The investigator controlling ‘Perceval, the Story of the Grail’.

Retaliate. Hunter. Aleister Crowley gets -2 evade if ‘Perceval, the Story of the Grail’ is attached to him.

Forced – After Aleister Crowley attacks: Ready the closest exhausted **Cultist** enemy in play.

Victory 2.

ENEMY

1/7 48



Illus. Xindy Kawai

Ordo Templi Orientis Follower



5 2 2

Cultist, Ordo Templi Orientis.

Retaliate.

An investigator that has “learned the dance” cannot evade Ordo Templi Orientis Follower.

ENEMY

2-3/7 49



Illus. Xindy Kawai

Ordo Templi Orientis Follower

5 2 2

Cultist. Ordo Templi Orientis.

Retaliate.

An investigator that has “learned the dance” cannot evade Ordo Templi Orientis Follower.

ENEMY

2-3/7 49



Ordo Templi Orientis Dancer

2 2 5

Cultist. Ordo Templi Orientis.

Hunter. Alert.

An investigator that has “fallen in love” cannot attack Ordo Templi Orientis Dancer.

ENEMY

4-5/7 50



Ordo Templi Orientis Dancer

2 2 5

Cultist. Ordo Templi Orientis.

Hunter. Alert.

An investigator that has “fallen in love” cannot attack Ordo Templi Orientis Dancer.

ENEMY

4-5/7 50



The Ordo Templi Orientis

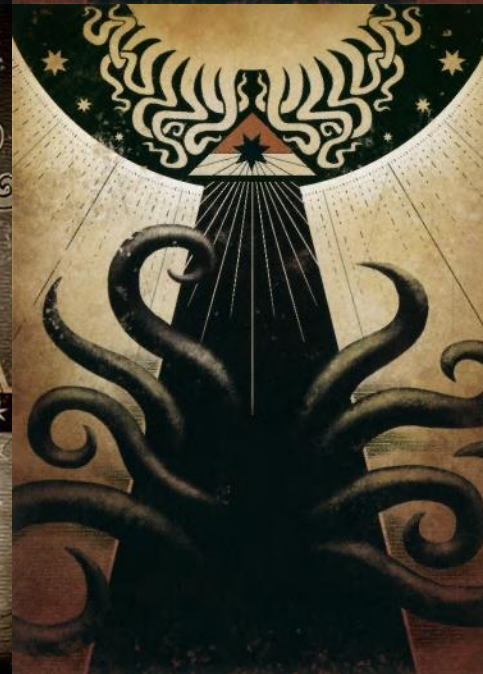
Terror.

Revelation – Place The Ordo Templi Orientis next to the agenda deck. Until the end of the round, *Ordo Templi Orientis* enemies cannot be damaged. At the end of the round, discard The Ordo Templi Orientis.

“Do what thou wilt shall be the whole of the Law”
– The Book of the Law

TREACHERY

6-7/50 51





The Ordo Templi Orientis

Terror.

Revelation – Place The Ordo Templi Orientis next to the agenda deck. Until the end of the round, **Ordo Templi Orientis** enemies cannot be damaged. At the end of the round, discard The Ordo Templi Orientis.

*“Do what thou wilt shall be the whole of the Law”
– The Book of the Law*

6-7/50 51

