



PREMONITIONS OF DESPAIR
FAN MADE EXPANSION

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The Sanguine Heresy

“The Asset has been dispatched, to awaken the sphere.” The male voice could barely hide his nervousness at this news.

“As we knew it would,” Came a soothing female voice in response.

“We should have moved weeks ago before she arrived, if they awaken the Sphere then it won’t take long for Kadath to fall.”

A third authoritative voice echoed in the meeting room “The revelation strongly stated that we wait until the day of mourning, are you suggesting the revelation was wrong?”

“I...ah...no, most certainly not, it’s just...”

The third voice continued as if lecturing a child that had not been paying attention, “the data from an Awakened Sphere will distract the attentions of Lord Zeiss, whilst the resultant psychic interference should provide a shield from the prying eyes of the Prophet. Do not trouble yourself though, for even with this opportunity we will not act directly. The intermediates will suffice to secure us what we desire. “

A fourth voice, old and raspy entered the conversation, “The Church of the Golden Dawn are like children playing with knives. They think transcendence is a commodity that can be unlocked, reproduced and normalised. They have grown opulent and lazy, leaning heavily on the Leng Corporation to cover up their continued mistakes. Even their own clergy are self-absorbed, men of science barely familiar with the deeper mystical understanding portrayed by Keziah and Zkauba. Yet they would call us Heretics! When HE comes, they will finally understand, and they will fall to their knees weeping as their petty souls are scattered amongst the cosmic winds.” The elderly voice clearly agitated fell into a hacking cough, whilst the others waited and collected their own thoughts. Once the coughing had died down things progressed, led once more by the authoritative figure, “the Diviner was specific about which intermediates would be required, have they all been secured?”

“Mr Clarke, Mr Dalton, Miss Gibson and Ms Jansen have all proven very resourceful and only the smallest guidance was needed to secure their interest. Miss Brigman has not been as pro-active as we would have hoped, we almost had to drop off a part of her parent’s submarine with a map to get her engaged. In contrast Mr Thurston has been investigating the Leng Corporation for a while now, but he failed to locate all the necessary information himself. We had to risk exposure by providing him with significant assistance. “

“I see an unfortunate turn of events in regards to Mr Thurston, I hope he proves more resourceful in the facility. What about the final intermediate? There should be seven – always there was seven.”

“Yes, the heavy miner has been located, we have put plans in motion for him to be sent on an extended survey mission. He should return shortly before our submarine docks, so timing will be of utmost importance. Steps have already been put in place to ensure our submarine goes undetected upon entry. Ultimately, they will all go to Kadath believing it is their own will, and own agenda never suspecting our gentle guiding hand.” The first speaker could no longer hold in his discontent, “yet if they follow their own agendas, how are they to fulfil ours! The Revelation was specific about their going, but not about their outcome. This has been our best chance in decades to secure the item, yet we trust it to a group of self-serving misfits...”

“NO, we trust it to the will of the Diviner.” The old man’s speech broken up once more by a loud hacking cough “The plans of the transcended are ineffable to us mortals and must be followed exactly. You are too young to remember what happened when we last deviated from a Revelation, well let me tell you it led directly to the so called “purging of the sanguine heresy”. The Revelations foresee not only the rise of Dagon the least amongst the elder gods but also our own glorious master transcendent above all. If the Diviner has seen fit to select these misfits then we must abide by that decision. No more, no less. Now the hour is late and there is still much to prepare are we done here?” The first speaker once more scolded merely glared at the leader whom with a nod dismissed everyone. One by one the holograms blinked out of existence leaving a barren concrete room the only witness to their plans.

Expansion Overview

Not everyone works for Lang Corporation, not everyone is beguiled by the Church of the Golden Dawn and some monsters have yet to make their full presence known.

Premonitions of Despair is a fan created set of four scenarios, focusing on giving more life to the content from Endless Nightmares and Uncounted Horrors. This particular expansion focuses on the exploits of six investigators who have travelled to Kadath with their own agendas and with a story arc set after Rise of Dagon but before the main core chapters of Deep Madness. It also aims to showcase more of the non-core monsters including a dedicated scenario for the epic monster Mutilation.

Using this Expansion

The scenario specific Mutilation monster card is only to be used in chapter 2 of this expansion. This expansion brings new life to existing models and as such does not offer any new components or rules that could be incorporated into other chapters of Deep Madness. This expansion though does benefit from people being experienced with Deep Madness, as some of the individual scenarios alter or change some of the core rules. This expansion focuses on the following six investigators and the scenarios are balanced accordingly: Christopher Dalton, Lisbeth Gibson, Sophie Brigman, Charles Ryan, Dakota Jansen and Jacob Clarke. You may use other investigators if you wish but it may affect the balance of the game.

No content from Rise of Dagon, Oracles betrayal or Epic monsters aside from the chapter specific Mutilation have been play tested in connection to these scenarios and again these may affect the balance of the game but feel free to use them as you see fit.

The Investigators

Dakota – for the purposes of this expansion she is considered to have a pistol as a starting piece of equipment in every chapter.

STORYBOOK

CHAPTER 1 - MALFUNCTION

Solomon couldn't help but feel troubled. Here he was in a submarine destined for a place that by all rights shouldn't exist. It had taken every ounce of his extensive resources to even find out a name for this underwater facility before an anonymous source led him to discover the location and ultimately a method of transport. If the hushed rumours he had been hearing about the Leng Corporation were true then this would be a major coup for the press, exposing the rotting core behind the gilded mask. At every turn it had been secrets layered within secrets and that's what bothered him; he was sharing this ride with too many people.

They all had reasons for being on the submarine, they all claimed legitimate roles they would be performing in the facility...and Solomon knew they all lied.

The pilot indicated that the submarine had docked and the passengers made their way out into a very dimly lit loading bay. This rag-tag collection of people waited, checked their bags and cases over and yet no-one came – no security envoy, no HR representative, not even a member of maintenance to check on the sub. Just the same choking darkness punctuated by the red glare of emergency lighting, until it felt like time must have lost all meaning.

Solomon didn't quite catch what the man introduced as Jacob said under his breath but his stride conveyed his meaning even as he slammed his armoured form into the exit.

The sound of metal impacting metal seemed to magnify throughout the docking bay shattering any illusion of peace. Then there was the piercing light as the ore cutter blazed into life a thing so powerful there was no doubt it would be able to cut through the thick door given enough time.

He never had the chance, for with an audible hiss the door shuddered, shook and half opened, pouring light into this deathless purgatory.

Jacob pushed his way through the doorway and they all followed into what could only be described as the abattoir of a madman. Blood still oozed sluggishly down the walls, bits of flesh splayed around as if by random. The stench was nauseating and in the midst of this carnage a man stood before them. More accurately what was left of a man, encased in a heavy mining suit equipped with obligatory circular saw.

Solomon turned and saw weapons already grasped in his fellow's hands ranging from the ore cutter through to a SMG, handgun and harpoon launcher, he simply glanced up at his two drones hovering not far above his head and started recording, as a loud clunk indicated the door to the docking bay sealing itself.

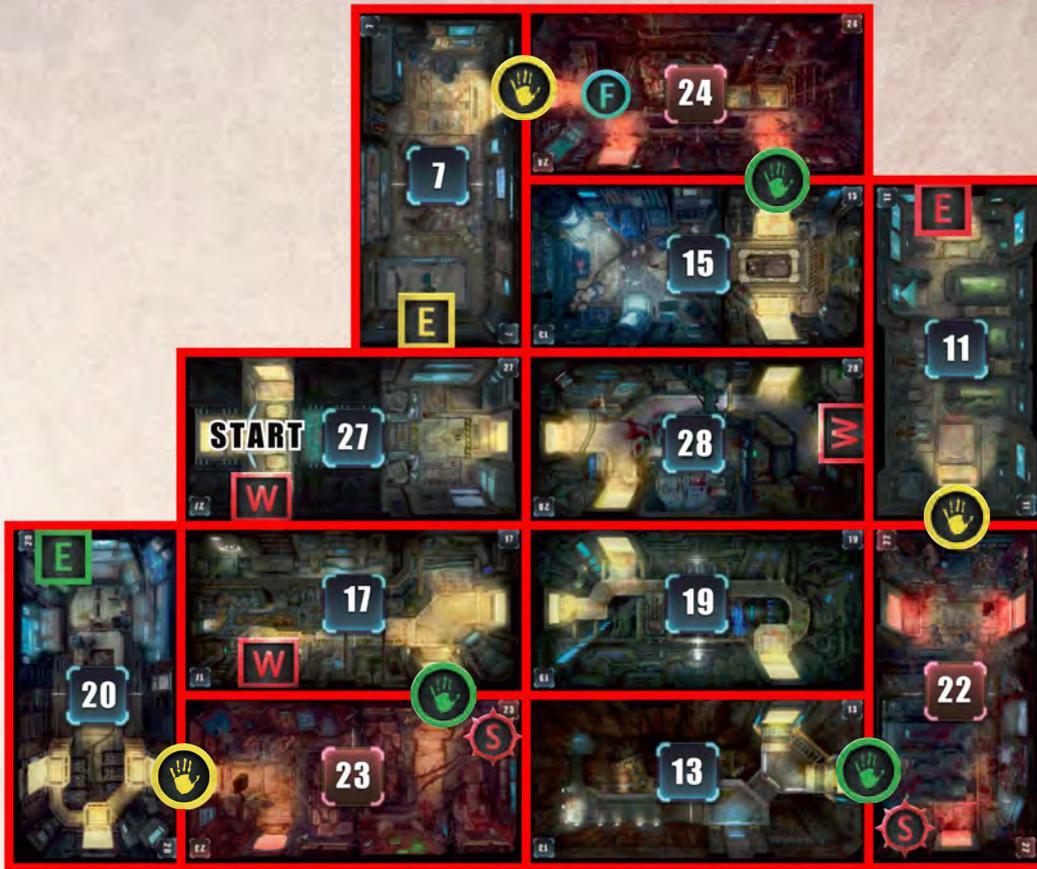
CHAPTER OVERVIEW

The power in this part of the facility is failing, doors are sealing and opening sporadically and you are basked in the soft red glow of emergency lighting. You will never progress further unless you can reach the 3 conduits and start re-routing power back into this part of the base.

Just what has happened here? what IS happening here? and why can't you shake the feeling that something is watching you, laying a trap even now.

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: 7, 11, 13, 15, 17, 19, 20, 27, 28.

Devoured deck: 22, 23, 24.

Energy Token Stack: Stack the three Energy Tokens of the same colour with value "3" at the bottom and value "1" on the top.

DEVOURING TRACK

Assemble the devouring track as shown below:



- Hazard Effects:



Yellow hatch is sealed, green hatch is open.



Both yellow and green hatch are open.



Both yellow and green hatch are sealed.

SPECIAL RULES

Ignore all rules for hatches from the core-rulebook. In this scenario the hatches are malfunctioning and only the yellow and green hatches are operating if sporadically. When a yellow or green hatch is sealed It is unbreakable/unlockable by any means you will just have to wait until it opens again. Monsters treat sealed hatches as walls and as such if they cannot draw a legal path to any investigator they do not move as per the core-rulebook.

3D hatch markers are ideal to represent a sealed hatch.

INVESTIGATE ACTIONS

Any investigator in the same space with a Energy Token Stack gains: “Investigate: roll a dice if it is a success put a success marker next to the Energy Token Stack.” At the end of a game round if all three Energy Token Stacks have success markers next to them equal to the number on the top most token then all success markers and

corresponding tokens are discarded.

If this is not the case then all success markers are discarded but the tokens

WINNING

All three Energy Token Stacks have been discarded from the board.

Desperately Solomon jacks the last cable in place and enter the commands into the console, even as sporadic gunfire resounds throughout the room, trying to keep those things at bay. You are momentarily taken aback as the room is basked in light, the door ceases its shuddering stutter and as if an illusion those things are gone. Sliding down next to the console Solomon simply sits looking up at the drones circling above him and with a mirthless laugh is glad he took the waterproof ones.

With the firefight evidently over, Lisbeth comes over to check the console her fingers moving over the touch screen with a rapidity that is almost staggering. “What is it doing now? Oh this isn’t good!” before you even register her words she has pulled out her tablet networking it to the main system. “Ok, I think I can stop it, just need to trick it.....!”

Slamming the console with her fist she takes a step back.

“Well the good news is we have stable power to this part of the facility and the doors should be operating smoothly now. The bad news is it is re-routing all that power directly from the master submarine bay, I have managed to slow the transfer down but if anyone is alive in that area they best get out. Life support over their will fail in the next couple of hours, and without the oxygen pumps operational anyone seeking to escape that way will never make it.”

“Which way to the living quarters, there is someone I must find before it’s too late.” The urgency in Mr Dalton’s voice caused Charles to speak before he even knew he was answering. “It’s not far – just past quarantine, I can show you the way.” Jacob who had been watching the doorway intently called back “We need to find the command centre and locate the source of this infestation and bring it to a stop, we can’t go sightseeing.”

Mr Dalton shook with rage “I will have you know my daughter is here, and I intend to get her out, if that means going by myself I will. What wouldn’t you do to try and save your own family?” You could not tell if the man in metal armour winced at the rebuke but the man sagged as if suddenly under a heavy burden. Dakota and Sophie moved closer to Mr Dalton to offer their support; Lisbeth didn’t seem to care either way. Slowly Jacob walked back into the room and laying a hand on Mr Dalton’s shoulder he nodded his consent.



STORYBOOK

CHAPTER 2 - MUTILATION

The trip towards the living quarters was strangely serene. Their where no further attacks by unexplainable entities and power had been restored. The quiet, monotonous journey gave people a perfect opportunity to talk but none knew the right words that would dispel the dread growing in their hearts.

When they finally stumbled across a sign of human presence just outside the doors to the living quarters it was not a pleasing sight. The usual human instinct on seeing a person laying face down on the floor with their belongings scattered around them would be to check for life signs and offer help. In this instance that seemed overtly optimistic given that the man's entire lower body seemed to be missing. Charles had seen something similar, not that many days back when Warren was cut in half by a deep-sea miner's buss saw when they were gripped by post traumatic delusions of battle. This corpse looked different; the cut wasn't surgical it was primal, brutal. It looked like the man had been chewed or at the very least ripped apart.

Whilst everyone was focussed on the corpse, Lisbeth had already spotted the tablet on the floor. Turning it on she found it miraculously still worked despite a badly cracked screen. "Seems our mystery man here was looking to retrieve a prototype weapon, something he had been working on during his spare time. A cryogenic generator." Lisbeth shrugged her shoulders "Well doesn't look like he found it, perhaps it's still in there?" Dakota answered flatly "Looks like something found him though, and perhaps that something is still in there also?" Jacob walked past the half man and pushing aside the double doors called back, "Then we kill it."

The first room was little more than a reception area branching out into several corridors. Each Corridor was lined with private living cells stacked on top of each other. Some where only reachable via ladders grafted into the walls themselves. It seems that the earlier power fluctuations had resulted in each cell opening as a safety precaution. Mr Dalton was walking at a pace almost unbelievable for his age, and it took everyone a great deal of effort to keep up. Despite this it was obvious that both Sophie and Dakota where desperately reading the occupant names on each cell, though what they where looking for they didn't say. At last Mr Dalton found the cell for his daughter and like the rest it was open, and devoid of life.

That was when the cacophony started, a deafening chanting issued from the mouths of the damned. "ETERNAL LIFE, ETERNAL LIFE, ETERNAL LIFE." As if the film of reality had been whisked away the investigators found themselves ankle deep in gore. "ETERNAL LIFE" All around them where signs of struggle, violence and death. "ETERNAL LIFE" An arm impaled to the wall with a screwdriver. "ETERNAL LIFE" A ribcage ripped open. "ETERNAL LIFE" Worst of all, above them hundreds of heads seemed to be stitched into each other and the ceiling. "ETERNAL LIFE." Each head was missing its eyes as if they had been gouged out, and each head chanted with lungs it no longer had "ETERNAL LIFE." Then the voices stopped at once, all was quiet. One voice only called down from the ceiling, a lady's voice trembling with fear "Dad the master comes... RUN." With that the cacophony started up again. "HE COMES, ETERNAL LIFE COMES." A hulking shape squeezes its way down the corridor behind them, a rolling mass of body parts and claws. Lisbeth lets off a round of bullets but the thing simply discards the damaged flesh letting it fall from its body before absorbing the almost endless supply around it. "HE COMES, ETERNAL LIFE COMES." The faces almost seem to cackle with glee.

There is no other choice. They all run.

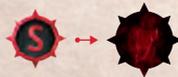
CHAPTER OVERVIEW

Mutilation is catching up with you, seeking to add your flesh to its own. It seems unstoppable by normal means, shrugging off bullets and blades alike. You need to quickly find the experimental cryogenic generator located somewhere in the living quarters to finally defeat this foe. Mutilation Is not even a single entity though and soon it will start creating fragments of itself that get faster, stronger and more determined to bring you down the longer it takes to find the cryogenic generator, so you need to act fast.



GAME BOARD

Assemble the game board as shown below:



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

Devoured deck: : 11, 12, 18, 19, 21, 23, 28.

DEVOURING TRACK

Assemble the devouring track as shown below:



SPECIAL SET- UP:

When choosing monsters during step 3 of the setup, epic monsters cannot be used. After choosing monsters, place the Mutilation and remains cards at the start of the activation track. Do NOT shuffle the Mutilation spawn cards into the spawn deck. Place the Mutilation figure in the space shown on the map.

Remove both the KS squad and the Cryogenic Generator card from the search deck, shuffle the search deck then add the Cryogenic Generator to the bottom of the search deck.

• Hazard Effects:



Immediately activate all the Remain tokens once.



No effect.

SPECIAL RULES

Mutilation: Some aspects of this monster's card are amended for this scenario:
(I might make a new monster card for this one.)

- 1) When a Remains is killed you DO place the token back on the mutilation card.
- 2) When there are no Remain markers left on Mutilations card do NOT remove it from the board.
- 3) Mutilation is immune to all damage from any source except the Cryogenic generator which will remove it from play with a single success.
- 4) Any Investigator in the same space with Mutilation is instantly killed.

INVESTIGATE ACTIONS

Investigate: Discard the top 3 items from the search deck.

WINNING

Mutilation and all four Remain tokens are removed from the board.

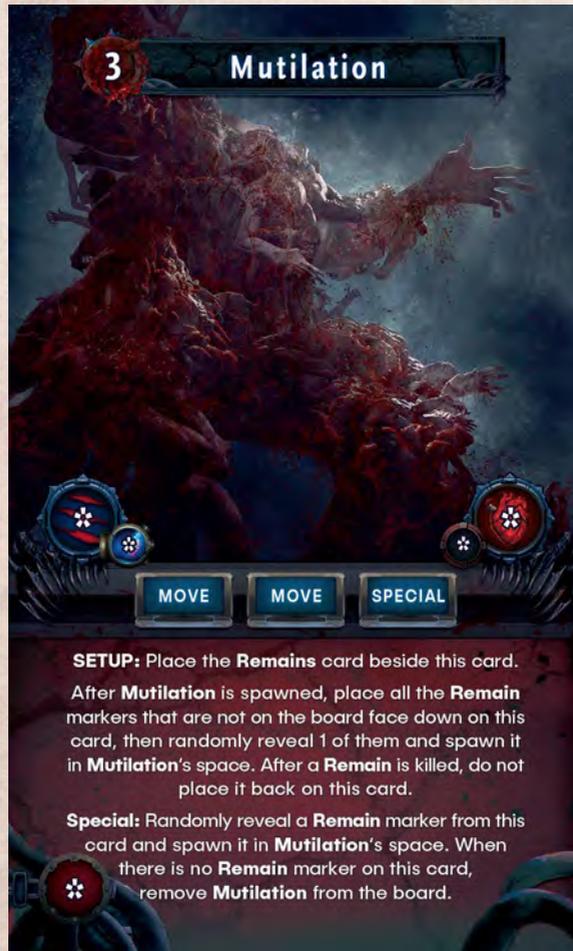
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Dakota and Sophie moved closer to Mr Dalton to offer their support; Lisbeth didn’t seem to care either way. Slowly Jacob walked back into the room and laying a hand on Mr Dalton’s shoulder he nodded his consent.



Monster Card



The image shows a monster card for 'Mutilation'. At the top left, a red circle contains the number '3'. The name 'Mutilation' is written in white on a dark background. Below the name is a large, dark, bloody monster illustration. At the bottom of the card, there are three buttons labeled 'MOVE', 'MOVE', and 'SPECIAL'. Below the buttons, there are two paragraphs of text: 'SETUP' and 'Special'. The 'SETUP' text describes placing 'Remains' cards and spawning 'Remain' markers. The 'Special' text describes spawning 'Remain' markers and removing the monster from the board when no markers are left.

3 Mutilation

MOVE **MOVE** **SPECIAL**

SETUP: Place the **Remains** card beside this card. After **Mutilation** is spawned, place all the **Remain** markers that are not on the board face down on this card, then randomly reveal 1 of them and spawn it in **Mutilation**'s space. After a **Remain** is killed, do not place it back on this card.

Special: Randomly reveal a **Remain** marker from this card and spawn it in **Mutilation**'s space. When there is no **Remain** marker on this card, remove **Mutilation** from the board.

STORYBOOK

CHAPTER 3 - MASS HALLUCINATION

Solomon guessed that this was how a war journalist must feel, as he tried to quiet the echoes screaming through his own mind. His eyes strained to see beyond reality to a world where the walls were caked in gore, monsters clawed for his throat and life held no illusions of meaning. If dreams can come true then surely the same can be said for nightmares. Jacob shattered the quiet reverie of his unsought for companions. "It's too dangerous to keep wandering around like this, we need to find some more solid information about what has happened and how to stop this."

"Security is...not...far away, they have cameras." even the half man Ryan was struggling to keep focussed it seems. Lisbeth merely nodded as if she didn't trust her own voice, so like a dream they all moved. The door to security had been ripped off its hinges, chunks of wall taken with it but all that greeted them was the quiet hum of computers diligently working away despite their absent masters. The rows of camera monitors were blank, with the occasional crackle of static coming through the speakers. "Woah Jackpot! Seems like they hooked this place up tight with surveillance. We got full audio and video of mostly every room in this complex since it was set up, along with security reports, personnel files, internal e-mails literally the works." Lisbeth was positively beaming now as she reached into her bag pulling out a metal box adorned with stickers boasting of its top of the range protective qualities which was then offset by the stack of external hard drives nestled within which had been literally taped together. "Ok this could take a while; everyone might as well get comfortable." She remarked, grabbing herself a chair and slamming her feet onto the desk.

At some point Dakota had managed to find a kettle, mugs and chocolate biscuits. Almost everyone was now seated with a beverage, and it would have been cosy were the missing door not a constant reminder of imminent danger. As time stretched further onwards, Lisbeth promised it would not be much longer and that was when it happened. The previously blank monitors all turned on showing Cargo holds packed with people simply standing, staring –twisting. A scientist could be seen putting live wires into his test subjects' heads hooking them up to an unfathomable machine. A priest could be seen clawing his own eyes out with his bare hands and a thousand images besides. Saliva began to drip down from the ceiling as Lisbeth hastily repacked her hard drives and it was only then they realised that the doorway was no longer there...

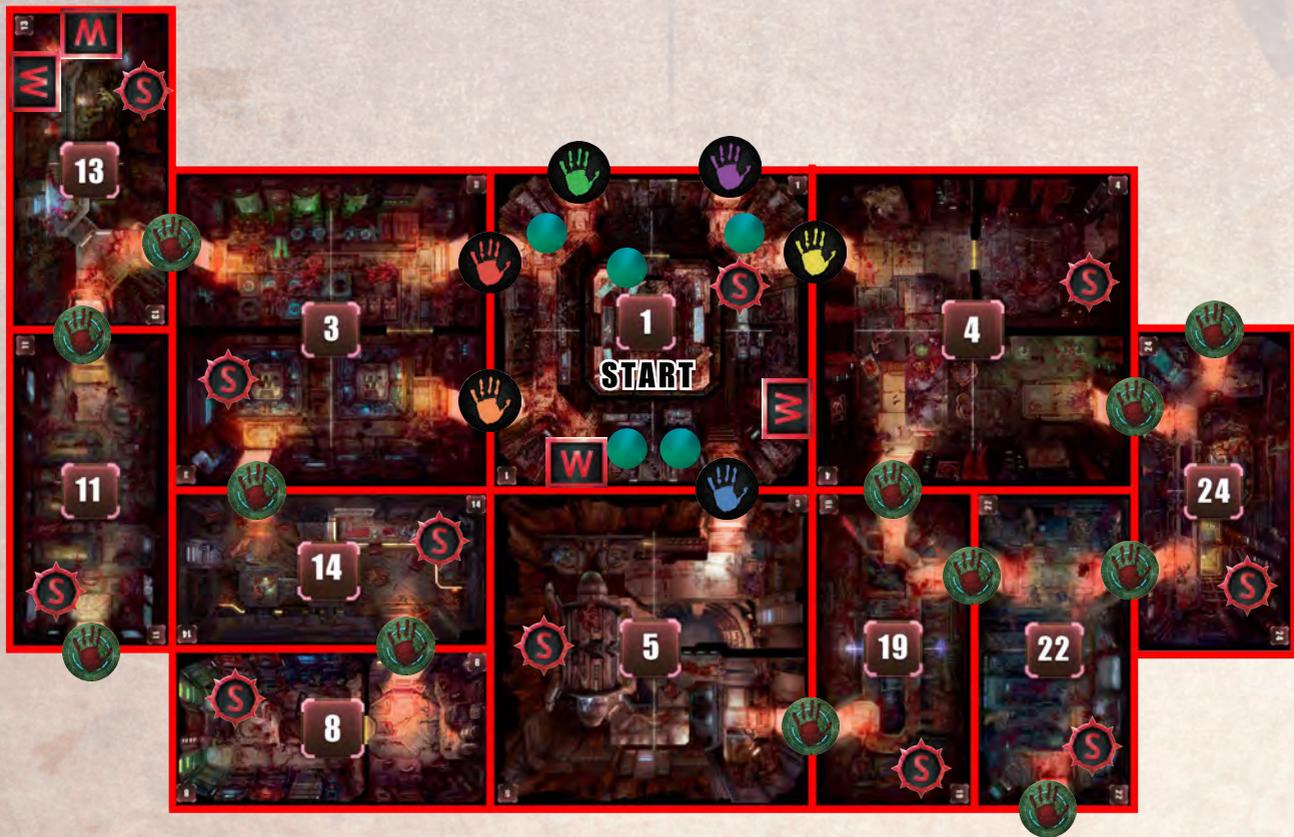
CHAPTER OVERVIEW

The investigators need to work together to separate truth from fantasy by successfully resolving all the hallucination markers. Unfortunately, only specific investigators can resolve each hallucination marker and as they are uncovered new and impossible avenues of opportunity arise for both investigators and monsters alike. To make matters worse hallucinations have started to appear which are actively seeking to not only kill the investigators but also weave fresh hallucination markers of their own. Can the investigators get out of this nightmare maze or will they be trapped forever in a world without logic?



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

Devoured deck: : 1,3,4,5,8,11,13,14,19,22,24.

DEVOURING TRACK

Assemble the devouring track as shown below:



SPECIAL SET- UP:

Place the Hallucination monster card at the end of the activation track. Do **not** shuffle the hallucination spawn cards into the spawn deck.
 Due to the coloured base rings not entirely matching the objective marker colours I would suggest not using the light blue ring. The model without a base ring would be considered orange for this scenario. Then put the matching colour identity marker on each character's activation card.

- Hazard Effects:



Spawn 1 Hallucination after the normal monster spawns



All Hallucinations that pass through a hallucination token this turn with a success token on it; remove that success token.

SPECIAL RULES

INVESTIGATE ACTIONS

Any investigator with the same colour base ring as a face up hallucination marker gains:

“**Investigate:** place a success token on this hallucination marker.” Once a hallucination marker has a success token on it, Investigators with the same colour base ring gain:

“**Investigate:** Move this investigator adjacent to any hallucination marker of the same colour unless this would place them in a room with any face down hallucination markers.”

When an investigator enters a room immediately turn up all face down hallucination markers in that room.

All face up Hallucination markers without success tokens on block line of sight and are impassable for all investigators that do not have the same coloured base ring. All face up Hallucination markers with a success token count as an open hatch for all investigators.

An investigator with the matching colour base ring may draw line of sight through an hallucination marker to any other matching hallucination marker. This allows them to potentially make ranged attacks which could impact all the way across the map.

Monster’s line of sight is not hindered by any hallucination markers. In addition, monsters are considered the same colour as their linked investigator and so can draw line of sight through all matching hallucination markers and also treat them as adjacent when working out movement.

Remember different flooding conditions will affect line of sight for investigators and monsters alike as per the normal rules.

MONSTER RULES CLARIFICATIONS

Delirium: their special attack CAN drag investigators through hallucination markers they normally couldn’t cross.

Mind Eaters, Cannibals, Glutton: these share the same linked colour as their parent model (*Husk, Ravenous, Thirster.*)

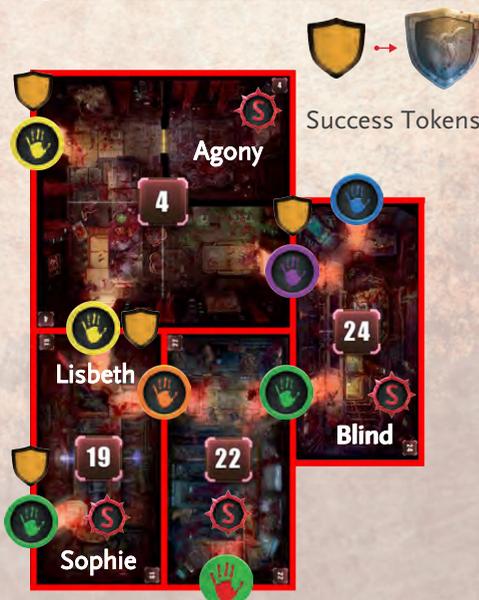
Hallucination: These are in addition to the tracker and are never linked in colour to any investigator.

INVESTIGATOR RULES CLARIFICATIONS

4/5 investigator teams: If using 4 or 5 investigators then set up like normal but place the remaining identity marker(s) on the blank activation card(s).

Any investigator whose activation card is adjacent to these also can play success tokens on that colour hallucination marker but does not gain any other benefit such as drawing line of sight or being able to enter the hallucination marker and exit a different one with the same colour.

GAMEPLAY EXAMPLE OF NON-LINEAR MAP INTERACTIONS



Lisbeth (who has a green base ring) has an assault rifle with 3 range. She cannot see any enemies. The agony is hidden behind a wall and the blind is behind an orange hallucination marker which doesn’t have any success tokens and so blocks line of sight as Lisbeth has a green colour ring. With her three movement she could reach any space on this section apart from Tile 22 which will remain blocked to her since she can’t pass through the orange marker (which doesn’t have a success result) and even though she can enter the green marker on tile 19 and come out on tile 24 she cannot exit out directly onto tile 22 as it contains a face down hallucination marker.

Sophie (who has a yellow base ring) has a harpoon gun with 3 range that ignores Line of Sight – she can target the blind at it is three spaces away. She can also target the agony as her shot can enter the yellow hallucination marker on tile 19 and then reemerge from the yellow hallucination marker on tile 4 making the agony only 3 spaces away and therefore in range (rather than the natural 4 spaces away it seems.) With 3 movement she can reach any space on tiles 19 and 4 only.



The Blind is linked to Lisbeth and thus is considered green so has LoS to both Lisbeth (as monsters are not hindered by hallucination markers, such as the orange one) and Sophie (as it is linked to green it can see into the green hallucination marker on tile 24 and out of the green hallucination marker on tile 19.) During it's move it counts as 2 spaces away from Lisbeth (unhindered by hallucination markers of a differing colour)but only 1 space away from Sophie (could move through the green hallucination marker on tile 24 and exit on tile 19) Thus his one movement will actually get him into melee with an investigator 3 spaces away.

The Agony in this example is linked to Dalton and is considered purple – it doesn't have line of sight to any investigator and will move towards Lisbeth 2 spaces like normal.

WINNING

All hallucination markers are face up and have success tokens on them.

Sophie felt like she had been running for ever and as she passed another doorway, she found herself back in the security room. Perhaps she had never left?

Was their always three exits to this room?

She could see Charles battling what seemed to be a tall cloud of shapes and colour just outside the centremost exit. Firing her homing harpoon, she was hardly surprised anymore to see it go straight through the wall to her right before lodging into the back of the creature she had seen battling Charles sending it convulsing on the ground.

Forcing her mind to accept the impossible she closed her eyes and stepped through the wall where her harpoon had passed. Charles was beginning to wonder if he had actually died all those months ago, and this was some sort of hellish afterlife.

Sophie walked out of the wall in front of him and with a weak wave went to retrieve her harpoon.

"I don't know what these things are, but I know I hate them!"

Bringing his massive exosuits boot down upon the largest part of the creature which he was hoping was a head. He felt the slight resistance before that reassuring squelch so reminiscent of walking through heavy mud and all the hallucinations broke with it.

With the normal laws of logic back in place and no sign of any of those creatures, they set off to find the other investigators.

STORYBOOK

CHAPTER 4 - EXIT WOUNDS

Charles and Sophie dared not shout out for the others yet were somehow encouraged by the feeling that they were traveling in the right direction. They soon entered a warehouse of sorts, laden with boxes of varying sizes. It seemed to hold everything from medical supplies, mining tools, lab equipment, clothing and even a few parcels marked for specific individuals. Everything was neatly arranged and organised by department, even the corpse was laid out on a wooden pallet. Water absorbent strips had been placed around it to stem the blood but some still seeped sluggishly out from underneath. A fedora hat had been placed over the corpse's face, whilst a dust sheet served as a burial shroud, though even at this distance the pair could tell from the outline that parts of the corpse were missing.

"Don't mind the boss, he always said shipping would be the death of him." Sophie and Charles spun around to see a somewhat small balding man standing surprisingly close behind them. "So, what are you looking for then? People only come here when they are looking for something." Sophie was almost beside herself in disbelief, whilst Charles recovered his wits marginally quicker though still conscious of the corpse not too far away. "We are looking for our companions, anyone else been through here?" The little man merely gave a grin as if laughing at a joke only he understood, "Then you're in the right place, everyone comes here." The little man merely tilted his head to the side before continuing "though the real question is will they get here before IT does?" The man's eyes seemed to Sophie to take on a very dangerous sheen, so much so she was forced to take a step back into an oozing trickle of still fresh blood.

"The statue was always an oddity, no-one seemed to lay claim to it or remember why it was brought here, so it was left forgotten. The boss man figured it out though, always reading books he was. Near the end he began to rave that it was drawing those creatures towards it, like some kind of lodestone. He used to complain he could hear the statue whispering to him, since that sphere was brought onto Kadath. He wanted to send it away, used the cranes to put it onto the cargo belt, was going to load it onto a cargo train heading for one of the mining sub-stations. He was wrong though, the statue it doesn't whisper – oh no, it sings.

If you listen you might hear it even out here, IT certainly can..." The man's eyes glaze over as if in a trance, and Charles takes the opportunity to peer down the entranceway from which the man emerged. Sure, enough not far away is a cargo belt and astride it a massive object of some description much larger than even a heavy miner. The warehouse let out a tortured cry of screaming metal as some of the walls began to buckle inwards as if under immense pressure. Charles and Sophie ran into the room containing the statue and quickly activated the cargo belt which shuddered into life. Charles turned his attention once more to the warehouse corridor to see if he could spot the balding man, but was pleasantly surprised to see his other companions running into the room led by Jacob. He should have felt relieved but instead he couldn't shake the feeling that something was coming, something particularly unpleasant. He also couldn't explain why he could still hear the bald man's voice whispering as if standing just next to him.

"It doesn't like you, that is a shame. Don't you think that's a shame?"

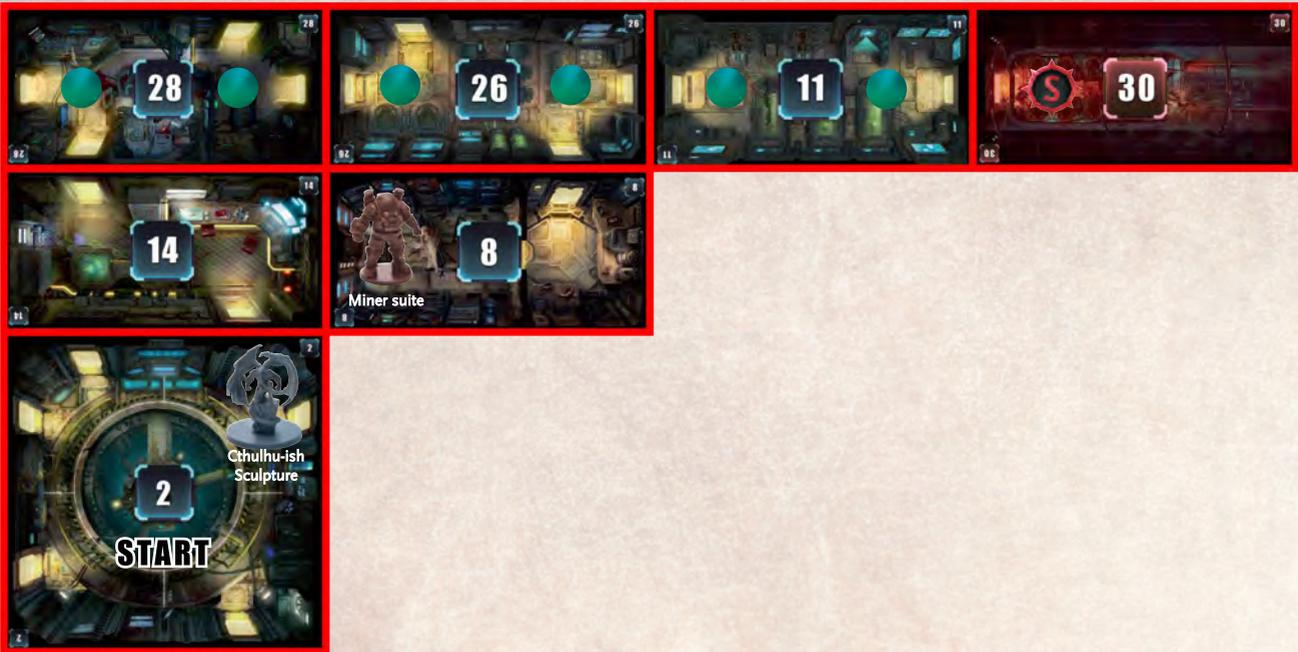
CHAPTER OVERVIEW

The strange Cthullhu-ish Sculpture seems to be drawing something HUGE to it like a kind of homing beacon. You need to get it away from this section of the facility, if you want to be able to escape. The sculpture is too heavy to lift, so you will have to escort it as it makes its slow progress along the shipping conveyer belt until it can be loaded onto a cargo train and sent away. This should hopefully draw the huge entity away allowing you to plan your own escape.



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: 8, 11, 14, 26, 28. (do NOT put room 2 into the room deck.)
 Devoured deck: 30.

DEVOURING TRACK

Assemble the devouring track as shown below:



SPECIAL SET- UP:

After choosing monsters during Step 3 of the setup and constructing the completed activation track, draw two more monster cards but place them face down at the end of the activation track. Then shuffle the non-scenario specific Epic monster cards and draw one face down and place it at the start of the activation track. This additional face down epic monster can result in a player having two epic monsters during this scenario if they are using the epic monster play variant as outlined on page 27 of the core rulebook.

- Hazard Effects:



Before spawning move all monsters 1 space directly towards the Cthullhu-ish sculpture.

After normal monster spawns turn over one of the hidden monster cards and spawn the corresponding number of monsters onto tile 30 depending on its horror rating.

Horror 0 = spawn 3, Horror 1 = spawn 2, Horror 2 = spawn 1.



Before spawning move all monsters 1 space directly towards the Cthullhu-ish sculpture.

After normal monster spawns turn over the hidden epic monster card and spawn the corresponding epic monster onto tile 30.



No effect.

SPECIAL RULES

Monsters consider the Cthullhu-ish sculpture as an investigator for movement purposes only.

INVESTIGATE ACTIONS

Investigators in the same space as the Cthullhu-ish sculpture gain:

“**Investigate:** move the statue one space closer to tile 30.” This action can only be performed once per game round.

An investigator who takes a search action in the space with the empty heavy mining suite may take the heavy mining suite item card (instead of drawing a card normally from the item deck) and then they must follow the instructions as printed on that card.

WINNING

The Cthullhu-ish sculpture has successfully been loaded onto the cargo train.

The corridor seemed to go on forever, and Solomon’s lungs were fit to burst even as the statue was finally loaded onto the cargo train and whisked away to a remote sub-station, or at least that was the plan. Looking out a porthole he saw it, something so huge as to almost be beyond understanding. It stared at him for an instant with eyes that saw an eternal cosmos, holding an entire submarine in a single clawed fist like a child with a toy. Letting go of the vehicle the behemoth moved with a regal grace and gave chase to the cargo train. Even from here Solomon could tell that the submarine was structurally damaged, it would take a skilful pilot to land that vehicle without killing everyone on board.

Solomon let out a sigh and realised he hadn’t even noticed the emergency water pumps had been busily working away since that cargo train had left. Someone touched him on the shoulder, he didn’t turn around. “Look Lisbeth says she can re-direct the power from the main train system to get us a ride to one of the mining sub stations, which Charles assures us have their own submarine bays. Seems that Sophie has limited experience piloting those things, but thinks she can get us out. Jacob on the other hand.....he wants to stay says there are still things he needs to do whatever that means. Are you coming with us or staying with Jacob?”

Solomon simply continued staring out the porthole where he had seen that thing, that glorious inhuman titan. Every part of him screamed the need to leave, yet he doubted he could ever truly leave, every moment of every day would bring him back here. He wanted to turn, to run to get in that train or follow Jacob further into the bowels of Kadath but instead he simply stood immobile, staring out the porthole, drool collecting at the sides of his mouth his mind shattered beyond repair.



“Praise be, our glorious lord is awake!”

An elderly voice strengthened by recent news barely waits for the greeting to finish before his words spill over themselves in excitement. “As the Diviner revealed to us, so it has come to pass. Now transcendence has come and HE will blast apart the weak-willed scientists of Leng Corporation. HE will vindicate us, a heresy no more!”



In contrast the measured tones of another male voice verge on the tone of apathy. “Kadath will not hold much longer it seems, yet despite the cost it is reported that Lord Zeiss seems a lot less concerned than we had initially suspected. We need to move with caution, we have no telling how much of the future Isaiah has revealed to him, despite the obvious psychic interference surrounding the facility.”

“Our lord is invulnerable! We should move to crush Lord Zeiss and take from him our rightful place!”

“Our lord is not a weapon to be directed by the will of man, HE will roam as HE sees fit.”

A third voice entered the conversation, this time younger more uncertain. “If our lord is not to be used to crush Leng Corporation then for what was he awoken?”

“Transcendence of course! We shall succeed where the scientists of Leng Corporation have failed. We have not abandoned the teachings of Keziah and Zkauba, we have prepared our minds with the twelve states of awareness, our lord will lead us and we will become instruments of HIS will. The power of gods will flow through our unshackled minds, and the cosmos will be our inheritance. The Church of the Golden Dawn will ultimately become merely an insignificant relic, far beneath our notice and that is how we will defeat them.” The four holograms merely flicker silently in the otherwise abandoned room, as the gravity of what has been set in motion starts to be fully comprehended.

The only lady in the group speaks up perhaps to break the silence almost as much as to impart the information she alone possesses. “If it pleases people to know, most of the intermediates successfully managed to navigate to a mining sub-station and from there commandeered a submersible and should be breaking the surface of the water shortly. It seems that strangely Jacob has chosen to stay behind, whilst Mr Thurston has ultimately perished.”

“The fate of the intermediates was never a concern, but it is good that my daughter survived. It is time we opened her eyes to the true fate of her parents, as well as HIS glory. I have sent you all a coded location marker, you have 18 hours to organise yourself before we are made anew.”

With that the holograms turned off one by one, never to be reactivated again.



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