



* Agnes Baker

The Waitress

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Sorcerer.

As an additional cost to play a **Spell** event, you may take 1 damage. If you do, reduce the cost to play that event by 2, and you may shuffle that event back into your deck instead of discarding it.

★ effect: +1. You may heal 1 damage.

*"The magic is in my blood.
Coursing through my veins.
Pumping through my heart."*

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* Agnes Baker

The Waitress



Deck Size: 25.

Deckbuilding Options: Mystic cards () level 0–5, *Spell* cards level 0–3, *Occult* cards level 0–3, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Heirloom of Hyperborea, Dark Memory, 1 random basic weakness.

Additional Options: When you upgrade a *Spell* card, you may instead pay the full experience cost of the higher level version and leave the lower level version in your deck (it does not count towards your deck size or the number of copies of that card in your deck).

Agnes Baker may be just an unassuming waitress in this life, but in a previous life, she had been a powerful witch. It began when she found a strange artifact—a key of some kind—in a dusty collection of family belongings in her attic. When she touched it, the memories came flooding back, along with one word: “Hyperborea.”

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★ Heirloom of Hyperborea

Artifact from Another Life

ASSET

*Item. Relic.*

Agnes Baker deck only. Advanced.

Only damage and/or horror from player card effects can be assigned to Heirloom of Hyperborea.

➤ After you play a **Spell** card: Draw 1 card.





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EVENT



Dark Memory

WEAKNESS

Spell.

Advanced.

Place 1 doom on the current agenda. This effect can cause the current agenda to advance.

Forced – If Dark Memory is in your hand at the end of your turn: Reveal it and take 2 horror.





Bad Blood

EASY / STANDARD



–X. X is the number of memories Agnes Baker has collected.



–2. Ready Elspeth Baudin and resolve her patrol keyword.



–3. If you fail and there is a memory at Elspeth Baudin's location, place this token on that location.



–6. Agnes Baker may take up to 3 damage to increase your skill value by 2 for each damage taken.



Bad Blood

HARD / EXPERT



–X. X is 1 more than the number of memories Agnes Baker has collected.



–3. Ready Elspeth Baudin and resolve her patrol keyword. If she is engaged with an investigator, she makes an attack.



–5. If you fail and there is a memory at Elspeth Baudin's location, place this token on that location.



–8. Agnes Baker may take up to 3 damage to increase your skill value by 2 for each damage taken.

Hyperborean Blood

Forced – At the end of the enemy phase, if Elspeth Baudin is ready and there is a memory at her location: Reveal a random token from the chaos bag and place it on that location.

Forced – If there are 1 or more chaos tokens on a location without a memory: Return them to the chaos bag.

Forced – If there are chaos tokens on a location with a memory that have a combined value of 6 or more (ignoring +/– and treating each  and  token as a –6): Return them to the chaos bag, and Elspeth Baudin collects that memory.

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Out for Blood

A crackle of arcane power lashes throughout the sky, seeking out you and your companions. For a brief moment, the torment is unbearable. The pain forks through your body like poison in your veins. A flash of light in the back of your vision blinds you. Then, just as suddenly, it is over. But there is something missing. Something lost. Is she trying to steal your memories?

Elspeth Baudin attacks each investigator in player order, regardless of their current location (even if she is exhausted).

Flip this agenda back over.



A Walk Down Memory Lane

You must recover the lost memories of your previous life before Elspeth does!

⚡ Investigators at Agnes Baker's location spend 2 🐾 clues, as a group: Agnes Baker collects the memory at her location.

Forced – If Agnes Baker is defeated, proceed to (→R2).

Objective – Collect more memories than Elspeth. If all 9 memories have been collected (*by either party*), advance.





Memory of Eternal Conquest

If Agnes collected more memories than Elspeth:

Elspeth falls before you, pain coursing through her body. "Go on, then. Finish it," she hisses through her teeth, glaring up at you with seething hatred. Arcane power crackles in your hand. She is your enemy. Your conquest. Her life, her memories, they are in your hands. You should take what is rightfully yours.

(→R1)

If Elspeth collected more memories than Agnes:

You fall to your knees, overcome by pain. Elspeth looms over you, her hands crackling with arcane energy. "You are weak," she taunts. "You are not deserving of this power. But I..." she grins. "I will be so much better."

(→R2)

*Elspeth Baudin

Hyperborean Sorceress

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Humanoid. Sorcerer. Elite.

Alert. Patrol (nearest location with at least 1 memory). Retaliate.

Elspeth Baudin cannot be automatically evaded and gets -1 fight and -1 evade for each memory she has collected.

Forced – When Elspeth Baudin would be defeated: Instead, heal all damage from her, flip her over, and resolve the text on her other side.



ENEMY

Triumph and Subjugation



Light crashes against the night sky as your magic and Elspeth's intersect. A blaring peal—like an otherworldly siren, calling for judgment—sends you and Elspeth both to your knees. She reels in pain, digging her nails into her temples. You reach out with your power, grasp at her memories, and pull with all of your strength.

Agnes Baker must decide (choose one):

- ◆ Agnes Baker collects 1 memory from Elspeth Baudin.
- ◆ Agnes Baker gains 2  clues from the token bank.

Then, flip this card back over, exhausted and unengaged.

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