

Act 1a

**Madness Unveiled**

*The asylum halls echo with the maddening whispers of unseen horrors. The flickering lights cast long shadows, revealing glimpses of tortured souls. As you delve deeper, the line between reality and nightmare blurs.*

3

1/1

ACT 1b

**Violent Outburst**

*After narrowly escaping a patient's violent outburst, you find a cryptic note hinting at a malevolent force manipulating the minds within the asylum. The truth lies hidden in the darkest corners.*

Shuffle the encounter discard pile into encounter deck, then lead investigator draw one encounter card

Act 2a

**Survive!**

*As your investigation deepens, the asylum's malevolence intensifies. Whispers grow louder, and the walls seem to pulse with an otherworldly energy. Every step forward is a descent into an abyss of insanity.*

**Forced** –Whenever an investigator fails a skill test at a location with the “Inner Wards” keyword, place a clue token bank on that place.

7

1/1

ACT 2b

**Abandoning all hope**

*The cryptic symbols you've uncovered hint at a dark ritual that, if completed, will unleash unspeakable horrors. As the asylum's malevolence tightens its grip, confront the shadows that seek to consume both mind and soul.*

Lead investigator choose one

- Discards all card in his or hand
- Lose all action next turn.

Act 3a

**Till death do us part**

*The once-hallowed halls now echo with the chilling aftermath of your discoveries. Madness manifests, and the asylum's twisted reality merges with your nightmares. Time slips away as the true horror takes shape.*

**Objective** – When you defeat the Walrider you may advance this act.

2

1/1

ACT 3b

**Death awaits**

**If you defeat Walrider**

*As you approach the epicenter of the asylum's malevolence, reality warps and twists. The walls bleed with despair, and the air becomes suffocating. The final confrontation looms, and time slips away like sand through your fingers and now it end.*

>(R2)

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**If you spend clue to advance the agenda**

*In the heart of darkness, the malevolent force reveals itself. The true nature of the asylum's curse is laid bare. But it now not your problem anymore.*

>(R3)

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**If you spend clue to advance the agenda and you defeated the Malevolent Entity**

*The investigators must make a final stand against the encroaching madness. The fate of not only their own minds but the world itself hangs in the balance.*

>(R4)

Agenda 1a



### Eternal Descent

*The asylum pulses with an unholy energy, its walls tainted by the suffering of countless souls. As the investigators delve deeper into the abyss, the malevolent force tightens its grip, threatening to consume all in an eternal descent into madness.*

3

1/1 1

AGENDA 1b



*The walls of reality shudder as the asylum's curse intensifies. Whispers grow into anguished screams, and the air becomes heavy with despair.*

Spawn The Walrider.  
Shuffle the encounter discard pile into encounter deck and each investigator draw a top card of encounter deck.

Secret Unveil

Agenda 2a



### "Whispers of the Abyss"

*The malevolent force's whispers grow louder, clawing at the edges of sanity. As investigators race against time, the very fabric of reality unravels. Each step deeper into the asylum reveals the true nature of the horror that lies beyond.*

8

1/1 1

AGENDA 2b



*The whispers converge into a cacophony of despair, drowning out reason. The boundaries of reality warp, and the investigators find themselves trapped in a nightmarish realm.*

Spawn Malevolent Entity at **Abandoned Basement**  
Search discard pile for **the Walrider** and spawn it at your location, engaged with you and attack you immediately.  
Shuffle the encounter discard pile into the encounter deck.

"A left behind Shadow"

Agenda 3a



### Asylum of Lost Souls

*The malevolent force's grip tightens, and the asylum transforms into a prison for tormented spirits. The investigators, now walking the line between sanity and madness, must confront the true horror that lurks within the haunted walls.*

**Forced** –At the end of mythos phase, each investigator test  (3). For each investigator that fail, put a doom on current agenda.

15

1/1 1

AGENDA 3b



*As the investigators face the Walrider, a malevolent force that defies understanding, the air becomes thick with despair. Their failed attempts to banish this eldritch horror leave them teetering on the brink of madness. The Walrider's influence lingers, threatening to bind the investigators to a fate worse than death.*

If you defeat the Malevolent Entity, flip back to Agenda 3A and put 5 doom on it.  
If you don't > **(R1)**

## Outlast

EASY / STANDARD

-  -X. X is number of enemy in play.
-  -1. If this skill is test at *Inner Wards*, -2 instead.
-  -2. Investigator can ignore this token by spending one clue.
-  -3. If this test fail, put a doom counter on current agenda or current place.

1/1 1a

## Outlast

HARD / EXPERT

-  -X. X is number of enemy in play and doom on current place.
-  -2. If this skill is test at *Inner Wards*, -2 and draw another chaos token instead.
-  -4. Investigator can ignore this token by spending one clue.
-  -3. If this test fail, put a doom counter on current agenda or current place. It can advance current agenda.

1/1 1b

## Outlast

After receives an anonymous e-mail that inhumane experiments are being conducted at Mount Massive Asylum, a private psychiatric hospital owned by the notoriously unethical Murkoff Corporation. Upon entering, you are shocked to discover its halls ransacked and littered with the mutilated corpses of the staff. He's informed by a dying officer of Murkoff's private military unit that Mount Massive's deranged inmates, known as "variants", have escaped and are freely roaming the grounds, butchering Murkoff's employees. The officer implores you to escape and reveals that the main doors can be unlocked by security control. But you know that this asylum wont let you escape that easily.

1

## Resolution

If no other resolution or all investigator was killed, go to R1

**Resolution 1:** You can not solve or escape the Massive Asylum. And now you become one of them.  
**All investigator was killed**

**Resolution 2:** You are possessed by Walrider, you can see its smirk and now you feel the thirst of blood in your throat.  
**Lead investigator was killed**  
**Other investigator gains 2xp and 1 Mental trauma**

**Resolution 3:** You are finding secret exit and now you survive the incident  
**All investigator gains 2xp and 1 Mental trauma**

**Resolution 4:** You lift the cursed from this asylum. Also you recovery the insanity and then closing the case  
**All investigator gains 4xp and 1 Mental trauma**

Special Thx to Kao-Oat / Henry

2

## The Walrider

3 4 4

*Elite. Spectral*

Hunter.  
**Spawn** – Laboratory  
 Only lead investigator can damage The Walrider  
*The air grows colder as the shadows coalesce into the form of the Walrider. It glides through the darkness, a malevolent force that feeds on fear and despair.*

 ENEMY



1/1 5



## Malevolent Entity

3 2\* 2

*Elite. Spectral*

At the start of the enemy phase, if the Malevolent Entity is ready, it makes an immediate attack against each investigator at its location. Any attempt to disengage from it requires an additional action.

*The amalgamation of tormented souls coalesces into a malevolent entity, its form shifting between anguished faces. The air grows heavy with the presence of the tormented, and reality itself warps in its wake.*

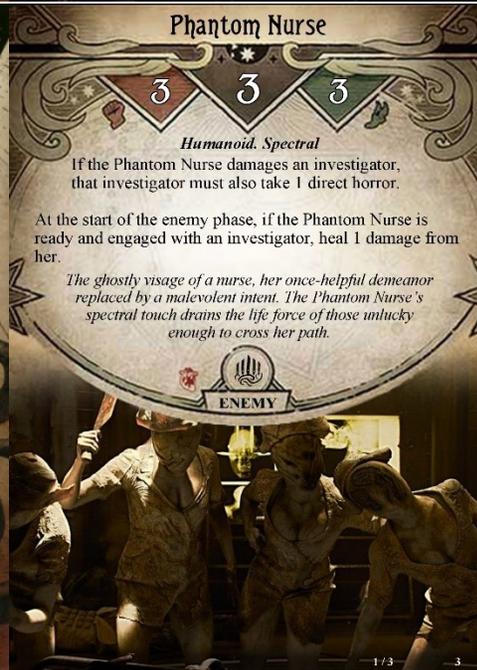
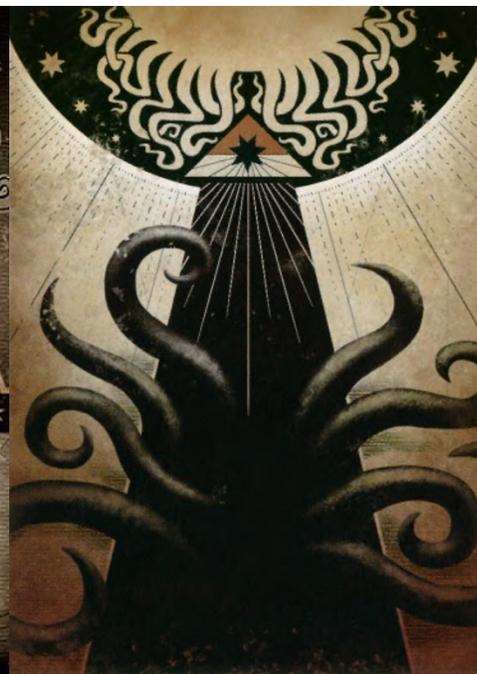
**Victory 2.**

 ENEMY



1/1 1





### Phantom Nurse

3 3 3

**Humanoid. Spectral**

If the Phantom Nurse damages an investigator, that investigator must also take 1 direct horror.

At the start of the enemy phase, if the Phantom Nurse is ready and engaged with an investigator, heal 1 damage from her.

*The ghostly visage of a nurse, her once-helpful demeanor replaced by a malevolent intent. The Phantom Nurse's spectral touch drains the life force of those unlucky enough to cross her path.*

ENEMY



1/3 3



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ENEMY



1/3 3



### Lurking Shadow

2 3 3

**Aberration**

Investigators engaged with the Lurking Shadow cannot play or commit cards.

*A formless entity that emerges from the darkest corners of the asylum. The Lurking Shadow wraps its tendrils around the minds of those who venture too close.*

ENEMY



1/2 4



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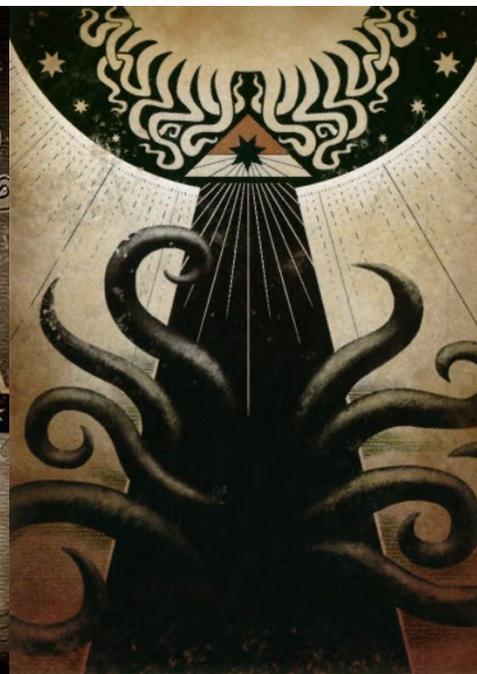
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ENEMY



1/2 4







TREACHERY

### Malevolent Whispers

#### *Doom*

**Revelation** – Place 1 doom on the current agenda. If the Walrider is in play, it moves towards Lead investigator.

1/3 7



TREACHERY

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#### *Doom*

**Revelation** – Place 1 doom on the current agenda. If the Walrider is in play, it moves towards Lead investigator.

1/3 7



TREACHERY

### Hallucinations

#### *Madness*

**Revelation** – Discard 1 card from your hand. If the Walrider is in play, each investigator at the same location as the lead investigator must also discard 1 card from their hand.

1/3 6



TREACHERY

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1/3 6



**TREACHERY**

**Hallucinations**

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1/3 6



**Deranged Patient**

3 2 2

**Humanoid**

When Deranged Patient engaged with an investigator, it attack that investigator immediately.

*A tortured soul, driven to madness by the asylum's experiments. The Deranged Patient stumbles through the halls, emitting haunting howls of despair.*

**ENEMY**

1/5 2



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1/5 2



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**ENEMY**

1/5 2





TREACHERY

**Corrupted Reality**

*Doom*

**Revelation** – Discard the top cards from the encounter deck until you see an enemy cards. If the Walrider is in play, each other investigator must also do the same.

Spawn each enemy discard this way to investigator who discard it.

1/3 8




TREACHERY

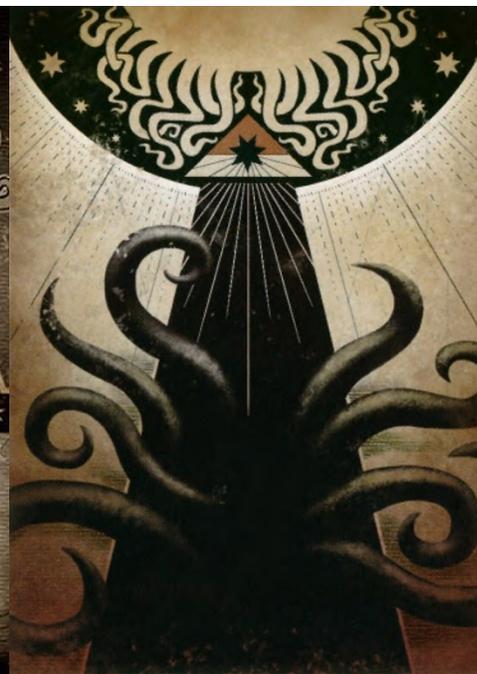
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TREACHERY

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1/3 8



**Wretched Caretaker**

2 2 2

*Humanoid*

Hunter. Aloof.

At the end of enemy phase, heal 1 damage to every enemy *Humanoid* that are in the same place as Wretched Caretaker.

If Wretched Caretaker is on location with Doom, he loses aloof.

ENEMY



1/1 1



**Wretched Caretaker**

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**Humanoid**

Hunter. Aloof.

At the end of enemy phase, heal 1 damage to every enemy *Humanoid* that are in the same place as Wretched Caretaker.

If Wretched Caretaker is on location with Doom, he loses aloof.

ENEMY

1/1 1



**Murkoff Laboratory**

5 LOCATION 1

**Inner Wards**

**Forced** – At the end of enemy phase, if there are any investigator at Murkoff Laboratory, put a clue on each *Inner Wards* places.

1/1 15

**Murkoff Laboratory**

LOCATION

**Laboratory**

You cannot move into the Murkoff Laboratory.

1/1 15

**Front Door**

2 LOCATION 0

**Outer Wards.**

➔ **Resign.** “Why are we still here?”

*Hidden away in the asylum, the front door was once a refuge for the staff and patients. Now, overgrown with twisted flora, it serves as a final sanctuary for those seeking an escape.*

1/1 9

**Front Door**

LOCATION

1/1 9

**Forgotten Infirmary**

2 LOCATION 1

**Inner Wards**

At the start of the enemy phase, if there are clues on Forgotten Infirmary, each investigator at this location must take 1 damage or place 1 doom on Forgotten Infirmary.

*The infirmary, once a place of healing, now resonates with the echoes of agony. Haunting whispers and moans pervade the air, a testament to the suffering that unfolded here.*

1/1 14

**Forgotten Infirmary**

LOCATION

*The infirmary, long forgotten and abandoned, holds the lingering echoes of pain and suffering. Unsettling moans and whispers echo through the decaying walls.*

1/1 14

**Eerie Courtyard**



**2** LOCATION **2**

**Inner Wards**

At the start of the enemy phase, if there are clues on Eerie Courtyard, each investigator at this location must take 1 horror or place 1 doom on Eerie Courtyard.

*Once a tranquil space, the courtyard now bears the marks of the asylum's twisted influence. Thorny vines ensnare the surroundings, and unsettling sounds permeate the air.*

1/1 13

**Eerie Courtyard**



LOCATION

*The courtyard, once a place of respite, now stands as a desolate area overgrown with thorny vines and cloaked in perpetual darkness. Strange sounds emanate from the unseen corners.*

1/1 13

**Decrepit Library**



**2** LOCATION **3**

**Outer Wards**

➤ : Draw 3 Cards and draw the top cards from encounter deck. (Group limit once per game)

*The decaying library harbors forgotten lore, its shelves holding untold secrets. Whispers of the insane seem to emanate from the dusty volumes.*

1/1 10

**Decrepit Library**



LOCATION

*The remnants of the asylum's library hold forgotten tomes that hint at the institution's dark history. The shelves sag under the weight of neglected knowledge, and the air is heavy with dust.*

1/1 10

**Abandoned Wards**



**3** LOCATION **2**

**Inner Wards**

At the start of the enemy phase, if there are clues on Abandoned Wards, each investigator at this location must spend 1 resource or place 1 doom on Abandoned Wards.

*Once housing the most disturbed patients, the abandoned wards now echo with the lingering trauma of their tormented pasts. The flickering lights cast long shadows, heightening the sense of dread.*

1/1 11

**Abandoned Wards**



LOCATION

*he abandoned halls resonate with the tortured memories of the asylum's former occupants. Flickering lights cast unsettling shadows, heightening the isolation.*

1/1 11

**Abandoned Basement**



**3** LOCATION **1**

**Outer Wards**

➤ : Gain 5 resources and draw the top cards from encounter deck. (Group limit once per game)

*Descending into the depths of the asylum, the sinister basement harbors secrets better left undiscovered. The oppressive darkness seems to press in from all sides.*

1/1 12

**Abandoned Basement**



LOCATION

*The basement conceals the asylum's darkest secrets, and its oppressive atmosphere amplifies the terror within. Whispers of long-forgotten horrors fill the air.*

1/1 12