

# THE DARK

v 1.1.1

“We mustn’t forget to feed him.”

## PROLOGUE

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More details can be found in WARSURGE Book 1. Core Rules.

You’ve been hired to investigate an old, rundown house by an independent news team that specialises in podcasts on conspiracy theories. Although the house looks abandoned, there are rumours of activity at night, government cover-ups and disappearances of people. The news team that hired you had previously sent a journalist, but he didn’t return or report back. Your task is to discover the truth and find the missing journalist.

## Logistics

Narrative Type	Solo	Unit Cap	1
Difficulty	Moderate	Model Cap	1
Number of Players	1	Theme	Modern/Sci-fi/Horror
Point Limit	50pts	Perk Restrictions	Yes
Map Size	Varies	Playstyle	Standard

**Perk Restrictions:** Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2

## Models Needed

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Fleshling	1	3"	3"	2	4	-	4+	Horrific
Soldier	3	4"	4"	3	3	5+	5+	Murderer
Disfigured	6	3"	3"	3	3	5+	5+	Murderer
Dark Giant	1	0"	0"	5	7	4+	5+	War Master, Unstoppable, Traverse II
Dark Hand	2	3"	3"	4	3	4+	5+	Imprison, Unstoppable, Traverse II

## Weapons Needed

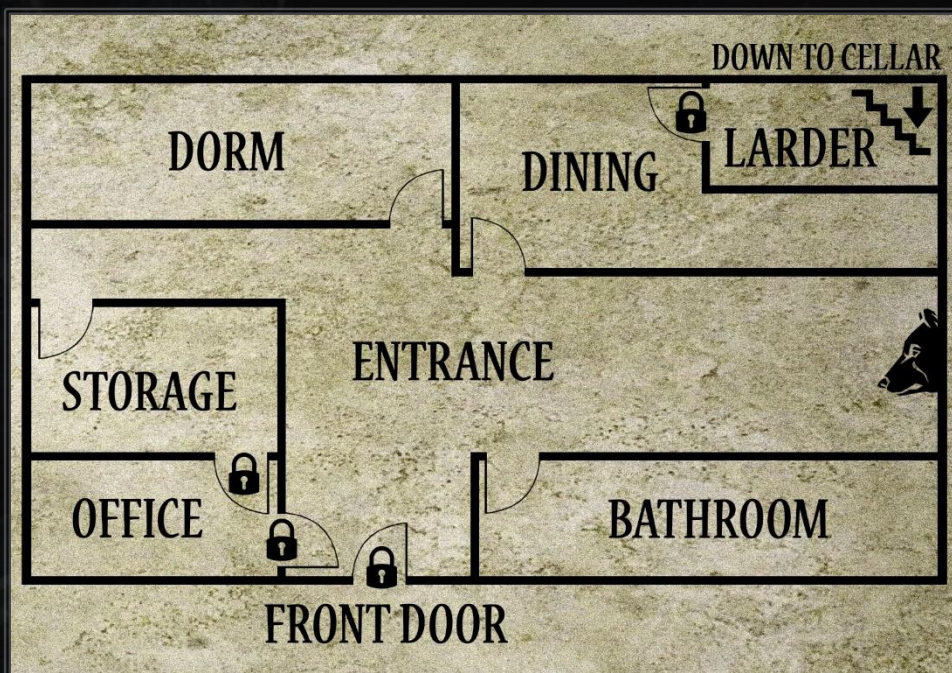
Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Fleshling Bite	1	0"	3	3	-	AS	-
Fleshling Bile	1	12"	1	5	-	AS	Cripple II, Poison, Penetrate II, Recharge I
Knock-Out Baton	3	0"	3	0	-	AS	Damage 2+, Loot, Piercing Hit II
Soldier Rifle	3	18"	4	5	5+	AS	Piercing Hit I
Disfigured Lash	6	4"	3	4	5+	AS	Piercing Hit I
Smash	2	3"	2	5	-	AS	Piercing Hit, Focus
Grab	2	6"	1	7	2+	AS	Grapple, Countdown III, Recharge I
Crunch	1	0"	2	5	3+	AS	Piercing Hit II
Wretched Spit	1	9"	1	0	-	AS	Damage 2+, Piercing Hit II

**Environment:** Varies. All indoor, mostly with items to investigate and a few encounters for combat in narrow spaces.



## STAGE 1: The House

**Prologue:** After a long drive into the middle of nowhere, you finally arrive at your destination. Up the slope of a mountain surrounded by forests and hills, you see a house. It's still a few hours before dusk, so you decide you can have a quick look before the rumoured 'nightly activity' begins (if that is even true). Parking your vehicle out of sight, you approach the old house and look through the windows. They are absolutely filthy, making it impossible to see anything through them. You approach the front door and knock, which yields no response. You then try the door knob, which is unlocked, then enter the building. You quietly shut the door behind you and begin your investigation.



Padlocks indicate locked doors.  
The lock will require a key that matches the name of the room.



The symbol on the left represents a stairway. In the map above, it goes down to a lower level.

**Objective:** Explore the old house, find any clues and escape. Interactable Objects for each Room are found on the tables below. Begin by selecting an **Object** from the list in **Entrance** and follow the **Interact** column. As you interact with Objects throughout the Stage, an item may refer to a 'Revelation'; which are detailed from Page 6. If your HP is reduced to 0 during this Stage, refer to **Epilogue: Untimely Demise** on Page 15.

**Entrance:** This is where you first entered. There are a number of objects that stand out, especially a disturbing hunting trophy. There are no windows in this room, but some old, dim lights that are sufficient enough for reading.

Objects	Initial Inspection	Interact
Bathroom Door	The Bathroom door is slightly open and accessible.	Go to Page 3: Bathroom
Dining Door	The door is wide open, revealing a room that has seen better days.	Go to Page 3: Dining
Dorm Door	The door is closed, but unlocked.	Go to Page 3: Dorm
Storage Door	The door is shut but unlocked.	Go to Page 3: Storage
Office Door	The sign above the door says 'office'. It is locked and requires the Office Key.	Go to Page 3: Office
Front Door	The door handle is locked on this side and cannot be opened without a key. Making noise to break down the door is far too risky. You will need to explore and find your own way out. If only you hadn't closed it...	Select another Object
Bloodstain	The blood stain on the ground is spread over a wide area, but dry and faded. Suspiciously, it is below a hunting trophy; a massive bear that would've been native to the region.	Select another Object
Grandfather Clock	The clock is still ticking, with the current time being displayed on its hands. The carvings feature giant men that are seizing smaller men.	Go to Page 4: Object 8
Hunting Trophy	The head of a bear mounted on a wall. It's eyes almost look alive and to be watching you. There is dried blood on its teeth and inside its mouth.	Go to Page 4: Object 9
Television	The TV is turned off, but seems to be receiving power. There is an old VHS tape player below it.	Go to Page 4: Object 10



**Bathroom:** There is a lot of fungus and mould growing on the walls, while signs of water damage are showing in the ceiling. The floor is slippery, almost slimy with the air smelling of stagnant water.

Objects	Initial Inspection	Interact
Entrance	This is a door to the Entrance.	Go to Page 2: Entrance
Toilets	You thought it smelled bad before, but this is worse. These toilets are covered with filth, having stains of red, brown and green. They have a smell that is acidic and akin to vomit.	Select another Object
Bathtub	The bathtub is full to the brim. The water is black and shows no transparency. There could be anything in the water.	Go to Page 4: Object 13
Wash basin	The handles on the taps are broken, they turn loosely with no effect.	Select another Object
Medicine Cabinet	The cabinet looks old and damaged, though it is unlocked.	Go to Page 4: Object 15
Shower	The showerhead is constantly dripping and the tap handles are missing.	Select another Object

**Dorm:** The room is lined with bunk beds: all old, torn and mouldy. The windows are barred with drawn curtains.

Objects	Initial Inspection	Interact
Entrance Door	This is a door to the Entrance.	Go to Page 2: Entrance
Storage Case	The case is unlocked.	Go to Page 4: Object 18
Bunk Beds	The beds are old and dusty, some are torn.	Go to Page 4: Object 19
Windows with Curtains	There seems to be movement on the other side of the curtains.	Go to Page 4: Object 20
Mirror	The mirror is cracked down the middle, but surprisingly clear.	Select another Object
Table	There are some empty cups, and a VHS tape.	Go to Page 4: Object 22

**Dining:** There are unidentified stains on the ground and the smell of rotten food. The only window is barred.

Objects	Initial Inspection	Interact
Entrance Door	This is a door to the Entrance.	Go to Page 2: Entrance
Kitchen Table	There are plates with abandoned, rotting food, and rusted utensils.	Select another Object
Larder Door	The door is locked and requires the Larder Key.	Go to Page 5: Larder

**Storage:** There are several cabinets, piles of paper and a very old fax machine system which is broken.

Objects	Initial Inspection	Interact
Entrance Door	This is a door to the Entrance.	Go to Page 2: Entrance
Cabinets	A dozen or so cabinets filled with files on taxes and food orders.	Go to Page 5: Object 27
Ammo Box	The box is empty.	Select another Object
Office Door	The door is locked and requires a key. There are claw marks on the door.	Go to Page 3: Office

**Office:** The two entrances are locked and require the Office Key. If you possess the Office Key, you may inspect the items below. Opening the door, the room is seen to be in good condition, having a small library shelf and a large desk with a human skull as a paperweight. The windows are barred, while the room itself feels very cold and has a musty smell.

Objects	Initial Inspection	Interact
Storage Door	This is a door to the storage room.	Go to Page 3: Storage
Entrance Door	This is a door to the Entrance.	Go to Page 2: Entrance
Library Shelf	The books are mostly of human anatomy, history and the occult.	Go to Page 5: Object 32
Ornate Desk	The desk is made of quality timber, with several drawers.	Go to Page 5: Object 33
Locked Refrigerator	A sophisticated, digital lock is on the fridge.	Go to Page 5: Object 34

**Object 8:** The clock's carvings of the giants and the men are disturbing, suggesting the giants would revel in various debaucheries and cannibalism. Opening the clock panel, you see there is a silver key. If you wish to take the key, go to **Revelation 20**. Otherwise return to **Entrance** on Page 2.

**Object 9:** There is a large bear head that has been mounted on the wall as a trophy. Despite that the creature is dead, it gives an unsettling feeling like it's watching you. The mouth and teeth are stained with blood, which have dried long ago.

- A) Leave it be return to **Entrance** on Page 2.
- B) Put your hand in its mouth. Go to **Revelation 9** on Page 7.
- C) Put your head in its mouth. Go to **Revelation 11** on Page 7.
- D) Poke the bear's eyes. Go to **Revelation 15** on Page 7.
- E) Inspect an area on the Hunting Trophy as indicated by another item. Go to **Revelation 5** on Page 6.
- F) Use an item that refers to the Hunting Trophy. Go to **Revelation 17** on Page 7.

**Object 10:** There is a lounge positioned to watch a television. The television is quite old but still functions. Underneath it is a VHS tape player.

- A) Leave it be, return to **Entrance** on Page 2.
- B) Turn on the TV. Go to **Revelation 7**.
- C) Turn on the TV and use an item for the VHS player if you have one. Go to **Revelation 3**.
- D) Inspect an area on the television as indicated by another item. Go to **Revelation 12**.

**Object 13:** The bathtub has been filled up very high, to the point where some of the water has overflowed onto the cold and slippery tiled floor. The water is black and contaminated, and doesn't allow for anything to be seen in it. There are black stain streaks that have run down the sides of the bath, which have come from the black water. Upon closer examination, there are algae patches on the floor, seemingly where water may have been splashed some time back.

- A) Leave it be, return to **Bathroom** on Page 3.
- B) Examine the tub more closely. Go to **Revelation 13** on Page 7.
- C) Use an item intended for the bathtub if you have one. Go to **Revelation 2** on Page 6.
- D) Put your hand in the water and feel around. Go to **Revelation 16** on Page 7.

**Object 15:** The medicine cabinet is damaged, with both hinges loose and rattling.

- A) Leave it be, return to **Bathroom** on Page 3.
- B) Open it. Go to **Revelation 4** on Page 6.

**Object 18:** At the foot of a bunk bed is a storage case, which is unlocked. Do you wish to open it?

- A) No, return to **Dorm** on Page 3.
- B) Yes, go to **Revelation 8** on Page 6.

**Object 19:** The bunk beds are old, hard, dusty and unappealing for sleep. It would be up to debate as to whether these beds or the outdoors with a rock as a pillow would be better.

- A) Leave it be, return to **Dorm** on Page 3.
- B) Inspect the bunk beds, go to **Revelation 1** on Page 6.

**Object 20:** The curtains are drawn, but something seems to be moving outside. Do you want to open the curtains?

- A) No, return to **Dorm** on Page 3.
- B) Yes, go to **Revelation 6** on Page 6.

**Object 22:** The cups on the table are empty, but have coffee stains. The table also has a VHS tape, labelled 'Spare Takes'. You take the VHS tape. Return to **Dorm** on Page 3.



**Larder:** The Larder is locked and requires the Larder Key. If you have the Larder Key, you may interact with the items below. Given the state of the dining area, the Larder itself is in surprisingly good condition. It has several empty refrigerators and shelves, though most remaining food stocks seem to be spoiled, with the exception of some canned food. It has a kitchen area for preparing meals, but there are piles of dirty dishes. There is a stairway leading down, and also shelving along the walls that resemble corpse lockers that are used in a morgue.

Objects	Initial Inspection	Interact
Dining Door	This is a door leads back to the dining area.	Go to Page 3: Dining
Kitchen	The kitchen has a food preparation area and a sink. There are piles of dirty dishes, with no water in the sink itself.	Select another Object
Cellar Stairs	This stairway leads downstairs, apparently into a cellar.	Go to Page 5: Object 37
Corpse Locker	Most of them are open, except for one with a label: 0073 'Journalist'.	Go to Page 5: Object 38
Food Shelves	Most of the food is spoiled except for those kept in a can or tin. None of it looks particularly appetising or nourishing, so you leave the food alone.	Select another Object

**Object 27:** There are many cabinets in the storage room. Upon closer examination, these are records of food orders, and also tax documents.

- A) Leave them be, return to **Storage** on Page 3.
- B) Examine the cabinets in greater detail. Go to **Revelation 14** on Page 7.
- C) Use an item for the cabinet. Go to **Revelation 22** on Page 8.
- D) Inspect an area on the cabinets as indicated by another item. Go to **Revelation 10** on Page 7.

**Object 32:** The bookshelf has many books from the educational to the bizarre. A quick inspection doesn't reveal anything unusual about the books themselves, though the original owner had unusual tastes for reading material. If you have been given a clue to inspect these books, and a specific book to check, go to **Revelation 19** on Page 8. Otherwise, return to **Office** on Page 3.

**Object 33:** Examining the desk, you find that there are locked drawers with carvings of giants. On top of the desk there are two notes: one torn from a journal, and the other covered in blood.

- A) Leave the desk alone. Return to the **Office** on Page 3.
- B) Read the two notes. Go to **Revelation 21** on Page 8.
- C) Unlock the drawers with the Silver Key, go to **Revelation 24** on Page 8.

**Object 34:** The refrigerator looks well used but not very old. However, the handles are held tight by a chain which has a digital lock attached to it. If you know the passcode, go to **Revelation 25** on Page 8. Otherwise, return to the **Office** on Page 3.

**Object 37:** The stairs go down below to what is likely a cellar for the larder. Your hairs stand on end as you peer down the stairs, and you can't see the room below. If you wish to proceed, go to **Revelation 23** on Page 8, otherwise return to the **Larder** on Page 5.

**Object 38:** The corpse locker has a label: 0073 'Journalist'. If you wish to open it, go to **Revelation 18** on Page 7. Otherwise return to the **Larder** on Page 5.

# Revelations: STAGE 1

## Revelation 1

Inspecting the bunk beds reveal nothing of interest, apart from some coins that were under one of the bunks – likely loose change that fell out of a pocket. A small win, though you need to escape before you can spend them. Return to **Dorm** on Page 3.

## Revelation 2

It seems you have nothing of any particular use for the bathtub. You look around for something to poke into the black water, and discover an old plunger. As you disturb the water, a large, black insect akin to a giant centipede crawls up the plunger and bites you. You promptly crush its head in retaliation but feel weakened by the bite. Your Unit suffers -2 to current HP. Return to **Object 13** on Page 4.

## Revelation 3

Requires the VHS tape, labelled 'Spare Takes'. If you have the video, you insert it into the VHS Player and turn on the television. As it begins, the video is blank. After a moment, footage suddenly appears and reveals a man in a dark grey suit giving a tour of the house and surrounding area. The man discusses how it is a lodge; some have used it to hike, explore and hunt, while currently it has been purchased and modified by the government. Now it is a retreat for people who have suffered from the effects of drugs and other issues, but not revealing any other details. The man is about to enter the office of the house when he discovers the door is locked. He goes over to the filing cabinets, reaches behind them and pulls out a key. He asks the cameraman to start again and tape over the footage. The cameraman explains that he'll continue on another tape and use this one in case there are some good 'takes'. The man agrees and the tape cuts out. If you find these cabinets, you should look behind them in case there is a key. Return to **Object 10** on Page 4.

## Revelation 4

Opening the medicine cabinet, you discover some bandages, antivenom and antiseptic. The antiseptic is only a little past its expiry date, so should still be useful. This can be used once, at any time during the Narrative to recover 2 HP and remove any negative Perk effects. Return to **Bathroom** on Page 3.

## Revelation 5

Not having any special knowledge of the hunting trophy from any notes in the house, you examine how it might be mounted on the wall. When you examine it from underneath, you feel a stinging sensation. A parasitic insect crawled under your apparel, and has burrowed into your body. You suffer -1 to current and maximum HP. Return to **Entrance** on Page 2.

## Revelation 6

Pulling back the curtains, you carefully peer out the window. The movement you detected was merely a dead tree branch moving with the wind. Return to **Dorm** on Page 3.

## Revelation 7

The TV slowly turns on and warms up. Changing the channel dial, all that is visible is static or 'snow'. It seems this TV is used exclusively for the VHS player. Return to **Entrance** on Page 2.

## Revelation 8

Opening the storage case, you find a note and a firearm with ammo. The note reads: "This old house is giving me the creeps. Its full of bugs, dirty, smells strange and freaks me out. Every sound, every creak of the house, scares me. I can't record onto my phone as I'm worried that I'll be heard, so writing it down on paper instead. I'm not alone... there are voices down below. I think there is a cellar below where things are going down. Leaving this message in case anyone comes after me. I'm a journalist and also a big advocate of non-violence... in other words, I don't know how to use guns, but if you want, there is one in this case. Besides, if I'm caught, they might kill me if I have a weapon." After reading the message, you take the firearm. Whether you use it as a ranged weapon or to bludgeon something, it could still be useful. +1 to Attacks on all your Unit's Weapons. Return to **Dorm** on Page 3.



### Revelation 9

The bear's mouth suddenly clamps shut, causing great pain and significant injury as you manage to pull it out. You can hear a creaking sound like something moving, but nothing visible. The bear's mouth opens once more, with a little bit of your blood among the greater stain that was already there. You lose 1 HP from the bite, and return to **Object 9**.

### Revelation 10

Requires having watched the VHS tape 'Spare Takes' on the Television. If you have done this, you reach behind the cabinet. Initially, you are disheartened and feel nothing. However, reaching a little further, you discover a key that is kept in a pouch, stuck behind the cabinet. You take the key, which has the tag 'Office Key'. Return to **Object 27** on Page 5.

### Revelation 11

Go to Epilogue: Blood Offering.

### Revelation 12

Lacking any relevant tools or items, you see a small torch under the lounge, then examine the power supply behind the TV. Seeing nothing unusual, you are about to step back when you realise there is a large, venomous spider on your neck. Before you can remove the creature, it bites you. In retaliation, you squash it. You suffer -1 HP and have the 'Poison' Perk (Weapon Affliction) upon your Unit, taking effect from the start of the next Stage of the Narrative. Return to **Object 10** on Page 4.

### Revelation 13

Examining closely reveals no additional information about the bathtub and what happened here, though a bubble suddenly rises up and pops, causing your heart to skip a beat. Return to **Object 13** on Page 4.

### Revelation 14

Opening the cabinets again, you notice something underneath all the files. It's a VHS tape labelled 'For lonely nights at the lodge. Not work friendly.' You examine the VHS tape, and notice that the reel inside is missing. Return to **Object 27** on Page 5.

### Revelation 15

The bear's eyes are fake, and pushing them further into the head doesn't do anything. Return to **Object 9**.

### Revelation 16

Putting your hand in the water, you feel that it is very cold and seems thick, with floating objects inside of it. Reaching deeper, you feel something like cloth material and something squishy, fleshy even, inside of it. You can also feel something moving around your arm and decide to pull it up. There is a small leech stuck to your arm, and after a few moments it lets go and falls back into the bath. You watch the water to see if you can see it, but it has vanished. As the water settles, a human body suddenly rises to the surface, face down. It is still rotting, but you can tell that it is a man in a dark grey suit, but there are no means of identifying the body. Return to **Object 13** on Page 4.

### Revelation 17

Requires the blood packs and bucket. You tip the blood out of the bucket into the bear's mouth. It seems the bear is satisfied with your offering, and not long after you hear the sound of a mechanism inside the wall. Underneath the trophy, a panel opens up containing a small box. Inside of it is a key with a tag that reads 'Larder Key'. Return to **Entrance** on Page 2.

### Revelation 18

Opening the Corpse Locker, you slowly slide it out and see something that isn't human, aside from it wearing jeans. It seems the skin of the corpse is missing, and the flesh burned. Further to the disturbing appearance, the corpse's face is completely missing, as if the flesh had melted over every orifice. Each of its fingers are extended down to its legs, taking the appearance of fleshy lashes. You search the jeans and find a wallet. It was once a man, though it does not match the journalist that went missing; perhaps it is a different journalist? Return to **Larder** on Page 5.



### Revelation 19

Reaching for the book, you open it and sure enough, there is a passcode inside. You can now interact with the refrigerator's security lock. Return to the **Office** on Page 3.

### Revelation 20

You struggle to remove the key. You try to pry it out with your fingers; you pull it but to no avail. At last you push the key, which then pops right out. However, the clock stops ticking. Initially, you believe the key starts the clock, but suddenly out of paranoia, you fear it is a trap. You try to put the key back, but you cannot. You take several steps back and see that nothing happens. You decide to keep the Silver Key. Return to **Entrance** on Page 2.

### Revelation 21

The first note appears to be from a journal, but in a language that you've never seen before. The characters are unsettling, turning your stomach as if they were not meant for your eyes. On the desk is another note, covered in blood and apparently from a different author: "Take the blood and put it in the bucket for the bear. I don't know who made that thing or how it works, but it's still messed up no matter how you look at it. You have to tip the blood into the mouth for the mechanism to work. Makes a bloody mess everywhere. The eyes are so damn creepy too, even after its fed. The blood is in the refrigerator, the passcode for it is in the Library Shelf, inside the book 'Famous Last Words'. Put it back when you've read it." After reading this note, you can inspect the Library Shelf for this book. Return to **Object 33** on Page 5.

### Revelation 22

Having no items of any use for the cabinets, you climb on top and look across the room for something you may've missed. Suddenly the cabinet bends under your weight and you quickly jump off. As you land with a loud thud, you hear voices below. Go to Epilogue: Without a Trace.

### Revelation 23

Peering down the stairway, you have this sinking feeling that it might be difficult to return. If you wish to descend into the area below, go to **Stage 2: The Cellar** on Page 9. If you wish to remain and explore the house some more, return to the **Larder** on Page 5.

### Revelation 24

You unlock the draw with the key you found in the grandfather clock and find a note, torn from a journal. It reads: "I refused the offer from that strange government department again. This lodge has been in my family for generations, and I won't part with it, especially for that trivial amount of money. However, I sometimes wonder if I made the right choice; they could force me to leave if they wanted to. Maybe I should just let them have access so they can excavate under the building, maybe then, we'll both get what we want. I'll suggest it at the next meeting with the government agent - I'll ring father tomorrow and discuss it with him beforehand. I'll wear my lucky dark grey suit for good luck. Also, I finally restored dad's bear trophy. He sure is a subject of discussion at the fraternity meetings." Return to **Object 33** on Page 5.

### Revelation 25

The digital lock on the refrigerator has a timer for each attempt. To input the correct code, pass the following Dice Challenge: Roll 5 D6 then stack them in order of lowest to highest within 15 seconds. Start the timer then roll the dice.

When you succeed, you may open the fridge.

Inside the fridge is a pile of blood packs and a bucket. There is a note next to the bucket giving instructions to empty the blood packs into the bucket, and feed it to the Bear Trophy. With this, you have a new interaction option with the Hunting Trophy. Return to **Office** on Page 3.



## STAGE 2: The Cellar

**Prologue:** Making your way into the cellar, you see a large hole in the wall leading into a cave, but it is blocked by chain fence with a padlock. You hear a squelching sound behind you; from the darkness you see a blob of flesh with a distorted human face squirming its way along the ground toward you.

**Objective:** Slay the Fleshling.

**Time:** Unlimited Game Turns.

**Deployment:** The player Unit starts on the green circle. The Fleshling (F) starts on the red circle.

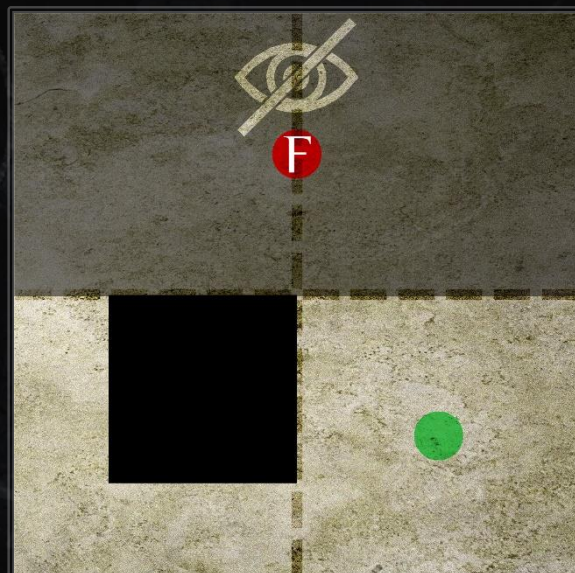
**Map Data:** The top half of the room is very dark. This is represented with the dark shaded area at the top half of the Map (indicated by a symbol of an eye with a line through it) as being Cover Area, granting +1 to Defence if a Unit is within it.

**Turn Master:** The enemy goes first.

**Enemy Tactics:** Fleshling = Aggressive: it will attempt to engage the player Unit in a Melee.

**Enemies:** One Unit of 1 Fleshling

### Map Data



1' x 1' Map

Each of the 4 squares in the Map are 6" by 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Fleshling (F)	1	3"	3"	2	4	-	4+	Horrific	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Fleshling Bite	1	0"	3	3	-	AS	-
Fleshling Bile	1	12"	1	5	-	AS	Cripple II, Poison, Penetrate II, Recharge I

**Defeat:** If the player Unit is a casualty, refer to **Epilogue: Flesh Food** on Page 15.

**Completion:** Once the Objective has been met, claim the Reward below then refer to the Event 'Precipice of Fear' below.

**Reward:** This experience has hardened you, increasing current and maximum HP by +1.

**Event:** Precipice of Fear

Examining the remains of the flesh creature that was just slain, it has two keys embedded on the exterior of its body. Tearing them out (with a little chunk of flesh still attached) you find that one fits the nearby padlock into the cave, while the other has a tag that is damaged:

*"F---nt D--r -y."*

You deduce it is the Front Door Key.

If you choose to escape via the Front Door, go to **Epilogue: I'm Out**, on Page 15.

If you wish to explore the cave, go to **Stage 3: The Cave**, on Page 10.



Scan the QR Code in Play or Edit Roster



## STAGE 3: Caves

**Prologue:** Taking the key from the flesh creature and unlocking the gate, you quietly descend into the cave. There are portable lights and 'rooms' made from the cavities of the cave. On the far side of the cave is a large door with five ancient symbols on it. Suddenly a guard comes around the corner. He hasn't seen you yet. Investigating these rooms may reveal what is going on here.

**Objective:** Open the 'Door', which requires the player Unit to be in the Blue Zone on the Map while not engaged in a Melee, and the player to have found five words hidden in the Stage: *Morbus*, *Serphai*, *Nethom*, *Yodomeh*, *Tzheth*. Find the words by exploring rooms. Do this by having your Unit end Movement into a room. Look at the number on the Map, then refer to "Rooms in Stage 3" on Pages 11 and 12 but keep the current Phase (eg: Move) active.

**Time:** Unlimited Game Turns.

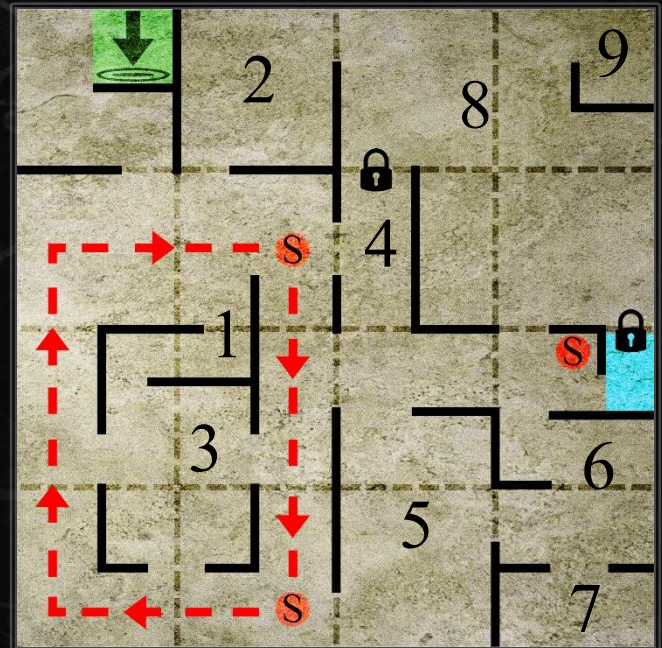
**Deployment:** The player Unit starts in the Green Zone. Soldiers are the red (S) on the Map.

**Turn Master:** The player goes first.

**Enemy Tactics:** Soldiers: One Soldier near the Blue Zone has Guard: Lookout (12"). The other patrolling Soldiers have Guard: Patrol (4"/12") and follow the Red dotted line with arrows. If active, they have the Aggressive Tactic. Disfigured have Guard: Lookout (6"). When active, they have the Aggressive Tactic. Soldiers and Disfigured are hostile to each other (counting as enemies), but Soldiers will not go into a room with Disfigured unless pursuing the player's Unit. Likewise, Disfigured will not leave their room unless pursuing the player's Unit.

**Enemies:** Three Units of 1 Soldier. The Soldier Rifle is with the Soldier at near the Blue Zone on the Map. There are six Units of 1 Disfigured hidden throughout the Stage.

### Map Data



Padlocks indicate locked doors. Both locks require one key that is located within a numbered room. Locked doors do not block sight.

2' x 2' Map



Scan the QR Code in Play or Edit Roster

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Soldier (S)	3	4"	4"	3	3	5+	5+	Murderer	Patrol (4"/12") / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Knock-Out Baton	3	0"	3	0	-	AS	Damage 2+, Loot, Piercing Hit II
Soldier Rifle	1	18"	4	5	5+	AS	Piercing Hit I

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Disfigured	6	3"	3"	3	3	5+	5+	Murderer	Lookout (6") / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Disfigured Lash	6	4"	3	4	5+	AS	Piercing Hit I

**Defeat:** If the player Unit is slain by a Soldier Unit, refer to **Epilogue: Submission** on Page 15. If the player Unit is slain by a Disfigured, refer to **Epilogue: Ungrateful Host** on Page 15.

**Completion:** Once the objective has been met, claim the Reward below and proceed to **Stage 4: Depths** on Page 13.

**Reward:** All of the player Unit's lost HP is restored, and negative Perk effects removed. The player Unit finds a rifle on a rack just near the ancient door, which grants +1 Power and Attack to all Weapons that are used outside of a Melee.



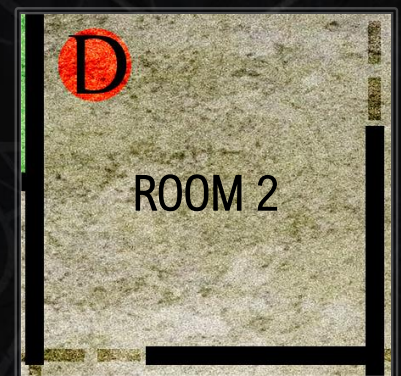
## Rooms in STAGE 3

### Room 1

At first glance into the dark room, you think the room is empty, but as your eyes adjust, you see a woman sitting on the ground, her face downcast. As you approach she looks up at you, making direct eye contact. She doesn't say anything, even when you quietly speak to her. Looking at her hands, you see they are shredded, bloodied and infected. Looking at the walls, you see something has been scratched into the rock and underlined in blood: "Five sacred words for the door to the old god." The woman in the room then mumbles something incoherently, not in any language you've heard before. You're not sure if she is a foreigner or insane. Eventually, she says the same word five times: "Tzheth, Tzheth, Tzheth, Tzheth, Tzheth." Perhaps this is her way of expressing one of the five words. Looking at the room, you see there is a small tunnel that could act as a place to hide. If Enemy Units are pursuing the player's Unit, stepping into this Room will stop their pursuit, resetting them to their starting locations on the Map. It also resets their Tactics, restores their HP and removes all Perk effects. However, the player's Unit cannot attack while in this Room.

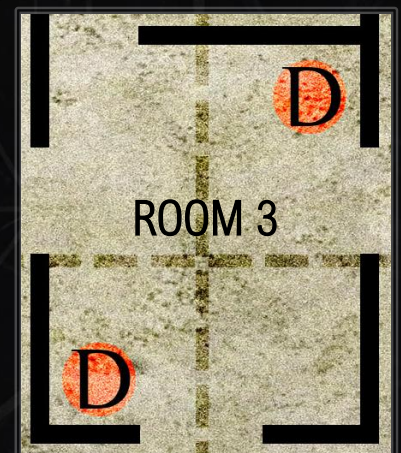
### Room 2

This room is full of dead bodies, stripped of their belongings which are in a different pile in a corner of the room. You sift through the belongings and find a large knife. This item adds +1 Power to all Weapons when engaged in a Melee. As you take the Weapon, the pile of bodies begins to move. Out of it, a human shaped creature with distorted flesh and no face crawls out and makes its way toward you. It has fingers that are akin to lashes. You attempt to talk to it, but it gives no response. Given the nature of this place, you think it better to fight or run. Refer to the Map on the right for placement of a Disfigured model, and refer to its behaviour in Stage 3's Enemy Tactics. The Disfigured begins with the Aggressive Tactic.



### Room 3

The tunnel is dark, but there are constant dripping sounds. That doesn't seem unusual given the nature of caves, but then you realise the droplets are blood. Looking up, you see two dark creatures clinging to the ceiling, which promptly climb down and steadily move toward you. Refer to the Map on the right for placement of two Disfigured, and refer to their behaviour in Stage 3's Enemy Tactics. The two Disfigured begin with the Aggressive Tactic.



### Room 4

The room is quite small, and has many people sitting and lying down within it. They are all unresponsive, but alive. On the ground is a man talking to himself: "In my dreams I see him. The old god, the dark giant... and it speaks to me. It says, "Serphai, Serphai." Then shortly after, it grabs me and swallows me whole. This is the second word of the giant, beyond the door where I'll die." The man does not acknowledge your presence, and after pausing for a moment, repeats the same message again, and again.

### Room 5

Surprisingly, the room is almost empty, though there are some bunk beds, a table with a deck of cards and a portable restroom that is connected to a pipe leading out of the cave. Just when you believed the madmen in here had no humanity left, you see a corpse stuck to a wall, pinned with a note which says: "The fate of the unyielding is Morbus". Checking the corpse, you find an ID card that matches the journalist. Examining the body, it doesn't match the description you received, but there is a key lodged into their forehead. You take out the key, which causes the head's jaw to open. The key matches two padlocks that are visible on the Map, and can be used to unlock both these passages.



## Room 6

In this room is the corpse of a small, fleshy creature like what you found in the cellar of the old house. Examining it, you see it has been shot, but it still doesn't seem clear as to where these things come from, or why it was shot. Looking further in the room, you find the corpse of a man, whose shirt had been torn off. His back is completely ripped open, exposing bones and organs, which are little more than mush. On his forehead is written "Nethom, Nethom, Nethom."

## Room 7

In the room is a stash of food kept inside reinforced glass cabinets. The food is actually edible and even looks delicious. However, all of it is locked up with a key. This may've been not just food storage, but a form of torture for some of the captives here. On the ground is a torn note, a snapped pen and a journal with many notes torn out of it.

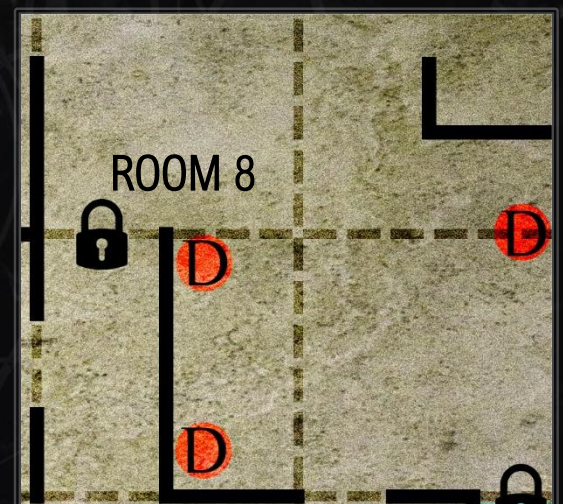
"I'm starving, but will not break. I overheard that they plan to kill me and use me as a 'decoration' for being such a hassle. I'll switch clothes and plant my ID on one of the babbling victims who, fortunately, resembles me... I hope they don't get suspicious when I've suddenly 'snapped'. From now, I'll have to pretend that I've lost my mind. I don't think there's much point to writing these notes, but it does distract me and leave me with hope that I'll be found. I can't t—nk of a worse -ay t- d--." The letters in the writing have now lost their consistency; it appears the pen must have run out of ink.

One of the cabinets is unlocked and has some food, restoring all lost HP if you decide to eat now. You also take a little bit with you, which will restore 1 HP at any time during the Narrative. If Enemy Units are pursuing the player's Unit, stepping into this Room will stop their pursuit, and reset them to their starting locations on the Map. It also resets their Tactics, restores their HP and removes all Perk effects. However, the player's Unit cannot attack while in this Room.

## Room 8

Entering the large room, you see on a wall a piece of printed paper, which has written on it: "The door listens. Speak the five words of the dark giant to open the way. Personnel, please be sure to place the offerings at the centre of the octagram, it doesn't matter if it's dead or alive."

After reading the printed paper, you notice three ugly creatures standing, faces downcast. They appear to be... dormant? You see one shuffle around. You might be able to sneak past them, though you will need to be very quiet. Refer to the Map on the right for placement of three Disfigured.



Instead of following their normal Enemy Tactics, the Disfigured in Room 8 do the following. At the start of each Game Turn, Roll a D6 for each Disfigured Unit. On a 1-2, it will reposition 3" toward the player Unit. On a 4-5, it will remain stationary. On a 5-6, the player can reposition it 3" in any direction.

If the player moves within 2" of a disfigured, it will detect the player, causing it and the other Disfigured Units in the room to become active, following the Aggressive Tactic. Attacking a Disfigured while in Room 8 will activate all Disfigured in Room 8.

## Room 9

You find a note: "I've been locked into this room, but they will not break me. The other captives speak of an old god, but they are obviously broken, insane. The soldiers won't answer any of my questions. I think they're going to take me somewhere soon, though it can't be too bad if they let me keep my journal after they searched me. This must be a damn cult where they do all kinds of weird business. Earlier today, a woman with long black hair covering her face approached me, saying: "Yodomeh, Yodomeh, Yodomeh, Yodomeh. Seems that she too, has lost her mind." If Enemy Units are pursuing the player's Unit, stepping into this Room will stop their pursuit, and reset them to their starting locations on the Map. It also resets their Tactics, restores their HP and removes all Perk effects. However, the player's Unit cannot attack while in this Room.



## STAGE 4: Depths

**Prologue:** The door begins to glow after saying the five words, and slowly opens. It has ancient symbols on it and artworks depicting a giant man, holding a man and a woman in his fists. On the giant man's belly and at his feet are disfigured people with lashes, and below them are worms with human faces.

Walking down a long tunnel for several minutes, you finally see a light around a corner. Having a quick glance, you see it is an expansive cavern with an octagram and a cliff, likely used as a sacrificial chamber. The cliff stretches into seemingly infinite blackness. There is a soldier throwing a body onto a pile of others on top of the octagram. One or two of them seem to be alive. There are two other soldiers, who are keeping watch on two disfigured creatures that have been bound to the cave wall. If there's a chance of saving any survivors on that pile of bodies, you'll have to ambush the soldiers.

**Objective:** Slay the three Soldier Units.

**Time:** Four Game Turns.

**Deployment:** Player Unit begins in the Deployment Zone. Then deploy enemy Units referring to the Map.

**Map Data:** The shaded area with a red skull on the far right of the Map is Dangerous Ground, representing a pit. It causes Units to become casualties immediately if they enter the area. No Saves of any kind are able to be used from this damage.

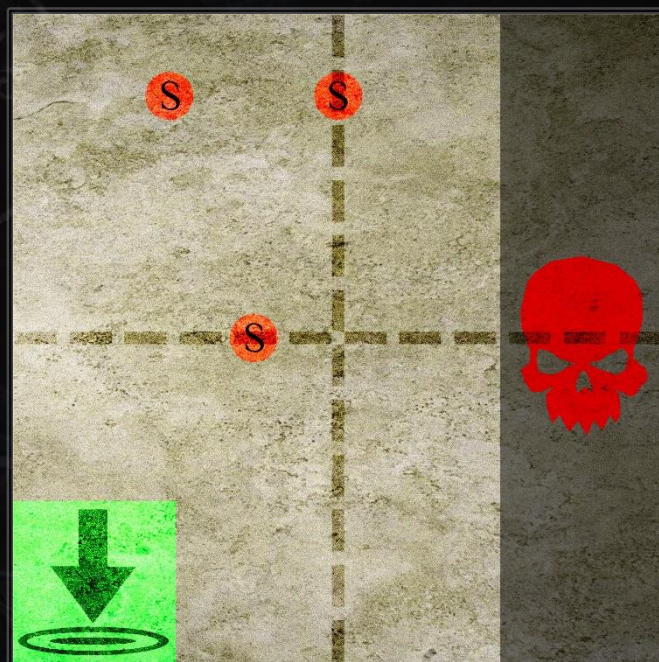
**Turn Master:** The player goes first.

**Event:** Surprise Attack. The player Unit has the element of surprise against the Soldiers, gaining +1 Power and +1 Attack to all Weapons for the first Game Turn. In addition, none of the Soldier Units will be able to fight on the first Game Turn.

**Enemy Tactics:** Soldier = Aggressive.

**Enemies:** Three Units of 1 Soldier

## Map Data



1' x 1' Map

Each of the 16 squares in the Map are 3" by 3"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Soldier (S)	3	4"	4"	3	3	5+	5+	Murderer	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Soldier Rifle	3	18"	4	5	5+	AS	Piercing Hit I

**Failure:** If the Soldier Units are not slain within four Game Turns, refer to **Epilogue: Reinforcements** on Page 16.

**Defeat:** If the player Unit is a casualty, refer to **Epilogue: The Mercy of Death** on Page 16.

If both the player Unit and the enemy are slain on the same Game Turn, refer to **Epilogue: Reinforcements** on Page 16.

**Completion:** Once the objective has been met, claim the Reward below and then proceed to **Stage 5: Dark Giant** on Page 14.

**Reward:** The surge of adrenaline from the combat has given you a moment of clarity and focus. All Limited Use Perks and Weapons are restored.



Scan the QR Code in Play or Edit Roster



## STAGE 5: Dark Giant

**Prologue:** You quickly lock the doors on each side of the chamber, preventing more soldiers from gaining immediate entry. You quickly search the bodies for the journalist, and find him alive, but only just. He is very weak and famished, but still able to speak. He tells you to run... but you hear loud footsteps and see a hand emerge from the darkness which grabs the journalist, who is too weak to scream. The hand disappears into the blackness and you hear the squelching of flesh and crunching of bones followed by a gulping sound. Next you see eyes glimmer in the dark, and a face emerges with blood around its mouth.

**Objective:** Cause the Dark Giant Unit to be a casualty.

**Time:** Six Game Turns.

**Deployment:** Player Unit begins in the Deployment Zone. Then deploy enemy Units, referring to the Map.

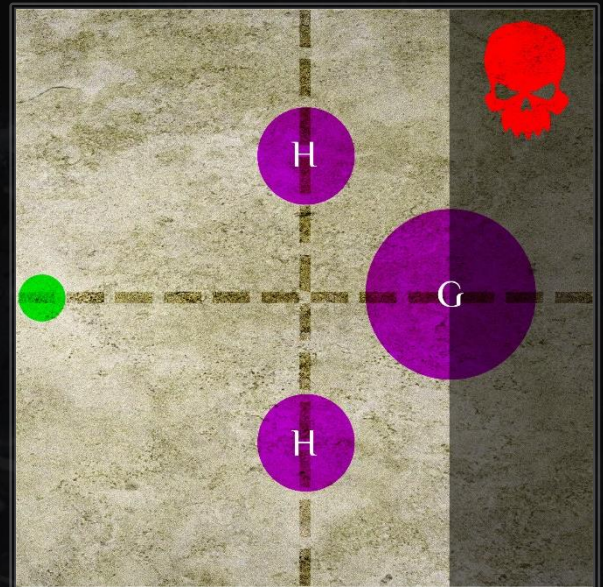
**Map Data:** As per Stage 4, the Dangerous Ground on the far right of the Map causes Units to become casualties immediately if they enter the area.

**Turn Master:** The enemy goes first.

**Enemy Tactics:** All Units use the Aggressive Tactic. On Game Turn 4 and Game Turn 6, the Dark Hands will use Grapple to bring the player Unit into contact, then use Imprison if able.

**Enemies:** Two Units of 1 Dark Hand, One Unit of 1 Dark Giant.

## Map Data



1' x 1' Map

Each of the 16 squares in the Map are 3" by 3"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Dark Hand (H)	2	3"	3"	4	3	4+	5+	Imprison, Unstoppable, Traverse II

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Smash	2	3"	2	5	-	AS	Piercing Hit, Focus
Grab	2	6"	1	7	2+	AS	Grapple, Countdown III, Recharge I

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Dark Giant (G)	1	0"	0"	5	7	4+	5+	War Master, Unstoppable, Traverse II

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Crunch	1	0"	2	5	3+	AS	Piercing Hit II
Wretched Spit	1	9"	1	0	-	AS	Damage 2+, Piercing Hit II

**Defeat:** If the player Unit is a casualty or reaches the end of Game Turn 6 without completing the Objective, refer to **Epilogue: Darkness** on Page 16.

**Completion:** If the player completes the objective, refer to **Epilogue: Escape** on Page 16.



Scan the QR Code in Play or Edit Roster



## EPILOGUE

### Untimely Demise

The injuries you've sustained in the house have taken a toll, causing you to collapse on the floor. For what may've been hours or just several minutes, your mind drifts in and out of a delirious consciousness. At one point you think you hear voices and feel like you are moving. Eventually, everything slowly fades into blackness and you never awake.

### Blood Offering

You put your head in the bear's mouth. It slams down, crushing your skull and puncturing your neck in several places. Blood is gushing into its mouth and the floor below, but you die before the powerful jaw opens up again. A cavity opens in the wall containing a small box. However, you are dead and cannot do anything about it.

### Without a Trace

You quietly curse under your breath from the loud sound you made. The sounds of multiple footsteps can be heard, making their way to the next room. You take cover and wait, but then suddenly everything goes dark. You are never heard from again.

### Flesh Food

The bites of the creature take their toll, and you collapse from your injuries. The flesh creature feeds on your body and lays strange eggs into your remains. Later, a man from the cave below emerges, discovers your body and takes it back down into the dark, never to be seen again.

### I'm Out

Having a key to the front door, you decide to cut your losses and make your escape, driving away as fast as you can. You take a flight across the country and go to your employers, the independent news team, and report your findings – you couldn't answer all their questions, but they are disturbed nonetheless. They believe they have enough information for a story, but will need to go there for photos.

Before you advise against it, the windows are breached by soldiers with automatic rifles. You are unsure what is going on, but feel that it must have something to do with the old house. A man in a suit walks in and applauds your efforts, but declares your lives are all over.

You and the entirety of the news team who are aware of the story are questioned, then locked up in asylums. You are all kept in a constant drugged state and virtually incapable of rational thought, with friends and relatives receiving a convincing cover story for your absences. It seems that this plan was chosen as opposed to outright murder in order to discredit your discoveries. In any case, you are kept 'dumbed down' and in a constant mental fugue for the rest of your life.

### Submission

The soldier clubs you with their baton several times, incapacitating you and leaving you in great pain. You still continue to resist, so they knock you out. You never wake up.

### Ungrateful Host

The disfigured stands over your body, the flesh on its face splits open and a worm like creature crawls out. The disfigured then closes up the ugly orifice and just stands there. The worm creature lands on your body, moves up to your face and forces its way into your mouth and goes inside you. You are wracked with pain as it begins eating your insides, creating space to be comfortable; killing you in the process. It takes over your body and starts to modify it.



## Reinforcements

More soldiers burst through doors and hidden passages, then shoot you in non-vital areas. As a result, you fall to your wounds, but are still alive. The strongest of them picks you up and piles you onto the dead bodies. Everything goes deathly quiet, then comes the sound of large footsteps. Next, you sense a shadow of something huge that hovers above you. You feel yourself picked up, then placed somewhere moist and soft. Next you feel yourself being crushed, yet you unfortunately are not dead. Next, you slide down a tight chute with a viscous substance, then land into something that burns your skin. You feel strange slithering creatures entering your wounds and mouth... and then your consciousness slips.

## The Mercy of Death

Although you fight valiantly, you take a number of bullets as flesh wounds before a shot finally hits you in the head, causing your death to be instant and merciful. Shortly after, your body is picked up and thrown on the pile with the others, then the soldiers check themselves for any injuries. They write a report to their overseers of your infiltration and suggest an upgrade to their security.

## Darkness

The dark giant is infuriated with your defiance and strikes you, slamming you into a wall which leaves you helpless and crippled. As you lie defeated on the ground, the entity picks you up, crushes your body and flings you into the abyss of the cave. You never felt the impact of hitting the ground – you died while still soaring through the damp air.

## Escape

You have fought with all your strength and skill against the dark giant, but the actual impact you're having on it is more akin to an insect annoying a bull. Suddenly, without thinking, you utter the five words of passage at the ancient door, but in reverse without even thinking.

The dark giant suddenly stops and just stares at you for a few moments. It then laughs and says something that you don't understand, an ancient language you have no hope of comprehending. It then turns and walks back into the darkness, eventually with no sign of it being near, the sound of its massive footsteps fading into the distance.

You take that as your opportunity to escape. You run back out of the cave before the soldiers break through the security door. You use the front door key you found earlier and get back to your car and drive as fast as you can before reaching society once again.

After a flight across the country, you meet up with the news team that employed you to investigate the house. You tell them everything that you discovered there: soldiers, ancient religions, a dark entity and the fate of the journalist. To say they were stunned by your discovery would be an understatement. They thank you for your hard work and ask if you would consider an interview or go back with them to the house.

You laugh and refuse, reminding them of how horrible it was. You'd rather disappear and pretend to know nothing, than face death again. They respect your decision, though they are disappointed.

The independent news team later investigated the site, but couldn't find the house. However, they found a hatch leading underground but were taken by armed men before they could open it. Apparently, security had been tightened after your visit.



## CHALLENGES

### Looking for Trouble

Lose at least 1 HP during Stage 1, cause all Enemy Units to be casualties in Stage 3 without help from other Units, then successfully complete Stage 5, all in a single Narrative.



### Lord of the Lock

Complete the Dice Challenge for the refrigerator in Stage 1 in 10 seconds or less on your first try during an attempt of the Narrative.



### Hands Free

Complete Stage 5, only causing the Dark Giant Unit to be a casualty (both Dark Hands have full HP).



### Inside Job

Use the Breach Perk on the Dark Giant, causing it to be a casualty while embarked within it.



### Don't Mind Me

Complete Stage 3 with no casualties inflicted among any of the Enemy Units.



### Unbearable

In Stage 1, put your hand in the Hunting Trophy's mouth, then poke its eyes. Lastly, choose to leave the house at the end of Stage 2.



### Alone in the Dark

Complete the Narrative with a 35pts Roster instead of 50pts.



### All Your Batons Are Belong to Us

Cause all the Soldiers in Stage 3 to be casualties, and take all their Batons.



### Master of Misdirection

In Stage 3, have the Disfigured and Soldiers Target each other, with at least one of these Enemy Units losing HP to each other.



### Say Geronimo

Cause a Soldier in Stage 4 to become a casualty through the Dangerous Ground in the Stage.



### What's the Safe Word?

Complete Stage 3 without resetting activated enemy Units with a Safe Room.

