

Abandoned Well	Darkened Paths	Tall Tree	The Forest
<div>Exterior</div> 	<div>Exterior</div> 	<div>Exterior</div> 	<div>Exterior</div> 
<div>3</div> <div>LOCATION</div> <div>1</div> <p>➔ Test ♣ (3) If successful you may discard up to 2 resource tokens to heal up to 2 damage or horror. If failed, discard 1 object from play.</p> <p><i>Maybe some water can be found in this well..</i></p>	<div>3</div> <div>LOCATION</div> <div>1</div> <p>Forced – When entering this location, test ♣ (3) or ♠ (3). If passed, discard any number of enemies in your engagement area. Otherwise, Discard Compass (if possible).</p> <p>➔ Test ♣ (3) Gain Compass (if it has been previously discarded to any location).</p> <p><i>You've never -seen- such darkness...</i></p>	<div>3</div> <div>LOCATION</div> <div>1</div> <p>➔ Test ♠ (4) If this test is successful discard all non-elite enemies in any direction (diagonals included). If this test fails, Test ♣ (3) If failed, You (each investigator at this location) and each engaged creature takes 2 damage.</p> <p><i>The tree seems to break, maybe It could use a little help.</i></p>	<div>3</div> <div>LOCATION</div> <div>1</div> <p>Revelation –</p> <p>When you enter this location choose an adjacent forest card and turn it faceup.</p> <p><i>The moon shines bright through the trees..</i></p>
 	 	 	 
<div>Exterior</div> <div>LOCATION</div>  <div>The Forest</div>	<div>Exterior</div> <div>LOCATION</div>  <div>The Forest</div>	<div>Exterior</div> <div>LOCATION</div>  <div>The Forest</div>	<div>Exterior</div> <div>LOCATION</div>  <div>The Forest</div>

Hallway
Interior

3 LOCATION 2

You feel dizzy, pressing your palm against the wall while moving.. only to keep yourself on your feet.

1/1

The floor screeches as you first step foot into the hallway.

A screenshot from the game showing the interior of a hallway. The room has wooden walls and floors. A large, ornate lantern hangs from the ceiling. A door is visible at the end of the hallway. The word "Hallway" is written at the bottom, and "Interior" is written at the top.

ACT 1b

== You wake up realizing it was just a dream...
Victory 1.
-You Win.

Act 1a

Am I Dreaming?

I'm beginning to think this is just a dream...

1. **Fast.** You may spend the clue tokens value indicated by this card - exhaust all enemies in play.

2. After you spend the clue tokens value indicated by this card you may investigate. **The Pathway** in order to win the scenario. You may not investigate **The Pathway** if the clues have not been spent.

Solo - You *may* perform the **Fast** action of this Act.

Multiplayer - You *must* perform the **Fast** action of this act.

You can never wake up... You get drawn deeper
into this nightmare...

-Take 1 Mental Trauma.
-You Lose.



Nightmares..

A dream within a dream.

When there are 6 doom tokens in play, the shroud value of all locations increases by one (up to +2 shroud value). When the 15th Doom token is added to this Agenda, turn this card facedown and read the text.

-Place **The Compass** Aside.

-**Massive** enemies cannot enter The House.

-You cannot move diagonally through The Forest.

6

Solo (15 Doom tokens limit)
2-4 Players (15 Doom tokens limit)

Nightmare/Dream

EASY / STANDARD



-1.



+1. Discard 2 resource tokens.



-1. Put one Ally from play back into your hand



-2. Put one object from play back into your hand.

1/1

1a

Agenda 1a

Nightmare/Dream

HARD / EXPERT

-1. Draw an encounter card.

-1. Discard a random card from hand.

-1. Discard any card from play.

-2. discard 1 random card from hand.

-2. discard 1 random card from hand.



*Dark Mist

Forced –

Attach to your location.
Add +2 Shroud to location.

I can't see a thing!

*Grabbed!

Forced –

Discard 1 Clue token to instantly discard this card. Otherwise, Test ♠ (2) If failed, you may not perform any move action during the next round.

Lost souls do not seem to rest..

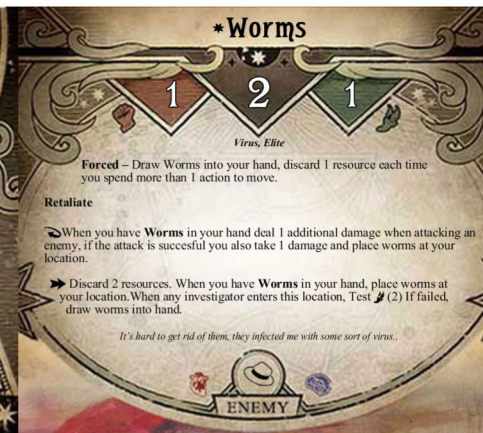
*Is this a Nightmare?

Forced –

Place this card into your threat area, -1 to all skills checks.

➤ Test ♠ (2) If successful, discard this card. Otherwise, the card's effect is now -2 to all skill checks until the end of the next round (place 1 doom token on it). Then, discard this card.

This can't be real..



*Worms

Virus, Elite

Forced – Draw Worms into your hand, discard 1 resource each time you spend more than 1 action to move.

Retaliate

➤ When you have **Worms** in your hand deal 1 additional damage when attacking an enemy, if the attack is successful you also take 1 damage and place worms at your location.

➤ Discard 2 resources. When you have **Worms** in your hand, place worms at your location. When any investigator enters this location, Test ♠ (2) If failed, draw worms into hand.

It's hard to get rid of them, they infected me with some sort of virus..

ENEMY



*Dark Mist

Forced –

Attach to your location.
Add +2 Shroud to location.

I can't see a thing!

*Grabbed!

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Discard 1 Clue token to instantly discard this card. Otherwise, Test ♠ (2) If failed, you may not perform any move action during the next round.

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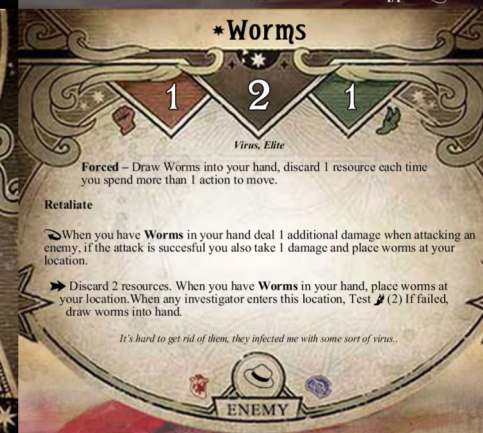
*Possessed!

Forced –

Test ♠ (3) If failed, place this card into your threat area. If, at the end of the round you are at the same location with another investigator, that investigator takes 1 horror. Otherwise, you take 1 damage.

➤ Test ♠ (2) If successful, discard Possessed!

It's like I've been here before..



*Worms

Virus, Elite

Forced – Draw Worms into your hand, discard 1 resource each time you spend more than 1 action to move.

Retaliate

➤ When you have **Worms** in your hand deal 1 additional damage when attacking an enemy, if the attack is successful you also take 1 damage and place worms at your location.

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It's hard to get rid of them, they infected me with some sort of virus..

ENEMY



Thunderstruck

TREACHERY

Revelation - Put **Thunderstruck** into play in your threat area and place 2 Doom tokens on it.

Forced - At the end of the round: Discard 1 Doom token from Thunderstruck.

You may not use **The Compass** as long as **Thunderstruck** is in play.

I should've stayed inside...

1/1 1

Wolf pack

3 3 3

Creature

Massive, Fast, Hunter.

Spawn - Top rightmost **The Forest** location card.

This enemy does not move diagonally through **The Forest**.

They can smell you from afar... there's no point in not making noise..

ENEMY



1/1 1



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1/1 1

Rabb-eat

2 2 2

Creature

Aloof.

After you engage Rabb-Eat take 1 Horror.

Forced - When a non-Elite enemy enters the location with Rabb-Eat: Discard Rabb-Eat and that enemy. If it is an **Elite**, discard Rabb-Eat, the enemy takes 1 dmg.

This enemy's **Forced** ability is still available if exhausted. It does not perform **Attacks of Opportunity**.

These rabbits aren't afraid of humans... but there are more vicious beasts in these woods..

ENEMY



1/1 1

Wolf pack

3 3 3

Creature

Massive, Fast, Hunter.

Spawn - Top rightmost **The Forest** location card.

This enemy does not move diagonally through **The Forest**.

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ENEMY



1/1 1

Ghost

3 2 3

Elite, Creature


Hunter, Retaliate

Revelation, Forced - If you are at an **exterior** location the Ghost spawns at the Center rightmost location of **The Forest**.

The Ghost may move through Interior locations regardless of location connections.

The look in their eyes...such evil.

ENEMY



1/1 1

Bats

1 1 1

Creature, Elite

Retaliate, Hunter, Fast.

Forced - When this enemy is drawn, all investigators at the location Test (2) Each investigator that failed, takes 1 dmg.

Surge.

Flying rats!

ENEMY



1/1 1

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3 2 3

Elite, Creature

Hunter, Retaliate

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ENEMY



1/1 1



Exploding Light Bulb

Forced – Test ☠ (4) - If failed, Take 1 Horror (Each investigator at an **interior** location only).

Should have expected that...

1/1



2 **Compass**

ASSET

Object, Item

While this asset is in play you may move diagonally through The Forest.

- Put this card back into your hand.
- Decrease the value of the Fast ability of the Act by 3 for the remainder of the round.

Hopefully this will show me the way...

1/1



In the Dark

Forced –

- Discard 1 Clue

Test ☠ (2) If failed, discard 1 resource token or 1 random card.

Sometimes it's easier to just close your eyes...

1/1



Exploding Light Bulb

Forced – Test ☠ (4) - If failed, Take 1 Horror (Each investigator at an **interior** location only).

Should have expected that...

1/1



Rain

Revelation – Place this card in your threat area with 2 Doom tokens on it.

Forced – The first movement each round at **exterior** locations costs 2 actions (For all investigators).

- Discard one doom token from this card at the end of each round. This card is discarded when the last Doom token has been discarded.

The raindrops felt heavier than ever...

1/1



In the Dark

Forced –

- Discard 1 Clue

Test ☠ (2) If failed, discard 1 resource token or 1 random card.

Sometimes it's easier to just close your eyes...

1/1



Lost Souls

Forced Attach to your location, at the end of each round deal 1 horror to each investigator at this location.

- Test ☠ (3) Discard Lost Souls

Hearing them... is something you can handle, but now seeing them is something else...

1/1



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1/1

Bats

1

1

1

Creature, Elite

Retaliate, Hunter, Fast.

Forced – When this enemy is drawn, all investigators at the location Test (2) Each investigator that failed, takes 1 dmg.

Surge.

Flying rats!

ENEMY

1/1

1

Dark Horse

4

4

4

Creature, Elite

Massive, Fast, Hunter

Spawn - Bottom rightmost -The Forest- location card.

This enemy does not move diagonally through The Forrest.

Giant beasts that cannot be tamed..

Victory 1

ENEMY

1/1

1

Dark Horse

4

4

4

Creature, Elite

Massive, Fast, Hunter

Spawn - Bottom rightmost -The Forest- location card.

This enemy does not move diagonally through The Forrest.

Giant beasts that cannot be tamed..

Victory 1

ENEMY

1/1

1

Hungry Rat

1

1

1

Creature

Aloof, Spawn – Dining Room

Forced - At the end of the round discard 1 clue from this location.

If there are no clues at the Location this enemy is at, it loses: Aloof. It gains Hunter until the next location with clues. May use The Tunnel (both ways, even if the location isn't fully investigated- it must be explored)

These little demonic squirrels are everywhere..

ENEMY

1/1

1

Hungry Rat

1

1

1

Creature

Aloof, Spawn – Dining Room

Forced - At the end of the round discard 1 clue from this location.

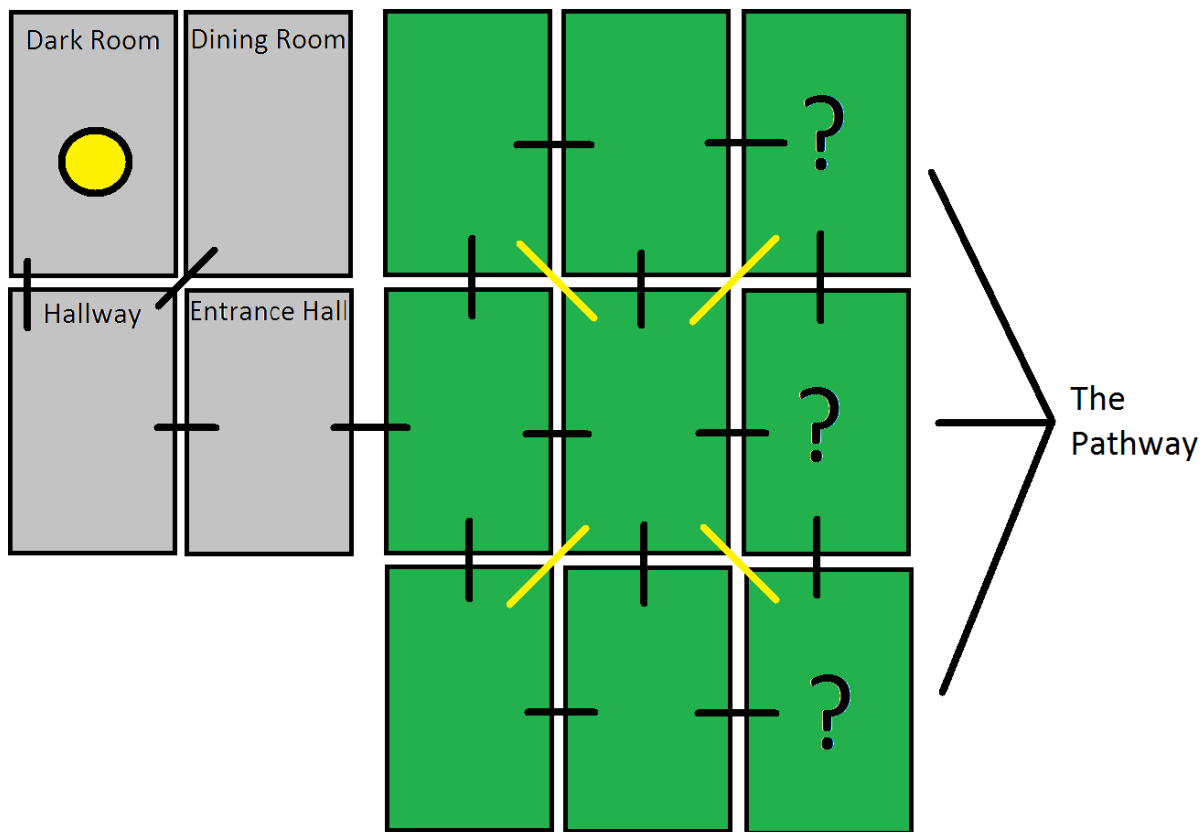
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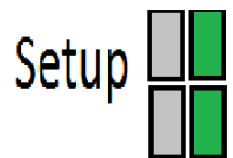
ENEMY

1/1

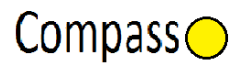
1



Shuffle the Pathway with 2 other cards as indicated on the scenario map (right row). Shuffle all the other Forest cards and place them as indicated.



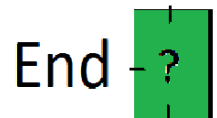
The Compass -You may not move diagonally through the woods without the compass. As an action, you may give The Compass to any investigator at your location.



You start in the Dark Room (top leftmost card of the indicated map) With 1 Clue.



-Whenever you, or any other investigator reaches his Damage or Horror value, "he/she" -wakes up-. The game ends, You keep any experience you have gathered until that point (for Dark Horses basically) and get the trauma.



If you explore the Pathway while the Compass is still in the -Dark Room- you gain 2 Additional victory points.



Cards with "*" before their names are only used in 3 or 4 player games (8 cards total).

FAQ: -You may move the enemies wherever You like(towards You) for it's one (or two) movement, however they will not enter a location with a Rabb-Eat unless it's the only way to get to you in that same activation.

-If a Rabb-Eat spawns at your location and you are engaged with an enemy, it deals 1 dmg or you discard both if it's a non-elite enemy.