The Harrowing

Rulebook

Game Components

Infernal Deck

Item Deck

The Unknown

Effigy Sheet Pad

Lust
Gluttony
Greed
Sloth
Wrath
Envy
Pride

6 Doom Dice

36 Damage Dice

40 Omen Tokens

25 Shadow Tokens

STOP

You don't need to read this book. The Harrowing features an in-game tutorial, so that you can begin the game without any time to reconsider your choices.

To play the tutorial, find the **Infernal Deck** and read the card that says **Start Here**.

You are welcome to read through this manual as well, but doing so is unnecessary, and it contains secrets enough to drive a mortal mind to madness.

If you wish to skip the tutorial, simply look through Infernal Deck and remove each card without a red back. Dispose of the Tutorial cards and set the gray-backed cards aside.

The Basics

In The Harrowing, you control an **effigy**, an avatar of your will, as it delves into the **Nine Circles of Hell**, a surreal subterranean dreamscape.

During the game, the players **all work together** and win or lose as a team. Your goal is to search the Infernal Deck for cards with the **Progress** keyword before you take too much **corruption** and meet an untimely end.

My name is **Lightbearer**. I will be your guiding angel throughout these trials.

Defining Your Effigy

At the start of each game, you must create an effigy of yourself. This character will delve into the Circles of Hell in your stead.

Each effigy's abilities are determined by its values in seven **sins**. Each sin has a value from 1 (not very sinful) to 4 (very sinful).

To create their effigies, each player takes an **effigy sheet** and writes a value between 1 and 4 in the spot next to each sin. When choosing these values, it is suggested that each player attempt to represent who they are in the real world, unless instructed otherwise.

For more information on the meaning of the seven sins, see the next pages.

Write sin values here

Damage dice will go here

LUST

GLUTTONY

GREED

SLOTH

WRATH

ENVY

PRIDE

Sins

Lust

The shift of skin against skin, the beat of heart against heart. **Lust** is your hunger for connection with others, whether social, romantic, or physical. In First Circle, Lust allows you to use the **Seduce** action to distract and manipulate your adversaries.

High Lust: sensual, charismatic, extroverted, fickle

Low Lust: independent, awkward, aloof, introverted

Gluttony

In this broken world, life only persists by consuming and destroying other life. **Gluttony** is your primal desire to devour and to survive. Its associated **Feast** action heals you from the trauma of the Circles of Hell.

High Gluttony: tough, persistent, optimistic, enthusiastic

Low Gluttony: fragile, restrained, wary, measured

Greed

You deserve a few nice things. Hell, you deserve the height of luxury. Your **Greed** inspires you to have, to hold, and to possess. Greed's **Scavenge** action finds you valuable tools and trinkets to aid your descent.

High Greed: gaudy, ostentatious, luxurious, selfish

Low Greed: ascetic, discerning, disciplined, generous

Sloth

It's okay. You can rest. Someone else will take care of it. The lethargy you feel is **Sloth**, your natural inclination to live in the moment and take it easy. With Sloth, you can use the **Wander** action to navigate the depths of the Underdream.

High Sloth: slow, methodical, deliberate, stealthy

Low Sloth: energetic, quick, distractible, conspicuous

Wrath

They deserve to burn for what they did to you. That's your **Wrath** speaking, filling you with a dark joy when your enemies come to harm. This righteous rage fuels the **Fight** action, laying waste to the adversaries that stand in your way.

High Wrath: direct, reckless, volatile, sadistic

Low Wrath: calculated, empathetic, subtle, calm

Envy

You've had it rough, and you deserve just as much as everyone else, if not more. Your **Envy** helps you recognize how much you're actually suffering, even if no one else does. With the **Snatch** action, you can use your Envy to "borrow" items from other players.

High Envy: self-aware, entitled, dependent, communicative

Low Envy: kind, repressed, self-sacrificial, helpful

Pride

No matter what happens, you will not turn back. Your **Pride** keeps you committed to this dark path you have chosen. With Pride, you **Explore** ever deeper, discovering new and horrific corners of Hell.

High Pride: determined, stubborn, confident, arrogant

Low Pride: humble, indecisive, cautious, open-minded

Corruption

At the start of each game, each player takes seven **damage dice** and places one on the square next to each sin value. Turn those dice so that each displays a number matching the value in its associated sin.

These dice represent the amount of **corruption** your effigy has taken. Corruption severs your connection to your effigy and hastens the end of the game. If you get too much, you'll **lose the game**. It's bad.

If instructed to **take corruption**, increase a damage die by 1 for each corruption you take. You can never have more than six corruption in any given sin.

If instructed to **heal corruption**, decrease a damage die by 1 for each corruption you heal. You can never heal corruption so that you have less corruption in any sin than your base value in that sin.

If instructed to take or heal corruption of a certain sin, you must increase or decrease only your corruption in that sin, if able. For instance, if instructed to "take 2 Envy corruption," you would need to increase your Envy damage die by 2. Any corruption you can't assign to the indicated sin must then be assigned to other sins instead.

See below for an example of taking 3 corruption. The effigy in question assigned 2 corruption to Lust and 1 to Greed.

Taking 3 corruption

1 1 LUST	→	**3** 1 LUST
4 4 GLUTTONY		**4** 4 GLUTTONY
3 3 GREED		**4** 3 GREED
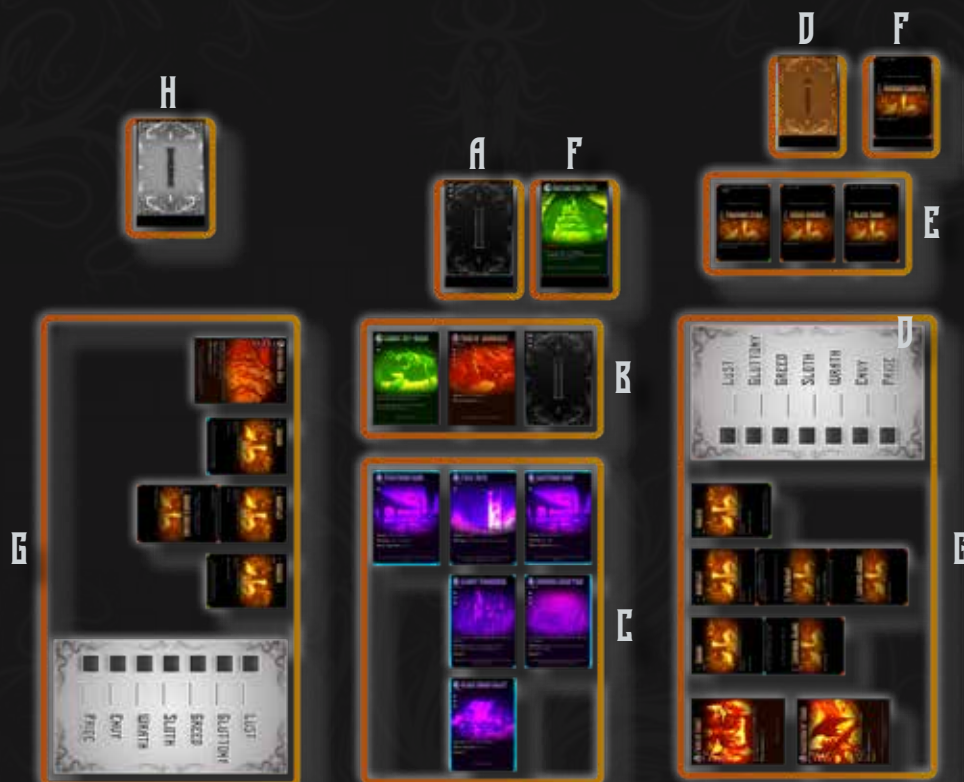
Zones of Play

(A) The Infernal Deck: A deck of infernal cards representing the obstacles standing in the effigy's way.

(B) The Fate: Infernal cards next to the Infernal Deck, ready to be invoked and resolved.

(C) The Map: A grid of locations that represents the environment of Hell.

(D) The Item Deck: A deck containing the many items effigies can acquire.

(E) The Trove: Currently-available items, displayed next to the Item Deck.

(F) Discard piles: Each deck has a corresponding discard pile. When you discard a card, place it face-up in the discard pile of its deck.

(G) Effigy zones: Each effigy has its own effigy zone next to its effigy sheet. An effigy zone contains all adversaries and items that its effigy controls.

(H) Set-aside cards: At the start of the game, all cards with a gray back are set aside, out of play. They can be brought into play by other cards.

(?) The Unknown: Do not look at the Unknown yet. Do not think about the Unknown yet.

The Infernal Deck and the Fate

The enemies, places, and situations you'll encounter in the Circles of Hell are represented by the cards of the **Infernal Deck**. The Infernal Deck you're using now is called the **Shattered City** Infernal Deck. You'll discover others later.

At the start of every game, take three cards from the Infernal Deck and place them next to the Infernal Deck. These cards are called the **Fate**. Place two of them face-up, and place one of them face-down without looking at it.

If the Fate ever has no cards in it, refill it with two face-up cards and one face-down card from the Infernal Deck.

Omens and Invocation

In order to take any action in the game, you need to spend **omens** (👁). You gain omens by **invoking** cards in the Fate, which means putting them into play.

You can track how many omens you have with **omen tokens**. You can never have more than 10 omens at once.

An effigy can invoke a card at any time, as long as another effigy is not currently in the middle of taking an action or invoking a card.

To invoke a card, gain 👁 for each 👁 in the upper left corner of the card and then resolve the card (see pages 16-20). If you invoke a face-down card, you earn 👁👁👁 instead of whatever omens are printed on its other side.

If you can't possibly resolve a card (such as a location with no valid placement), you must take corruption equal to the number of 👁 you earned from it and then discard it.

The Eye of Hell

At the start of the game, the effigy with the most total sin gains control of the set-aside card called **In the Eye of Hell**. If two or more effigies are tied for most total sin, decide randomly or via a fight to the death.

The adversary that controls In the Eye of Hell is **hunted**. Being hunted means nothing on its own, but many game mechanics will negatively affect the hunted effigy.

Whenever the Fate refills, the hunted effigy immediately gives In the Eye of Hell to the effigy to its left.

CRISES

Crisis cards in the Infernal Deck represent dangerous and unexpected situations. They are colored green.

To resolve a crisis, do whatever's written on the card and then place it in a discard pile next to the Infernal Deck.

Some crises have the **Ambush** keyword. If there is a card with Ambush in the Fate, it must be invoked by the hunted effigy before any cards without Ambush can be invoked or any actions can be taken.

CAUGHT OFF-GUARD

CRISIS

Ambush (When this card enters the Fate, the hunted effigy immediately invokes it.)

The hunted effigy draws the top card of the Infernal Deck and invokes it.

Okay. New plan.

Locations

Location cards in the Infernal Deck represent environments in Hell. They are colored purple.

To resolve a location, you'll put it into play in the **Map**. Locations in the map can be either **open** or **closed**. Closed locations are marked with **shadow tokens**.

When you resolve a location, it begins closed. Place a shadow token on it to indicate this. You'll need to open with the Explore action (page 29).

Misstep Take 2 Pride corruption.
When Charted Loot 3-4.
*Ritual I*

Watch your step.

Location Placement

When you resolve a location, you must place it in the map **adjacent** to your location

Locations are adjacent to each other if they are next to one another (not diagonally) and there are no blue borders ("**walls**") between them.

You can place a location next to other locations that blocked by walls, as long as it's adjacent to your location
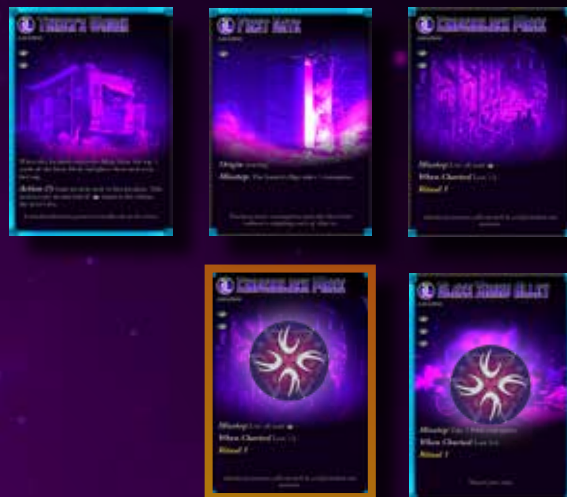
Location Keywords

Two keywords often appear on locations: Misstep and When Charted.

The **Misstep** keyword indicates a negative effect that can be triggered by the Explore action. Unless you're Exploring, it has no effect. You'll learn more about exploring soon.

A location's **When Charted** keyword causes an effect to trigger when every adjacent space in the map contains a location. It should be resolved by the effigy that placed the final adjacent location.

Valid

Invalid: adjacency blocked by wall

Adversaries

Adversary cards in the Infernal Deck represent foes or conditions that affect a specific effigy. They are colored red.

To resolve an adversary, place it in your effigy zone in front of you. As long as that adversary is in your effigy zone, you control it and its abilities affect you.

Some adversaries have the **Hunter** keyword. When you resolve an adversary with Hunter, instead place it in the effigy zone of the hunted effigy.

FIEND OF DOUBT

ADVERSARY

Whenever you have at least 1 rolled 🎲 on a test, ignore all 9 on that test.

When Defeated Loot 2-4.

Why do you even try?

Adversary Health

Many adversaries have a number of **health** symbols (♡) in their top left.

Adversaries with health can take **damage** (usually via the Fight action, which you'll learn about soon). Mark how much damage each adversary has taken by using **damage dice**.

If an adversary has taken an amount of damage equal to or greater than its health, it is **defeated**. Discard it.

Adversary Keywords

Several keywords often appear on adversaries.

Adversaries with **Threat** apply negative effects during tests (page 24).

Effigies with **Hunter** are always controlled by the hunted effigy. No other effigy can take control of them, and they move with In the Eye of Hell.

The **When Defeated** keyword causes an effect to trigger when an adversary is defeated. It should be resolved by the effigy that dealt the final point of damage to that adversary.

Health Symbols

Items

Items are small cards in a seperate Item Deck.

At the start of the game, shuffle the Item Deck and draw three cards from it. Place these cards next to the Item Deck, in the Trove. You can gain items from the Trove by Looting or Scavenging (page 27).

Each effigy starts the game with three items: one copy each of Shroud, Gauntlet, and Wreath. All other copies of these cards should be removed from the game.

If the item deck runs out of cards, reshuffle its discard pile to form a new item deck.

Item Anatomy

Each item has a numerical tier to the left of its name. Items with lower tiers are generally stronger. Each effigy can control a number of items of each tier equal to that tier's number. For instance, each effigy can control one tier 1 item, two tier 2 items, etc. If an effigy ever controls more items than this limit, it must discard the excess items.

In addition, items have a top and bottom section. Each section includes a fragment of an ability and two colored boxes.

Top Section

...count each rolled 9 twice.

Strike!

Tier

2 ALUMINUM BAT
ITEM

Bottom Section

While fighting...

Item Columns

Each effigy begins the game with three items: Shroud, Gauntlet, and Wreath. These three items will form the top of three **item columns**.

When instructed to **gain** an item, connect it to the bottom of an item column. A colored box on the top of the new item must match a box on the bottom of the item column. Only one box needs to match.

For example, you could place item B beneath item A, because they have matching red boxes You could not place item D beneath item C.

As long as one item is connected to another, the combined ability of their connected sections is active.

Any item ability that doesn't start or end in **:** or **…** is active whether or not its section of the item is connected to another item.

When an item is removed from a column, if both sides of the empty space could connect to each other, push the bottom part of the column up to seal the empty space. If not, the space in the column remains until you gain an item that can connect to its top and bottom.

Looting

Some abilities and cards allow you to **Loot**. Loot always indicates a range of item tiers (for instance, Loot 2 or Loot 3-4.)

To Loot, you may either:

Gain an item from the Trove with a tier in the indicated range.

Reveal cards from the top of the Item Deck until you reveal an item with a tier in the indicated range. Gain that item and discard the rest.

Adversaries often allow effigies to Loot based on a **When defeated** ability. Locations often allow effigies to Loot based on a **When fully explored** ability.

Winning the Game

The players win the game when they complete the foretold Ritual.

Some cards will have the ability **Ritual**, followed by a value (for instance, "Ritual 1"). Effigies may complete portions of the Ritual in various ways:

After invoking a crisis with Ritual, set that crisis aside. It counts towards your total Ritual value.

After defeating an adversary with Ritual, set that adversary aside. It counts towards your total Ritual value.

While a location with Ritual is open, it counts towards your total Ritual value.

When the effigies have amassed a total Ritual value greater than the number of effigies in the game, they may at any time place the set-aside **Boss** card into the Fate. (For your first game, this card will be the **Lord of Asphalt**.)

When the effigies defeat the Boss, they **win the game**.

Taking Tests

Often during the game, you will be instructed to take a test. Tests look something like this:

> Test **Gluttony**:
>   **Each 𝒢**: Lose 👁.
>   **Each 𝒢**: Heal 1 corruption.

These tests use the **doom dice**. Each black doom die has two **Fault** (𝒢) sides, three **Grace** (𝒢) sides, and one blank side.

When instructed to take a test, roll a number of doom dice equal to your value in the indicated sin (not your corruption in that sin), and then follow the test's instructions based on how many 𝒢 and 𝒢 you roll. One of these doom dice must be a **red doom die** (see page 31), and the rest must be **black doom dice**.

For instance, if Jeremy had four Gluttony when he takes the above test, he would roll four doom dice. If he rolled 𝒢, 𝒢, 𝒢, and a blank, he would lose 👁👁 and then heal 1 corruption. Not ideal.

In addition, whenever an effigy rolls 𝒢, it must trigger all **Threat** abilities on adversaries it controls. If Jeremy took the above test while controlling Fiend of Judgement (page 19), he would also take 2 corruption for each 𝒢.

Fault 𝒢 𝒢 Grace

Actions

Effigies fight back against the horrors of the Infernal Deck by spending omens to perform **actions**. An effigy can perform an action at any time, as long as it has enough omens to pay for the action and an effigy is not currently in the middle of performing an action or invoking a card.

To perform an action, spend a number of omens equal to its cost and then resolve its text.

Every effigy has access to seven basic actions: **Seduce**, **Feast**, **Scavenge**, **Move**, **Fight**, **Borrow**, and **Explore**.

An effigy can also perform any action **printed on its location or on cards it controls**.

Seduce

Seducing allows effigies to use their **Lust** to **move adversaries**.

> *Seduce* (👁): Test **Lust**.
>   **Each 9:** You may gain control of an adversary controlled by another effigy at your location.

To Seduce, spend 👁 and test Lust.

For every 9 you roll, you may move an adversary from the effigy zone of another effigy at your location to your own effigy zone, thus gaining control of that adversary.

Seducing allows you to save a vulnerable companion or take control of an adversary that you are uniquely suited to defeat.

Feast

Feasting allows effigies to use their **Gluttony** to **heal themselves**.

> *Feast* (👁👁): Test **Gluttony**.
>   **Each 8:** Lose 👁.
>   **Each 9:** Heal 1 corruption.

To feast, spend 👁👁 and test Gluttony.

For every 8 you roll, lose 👁, if you have one.

After that, for every 9 you roll, heal 1 corruption. Feasting also heals the hunted effigy for the same amount (unless you are the hunted effigy).

Scavenge

Scavenging allows effigies to use their **Greed** to **gain items**.

> *Scavenge* (👁👁👁): Test **Greed**.
> **Each 𝒫:** You may discard an item in the Trove. Draw a new card to replace it.
> Then gain an item from the Trove of a tier greater than your total 𝒇.

To Scavenge, spend 👁👁👁 and test Greed.

For each 𝒫, discard a card in the Trove, to a discard pile next to the Item Deck, and replace it with a new card from the top of the Item Deck.

Then choose an item in the Trove with a tier greater than your total 𝒇. Gain control of that item attaching it to the bottom of a matching item column. Do not draw a new card to replace this item.

Scavenging Example

An effigy with 4 Greed Scavenges and rolls 𝒇, 𝒇, 𝒫, and a blank.

The Trove currently contains:
  Obsidian Diadem (tier 1)
  Aluminum Bat (tier 2)
  Glass Knuckles (tier 2)

Because the effigy rolled 2 total Fault (𝒇 𝒇), it can't take any item of tier 2 or lower. Therefore, it can't gain any of those items.

However, its 1 Grace (𝒫) allows it to discard and replace an item once. The effigy chooses to discard Aluminum Bat, then it draws a new card from the Item Deck.

Luckily, the effigy draws **Note from Home** (tier 3). Since this item has a tier greater than the effigy's total Fault, the effigy can gain this item.

WANDER

Wandering allows effigies to use their **Sloth** to **move around the Map**.

> *Wander* (👁👁): Test **Sloth**.
>   **Each 𝄞**: Choose another effigy. That effigy may move once. Then you may move up to three times, minus your total 𝄐.

To Wander, spend 👁👁 and test Sloth.

For every 𝄞 you roll choose another effigy. That effigy may move to an open location adjacent to them. You can choose the same effigy more than once.

After that, you may move a number of times equal to 3 minus your total 𝄐. (You can move fewer times, if you want.)

Effigies cannot move into closed locations or through blue walls.

FIGHT

Fighting allows effigies to use their **Wrath** to **damage adversaries**.

> *Fight* (👁👁): Choose an adversary you control and test **Wrath**.
>   **Each 𝄞:** Deal 1 damage to the chosen adversary.

To Fight, spend 👁👁. Then choose a single adversary you control and test Wrath.

For every 𝄞 you roll, deal 1 damage to the adversary you chose. No matter how many 𝄞 you roll, you will only ever damage a single adversary.

Remember that if you roll 𝄐, you will trigger adversaries' **Threat** abilities.

Snatch

Snatching allows effigies to use their **Envy** to **take items from each other.**

> *Snatch* (👁): Test **Envy**.
>   **Each 9:** You may gain control of an item controlled by another effigy at your location.

To Snatch, spend 👁 and test Envy.

For every 9 you roll, you may move an item from the effigy zone of another effigy at your location to your own effigy zone, thus gaining control of that item. Attach it to the bottom of a valid item column.

Explore

Exploring allows effigies to use their **Pride** to **open locations**.

> *Explore* (👁👁👁): Test **Pride**.
>   **Each 8**: Trigger **Misstep** on your location.
>   **Each 9**: Open your location or an adjacent location.

To Explore, spend 👁👁👁 and test Pride.

For every 8 you roll, resolve the **Misstep** ability on your location, if it has one. You only ever trigger Misstep on your own location, not the ones you're trying to open.

After that, for every 9 you roll, choose either your location or an adjacent location. If that location has a shadow token on it, open the location by removing the shadow token.

Damnation

If you have **six corruption** in a sin, you can no longer voluntarily take actions that test that sin.

Whenever you have six corruption in **three or more sins**, you are **damned**. While damned, if you would take corruption, you must choose another effigy to take that corruption instead.

If all effigies are damned at the same time, the players **lose the game**.

BANE

Some cards reference **Bane** (x). x measures how much the dark will of Hell is resisting the effigies.

x is tracked via damage dice on the **Bane Card**. The Bane Card starts with 1 Bane on it. When instructed to increase x, increment the dice on the Bane Card by the indicated amount, adding more dice if necessary.

When a card references x, refer to the number of shadow tokens on the Bane Card.

Whenever you roll x on a red doom die, increase x by 1.

Starting the Game

During your first game, follow the starting instructions in the tutorial (see page 2). In subsequent games, set up by performing the following steps:

Place the **damage dice**, **doom dice**, **shadow tokens**, and **omen tokens** within reach of all players. Place the **bane card** where all players can see it.

Shuffle the **Item Deck** and place it within reach of all players. Draw three cards from the Item Deck and place them face-up in the **Trove**.

Give each player one copy each of **Shroud**, **Gauntlet**, and **Wreath**.

Find all cards with a grey back and set them aside. Shuffle the **Infernal Deck** and place it within reach of all players. From it, draw two face-up cards and one face-down card and add them to the **Fate**.

Put all set-aside **Origin** locations into play in the **Map** in the positions indicated by their Origin keyword. Leave a good amount of space around the Map for placing additional locations. Close each non-starting Origin location by placing one shadow token on each.

Each player places a small item of emotional weight that fundamentally represents them (examples: wedding ring, crucifix, pet rock, baby tooth) at the starting location to indicate the location of their effigy. This is their **effigy marker**.

Each player defines their effigy's **sins** as intructed on page 4. Each effigy places a a damage die next to each sin, set to the number matching the value of that sin.

The effigy with the highest total sin gains control of the set-aside card **In the Eye of Hell**. If two or more effigies are tied for highest sin, decide randomly or via a fight to the death.

Give each effigy **three omen tokens**.

You are now ready to begin. Any effigy may invoke a card or take an action.

Abandonment and Obliteration

Occasionally, you may be instructed to abandon or obliterate a card.

To **abandon** a card, set it aside. It cannot come back into play until the next game.

To **obliterate** a card, destroy it. Tear it, burn it, bury it, or lose it. It cannot ever come back into play.

If you discard, abandon, or obliterate a location in the Map, move each effigy at that location to an adjacent location. If there are no adjacent locations, those effigies are eliminated from the game, and any cards they control are abandoned.

STOP

The rest of this rulebook contains rules you won't
need until later in the game.

Read the following pages only when instructed to.

The Unknown and Story Cards

Congratulations! You have just been told to manifest your first Story cards. It's finally time to acknowledge the **Unknown**, a set of cards that are not yet part of the game.

To **manifest** a card, find each card in the Unknown with the indicated number in its lower right corner. For each card you manifest, place that card in the discard pile of its corresponding deck (unless it is a set-aside card; in that case, set it aside). It will begin every future game shuffled into its deck (or set aside, if it is a set-aside card).

Each version of **card 1** is a **Story card**, indicated by the word "Story" and the lack of art. Story cards are manifested into the Infernal Deck discard pile. At the start of each game from now on, shuffle all unlocked Story cards into the Infernal Deck.

The Lifewater Table

Congratulations! You have just unlocked the **Lifewater Table**. Some game effects will require you to roll on this table.

To roll on the Lifewater Table, roll **one red doom die and two damage dice** and consult the tables below based on the result of the doom die and the total of the damage dice:

For instance, if you rolled a 𝟡 on the doom die and a 2 and a 5 (7 total) on the damage dice, you would Loot 1-3.

𝟪

2	Choose 3 sins. Set your corruption value in those sins to 6.
3	You get +𝟪 on all tests this game.
4	Each other effigy takes 3 Envy corruption.
5	Lose all your 👁.
6	Invoke the top 3 cards of the Infernal Deck, one at a time.
7	Take 3 corruption
8	Discard the item you control with the lowest tier.
9	Replace your effigy marker with something that disgusts you.
10	Increase ✘ by 3.
11	Obliterate a non-story card in play without Essential or Boss.
12	Your fate is sealed. The Mawgrinder comes. Manifest **card 13**.

𝗑

2 Add every Story card in the Infernal Deck to the Fate.

3 Trade effigy sheets and effigy zones with another player.

4 Take any amount of corruption. Deal that much damage.

5 Manifest **card 9**. If you can't, heal 3 corruption.

6 Manifest **card 10**. If you can't, heal 3 corruption.

7 Roll two more times on the Lifewater Table.

8 Manifest **card 11**. If you can't, heal 3 corruption.

9 Manifest **card 12**. If you can't, heal 3 corruption.

10 Search the Infernal Deck for a Story card and invoke it.

11 Close each open location. Open each closed location.

12 Choose any result in the Lifewater Table.

𝟫

2 Search the Item Deck for a card and gain it.

3 You get **+𝟫** on all tests this game.

4 Either gain an Innate item or Loot 1-2.

5 Move to any open location.

6 Gain 👁👁👁👁.

7 Loot 1-3.

8 Redistribute your corruption as you wish.

9 You may change any number of your base sin values by 1.

10 Decrease **𝗑** by 1.

11 Loot 1, Loot 2, Loot 3, then Loot 4.

12 Heal all your corruption to its base values.

Areas

Congratulations! You have just manifested your first secret **Area**. This is a place in the Circles that follows different laws than the rest of Hell. Card 2 (Carnival Grounds) is in the **Bleak Carnival** Area.

Each Area has its own Infernal Deck and Fate. From here on, the main Infernal Deck and Fate are known as the "**standard**" ones. Any additional Infernal Decks should remain outside the game until necessary. Only the standard Infernal Deck can contain Story cards.

When the first location of a certain Area enters the Map, find the Infernal Deck that corresponds to that Area. For Carnival Grounds, this is the **Bleak Carnival (C) Deck**, composed of each version of card 3. When Carnival Grounds enters the Map, shuffle that deck and put it where all players can reach it. Draw two face-up cards and one face-down card from that deck, and place them next to it in a new Fate.

Whenever an effigy is at a location with Area, it references the corresponding Infernal Deck, Fate, and discard pile instead of the standard ones. All cards are still discarded to the discard pile of the deck they were drawn from. This means that any effigy in a location with Area (Bleak Carnival) will only be able to invoke cards in the Bleak Carnival Fate, not cards in the standard Fate.

Each Fate is refilled from its corresponding deck. Refilling any Fate will cause In the Eye of Hell to move, regardless of the location of the effigy controlling it.

Innate Items

Congratulations! You have just manifested your first **innate** items.

These items are set-aside cards. They begin play outside of the game, and are never shuffled into the Item Deck. Like other cards with a white back, if an innate item would be discarded, it is set aside instead.

No other effigy is allowed to control your innate items.

At the start of each game, each effigy may gain one set-aside innate card. Choose wisely.

When gained, innate items are not placed in an item column. Their abilities are always active.

Ever Deeper

Congratultions! You have just unlocked a whole new **Circle of Hell**, complete with its own Infernal Deck and origin locations.

From now on, when you start a game, you may start at the Second Gate rather than the First Gate. To do so, ignore the **Shattered City Infernal Deck** (I). In its place, use the **Shiverwoods Infernal Deck** (II) as the standard Infernal Deck.

Then, set up the Infernal Deck, the Fate, and the Origin locations by following the usual instructions, but using these new cards instead of the old ones. Use the Origin locations with a back that matches your chosen. Infernal Deck. Remember to shuffle all unlocked Story cards into the new Infernal Deck.

From now on, whenever you unlock a new Circle of Hell, you can start your delve in that Circle by using its deck as the standard Infernal Deck.

Good luck, fragile mortals.

Shattered City → **Shiverwoods**