







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.

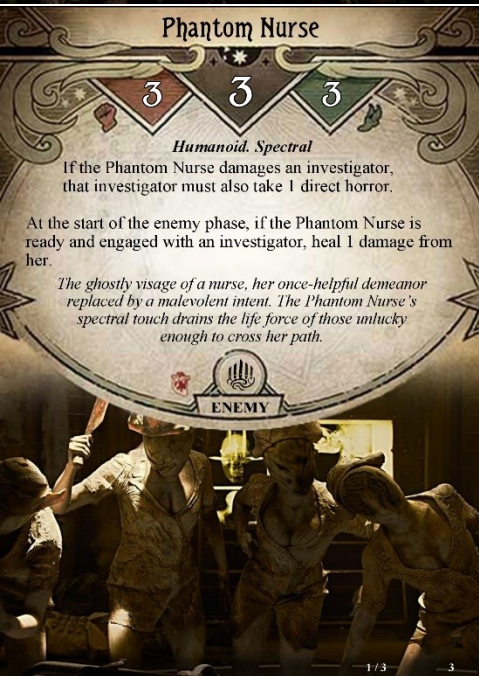
The amalgamation of tormented souls coalesces into a malevolent entity, its form shifting between anguished faces. The air grows heavy with the presence of the tormented, and reality itself warps in its wake.

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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2 3 3

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ENEMY



1/2 4







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



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



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



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1/3 6







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.

1

1/1

ENEMY



Murkoff Laboratory

5

LOCATION

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

1/1

15

Murkoff Laboratory

LOCATION

Laboratory

You cannot move into the Murkoff Laboratory.

1/1

15

Front Door

2

LOCATION

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.

0

1/1

9

Front Door

LOCATION

1/1

9

Forgotten Infirmary

2

LOCATION

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

1/1

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