



EXALTED BLASPHEMIES
FAN MADE EXPANSION

Design/Writer: Phil Blake Graphic: Fabio Faletti

Additional Writers: Seth Lindberg - Sam Parsons



Expansion Overview

Exalted Blasphemies is a fan created set of seven dedicated scenarios to showcase certain Epic monsters that currently are without. As such this expansion focuses solely on them, though they are the only additional content needed to play the scenarios.

Note a scenario for Mutilation is not included in this pack as one was created for the previous fan made expansion “Premonitions of Despair.”

Using this Expansion

Many of these scenarios feature several scenario specific cards which alter the way certain Epic monsters interact and it is recommended that those are printed out on thin card for ease of play. The scenarios have been playtested with all the official expansions in mind, so feel free to use any combination of investigators/additional rules as you see fit.

CREDITS

Expansion Designer/Scenario Design: Phil Blake

Editing: Phil Blake

Writing: Phil Blake, Seth Lindberg and Sam Parsons

Graphic Design: Fabio Faletti

Cover Art: Chang Yuan

Playtesting: Oscar Bok and Mark Turner

Interior Art: Chang Yuan, Joseph Diaz and Guillem H.

Pongiluppi from GhostSolid Studio, Pedro Sena, DRock Art

Studio, and Night Watch Art Studio.

Chaudon

Special Thanks to the Diemension Games team for all the hard work in bringing us this awesome game. In particular Roger Ho for sharing his particular brand of madness with the world, and Byron Leavitt for his endless dedication towards the Deep Madness community.

You are authorised to view, copy, download, and print this expansion for personal use. This authorisation includes the use of a paid third-party printing service.

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STORYBOOK

DIMENSION SICKNESS

Pressure fluctuations triggered alarms from the Lower Mining deck. You go to inspect for fissures inside Shaft-1, the tube designed for transporting fluidized minerals from the ocean floor to Kadath Facility's underbelly. With the tube evacuated, the pressure readings should have equilibrated, but they vary erratically. Perhaps sensors needed replacing. Having donned protective gear, you open the inspection hatch. Corrupt dampness wafts out, somehow infiltrating your suit. Frost spawns on your eyebrows and nose hairs. The threshold sparkles, coated with angular crystals. Inserting your head, you see the interior appear like a split geode.

Despite all this beauty, you feel nauseous. Nor do you trust what you see. Kadath's lead engineer, Edgar Kayce, had warned you about Dimension Sickness that spawned from Dimension Rifts. All those working the Lower Levels succumbed to hallucinations eventually. Unearthing strange minerals from nature's hidden depths threatened to uncover sentient earth. Edgar claimed to have repaired invasive rifts before and created traps to ensnare the octopian creatures responsible. You have yet to employ those. The cyclopean hoarfrost coating this umbilical tube has you considering Edgar's words and traps. In any event, inspecting this channel would be treacherous. The sharp crystals may pierce your gear. The scents toxic. Perhaps you should retrieve a trap out of precaution.

Yet you are pulled inside before you do so, lured into the darkness by a mysterious attractor. You stumble into the tube. Crushing the crystals emits dissipating vapours. Your eyes dilate as the doses of gas snake through your sinuses. By design, this mine shaft should be linear and clear of fouling. It was twisted now, curled like an intestine, and the crystals seemed to grow before your eyes.

Dizzy, but drawn downward, you begin crawling. Your light dims as your lighting frosts over. Your face-shield blurs with glistening fog. You struggle to discern the chaos in front of you.

Suddenly, the crisp vision of a tentacled mass jolts your senses. Adrenaline races through your veins. Your heart races. Frantically back-peddalling, constantly relying on the walls for support, you arrive back at the hatch. Someone extends a hand into Shaft-1 to tug you out. Curses, Edgar was right!

Slapping sounds compel you to look back. A whipping tentacle breaching the hatch gropes the chamber. Wherever it contacts, crystals nucleate. Some part of you wants to help it, to pull it into the chamber as someone helped you. You crave the comforting embrace of mystery. You long to be bejewelled in cosmic crystals. Then, your partner grabs your shoulder and drags you to safety, and shoves one of Edgar's traps into your hands. Time to act.

(Seth Lindberg)

CHAPTER OVERVIEW

A Dimension Rift has occurred, threatening to engulf the whole facility, as reality itself is torn asunder. Can you disrupt the rift long enough to slay the creature behind it or will you all be dragged into an eternal darkness of twisted worlds? Combat the mental sickness and utilize Edgar Kayce's traps to repel the horror of the deep and seal the Dimension Rift.

GAME BOARD

Assemble the game board as shown below:



Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

ROOM DECK AND DEVoured DECK

Room deck: 5

Devoured deck: 2, 9, 13, 18, 19, 20, 21

Note: Room one is devoured but does not contain a spawn point and do not place its corresponding card in the devoured deck.



Wall Marker



Hatch Marker



Spawn Marker



Trap Mine Control Token
(face up/face down)

DEVOURING TRACK

Assemble the devouring track as shown below:



- Hazard Effects:



Any Investigator with Dimension Sickness cannot draw search cards.



Any Investigator with Dimension Sickness discounts any result of a 6 they get on any dice they use, instead treating it as 0.



Any Investigator with Dimension Sickness draws a madness token for every sanity they exhaust.

SPECIAL SET UP:

- After choosing investigators during Step 2 of the setup, each investigator chooses and places his/her matching figure in one of the two "Start" spaces.
- Epic monsters cannot be used when choosing monsters during Step 3 of the setup. After choosing monsters place the Dimension Rift Scenario specific card to the left of the activation tracker. Do not shuffle the Dimension Rift spawn cards into the spawn deck. Place the Dimension Rift model in the centre part of tile 1 as indicated on the map.
- Place all three trap mines on the bottom part of tile 5 as indicated on the map and remove the Trap Mine item card from the Item Deck.

INVESTIGATE ACTIONS

An Investigator in room five gains the following action:

Investigate: Discard your Dimension Sickness token

An Investigator in the same space with the face up trap mine control token gains the following action:

Investigate: Flip the control token over and move any of the trap mines two spaces towards Dimension Rift.

SPECIAL RULES

- 1) At the start of the turn, before spawning monsters, flip the trap mine control token so it is face side up and give each investigator in a devoured room a dimension sickness token. (use The Obscure markers from the Endless Nightmares expansion.) An investigator can only have one dimension sickness token.
- 2) If any monster enters a space with a trap mine it will explode and you will lose the scenario. Monsters do not treat trap mines as investigators.
- 3) Once a trap mine enters the same space as Dimension Rift remove the trap mine from play. Once all three trap mines have been removed from play in this way at the **END** of the turn replace the scenario specific Dimension Rift card with the normal Epic card for that monster.

WINNING

All three trap mines have been removed from play and Dimension Rift killed.



Monster Card

The card features a central illustration of a grotesque, multi-limbed monster with a large, fleshy head and numerous tentacles. The monster is set against a dark, atmospheric background with purple and blue hues. The card's title, "Dimension Rift", is displayed in a white font within a dark green banner at the top. Below the illustration, there are several circular icons: a red one with a white starburst, a blue one with a white starburst, and a red one with a white starburst. A "SPECIAL" label is positioned below these icons. The card's text is presented in a white font on a dark red background.

Dimension Rift

SPECIAL

Special: Move all the investigators one space towards Dimension Rift (ignoring monsters trap/slow), without entering any undevoured rooms if possible.

Any investigator that is on the same space as Dimension Rift is automatically killed.

WISDOM OF THE MAD KING

"Faltering with the door release, breathing hard you slump against the iron wall in the hallway. Looking around the blurred room inhaling the chlorinated air, another deep breath and it rushes out of your chest like a yellow chain through a gaping wound. Horrified you clutch at your chest as the vapour tendrils seep through your wet, bloodied fingers. Now unable to inhale panic sets in and closed eyes involuntarily with tears.

Shaken awake, voice mumbling, "The mist is getting faster, I can still taste the chlorine, I think I died again." The pain recedes slightly but still the arms of the chair are held in an iron grip. "Each time I go back it's different – it's like amnesia, the hallways are the same but different. I can't find the final door. The door keeps moving. The yellow mist is getting quicker, it hates what we are trying to do." Edging toward the hatch in the room Randi whispers – "William was a mad genius somehow he managed to impose a psychic lock on this next area. To get through on this side requires breaching that final door in the consciousness realm."

A wail and heavy thud at the hatch behind acts as a reminder something horrible is waiting here as well. Locking the hatches behind, had slowed the horrors down but with the next area in a psychic lock it has ultimately ended up trapping all of you in the process... brow pulsing from the psychic feedback of consciousness being dumped back into a physical body. A low growl from the room to your left indicates Drake met the same problem- his voice followed the sound of claws on steel behind the hatch. Standing, wearily and approaching the closed door at the opposite side of the room. A crab the size of a dog launches itself at the plexiglass before thudding back down to the floor, chitin claws skittering on checker plate floor it turns and hits the door again. And again. Hairline cracks begin to appear in the frame of the view plate which is luckily out of reach. You need to get back in, to push back the sphere and lose the Drifter King and his minions again.

Hopefully finding the last door before it is too late... nodding at Drake and beginning to settle back in the chair as Randi pulls the strange contraception devised by West over your head. In the hallway once more, quickly looking for the next door. Spotting it as the mist comes up from the floor. Running through the tendrils of mist, making it to the door only to look back and see gossamer eyes are already forming in the mist. Your eyes burn from the chlorine even as turning and running through the hatch. The eyes come first. Then the chains. Then the teeth. Turning to warn Drake but he does not appear. In the back of your mind, is the sound of muffled gunfire. Run."

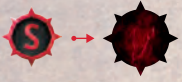
(Sam Parsons)

CHAPTER OVERVIEW

Can you quickly glean wisdom from the servants of the Mad King, and learn to shield yourself in madness or will your mind be utterly crushed by the relentless hatred the Mad King holds towards interlopers in his domain?

GAME BOARD

Assemble the game board as shown below:



Spawn Marker

SPECIAL SET- UP:

When constructing the Room Deck, take cards 20 and 27 shuffle them thoroughly then place them face down.

Shuffle the remaining room cards and place them on top to complete the room deck. Unless the game instructs you to devour a room the two bottom cards cannot be revealed or looked at for any reason.

Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

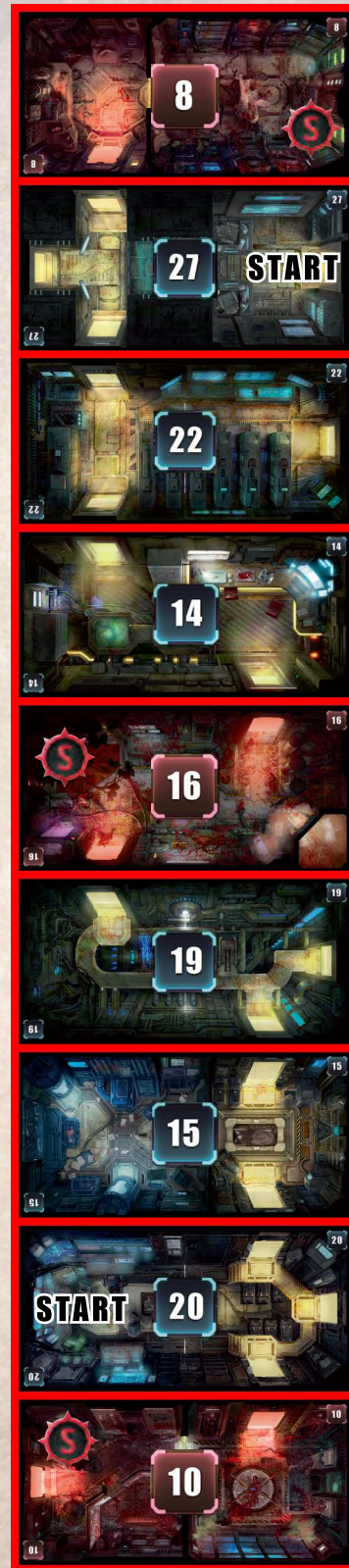
ROOM DECK AND DEVoured DECK

Room deck: 14, 15, 19, 20, 22, 27

Devoured deck: 8, 10, 16

DEVOURING TRACK

Assemble the devouring track as shown below:



• Hazard Effects:



No effect.



Place the transcendence marker in the last remaining undevoored room.
(use either the William marker from the core set, or if available the Portal Marker from Rise of Dagon.)



Devour a room and move the Drifter King to that location (even if in reserve) This does not count as a spawn action.

SPECIAL RULES

- 1) When an Investigator is due to receive a consciousness card, they may instead opt to not draw the card but instead gain a success token. (up to maximum of 3 success tokens per investigator.)
- 2) When any Investigator receives DAMAGE before rolling their resistance dice can opt to instead reduce the total damage by up to the total amount of success tokens the investigator has, (This can reduce the damage to 0.) Each point of damage reduced in this fashion makes the investigator gain a madness token.
- 3) If you kill the Drifter King then discard madness tokens from his card until only three remain.

SPECIAL SETUP

- 1) After choosing investigators during Step 2 of the setup, each investigator chooses and places his/her matching figure in one of the two "Start" spaces.
- 2) Before choosing monsters in Step 3 of the setup, place the Drifter card on the 1st slot of the activation tracker then fill the remaining five spaces with random non-epic monster cards, lastly place the Drifter King card to the left of the activation tracker, but do not include his spawn cards.

WINNING

Every Investigator has at least one success token and is on the space containing the transcendence marker.



HUNGER PAINS

Dome Three Mess Hall closed at 10 p.m. It will not open to employees again until 4 a.m. That is hours from now! Stomach growling, mouth salivating, head aching, you are starving. Who has hours to wait? In minutes, hunger promises to spark some desperate, preternatural urge to hunt. Recalling the Mess Hall has vending machines, you stride there boldly in pyjamas. Slippers beat the vacated corridors, footsteps echoing over buzzing fluorescent lights.

The vaulted chamber of the Mess Hall rivals a gymnasium. Three trains of tables run parallel across the greater length. Each line has ten tables positioned end-to-end, and each table spans six feet. White linens adorn them.

The Hall is devoid of life, as empty as your stomach. Where are those vending machines? What's this? The tabletops are not flat. Gossamer veils cover amorphous heaps. Perhaps the staff has prepared a special breakfast—the cloths must cover hundreds of chafing dishes. Who needs vending machines if there is a buffet available? Sudden abdominal cramps compel you to collapse. Crawling, while cradling a roiling tummy, you approach a table. Grasping for support, the cloth gets in the way. It's not linen.

Tugging on it more, a blanket-sized gauze pad spills onto the floor. Red gore streaks the shroud. From the opposite end of the chamber, wet slaps demand attention. Peering around the endcap, a humanoid creature can be seen in the distance, its ribcage split open like a turned mouth, a tentacle-like tongue flapping from a malformed head. Red gore splatters as it mounts a table. It pays no attention to you.

Whatever it is, it is hungry; and it has a carcass to eat. Food! Swelling organs push against your ribcage, buckling the sternum. Pain lances through each rib as they strain. Rolling in the foetal position fails to alleviate the pressure. Your heart rate plummets abruptly. An aura of peace stills any panic. Four more beasts have joined the first.

As the pack grows, any reluctance to rise wanes. Pain and mental resistance recede. Standing, the tabletop comes into view.

Food is not on the menu. A splayed deceased miner lies supine and naked. A recent, unfinished autopsy left its raw internals exposed. This not a cafeteria table. This is a gurney. This is no Mess Hall, but a mortuary. How did you get here? The ravenous creatures across the Mess Hall do not radiate fear now. Dozens feed in a cluster, focused and frenzied. As they aggregate, fear lessens. They do not appear like grotesque demons anymore. They are familiar and share a common hunger, an urge to consume. Succulent, human meat beckons. It looks delicious! You lean into the offerings. A cannibal is born.

"Intrusion Alert!" the intercom sounds as emergency lights strobe. "Dome Three, Level Two, Mess Hall. Alert!" A band of investigators armed with crowbars, axes, and utility knives breach the chamber interrupting the feast to attack...

(Seth Lindberg)

CHAPTER OVERVIEW

All you can think about is the gnawing hunger driving you on, you look desperately for anything a chocolate bar, a slice of bread and then you spot it a partially eaten human limb and you begin to walk towards it greedily. Can you satisfy your own gnawing hunger whilst trying to evade the monsters that so desperately want to consume you?



GAME BOARD

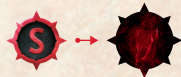
Assemble the game board as shown below:



Hunger Marker



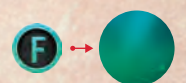
Food Marker



Spawn Marker



Wall Marker



Flooded Marker

Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

ROOM DECK AND DEVOURED DECK

Devoured deck: 1,2,6,7,8,9,11,12,13,14,16,20,23,27,28,30

DEVOURING TRACK

Assemble the devouring track as shown below:



SPECIAL SET- UP:

Epic monsters cannot be used when choosing monsters during Step 3 of the setup. After choosing monsters place in order the Cannibal card, the core game Ravenous card (does not generate Cannibals) and finally Omega Ravenous' card at the end of the activation tracker. Do not shuffle the Omega Ravenous or Ravenous spawn cards into the spawn deck. Place the Omega Ravenous model on the special tile as indicated on the map.

- Hazard Effects:



Whenever any monster is required to roll a monster dice to see if an additional effect takes place, do not roll the dice, they automatically count as receiving the matching symbol.



After the regular monster spawns, spawn a Cannibal.



If there are any food tokens left on the map then the investigators lose the scenario, if not place all the monsters on the special tile onto the hunger marker. If there are no monsters left on the special tile then this hazard has no effect.

SPECIAL RULES

INVESTIGATE ACTIONS

An Investigator on the same space as a food token gains the following action:

Investigate: Discard the food token and place a Ravenous on the hunger marker. If there is no Ravenous in the monster pool available to place then this action cannot be taken.

The special tile only has one space, has no spawn marker and is treated as completely separate from the rest of the map. The special tile or any of the monsters on it cannot be targeted by any investigator actions, effects or equipment.

LOSING

If any food tokens are still on the board at the start of turn 7 or, if at any point you are due to spawn/place a ravenous on the map and none are available.

WINNING

The food markers have been removed as well as killing all the Ravenous, and Omega Ravenous. Note you do not need to kill all the Cannibals to win the scenario.





Zhang Yuan



DEVoured

As the adrenalin from the flight starts to slowly drain away, it is replaced with a cold hardening horror as your mind tries to reconcile the past couple of minutes. How many others got on board before the engine was fully engaged? How many were left behind on the platform with those creatures? The fractal memories try to piece together an answer, but it remains just out of reach. The answer is of course too few survivors, far too few.

Fluctuations in power cause the lights to flicker occasionally, but the steel and glass shuttle dutifully moves across the tracks oblivious to the recent carnage. The onboard comms happily informs that the destination for this shuttle is the main sub pen. Why can't this thing go faster? Surely others have had the same idea and even now might be boarding those submarines to escape Kadath. Such thoughts are removed completely as the sound of tortured metal is accompanied by a massive reduction in speed. Eyes dart across the console with rising panic trying to locate the source of the problems, yet nothing presents itself. The entire shuttle rocks from the impact of a large object crashing into the ceiling. A wet fleshy cord as thick as a person's torso claws its way across the glass surface, before starting to wrap itself around the sides.

The walls start to constrict, buckling and screaming in agony as the shuttle starts to move again, but this time backwards. Running towards the back of the shuttle, you join a small crowd to witness an impossibility. A terrifying abyss of eternal worlds encircled by rings of razor-sharp teeth and that fleshy cord at its centre reaching back into infinity. Your mind reels refusing to accept the image even as a final jolt brings the entire shuttle and its passengers within that infernal maw.

Death does not come easy, but does come often. Twisted versions of reality greet you each time, some barely changed whilst others defy reason. Worlds upon worlds, yet with the single horrific constant of that all-encompassing abyss in pursuit. Within this chameleonic maelstrom, the most mundane items almost seem to resonate with power. Each time it changes, be it part of a torn shipping invoice, a broken cup, or even a ballpoint pen missing its lid. Like beacon of hope they call, fragments of the reality where you also belong. Perhaps complete they hold some true power, but there is little time to contemplate such ruminations, for the Devourer of Worlds is once more almost upon you.

(Phil Blake)

CHAPTER OVERVIEW

The Devourer of Worlds has consumed the train with everyone on it, throwing them into a parallel reality. If they can find enough fragments of their own reality and feed it to the Devourer of Worlds, they might be able to get out of here.

GAME BOARD

Assemble the game board as shown below:



Reality Fragments

Reality Tokens

Spawn Marker

Wall Marker

Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

ROOM DECK AND DEVOURED DECK

Room deck: 3, 6, 7, 8, 12, 18, 20

Devoured deck: 14, 19, 23, 30

DEVOURING TRACK

Assemble the devouring track as shown below:



SPECIAL SET-UP:

Before choosing monsters during Step 3 of the setup, place the Despair monster card in the first space of the monster activation track. Then, fill the remaining spaces of the monster activation track with random monster cards as usual. Epic monsters cannot be used. After choosing monsters, place the scenario specific Devourer of Worlds scenario specific monster card 1 at the end of the activation track, and place the Devourer of Worlds on the spawn space of room 30.

Do not shuffle the Devourer of Worlds spawn cards into the spawn deck.

• Hazard Effects:



Replace Devour of Worlds scenario card 1 with scenario card 2. (Gains additional move)



Replace Devour of Worlds scenario card 3 with scenario card 4. (Special affects all investigators)



Replace Devour of Worlds scenario card 2 with scenario card 3 ((Special +1 range)

SPECIAL RULES

The Devourer of Worlds is activated after the last monster in the activation track. The Devourer of Worlds cannot take wounds and cannot be killed.

The Devourer of Worlds special action that usually only affects investigators now affects all non-monster models on the board including Jon the cat, the Sentry turret and Self destruct devices. In these situations they re-spawn after the Devourer of Worlds NEXT activation.

INVESTIGATE ACTIONS

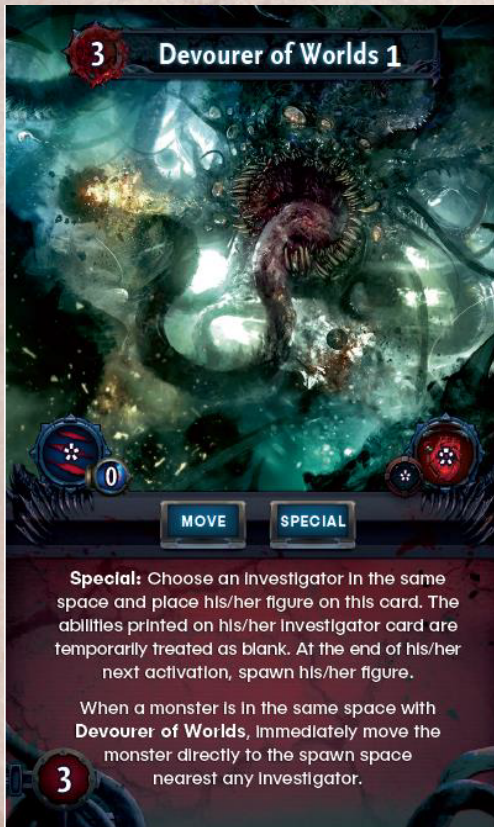
- 1) Investigators in the same space with a reality fragment gain: "Investigate: Acquire the reality fragment." Note: An investigator can only have one reality fragment at any time.
- 2) Investigators in possession of a reality fragment in the same space as another fragment of the same colour (even if in possession of another investigator) gain: "Investigate: remove both matching reality fragments and gain one reality token." Note: An investigator cannot have both a reality token and a different coloured reality fragment.
- 3) Investigators in possession of a reality token and in the same space as the Devourer of Worlds gain: "Investigate: Discard your reality token."

WINNING

All three reality tokens have been created and discarded



Monsters Cards



3 Devourer of Worlds 1

0

MOVE SPECIAL

Special: Choose an Investigator in the same space and place his/her figure on this card. The abilities printed on his/her Investigator card are temporarily treated as blank. At the end of his/her next activation, spawn his/her figure.

When a monster is in the same space with **Devourer of Worlds**, immediately move the monster directly to the spawn space nearest any Investigator.

3



3 Devourer of Worlds 2

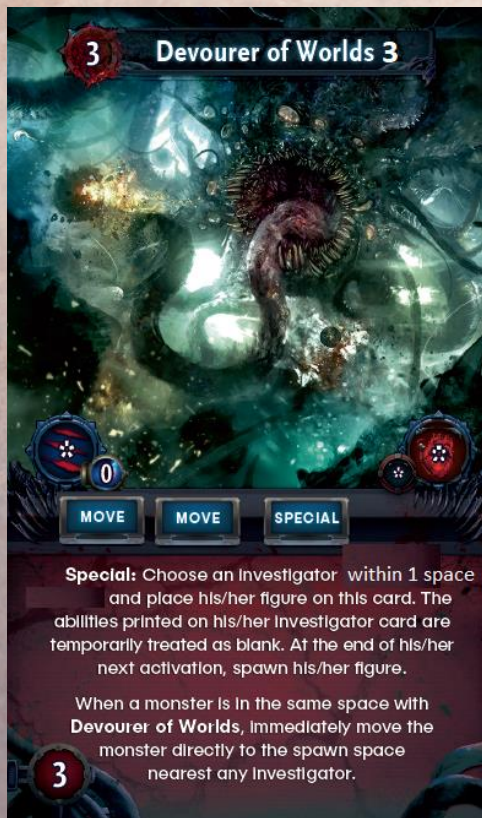
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MOVE MOVE SPECIAL

Special: Choose an Investigator in the same space and place his/her figure on this card. The abilities printed on his/her Investigator card are temporarily treated as blank. At the end of his/her next activation, spawn his/her figure.

When a monster is in the same space with **Devourer of Worlds**, immediately move the monster directly to the spawn space nearest any Investigator.

3



3 Devourer of Worlds 3

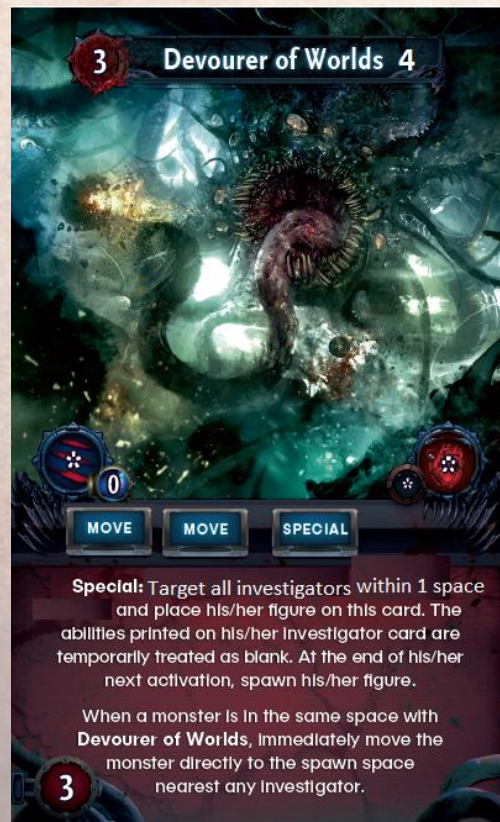
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MOVE MOVE SPECIAL

Special: Choose an Investigator within 1 space and place his/her figure on this card. The abilities printed on his/her Investigator card are temporarily treated as blank. At the end of his/her next activation, spawn his/her figure.

When a monster is in the same space with **Devourer of Worlds**, immediately move the monster directly to the spawn space nearest any Investigator.

3



3 Devourer of Worlds 4

0

MOVE MOVE SPECIAL

Special: Target all investigators within 1 space and place his/her figure on this card. The abilities printed on his/her Investigator card are temporarily treated as blank. At the end of his/her next activation, spawn his/her figure.

When a monster is in the same space with **Devourer of Worlds**, immediately move the monster directly to the spawn space nearest any Investigator.

3



INFECTED MEMORIES

The red fungus seemed to flow down from the walls as effortlessly as water, covering them with its taint. Tendrils moved within its mass, cracking glass, burying into steel and eating away at the room itself, twisting it into a parody of normality. With the room fully succumbed to the animalistic predations of the mystery fungus, thick clouds of choking spores made it hard to see, let alone to breath.

They had tried trying to cut it away from the walls, but the relentless infestation just grew back as quickly as it had come. No one could understand what caused it to appear, why it would seem to skip certain areas of the station and yet rapidly spread in others. It was as if some unfathomable intelligence governed its actions to further an unknown goal. Chemicals didn't seem to effect it, and in desperation the flamethrowers had been taken from lockup and issued to the maintenance crews to try and stem its growth. This had granted some relief... until the maintenance crews started to go missing.

The real breakthrough was as unexpected as it was accidental. It turned out that two of the heavy miners that had been pulled from their other duties due to their ability to operate in extremely hazardous conditions, had been tasked with trying to remove the fungus from their own quarters. The morning had been spent as fruitlessly as expected, until a photo of them in this very room taken upon arrival was uncovered. The room in the picture was such a contrast with its newly constructed walls and pristine equipment. Even as they reminisced about that first day the fungus seemed to shrivel up and die around them of its own accord uncovering a head sized orb rooted to the floor. The orb had a bony like crest but underneath was a fibrous sac whose sides bulged sporadically as if a living entity was inside pushing to get out. A mechanised foot easily crushed the orb, spilling a foul-smelling ichor over the floor and remarkably the fungus never returned..

memories where the key! where it was resistant to manual removal the fungus in some instances would simply shrivel up and die in response to mentally reasserting what the area used to look like. It was as if this image of normality created some kind of psychic feedback burning the infestation away.

You approach the recently uncovered orb, briefly wondering why this didn't work in every infected room. The ruminations are short lived however for the orb bursts of its violation, an impossibly large worm like creature uncoils from its remains. A new orb is almost instantly deposited from a rear proboscis, resulting in an immediate bloom of the red fungus. Screaming in fear you unload your submachine gun straight into its cavernous face, not stopping until the weapon is spent. Shaking hands holding the smoking weapon, you watch in horror as this new orb bursts, revealing another worm like creature or is it the same one reborn? It doesn't matter, discarding the spent weapon you run.

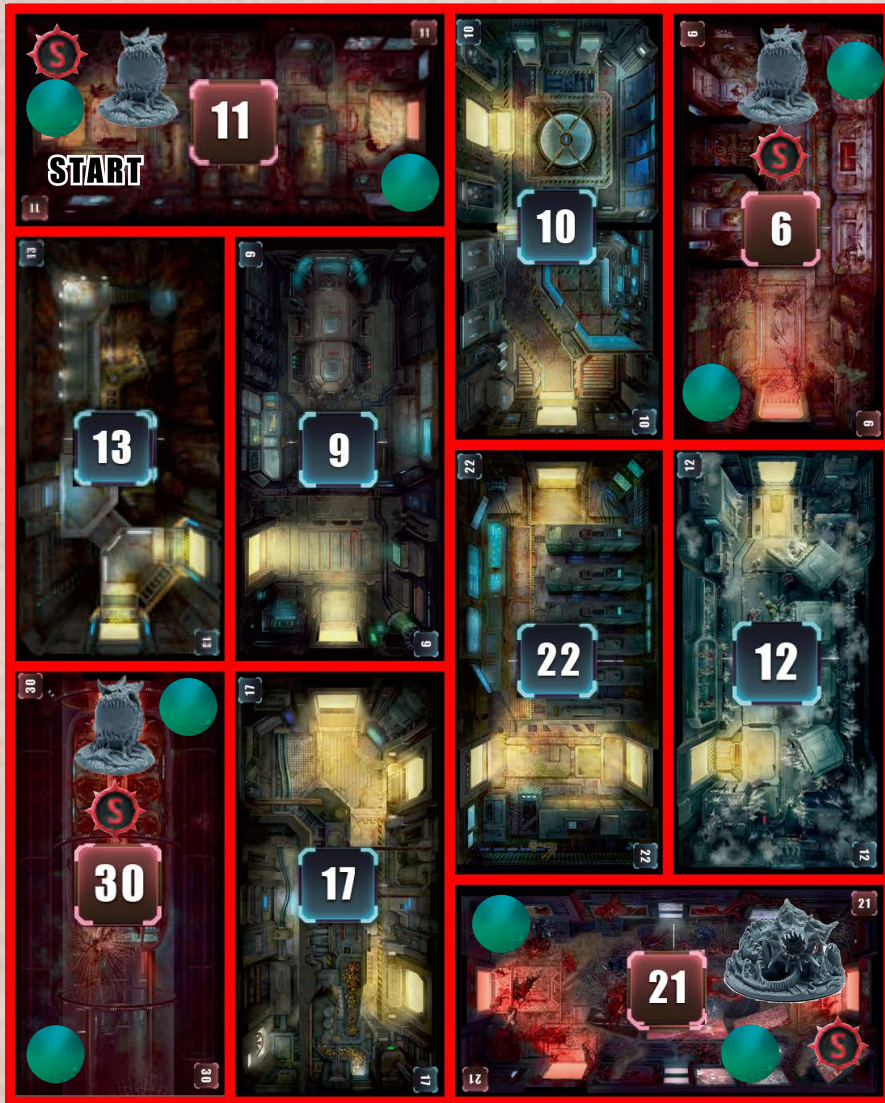
(Phil Blake)

CHAPTER OVERVIEW

Can you halt the corruption of Insidious before it spreads the infestation across the whole of Kadath?

GAME BOARD

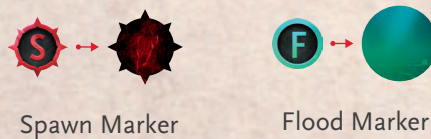
Assemble the game board as shown below:



Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

ROOM DECK AND DEVoured DECK

Room deck: 9, 10, 12, 13, 17, 22
 Devoured deck: 6, 11, 21, 30



DEVOURING TRACK

Assemble the devouring track as shown below:



- Hazard Effects:



No Effect



Devour a room, flood it and place an insidious egg on the same space as the spawn marker before resolving your monster spawns normally.

SPECIAL SET-UP

Before choosing monsters in Step 3 of the setup, place the Insidious card on the 6th slot of the activation tracker then fill the remaining five spaces with random non-epic monster cards. Do not include the Insidious spawn cards in the monster spawn deck, and no other Epic monsters can be used in this scenario. Place the Insidious monster on the spawn marker of tile 21, and a single Insidious egg on the spawn marker of tiles 6, 11 and 30. Each investigator also receives two matching memory markers.

INVESTIGATE ACTIONS

When an Investigator with both of their memory markers is on a non-devoured room that does not already contain a memory marker, they gain the following action:

Investigate: Place one of your memory markers on this room.

SPECIAL RULES

- 1) - Insidious Eggs can only take damage if they are in a non-devoured room.
- 2) - After activating Insidious before the end of the turn, if an investigator is on the same space as a spawn marker and has one of their memory markers on a non-devoured room, immediately resolve the following effects:
 - 1 – Remove the spawn marker, flooded condition and devoured effects from the room.
 - 2 – Turn the tile to its undevoored side and remove the rooms card from the devoured deck.
 - 3 – Remove the investigators memory markers from the board and return it to them.
- 3) - If there are no spawn markers left when you need to spawn a new set of monsters then treat Insidious as a spawn marker.

WINNING

Insidious is removed from the board and no rooms are on their devoured side.





THE DREAMLANDS

"Time seems to hold no meaning, just the overwhelming need to escape those... things. Exhaustion finally forces you to slump to the floor, back resting against a bulkhead wall. listening intently, heart thumping rapidly against one's chest, but there are no other sounds in the stillness. The opportunity to work at these depths and on such a grand scale was meant to be a dream come true, yet at some point it had turned into a living cycle of nightmares each more horrific than the last. Your hands move to cradle your face, shutting out the world, but...they are slick with...something. No matter. Breaths become normal again, calm even, as the moments tick on minus the sounds of pursuit. Here in this stillness is a moment of respite from the choking madness. Suddenly, you find yourself on edge, fully alert, as every primal part of your soul screams that something is wrong. Nothing immediately presents itself as out of the ordinary, yet the overwhelming feeling cannot be shaken.

Deciding it's time to move on, you stand up, only to succumb to the full terror of the situation. Memories of conversations with Dr William West of such matters when he used to bother to frequent the canteen begin to surface, but to experience it, and as unexpectantly as this is altogether a much more horrific reality. Separation of consciousness and body. The physical form remains slumped against the bulkhead, the only determinant of life being its continued breathing. Yet here you are some distance away, in an identical yet semi-translucent form. Well, almost identical, if not for the cavernous gap in the middle of its chest. Something was stolen, something important and now the spiritual body desperately longs to be complete, to be whole once more with an intensity that is almost overwhelming.

The strangeness of the situation has barely sunk in, when another semi-translucent shape speeds past, eyes wide in terror and feet pounding the floor in haste. This proves to be a fatal mistake for the consciousness shadow is quickly engulfed in writing, teeming tentacles, bursting out of the ground – holding it fast. The scream erupting from their lips is cut short as a creature born out of one's darkest nightmares approaches, and gorges itself on the man's tortured essence. The macabre scene unfolds not twenty paces away, freezing the heart with dread for as it is forced to watch what seems inevitably to be a precursor of your own fate – yet the creature doesn't take any notice and merely withdraws back into the shadows of another room. The longing to be whole again stirs once more clouding the mind, yet in that hunger you can sense the missing part of this spectral body, and it is not far away. Tentatively taking a step forward, a tentacle stiffens slightly as if alerted, but doesn't advance. With the missing part of this spiritual body returned, it should be possible to re-join with the physical form, but to get their it seems like you are going to have to be as quiet as possible lest that beast from earlier be alerted.

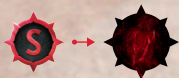
(Phil Blake)

CHAPTER OVERVIEW

You need to regain the missing part of your consciousness and return to your physical body, but something is stirring, looking, hunting for you. You will need to be quiet if you don't wish to attract its attention.

GAME BOARD

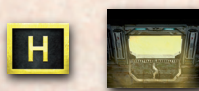
Assemble the game board as shown below:



Spawn Marker



Wall Marker



Hatch Marker



Consciousness Shards

ROOM DECK AND DEVoured DECK

Room deck: 6,7,8,21,24,27

Devoured deck: 1,2,3,17,18,28,29

Note: Room one is devoured but does not contain a spawn point and do not place its corresponding card in the devoured deck.

Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.


DEVOURING TRACK

Assemble the devouring track as shown below:




- Hazard Effects:





Each investigator with a noise dial rolls a monster dice. If the result is a  then they increase their noise level by one and discard a success token. Any Investigator with Dimension Sickness cannot draw search cards.



Each investigator with a noise dial rolls a monster dice. If the result is a  then they increase their noise level by one and discard a success token. The Spawn of the Sleeper treats all investigators with noise dials as if their noise level was six.

SPECIAL SET UP:

After choosing investigators during Step 2 of the setup, each investigator chooses and places his/her matching figure in one of the two “Start” spaces ensuring that both spaces have an equal number of investigators.

Investigators placed in the left Starting space receive a red consciousness token  and investigators in the right starting space receive a yellow consciousness token. 

Before choosing monsters in Step 3 of the setup, place the scenario specific Spawn of the Sleeper/Tentacles card on the 6th space of the monster activation track. After that, fill the remaining spaces with random monster cards as usual. Other epic monsters cannot be used in this scenario. Do not shuffle the Spawn of the Sleeper spawn cards into the spawn deck

SPECIAL RULES

Remove SDD's from the item deck, and if you draw a deplete oxygen devour marker discard it and draw again. (These were added as part of the Rise of Dagon expansion.)

Noise – Each investigator has a noise dial (Use the drowning dial but start the scenario with it showing 0) and you have a cache of 24 success markers which track how much noise you are making as a team. Should you ever run out of success markers then you will automatically lose the scenario. When you generate noise through your actions you increase the noise dial of the investigator whose action it was by one (up to the maximum of 6) and discard a success marker. Even if the investigator cannot increase their noise dial as they are at the maximum you must still discard a success marker. The more actions you try to complete in a turn the more likely you are to generate noise.

- Your first action in a turn does not generate any noise.
- Resting and using Investigator abilities that do not use actions, do not generate any noise.
- Roll a dice for any action taken after the first action (including out of sequence actions). If you roll a success you complete the action without making any noise. If you do not roll a success you must immediately increase your noise dial by one and discard a success token.
- Using a ranged weapon will automatically generate noise, even if it is your first action. When you use a ranged weapon, increase that model's noise dial by one and discard a success token. If you draw the Sentry Gun item card and use it to shoot a target then just discard a success token but do not increase any investigators noise dial.

An investigator with a consciousness token that matches the colour of a consciousness shard may perform a rest action on that space. When they do, they discard their consciousness token, discard their noise dial and are **moved back to their original starting position**. An investigator without a noise dial does not generate noise or need to discard success tokens for any reason.

Spawn of the Sleeper/Tentacles:

These operate in a slightly different way to how they would normally perform on their original Epic card. Tentacles are NOT spawned when you set up the Spawn of the Sleeper. When they activate, remove any tentacles from the board and replace new tentacles with an amount equal to the highest number on any investigator noise dial. These tentacles will be placed one at a time drawing a line from the Spawn of the Sleeper towards the investigator with the highest numbered noise dial, with any excess tentacles placed on the investigators space. In the case of a draw, tentacles will always draw a line towards the closest of those investigators. The Spawn of the Sleeper will always move towards the investigator with the largest number on their noise dial, following his trail of tentacles and will ignore all other investigators. (A slightly modified monster card is at the end of this scenario.) The Spawn of the Sleeper will not perform his special action where he generates more tentacles. The Spawn of the Sleeper is immune to all damage from any means, until ALL investigators have discarded their offering token/noise dial.

WINNING

All investigators have discarded their consciousness token and The Spawn of the Sleeper has been killed.

Monsters Cards



0 **Tentacle**

0 **0** **0** **2**

MOVE

Tentacle is activated before **Spawn of the Sleeper**.

At the start of their activation remove all **Tentacle**'s from the board and place as many **Tentacles** as the highest number on an investigator's noise dial.

An Investigator must skip an additional action for each **Tentacle** in the same space to **Move** out of his/her space.

0



3 **Spawn of the Sleeper**

3 **0** **3** **6**

MOVE **ATTACK**

SETUP: Place the **Tentacle** card beside this card.

Move: If **Spawn of the Sleeper** is in the same space with a **Tentacle** at the end of its **Move**, it immediately performs another **Move**.

This model is immune to all damage, whilst any investigator still has a noise dial.

3



PURGATORY

A flame flickers in oblivion, offering up a prayer to whomever might listen. It is joined by a few others now, dancing in unison to the echoes of words never spoken. Too few, are the lights and too weak are their thoughts to repel the choking dark far, revealing only the suggestion of twisted shapes. Silent and heavy is the air, punctuated only by the occasional sound of shuffled feet moving to unknown purpose. The flames burn brighter, stronger even as globules of a waxy like substance slough off them. The twisted shapes are illuminated as pedestals made of what could only be assumed to be blackened bones mixed with ash. Upon them lie opened books, antiquated beyond mortal beginnings. The almost mirrored nature of the text seems to drink the little light and amplifying it to produce an image dancing across the ceiling. Savage scratches form the basis of the image, yet within forms the concept of hidden beauty. Some of the flames die out, spluttering in a pool of wax, unable to continue. One perseveres seeking the hidden meaning and when transcendence comes it is greeted by screaming. The sound rips itself from your soul, for you are the candle, the flame and the wax. Mocking laughter somehow penetrates through the pain, and even in death the wax is remade so it may burn afresh.

A flame flickers in oblivion, offering up a prayer to whomever might listen. It is joined by a few others now, dancing in unison to the echoes of words never spoken. Too few, are the lights and too weak are their thoughts to repel the choking dark far, revealing only the suggestion of twisted shapes. Silent and heavy is the air, punctuated only by the occasional sound of shuffled feet moving with sudden clarity. The flames burn brighter, but you are not a flame no – you are one of the shuffling shapes and freedom from this place beckons.

The closest pedestal transforms from blackened bone to something that glows with a soft inner light, and the text upon the book above fades away leaving it blank. A shrill shriek makes the walls bleed with pain, and the ground tremble with frustration for the tormenter of this place is ill pleased with these changes.

Caught within the force of two leviathan creatures, sensing their motives, desires and will. The Forsaken one bent on crushing this interloper to her realm, is undeniably strong for hope has no place here, and she is aided by the words of power. The other a being of sorrow and redemption, still powerful in her own right but a mere shadow in comparison, surely doomed to failure should they meet in battle. Perhaps the balance can tipped in the other direction, should Penitent be protected long enough to be able to reach her rival, and all the unholy tomes cleansed before the Forsaken one can utilise their words against her – perhaps then there is a chance....perhaps.

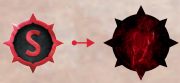
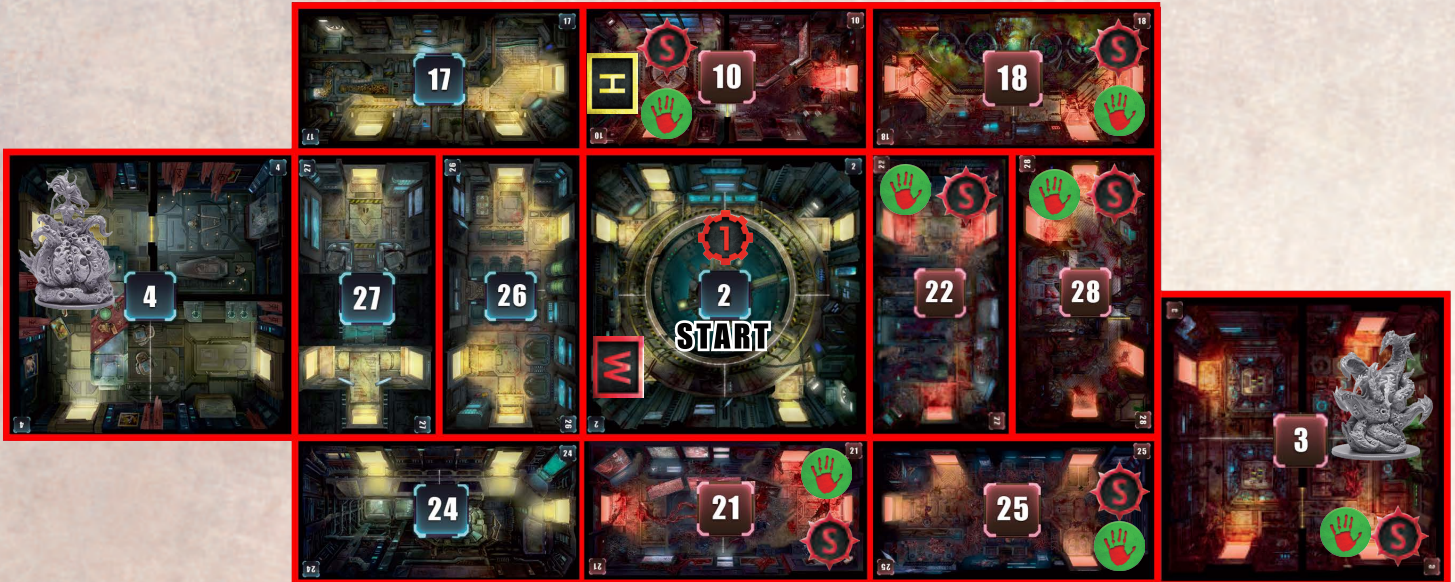
(Phil Blake)

CHAPTER OVERVIEW

You need to destroy all the blasphemous tomes by placing them upon the altar of light, in an effort to weaken Forsaken whilst simultaneously protecting Penitent from harm.

GAME BOARD

Assemble the game board as shown below:



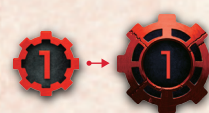
Spawn Marker



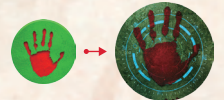
Wall Marker



Hatch Marker



Altar of Light



Blasphemous Tome

Shuffle all the devoured effect markers. Randomly reveal and place a devoured effect marker in each of the spaces of all the devoured rooms, except for the spaces that already contain the spawn marker.

ROOM DECK AND DEVoured DECK

Room deck: 2, 4, 17, 24, 26, 27

Devoured deck: 3, 10, 18, 21, 22, 25, 28

DEVOURING TRACK

Assemble the devouring track as shown below:



- Hazard Effects:



No effect



Every devoured room that is not flooded is now considered on fire, and each investigator takes 1 wound for every action they perform in a burning room (including resting.)



Flood every devoured room that still contains a blasphemous tome token

SPECIAL SET UP:

- Before choosing monsters in Step 3 of the setup, place the scenario specific Penitent/forsaken cards on the 6th slot of the activation tracker. Then fill the remaining five spaces with random non-epic monster cards. Do not include the Penitent spawn cards in the monster spawn deck, and no other Epic monsters can be used in this scenario. Place Penitent and Forsaken on the places as indicated on the map.
- NOTE: if you have the Rise of Dagon expansion then the novel markers make great alternative blasphemous tome markers.

INVESTIGATE ACTIONS

Investigate: Pick up the blasphemous tome token on this space, each investigator can only carry one such token at a time. Once an investigator has a blasphemous tome token and are on the space containing the altar of light, they gain the following action:

Investigate: Remove the blasphemous tome token from the game.

SPECIAL RULES

- 1) All non-epic monsters treat Penitent as an Investigator and will move towards/attack it if applicable. Note Penitent does not have any resistance to damage and does not roll resistance dice like an investigator so will take the full amount of damage from any attack. Penitent is immune to any other effects caused by monsters and cannot gain monster tokens, or be possessed by hysteria.
- 2) Penitent and Forsaken will always move towards the pillar of light by the quickest route, ignoring all other factors for purposes of determining movement direction.
- 3) Penitent and Forsaken ignore any affects that would move them outside of their activation. They are also immune to slow, weaken and paralyse.

WINNING

All the blasphemous tomes have been removed from the game and Penitent is still alive.

Monsters Cards



3 Penitent

0 8

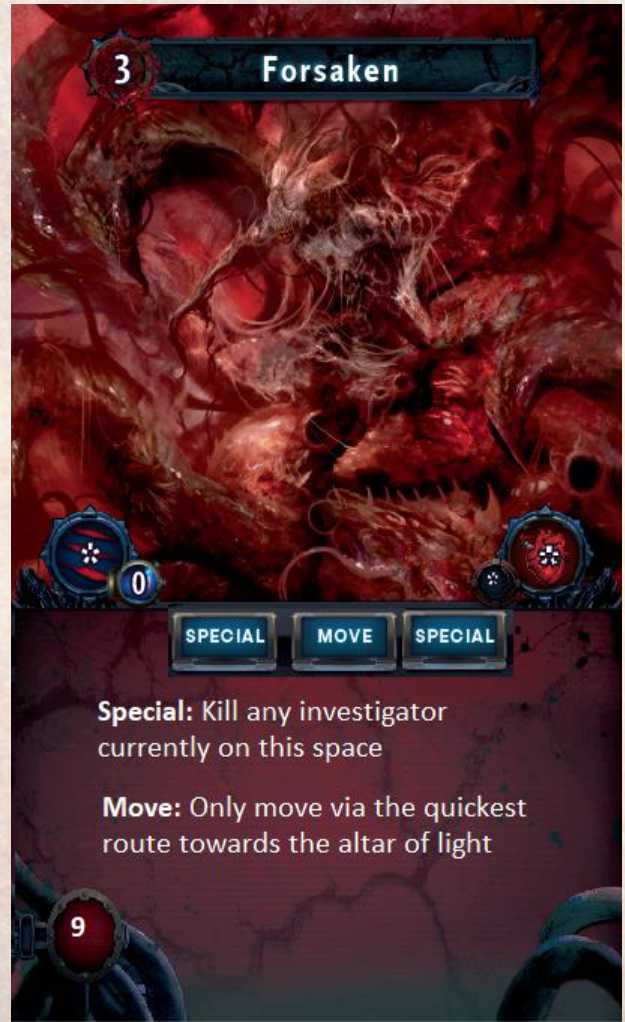
SPECIAL MOVE SPECIAL

Special: receive damage equal to the horror rating of all monsters on the same space as Penitent

Move: only move via the quickest route towards the altar of light

0

The Penitent monster card features a dark, atmospheric illustration of a creature with a pale, skeletal face and dark, textured skin. The card has a horror rating of 3, a strength of 0, and a toughness of 8. It includes a 'Special' ability and a 'Move' ability. The 'Special' ability states that the monster receives damage equal to the horror rating of all other monsters on the same space. The 'Move' ability restricts movement to the shortest path towards the altar of light. A '0' is visible in the bottom left corner of the card's frame.



3 Forsaken

0

SPECIAL MOVE SPECIAL

Special: Kill any investigator currently on this space

Move: Only move via the quickest route towards the altar of light

9

The Forsaken monster card features a dark, bloody illustration of a creature with a grotesque, multi-eyed face and a wide, toothy grin. The card has a horror rating of 3, a strength of 0, and a toughness of 9. It includes a 'Special' ability and a 'Move' ability. The 'Special' ability allows the monster to kill any investigator currently on the same space. The 'Move' ability restricts movement to the shortest path towards the altar of light. A '9' is visible in the bottom left corner of the card's frame.



