

(L) Basement Middle Left	Basement Middle (R) Right	Basement Entrance (C) Center	Basement Entrance (R) Right
 2 LOCATION If fully investigated	 2 LOCATION If fully investigated	 3 LOCATION If fully investigated	 1 LOCATION If fully investigated
When a Tentacle engages you at this location, Test ♣ (4) If successful, it does not engage.	When a Tentacle engages you at this location, Test ♣ (4) If successful, it does not engage.	When a Tentacle engages you at this location, Test ♣ (3) If successful, it does not engage.	When a Tentacle engages you at this location, Test ♣ (3) If successful, it does not engage.
			
Cannot be entered!	Cannot be entered!	Cannot be entered!	Cannot be entered!
 LOCATION X	 LOCATION X	 LOCATION X	 LOCATION X

Basement Center

Left

Center

3

LOCATION

If fully investigated


When a **Tentacle** engages you at this location, Test (3) If succesful, it does not engage.

1

1

LOCATION

If fully investigated

When a **Tentacle** engages you at this location, Test  (5) If succesful, it does not engage.

Cornered...

3

3

Blood of Darr

Vaccine

Item

Forced – After playing this card, place 5 **Doom Tokens** on it.

➡ Test (3) If succesful, Cure one Investigator at your location.

+ Discard 1 Doom token from this card

Darr'Kh

Darr's Father

3

6

The Root of All Evil

Aloof, Retaliate

☞ When this enemy takes 3+ dmg by a single action deal 1 Dmg to each tentacle.

If this enemy enters your location/s you become possessed.

What the.. ?

Victory 2

ENEMY

Root of All Evil

EASY / STANDARD

+1. Retract Tentacles (1 space)
Short

+1. Retract Tentacles (1 space)
Elite

+1. Engage - (Elite/Short) (**Choice**)

+2. **Darr'Kh** attacks adjacent areas.
It only attacks the upper row from where he is standing. (Front)

+0 Barr'kh attacks adjacent areas. It only attacks the upper row from where he is standing.(Back)

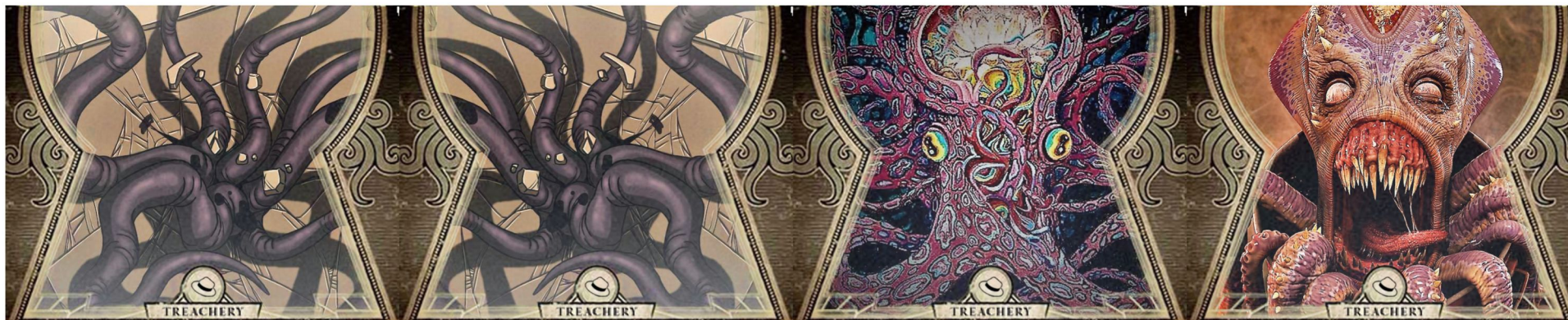
-1 Engage - Elite/Short (Choice)

-1 Retract Tentacles (1 space) Elite

+1 Advance & Engage
Short + Dart'Kh

HARD / EXPERT

Root of All Evil



Break!

Break!

Darr Kh!

Retract!

Forced –If two Tentacles (of the same kind, either **Elite, Short, Left** or **Right**) share the same location, turn it facedown and Retract both.

Otherwise, move **Right-Elite** to the **Left**

Surge

Forced –If two Tentacles (of the same kind, either **Elite, Short, Left** or **Right**) share the same location, turn it facedown and Retract both.

Otherwise, move **Left-Elite** to the **Right**

Surge

Forced –

Aaaargh!

Move **Dar'Kh** to the **Basement Middle**.

Put it between both cards, He occupies the entire row. He moves back when a Retract card is played or one of his **Tentacles** is killed.

Forced –All Tentacles Retract! to:

Basement-Center

Surge



Dodgy Slimy Tentacles

Dodgy Slimy Tentacles

Engage!

Engage!

Hsshe!

Short-Right Tentacle moves **Left**

Otherwise (if it's Retracted or already at the Left side) it advances.

Short-Left Tentacle moves **Right**

Otherwise (if it's Retracted or already at the Right side) it advances.

Forced –An investigator at a location with a Tentacle is Engaged.

Otherwise, **Left-Elite** Tentacle advances.

Forced –An investigator at a location with a Tentacle is Engaged.

Otherwise, **Right-Elite** Tentacle advances.



4

The Root of All Evil..

Agenda 1a

One of the Possessed told me that he's seen an odd looking child entering the basement in one of the houses in the city, he followed him there, it is because of me that he lives to tell me this, now.. he said. We should investigate

Each time an investigator becomes possessed Place a Doom token on this Agenda. If this Agenda reaches it's Doom value, You Lose.

*Do not place any doom tokens at the end of the round.



TREACHERY

Possessed!

WEAKNESS

Forced – Discard 1 Random card from hand at the end of each round.

–When a Tentacle is killed, discard 2 resources. If unable, take 1 damage.



5

Opposition..

Act 1a

“When I met Darr he said that there's a vaccine made out of his own blood, he went to the village to save the possessed but his appetite got the best of him.. he told me of a single vial left behind..”

When this Act reaches it's Clue value take the Blood of Darr into your hand (the last player to spend a clue token)

Each additional clue token
heals 1 **Sanity** or 1 **Damage**



TREACHERY

Possessed!

WEAKNESS

Forced – Discard 1 Random card from hand at the end of each round.

–When a Tentacle is killed, discard 2 resources. If unable, take 1 damage.

AGENDA 1b



TREACHERY

Possessed!

WEAKNESS

Forced – Discard 1 Random card from hand at the end of each round.

–When a Tentacle is killed, discard 2 resources. If unable, take 1 damage.

ACT 1b

ACT 1b



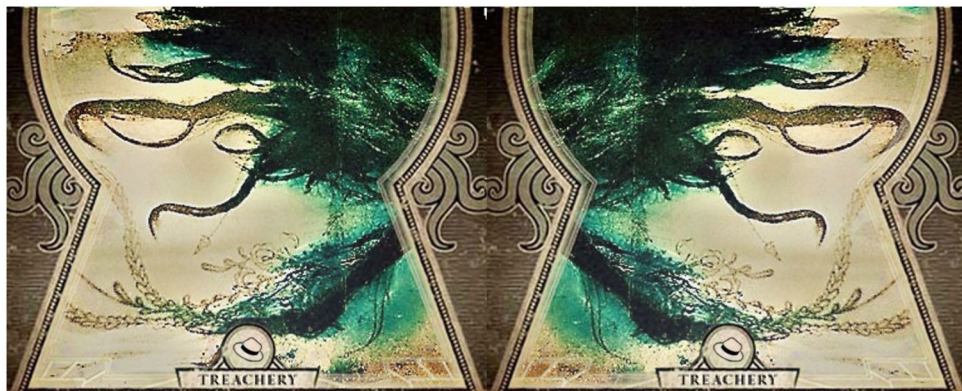
TREACHERY

Possessed!

WEAKNESS

Forced – Discard 1 Random card from hand at the end of each round.

–When a Tentacle is killed, discard 2 resources. If unable, take 1 damage.



Tentacle Slap!

Left-Elite

Forced –If on the second row:
Right-Elite moves to **Entrance-Center**

Otherwise, It engages an investigator at it's location.

Tentacle Slap!

Right-Elite

Forced –If on the second row:
Left-Elite moves to **Entrance-Center**

Otherwise, It engages an investigator at it's location.



Tentacle

Left

4 1 2

Short, Retaliate

When this enemy is defeated
Darr'K Takes 1 Damage (per player)

Forced – If you are engaged with this **Tentacle**
you may not move unless it is evaded or
destroyed.

Tentacle

Right

4 1 2

Short, Retaliate

When this enemy is defeated
Darr'K Takes 1 Damage (per player)

Forced – If you are engaged with this **Tentacle**
you may not move unless it is evaded or
destroyed.



(L) Tentacle

Left

3 3 3

Elite, Retaliate

When this enemy is defeated
Darr'K Takes 1 Damage (per player)

Forced – When this tentacle engages you, you
become possessed, if you are already possessed,
it deals **Horror** equal to adjacent **Tentacles**

Victory 1

Tentacle (R)

Right

3 3 3

Elite, Retaliate

When this enemy is defeated
Darr'K Takes 1 Damage (per player)

Forced – When this tentacle engages you, you
become possessed, if you are already possessed, it
deals **Damage** equal to adjacent **Tentacles**

Victory 1



Regenerate..

HARD

Revelation – Test (1). If failed, take 1 Horror

Forced –If both Short Tentacles are killed, place them
at Darr'Kh's Location.

Otherwise, an investigator at a location with **Tentacles**
is engaged.

Feels goood...

Tentacle Chaos!

HARD

Forced –

Investigators at a location with **Tentacles** Test (4).

If failed, each investigator discards 2 random cards from
hand.

Surge.

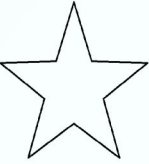
Parallel Universe - Campaign

Read this before Nightmare/Dream Scenario.

After a long night.. you finally get a chance to rest.. Outside it pours with giant raindrops that make for a heavy.. heavy head to lay down on the pillow.. You wonder what has been going on lately.. how could things turn this way in a single moment..how is this all possible.. how.. -and so.. you fall asleep.-

Story continues with the Nightmare/Dream Scenario.

Read after Nightmare/Dream



You wake in the same house.. some medieval looking villagers knocking and shouting at your door, you feel relieved to see this isn't a nightmare but, what happened? Where are you? This isn't Massachusetts, what's going on ?

- 1.If The Tunnel location card has been fully investigated you cannot use the ability on The House(Lock) during the Awaken scenario.
- 2.If The Diner location card has been fully investigated shuffle Hungry Rats into the Character Deck, they follow fail-test spawning rules as per Awaken rules.
- 3.If all The House Rooms have been fully investigated it only costs 1 Action to move to The House while with the explored side up.
- 4.If all The Forest location cards have been explored, draw 2 cards from each deck (Encounter/Character) before starting to play -Awaken- and either place or attach them to any of the 5 unexplored locations. You may also look at the first 3 cards from the weather deck and put them back in the same order.
- 5.If the compass is still in the Dark Room you start Awaken with full hand.

It's just impossible to save them all, there must be someone behind this evil doing..we must find the root that has been fueling evil all around the village.. We should ask the Villagers, see what they Know.. what's happened, where does it all come from, maybe if we cut the head of the squid, it's tentacles will stop playing these villagers like a piano.. -you thought-. And you couldn't have been more right about it..

Story continues with the Awaken scenario

- 1.If Darr has been destroyed during this scenario, lower the Doom requirement on the Agenda by 1. Otherwise, lower the clue requirement on the act by 1.
- 2.If Darrkha has been left alive during this scenario, pick one of the three top locations and discard the clues on it. You do not get the clues but you may use it's ability. Otherwise, the middle top location card is turned facedown. It follows the rules for -repairing- as indicated in the Root of All Evil Rules.
- 3.If the Sanctuary hasn't been fully investigated, shuffle both bats from the Nightmare/Dream scenario into the encounter deck.
- 4.If at least 5 Villagers have been saved take out Regenerate from the encounter deck.
- 5.If Lucky is cured and delivered you may look at the top two cards from the encounter deck and place them back in any order.

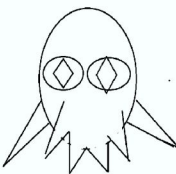
Read after the Root of All Evil Scenario

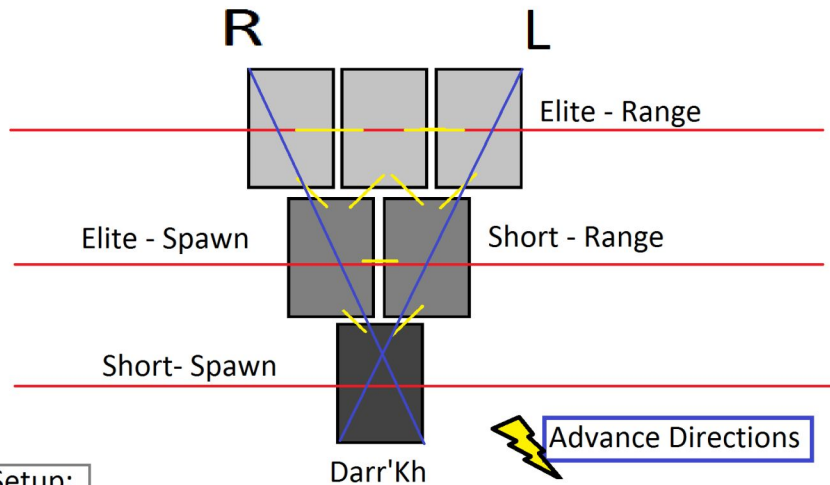
You've got his head and tentacles in a bag.. hopefully he'll not put himself together again.

It seems you're done here.. * Choice.

Instead of harvesting's Darr'Kh's power (gaining XP) you may choose to save "Zz" in order to aid you in your next adventures. Zz is yourself, Zz is him.. Zz is the manipulator of time and space, the very reason you ended up here.

You win the campaign!





Setup:

Shuffle All encounter Cards:

Place Elite L and R Tentacles in the Basement Middle location (L/R)

Place Darr'Kh in the Basement Center along with Short Tentacles.

Rules:

*At the end of each player's turn, draw an encounter card.

*When the encounter deck is depleted only shuffle 9 random encounter cards and then 8, 7.. and so on.

Solo - If at any point 7 cards remain, you lose

2 P - If at any point 6 cards remain, you lose

3 P - If at any point 5 cards remain, you lose

4 P - If at any point 4 cards remain, you lose

*If Darr'Kh is on the Middle Row, Short Tentacles can Reach the Entrance Row. They CANNOT reach the 3rd row even if an encounter card states so.

*You may discard 3 Resources to repair an adjacent Broken Location.

*When you take Full Damage or Horror, you cannot take anymore. Instead, any Damage you take is turned to Horror and any Horror is turned to Damage

*Tentacles do not engage when you are entering their location nor when they enter yours, they only engage by encounter or token effects.

Objective: Kill Darr'Kh.

Game Ends: Agenda Fulfilled, 2 Traumas taken (collectively).

FAQ:

-The Possessed cards are placed aside at beginning of the game (1-4 players). For an increase in difficulty you may, instead of taking damage when becoming possessed a second time, take another one (up to 4). They occupy one space in your hand, and are not discarded as their own effect.

- If an encounter card has no effect because of the game's situation, draw another one (if it still happens, draw another one).

Variant:

There are two additional cards with the HARD trait. Players may choose to add them to the encounter deck. If they do, shuffle these 2 cards into the deck and start with 10 cards. Each time the encounter deck is reshuffled, reshuffle the previously discarded cards and continue the game as rules indicate (9,8,7.. etc.)