

0
ASSET

Imposing Will

Talent

Put this card into play if a fight or parley test against a Human or **Humanoid** enemy at your location fails: discard Imposing Will, cancel the result of that test, and immediately attempt the same action again.

Suffusing power from a different place.

Illus. Plantin



Standalone Mode

When played as a standalone scenario, construct the chaos bag with the following tokens.

- Easy +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠️, ☠️, ☠️, 🗡️, 🗡️, 🗡️, 🗡️, 🗡️
- Standard +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠️, ☠️, ☠️, ☠️, ☠️, 🗡️, 🗡️, 🗡️, 🗡️, 🗡️
- Hard 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠️, ☠️, ☠️, ☠️, ☠️, 🗡️, 🗡️, 🗡️, 🗡️, 🗡️
- Expert 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ☠️, ☠️, ☠️, ☠️, ☠️, 🗡️, 🗡️, 🗡️, 🗡️, 🗡️

Side-story (Campaign Mode)

Playing *On the Walachian Trail* as a side-story, set it up as you would the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

Playing *On the Walachian Trail* side-story costs each investigator 2 experience

3

Setup

- Gather all cards from the *On the Walachian Trail* scenario.
- Utilize the daytime ☀️ cards to form the Act, Agenda, Encounter decks and put locations into play.
- Set all nighttime 🌙 and player cards aside out of play.
- Set all locations in play to the Day side up. Do not flip locations until instructed to do so.
- Investigators start play at the **Train Station**

5



2

Welcome to Coal Country

This is a fan created scenario intended to be an occasionally light-hearted take on traditional horror.

This scenario can be played as a standalone, or inserted into a campaign as a side-story.

Expansion Symbol

The cards in the *On the Walachian Trail* scenario can be identified by this symbol before each card's collector number.

3

4

1922
Somewhere in Appalachia, June 3rd.

The train horn blasts twice, startling you out of a doze. Working a kink out of your neck, you feel the train starting to slow down as you arrive at your destination. The letter that brought you here is clutched in your fist, crumpled. A long lost Eastern European relative requesting your aid, inviting you to his estate? It sounds like a scam. You don't know why you found yourself buying a train ticket and jumping aboard, but it just felt right. The guy claims to be some sort of Baron though, a bigwig in some tiny Appalachian coal town. Hopefully this is a fun adventure, almost a vacation.

Exiting the train, an unexpected chill runs up your spine, causing you to shudder. Unnoticed, the blank piece of paper that had been clenched in your fists drifts to the floor as you leave.

4

6

DO NOT READ
until the end of the scenario

Some of the investigators resigning: until the end of the scenario

You flee from this forsaken town, caked in coal dust. You barely make it onto the last scheduled train as a bolt of lightning splits the sky and a downpour begins. The coal dust forms black rivulets that run down your face, and as you look in your mirrored reflection in the window, you can't help but think it's blood.

You never see the town again, but it haunts your dreams nightly. You could swear that you wake some days with the taste of coal upon your tongue and the mysterious unhealing puncture wound on your neck.

- The lead investigator must add the *Blood Taint* weakness to their deck.
- Each investigator earns victory equal to the Victory X value of each card in the victory display.

6

***Baron Wilhelm Von Karstark**
 Billy to his friends
 ASSET



Ally, Patron, Humanoid, Vampire
 ⚡ Take Control of the Baron
 ⚡ Exhaust and place one horror on Baron Wilhelm: discard a **vampire** enemy at this location.

Time's short, vest just call my Villy

2 4

Illus. DeskrIDGE 111
 Illus. KATHANA 11a
 12b

***Baron Wilhelm Von Karstark**
 The thirst...
 3 4 4

Elite, Humanoid, Vampire Lord
 Spawn – Billy's Mansion
 Prey – Most health, Hunter
Forced – At the start of the enemy phase, move all unengaged **Townie** enemies 1 location towards the Baron, then place one **Townie** enemy beneath the Baron if possible.
Forced – At the end of the enemy phase, if the Baron is damaged, add one **Townie** under the Baron to the victory display. Then and heal up the Baron up to 4 damage.

On the Walachian Trail
 EASY / STANDARD

-X Where X is the number of **Townies** in the Victory Display.

-2 Draw another token and resolve that in addition to this one.

-3 If you fail, search the deck, discard pile, or out of play area for an out of work miner and place it in the victory display.

-X Where X is the number of enemies in play.

On the Walachian Trail
 HARD / EXPERT

-X Where X is the number of **Townies** in the Victory Display.

-2 Draw two tokens and resolve those in addition to this one.

-5 If you fail, search the deck, discard pile, or out of play area for an out of work miner and place it in the victory display.

-2X Where X is the number of enemies in play.

If all investigators were defeated, proceed to R1.

Resolution 1: *You wake up to the rhythmic rocking of the train. Your clothes are stained and rumpled, and you have no idea how you came to be here. You look out the window of the sleeper car you've found yourself in at the rain sluicing down the window. Something doesn't feel right. Why were you here? An old relative? Where did these blood stains come from? A doctors visit seem in order.*

A run down mining town haunts your dreams nightly. You could swear that you wake some days with the taste of coal upon your tongue and the mysterious unhealing puncture wound you've found on your neck weeping blood.

◆ The lead investigator must add the **Blood Taint** weakness to their deck.

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Resolution 2: *Rushing to the train station, you manage to catch the last scheduled train. Your departure comes just in time, as a bolt of lightning splits the sky, marking the start of a torrential downpour. As the train pulls away from the station, you see the Baron's mansion engulfed in flames that are unabated by the rain, apparently having been hit by that single lightning strike.*

You've faced horrible creatures this night, with no way to prove what you've seen. This strange chapter is most likely best left forgotten. At the least though, you have learned that you are able to face seemingly insurmountable odds.

◆ Each investigator earns victory equal to the Victory X value of each card in the victory display.
 ◆ Each investigator may heal 1 mental trauma or gain 1 additional experience.

8

Resolution 3: *You think you have left the town for the better, although the papers do still report mysterious disappearances in coal country. You can't quite recall why you were there in the first place. Something about a relative, but no relation you are aware of lives in that part of the country. A mystery yet to be solved... Some injuries you received that night never really seem to heal. The memories seem to fade, and you would think it all dream if not for the Baron's old hat still in your possession*

◆ Investigators have defeated the evil baron. Each investigator earns victory equal to the Victory X value of each card in the victory display.
 ◆ 1 investigator may add the **Battered Stetson** to their deck. This does not count against their deck size.
 ◆ The lead investigator must add the **Blood Taint** weakness to their deck.

9

Resolution 4: *Billy (he insists) turns out to be a friendly and gracious host. He treats you like royalty over the time you spend at his town mansion. You aren't sure how long you linger there, as the time passes as though in a dream. Something does seem subtly off about Billy, but it seems strangely unimportant. The Baron sends his thanks with you when you ultimately have to leave, promising he'll help you if ever you need it. Why was it you were here again? oh well. The local gazette reports on periodic coal country disappearances, and corpses found drained of blood, but you're sure those issues are of no relation.*

◆ The investigators have defeated the one evil in place of another. Each investigator earns victory equal to the Victory X value of each card in the victory display.
 ◆ An investigator may add **Imposing Will** to their deck. This does not count against their deck size.

10

Act 3a
Saviors

Baron "Billy" thanks you for saving him in a heavy Slavic accent that fails to match his cowboy boots and hat. He explains that he was laid low and barely managed to reach out to you through the "aether". Some unknown assailant has used his power to bring darkness to the town, and Billy was in the way.

Put the **Mountain Path, Ominous Cabin** into play. Place the Baron Wilhelm von Karstark asset into play in the mines. The investigators advance when directed.

1/1

Illus. Chris Cold

5a

Act 3a
Zvengers

One look at the Baron is all you need to tell that he is the source of the terror that stalks the streets and drives people indoors. You didn't think vampires were real, but here you are. *The Baron has to die.*

Place the Baron Wilhelm Von Karstark enemy into play at Billy's mansion. Gather all **Townie** enemies and spawn them at the Baron's location. Flip Stanislaus to the Full of Rage side. All **Townie** enemies gain **Abolot**.

The investigators advance when the Baron is defeated.

Illus. Chris Cold

5a

Act 2a
Midnight Mysteries

You compulsively move into the night to solve the mystery of the missing coal magnate, Baron "Billy". Fear from the previous evening lingers in your heart. Dark figures dash from shadow to shadow, pacing you in the distance.

Investigators may choose to advance the act at any time. (Note: It is recommended the investigators find as many items to "remember" as possible).

Illus. Chris Cold

1/1

Act 1a
Blood is Thicker than Water

You expected a car to be waiting for you as you leave the train station. Instead, you find a street devoid of modern vehicles. A few horse-drawn carriages pass by. No transport for hire presents itself. It appears you're left to your own devices.

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

2*

*Flesh Eater

So hungry

4 3+ 3

Human, Lunatic

Alert, Hunter, Retaliate
Spawn – Mountain Path

At the start of the Enemy Phase, search the deck and discard pile for a vampire enemy and spawn it at **Flesh Eater's** location.

A feverish heat pulses outward. Its gaze stares straight forward, focused on something you can't see or perceive.

Victory 2



Illus. Yozartwork

1/1 5b

ACT 3b

The Baron stingers back, barely holding himself up. He gasps "You... were... supposed to help... Ah will rest at last. Curse be upon... you." The Baron disintegrates, leaving only a battered stein resting in a pile of dust. All is still, until a burst of wind scatters the Baron's remains, saturating your clothes in macabre dust.

You rush to the train station, a feeling deep in your gut telling you it wouldn't be wise to linger. You pass townspeople in the streets that seem unaware of you or their surroundings. They seem more huddled the closer you get to the train station. Some few are collapsed in the street, wailing as though in grief. Was killing the baron the right thing to do?

-R3

ACT 2b

If the Investigators did not "remember" any items:
The Baron is nowhere to be found. Something foul and corrupt has taken over the town, and you now face something you thought was a myth.

Advance to Act 3: Survive.

If the Investigators remembered at least 1, but less than +1:
You've found the Baron, a palpable evil rolls off of him in waves, making you physically ill.

Advance to Act 3: Avengers.

If the Investigators remembered at least +1 items:
You've found the Baron, but something isn't right. He seems friendly, but also not quite human.

The Investigators must choose: oppose the Baron, and advance to Act 3: Avengers; or trust the Baron, and advance to Act 3: Saviors.

ACT 1b

If the investigators found the requisite clues to advance:

Baron "Billy" is nowhere to be found, but the butler allows you into his mansion. "Manson" hardly even does it justice. You are treated to a decadent meal before you are shown to private suites. You catch the butler's sidelong glances in your direction, and your gut is telling you that things aren't as they seem. Nevertheless, sleep later, forcefully overtakes you, leaving you to dreams of pale figures scratching at the window, begging to be let in.

Advance to Agenda 1b if you have not already done so.

If the investigators advanced the Act due to the Agenda:

Nightmares keep you tossing all night. Dreams of pale figures scratching at the glass of your window, begging to be let in. Your stomach growls and full rest never comes.

Evening Delights

Agenda 2a

You wake up as the sun falls below the horizon, clammy from hours of fitful sleep. Somehow, you've slept both the night and day away. Your skull is pounding like you've just woken up from a three day bender. The only thing that lessens the ache is focusing on a compulsion to find your missing host. Where is the Baron?

5

1/1

1/1

AGENDA



You can feel the town turning against you. Shutters slam closed as you pass by. You catch glimpses of coal dusted faces peering at you between curtain gaps. You knock on doors looking for answers, but are met with silence though you clearly heard hushed conversations moments ago. The feeling of despair is growing all but insurmountable.

If the Investigators advanced to Agenda 2b before advancing to Act 2b, they must each draw and resolve an additional treachery card during the mythsos phase.

Shuffle the discard pile into the encounter deck.

Act 4a



The cannibal slouches toward you, eyes fixated on nothing you can see. It casually rips a chunk of meat from a severed arm, seemingly unconcerned about your presence. One moment it stands still, the next it is roaring towards you, faster than you would have thought possible.

Advance when the Flesh Eater has been defeated.

1/1

6

Agenda 1a



A sense of foreboding is palpable in the air. Striking and out of work coal workers congregate in groups, directing dark looks at all those exiting the train station. Leaflets with the faces of missing people are scattered on the ground.

4

1/1

1/1

AGENDA



Move all investigators to **The Estate**. Remove all clues from all locations. Flip locations from their day side to their night side. Put the **Mines** into play. Remove all **Townie** enemies from the encounter deck, discard pile, and locations. Add the **Night** encounter set to the encounter deck. Shuffle the discard pile into the encounter deck.

If you advanced to this Agenda due to doom:

You arrive at the Baron's mansion asleep on your feet. You have no opportunity to take in the palatial surroundings as you are led to a chamber by a glaring butler. You gather that you are expected, but the Baron is missing.

If you advanced to this agenda due to advancing the Act:

The Sun's last light slips away as you arrive at the Baron's mansion. The estate is awe inspiring, and distracting. The evening passes in an unnatural blur as the estate butler welcomes you with a robust meal and shows you to your room. The investigators do not draw treachery cards this mythsos phase.

Act 3a



Baron Bily is lost. The town is lost. The rot runs deep. You must escape at all costs.

Search the discard pile, treachery deck, and victory display for all **Vampire** enemies. Spawn one random **Vampire** enemy at each location in play. Flip Stanislaus to the Full of Rage side. All **Vampire** enemies gain Victory 0.

Investigators advance when all **Vampire** enemies have been defeated.

1/1

3

Act 3b



Buttered and beaten, you are yet triumphant. The horrid creatures have been defeated. The first light of dawn is creeping across the horizon and the townsfolk, hidden in the night, begin to skulk from their houses. To your dismay, the bodies of the creatures that you have slain have withered away to dust, and are rapidly caught up in the stiff breeze. You survey the damage the fight has caused, and then look to the waking town. The dark looks directed your way are enough to encourage a hasty departure.

→R2

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1/1

3

1/1

1/1

→R2

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1/1

→R2

3

1/1

1/1

1/1

4

Night's End  Agenda 3a

Dawn draws close, but you sense it will offer no succor. You can feel the same compulsion that brought you here pulsing with each heartbeat, thrumming through your veins. You know you must triumph or flee.

Dead by Dawn  Agenda 3b

The weakness is in your blood now. It slithers through your veins as your vision goes red. As you crumple to the ground, you hear a hissing, drooling inhuman cackle pass your lips. Darkness beckons.

→R1

***Stanislaus**
Always watching

1 2 4

Elite, Human, Servitor
Alert, Aloof, Hunter

This enemy does not attack when it moves due to the hunter ability.

➔ **Parley:** Test  (0). If you succeed, Exhaust Stanislaus to discover one clue at your location. You may take one horror to discover an additional clue.

What do you needee, massterssss?

 ENEMY



***Stanislaus**
Full of Rage

1 2 4

Elite Human, Servitor
Aloof, Hunter, Retaliator

Forced—The Baron heals one health at the end of the Investigator phase. If the Baron is already at full health, instead deal 1 damage to the investigator with the most health.

Victory 1

The blood flowsssss from withinnnnnn

 ENEMY

Sunshine Cafe
Day

3

 LOCATION

Town, Light

Eggs Benedict? Who'd have thought.

Victory 1

Nothing to see here. Grab a drink and keep to yourself. Don't tell the G-men.

➔ If there are no clues at this location: remember that "you have learned of the mystery cabin."

 LOCATION

Town, Dark

4

The Miser's Mineshaft
Night

2

 LOCATION

Main Street
Night

3

 LOCATION

Town, Dark

➔ Spend X resources to place X clues on this location from investigators at this location.

➔ If there are 2  clues on this location, remember that "You have learned the secrets of the panhandlers"

Ghost town in the making?

Thriving future metropolits?

 LOCATION

Town, Light

3

Main Street
Day

1

 LOCATION

Mines

2 LOCATION **1**

Hills, Dark

⚡ If no clues are on this location: remember that “you have found the collapsed tunnel.”

In the dark, you can't tell the rocks are coated with the sweat of an honest day's work... or blood.

Illus. George Munteanu 18

Mines

LOCATION **Hills, Dark**

The mines loom before you, dark mawed entrances beckoning you forward. You dread what may lay beneath, with so many miners apparently missing from the town.

Mountain Path

3 LOCATION **1**

Hills, Dark

If you fail a skill check during an investigation at this location, add one clue to this location from the token bank.

The path appears to be more of an animal trail than a path. The occasional bloody footprint leads you through the twisting and turning trail.

Illus. Kelle Chase 19

Mountain Path

LOCATION **Hills, Dark**

Investigators may not enter this location unless they have discovered the collapsed tunnel.

Ominous Cabin

1 LOCATION **1**

Hills, Dark

⚡ If there are no clues at this location, and Act 3a Saviors is in play, advance the Act.

Blood covered walls and chains on hooks paint an ugly image of what might have happened here. Hopefully the blood isn't human... hopefully...

Illus. 20

Ominous Cabin

LOCATION **Hills, Dark**

The cabin on the hill appears to be assembled from castoff scraps from the mines. Not somewhere you'd want to live, probably not up to code...

The Estate

Night

3 LOCATION **0**

Town, Dark

Forced – When The Estate is revealed, put **Stannislav** (Always Watching) into play.

This dusty and dark estate appears as though it must have been moved, stone by stone, from the old country. You can feel the blood of history on the walls. The Baron is not here.

Illus. Flaviobolla 21

The Estate

LOCATION **Town, Light**

This place appears to be more of a baroque palace and a mansion. It looms over the townsquare, dominating all in its sight.

Day



Train Station

Day

3

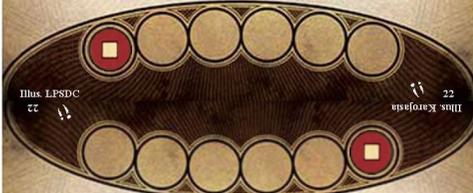
LOCATION

1

Town, Light

➔ Spend 2 resources: discover one clue from this location.

The station is bustling, but the rundown facilities and large number of panhandlers tell a different story.



Illus. LPSDC

22

Illus. Karofista

22



Uptown

Day

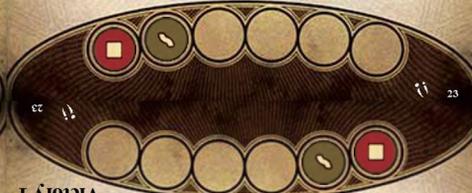
2

LOCATION

1

Town, Light

Idyllic. Also, seems out of place.



Illus. Karofista

23

Illus. Belle Deesse

24



Slums

Day

2

LOCATION

1

Town, Light

Desolate. What could possibly be of use here?



Illus. Belle Deesse

24

Illus. Poi to Ng

14



Train Station

Night

0

LOCATION

0

Town, Dark

➔ Resign.

Better catch the last train, or you feel like you might not be catching another train ever.



Uptown

Night

1

LOCATION

8

Town, Dark

➔ Any investigator at this location may spend resources to reduce the shroud by 1 for every 2 resources spent while an Investigate action is performed at this location.
 ➔ If there are no clues remaining on this location: remember that "you have learned that dark rumors follow Baron Billy."
Victory 1



Slums

Night

2

LOCATION

5

Town, Dark

➔ If there are no clues remaining at this location: remember that "you have learned of the missing cabin."
 ➔ Rumors of missing miners abound. The path of blood must lead to answers.
Victory 2



1
Battered Stetson
🌙

A forgotten relic

Headware

Only one piece of headware may be worn at a time.

+1 🧠

➔ If a Parley action is failed at your location, exhaust Battered Stetson: the investigator may immediately attempt that Parley action again.





TREACHERY

Blood Taint

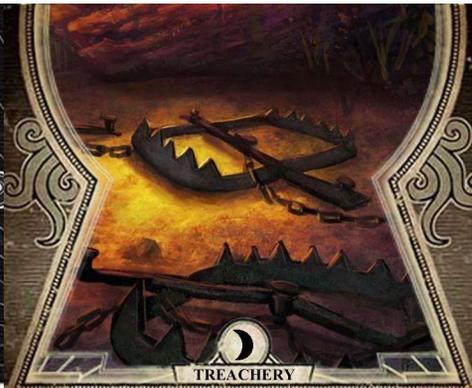
BASIC WEAKNESS

Curse, Poison

Revelation – Add this card to your hand.

Forced – At the end of the Investigation Phase, reveal this card from your hand and take 1 horror.

Deal another investigator at your location 1 damage and shuffle this card into their deck. You may heal 1 damage.



TREACHERY

Rigged Trap

Trap

Test (3). If you fail, add Rigged Trap to your threat area.

You may not take a move action or leave your current location while Rigged Trap is in your threat area.

Discard Rigged Trap

Panicked townfolk have trapped the streets.



TREACHERY

Rigged Trap

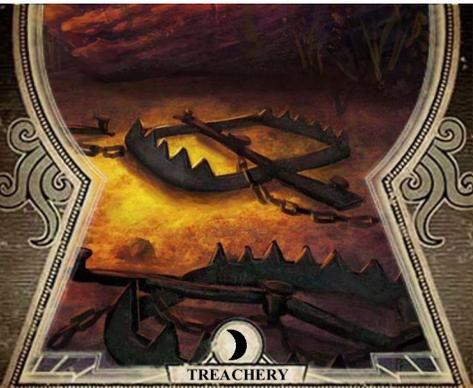
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TREACHERY

Rigged Trap

Trap

Test (3). If you fail, add Rigged Trap to your threat area.

You may not take a move action or leave your current location while Rigged Trap is in your threat area.

Discard Rigged Trap

Panicked townfolk have trapped the streets.





Dark Looks

Terror

Hidden, Peril

If there are no other cards named Dark Looks in your hand, add this card to your hand. Otherwise, Dark Looks gains surge.

While Dark Looks is in your hand, increase the shroud value of locations while investigating by 3. Discard Dark Looks when you discover a clue.

You feel like you don't belong here, and the furrowed brows of the locals tell you you're right.

Dark Looks

Terror

Hidden, Peril

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Fearsome Gust

Hex, Spectral

Test ☠ (3). If you fail either discard an item asset you control or take one damage.

The black wind howls.

Hellhound
Bad dog!

5 3 4

Vampire, Monster

Prey – Highest Health
Spawn – The Estate
 Alert, Hunter

Forced – Once per turn, if **Hellhound** is unengaged after resolving its Hunt ability, Hunt an additional time.

Flaming paw prints follow in the creature's wake as it charges forward, a rasping wail leaving its maw.

ENEMY



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ENEMY



Illus. Matthew Stewart

35

Lesser Vampire

4 5 3

Vampire, Humanoid

Alert, Hunter, Retaliate

If Lesser Vampire is engaged to you at the beginning of your turn: lose 1 action.

This thing was once human. It's hard to believe as it hisses and lunges towards your throat.



ENEMY



Illus. Uncannyknack

36

Lesser Vampire

4 5 3

Vampire, Humanoid

Alert, Hunter, Retaliate

If Lesser Vampire is engaged to you at the beginning of your turn: lose 1 action.

This thing was once human. It's hard to believe as it hisses and lunges towards your throat.



ENEMY



Illus. Uncannyknack

37



Light Fingers

Hazard

Test (4). If you fail, discard an Item Asset you control or is in your hand.

Illus. Georges de la Tour

38





TREACHERY

Light Fingers

Hazard

Test (4). If you fail, discard an Item Asset you control or is in your hand.



TREACHERY

Mine Collapse

Obstacle

Surge
Add this card to your threat area.
Forced – Apply -2 to your next skill test while Mine Collapse is in your threat area, then discard Mine Collapse.

The area is riddled with mining caverns, each more unstable than the last. Disaster was inevitable.



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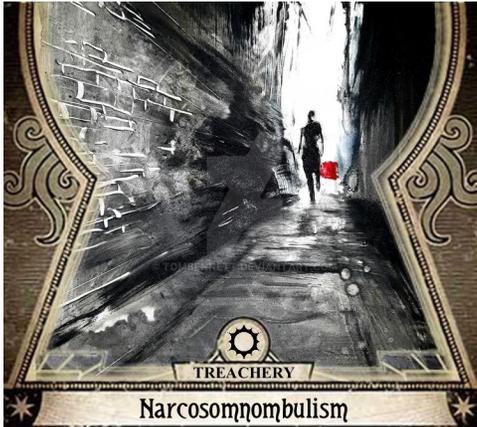
TREACHERY

Narcosomnambulism

Curse

Test (4). If you fail, move 1 location closer to the **Train Station**.

Are you awake? Asleep? Is this a dream?



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Illus. Tom Bennet

43

Out of Work Miner

1 1 3

Humanoid, Townie
Hunter, Prey: Most resources
Investigators engaged with this enemy fail all ties.

Victory 0

ENEMY

Illus. Eric Tucker

44

Out of Work Miner

1 1 3

Humanoid, Townie
Hunter, Prey: Most resources
Investigators engaged with this enemy fail all ties.

Victory 0

ENEMY

Illus. Eric Tucker

45

Out of Work Miner

1 1 3

Humanoid, Townie
Hunter, Prey: Most resources
Investigators engaged with this enemy fail all ties.

Victory 0

ENEMY

Illus. Eric Tucker

46



Out of Work Miner

1 1 3

Humanoid, Townie

Hunter, Prey: Most resources

Investigators engaged with this enemy fail all ties.

Victory 0



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Victory 0



Out of Work Miner

1 1 3

Humanoid, Townie

Hunter, Prey: Most resources

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Victory 0



TREACHERY

Phantasm

Terror

Test ♠ (4). If you fail, take 1 horror.

The spirits of the dead swarm around you, crying out and wailing.



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Illus. Kipish Fon 51



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Illus. Kipish Fon 52

Shifting Mist

3 3 4

Monster, Vampire

All investigators are -1 ♠ while at this location.

The swirling fog is a palpable force leaching your will to fight.

ENEMY



Illus. Jeffery Lynn Ward 53

Thrall

3 2 2

Vampire, Humanoid

Hunter, Retaliate

A sad specimen. It hardly seems aware of it's own actions.

ENEMY



Illus. Jeffery Lynn Ward 54



Thrall

3 2 2

Vampire, Humanoid
Hunter, Retaliate

A sad specimen. It hardly seems aware of it's own actions.

ENEMY

Illus. Jeffery Lynn Ward 55

Thrall

3 2 2

Vampire, Humanoid
Hunter, Retaliate

A sad specimen. It hardly seems aware of it's own actions.

ENEMY

Illus. Jeffery Lynn Ward 56

Town Drunk

3 2 1

Humanoid, Townie
Hunter, Prey: Highest

The crusts of hours old bile and breath akin dragon's tell you that this fellow is not likely to be reasoned with.

Victory 0

ENEMY

Illus. Adriaen Brouwer 57

Town Drunk

3 2 1

Humanoid, Townie
Hunter, Prey: Highest

The crusts of hours old bile and breath akin dragon's tell you that this fellow is not likely to be reasoned with.

Victory 0

ENEMY

Illus. Adriaen Brouwer 58





Waking Nightmare

Madness

Test ♣ (4). If you fail, take 1 direct horror or lose an action.

Your will is sapped as a psychotropic fugue assaults your mind.

Waking Nightmare

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