

### Setup:

Shuffle all cards except The Cliffs and place one on the middle rightmost location position. Then, shuffle the remaining cards along with The Cliffs and place them randomly around the forest (1,2,4,5)

The Cliffs: When entering this location you place your investigator mini card on that side of the card. You may only move to the other side by spending 3 resources (as indicated by the explored side of the card)

- \*You start this scenario with 2 cards and 2 resources.
- \*You start the game at The House (grey location).
- \*You may, at any time spend a clue to enter The Forest.
- \*Abilities on characters may be used only if in play.
- \*Abilities on monsters may only be used if engaged.

Agenda/Act:  
Shuffle each into a deck and place them accordingly.

-Weather Deck:  
Shuffle all weather cards together (good & bad)

Character Deck  
Shuffle all - Possesed (7), Angry Villagers (4), Fully Possesed (4) and Monsters (5) -> 3 for solo, 4 for 2-3 players, 5 for 4 players.

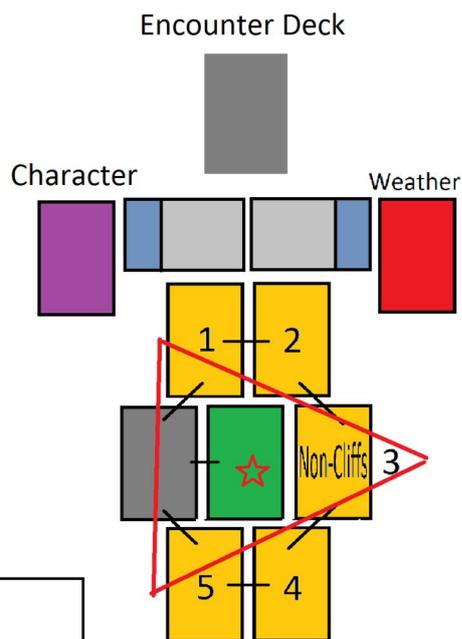
Restrictions:  
-You may only have 1 Possesed and 1 Cured Possesed at any time.  
-You must spend 1 Action to take a Possesed from a location  
-Players do not draw encounter cards during the Mythos Phase  
-Combat & Evade Tests do not count as failed tests for purposes of drawing encounter cards.  
-Locations are explored at the start of the next turn or by spending an action.

Rules:  
-Each time you fail a test place 1 character at the opposite location  
-Each time you fully investigate a location discard 1 doom token from the agenda.  
-Each time an enemy enters a location with a Possesed (except when in hand or play) it is discarded and does not return to the encounter deck.  
-Monsters (5) Spawn at YOUR Location if drawn as an effect of a failed test (only).

Objective:  
Lose-  
(1) If 3 Possesed are discarded  
(2) If 1 Trauma has been taken  
(3) If the Last Agenda reaches it's doom value.

Win-  
(1) If the Clue value on the last Act card is reached and at least 3 Possesed are Cured and Delivered(solo). (4- 2,3 players, 5 - 4 Players)

Each time you gain 1 or more Clues from a location draw 1 Encounter Card.



Enemies (All) Movement

Enemies will only enter an Encounter Location as a result of the HUNTER ability.

Only 1 Encounter card attached per Location



AGENDA 1b

|| You Lose.

Agenda 1a

**Awaken.**

*They know about your plans!*

When this agenda reaches its doom value, all players discard as many cards from hand (randomly) as there are clue tokens on the current Act.

3

Agenda 1a

**Awaken..**

*The Voodoo Mist..*

When this agenda reaches its doom value all **Cured** characters in play become possessed (if undelivered).

3

Agenda 1a

**Awaken...**

*They ran away!*

When this agenda reaches its doom value, all **Possessed** characters in hand are shuffled into the encounter deck.

3

Agenda 1a

**Awaken....**

*They know about you!*

When this agenda reaches its doom value, move all **Angry Villagers** (2 spaces) towards the Lead Investigator.

3

ACT 1b

*There is nothing to be afraid of.. ever.*

You Win.

**Victory 1**

4

ACT 1b

*There is nothing to be afraid of.. ever.*

You Win.

**Victory 1**

3

ACT 1b

*There is nothing to be afraid of.. ever.*

You Win.

**Victory 1**

2

ACT 1b

*There is nothing to be afraid of.. ever.*

You Win.

**Victory 1**

1

Act 1a

**...But Still Sleepy**

*We tried to talk to them but their minds are set on one thing.. kill! You may also be turning into one of them.. who knows?*

As long as this Act is in play, **Angry Villagers** lose **Aloof**.

When there are clue tokens on this Act equal to its clue value, shuffle one **Angry Villager** or **Possessed** into the encounter deck.

3

Act 1a

**...But Still Sleepy**

*The Villagers have been talking about a few shortcuts, let's investigate.*

Each time you add a clue token to this Act you may **move** 1 space.

3

Act 1a

**..But Still Sleepy**

*Growing in numbers..*

As long as this Act is in play, Angry Villagers' **Evade** Value is **3**.

When there are clue tokens on this Act equal to its clue value, each player exhausts one engaged enemy.

3

Act 1a

**.But Still Sleepy**

*I was told of possessed villagers around these parts..*

For each clue added on this Act you may draw 1 card from the encounter deck, keep it only if it is a **Possessed**. Otherwise, shuffle it back in the encounter deck.

If you spend more than 1 Clue at once, draw as many cards as spent clues.

3

**Angry Villagers**

Living,  
Aloof, Prey: Possessed Ally

This enemy only engages you if you have a Possessed Ally in hand.

*Idiotic, yet well intended.*

ENEMY

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Aloof, Prey: Possessed Ally

This enemy only engages you if you have a Possessed Ally in hand.

*Idiotic, yet well intended.*

ENEMY

**Fully Possessed**

Undying, Possessed  
Prey: Cured Ally

**Forced**—At the end of the round, if Fully Possessed is engaged with you and you have a Cured Ally in play, put it in your hand; the ally is now Possessed.

**Forced**—At the end of the round, if you are at a location with Angry Villagers and Fully Possessed is engaged with you, shuffle them back into the encounter deck and take 1 Horror.

ENEMY

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Undying, Possessed  
Prey: Cured Ally

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ENEMY

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Aloof, Prey: Possessed Ally

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ENEMY

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**Forced**—At the end of the round, if you are at a location with Angry Villagers and Fully Possessed is engaged with you, shuffle them back into the encounter deck and take 1 Horror.

ENEMY

### \*Chah Mann

The Voodoo

2 1 2

Undying

#### Retaliate

**Forced** – At the end of your turn, if Chah Mann is engaged with you, deal 1 damage to the closest investigator.

When you enter an area containing Fully Possessed, move them to an adjacent location and take 1 damage.

ENEMY

### \*Darr

The Snake Child

3 1 5

Undying, Living

#### Retaliate

**Forced** – Each time you move, Take 1 Damage.

When you enter a location with a Possessed, Cure it.

ENEMY

### \*Nayana

The Mannequin

3 1 1

Living

#### Retaliate

**Prey:** Lowest Sanity  
**Forced** – As long as Nayana is engaged with you, you may not use allies nor put them into play.

If you draw an encounter card while engaged with Nayana, discard Nayana and take 1 Horror.

ENEMY

### \*Ojono

The Horror

1 1 4

Undying

#### Retaliate

**Forced** – When this enemy engages you discard 1 Item from play.

When you enter a location with Fully Possessed they do not engage you.

While engaged with this enemy you may spend one action to draw 1 card from the encounter deck.

ENEMY

### Awake

EASY / STANDARD

-1 Shuffle one Possessed/Cured on the map into the encounter deck.

-1 Move Angry Villagers towards the Church

+1 Draw a card from the encounter deck and place it at the opposite location. (cannot happen while in The Forest)

### \*Sajha

The Soul Eater

3 1 3

Living

#### Retaliate

**Prey:** Living

**Forced** – If you enter a location with an investigator carrying a cured ally, it becomes possessed.

When you would have to spend resource tokens, take 1 horror instead.

ENEMY

### Alama

The Spoiled Child

0

ASSET



Possessed

Alama can be cured at The Forest (discard 2 resource tokens). After she is cured put her into play.

**Forced** -> If Angry Villagers are at your location, Test # (2). If successful, shuffle them into the encounter deck. Otherwise, shuffle Alama into the encounter deck.

When you reach The Church with Alama in play, Discard her and gain two additional actions this round.

Her father is looking for her.

2

### Don Nacho

The Lonely One

0

ASSET



Possessed

Don Nacho can be cured at The House ( ). After he is cured, put him into play.

Move, your movement is unaffected by Bad Weather or Unexplored Location effect.

When you reach The Church with Don Nacho in play, discard him and gain 1 Clue from the shared supply.

This lonesome beggar looking knows just about everything.

2



Lucky

The Clown

ASSET



Possessed

Lucky has Stamina and Sanity equal to half your Damage and Horror - Rounded up.

The Clown may be cured at The Mansion. Discard 1 Resource, Test (-) Where (-) is the number of Clue tokens on the Act. (Investigated locations)

When you reach The Pond with Lucky in play, Discard him and take 1 Horror.

"Ha. Ha. Ha...what a Joke!"



Maleetta

The Housekeeper

ASSET



Possessed

Maleetta can be cured at The Church. After she is cured put her into play.

When you reach The Mansion with Maleetta in play, discard Maleetta and heal 1 Damage.

Maleetta has always been faithful and helpful, she's never dared to ask for anything... Except this little walk she took that night.



Marlene

The Nonbeliever

ASSET



Possessed

The Nonbeliever can be cured at The Pond for:

Test (3) If successful, Cure the Nonbeliever. (Put Into play) -

When you reach the village with The Old Lady in play, discard her and gain 2 Resources.

The Old Lady says she's seen it all, be it good or evil... but she hasn't seen anything so beautiful.



Mikkonoff

The Law Enforcer

ASSET



Possessed

Mikkonoff can be cured at The Church. After he is cured put him into play.

If Angry Villagers are at your location, Spend an (heart) either deal 1 damage to them or shuffle them into the encounter deck.

When you reach The Village with Mikkonoff in play, discard him and draw 2 cards.

Mikkonoff never had it easy... never will



The House

LOCATION

Interior

3

1

Enemies may not engage you at this location. If an effect or ability causes them to move, they move to any adjacent area (You are hidden)

When you leave The House, turn this card faceup.

This house is filled with old furniture and spider webs...



The Forest

LOCATION

Forest

4

2

Move to any explored location.

Angry Villagers may move through this location.

Just as I remember it...



Murette

The Suicidal Lady

ASSET



Possessed

Murette can be cured at The Cliffs (Left Side) - spend (heart) (heart) (heart). After she is cured, Put her into play.

You may discard 1 card to draw another (once per round)

When you reach The Cliffs (right side) with Murette in play, discard her and heal 1 sanity.

She's thought of it... she stopped thinking about it, and then she's thought of it again.



LOCATION

Exterior

3

1

This side of the location can only be explored by Spending an action (lock).

(Lock) Turn this card face down.

Exterior



LOCATION

Forest

4

2

Forced - When leaving The Forest, choose any unexplored location, place your investigator mini card at that location. This location remains unexplored unless an effect states otherwise. You may not move to an explored location. Fully Possessed may move through this location. Nothing seems to have changed... I still can't find my way around these parts.



Murette

The Suicidal Lady

ASSET



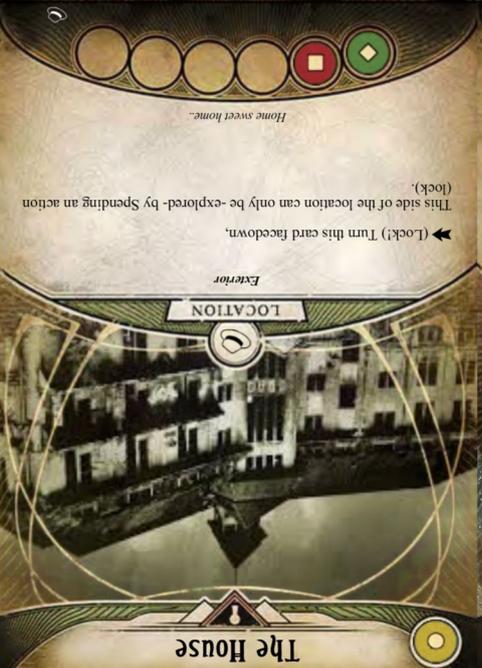
Possessed

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The House

LOCATION

Exterior

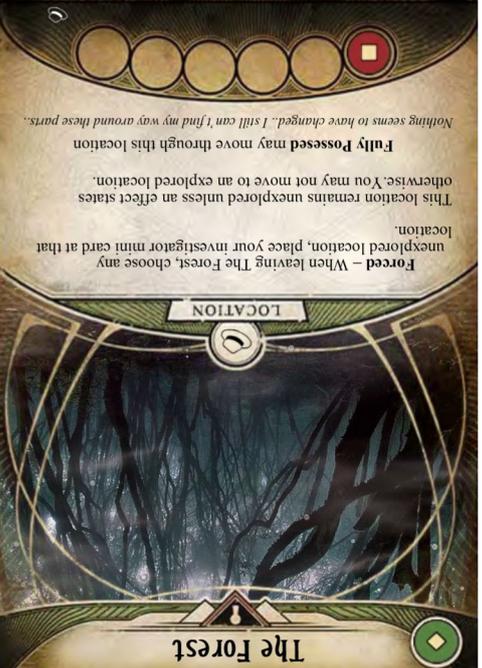
3

1

This side of the location can only be explored by Spending an action (lock).

(Lock) Turn this card face down.

Exterior



The Forest

LOCATION

Forest

4

2

Forced - When leaving The Forest, choose any unexplored location, place your investigator mini card at that location. This location remains unexplored unless an effect states otherwise. You may not move to an explored location. Fully Possessed may move through this location. Nothing seems to have changed... I still can't find my way around these parts.

The Church	The Cliffs	The Mansion
<p><b>5</b> LOCATION</p> <p>Each time you enter this location, test (4). If successful, discard 1 Horror.</p> <p>Shuffle one Cured ally back into the encounter deck.</p> <p>Test (5) If successful, Cure 1 Possessed Ally.</p> <p>You may cure any character at this location</p> <p><i>The Monks do not fear the dead, they seem to live together peacefully.</i></p> <p>It feels like I've never been here before although everything smells, sounds, looks familiar.</p> <p><b>Forced</b> – Before entering this location test (3).</p> <p>Unexplored</p>	<p><b>4</b> LOCATION</p> <p>Left-X-Right } } Right-X-Left</p> <p>Discard 3 resources, -Move from L-to-R or R-to-L</p> <p>This location cannot be affected by Bad Weather</p> <p><i>The Moon has no reflection in these waters..</i></p> <p>It feels like I've never been here before although everything smells, sounds, looks familiar.</p> <p><b>Forced</b> – Before entering this location test (3).</p> <p>Unexplored</p>	<p><b>3</b> LOCATION</p> <p>Shuffle one Possessed from hand back into the encounter deck.</p> <p>Draw a card from the encounter deck, discard it if it's a Fully Possessed.</p> <p><i>Old Friends.. helpful!</i></p> <p>It feels like I've never been here before although everything smells, sounds, looks familiar.</p> <p><b>Forced</b> – Before entering this location test (3).</p> <p>Unexplored</p>
<p>Unknown Location</p>	<p>Unknown Location</p>	<p>Unknown Location</p>

Warm!	Windy!	Sunset!
<p>TREACHERY</p> <p><b>Good Weather</b></p> <p>You may move to up to two explored Locations for the remainder of the round for one action. (once per round)</p> <p><i>Nice and warm..</i></p>	<p>TREACHERY</p> <p><b>Bad Weather</b></p> <p><b>Forced</b> – Test (2) When moving to an explored location.</p> <p>Enemies do not move this round unless the agenda states otherwise.</p> <p><i>It's madness. I can't seem to take a step..</i></p>	<p>TREACHERY</p> <p><b>Good Weather</b></p> <p><b>Forced</b> – When engaging or being engaged, Choose (2) - Test (2) Enemy does not engage.</p> <p><i>Another day goes by..</i></p>



**Sunny!**  
Good Weather

**Forced** – (-1) To all exploration tests.

Flip **The Forest** location card with the explored side up.

*Sun is shining..*

**The Village**

**5** **LOCATION** **3**

➔ Spend up to 3 resource tokens, move 2 spaces for each resource spent.

You do not explore locations this way.  
You may not cross **The Cliffs** this way.

If you pass through a location with an enemy when performing this movement they do not engage you.

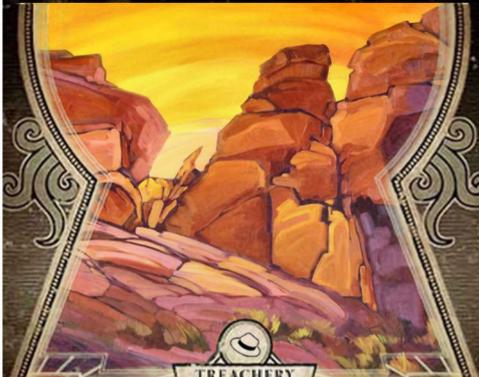



**Rainy!**  
Bad Weather

**Forced** – Test ⚡ (3) - Each time an investigator moves to an explored location this round.

In order to move to an unexplored location, also spend 1 resource.

*I can't stand the rain..*



**Hot!**  
Bad Weather

**Forced** — All actions on the Locations require 1 resource in order to take. If they already require spending a resource, they require 1 additional resource.

*Ouch!*

**Unknown Location**

**LOCATION**

**Unexplored**

**Forced** – Before entering this location test ⚡ (3).

*It feels like I've never been here before although everything smells, sounds, looks familiar.*




**Freezing!**  
Bad Weather

**Forced** – Treat all outside explored location cards as blank. For the remainder of the round you cannot activate their abilities.

**-The Forrest, The Pond, The Cliffs-**

*Brrrr....*



**Foggy!**  
Bad Weather

**Forced** – All Locations gain +1 Shroud this round.

In order to move to a location also spend 1 Resource.

Flip **The Forest** location card with the unexplored side up.

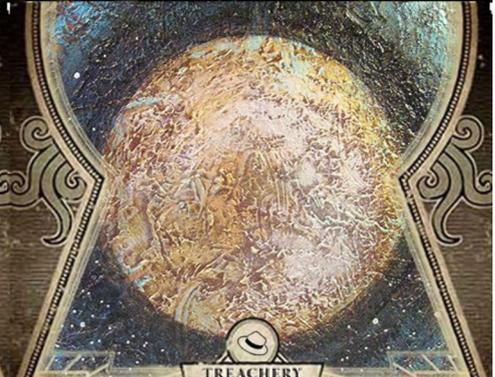
*I can't see a thing!*



**Dew!**  
Good Weather

🗑️ Discard one random card from hand, do not draw an encounter card as an effect of a failed test.

*Mmm... not bad.*



**Dark!**  
Bad Weather

**Forced** – Treat all inside location cards as blank. For the remainder of the round you cannot activate their abilities.

**-The House, The Mansion, The Church-**

Flip **The Forest** location card with the unexplored side up.

*Some love the dark... some don't..*

### Dark Horse Rider

Encounter

2 2 2

Undying

**Fast, Hunter, Spawn: The Forest**

When this enemy enters your location, place one Possessed or Cured from hand or play to an adjacent location.

**Surge**

*They ride the beasts that were considered impossible to be tamed.*

ENEMY




TREACHERY

### One of those Brats!

Encounter

**Forced** – Attach to your Location.

Each time you enter this location test ♣ (1) if failed, take 1 Dmg. (do not draw character cards if this test is failed)

**Angry Villagers gain: Hunter**

➤ Test ♣ (4) If successful shuffle this card into the encounter deck.

*They never caught him!*

3

LOCATION

1

### The Sanctuary

Encounter

**Revelation** – Place 1 Doom on Agenda.

**Forced** – Attach to Location (-House, -Forest)

\*Monsters gain **Spawn: The Sanctuary**  
\*Monsters gain **Hunter**

If you are engaged at this location, enemies gain +1 to all stats.

*The unknown ritual they are perform seems to have given birth to what the Villager fear most..*



### Darrkha

Encounter

2 2 2

Living

**Retaliate, Hunter, Spawn: The Pond**

**Forced** – When this enemy engages you place 2 Doom Tokens on your investigator card.

You may not move unless there are no doom tokens on your Investigator Card. You may spend 1 Clue token to discard both.

At the end of the round discard 1 Doom Token from your I. Card.

*Darr'Kh's sister..*

ENEMY




TREACHERY

### Overrun by Dark Forces

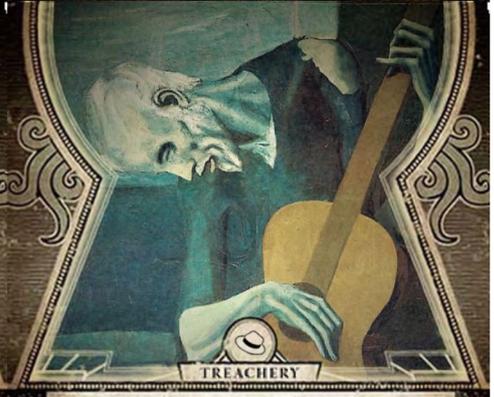
Encounter

**Forced** – Attach to your location

- You may not Cure characters at this location.
- Actions cannot be taken at this location.

➤ Spend 5 Resources, discard this card.

*We knew they were coming, we were told, we've just not expect them to be here so soon.*



TREACHERY

### The Songs of Evil

Encounter

**Forced** – Attach to your location.

As long as this card is in play, Possessed characters (except Fully) will move towards this location.

- Spend 3 resources, at the end of the round Possessed do not move.
- Spend 5 resources, shuffle this card into the encounter deck.

*The neverending song, the song of death..*

### Possessed Villagers

Encounter

3 2 3

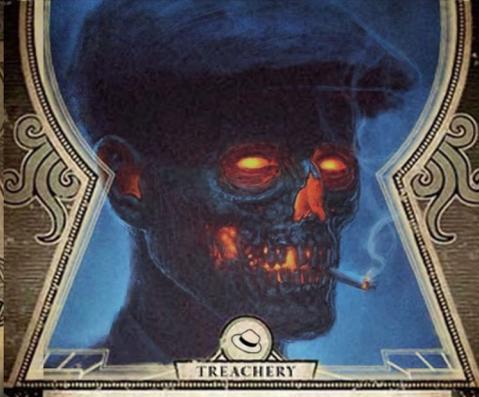
Undying

**Aloof, Hunter, Spawn: The Village**

Shroud value is increased by 1 in the location where the **Possessed Villagers** are.

**Surge**

ENEMY

TREACHERY

### The One That Got Away

Encounter

**Forced** – Attach to your location, do not discard Cured or Fully Possessed as a result of entering this Location.

**Fully Possessed gain: Hunter**

*Escaping from the evil Darr'Kh is something villagers would even fear..*

3

LOCATION

1

### Unknown Paths

Encounter

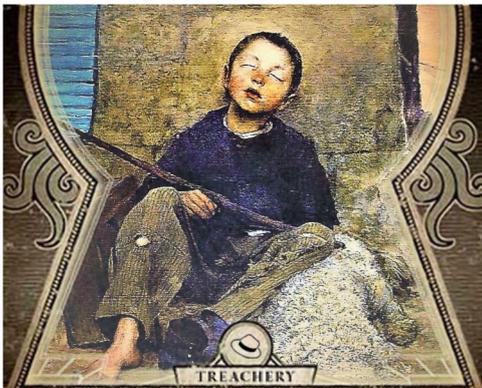
**Forced** – Attach to your Location (-House, -Forest)

- Place a Cured (facedown), Possessed (faceup) at This Location.

⚡ When this location is fully investigated take any Act or Agenda card from the discard and replace it with the current one. (Keep Doom or Clue tokens on it)

*A place to rest..*





TREACHERY

### Unlucky Child..

*Encounter*

**Forced** – Attach to your location.

Each time you enter this location you may spend 1 resource to draw the top card from the Character deck and place it either back on top or at the opposite location.

*His father was never home.. how could he notice he's missing?*



TREACHERY

### Uncontrollable Space

WEAKNESS

Place this card into your thread area

Discard 1 card from hand in order to move to a connected location.

If you draw an  while this card is in play, discard this card.

*Some things are not to be messed with..*



TREACHERY

### Uncontrollable Self

WEAKNESS

Place this card into your threat area

**Forced** – Each time you draw a card that makes for the 3rd color (class) card in your hand, lose 1 action. (does not include neutral)

Test either     (5). If successful, discard this discard.

Otherwise take 1 Damage or Horror.




TREACHERY

### Uncontrollable Time

WEAKNESS

Place this card into your threat area

**Forced** – When you draw this card into your hand also draw an encounter card.

You do not draw or take cards or resources at the end of your turn unless you discard one card and one resource from your supply. If you do, draw 2 cards and two resources.

Discard this card and draw a card.

*Puzzling..*



**\*Zz**  
The Puzzler

**Deck Size:** 30.

**Deckbuilding Options:** Mystic Cards  (5), Seeker Cards  (4), Guardian Cards  (4), Rogue Cards  (4), Survivor Cards  (3) -> Level (0-3). Neutral Cards level 0-5 (10)

**Deckbuilding Requirements** (do not count toward deck size): 1 Random Basic Weakness, Uncontrollable Space, Uncontrollable Time, Uncontrollable Self, The Missing Pieces.

“My story is yet to be told.. yet to be figured out.. “



**\*Zz**  
The Puzzler

*Self Pieced Together*

Spent 2 resources, Draw 1 random card from your discard (there must be at least 5 cards in your discard)

For each weakness in play all your investigator skills are increased by 1.

Search through your deck for any card and put it into your hand.

*Unreal..*