



★ Jim Culver

The Musician



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Performer. Cursed.

After you reveal 1 or more  or  tokens during a skill test you are performing: Replenish 1 charge on an asset you control. (Limit once per round.)

 effect: +2. You may treat this token as if it were a  or  token instead.

"I know I can make the dead dance."

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* Jim Culver

The Musician



Deck Size: 30.

Deckbuilding Options: Mystic cards () level 0-3, *Spell* and *Cursed* cards level 0-4, Neutral cards level 0-5, up to 5 other Survivor cards () level 0.

Deckbuilding Requirements (do not count toward deck size): Jim's Trumpet, Final Rhapsody, The Beyond, 1 random basic weakness.

Spirit Deck Size: 10.

Spirit Deckbuilding Options: 9 different *Ally* assets from any class level 0-2, Vengeful Shade.

Spirit Deck Instructions: Shuffle the "spirit deck" separately from your deck and place it next to The Beyond asset, facedown. This deck may be upgraded separately using your unspent experience.

Jim has been nothing but trouble for Jim since the day he picked up his daddy's trumpet. But the dead sure love it when he plays, so Jim has no intention of stopping.

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Jim's Trumpet

The Dead Speak

ASSET

*Item. Instrument. Relic.*

Jim Culver deck only. Advanced.

When a  or  token is revealed during a skill test you are performing, exhaust Jim's Trumpet: Heal 1 horror from each investigator and **Ally** asset at your location or a connecting location.







TREACHERY

Final Rhapsody

WEAKNESS

Endtimes.

Advanced.

Revelation – Reveal 5 chaos tokens from the chaos bag. For each non-★, non-⬠ symbol token revealed, take 1 damage and 1 horror.

*When the dead start talking about what scares them,
that's when it's time to listen.*





The Beyond

Bleak Netherworld



Sanctum. Spectral.

Jim Culver deck only. Permanent.

Each attached spirit loses all printed traits and gains the **Geist** trait. When damage/horror would be placed on an attached spirit, it must be placed on Jim Culver, instead.

Forced – When your turn begins: Attach the top card of the spirit deck to The Beyond, as a spirit. If 4 or more spirits are attached, flip this card and resolve its text.

The Beyond



Forced – One at a time, choose each non-weakness spirit attached to The Beyond and reveal a random token from the chaos bag. If it is...

- ◆ ... an ★ token: You may either heal 1 horror, or attach the top card of the spirit deck to The Beyond, as a spirit. (*Do not reveal tokens for the spirit you attach after resolving this effect.*)
- ◆ ... an ♡ token: Discard this spirit. Take 1 direct damage/horror.
- ◆ ... a ☠ token: Discard this spirit. Heal 1 horror.
- ◆ ... a ♡, ☠, ♣, or ♠ token: You must either discard this spirit or take 1 direct damage.
- ◆ ... any other token: Discard this spirit.

Flip this card back to its asset side.

Reminder: *Spirits attached to The Beyond are in play but only retain their names and text boxes. Spirits do not take up slots and do not have health or sanity values. When a unique spirit is attached to The Beyond, any other asset that shares its name and is already in play is discarded. Spirits are always discarded to the **bottom** of the spirit deck.*

Vengeful Shade

WEAKNESS



Monster. Geist.

Hunter. **Prey** – Jim Culver only.

You may fight or evade this enemy while it is attached to The Beyond (as if it were engaged with you). If you succeed, discard it. If you fail, spawn it engaged with you.

Forced – When you attach a spirit to The Beyond via its forced effect: Vengeful Shade attacks you (*even if it is not at your location*).



ENEMY





Laid to Rest

EASY / STANDARD



–X. X is 1 more than the number of copies of Unfinished Business in the victory display.



–X. X is the number of cards attached to The Beyond.



–X. X is the number of *Spectral* locations in play.



–2. If there is a *Geist* enemy at your location, reveal another token.

Spiritual Disturbance





Laid to Rest

HARD / EXPERT



–X. X is 2 more than the number of copies of Unfinished Business in the victory display.



–X. X is twice the number of cards attached to The Beyond.



–X. X is twice the number of *Spectral* locations in play.



–3. If there is a **Geist** enemy at your location, you automatically fail.

Spiritual Disturbance

Gathering Mists

Hangman's Hill is crawling with specters.

Forced – When the enemy phase begins: Deal 1 damage to Jean Devereux for each ready Ravenous Spirit at his location.

Forced – If Jim Culver is defeated: Advance the act.

➤ Spend 2  clues, as a group: **Parley.** You banish a spirit. Discard the top card of the Spirit deck. (*Hint: Draw Heretics out of the Beyond and summon them with Jean's help!*)

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The Hour Grows Late...

A cold wind blows down the haunted hill, chilling your bones. The spirits grow more and more restless.

Place 1 horror on the scenario reference card under Spiritual Disturbance. If there is 4 horror on the scenario reference card, each investigator who has not been eliminated is defeated and suffers 1 mental trauma. (→**R2**)

Otherwise (if there is 3 or fewer horror on the scenario reference card), perform the following:

❖ Place clues on each location until it has 1  clues on it.

❖ Flip each location except for Jean Devereux's location to its non-*Spectral* side.

Flip this agenda back over.



Laid to Rest

If you help these ghosts, they'll help you.

⚡ Either exhaust Jim's Trumpet, or spend 1 🍀 clues, as a group: Choose an enemy to move once toward Jim Culver's location.

⚡ Spend 1 🍀 clues, as a group: Flip your location. (Group limit once per round per location.)

Objective – If there are 4 copies of Unfinished Business in the victory display, advance.





The Spectral Storm

If this act advanced via its objective:

"Wait," says Jean, steadying himself. His eyes roll back in his head and he collapses into your arms, shaking. The spiritual energy around you seems to still.

Find each Ravenous Spirit in play and place it in the victory display. (→R1)

Otherwise:

"It's too much!" Jean screams as he holds his hands to his bleeding ears. A cacophonous cry echoes across the wind-swept hill as you both flee the scene.

Jim Culver suffers 1 mental trauma for each Heretic enemy still in The Beyond (to a minimum of 1 mental trauma). Each other investigator who was not eliminated is defeated and suffers 1 mental trauma. (→R2)

* Jean Devereux

Seeking Closure

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Humanoid. Sorcerer. Elite.

Aloof. Patrol (Nearest location with a Ravenous Spirit enemy beneath it). Cannot be engaged.

➡ Draw a facedown card beneath Jean Devereux's location and choose a Heretic attached to The Beyond: **Parley**. Jim Culver draws the chosen Heretic, flips it, and resolves its text.

Forced – When Jean Devereux would be defeated: Instead, heal all damage from him and flip him.

ENEMY

* Jean Devereux

Possessed

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Humanoid. Sorcerer. Elite.

Hunter. **Prey** – Jim Culver only.

➡: **Parley.** Test  (3). This test gets +1 difficulty for each copy of Unfinished Business in the victory display. If you succeed, heal all damage from Jean Devereux and flip him (*he is no longer engaged*).

Forced – If Jean Devereux is defeated:
Advance the act.



ENEMY



Ravenous Spirit

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Monster. Geist. Spectral. Elite.

Aloof. Patrol (Jean Devereux's location).

Retaliate.

Ravenous Spirit gets +2  health.

Forced – When this enemy enters a location: Flip that location to its **Spectral** side. One at a time, each investigator at that location resolves each haunted ability on it.

Victory 1.



ENEMY



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ENEMY

