

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.

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 swishing 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.

5/38 35

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.

7/38 38

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 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.

7/38 38

ACT 3b

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.

7/38 38

AGENDA 3b

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.

AGENDA 3a

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?*
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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.

7/38 38

Agenda 1a

Shifting Woods

When you reached the forest Brocéliande and its caves, everything seemed quiet and peaceful at first, but the leaves had an abnormal wrestling sound and the forest suddenly seemed too alive...

Each **Cultist** enemy in play gains Aloof.

Forced – At the end of each round: The lead investigator draws the top card of labyrinth deck, resolves any **Revelation** effect and resolves the location shifting icon.

8

2.38

Agenda 3a

The Hunt

The Ordo Templi Orientis was not too pleased you meddled in their ceremony...

Each **Cultist** enemy in play gains Hunter.

Forced – At the end of each round: The lead investigator reveals the top card of the labyrinth deck, resolves any **Revelation** effect and resolves the location shifting icon.

8

4.38

ACT 3b

Now you knew what the Ordo Templi Orientis was after. You stopped them from getting their hands on the Grail. But what you discovered at the Fontaine de Barenton was even more unnerving: the Grail was not here...

Each investigator that has not been defeated proceeds to →R2.

AGENDA 2b

AGENDA 2a

Each investigator in the Fontaine de Barenton looks for a **Cultist** enemy in the encounter deck or encounter discard pile and draws it.

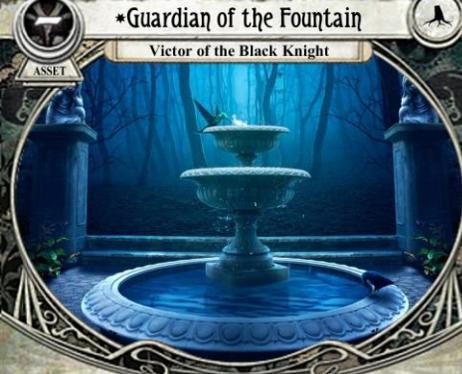
Each other investigator in the game draws an encounter card.

Advance to agenda 3a.

ASSET

*Guardian of the Fountain

Victor of the Black Knight



Title. Ordo Templi Orientis.

Permanent.

Once per game, you may choose a non-Elite **Cultist** enemy in play to gain "►: Parley. Exhaust Guardian of the Fountain and take 1 direct horror to discard that enemy".

8/38

39

Agenda 2a

The Race

Unknown horrid figures were converging towards the fountain...

Forced – At the beginning of the enemy phase, each **Cultist** enemy in play moves one location towards the Fontaine de Barenton.

Forced – At the end of each round: The lead investigator draws the top card of labyrinth deck, resolves any **Revelation** effect and resolves the location shifting icon.

8

3.38



AGENDA 1b

If the Fontaine de Barenton is in play

Each investigator in the Fontaine de Barenton looks for a **Cultist** enemy in the encounter deck or encounter discard pile and draws it.

Each other investigator in the game draws an encounter card.

Advance to agenda 2a.

If the Fontaine de Barenton is not in play

Discard a clue on each revealed **Forest** location titled Forest of Brocéliande.

◊ If there are no clues remaining on any revealed location, reveal all locations (placing their clues as usual). Make the Fontaine de Barenton the location the farthest from the Eaves of Brocéliande (if it is in play, simply switch the locations, if it is out of play, put it into play and set aside the replaced location). Advance to agenda 2a.

◊ Otherwise, reset to agenda 1a.

***Carl Kellner's Remnants**
 Brother Renuus, 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.

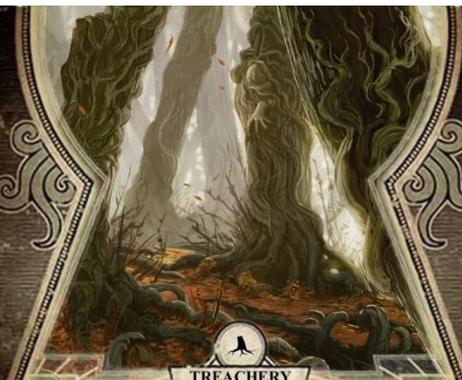
Has opened the mysteries of nature.

Victory 2.

ENEMY



9/38 40

TREACHERY

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”.

Illus. Changing Hand 10-11/38 41




TREACHERY

Hindering Roots

Hazard.

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

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Illus. Changing Hand 10-11/38 41




TREACHERY

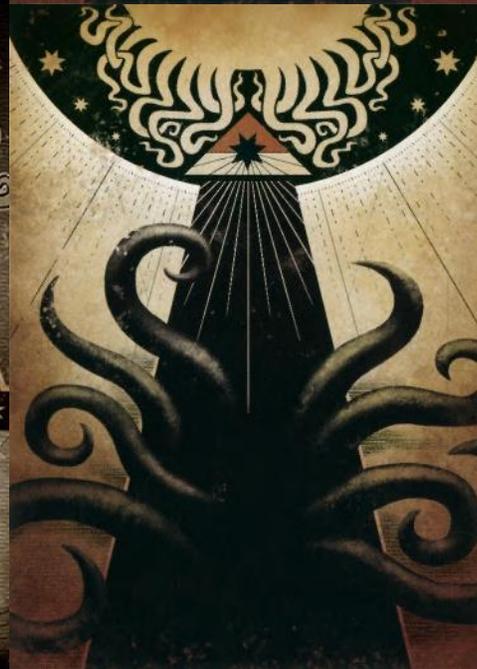
Ominous Lights

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”.

Illus. Blink 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”.

Illus. Blink 12-13/38 42



TREACHERY

Living Forest

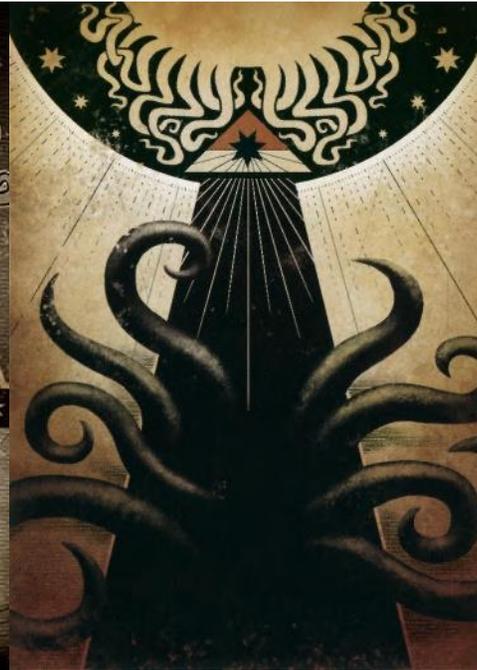
Hazard.

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.



317/38 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

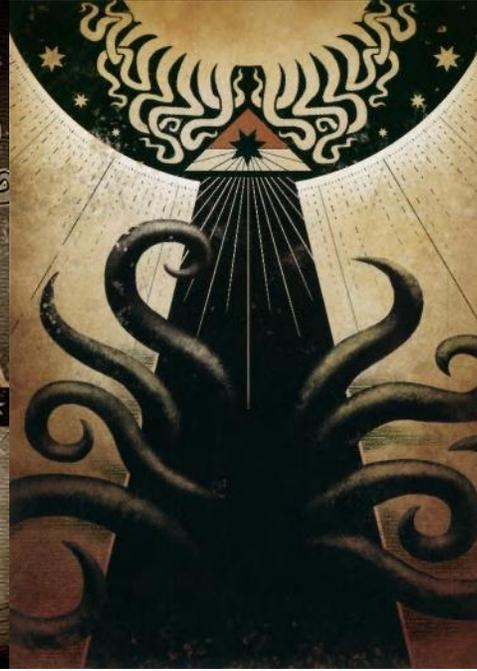
Hazard.

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



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.

You had to find your inner strength each step of the way...

T

34/38 47d



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.

Why couldn't you remember the way you came from?

■

35/38 47e



TREACHERY

Living Forest

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?

Ⓞ

36/38 47f



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 always found their way in your way...

Ⓧ

37/38 47g



Eaves of Brocéliande



2

LOCATION

Brocéliande.

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

1

If it was not for the cold biting breeze, you might have enjoyed this walk through the forest...

Eaves of Brocéliande



LOCATION

Brocéliande.

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

If it was not for the cold biting breeze, you might have enjoyed this walk through the forest...

Forest of Brocéliande



X

LOCATION

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...

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. MijtheHunter

14/38

43

Forest of Brocéliande



X

LOCATION

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.

1

Deeper, deeper into the mysterious Brocéliande forest...



Illus. MijtheHunter

43

Forest of Brocéliande



LOCATION

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Deeper, deeper into the mysterious Brocéliande forest...



Illus. Xindy Kawai

15-20/38

44a

Forest of Brocéliande



X

LOCATION

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.

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Illus. Xindy Kawai

44a

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Illus. Xindy Kawai

15-20/38

44a



Illus. Xindy Kawai

44a



Illus. Xindy Kawai

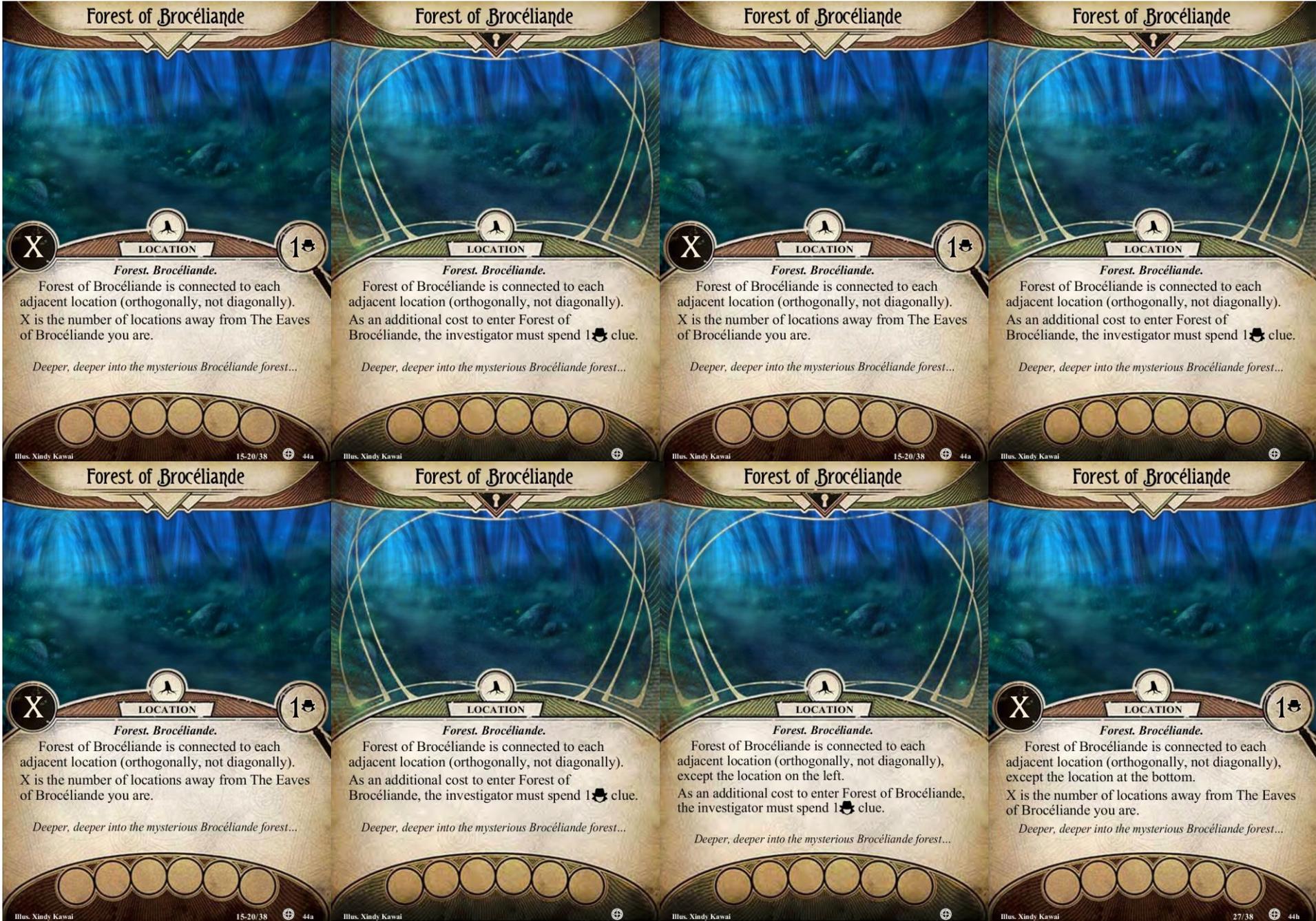
15-20/38

44a



Illus. Xindy Kawai

44a



Forest of Brocéliande

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LOCATION

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Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

15-20/38 44a

Illus. Xindy Kawai

+

Illus. Xindy Kawai

15-20/38 44a

Illus. Xindy Kawai

+

Forest of Brocéliande

Forest of Brocéliande

Forest of Brocéliande

Forest of Brocéliande

X

LOCATION

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Deeper, deeper into the mysterious Brocéliande forest...

LOCATION

Forest. Brocéliande.

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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

+

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

Forest of Brocéliande

LOCATION

X

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

1

Forest. Brocéliande.
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 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

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Illus. Xindy Kawai 25/38 44f

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Deeper, deeper into the mysterious Brocéliande forest...

Illus. Xindy Kawai

Forest of Brocéliande

LOCATION

X

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

1

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 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

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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><i>Forest. Brocéliande.</i> 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>Illus. Xindy Kawai</p>	<p>Forest of Brocéliande</p> <p>LOCATION</p> <p><i>Forest. Brocéliande.</i> 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><i>Forest. Brocéliande.</i> 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><i>Forest. Brocéliande.</i> 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><i>Forest. Brocéliande.</i> 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>Illus. Xindy Kawai</p>	<p>The Heart of Brocéliande</p> <p>LOCATION</p> <p><i>Forest. Brocéliande. Legend.</i> 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><i>Forest. Brocéliande.</i> 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</p>	<p>Fontaine de Barenton</p> <p>LOCATION</p> <p><i>Forest. Brocéliande. Legend.</i> 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

X

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

TREACHERY

Living Forest

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

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 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 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





TREACHERY

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

