

A dark, atmospheric forest scene. In the center, a person stands on a path, illuminated from behind by a bright, glowing light source. The trees are silhouetted against the light, creating a sense of depth and mystery. The overall color palette is dark with a strong greenish-yellow glow from the light source.

THE  
STIFLING  
DARK

CORE RULES



# Game Goal and Summary

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The Stifling Dark is a one-vs-many hidden-movement horror board game with an innovative line-of-sight mechanic for 2-5 players. One player assumes the role of the Adversary, whose goal is to prevent the other players (the Investigators) from escaping. Meanwhile, the Investigators' goal is to survive by escaping or fighting back. There are a variety of Investigators and Adversaries to choose from, each with their own special abilities.

While Investigators move around the board looking for evidence of the paranormal, they must use their flashlights to reveal tokens hidden on the Adversary's mini-map while managing their stamina and flashlight charge. Meanwhile, the Adversary is secretly moving around the board, trying to stop the Investigators from escaping.

Will you try to find a way to escape and sneak out, or will you take the fight to the Adversary? The Investigators must decide whether they want to stick together to watch each other's backs or split up to race towards the exit. Either way, they must move quickly - the longer the game takes, the more chances the Adversary has to stop them!

## Goal of the Game

### Investigators

Up to 4 players take the role of Investigators who are searching for Evidence of the paranormal based on local rumors. Their goal is to collect all the Evidence and survive. Unfortunately for them, the Evidence they need is scattered around the board, and the entrance they came in locked behind them.

Evidence tokens represent information about the Adversary and the Scenario. Each time the Investigators find an Evidence token, they are one step closer to proving the paranormal activity is real and finding a way to escape or fight back. Each Adversary and Scenario have their own unique Objectives (escape routes) that the Investigators may choose from, but only after they gather all the Evidence! See the Scenarios section (p.14) and Adversary booklet for more details.

However, it's also a race against both time and the Adversary. The Investigators have only 17 rounds to win before they are trapped by an ever-encroaching Forest Fire or impending Storm!

### Adversary

One player plays the Adversary. Each Adversary plays differently, but their Objective generally involves hunting down the Investigators to kill them. The specific manner in which each Adversary wins is listed under their Objective section in the Adversary booklet.

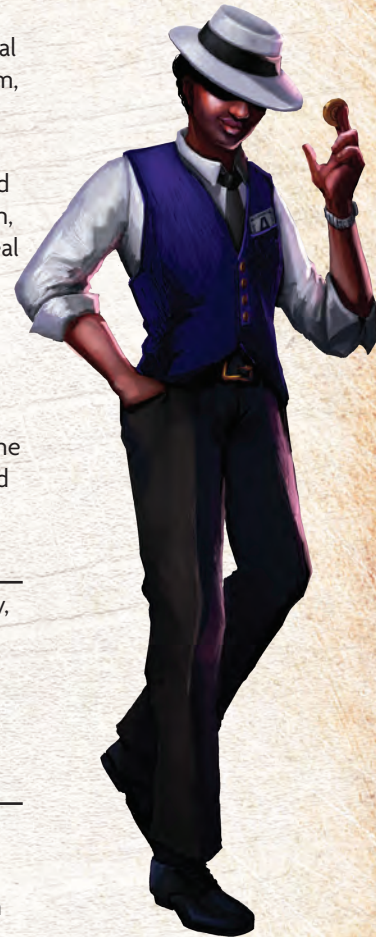
### Round Structure Summary

*See page 7 for the full thing!*

During a round, each Investigator takes a single turn. Once they are finished, the Adversary takes the final turn of the round. On your turn, you may Move and perform any number of Actions. After the Adversary finishes their turn, proceed to a new round!

Don't like reading rulebooks? We hear you! We've added QR codes to each of the main sections if you'd rather watch a video than read a rulebook. The QR code to the right will take you to a landing page with all the videos (including a full How to Play video), otherwise you may scan any section's QR code to learn more about that specific topic.

Don't like QR codes either? No worries! Visit [www.sophcerb.com/tsd\\_rules](http://www.sophcerb.com/tsd_rules) to view all the relevant info.





# Components



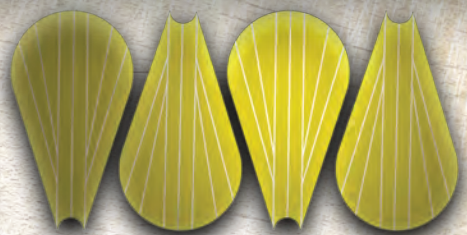
2 rules booklets



2 straightedges



17 player standees



4 small flashlights



double-sided game board



14 player boards



2 secret passage tokens



17 investigator tokens



49 adversary tokens



8 window tokens



17 mini tokens



14 invest./spirit ability tokens



8 evidence/obj. tokens



3 spirit cards



round tracker



mini-map



2 round tracker tokens



6 dice



9 general/cursed item tokens



7 POI tokens



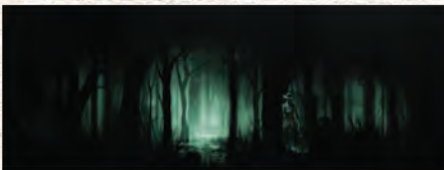
3 medical item tokens



12 objective item tokens



12 cursed item cards



adversary screen



10 player aids



26 wound cards



29 condition cards



35 adversary cards



26 escape/obj. item cards



28 event cards



37 general/medical item cards



# Investigator Setup



## Board Setup

1. Choose a Scenario: The **Sawmill** (p.14) or The **Amusement Park** (p.16). Each Scenario has its own side of the board. Place the chosen side of the board face-up in the middle of the play area and set its unique components aside.
  - The Sawmill components have the icon
  - The Amusement Park components have the icon
2. Place the D6 and the round tracker next to the board, with the round tracker token on space 1 of the track.
3. Place 1 Medical Item token on each of the Medical Item spaces on the main board.

## Investigator Setup

4. Each Investigator player selects an Investigator, places its player board in front of themselves, and does the following:
  - Place a Stamina token on the solid space of the Stamina track (typically space 5)
  - Place a Charge token on the solid space of the Charge track (typically space 3)
  - Place 1 Major Ability token on the space below your Investigator portrait
  - Take a Small Flashlight
  - Take 1 Sprint die
  - Take 1 Investigator Actions player aid
  - Take your Investigator-specific Ability tokens (if any)
5. Set the Round Order player aid and the 2 player aids specific to your Scenario beside the main board. Return the remaining player aids to the box.
6. Each Investigator places their figure on a Start space (solid green circles) in any order.
7. Set the Door / / / and Supply tokens beside the main board, keeping the other tokens nearby.

## Deck Setup

8. Separate the General Item , Cursed Item , and Wound cards into separate decks. Shuffle each deck and place it face-down beside the main board.  
Place the Condition and Medical Item cards face-down beside the main board (no shuffling required).  
Select the appropriate Objective Item and Escape cards for your Scenario and place each deck beside the main board (no shuffling required).  
Leave the Spirit cards in the box until they are needed (p.11).

## Assemble the Event Deck

9. If playing on the **Sawmill**: gather Event cards with the icon.

If playing on the **Amusement Park**: gather Event cards with the icon. Additionally: Place 1 **Duck** token on space 220 and 248 and have the Adversary place the **Mirror Maze** tokens (p.16).

From your gathered Event cards, do the following:

- Select 1 random Major Event card without looking at it, then place it face-down. *This is the bottom card of the Event deck; put the other Major Events back in the box.*
- Shuffle all Moderate Event cards together and place them face-down in a pile on **top** of the **Major Event** card.
- Shuffle all Minor Event cards together and place them face-down in a pile on **top** of the face-down **Moderate Event** cards.
- Place this Event deck face-down near the main board.

*The Event deck consists of Minor Events on top, Moderate Events in the middle, and 1 Major Event as the final card of the deck.*



# Adversary Setup

## Adversary Setup

Choose **1** player to play as the **Adversary**. That person should take the Adversary Rules booklet, select which Adversary they would like to play, and inform the Investigators of the selection.

The **Adversary player** does all of the following:

1. Place the Adversary screen in front of yourself to hide your components.
2. Place the mini-map behind the Adversary screen.
3. Place the player board, standee, cards, and tokens that relate to your Adversary behind the Adversary screen. See the Adversary booklet for more information. Return all components for other Adversaries to the box.
4. Take 1 Sprint die and set it beside your player board.

## Adversary Mini-Map Setup

5. Place 1 Evidence token (Hidden to the Investigators) in each Zone on your mini-map. The Evidence token must be placed on a General space (a gray space with no icons). See the example images below for the locations of the Zones in each Scenario.
6. Place 1 Point of Interest token on the mini-map for each Point of Interest. One of the tokens must have a Cursed Item (purple) front, and the rest must have a General Item (gray) front. They must be placed on a General space within 2 spaces of their Point of Interest.



## Zone Locations

### Sawmill Zones:

- 1 L-Zone: Lumber Shed
- 2 K-Zone: Kiln
- 3 G-Zone: Garage
- 4 S-Zone: Sawmill
- 5 O-Zone: Office



### Amusement Park Zones:

- 1 G-Zone: Gift Shop
- 2 M-Zone: Mirror Maze
- 3 C-Zone: Carousel
- 4 T-Zone: Tunnel of Love
- 5 F-Zone: Food Stand

## First-Time Players

We recommend the following setup for first-time players:

### Scenario: Sawmill

**Investigators:** Aira, Lucy, Mitchell, and Vincent

**Adversary:** The Butcher

- **Attack:** Eviscerate
- **Abilities:** Sinister Gaze and (if 3+ Investigators) Escalating Terror

*Do not use the Event deck during your first game.*

### Tips and Tricks

#### Investigators

- Try to stick in groups of 2 and alternate Flashlight usage
- When placing your Flashlight, sometimes blocking the Adversary's movement is better than Revealing them
- Don't take too long to collect the Evidence

#### Adversary

- Try to position yourself close to where you think the Investigators will **end** their turns next round, anticipating where Flashlights may Reveal you or block your movement
- Make as many Investigators as possible feel threatened so they use as much Stamina and Charge as possible



# Setup Changes for Different Player Counts

## When Playing With Fewer Than 5 Players

1 player must play as the Adversary. The remaining players must play as 1 (or more) Investigators each.

### 2-Player Game

If there are only 2 players, the lone Investigator player **must** play as 2 Investigators.

### Using More Than 1 Investigator per Player

When a player controls 2 or more Investigators, each Investigator a player controls is considered to have their own turn. Essentially, you play as if you are two separate players, each a separate instance of [you], playing as their own Investigator. When the rules use the word "you", it means [you] as a single player, controlling the single Investigator that you are currently using and performing Actions with during the Investigator's current turn.

*Note: An Investigator player may always choose to play as 2 or more Investigators to simulate a higher player count if they wish. For example, in a 3-player game each Investigator player could play as 2 Investigators to simulate a 5-player game.*

## Alternate Player Counts

The number of **Investigators** (not players) determines:

- How much **Evidence** they need to collect to choose an Objective, how many **Point of Interest** tokens the Investigators start the game with, and how many **Medical Items** are placed on the board at the start of the game. In addition, the **starting Attacks and Abilities** of the **Adversary** are sometimes impacted.

How much **Evidence** is required to be turned in for the Investigators to choose their Objective?

- 2- Investigator game: 2
- 3- Investigator game: 3
- 4- Investigator game: 5
- The Adversary still places all 5 Evidence tokens, and the Investigators can choose to pick up more Evidence than is needed to gain extra rewards.



Number of **Points of Interest** the Investigators start with

- 2- Investigator game: 2
- 3- Investigator game: 1
- 4- Investigator game: 0
- The Investigators select which Point(s) of Interest they would like to acquire tokens from. Then, the Adversary removes the token from each of these locations on the mini-map. The Investigators receive the corresponding General Items and/or Cursed Item on the back of each token. They may distribute these Items as they see fit.



Number of **Medical Items** that start on the main board

- 2- Investigator game: 0
- 3- Investigator game: 1
- 4- Investigator game: 2
- When playing a 3- Investigator game, the Investigators choose where the Medical Item token is placed.
- When playing a 4- Investigator game, both Medical Item tokens cannot be placed on the same Medical Item space.



## Adversary Starting Attacks and Abilities

Some Adversaries adjust their starting Attacks and Abilities based on the Investigator count. *Adversary setup is detailed in full in the Adversary booklet. In general, the fewer Investigators there are in the game, the fewer Abilities the Adversary can use during the game.*



# Round Structure and Concepts

## Round Structure Outline

### Draw 1 Event Card

Discard the current Event card, then draw a new card and resolve its text. *Aside from some Major Event cards, the effects from each Event card last only for the current round.*

### Investigator Turn Order

The Investigator players may take their turns in any order within each round.

### Investigator Turns

Each Investigator takes their turn in full, performing Actions then choosing a single Final Action to end their turn. Some cards take effect at the start or end of your turn, so make sure to check those! *You may end your turn without taking a Final Action. You still gain a Stamina if you chose to Rest.*

Perform any of these <u>Actions during your turn:</u>	At the <b>end</b> of your turn, choose <b>1</b> Final Action:
<ul style="list-style-type: none"><li>• Move</li><li>• Sprint (or Rest)</li><li>• Interact</li><li>• Use Ability</li></ul>	<ul style="list-style-type: none"><li>• Spend 1 Charge to Place a Flashlight*; or</li><li>• Gain 1 Charge*; or</li><li>• Take an Involved Action</li></ul>

*\*Also gain a Stamina if you chose to Rest*

*An Investigator can decide to end their turn at any time; once they do, the next Investigator takes their turn. If all Investigators have taken their turn, proceed to the Adversary's turn.*

### Adversary Turn

Remove all Noise 🗣️ tokens from the main board; then, the Adversary performs any number of Actions. *The Adversary can decide to end their turn at any time. When they do, proceed to End of Round.*

### End of Round

Remove all Flashlights from the board, advance the round tracker token 1 space, then begin another round by drawing a new Event card! *Scenario and Adversary specifics might add additional steps, but these are detailed in those sections as relevant.*

## General Concepts

### The Golden Rule

If 2 or more rules ever conflict, the rule on the card always takes precedence over the general rules in this rulebook.

### What Is a Zone?

A Zone is a group of spaces that all begin with the **same letter**; the letter corresponds to the name of the Zone.

*For example: All of these spaces with a G before the number are in the Garage Zone.*

### Rounding Rule

Always round **down** when dividing numbers (*half of 3 is rounded down to 1*).

### Spend

vs

### Gain

If a cost requires you to spend something, you must discard or lose whatever is requested. *For example: to place a Flashlight, you spend 1 Charge. Therefore, you move your Charge token down 1 space, lowering your remaining Charge by 1. If you cannot spend what is required, then you cannot perform the Action.*

When you gain something, take it. If it is managed on a track, move your token up the appropriate number of spaces. *If you are already at the end of a track, you cannot gain any more.*

### Movement Points 🦶

Movement Points are abbreviated as **MP** in the game text and are represented by a footprint 🦶 icon on cards. You use **MP** to Move your figure on the board. Most spaces cost **1MP** to Move onto them, but dashed-circle spaces, called Dark spaces, cost Investigators **2MP** to Move onto them ([p.8](#)).

### Table Talk and Hidden Information

Investigators may communicate with each other no matter where they are on the board; however, the Adversary can and should be able to hear everything you say, so choose your words wisely!

Investigator Item cards are hidden from the Adversary. Investigators can show their cards to other Investigators (*and Trade*, [p.8](#)) without showing the Adversary. Item cards are only shown to the Adversary when played. Similarly, Adversary cards are hidden from the Investigators; they are only shown to the Investigators when played.

*For a less competitive game, the group may choose to keep the Adversary and/or Investigator information visible.*

### Noise Tokens



The Adversary will occasionally be required to place **Noise tokens**. This is typically due to Items, Abilities, or Moving through certain Map Hazards (such as a Window). Noise tokens tell you where the Adversary **was** (where they Moved through). They may or may not still be there, but you won't know unless you look - try shining a Flashlight there to see!








# Investigator Turn: Actions

You may take any number of the following Actions during your turn: Move, Sprint (or Rest), Interact, and Use Ability.




## Move

Players spend MP to **Move** their figure on the board. The MP you have available to use each turn is shown at the top right of your player board and is represented by a footprint  icon on cards.

*Movement may be interrupted and then resumed (so you may Move a couple of spaces, perform a different Action, then Move some more)!*

## Sprint (or Rest)

You may Sprint or Rest **once** per turn.

- **Sprint:** Spend 1 Stamina  to roll the **Sprint die**. Each MP  icon you roll gives you an additional 1MP to use this turn
- **Rest:** If you do not Sprint and do not take an Involved Action , you gain 1 Stamina at the end of your turn

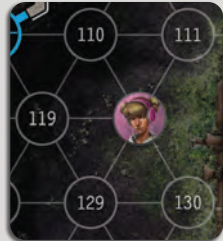
*If your Stamina token moves onto a face-down Wound icon, immediately gain a face-down Wound card (p.11).* 

## How to Move

You must Move to **adjacent** spaces.

**Adjacent:** a space directly connected to another space by a Movement Line. In other words, a space one movement away is adjacent.

As pictured to the right, this figure can Move to 110, 111, 119, 129, or 130 because they are adjacent (directly connected by Movement Lines).



You may Move **through** and Interact on spaces that contain other Investigators **and/or** the Adversary, but you may not end your turn on the same space as another Investigator.


*However, Investigators may occupy the same space as the Adversary, whether or not the Adversary is Hidden!*

*The Adversary should not notify the Investigators if an Investigator ends on or Moves through the Adversary's space.*

## Use Ability

*Investigators may also use their Minor and/or Major Ability during their turn.*









A **Minor** Ability may be used **any** number of times by the Investigator (when applicable).

A **Major** Ability may only be used if the Investigator has a **Major Ability token**  and discards it to use the corresponding Major Ability. Major Ability tokens may not be given away or Traded to other Investigators!

## Interact and Items

**Any number** of times, you may do any/all of the following, in any order, based on your location, **even while Moving!**

### On your current space:

- Pick up a Point of Interest or Item token. Then, take the corresponding action listed below based on the icon on the token's back:
  - : If front is gray, draw 2  cards. If it is purple, draw 1  card
  - : Check the icon on the front and draw the matching  card
  - : Check the icon on the front and draw the matching  card
- Pick up an Evidence  token
- Activate an Interaction space, such as a Light Switch

### Adjacent to your current space:

- Lock or Open Doors (p.20)
- Trade any Items or Evidence with adjacent Investigators

### Anywhere:

- Use any number of Item cards

## Light Levels and Space Types

There are three different light levels in the game. Each light level has different effects on the Adversary and the Investigators.

### Dim:



Solid-circle spaces are Dim; it costs 1MP for any figure to Move onto a Dim space.



**Dim token:** If a Zone has a Dim token (p.18), all spaces within that **Zone** are Dim.

### Dark:



Dashed-circle spaces are Dark; it costs 2MP for an

**Investigator** to Move onto a Dark space. *The Adversary is unaffected by Dark spaces; they only need to use 1MP to Move onto a Dark space.*

### Bright:



It costs 1MP for **any** figure to Move onto a Bright space. *The Small Flashlight can make spaces Bright (p.9).*



**Bright token:** If a Zone has a Bright token (p.18), all spaces within that **Zone** are Bright. *Light Switches are one way to place a Bright token in a Zone (p.20).*

## What Does a Bright Space Do?

**Hidden tokens** and the **Adversary** on Bright spaces are **immediately Revealed**.

- If the Adversary is on (or enters) a Bright space, **immediately** Reveal the Adversary by placing the Adversary figure on the main board. *Adversaries typically have a Disappear Action that lets them become Hidden again.*
- Any Hidden tokens on the mini-map on a Bright space are **immediately Revealed** and moved to the main board too! *Tokens that are Revealed are never moved back to the mini-map, even if the space is no longer Bright. Bright spaces have no adverse effects on the Investigators.*



# Final Actions

Choose one Final Action: Charge; Take an Involved Action; or, Place Flashlight.


## Charge

At the end of your turn, you may choose to Charge your Flashlight.

### Gain 1 Charge.

You cannot have more than 3 Charge at a time.



After gaining your Charge: gain 1 Stamina  if you chose to Rest.

## Involved Action

Involved Actions are especially time-consuming and strenuous Actions that Investigators must focus on to complete.





Items, Actions, and Interaction spaces showing this icon are Involved Actions.

Involved Actions immediately end your turn.



As compared to the other Final Actions, you never gain Stamina when performing an Involved Action (even if you chose to Rest during your turn).


NOTE: You may choose to end your turn without taking any of these Final Actions. You still gain a Stamina  if you chose to Rest, and it still counts as gaining a Stamina  as part of a Final Action.



## Place Flashlight

Placing the Small Flashlight makes spaces Bright and therefore Reveals any Hidden tokens on the mini-map. It also Reveals the Adversary, forcing them to place their figure on the main board.

Spend 1 Charge  to place a Flashlight flush with your figure's base.

After placing your Flashlight: gain 1 Stamina  if you chose to Rest.

You may swivel the Flashlight in any direction around your figure's base.

Your Flashlight only affects spaces you have line of sight to. You have line of sight to a space if you meet the following 2 requirements:

The space must be entirely covered by the Flashlight.

- In other words, if any part of the space is visible outside the boundaries of the Flashlight template you do not have line of sight; **AND**

1 uninterrupted line of the Flashlight must connect to the space.

- In other words, you can trace at least 1 white line of the Flashlight from your Investigator to that space without hitting any Obstacles along the way (Obstacle: a light gray-bordered shape, p.20)

When using a Flashlight, the space your figure is currently on also has line of sight.

Flashlights remain on the board until they are removed at the end of the round.

**If an Investigator is forced to move after placing a Flashlight, the Flashlight is removed from the board.** This is more common when facing specific Adversaries such as The Insatiable Horror (p.A2). Some Items may also force an Investigator to move after their Flashlight has been placed.

Even if two Flashlights partially cover the same space (so that together they fully cover it), the partially-covered space does not have line of sight.

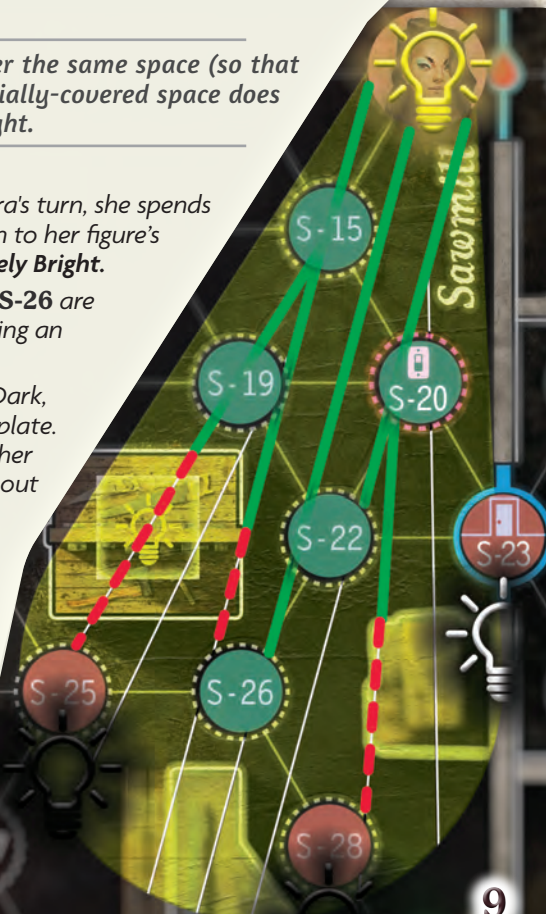
Place Flashlight Example: At the end of Aira's turn, she spends 1 Charge to place the Small Flashlight flush to her figure's base. Her current space is now immediately Bright.

Additionally, S-15, S-19, S-20, S-22, and S-26 are Bright. S-26 is Bright, despite one line hitting an Obstacle before reaching it.

S-25, a dashed-line Dark space, remains Dark, even though it is fully covered by the template. This is due to the **Obstacle** that prevents her from tracing a Flashlight line to S-25 without first hitting this Obstacle.

S-23, a solid-line Door space, remains Dim because it is not fully covered by the template and no Flashlight lines can be traced to it.

All Bright spaces immediately Reveal the Adversary and any Hidden tokens on the mini-map. Even after the Flashlight is removed at the end of the round, any tokens that were Revealed remain on the main board.





# Player Boards and Cards

## Investigator Player Boards



### 1 Minor Ability

Each Investigator has a unique Minor Ability. It may be used as often as a player wishes if the conditions for its use are met.

### 2 Major Ability

A powerful Ability that may only be used if you discard a Major Ability token. *You begin with 1 Major Ability token. Place your Major Ability token on the Major Ability space (5).*

### 3 Movement Points MP

Use MP to **Move**. You may use this many MP during each of your turns.

### 4 Stamina

Spend 1 Stamina to **Sprint** on your turn. *Sprinting gives you more MP for your turn (p.8).*

If your Stamina token moves **onto a face-down Wound** icon, you gain a face-down Wound (p.11).

### 5 Major Ability Space

Store your Major Ability token here (if you have one). You may only have 1 at a time. You may not give away or Trade Major Ability tokens.

### 6 Charge

Spend 1 Charge to place a **Flashlight** (p.9).

### 7 Wound Track

There are 4 slots for 1 Wound card each. When you gain a Wound, place it in the **leftmost** empty slot.

The 4th slot shows a Skull icon. The Investigator dies **immediately** if they gain a 4th Wound (p.11).

## Card Front

- 1 Card's name
- 2 Special token icon (if it has one)
- 3 Card type icon
- 4 Text explaining its rules
- 5 Rules icon(s), such as *Involved Actions*



## Card Back

- 6 The Scenario or Adversary with which the card is associated (if applicable)
- 7 Card type name
- 8 Card type icon



## Items

There are 4 types of Items in the game, each of which is described below. Most Items are one-time use and are discarded after being used. However, some show Supply icons on them and may be used a number of times equal to their Supply value.

Whenever this booklet references **Item** or **Items** (without specifying the type), it is referring to all types of Items.

### General Items

General Item tokens have a gray back side and are typically gained through Point of Interest 1 tokens.

### Cursed Items

Cursed Item tokens have a purple back side and are stronger than General Items, but they come at a cost.

### Objective Items

Objective Items are used as part of most Objectives. They are typically necessary to win the game.

### Medical Items

Medical Items start on the main board on Medical Item spaces. They allow you to flip a face-up Wound icon face-down (p.11).

## Other Cards

There are a few other card types such as Escape cards, Adversary cards, Events, etc. You will be instructed on when to use them in their respective sections.

## Supply (unused) / (used)

Supply tokens represent the number of uses a card has. They are denoted by a number (indicating the number of uses) followed by the Supply icon. If no Supply icon is shown, then it only has 1 use and must be discarded afterwards.

When encountering a Supply icon, place the corresponding number of Supply tokens on the card when it is obtained. Flip a Supply token to the used side after each use and discard the card when all of the Supply tokens are on the used side. *If there is an Infinity icon, do not place Supply tokens on it or discard it after using it. This card may be used any number of times.*





# Wounds, Dying, and Spirits

## Wounds



Wounds can be gained in numerous ways, including Actions by the Adversary, Map Hazards, certain cards, and Stamina loss.

When you gain a Wound, draw a Wound card and place it in your player board's **leftmost** empty Wound slot. Wounds are placed **face-up** or **face-down** as detailed next.



This icon tells you to place the Wound face-down.

*Do not look at or apply the text on the face of a face-down Wound.*



This icon tells you to place the Wound face-up; then **immediately** resolve its text.

*Investigators **immediately** die if they gain their 4th Wound, whether it is face-up or face-down. Wounds typically cannot be removed, so be careful!*

## Flipping Wounds Face-Down



Medical Items are one of the few means by which a Wound can be flipped face-down. Before flipping a Wound face-down, undo any negative effects that resulted from the card's text.

## Conditions



Conditions are generally negative effects that can be gained throughout the game. You can never have more than 1 copy of the same Condition at a time. *If you are instructed to gain a Condition that you already have, there is no effect unless otherwise stated. Conditions may only be discarded if specific text instructs you to do so.*

## Investigator Death (Spirits)

When an Investigator dies (*by gaining a 4th Wound*), check whether the Adversary's win condition is satisfied. If not, the Investigator may choose an unused **Spirit** card to use for the remainder of the game. *Two Investigators cannot select the same Spirit.*

An Investigator using a Spirit keeps all their Items, Evidence, and their standee, but their **player board** and **its associated tokens** are returned to the box.



Each Spirit starts with 2 Major Ability tokens and has the following in common:

**Move:** 4 + Sprint die

- Spirits do not have Stamina and therefore may Sprint every round (*still only once per round*)
- Spirits' movement is not affected by Dark spaces, Map Hazards, or anything else that affects movement (*such as Water or Mirror Maze spaces*)

**Abilities:** Each Spirit has 4 Abilities in total, and may use up to 2 Abilities during each of their turns.

- 2 Major Abilities (*spend 1 Major Ability token to use*)
- 2 Minor Abilities (*do not have a cost*)

**Trade:** Spirits may give **away** Items or Evidence to Investigators, but Spirits cannot take or receive Items or Evidence from Investigators or other Spirits.

## Within "X" Spaces (right)

Whenever a rule or card specifies that something needs to be within a certain number of spaces, always count from your space (*starting at zero*) to the space in question. The spaces need to be connected by Movement Lines, but the distance is not impacted by Map Hazards (*such as Windows*) or Dark spaces.

*[Right] Aira counts her space as 0 and the spaces adjacent to herself as within 1, continuing outward from there. It doesn't matter whether the spaces are Bright, Dim, Dark, or pass through a Map Hazard such as a Window; none of this affects the count. Only objects that block movement, such as Obstacles and Door tokens, affect whether something is within a certain number of spaces. See space S-13 by the Door; if the Door was not Locked, S-13 would be 3 spaces away).*



## Multiple Lighting Effects (left)

*These rules follow "real-life" physics rules: if you shine a light in a dark place, it lights up.*

If there are multiple effects on the same space, Flashlights/Bright tokens take precedence, then Dim tokens/spaces, and finally Dark tokens/spaces. Flashlights, Bright tokens, and Dim tokens always override printed light states on the board.

*[Left] Starting with 4 movement, Aira Moves from S-11 to S-7 for 1 (it is Bright thanks to Mitchell's Flashlight), S-3 for 2 (it is a dashed circle and therefore is Dark) and then 67 for 1 (it is a solid circle and therefore is Dim). She rolls the Sprint die and gets a 2, so she Moves to 54 and K-15 for 1MP each. K-15 has a dashed line, which indicates it is Dark, but there is a Dim token in the Kiln; therefore all "K" spaces are Dim (and Dim overrides Dark).*





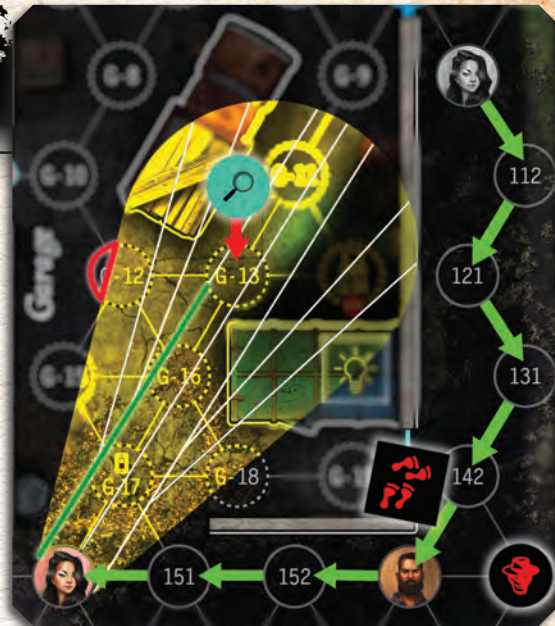
# Example Round of Play

## Aira's Turn (right)

The Investigators start the round with a Shadow 🕒 token on 154. Shadow tokens are placed by the Adversary: they tell the Investigators where the Adversary was at some point during the previous round! However, the Adversary could have Moved since the Shadow token was placed, so the Investigators only have a rough idea of where the Adversary is. The Investigators decide the order that each Investigator will take their turn. Aira is chosen to go first. She starts with 4MP as shown on her player board. Dim spaces have a solid-border circle, and only require 1MP to Move onto, so she Moves along 4 Dim spaces to 142. She wants to Move further, so she spends 1 Stamina 🏃 to roll the Sprint die; 4MP 🎲 icons are rolled, so she Moves 4 more spaces to 150.

**Garage Zone Context:** All spaces in the Garage have a **G** telling you they are part of the Garage Zone. All the spaces in the Garage are also dashed-border circles, so they are Dark spaces. Dark spaces require the Investigator to spend 2MP to Move onto them. Aira knows that if she makes those Dark spaces Bright, it will be easier for Mitchell to Move within the Garage Zone; thus, at the end of her turn, Aira decides to place a Small Flashlight as her Final Action, spending 1 Charge 🔋 to do so, and she aims it into the Garage to assist Mitchell.

**Making Spaces Bright with a Small Flashlight:** For a space to be Bright, the space must be fully covered by the Small Flashlight and have a line of the Small Flashlight connect to it without hitting an Obstacle between it and the Investigator. For example: **G-13** is fully enclosed by the template, and the line highlighted in green connected to **G-13** shows that **G-13** is Bright. **G-12**, however, is still Dark because it is only partially covered by the template. Another benefit of making a space Bright is that all Hidden tokens and the Adversary are immediately Revealed on that space; in this case, an Evidence 🔍 token was Hidden and just Revealed on **G-13**! When anything is Revealed, the Adversary player immediately moves the token off their mini-map and onto its space on the main board.

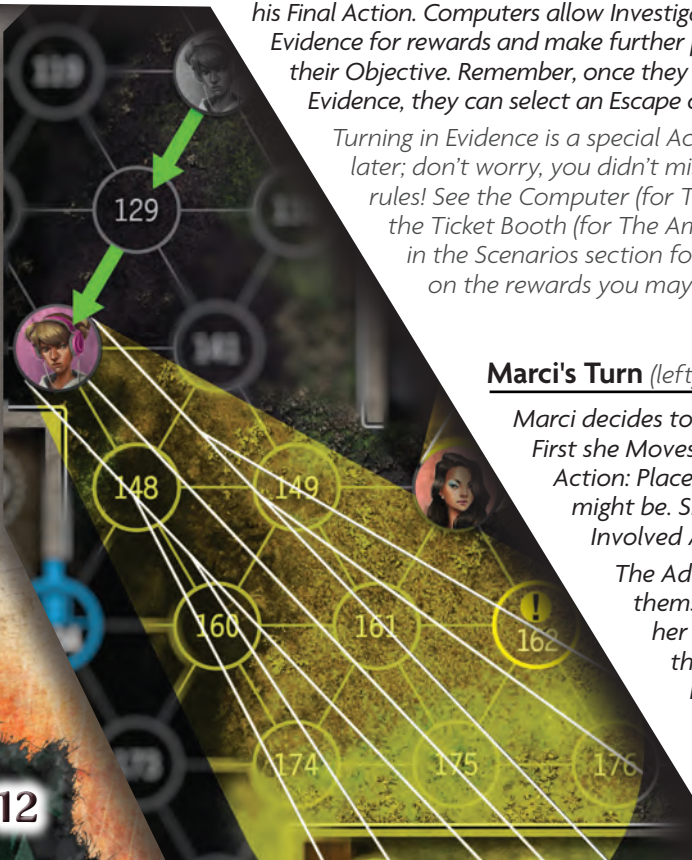


## Mitchell's Turn (right)

Now that he knows the location of the Evidence token, Mitchell decides to go get it on his way to the Computer at **G-14**. He starts with 4MP (as shown on his player board), and Moves 4 spaces to **G-16**. The spaces in Aira's Small Flashlight are Bright so they only cost 1MP each. The Computer at **G-14** is still Dark because the Flashlight line intersects an Obstacle, so it costs 2MP to Move onto. He rolls 3MP during his Sprint Action (spending 1 Stamina) which is enough to Move onto **G-13** to pick up the Evidence token; and finally, onto **G-14** with the Computer.

Remember, you can pick up Items and tokens while Moving! Because the Computer has the Involved Action 🧑 icon, he decides to perform an Involved Action 🧑 as his Final Action. Computers allow Investigators to turn in Evidence for rewards and make further progress toward their Objective. Remember, once they turn in all 5 pieces of Evidence, they can select an Escape card!

Turning in Evidence is a special Action that is detailed later; don't worry, you didn't miss the corresponding rules! See the Computer (for The Sawmill, [p.14](#)) or the Ticket Booth (for The Amusement Park, [p.16](#)) in the Scenarios section for further information on the rewards you may choose!



## Marci's Turn (left)

Marci decides to try to protect Aira's back by placing a Flashlight at the end of her turn. First she Moves 2 spaces, chooses to Rest rather than Sprint, and then ends with her Final Action: Place Flashlight (spending 1 Charge). She aims it where she thinks the Adversary might be. She then gains 1 Stamina because she chose to Rest and did not take an Involved Action 🧑.

The Adversary isn't there because the Adversary must immediately Reveal themselves if they are on a Bright space. Even though she didn't find the Adversary, her Flashlight remains on the board during the Adversary's turn and may deter the Adversary from Moving through that Bright area to Attack one of the Investigators. While a Flashlight doesn't stop the Adversary physically, if they Move onto a Bright space, they will be Revealed. If the Adversary is Revealed during their turn, they cannot Attack for the remainder of their turn.



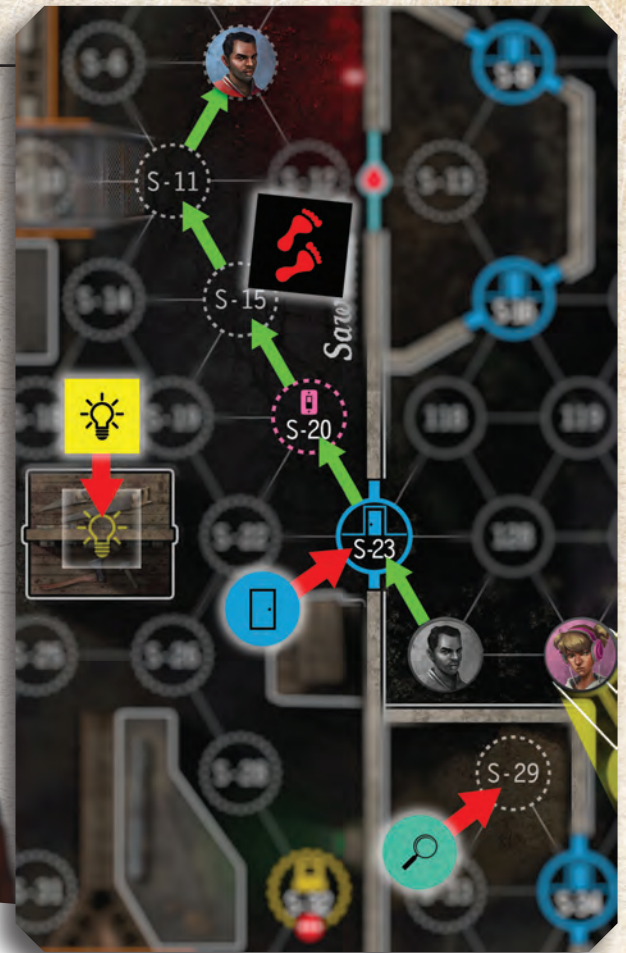
### Ibraheem's Turn (right)

With Marci Moving back to protect the others, Ibraheem decides to keep looking for the remaining Evidence tokens. He Moves onto **S-23** for **1MP**, an Open Door (Open Doors do not have a Door token on them). Then, he Moves onto **S-20** for **2MP** (it is a Dark space). While on **S-20**, he Interacts with the adjacent Door at **S-23** and locks the Door, placing a Locked Door token on the space.

Most Interact Actions are free and can be performed at any time during your turn, so it generally makes sense to do as many of them as possible while Moving. If the Door was Locked before he started Moving, Ibraheem could have Opened it as an Interact Action, Moved through the Door's space, and finally Locked the Door when on **S-20**.

**S-20** also shows the Light Switch icon. He Interacts with it to turn on the lights in the Sawmill. When the lights are turned on, all spaces in the Sawmill Zone (all spaces with an "S") immediately become Bright. The Evidence token in the Sawmill is Revealed since its space is Bright, but unfortunately, it is on **S-29**.

Ibraheem and Marci agree that Marci is in a better position to grab this Evidence, so Ibraheem continues on towards the next closest building north. He Sprints (spending 1 Stamina) and decides to Charge (gain 1 Charge) as his Final Action. He will not regain Stamina since he Sprinted.



### Adversary's Turn (below)

After all Investigators have taken their turn, it is time for the Adversary to cause some trouble. Thanks to good positioning and an accurate prediction of what the Investigators would do, The Butcher is on **152**, but the Investigators still do not know this! First, The Butcher removes the Shadow token on the board from last round.

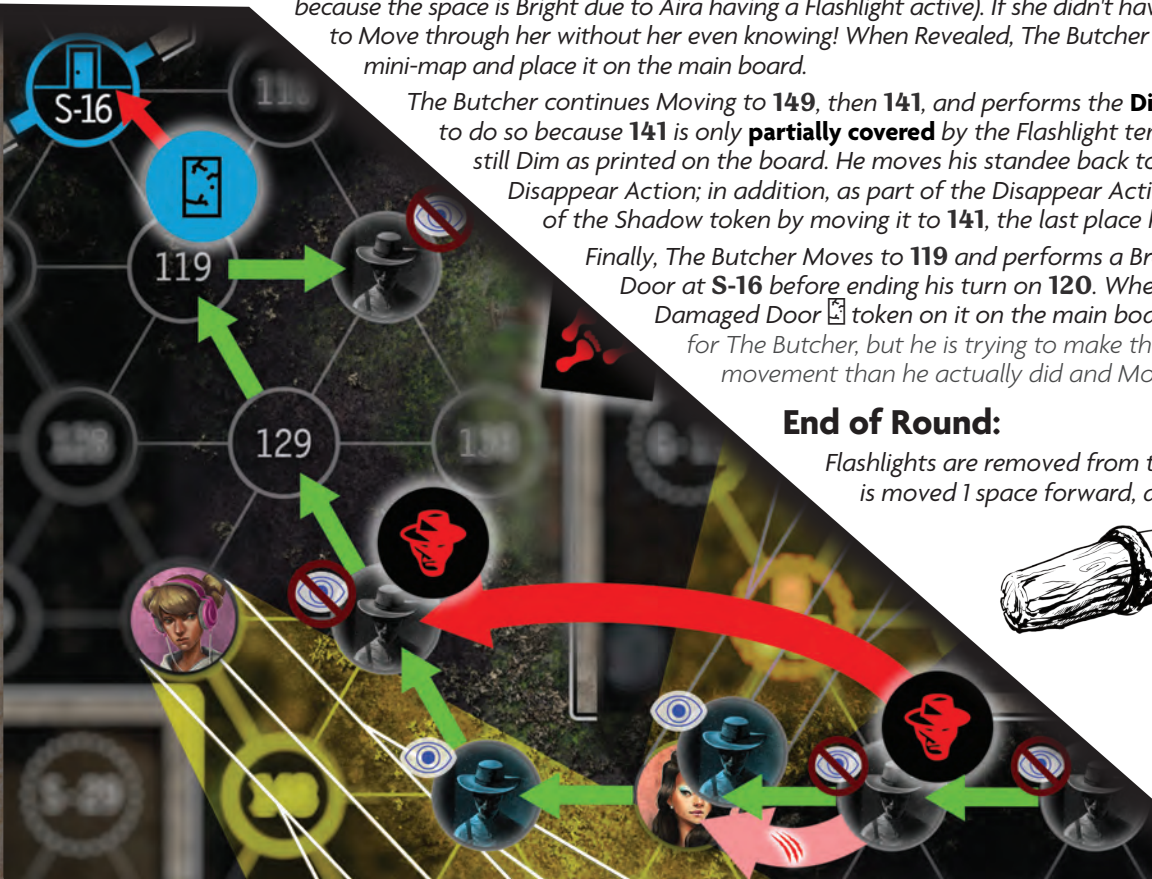
He Moves to **151** and uses an Attack card to Attack Aira! He is forced to place a Shadow token on **151**, the space he made the Attack from. Aira suffers the effects of his Attack, then The Butcher Moves onto the space with Aira, immediately Revealing himself (he is Revealed because the space is Bright due to Aira having a Flashlight active). If she didn't have a Flashlight on, he would be able to Move through her without her even knowing! When Revealed, The Butcher must take his standee from the mini-map and place it on the main board.

The Butcher continues Moving to **149**, then **141**, and performs the **Disappear** Action on **141**; he is able to do so because **141** is only **partially covered** by the Flashlight template; therefore this space is still Dim as printed on the board. He moves his standee back to the mini-map as a result of his Disappear Action; in addition, as part of the Disappear Action, he must update the location of the Shadow token by moving it to **141**, the last place he was seen.

Finally, The Butcher Moves to **119** and performs a Break Door Action on the adjacent Door at **S-16** before ending his turn on **120**. When a Door is Damaged, you place a Damaged Door token on it on the main board. This is definitely a risky move for The Butcher, but he is trying to make the Investigators think he had more movement than he actually did and Moved farther up the board.

### End of Round:

Flashlights are removed from the board, the round tracker token is moved 1 space forward, and a new round begins!







# Scenarios

Choose a Scenario during setup; either The Sawmill or The Amusement Park.

There are two Scenarios in the base game: The Sawmill and The Amusement Park. Each Scenario corresponds to a specific side of the game board and has its own unique Objectives. The next four pages will provide an overview of each Scenario, its unique mechanics, and its Objectives. The final three pages in the rulebook cover other important details about the board (and the game) in general.

*The back of the rulebook contains a description of all spaces on the board, so be sure you check it out!*

 The unique cards and tokens for the Sawmill can be identified by this icon.

 The unique cards and tokens for the Amusement Park can be identified by this icon.



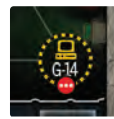
Most people from the crossroads down the hill have little or no memory of when the sawmill was still operational. But at that time, it was the lifeblood of what was then a prosperous town. Of course, change is inevitable and even a strong pillar of the community can't last forever against the ravages of time. The sawmill the Investigators see now is just a shell of its former self, filled with cracks, abandoned dreams, and unsettling rumors. Just the kind of hopeless place where malignancy can grow new roots...


## Event Deck (Forest Fire)

The smell of wet woodsmoke hangs heavy in the air. An infectious panic wafts towards you, and the dancing orange light of the fire threatens to encircle you. The Investigators must find a way out before it's too late.


**At the start of each round**, draw 1 Event card and resolve the effects immediately. *Aside from some Major Event cards, the effects from each Event card only last for the current round.*

## Computers







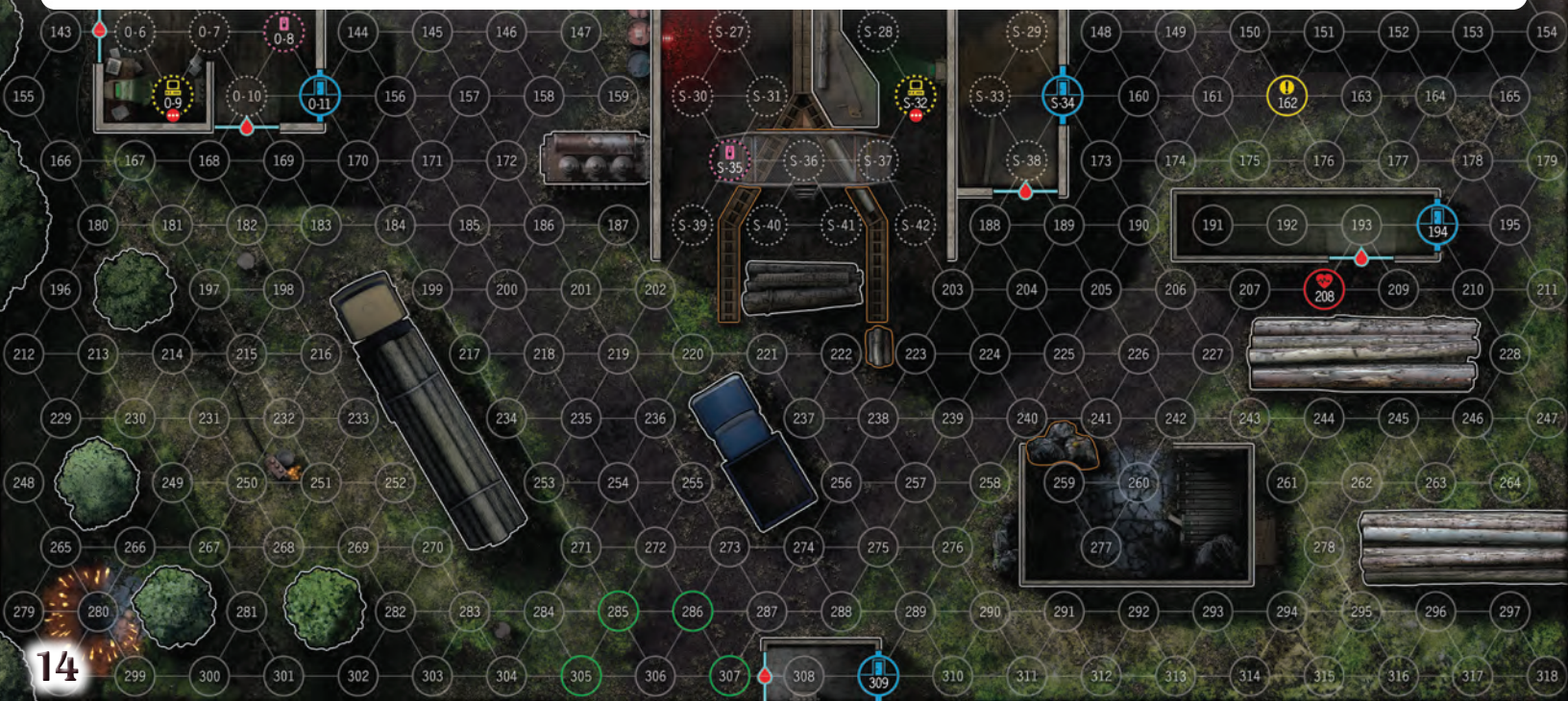
There are 5 Computer spaces on the board. Investigators can turn in Evidence they have collected for rewards and to get closer to choosing an Objective. Turning in Evidence is an **Involved Action**  you can perform on a Computer space. You may turn in any number of Evidence tokens during a single Action. For each Evidence token that is turned in, that Investigator may choose 1 of the rewards listed to the right:

These rewards may be selected **multiple** times per game:

- Reveal any 1 Point of Interest's token
- Gain 1 Open Window token (p.18)
- Draw 1 General Item  card

**Each** of these rewards may be selected **once** per game only:

- Draw 1 Cursed Item  card
- Gain 1 Dim  token (p.18)
- Gain 1 Secret Passage token (p.18)
- Draw 1 Medical Item  card
- Give any Investigator 1 Major Ability  token





## Objective (Winning the Game)

Each Zone has 1 Evidence token Hidden within it. The Investigators must collect all Evidence tokens that are required for their player count (p.6) and turn them in at any Computer space. Once all Evidence has been turned in, the Investigators take 1 random Truck Escape card, 1 random Lockbox Escape card, and the Banish the Adversary Escape card that corresponds to the Adversary in play.

The Investigators must select 1 of these Escape cards and complete the setup steps specified on that card. Each Objective is explained in detail within the following sections and on the corresponding player aid.

*Any Investigators who have not escaped and are still on the board after the final round count as being killed.*

## Objective: Power the Gate

The Investigators were searching the abandoned sawmill for clues about the mysterious rumors they had heard. As they explored the decaying buildings, they stumbled upon a set of lockboxes near the main gate. The rusted padlocks and missing keys made it clear that the boxes had been untouched for years. But a glimmer of hope emerged when one of the Investigators discovered a file on the computer that suggested the lockboxes contained spare fuses for the gate. However, the lockboxes were made of steel and showed no signs of giving way to brute force. Therefore, the only remaining option was to use a table saw to cut them open...

Follow the instructions on the Lockbox Escape card to place the Saw, Lockbox, and Locked Escape tokens.

The Investigators must collect the Lockbox token with an Interact Action, then bring it to the Saw token.

### Involved Action : Open Lockbox

*You may only perform this Action if carrying the Lockbox.*

If **on** the Saw token; place 1 Supply token on the Power the Gate player aid; then, you **may** roll a D6 to push your luck:

**If your space is Bright:**

- 1-2: Gain a face-up Wound
- 3-6: Place 1 additional Supply token on the player aid

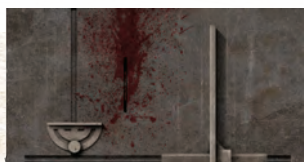
**If your space is Dim or Dark:**

- 1-4: Gain a face-up Wound
- 5-6: Place 1 additional Supply token on the player aid

*You may only Open the Lockbox once the entire round (not once per Investigator).*

Once there are 4 Supply tokens on the Power the Gate player aid, the Lockbox opens and you gain the Fuse Objective Item card. When **on** the space with the Locked Escape token, the Investigator with the Fuse may take an **Involved Action** to flip the Locked Escape token to its Escape side. Every Investigator may now take an Interact Action on this space to escape the map and survive.

As the saw blade cut through the metal, sparks flew and the Investigators held their breath, hoping that they weren't drawing unwanted attention to themselves. Finally, the lockbox gave way, revealing a stash of fuses inside. With the fuse in hand, the Investigators rushed to the gate and placed it into the slot. With a loud buzz, the gate unlocked, and they pushed it open. They had survived.



## Objective: Banish the Adversary

Reference the appropriate Adversary section or player aid for Banish the Adversary instructions.

## Objective: Fix the Truck

*The broken-down truck wasn't hard to spot, but it was only after the Investigators found its maintenance logs on the computer that they realized it might be salvageable after all. If they can safely collect some of the spare parts they've seen lying around, they might just make it out of this alive.*

Follow the instructions on the Truck Escape card to place the 3 Part tokens (Battery, Repair Kit, and Spark Plug) and the Truck token.

The Investigators must collect 1 or more of the Part tokens with an Interact Action, then bring them to the Truck token.

### Involved Action : Install 1 Part

*You may only perform this Action if you have the Battery, Repair Kit, and/or Spark Plug.*

If **on** the space with the Truck token, place one of the required tokens on the Fix the Truck player aid, from left to right. Each Truck Part that is installed increases the odds of escape when performing the Start the Truck Involved Action.

*You may only Install 1 Part the entire round (not once per Investigator).*

### Involved Action : Start the Truck

If **on** or adjacent to the Truck token, attempt to Start the Truck by rolling a D6:

- 1 Truck Part installed: Succeed on a 6
- 2 Truck Parts installed: Succeed on a 4 or more
- 3 Truck Parts installed: Automatic success

*You may only attempt to Start the Truck once the entire round (not once per Investigator).*

If successful, every Investigator **on** or **adjacent** to the Truck token escapes immediately.

If not all Investigators escaped, have an Investigator place an Escape token on space 10 or 306. Any remaining Investigators may take an Interact Action on this space to escape. In effect, the driver rams open the gate and everyone else is free to scramble for the exit.

*Finally, the moment of truth arrived. They turned the key, and the engine sputtered to life. It wasn't perfect, but it was enough to get them out of the sawmill and onto the open road. As they drove away, the Investigators knew they had beaten the odds. They had taken a broken-down truck and turned it into a lifeline. It was nothing short of a miracle, and they shuddered to think about what would have happened if it hadn't worked.*





# The Amusement Park



It's been years since the amusement park was shut down in a swirl of controversy. The only thing that is certain is that people lost their lives there, but everyone has their own theory regarding exactly how it happened. The Investigators are here to finally determine whether it was a catastrophic malfunction like the papers said, or if something more sinister stalks the now-empty thoroughfares.

## Event Deck (The Storm)


Dark clouds are forming on the horizon as a chill blows through the air. A storm is approaching. The Investigators must escape the amusement park before the storm arrives and traps them inside with the Adversary.

**At the start of each round**, draw 1 Event card and resolve the effects immediately. *Aside from some Major Event cards, the effects from each Event card only last for the current round.*

## Map Features


### Ticket Booths






There are 6 Ticket Booths on the board where Investigators can turn in Evidence they have collected for rewards and to get closer to choosing an Objective. Turning in Evidence is an **Involved Action**  you can perform on a Ticket

Booth space. You may turn in any number of Evidence tokens during a single Action. For each Evidence token that is turned in, that Investigator may choose 1 of the following rewards:

These rewards may be selected **multiple** times per game:

- Reveal any 1 Point of Interest's token
- Gain 1 Open Window token (p.18)
- Draw 1 General Item  card
- Flip all Mirror Maze Door tokens face-up and rearrange them (see right)

**Each** of these rewards may be selected **once** per game only:

- Draw 1 Cursed Item  card
- Gain 1 Secret Passage token (p.18)
- Draw 1 Medical Item  card
- Give any Investigator 1 Major Ability  token


### Curtains



Curtains block line of sight but not movement. They are represented by a squiggly pink line.



## Mirror Maze (Ride)



The Mirror Maze contains red (square), green (circle), and blue (triangle) doorways within it. At the start of each round, the Adversary may rearrange the Mirror Maze Door  tokens by placing them face-down on the three colored spaces at the top of the Mirror Maze.

Effectively, the Adversary chooses what color Door is open each round. Investigators may not Move or Trade through Mirror Maze Doors without first taking an Interact Action to see if the Door is Open.

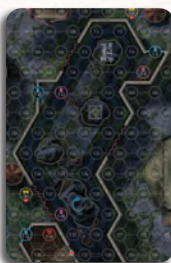
An Investigator who is **adjacent** to a doorway may take an **Interact Action** to flip the corresponding color Mirror Maze Door token face-up.

- The Open  icon means all Doors with the same color/shape **can** be Moved and Traded through this round
- The Closed  icon means it **cannot** be Moved or Traded through

The Adversary may Move through Open Doors without flipping tokens.

*In addition, because the mirrors reflect light in every direction, the Mirror Maze Doors do not block line of sight, even if they are not the Open color.*

## Tunnel of Love (Ride)




**Water space:** A space that has double-blue wavy Movement Lines.


The **first** time an Investigator Moves onto a Water space during their turn, they are immediately moved 2 spaces clockwise, following the wavy Movement Lines. If this would force them to end on another Investigator, they Move as far as they can (*which could mean they do not Move at all*).

## Game Booths




Each Game Booth allows Investigators to attempt to win General Items as prizes. Each Investigator may use each Booth **once** during their turn by performing an Interact Action while **on** the game's space. Choose which game you would like to play from the below list.

After a General Item is gained from a Booth, remove the Duck  token from it. It cannot be used again.

**Test-Your-Strength:** Spend any number of Stamina  and roll a D6. Gain +2 to your roll for each Stamina you spent. Gain a General Item on 5+. Rolling a 1 is always a failure, no matter how much Stamina you spent.

**Duck Hunt:** Roll a D6 and gain a General Item on a 5+. Gain +2 to your roll if your space is Bright.

**Ring Toss:** Roll 3 Sprint dice. You may roll an extra die by spending 1 Stamina. You may re-roll any number of dice by spending 1 Charge  each time you re-roll. Gain a General Item if you roll at least three 3's.

## Ferris Wheel / Zipper (Ride)



Once per round, if an Investigator or Adversary starts or Moves onto a carriage space, they must immediately move to the same position on the next carriage in line (if it is empty), following the pink arrows on the board.

Additionally, carriage spaces with **yellow dashed lines** connecting them to nearby spaces count as adjacent **only for the purpose of Adversary Abilities and Attacks**. Figures **cannot Move or Trade** across these lines (see example on next page).



## Ferris Wheel Example



[Left] Mada begins his turn on **146** and Moves to **134** for **1MP**. Since **134** is a carriage space, he is immediately moved to the corresponding space in the next carriage (**97**). He still has **3MP** left since the carriage movement does not count as an actual Move. However, the only space he could Move to is **117** since players cannot Move from carriage to carriage by themselves.

[Right] At the start of his next turn, Mada is immediately moved to space **65** because he started his turn in a carriage space. He chooses to take an **Involved Action** to Fire the Flare as his Final Action. Little does he know, The Butcher was waiting for him and will be able to Attack! **66** is considered adjacent to **65** for Adversary Attacks and Abilities due to the dashed line.



### Objective (Winning the Game)

Each Zone has 1 Evidence token Hidden within it. The Investigators must collect all Evidence tokens that are required for their player count (p.6) and turn them in at any Ticket Booth space. Once all Evidence has been turned in, the Investigators take 1 random Flare Escape card, 1 random Angle Grinder Escape card, and the Banish the Adversary Escape card that corresponds to the Adversary in play.

The Investigators must select 1 of these Escape cards and complete the setup steps specified on that card. Each Objective is explained in detail within the following sections and on the corresponding player aid.

*Any Investigators who have not escaped and are still on the board after the final round count as being killed.*

### Objective: Fire the Flare

While searching the park, the Investigators spotted an old flare gun lying around. Their only hope is to retrieve it, fire it off the top of the Ferris Wheel or Zipper, and wait for help to arrive.

Follow the instructions on the Flare Escape card to place the Flare Gun, Ammo, and Locked Escape tokens. The Investigators must collect the Flare Gun token and at least one Ammo token with an Interact Action, then bring the tokens to the Locked Escape token.

#### Involved Action : Fire Flare Gun

You may only perform this Action if carrying the Flare Gun and Ammo.

While **on** the Locked Escape token, place an Escape token 2 rounds out on the round tracker.

Once the Escape token is reached (2 rounds from now), help arrives and the Investigators may take an Interact Action while in any carriage of the Ride listed on your Escape card (the one with the Locked Escape token) to escape!

As the Investigators searched the park, their hope of escaping was reignited when they spotted an old flare gun lying around. They quickly retrieved it and made their way to one of the tallest attractions in the park. With no other options left, they fired the flare gun from the top of the ride and waited anxiously for help to arrive. As they watched the sky, their hearts pounding with anticipation, they saw a glimmer of hope as the sound of a rescue helicopter grew louder. They were going to make it after all!

### Objective: Banish the Adversary

Reference the appropriate Adversary section or player aid for Banish the Adversary instructions.

### Objective: Service Tunnels

The Investigators have discovered service tunnels that the staff used to enter and exit the park unseen. To escape, they will need to fix a broken angle grinder with parts from the rides and cut the lock off the tunnel entrance.

Follow the instructions on the Angle Grinder Escape card to place the Angle Grinder, Ride Parts, and the Locked Escape tokens. The Investigators must collect the Angle Grinder token with an Interact Action and at least one Ride Parts token with an **Involved Action**, then bring the tokens to the Locked Escape token.

#### Involved Action : Pick Up Ride Parts

While **on** the space containing the Ride Parts, roll a D6. Regardless of the roll, the Ride Parts are picked up afterwards.

- If the space is **Bright**: The Investigator gains a face-up Wound on a 1
- If the space is **Dim** or **Dark**: The Investigator gains a face-up Wound on a 4 or less

#### Involved Action : Open Service Tunnel

You may only perform this Action if carrying 1 Ride Part and the Angle Grinder.

While **on** the Locked Escape token, place an Escape token on the next round of the round tracker.

At the start of the next round, the lock has been cut and you may flip the Locked Escape token to the Escape side. The Investigators can take an Interact Action on the Escape token to escape!

With the discovery of the service tunnels and the plan to escape through them, the Investigators knew they had a chance to finally escape the park. Even though the angle grinder was in terrible condition, they were resourceful enough to gather the necessary parts from the rides and fix it. With the angle grinder working again, they successfully cut the lock off the tunnel entrance and made their escape!






## Map Hazards

Map Features are on the back of the rulebook. There is only 1 type of Map Hazard in the base game.


### Windows

Windows are represented by light blue lines with a blood drop.

If an **Investigator** Moves through a Window:

- If they **keep Moving** afterwards they immediately **gain 1 face-down Wound** 
- If they **stop Moving** for the remainder of their turn (immediately after Moving through the Window) they may lose 1 Stamina  **instead** of gaining a face-down Wound 




When Moving through the Window, Ibraheem has two options. If he chooses to continue Moving after going through a Window, he will gain 1 face-down Wound  (above).

Alternatively, he can choose to stop Moving on the other side of the Window and just lose a Stamina instead (below).



Investigators may Trade through Windows without taking Wounds. Also, note that Windows do not block line of sight.

If an **Adversary** Moves through a Window:



- They must spend 1 extra **MP** and place a **Noise**  token on that Window
- They do not need to indicate which direction they traveled, merely that they Moved through it

Place only 1 Noise token on each Window that the Adversary Moved through, even if the Adversary Moved through the Window more than once!


## Map Tokens

You may gain certain tokens as rewards for turning in Evidence or by using certain cards or Abilities.




**Bright Token** : When placed within a Zone, makes **all** spaces within that Zone Bright. Typically burns out and is flipped to the Faltering Lights  side after the current round ends, at which point the Zone's spaces return to their original states.




**Faltering Lights Token** : Bright tokens cannot be placed on this Zone. This token has no other effect.




**Dim Token** : Place this token on the Zone you are currently in or adjacent to, to make **all** spaces within that Zone Dim. It typically remains on the Zone unless otherwise stated. Remember, anything Bright will override Dim spaces.




**Open Window Token** : Place an Open Window token on any adjacent Window. This Window no longer counts as a Map Hazard and can be Moved through by all players (including the Adversary) with no penalty or Noise.




**Secret Passage Token** : Place the Secret Passage token on any adjacent space, and have it connect to any other space of your choice. These spaces now count as adjacent and can be Moved through by all players. Secret Passages do not change line of sight or the light level of the underlying spaces.



**False Door Token** : Place a False Door token on any empty Door space. This counts as an Obstacle (blocking line of sight) and no figure can Move through it.



**False Window Token** : Place a False Window token on any empty Window. This now counts as an Obstacle (blocking line of sight) and no figure can Move through it (no Trading either!).





# Terminology

**Action:** Move, Sprint (or Rest), Interact, and Use Ability.

**Adjacent Space:** A space that is directly connected to your space with a Movement Line.

**Bright Space:** A space that is visible within a Small Flashlight or other light-producing device. Reveals Hidden components.

**D6:** A standard 6-sided die (*not the Sprint die*).

**Dark Space:** A **dashed** circle; **Investigators** must use **2MP** to Move onto a Dark space. *The Adversary only needs to use 1MP.*

**Dim Space:** A **non-dashed** circle; **1MP** for anyone to Move onto.

**Empty Space:** A space with **no figures** or **tokens** on it.

**Final Action:** Charge, Place Flashlight, or Involved Action ☹️.

**General Space:** Any gray-colored circle space (*no visible icons*).

**Hidden:** When components (such as the Adversary or tokens) are on the mini-map (*and not on the main board*).

**Interaction Space:** A non-gray circle with an icon identifying what kind of interaction is possible there.

**Involved Action** ☹️: A strenuous Final Action that ends your turn and prevents you from gaining Stamina, Charging, or placing your Flashlight.

**Locked Door:** A Movement space with a Locked Door token on it. Investigators may Open it for free during their turn, but the Adversary must Break it down to Move through it.

**Obstacle:** An object such as a **wall** or **Locked Door** that blocks **line of sight** and **movement**.

**Revealed:** When components (such as the Adversary or Evidence tokens) are on the main board (*and not the mini-map*).

**Round:** The period during which all players take a single turn. *For example, there are 5 turns per round in a 5-player game.*

**Shadow Token:** A token placed by the Adversary that indicates they performed some type of Action on or near that space.

**Turn:** The period during which an individual player performs their Actions.

**Zone:** Spaces **grouped** together by a **letter** before their number. 1 Evidence is placed by the Adversary in every Zone during setup.

## FAQ

### How does Brielle's Minor Ability work?

If a Can 🗑️ token is placed on the space the Adversary is on, it doesn't flip over. Multiple Can tokens can be placed during a single turn, and you cannot get the Cans back once you have placed them.

### How does Mitchell's Minor Ability work?



First, he places his Flashlight in one position, Revealing anything on the mini-map as usual. Then, he may move his Flashlight to a new position where it will remain for the rest of the round. A Sweep still costs only 1 Charge. *You are not required to perform a Flashlight Sweep when using your Flashlight, and you may leave your Flashlight in its initial position. A Flashlight Sweep may only be used with your Flashlight, not other sources of light like the Emergency Flare.*



### How does Dylan's Major Ability work?



After placing the Escape Artist 🗑️ token, it is removed at the **end** of your **next** turn (*during the next round*) whether or not you use it. It is useful for retrieving a token and returning to where you started.

*On his first turn, Dylan uses his Major Ability to place the Escape Artist token on S-7 and Moves to*

*K-8 (remember, Dylan's Minor Ability lets him easily Move through Dark spaces). During his next turn, he picks up the Evidence token and uses his Escape Artist token to move directly to S-7 (on top of the token, removing it from the board) then finishes his turn on S-12.*

### How does Lucy's Major Ability work?

If Lucy uses her Ability more than once, any Barricades 🚧 that are already on the board move to where the new ones are being placed. *In other words, she doesn't gain new Barricades every time.*

### Can an Investigator Open a Door with a Security Bar 🚪 on it?

Yes, it can be Opened as usual but the Security Bar token is discarded.

### What happens if a card is impossible to use?

If a card is impossible to use when you **gain** it, draw a new one. If the card is possible when you gain it and **becomes** impossible afterwards, you do not get to draw a new card since you had a chance to use it.

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Playtesters: Thank you to our many playtesters who helped bring The Stifling Dark to life! There were too many to list here, so check the inside panel of the box!

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## Map Features

There are several common Map Features on all maps. As a general rule, the Adversary and Investigators can Move (or be Moved onto) any circular space unless otherwise specified.

### Start Spaces



These are the spaces where the Investigators begin the game. They are represented by solid green circles, but still count as General spaces.

### Movement Spaces



These are spaces that can be used for movement. They are represented by circular spaces with numbers on them.

### Movement Lines



These are the gray lines connecting all the spaces on the board. An Adversary or Investigator can Move from one space to any adjacent space that is connected by a Movement Line.

### Obstacles



An Obstacle is any object that is bordered by a light gray outline. Obstacles block movement and line of sight for all players. Note that walls typically only have the gray outline on the outside, but still block line of sight from any direction.


### Movement Obstacles



Some objects block movement but not line of sight. When they are between spaces that would normally be adjacent, they are denoted by an orange outline.



### Points of Interest



Points of Interest contain Items (either General or Cursed) within 2 spaces. When a space containing a Point of Interest  token is made Bright, the Adversary must move it onto the main board.


### Light Switches



Investigators may take an Interact Action on these spaces to place a Bright  token on the connected Zone. Doing so makes all spaces within the Zone Bright for the remainder of the round. At the end of the round, flip the Bright token to the Faltering Lights  side. The Zone now reverts to its original state and its lights may **never** be turned on again.


### Medical Item Spaces




Medical Item  tokens are placed on these spaces at the beginning of each game (based on Investigator count). Investigators may take an Interact Action on a Medical Item token to pick it up.

### Windows (Map Hazard)



If an Investigator Moves through a Window and **keeps Moving** afterwards, they immediately **gain 1 face-down Wound** .

If they **stop Moving** for the remainder of their turn immediately afterwards, they **lose 1 Stamina**  **instead of gaining a Wound** (p.18).


## Doors

Doors are found on the board and begin the game Open. When Locked, they block movement and line of sight.




### Investigator Door Interact Actions

#### Lock Door:

- **Place a Locked Door**  token on an adjacent empty Door space

*Note: If a Locked Door is placed on the Adversary's space, the Adversary is Revealed and must Move to an adjacent space of their choice.*

#### Open Door:

- **Remove a Locked Door**  token from an adjacent space; or,
- **Remove a Damaged Door**  token from an adjacent space and replace it with a Destroyed Door  token (*the Door was Damaged, so to Open it, the Door is Destroyed*)

### Open Doors



Open Doors are represented by blue circles containing a Door icon. If the Door space does not have a token on top of it, it is an Open Door. *Investigators can take an Interact Action to Lock an adjacent Door.*


### Locked Doors



Locked Doors block line of sight for both the Investigators and the Adversary. No figure may Move onto or through a space with a Locked Door token on it.

### Damaged Door






























Damaged Doors block line of sight, and no figure may Move onto or through them. If a Damaged Door is Opened, replace it with a Destroyed Door  token.

### Destroyed Doors



Destroyed Doors are represented by a space with a Destroyed Door token on it. Destroyed Doors do **not** block line of sight and can be Moved onto and through by any figure. However, they **cannot be Locked again**.

## Icon Glossary

	Ability		Infinity
	Amusement Park		Involved Action
	Attack		Major Ability
	Blood		Medical Item
	The Butcher		Mor'gonnod
	Charge		Movement Points (MP)
	Condition		Objective Item
	Cooldown		Revealed
	The Cult		Sawmill
	Cursed Item		Stalk
	Escape		Stamina
	Event (Minor)		Supply (Unused)
	Event (Moderate)		Supply (Used)
	Event (Major)		Wound (Any)
	General Item		Wound (Face-Down)
	The Horror		Wound (Face-Up)





THE  
STIFLING  
DARK

ADVERSARY RULES



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## Adversary Booklet

You have taken on the role of the Adversary. Your job is to kill a specific number of Investigators to win the game. Each Adversary plays in a unique manner to suit your play style. Read through each Adversary's section to determine which Adversary you would like to play as.

## Adversary Components

Each Adversary has their own player board, cards, and tokens. Adversary-related cards will have the Adversary's icon in the top left corner of the card back. Adversary tokens have black backgrounds with different color icons based on the Adversary, as described below:



The Insatiable Horror: Tokens with green icons



The Butcher: Tokens with red icons



The Cult: Tokens with purple icons

## General Adversary Rules

Each Adversary shares a core set of generic rules that should be read before moving on to the specific rules for each Adversary. These generic rules are listed on the back page of this booklet so they can be used as a quick reference guide while playing. **Please review the back page of this booklet prior to reading through the remaining pages** - it will make much more sense that way!

## The Insatiable Horror



### Backstory

*The residents know there are places that people should not venture into. Those who ignore their warnings rarely return. The people who do return come back with terrible stories of a giant creature waiting for them just below the surface, waiting until they get close before spearing their friends, reeling them in and swallowing them whole.*

*The Horror has remained undetected for centuries, hidden deep in the crevasses of the world. But every once in a while an unfortunate soul strays too near to it, never to be seen again. The hunger pangs only come a couple times per year, but if it is going to lay its next brood, it must be satiated. Fortunately, a long series of interconnecting tunnels helps The Horror move quickly when prey is detected, and countless rows of serrated teeth prevent anyone unlucky enough to be caught from escaping.*

### Objective

As The Horror, you have returned to the surface to feast in preparation for laying your next brood. Your goal is to **kill 2 Investigators**. To do so, you will need to set up an Ambush for the Investigators, evade detection long enough to pull them in with your barbed proboscis, and then use your Attack card to apply your toxin or digestive secretions.

### Setup

Choose 1 Attack and 2 Ability cards. Then, place your standee anywhere on the mini-map, Hidden. Place The Horror's Revealed card face-down in front of yourself.

**In a 2-Investigator game:** You may only take 1 Ability card, and it may not be Projectile Adhesive or Occluded Lights.

**In a 3-Investigator game:** You may only take 1 Ability card.

### Start of Your Turn

Remove all Noise tokens on the main board; update your Shadow token to your current location on the main board; then, if you are Hidden, you may **Ambush** once.

### Ambush

**You may only Ambush at the start of your turn, and you may not Ambush during the first round.**

Move any number of Investigators within 5 spaces of yourself so they are adjacent to you. *Investigators ignore Map Hazards while you move them.* When determining which Investigators are within 5 spaces, Bright spaces count as 2 spaces. After moving Investigators, you may use your Attack card on all adjacent Investigators (*regardless if you just moved them or not using Ambush*). You may not use your Attack card without Ambushing first.

*Note: Investigators cannot be moved onto the same space as another Investigator. Therefore, you may only move a number of Investigators equal to the number of empty adjacent spaces.*



## Getting Revealed

If you are ever Revealed, place your figure on the main board and flip your Revealed card face-up. You may become Hidden again by taking the Disappear Action.

You cannot be Revealed on your turn unless you **end** your turn on a Bright space.

## Core Actions

The Horror always has these Actions available: Move, Disappear, and Break Door. Each may be performed during the Adversary's turn **once**.

### Move

You may Move up to 4 spaces plus the result of a free Sprint die roll. As usual, you can interrupt your movement to perform other Actions and continue Moving afterwards.

**You cannot be Revealed while Moving.** For each Bright space you Move through, place a Shadow token on the space on the main board, updating it for each Bright space that you Move through in the appropriate order. You can still be Revealed if you **end** your turn on a Bright space, or if your space becomes Bright during an Investigator's turn.

### Disappear

If you are Revealed, you may move your figure from the main board to the same space on the mini-map, updating your Shadow token to where you Disappeared (**even if the space is Bright**). After Disappearing, you may not Ambush or use your Attack card the rest of the round.

### Break Door (Horror)

The Horror performs the Break Door Action as normal, except you do not need to be adjacent to the Door. You can Break any Door within 3 spaces. See p.A8 for the full Break Door rules.

## Attacks and Abilities

You may **Ambush** and use **each** of your Abilities **once** during your turn.

## Banishing The Horror - How the Investigators Win

*If this Objective is selected and time runs out, the game is a draw.*

When all the Evidence is collected by the Investigators (*and this Objective is chosen*), set the **Banish The Horror** player aid to the side of the main board and have the Adversary take 4 Egg Sac tokens.

The Adversary must place 1 Egg Sac token within 3 spaces of their figure on the main board each round for the next 4 rounds. The Adversary may place the token at any time during their turn.

## Investigator Involved Actions

**A)** When an Investigator is **on** an Egg Sac token, they may perform an Involved Action to destroy it. When all 4 Egg Sacs have been destroyed, give The Horror the **Enraged** Condition. The Horror is finally exposed and vulnerable to attack.

**B)** Once The Horror is **Enraged**, when an Investigator is **adjacent** to The Horror's figure they can perform an Involved Action to place a Supply token on the **Banish The Horror** player aid. When there are 3 Supply tokens on the player aid, the Investigators win the game!

## Enraged

You cannot Ambush and are Revealed for the remainder of the game.

Your **Move** Action **changes** to the following: You have **4MP** during your turn, and you cannot roll the Sprint die. Bright spaces cost **2MP** to Move onto (*no Disappear option*).

Once during your turn, you may move any number of Investigators within 2 spaces of yourself, adjacent to yourself, without any penalty from Bright spaces. Then, you may use your Attack card on each adjacent Investigator (*regardless of if you just moved them or not using this Ability*).

1 At the start of The Horror's turn, it updates its Shadow token to its current position on the main board. It may now Ambush since it is Hidden.

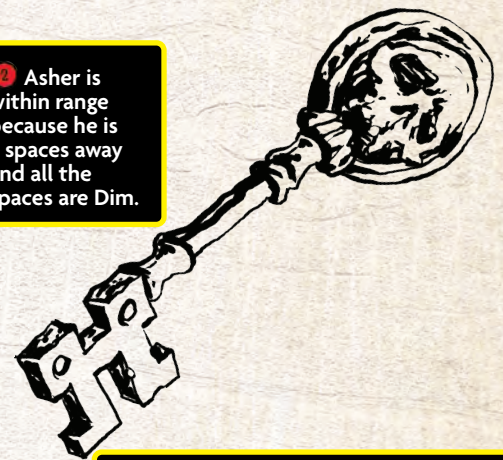
3 Brielle is 5 spaces away because Bright spaces count as 2 and 188 and 189 are both Bright.

4 Lucy is not within range because she is 6 spaces away.

5 The Horror pulls Asher and Brielle adjacent to itself and uses its Attack card on them. Brielle's Flashlight is removed after all Investigators have been moved since she was forced to move.

2 Asher is within range because he is 5 spaces away and all the spaces are Dim.

6 Now that The Horror has Ambushed, it may complete its turn. It chooses to Move 4 spaces to 242. It must update its Shadow token for each Bright space it moves through, but it is not Revealed while Moving. It rolls a 2 on the Sprint die and finishes its movement on space 262.





# The Butcher of Manchac Swamp

## Backstory





Local rumor has it that a shadowy figure appears every 10 years to satiate its hunger for bloody justice. As soon as its victim is claimed, it returns to dormancy, then another decade passes. Ten years is just long enough for people to chalk up the horror as folklore while that dark form awakens, starting the cycle all over again.

The Butcher of Manchac Swamp is obsessed with doling out his own justice on anyone he deems worthy of punishment, all according to his twisted view of the world. He stalks his victims from the dark, letting them see him just long enough to instill fear before he strikes. Unfortunately, dying at the hands of The Butcher is never quick, as he revels in his victim's terror.

## Objective



The Butcher immediately wins when **1** Investigator **dies** (This means *Spirits* will not be in play during this game).

## Setup

Choose 1 Attack  and 2 Ability  cards. Then, place your standee anywhere on the mini-map, Hidden. Finally, place a Stalk  token on the 0 space of the Stalk track and place The Butcher's Revealed  card face-down in front of yourself.

**2-Investigator Game:** If there are only 2 Investigators, you may only select 1 Ability card.

## Start of Your Turn

Remove all Noise  and Shadow  tokens from the board.

## Getting Revealed

When Revealed, place The Butcher on the main board and flip your Revealed card face-up. You may become Hidden again by taking the Disappear Action.


## Core Actions

The Butcher always has these Actions available: Move, Disappear, Break Door, and Stalk. Each may be performed during the Adversary's turn **once**.

## Move

You may Move up to 5 spaces plus the result of a free Sprint die roll. As usual, you can interrupt your movement to perform other Actions and continue Moving afterwards.

## Disappear


If you are Revealed and in a Dim or Dark space, you may become Hidden. To do so, remove your figure from the main board and place it on the corresponding space on the mini-map behind your Adversary screen. Place a Shadow  token on the space you Disappeared.

## Break Door (Butcher)

No change to the normal rules. See p.A8 for the full Break Door rules.

## Stalk



You must have **line of sight** to **Stalk** an Investigator. You may Stalk any number of Investigators during a Stalk Action. You must place a Shadow  token on the main board on the space from which you performed the Stalk Action, although you can continue Moving after Stalking.


Line of sight requires the following:

1. You must be within 8 spaces of the Investigator.
2. You must be able to draw a line from your space to the Investigator's space without hitting any Obstacles along the way. The line can start at any part of your space's circle and end at any part of your target's circle. Use the mini-map and a straightedge to determine line of sight.




For example: Aira is not in line of sight because there is no way to draw a line to her without hitting an Obstacle. Marci, however, is in line of sight so The Butcher can Stalk her.

## For Each Investigator You Stalk:

If the Investigator does **not** have a Spine Chill  token:

- Give them a Spine Chill token

If the Investigator **does** have a Spine Chill  token:


- The Investigator discards the Spine Chill token and The Butcher increases his Stalk track by 1

## Spine Chill Tokens

**Spine Chill tokens only last until the end of the next round.** For this reason, The Butcher must Stalk an Investigator for 2 consecutive rounds to increase his Stalk track.

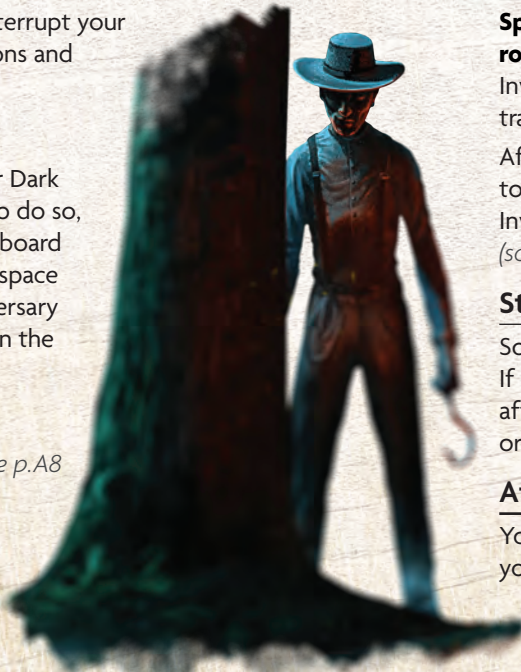
After Stalking an Investigator, if The Butcher is unable to Stalk the same Investigator the following round, the Investigator returns the Spine Chill token to The Butcher (so The Butcher must start over).

## Stalk Track

Some Attacks and Abilities require you to spend Stalks. If an Attack or Ability card contains a large Stalk  icon after its text, you must decrease your Stalk track by 1 in order to use the card.

## Attacks and Abilities

You may Attack and use **each** of your Abilities **once** during your turn.





## Banishing The Butcher - How the Investigators Win

*If this Objective is selected and time runs out, the game is a draw.*

If the Investigators choose the Banish The Butcher Objective, they must find The Butcher's Grave, exhume his Hook and Frayed Ropes, and burn his coffin. When the Investigators have The Hook, they must locate The Butcher and Banish him with it before he can claim his victim.

When all the Evidence is collected by the Investigators (*and this Objective is chosen*), set the **Banish The Butcher** player aid to the side of the main board and have The Butcher place a face-up Grave token on the mini-map within 10 spaces of any Investigator. This token is the actual location of the Grave.

Then, The Butcher places a face-down Grave token within 3 spaces of the actual Grave's space on the main board. *In summary, the Investigators know the actual Grave is within 3 spaces of this face-down Grave token.*

The Investigators must Reveal the actual Grave by making the corresponding space Bright. Once the Grave is found, the Investigators can take an Involved Action on it to gain the Frayed Ropes and The Hook Objective Item cards and replace the Grave token with the face-up Burning token.

**At the end of each round:** Flip the Burning token to its face-down side. If it is already face-down, remove it from the board instead. You can now Banish The Butcher with The Hook.

### The Hook

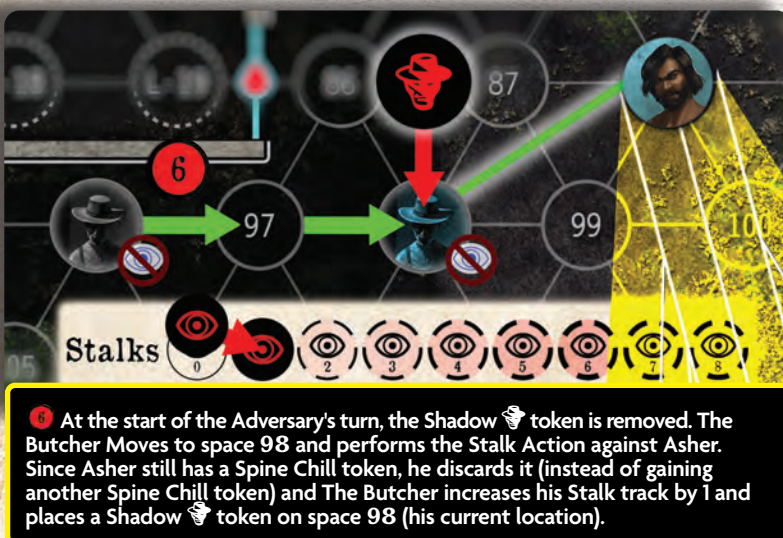
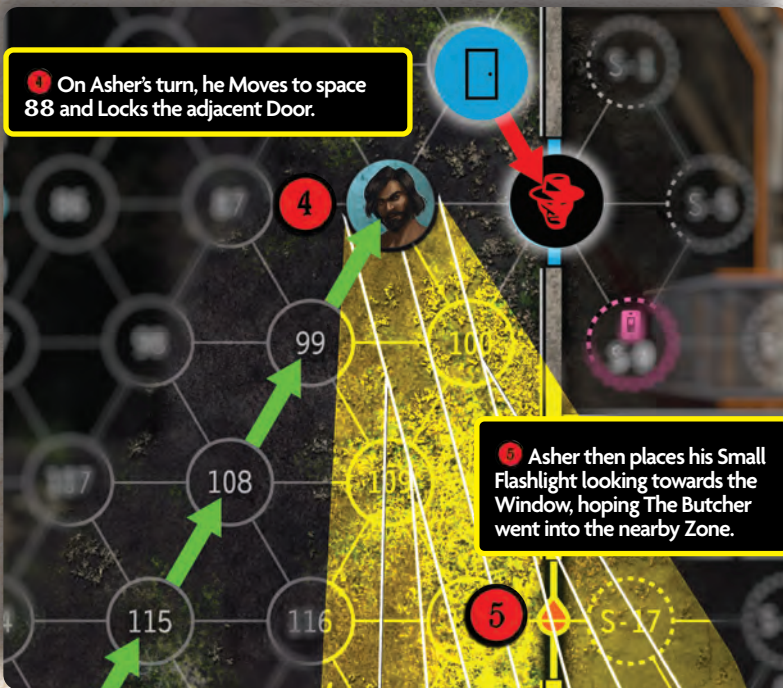
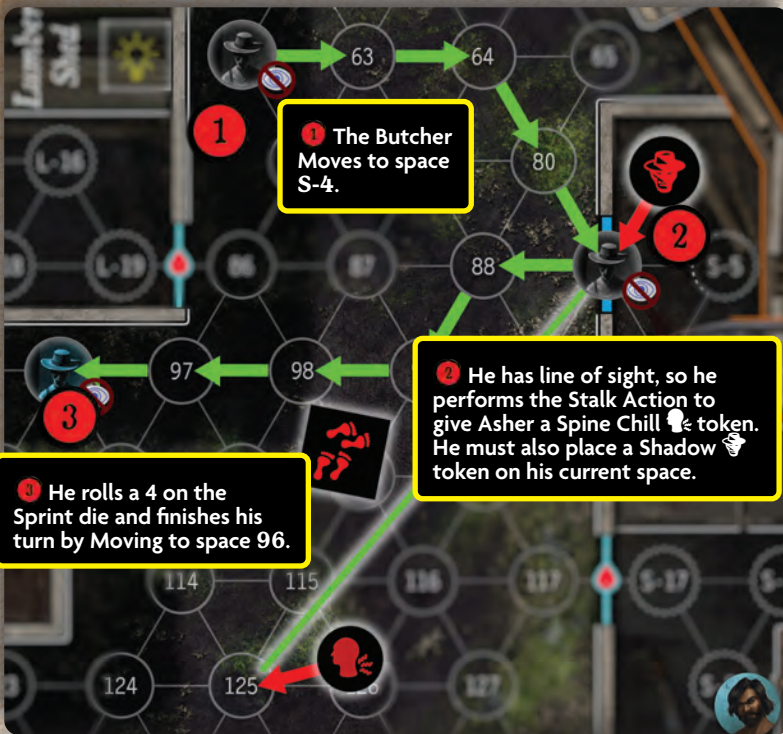
The Investigators may only use The Hook if The Butcher's Grave has been burned (*the Burning token is removed from the board*).

They must take an Involved Action and choose an adjacent space: If they choose the space that contains The Butcher, they Banish him and win the game! *If they choose incorrectly, all The Butcher must say is that he is not on that space.*

*The Investigators may only use The Hook once the entire round (not once per Investigator).*

### Frayed Ropes

When the Investigators use this Item, The Butcher must immediately place a **face-down** Shadow token **within 3 spaces** of his current location. It has Supply 3, so it can be used 3 times before it must be discarded.





# The Cult of Hunlow



## Backstory

Nothing about Hunlow strikes the casual observer as particularly strange, at least at first glance. But there is a palpable fear that hangs in the air, especially on days of great solar and lunar importance. Those are evenings when the shops close early and the streets empty long before sunset.

The Cult has terrorized the town for decades, completing years of carefully laid out rituals, all of which have been leading to this exact point in time. There is something truly abhorrent lurking just behind the veil, brought so horrifyingly close by the unholy rites being performed. If their twisted visions are to become reality, The Cult will need just a few more sacrifices before the doorway can be thrown wide open.



## Objective

The Cult is unique in that there are 2 separate groups in play: the **Cultists** and **Mor'gonnod**. The Cultists' ultimate goal is to summon their demon (Mor'gonnod) and have him eliminate the Investigators. Each group has its own player board.


The Cultists' initial goal is to Bloodlet the Investigators 5 times. If you successfully Bloodlet an Investigator and Mor'gonnod still has face-down Abilities, you may flip 1 of them face-up and begin using it immediately. Each Ability is named after a body part, representing Mor'gonnod's Ethereal spirit getting closer and closer to its Corporeal form until he is finally summoned. Once 5 Blood has been collected, Mor'gonnod consumes the Cultists and is reborn in the flesh.


The Cult immediately wins when **all Investigators are dead**.

## Setup

Select 1 Attack  and 3 Ability  cards. Place 1 Ability card face-up, and place the remaining cards face-down below Mor'gonnod's player board (which should be on its Ethereal side).

Then, place all Cultist standees anywhere on the mini-map, Hidden. Each Cultist must start adjacent to at least 1 other Cultist, and they must form a single group. Then place Mor'gonnod adjacent to one of the Cultists, also Hidden.

Place a Blood  token on the 0 space of the Blood track on the Cultists' player board and place their Revealed card face-down in front of yourself.




Finally, place the Altar  token in any Zone on a General space of your choice on the mini-map. If the space the Altar is on is ever made Bright, move its token to the corresponding space on the main board.

If there are fewer than 4 Investigators in play, use fewer Cultists and Abilities. You always start with 1 face-up Ability, with any remaining Abilities placed face-down:

- **3 Investigators:** Use 3 Cultist figures and 2 Abilities
- **2 Investigators:** Use 2 Cultist figures and 1 Ability



## Start of Your Turn

Update each Cultist's matching Shadow  token to their current location and Mor'gonnod's Shadow  token to Mor'gonnod's location on the main board. Remove all Noise  tokens on the main board. Always update your locations first; then you are free to take your turn.

## Getting Revealed

When Revealed, place that Cultist or Mor'gonnod on the main board and flip your Revealed card face-up. *The Revealed card only applies to the figure(s) that were Revealed.* You may become Hidden again by taking the Disappear Action. When Mor'gonnod is Corporeal, he ignores the Revealed card and cannot take the Disappear Action.

## Cultist Core Actions





**Each** Cultist may take the Move and Disappear Actions up to once during the Adversary's turn. You may only take the Bloodletting and/or Break Door Actions **once** per round (*not once per Cultist*).

Each Cultist must fully complete their Actions before the next Cultist starts performing any Actions during your turn.

## Move

Each Cultist has **3MP** plus the result of a free Sprint die roll. Your movement with a single Cultist may be interrupted by other Actions and then resumed. Roll the Sprint die once during the Adversary turn and apply the result to all Cultists in play (and Mor'gonnod). *For example: if you roll 2MP, you have 5MP to use for each Cultist.*

## Disappear

If an Adversary figure is Revealed and in a Dim or Dark space, they may become Hidden. To do so, remove the figure from the main board and place it on the corresponding space on the mini-map behind your Adversary screen. Update their matching Shadow  /  token to the space you Disappeared on.

If a Cultist performs the Disappear Action:



- **This** Cultist may not perform Bloodletting this turn (*a different Cultist may still perform the Bloodletting Action*)

## Break Door (Cult)

The only change: Only **1** Cultist may take this Action, up to **once** during the Adversary's turn. *See p.A8 for the full Break Door rules.*

## Bloodletting

Only **1** Cultist may take this Action, up to **once** during the Adversary's turn. **You may not Bloodlet during the first round, and this counts as an Ability (not an Attack).**

When a Cultist is adjacent to an Investigator, update their matching Shadow  token to that Cultist's location on the main board, give that Investigator a face-down Wound , and increase your Blood track by 1. In addition, if Mor'gonnod has any face-down Abilities you may flip 1 of them face-up. This Ability is now available for use by Mor'gonnod.

## Blood Track

Each time a Cultist completes Bloodletting, increase your Blood track by 1. When your Blood track is at 5, you may perform The Final Sacrifice.



## The Final Sacrifice

The Blood track must be at **5** to perform The Final Sacrifice.

Each Cultist must be adjacent to at least 1 other Cultist, in a single group, and Mor'gonnod must be adjacent to at least 1 Cultist.

Reveal the Cultists, place Mor'gonnod on the main board on his current space, and remove all Cultists from the game, as they are consumed by Mor'gonnod. Finally, flip Mor'gonnod's player board to its Corporeal side, flip his Attack card face-up, and end your turn. Mor'gonnod is now in his Corporeal form.

## Mor'gonnod

### States

Mor'gonnod has two distinct states: **Ethereal** and **Corporeal**. From the start of the game until The Final Sacrifice is performed, Mor'gonnod is trapped in his Ethereal form. He may only use his Ethereal Actions and any Abilities that are face-up. **He may never use his Attack card while Ethereal.**

As soon as The Final Sacrifice is performed, Mor'gonnod is made Corporeal. While Corporeal, Mor'gonnod must use only his Corporeal Actions, remains Revealed for the remainder of the game, and ignores the Revealed card. He may now use his Attack card, in addition to all of his Abilities.

### Ethereal Actions

Mor'gonnod may perform **each** of these Actions **once** per Adversary turn. **Mor'gonnod may not perform the Break Door Action while Ethereal.**

### Move (Ethereal)

Mor'gonnod's Ethereal movement is the same as the Cultists' (3 plus the Sprint die that was rolled this turn).

### Disappear (Ethereal)

If you are Revealed and in a Dim or Dark space, you may become Hidden. To do so, remove your figure from the main board and place it on the corresponding space on the mini-map behind your Adversary screen. Update your Shadow token to the space you Disappeared on.

After taking the Disappear Action: Mor'gonnod may not use any Abilities for the rest of this turn.

### Corporeal Actions

While Corporeal, Mor'gonnod remains Revealed for the remainder of the game and ignores the Revealed card. Mor'gonnod may take **each** of these Actions **once** per Adversary turn.

### Move (Corporeal)

You may Move up to 10 spaces. **You must spend 2MP to Move onto Bright spaces.**

### Break Door (Corporeal)

No change to the normal rules (p.A8).

### Attacks and Abilities

Mor'gonnod may only use **each** Attack and face-up Ability **once** per Adversary turn. He must be Hidden to use his Ability cards unless he is Corporeal. Only Mor'gonnod may use the Attack and Ability cards. The Cultists have separate Actions.

## Banishing The Cult - How the Investigators Win

*If this Objective is selected and time runs out, the Adversary wins as usual.*

The Investigators must attempt to reverse the ritual and send Mor'gonnod and his Cultists to the depths of hell. They will need a Ritual Knife, the Altar, and a ceremonial Rope Circle to cut the link between the two worlds.

When all the Evidence is collected by the Investigators (*and this Objective is chosen*), set the **Banish The Cult** player aid to the side of the main board. Have the Adversary place the **Ritual Knife** † and **Rope Circle** ⦿ tokens on any General spaces within 10 spaces of the **Altar** token on the main board. Investigators may pick up the Ritual Knife and Rope Circle with an Interact Action.

If they have not already done so, the Investigators must Reveal the Altar (by making its space Bright) to use the Ritual Knife or Rope Circle.

### Ritual Knife



When **on** the Altar token, an Investigator may take an Involved Action to flip a face-down Wound face-up on themselves **or** give themselves a face-down Wound in order to place 1 Supply token on the **Banish The Cult** player aid.

*The Investigators may only use the Ritual Knife once the entire round (not once per Investigator).*

### Rope Circle



All surviving Investigators must be in a single group, adjacent to at least 1 other Investigator, and at least 1 of the Investigators must be adjacent to the Altar. When there are 3 Supply tokens on the Objective card, the Investigators may take an Interact Action to cut the Rope Circle, Banishing the Cultists and Mor'gonnod. The Investigators win!

**1** At the start of the Cultists' turn, the Adversary updates all of their figures' corresponding Shadow tokens to their current position on the main board.

**2** The Adversary rolls a 3 on the Sprint die, so all Cultists and Mor'gonnod have 6 movement this round.

**3** The Adversary decides to begin with Cultist 3 by Moving him to space 136, taking the Bloodletting Action against Brielle, and updating his Shadow token to that space. Cultist 3 then finishes his Move to C-3. Additionally, the Cultists' Blood track is increased by 1.

At this point, the Adversary may choose another Cultist to Move and take Actions with, excluding Bloodletting since another Cultist already took that Action this round.



## Adversary Turn Actions

After all the Investigators have taken their turn, you may take yours. Most Adversaries share the following in common on their turn.

### Move

Movement works the same for the Adversary as it would for an Investigator, except for the following:

- Moving onto a Dark space only costs **1MP**
- Rolling the Sprint die is free to do once during your turn
- You may Move through and also end movement on the same space as an Investigator (if you are Hidden or not). Doing this does not Reveal yourself unless you Move onto a Bright space
- Movement is Hidden from the Investigators, and you track it on the Adversary mini-map. When Revealed, you move your figure to the main board and must Move there, for everyone to see

*Please note that specific Adversaries have unique rules to change how movement works for them.*

### If an Adversary Moves through a Window:

- They must spend 1 extra **MP** and place a **Noise** token on that Window. They do not need to indicate which direction they went, merely that they Moved through it
- A Noise token only needs to be placed the first time a given Window is Moved through in a round, but still must be placed if the same Window is Moved through during subsequent rounds

### Use Cards

You have an Attack card, and a number of Ability cards available to use. You may resolve **each** card **once** (if you meet their requirements) during your turn.

### Break Door

All Adversaries have the **Break Door** Action available to them. Unique Adversary rules will be noted clearly in their section.

When **adjacent** to an empty Open Door space or a Locked Door token, place a Damaged Door token on the Door space.

**If it already had a Damaged Door token on it:** replace it with a Destroyed Door token.

## Other Adversary Rules

### Revealed / Hidden

The Adversary begins the game Hidden. This means your figure is placed on your mini-map behind your Adversary screen. All movement you make is Hidden until you are Revealed.

Adversaries can be Revealed by Moving onto, or being on, a Bright space. Special Item or Action effects can also Reveal the Adversary.

### When the Adversary is Revealed:

- Move your figure from the mini-map to the main board (on the matching space), then flip your Revealed card face-up

### When the Adversary becomes Hidden:

1. Remove your figure from the main board and place it onto your mini-map (on the matching space it was just removed from).
2. Place a Shadow token on the space you became Hidden on.

### Shadow Tokens

Certain cards and Actions require the Adversary to place a Shadow token. If a card contains a Shadow token icon, you must place a Shadow token to use the card.

Shadow tokens can be placed face-up or face-down and are always placed on the main board. If your Shadow token is already on the board when you have to place it, update it to the new location.

**Unless stated otherwise, Shadow tokens are always placed face-up.**

Face-up Shadow tokens must be placed on the main board **on** your current space, whereas face-down Shadow tokens must be placed on the main board **within a certain distance of** your current space (as defined on the card or Action that required it).

Each Adversary has their own Shadow token. The icon on the face-up side is shown below. The face-down side has the same icon, but it is grayed out and has a question mark on top of it.

- : The Insatiable Horror
- : The Butcher
- : Mor'gonnod
- : The Cultist standees and Shadow tokens are numbered. When a Shadow token is required you must use the Shadow token with the same number as the Cultist that it applies to

## Adversary Player Boards

**The Butcher**

**Move**  
Move up to 5 spaces plus the Sprint die

**Break Door**  
When adjacent to a Door space, you may place a (Damaged Door) token on it. When adjacent to a (Locked Door) token, you may flip it to the side. If it is already on the side, replace it with a (Destroyed Door) token

**Disappear**  
If you are Revealed and in a Dim or Dark space, you may move your figure from the main board to the corresponding space on the mini-map, placing a token where you Disappeared. After Disappearing, you may not Stalk or use your Attack card

**Stalk**  
You must be Hidden, be within 8 spaces, and have line of sight to 1 or more Investigators. You may give these Investigators a (Spine Chill) token. If already have a token, increase once per Investigator and take token

**Cooldown 1** (0-8) **Cooldown 2** (0-2)

**Stalks** (0-8)

**Attack Card Slot** (1)

**Active Ability Card Slots** (2)

### 1 Actions

Each Adversary has a number of Actions listed on their player board.

### 2 Adversary-Specific Track

Adversaries may have a track they use for Attacks and/or Abilities.

### 3 Attack Card Slot

Each Adversary has a slot for 1 Attack card.

### 4 Active Ability Card Slots

Abilities in the Active area are ready to be used.

### 5 Cooldown 1: 1/2

Cards in this area are on Cooldown and may not be used.

If a card with the Cooldown icon is used, place it **face-down** in the **matching-number** Cooldown slot.

**At the end of the Adversary's turn**, do the following in order:

1. Move all **face-up** cards from your **Cooldown 1** area to the **Active Slots** below your player board.
2. Move all **face-up** cards from your **Cooldown 2** area to your **Cooldown 1** area.
3. Flip all **face-down** cards in **both** Cooldown areas **face-up**.

*Note: Some cards don't have a Cooldown icon, but instead, instruct you to put them on Cooldown after a specific Action is taken.*

