

NETHERWATCH

Field Guide

"You are both shield and sword. Cut precisely, swiftly, and without hesitation, but beware - the dark cuts back."

— Senior Operative K. Blackwell



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Important – Demon Vault Assembly

Before your first game begins, it is vitally important to assemble each of the twelve Demon Vaults. Please see page 4 for instructions on this step.

Components List

The following game materials are found in your Netherwatch Core box. Each component is listed by number and has a quantity shown in parenthesis.

Essentials

For quick reference during the mission, ensure you have the following resources within reach:

1. Netherwatch Field Guide (this book)
2. Codex Daemonum

Operation Components

The Map

3. Operation Boards (6)
4. Full Map Tiles: Floor 1 & 2 (2)
5. Half Map Tiles: Attic & Basement (2)
6. Map Stations: HQ/Fate & Item (2)

Cubes

7. Lit Cubes (22)
8. Dark Cubes (22)
9. Cold Cubes (12)
10. Interaction Cubes (16)
11. Scavenge Cubes (10)
12. Agent Cubes (8)

Tokens

13. Active Agent Token (1)
14. Clues (14)
15. Cover Tokens (12)
16. Rift Tokens (8)
17. Target Token (1)
18. Summoning Circle (1)
19. Dropped Item Tokens (4)
20. Demon Artifact Token (1)
21. Escape Token (1)
22. Locked Tokens (3)
23. Banishment Tokens (4)
24. Major Area Ward Tokens (2)
25. Minor Area Ward Tokens (2)

Agent Components

26. Sanity Die (1)
27. Agent Action Beads (8)
28. Lit Bases (4)
29. Agent Bases (4)
30. Agent & Specter Standees (11)
31. Specter Cards (3)
32. Agent Condition Card (8)
33. Agent Action Reference (4)
34. Agent Boards (4)





Demon Components

- 35. Demon Boards (6)
- 36. Demon Standee & Base (1)
- 37. Demon Action Bead (1)
- 38. Demon Trait Matrix (1)
- 39. Demon Vault Boxes (12)

Card Decks

Events

- 40. Event Card Sleeve (1)
- 41. Initial Events (20)
- 42. Generic Events (30)

Items

- 43. Essential Items (26)
- 44. HQ Items (37)
- 45. Scavenged Items (14)
- 46. Initial Items (8)
- 47. Demon Artifact (3)

Demon Vault Components

Important: These component require sorting!

- 48. Demon Events (15 per Demon, 180)
- 49. True Demon Cards (1 per Demon, 12)
- 50. True Demon Envelope (1 per Demon, 12)
- 51. Fragment Cards (4 per Demon, 48)
- 52. Image Cards (4 per Demon, 48)
- 53. P.K.A.D. Cards (2 per Demon, 24)
- 54. Scrying Card (2 per Demon, 24)
- 55. Projector Card (2 per Demon, 24)
- 56. Inquiry Card (1 per Demon, 12)
- 57. Helios Shard (5 per Demon, 60)
- 58. Dark & Light Sigils (6 per Demon, 72)
- 59. Glyphs (5 sets of 5 types, 25)

Field Equipment Components

- 60. Animus Detector (1)
- 61. Shadow Board (1)
- 62. Screaming Orb (1)
- 63. P.K.A.D. Dice (5)
- 64. P.K.A.D. Reader (1)
- 65. Occult Talisman (1)
- 66. Thermal Imager (1)
- 67. Helios Crystal (1)
- 68. Spirit Box Red Reveal Sleeve (1)

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— Senior Operative K. Blackwell

Component Assembly

Before your first mission, it is imperative that you assemble several items.

Demon Vault Assembly

We begin with your Demon Vaults. Gather the components listed below into stacks and organize according to the instructions below.

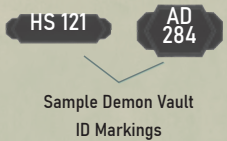
Components Needed

- 1. Demon Vault Boxes (1 per Demon, 12)
- 2. Demon Vault Index (1 per Demon, 12)
- 3. Demon Events (15 per Demon, 180)
- 4. True Demon Envelope (1 per Demon, 12)
- 5. True Demon Card (1 per Demon, 12)
- 6. Image Cards (4 per Demon, 48)
- 7. Fragment Cards (4 per Demon, 48)
- 8. Inquiry Card (1 per Demon, 12)
- 9. Scrying Cards (2 per Demon, 24)
- 10. P.K.A.D. Cards (2 per Demon, 24)
- 11. Projector Cards (2 per Demon, 24)
- 12. Dark & Light Sigils (6 per Demon, 72)
- 13. Helios Shard (5 per Demon, 60)



Demon Vault ID Markings

Each component placed in a Demon Vault contains a unique component identifier. This ID is found on either the front or the back of the component. These numbers are used to properly sort each of the twelve Demon Vaults before play begins.



Note: Important to Avoid!

Be careful not to examine any other marking, text, or graphic on these components. You will use Field Equipment to examine these components during play as per the Codex Daemonum (see pages 37-53 of the Codex Daemonum). For this step, we are only concerned with the IDs.

Demon Vault Index Cards

These cards serve as the index for the components held in each unique Demon Vault. They are packaged on top of the 15 Demon Event Cards assigned to their Vault. Once you've gathered all components into piles, select a random Demon Vault Index/Demon Event stack and open it. Flip the Demon Vault Index card to its index side, and gather all components by their listed ID's. Be particularly careful to ensure your components match the Index card exactly!



Component Name	Qty	ID
Ammonite Detector Sigils	6	AD121-126
Helios Shard	5	HS923-927
Chavali Talamon Fragments	4	QT836-839
P.K.A.D. Cards	2	PK216-217
Scrying Orb Cards	2	SO532-533
Shadow Propagator Cards	2	SP425-426
Spine Rot Inquiry Card	1	SR452
Thermal Image Card	6	TI321-324
Event Cards	15	EC575-590
True Demon Card	1	TD265

Demon Vault Box Assembly

- 1. Pre-Fold All Lines
 - ☞ Gently fold along every crease so the box takes shape easily.
- 2. Form the Base
 - ☞ Fold up the long sides first.
 - ☞ Fold the shorter sides to lock them in place.
- 3. Secure the Tabs
 - ☞ Tuck each tab into its matching slot.
 - ☞ Press firmly so they "click" into place.
- 4. Assemble the Lid
 - ☞ Fold the top flap along the crease.
 - ☞ Insert the lid tab into its slot so it can open and close easily.
- 5. Finished! Your Demon Vault is now ready to hold your cards and tokens.

Organizing your Demon Vault

Once you've gathered the components and checked all ID's so that they match the Index card, place them into a random Demon Vault box in the following order:

1. Insert the **True Demon Card** into the **True Demon Envelope** with the common side of the card facing the Lantern icon on the envelope. Place it on the bottom of the Demon Vault.
2. Place the 15 **Demon Event Cards** into the Vault on top of the envelope.
3. Gather the **Scrying Cards**, the **Projector Cards**, the **P.K.A.D Cards**, and the **Inquiry Card** into a pile, one set on top of each other. Place these 7 cards on top of the Demon Events.
4. Gather the **Fragment Cards** and the **Image Cards** into a pile, one set on top of the other. Place these 8 cards on top of the previous stack.
5. Gather the **Helios Shards** and **Dark / Light Sigils**. Place these 12 Tokens on top of the stack.

Demon Vault Storage

Randomly Sort Demon Vaults in the Box. Note that the outside of all Vaults are identical so you will not know which Demon you've selected for your game.

When opening your Vault boxes, take care that small game pieces do not fall and get lost. We suggest you carefully open your Vaults over the table, and store the small components in a baggie if necessary.

Upkeep After Your Game

After your Netherwatch game concludes, take these steps to ensure breakdown is quick and easy and your Demon Vaults remain organized for your next game.

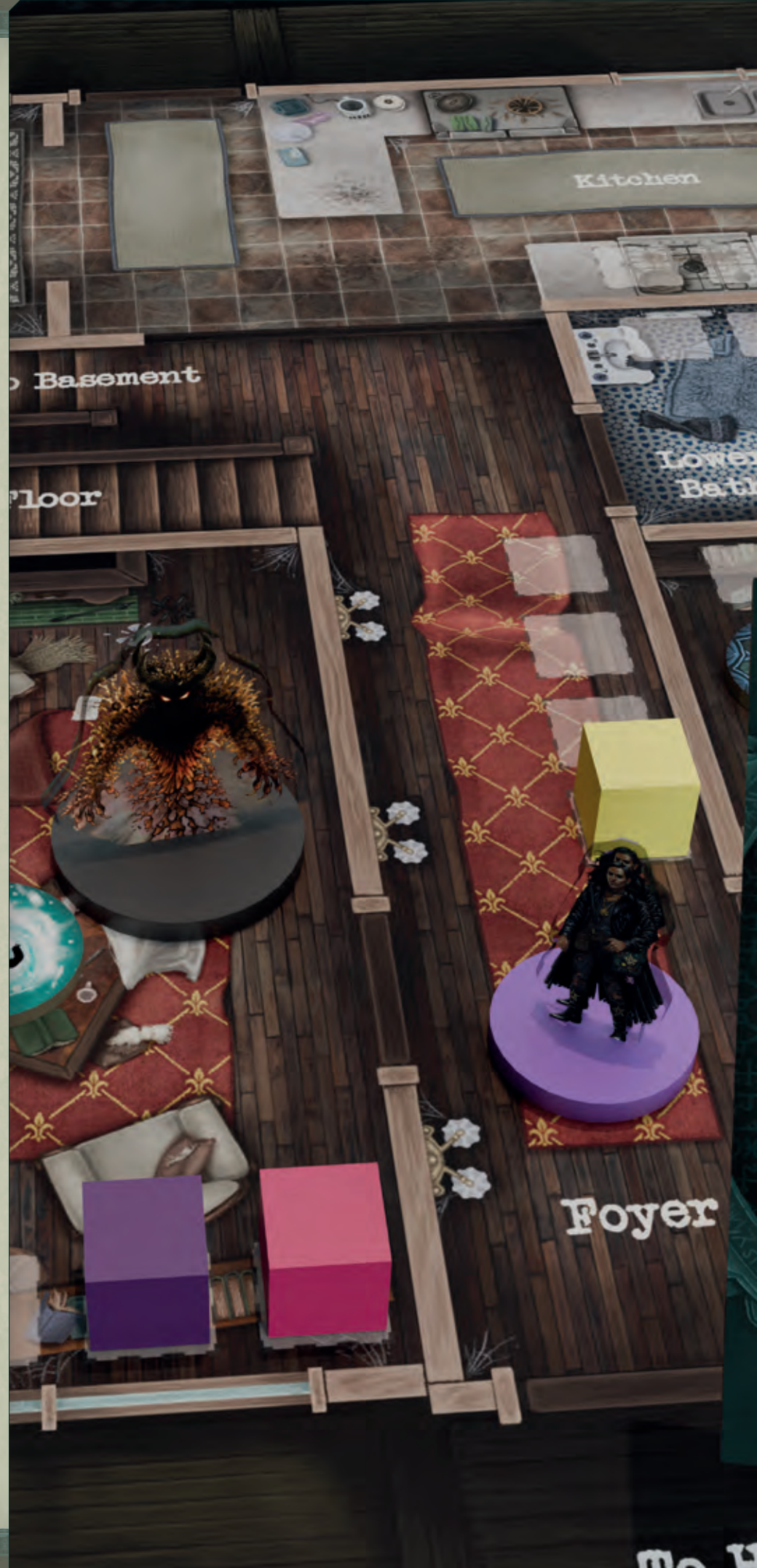
1. Remove the Demon Vault Index from the vault and flip it to its Index side.
2. Break apart your Event Deck so that all Event Cards that belong in the Demon Vault are placed back inside it.
3. Move all components that were used during the game back into the Demon Vault as described above in Organizing your Demon Vault..

Field Equipment Common Components

The following Field Equipment components are not specific to individual Demons. These components are held in the field component plastic tray of your game box. Pull this box out before play and set near your game.

Scrying Orb Assembly

To be revealed.



Netherwatch Operations

 60-90

Netherwatch Operations unfold in two interconnected stages: **Discovery** and **Confrontation**.

- The **Discovery Stage** is your opportunity to gather Clues and resources. Failing to do so leaves you vulnerable in the Confrontation Stage.
- The **Confrontation Stage** is your opportunity to Banish the Demon or Escape.

Regardless of Stage, the Agents and the Demon will take alternating turns throughout the game, beginning with one Agent of your choice. Actions and game effects are modified depending on whether the Demon is **Dormant** or **Manifested**.

- When the Demon is **Dormant**, its influence is subtle but pervasive, creating an oppressive atmosphere filled with foreboding and danger.
- When the Demon is **Manifested**, the investigation dynamic changes drastically. It becomes an active threat, hunting relentlessly and altering the environment to its advantage.
- The **Agent Phase** is when Agents perform actions to move the Operation forward.
- The **Demon Phase** represents the growing influence of the Demon over the Location.

The Discovery Stage

 45-60

Alternate between the Agent and Demon Phase, depending on the Demon's state.

- **Dormant:**
 1. **Agent Phase:** One Agent takes 3 available Actions.
 2. **Demon Phase:** Draw an Event Card and follow its **Dormant** instructions.
- **Manifested:**
 1. **Agent Phase:** All Agents take 2 available Actions (in any order desired).
 2. **Demon Phase:** If all Agents are **Hiding** and an Agent doesn't have the Target Token , discard an Event Card and the Demon goes **Dormant**. Otherwise, draw an Event Card and follow its **Manifested** instructions.

Transition: Summoning the Demon

Agents work to deduce the Demon's identity and Traits. Once Agents believe they have gathered sufficient evidence, they use the **Summoning Circle [Essential Item]** to summon the Demon and initiate the Summoning Ritual. The evidence you've gathered determines which of the 6 **Summoning Circle [ES]** you will choose. Locate the appropriate Demon Board and place it near the map.

Demons of similar vice are paired in sets, with one **Summoning Circle [ES]** appropriate to either Demon. From this point forward, the Demon becomes permanently **Manifested**, marking the transition to the Confrontation Stage.

The Confrontation Stage

 15-30

At the start of the Confrontation Stage, you will be informed if you've correctly identified the Demon present (by selecting the correct **Summoning Circle [ES]**). If the appropriate **Summoning Circle [ES]** was successfully chosen, begin this Stage with the Agent Phase. If an incorrect **Summoning Circle [ES]** was used (an incorrect identification), begin with the Demon Phase instead.

- **Dormant State:** The Demon can no longer become **Dormant** for the rest of the game once the Confrontation Stage has begun.
- **Manifested State:** The Demon remains permanently **Manifested** for the remainder of the Operation as an active and deadly presence. Your goal shifts from identification to either completing a tailored Banishment Ritual or executing an Escape Objective. Both paths demand teamwork, resourcefulness, and courage.
 1. **Agent Phase:** All Agents take 2 available Actions (in any order desired).
 2. **Demon Phase:** Resolve the next Behavior Cycle of the Demon that has been Summoned (see Demon Boards on page 24).

The investigation is divided into distinct phases, each designed to test your skills and resilience. As the mission progresses, the Demon's influence grows, escalating the stakes. Familiarize yourself with this structure, Agent – it will guide your actions and might just save your life. Your success hinges on preparation and adaptability.



Operation Outcome

Your objective is to gather evidence, uncover its Traits, and deduce the Demon's identity while balancing investigation with survival.

Victory is not guaranteed, Agents. Without survivors, there is no hope for the location – or for the world beyond it.

Victory Conditions

Victory is achieved under the following conditions:

- **Banishment Victory:** During the Confrontation Stage, at least one Agent is alive after completing the Demon's unique **Banishment Ritual** (see page 25).
- **Escape Victory:** During the Confrontation Stage, at least one Agent completes an Operation-specific **Escape Objective** (see page 25) and survives.

Note: Once the Demon has Ascended (see page 18), or an Agent initiates an **Escape Objective**, **Banishment** is no longer an option.

Loss Condition

The Operation ends in failure if:

- All Agents are killed at the end of any phase in either the Discovery or Confrontation Stage.

Game Setup Summary

Step 1: Map Setup (page 8)

- 1.1 **Choose your Location & Operation** – Select a Location & Operation for your mission.
- 1.2 **Assemble the Map** – Build the map according to the Operation's setup diagram. The map tiles can be configured in any way that best fits your gaming table.
- 1.3 **Place Map Components** – Following the Operation's instructions, place all Cubes, Tokens, and any other components indicated by the chosen Operation.



Step 2: Agent Selection (page 12)

- 2.1 **Choose an Agent Board** – Each player selects one double-sided Agent Board and chooses a side to use.
- 2.2 **Prepare Agent Components** – Each Agent gains 2 Agent Action Beads, 2 Agent Cubes, 1 Condition Card (unique to each Agent, placed near the dossier image with no condition showing), 1 Lit Base, and their unique Agent standee. Assemble the Agent's Standee using the matching color base.



Step 3: Assemble Item Decks (page 14)

- 3.1 **Gain Initial Items** – Each Agent may choose to gain any of their Assigned Items.
- 3.2 **Prepare the Essential Items Deck** – Place all remaining Essential Items on the indicated space next to HQ. No shuffling is required.
- 3.3 **Prepare the HQ Items Deck** – Shuffle all remaining HQ Items and place them on the indicated space next to HQ.
- 3.4 **Prepare the Scavenged Items Deck** – Shuffle all remaining Scavenged Items and place them on the indicated space next to HQ.
- 3.5 **Draw one random Demon Artifact Card** – Set it aside unseen.



Step 4: Choose the Demon Vault (page 16)

- 4.1 **Randomly select one Demon Vault.**
Carefully remove the Demon Event Cards from the Demon Vault and set aside.

Step 5: Prepare the Event Deck (page 16)

- 5.1 **Determine Agent Tier** – As a group, decide if you will be playing on **Initiate** (6), **Operative** (3), or **Veteran** (0) Tier for your chosen Operation. Shuffle the Initial Event cards and draw the number indicated by the chosen difficulty. Return all others to the game box.
- 5.2 **Gather Generic Events** – Shuffle the Generic Event cards and draw the number needed so that, when combined with the drawn Initial Events, the total equals 15. Keep them separated.
- 5.3 **Assemble the Event Deck** – Combine the red Generic Event Cards with the 15 red Demon Event cards from the chosen Demon Vault and shuffle thoroughly. Then, place the blue Initial Events, if any, on top of the Event deck.
- 5.4 **Finalize the Deck** – Place the Demon Ascended Card at the bottom of the shuffled Event Deck. Place the Event deck in the indicated space next to HQ.

Step 6: The Operation Begins (page 18)

- 6.1 Place all Agent standees in the HQ Zone. Begin play in the Agent Phase.



Step 1: Map Setup

1.1 Choose your Location & Operation



The Location

Operations take place in cursed and desolate Locations. Locations represent the terrain of your investigation and are designed to immerse you in the haunting atmosphere of Netherwatch's missions. The base game comes with one double-sided Location:

The House: A cursed, haunted residence, spread across four forsaken floors. Agents must search its rooms for clues, but the creaking halls and hidden corners promise danger at every turn.

Anatomy of a Location

Floors 1, 2, Attic, & Basement: Each of the four floors of this Location have a side A and a side B, labeled on the map tile. The Operation card chosen (see right), will determine the side (A or B) of each map that will be in play during your game.

HQ Station: This panel shows the Demon Ascended information, holds the Event Deck, the Event Discard and current Fate (see page 17), and contains the HQ Zone (see page 9).

Item Station: This panel holds the Essential Items, HQ Items, and Scavenged Items decks. A slot on the right side of this panel is used for Discarded Items from the HQ and Scavenged Item decks. Essential Items are never discarded. On the bottom of this panel, there are four slots for Dropped Items. See page 15 for info on Dropped & Discarded items.



The Operation

Each Location is paired with a set of Operations – specific missions assigned to Agents that alter the map layout, introduce unique rules, and present escalating challenges.

We suggest **Operation: Ashwood Manor** for your first Netherwatch game, as it offers the best introduction. For subsequent games, pick an Operation of your choice, or select one at random. Each is replayable and offers unique scenarios and challenges.

Anatomy of an Operation Board

Name/Designation: The name of the Operation. Its Designation is purely thematic.

Operation Type: Represents the overall danger and complexity of the mission. Each Operation sets how unusual or perilous the encounter will be, from straightforward disturbances to unique and deadly incursions.

Recon **Containment** **Exterminate**

Agent Tier: Represents the training and resilience of the Agents themselves. This decision alters several aspects of play, including the number of Initial Event Cards, what occurs if a Demon **Manifests** atop Agents, and how the Demon kills and goes **Dormant**.

Initiate **Operative** **Veteran**

Site Description: A short backstory introducing the Operation. Purely thematic.

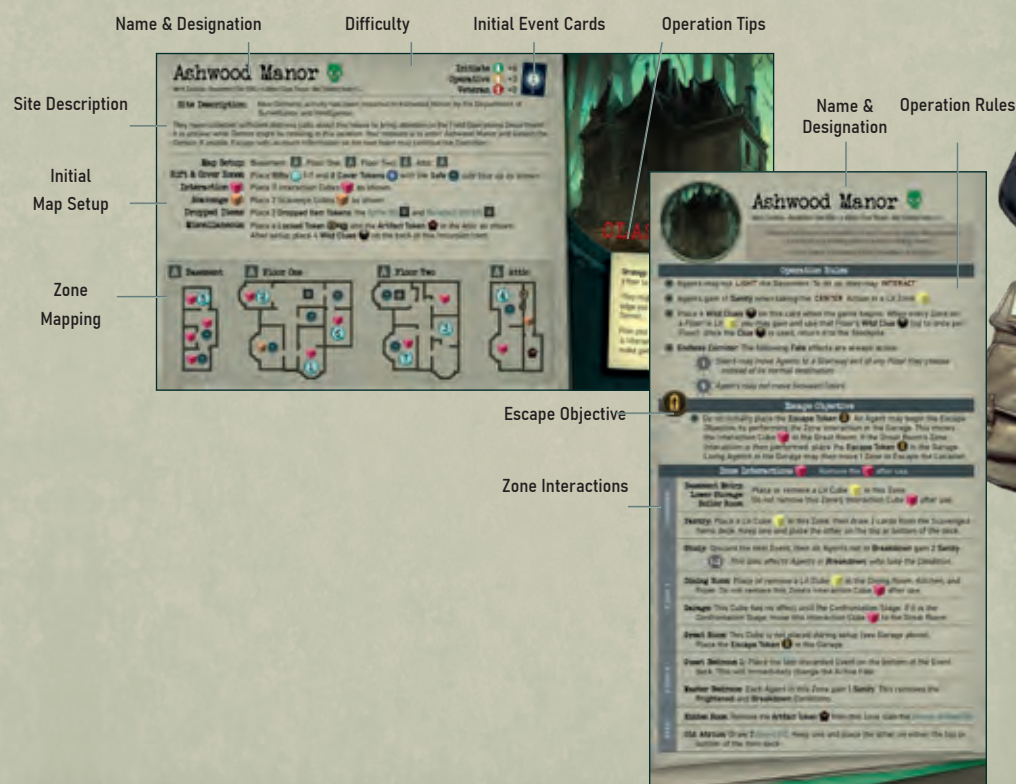
Initial Map Setup & Zone Mapping: These sections tell you which Location Tiles to use, the side of each to use (Side A or B), and describes the Cubes and Tokens you will place before play begins.

Operation Tips: Agents who failed in previous missions may leave tips to help future strategies.

Operation Rules: Unique Rules that change game play in various ways.

Escape Objective: Each Operation has its own unique Escape Objective. This does not become relevant until the Confrontation Stage begins.

Zone Interactions: This section describes how Interaction Cubes are used during play. When an Agent uses the **INTERACT** Action in this location, remove the Interaction Cube unless indicated, then resolve the effect written here (see page 20).



Operation Type

Operation Type represents both the overall challenge and the uniqueness of the mission in relation to the base rules. A Green **Recon** Operation tends to follow standard patterns with only minor shifts in difficulty, leaving most procedures intact. Such missions may even provide greater access to supplies and support, allowing Agents to steady themselves as they work through the disturbance.

Yellow **Containment** Operations mark a harsher threshold, with fewer resources available and environments altered to strain investigation and survival. Here, the spread of Zone Interactions or the scarcity of hiding places may demand sharper coordination.

At the far end lie Red **Exterminate** Operations, where the very framework of the mission bends under unique and punishing conditions. In such assignments, supplies are scarce, familiar supports are stripped away, and the rules of engagement may shift unpredictably, leaving the team to endure relentless and often lethal pressure.



Recon: Standard missions that follow familiar patterns with minimal changes to base rules.



Containment: Operations with heightened threats, layered dangers, and increased strain on Agents.



Exterminate: Complex and volatile missions that bend the rules of engagement, with high risk and unique challenges.

Agent Tier

Agent Tier represents the preparedness and resilience of the Netherwatch team.

It determines how difficult an Operation will feel regardless of its Type, as well as how the Demon reacts under specific conditions.

Tier selection alters the number of Initial Event Cards at the start of the mission (page 16), how the Demon responds if it **Manifests** directly on top of Agents (page 22), and how it kills or returns to a **Dormant** state (page 22).



Initiate: Entry-level assignments, manageable for new recruits.



Operative: Standard level, the most common type of assignment.



Veteran: The most demanding assignments, intended for seasoned Agents facing relentless dangers.

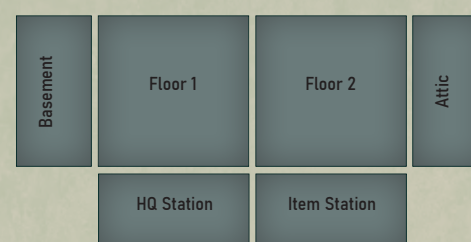
1.2 Assemble the Map

Using the Operation card chosen, arrange the Location's Map in any orientation that fits your gaming space.

For the Core game, you will place all four Floors, the HQ Station, and the Item Station.

Experiment with the map layout to best make use of your gaming space. Two common example map placements are shown at right.

Landscape Map Layout



Square Map Layout



Map Zones

Each Map (Location) is divided into Zones which are the fundamental units of movement and interaction for both Agents and the Demon. Each Zone has a label and Cube placement region. Solid lines between Zones represent impassable barriers such as walls or heavy obstructions. For example, side A Floor 1 (shown at right) contains 9 unique Zones.

- ➊ **Agent's Zone:** The Zone an Agent occupies is considered their Zone for any effects that reference it.
- ➋ **Adjacent Zone:** An Adjacent Zone is any Zone directly linked to another via an opening, door, or pathway on the same Floor. These connections determine movement and interactions, underscoring the strategic importance of positioning and exploration.
- ➌ **Non-Adjacent Zones:** Two Zones that only share a solid, impassable border are not Adjacent. Any Zone with an opening, door, or pathway blocked by a Lock Token is also not considered adjacent.

Zones connected via transitions between Floors are adjacent for purposes of movement only, not for effects that target "adjacent Zones," unless explicitly stated.

In this example, the Historian is in the Old Atrium; it is considered the Agent's Zone. The Upper Storage is considered an Adjacent Zone to the Historian. The Hidden Room and the Crawlspace are Non-Adjacent to the Historian because there are walls separating their Zone (the solid line indicates a wall).

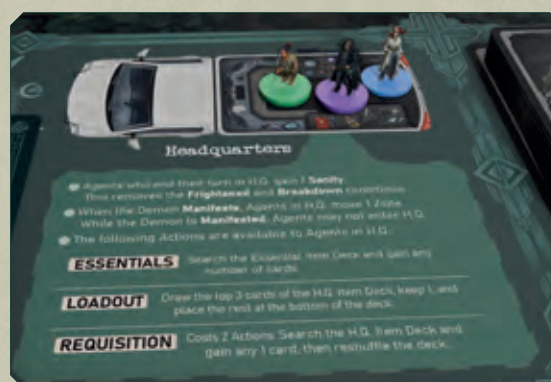


Headquarters (HQ)

Headquarters: the one sanctuary where Agents can strategize, resupply, and recover.

The Headquarters Zone (simply referred to as HQ) is your safe staging ground throughout the Operation. It is located on the HQ Station map tile. Though it offers valuable support tools and temporary protection, it is not accessible to Agents while the Demon is **Manifested**.

HQ is treated separately from the rest of the Location. The HQ is accessible only to Agents, and never to the Demon. It is adjacent to only the Zones specified on the Map for purposes of movement only. For example, for Side A of the House Location, HQ is accessible only from the Foyer. It is also considered to be Lit for purposes of those effects. HQ may only contain Dropped Item Tokens – it may not contain other Tokens or Cubes.



- ➊ **Recover Sanity:** Agents who end their turn in HQ regain **Sanity** based on their Agent Tier and automatically lose the **Frightened** or **Breakdown** Conditions. See the table at right.
- ➋ **Agent Actions:** Three extra Actions are available only in HQ to keep you supplied with essential investigation equipment, as well as more specialized items (see page 21). Furthermore, Agents may not **INVESTIGATE** or use **FIELD EQUIPMENT** in HQ.
- ➌ **Demon Manifestation:** When the Demon **Manifests**, Agents in HQ immediately move 1 Zone. While the Demon is **Manifested**, Agents may not enter HQ.
- ➍ **Demon Lockout:** The Demon may never enter HQ.

HQ Sanity Recovery

➊ **Initiate:** 3 Sanity

➋ **Operative:** 2 Sanity

➌ **Veteran:** 1 Sanity



In this setup example, the players have chosen Operation Ashwood Manor. To get started, they place the following components:

Map Setup: Side A of each Map Tile.

Rift & Cover Tokens: Rift Tokens 1-7 are placed. 8 Cover Tokens are placed, each with the Safe side shown.

Interaction Cubes: 10 Interaction Cubes are placed.

Scavenge Cubes: 2 Scavenge Cubes are placed.

Dropped Items: 2 Dropped Item Tokens are placed. The players locate the two specified Item cards from their deck (the *Kitchen Knife [SC]* and *Baseball Bat [SC]*), and place them on the Item Station in slots 1 and 2. They also place Dropped Item Tokens 3 and 4 on the Item Station, because those tokens have not been placed on the map yet.

Miscellaneous: Two additional Tokens are placed as shown, a Locked Token and the Artifact Token.

1.3 Place Map Components

Using the selected Operation card, place all applicable Cubes and Tokens in their matching Zones. Then place any Items in their Dropped Item slots.

Tokens and Cubes represent the physical and supernatural forces shaping the Location. These small but vital markers track clues, hazards, and opportunities as your mission unfolds. Master their use, Agent – your survival depends on it.

Zone Interactions and Cubes

Agents may interact directly with the environment to manipulate lighting, discover hiding places, or utilize unique features of a Zone. Various colored Cubes represent the illumination status and opportunities within a Zone.

- Illumination Cubes:** Lit /Dark: see Zone Illumination at right.
- Cold Cube:** Represent areas of supernatural cool, tied to the Cold Spots Trait.
- Interaction Cube:** Zones that trigger a unique effect. Unless otherwise specified, Agents must use the **INTERACT** Action to trigger the noted effect.
- Scavenge Cube:** Zones where Agents may draw from the Scavenged Items Deck.

Zone Cube Slots

Each Zone has 4 Cube Slots.

Up to one of each type of Cube may be placed in each Zone at any time (in any of the four available spaces). Note that Illumination Cubes are an exception; you may only ever have a Lit or Dark Cube in a Zone, not one of each.

If an effect would place another Cube of the same type in a Zone, ignore that effect.



Zone Cube Slots

Zone Illumination

Lighting is a critical element in the Location, influencing both Agents and Demonic activity, influencing how both the Agents and Demon operate. Zones may be Dark, Dim, or Lit. A Zone without a Lit or Dark Cube is Dim, unless stated otherwise by another game effect.

- Dark:** A Zone with a Dark Cube, indicating supernatural darkness that some Demons thrive upon.
- Dim:** The standard lighting of a Zone, neither Lit nor Dark.
- Lit:** A Zone with a Lit Cube, indicating that there is illumination available. A Zone is also considered Lit if at least one Agent in the Zone is in a Lit Base.

When a Lit or Dark Cube is placed in a Zone, it overrides the Zone's existing lighting state. Discard the Cube previously there. That Cube remains until another game effect changes it. If neither Cube is present and no Agents in that Zone have a Lit Base, the Zone is considered Dim.

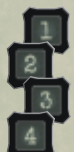
If the Agent is in a Lit Base and a Dark Cube is placed in their Zone, remove the Lit Base from their standee (the appropriate Item is considered deactivated).

A Demon's strength thrives in the shadows, twisting reality and preying upon the frailty of the human mind. Lit Zones are your protection against this encroaching darkness. Benefits of Lit Zones include:

- Sanity Preservation:** Agents who begin their turn in a Dim or Dark Zone must roll the Sanity Die before taking any actions. This is NOT cumulative with beginning your turn adjacent to the Demon. If you begin your turn adjacent to the Demon and in a Dim or Dark Zone, only roll the Sanity Die once.
- Event Mitigation:** Some negative Event effects are diminished in Lit Zones, while others may grant positive effects when resolved within them.

Map Tokens

The following Tokens are placed in Zones during play. Many of these Tokens may be placed during setup (as shown on the Operation card). Set aside any Tokens not placed during setup, they may be used later in the game. If a Token is placed during play in a Zone with an Agent, it may be flipped to reveal its unique side.

      	Clue: (pg 23) Each Clue features a common side and a Trait side. The Trait side may be Wild (★) or a combination of two Trait Categories (Behavioral (🐾), Environmental (❄️), Physical (👁️), Special (🌀), or Weakness (👹)). Zones may contain an unlimited number of Clues. Clues may not be moved by the Agents unless otherwise specified. Agents use Clues while performing an INVESTIGATE Action to use FIELD EQUIPMENT specific to the Trait types shown. Clues will be placed primarily by the Demon but may be placed by other game effects. If a game effect instructs you to place a random Clue, draw from the supply and place one Clue face-down on the indicated Zone. If an Agent is already in the indicated Zone, place it face-up instead. <i>Recycling Clues: Anytime a Clue is discarded or removed from the map for any reason, return it immediately to the supply. This ensures a continuous, but limited, supply of Clues for you to utilize throughout the Operation.</i>
  	Cover Token: (pg 21) Cover Tokens feature a common side and either a Safe or Exposed side. They indicate if Cover is safe to use or not. When an Agent ends movement in a Zone with a Cover Token, reveal it. If it is Exposed, it is unusable until cleared by another game effect. Agents may benefit from Safe Zones using the HIDE Action. Cover Tokens are generally placed during setup as indicated on the Operation card.
	Rift Token: (pg 22) Rift Tokens are numbered 1 through 8 and are placed during setup as indicated on the Operation card. The Demon will Manifest in these Zones.
	Locked Token: Locked Tokens mark Zones that cannot be entered until specific conditions are met through Zone Interactions and/or through the use of the Old Key [SC]. Locked Tokens are generally placed during setup as indicated on the Operation card.
	Dropped Item Token: (pg 15) These Tokens are numbered 1 through 4 and are placed on the Item Station Dropped Item Slots before play begins. Anytime an Agent drops any number of Items, place all Item cards dropped in any open slot of the Item Station. Place the matching numbered Token in the Zone that contains the Dropped Items. See page 15 for more information on Dropping Items.
	Escape Token: (pg 25) This token marks the Zone that living Agents must reach in order to complete an Operation's Escape Objective. It is placed during the Confrontation Stage as directed by the chosen Operation. Some Operations may also require additional prerequisites before Agents can successfully escape, such as resolving a specific Zone Interaction.
	Artifact Token: (pg 14) The Artifact Token represents a powerful Item [DA] the Agents may obtain. If an Agent ends movement in a Zone with the Artifact Token, they may perform a PICK UP Action to add it to their inventory unless the Operation states otherwise.
	Summoning Circle: (pg 24) An eldritch symbol, placed to Summon the Demon and begin the Confrontation Stage. Agents may place only one Summoning Circle per game, chosen from one of six of the Summoning Circle [ES] Item cards.
	Banishment Token: (pg 25) Banishment Tokens feature a common side and an Inert or Active side. Three are Inert and one is Active. Each Demon features a unique Banishment Ritual, outlined in the Codex Daemonum. Banishment Tokens are used in a variety of ways during the Confrontation Stage.
	Area Ward: (Major & Minor) Ward Tokens are placed when an Agent uses the matching Area Ward [HQ].

Agent Tokens

The following Tokens are held by Agents during play.

	Active Agent Token: (pg 19) Held by the Agent currently taking their turn.
	Target Token: (pg 22) Indicates the Demon's focus – its next intended victim. Held by an Agent when an effect applies it. It gets discarded at the end of the Demon phase unless otherwise specified.

Finite Cubes & Tokens

All Cubes and Tokens are finite. If one must be placed but none exist, ignore that part of the triggering effect.

Tokens placed during Setup

The following Tokens are placed during setup:

- **Cover Tokens** as per the Operation.
- **Rift Tokens** as per the Operation.
- **Locked Tokens**, if any, as per the Operation
- **Dropped Item Tokens**, if any, as per the Operation, with the remainder placed on their appropriate places on the Item Station.
- **Artifact Token**, if it exists, as per the Operation.
- Place **Active Agent Token** and **Target Token** within reach of all players.
- All other tokens (**Clues**, **Escape**, **Summoning Circle**, **Banishment**, etc) are not placed during setup, but will need to be accessed during gameplay.

Step 2: Agent Selection

2.1 Choose an Agent Board

Each player assumes the role of a Netherwatch Agent, an operative trained to investigate and combat demonic activity. Your Agent's Archetype determines their strengths and unique abilities. Each player now selects an Agent Board.

Anatomy of Agent Boards

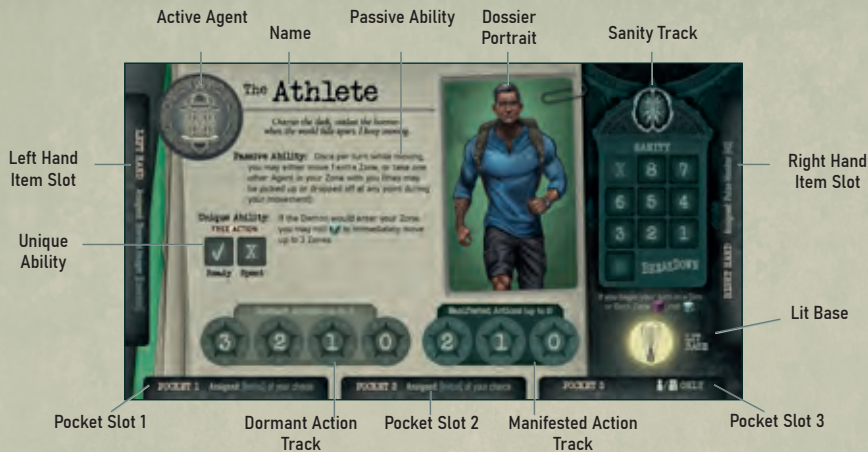
Name:	The name of the Agent.
Active Agent:	The Active Agent Token is placed here while the Agent has it (see page 11).
Dossier Portrait:	Each Agent gains a Condition card, placed over their Dossier Portrait during play. Agents have three states: Normal, Frightened , and Breakdown . Flip or remove the Condition Portrait during play to indicate the Agent's current status.
Passive Ability:	The Passive Ability is always active and unique to each Agent. Read the text carefully to determine when you may use it.
Unique Ability:	A powerful Ability that may turn the tide. Use it wisely. You may activate your Agent's Unique Ability as a FREE ACTION on your turn, and any Action effects it grants are also free. It may not be used again unless an effect refreshes it. Each Agent has one Agent Cube placed on their Agent Board to indicate the status of their Unique Ability. This Cube begins in the "Ready" state. Move the Cube to "Spent" when the ability has been used. Certain game effects may return it to "Ready" during play.
Sanity Track:	An Agent Cube is also used to track your numeric Sanity Level. Agent Sanity will fluctuate during play, with a maximum defined on the Agent card. This value may range from 0 to 9. If it becomes 0, the Agent is in Breakdown (see page 13).
Dormant and Manifested Action Tracks:	Each Agent has 2 Action Bars that are based on the Demon State. While the Demon is Dormant , each Agent has 3 Actions to use on their turn. Each Agent's turn is followed by the Demon's turn. While the Demon is Manifested , each Agent has 2 Actions to use on their turn. All Agents' turns are taken, followed by the Demon's turn. Each Agent has 2 Action Beads, used to track the number of actions taken during their turn. During the Discovery Stage, it is important to keep track of Agent's Dormant Actions as they will resume play with them once the Demon changes from Manifested to Dormant .
Item Slots:	Two Hand and three Pocket Item slots. See Inventory on page 13 and Item Slots on page 15.



Agent Cube



Agent Action Bead



2.2 Prepare Agent Components

Each player assembles the following items:

- 2 Agent Action Beads: Place both clear Agent Action Beads. Place one on the Dormant Action Track covering "3", and another on the Manifested Action Track covering "2".
- 2 Agent Cubes: Place one Agent Cube over the "Ready" Unique Ability space. Place a second Agent Cube on the highest numbered space of the Sanity Track.
- 1 Condition Card: Begin the game in the "Normal" state (no Condition showing).
- 1 Agent Action Reference: Take one Agent Action Reference.
- 1 Agent Standee and 1 colored Base: Take the Agent Standee and base that match your chosen Agent. Assemble the Standee so that it sits inside the colored base.
- 1 Lit Base: Place the Lit Base on the indicated space.
- Starting Items: Every Agent begins each mission with their arsenal of tools. These Items will be retrieved during the next Setup step.

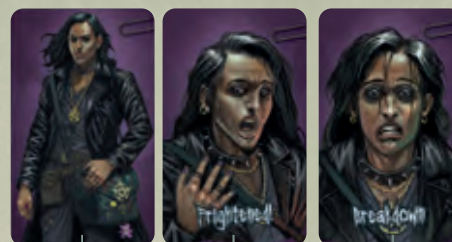


Sanity and Conditions

Sanity is your greatest resource, and your most fragile. It reflects the mind's capacity to withstand the unnatural horrors of the investigation. When your **Sanity** is depleted, you won't just jeopardize the mission – you'll jeopardize yourself.

Sanity fluctuates throughout the mission, influenced by external dangers, your decisions, and the Demon's nature.

Your Agent's Condition is represented on your Agent Board and with your Condition Portrait.



Normal

Frightened
Condition

Breakdown
Condition

- Agents have 2 Condition states: **Frightened**, and **Breakdown**.
- Agents can only have one Condition at a time. If an effect would cause an Agent to gain the **Frightened** Condition and they are already **Frightened**, they do not gain it again, but the triggering effect otherwise resolves normally.
- If an Agent is in **Breakdown** and would gain **Frightened**, do not apply the **Frightened** Condition, but the triggering effect otherwise resolves normally.

The Sanity Die

At times, the horrors of the investigation will push you to your limits, forcing a roll of the Sanity Die. This six-sided die determines the toll on your mental resilience. Sanity Die Outcomes are:

- Lose 1 **Sanity**. (4 sides)
- Lose 2 **Sanity**. (1 side)
- Lose 0 **Sanity**. (1 side)



The
Sanity Die

Every roll is a gamble, a measure of your ability to resist the Demon's influence. Steel yourself, Agent – your resolve will be tested.

Losing Sanity

Agents can lose **Sanity** from various sources, including:

- Beginning a turn in a Dim/Dark Zone.
- Negative effects triggered by Event Cards.
- Beginning a turn adjacent to the **Manifested** Demon.
- Using certain Abilities or Items.
- Taking the **INVESTIGATE** Action to create a **Clue**, or taking the **PREMONITION** Action while the Demon is **Manifested**.

Regaining Sanity

Sanity can be restored through specific actions or effects, including:

- Regain 1 **Sanity** if you end your turn in HQ.
- Use the **CENTER** Action during your turn to recover 1 **Sanity** (available only when the Demon is **Dormant**).
- Some Items restore **Sanity**.
- Some Zone Interactions may restore **Sanity**.

Frightened

Some game effects can cause an Agent to become **Frightened**. When this occurs, you immediately gain the **Frightened** Condition. Remove the Condition Portrait on your Agent Board to reveal the Frightened image.

- The **Frightened** Condition is removed by gaining any amount of **Sanity**.
- While **Frightened**, you may not use the **CENTER** action and it costs 2 Actions to **INVESTIGATE**.

The Brink of Madness: Reaching 0 Sanity

As an Agent of Netherwatch, your mental resilience is constantly tested against the horrors you face. Should your **Sanity** drop to 0, critical effects will take hold, altering your ability to respond effectively in the field. Reaching this threshold requires immediate attention and careful strategy to ensure the mission's success.

The following happens when you reach 0 **Sanity**:

- Breakdown Condition Gained:** When your **Sanity** reaches 0, you immediately gain the **Breakdown** Condition, representing the collapse of your mental defenses under the strain of demonic forces. Flip the Condition Portrait on your Agent Board to reveal the Breakdown image.
- Sanity Loss Ignored:** If a game effect requires you to roll the Sanity Die or lose **Sanity**, ignore that game effect. There is no further **Sanity** loss for the purposes of game effects.
- Actions While in Breakdown:** You may not **CENTER**, nor **HIDE**, and it costs 2 Actions to **INVESTIGATE**. You may not willingly take any action or make any decision that would cause **Sanity** loss or require rolling the Sanity Die.

Sanity is Fleeting: **Sanity** cannot be restored until the **Breakdown** is removed by ending your turn at HQ, and sometimes by rare game effects.



Lit Bases

Lit Bases represent an Agent actively illuminating their Zone using an **Item** with the **LIGHT** property. If an Agent has such an Item in their Inventory, they may take the **LIGHT** Free Action to either move the Lit Base from their Agent Board to the base of their standee, or return it from their standee to their Agent Board. While the Lit Base is on the Agent's standee, their current Zone is considered Lit, regardless of any existing illumination Cubes in that Zone. Moving into or out of a Lit Base does not alter the illumination state of the Zone itself – Lit or Dark Cubes are not added or removed by this effect.

- If a Dark Cube is placed in a Zone containing an Agent with a Lit Base, the Lit Base is immediately removed from their standee and returned to their Agent Board.
- Remove an Agent's Lit Base when they enter a **Hiding Place**.

Inventory

Each Agent has a strict inventory limit. You are equipped to deduce and survive, not to carry the world upon your back. As indicated on your Agent Board, you have five equipment slots:

- (2) Hand Slots
- (3) Pocket Slots
- Note that Pocket Slot 3 is only used in one or two Agent missions or when otherwise designated.

/ ONLY

All items are classified as either Hand Items or Pocket Items (see page 15).

Agents may never exceed their inventory limit unless a game effect explicitly allows it. If you would gain more items than you have available slots, you must immediately **DROP** excess items in your current Zone as a **FREE ACTION**, until you are within your limit.

Step 3: Assemble the Item Decks

Your survival depends on the tools at your disposal. Field Equipment and other Items are critical to your mission, enabling you to investigate, survive, and ultimately banish the Demon. These resources are organized into five distinct decks.

Each Deck has its own abbreviation, so as to help guide players to the proper deck when an Item is referenced during play.

Essential Items: [ES]	Essential Items contain all standard Items needed to investigate and banish the Demon, always accessible via HQ.
HQ Items: [HQ]	HQ Items contain specialized items and equipment that may provide utility, protection, or improve your investigative capabilities.
Scavenged Items: [SC]	Scavenged Items contain items unique to the Location that can be discovered during the Operation.
Initial Items: [IN]	Netherwatch Core comes with two Initial Items. Agents begin the game with 2 Initial Items of their choice. Future Expansions will offer additional Initial Items.
Demon Artifact: [DA]	Each game will feature 1 unique Demon Artifact, drawn randomly before play begins. Agents may not look at this card until they obtain it during play.

3.1 Gain Initial Items

Your Agent Board displays “Assigned” Items in specific slots. These are recommended loadouts for that Agent, chosen to suit their skills and keep setup fast. This is ideal for fast deployments or new recruits.

Unless otherwise stated by the Operation in play, Agents may choose to begin play with up to four Inventory Slots filled with their assigned Item. Locate any of the Items listed, from their respective decks, and add them to your Inventory before play begins.

- 2 **Initial Items of their choice:** For the Core box, only two items are available: the **Flashlight [IN]** and **Shoulder Lamp [IN]**. These are not shuffled into any Item deck. Return any unused Initial Items to the game box.
- 1 **Field Equipment:** Drawn from the Essential Items Deck.
- 1 **HQ Item:** Drawn from the HQ Items Deck.



In this example, the Tracker has opted to begin the game with three out of four Assigned items. She has chosen the **Flashlight [IN]**, **Shoulder Lamp [IN]**, and **Animus Detector [ES]**.

She could have also chosen to begin with the **Etheric Field Reader [HQ]**, but decided to keep her left hand open.

3.2 Prepare the Essential Items Deck

After each Agent retrieves any Essential item(s) indicated on their Agent Board, place all remaining Essential Items on the indicated space of the Item Station. This deck is not shuffled and contains:

- 8 Field Equipment cards
- 6 Summoning Circle cards
- 12 Banishment Relic cards (2 sets of 6 cards)

Set aside the Codex Daemonum & Field Equipment Common Components

As part of this setup step, gather the Codex Daemonum and tray containing each of the Field Equipment Common Components and set them aside near the map.

- | | | |
|-------------------|-------------------|--------------------------------|
| • Codex Daemonum | • Scrying Orb | • Thermal Imager |
| • Animus Detector | • P.K.A.D. Reader | • Helios Crystal |
| • Shadow Board | • Occult Talisman | • Spirit Box Red Reveal Sleeve |

3.3 Prepare the HQ Items Deck

After each Agent retrieves any HQ Items(s) indicated on their Agent Board, shuffle all remaining HQ Items and place them on the indicated space on the Item Station.

3.4 Prepare the Scavenged Items Deck

Retrieve the Scavenged Items Deck for the Location of the chosen Operation. Place any Dropped Items specified by the Operation into their assigned Dropped Item slots on the Item Station. Shuffle all remaining Scavenged Items and place them on the indicated space of the Item Station.



3.5 Randomly Select the Demon Artifact

If an Operation states that an Artifact Token is placed during set up, shuffle the deck of Demon Artifact cards. Select one at random and in secret, setting it near the Item Station.

Unless the Operation states other prerequisites, an Agent in the Zone with the Demon Artifact Token may **PICK UP** to discard the token and reveal the **Demon Artifact [DA]**, placing it into one of their Item slots.



Anatomy of an Item Card

Item Name:	The name of the Item.
Item Properties:	Items have one or more properties, listed under the Item's Name.
Item Effect:	The Item's effects and how it functions in the game.
Fate Effect:	Some items have Fate Effects, which modify their normal function depending on the current Active Fate. (see page 17).
Hand Slot:	Larger tools or weapons that must occupy a Hand slot. These cannot be stored in a Pocket slot.
Pocket Slot:	Smaller, portable tools that can be carried in a Pocket slot. Pocket Items may also be placed in a Hand slot if desired.



Item Properties

ARTIFACT Supernaturally attuned; may be affected by certain game effects.

BANISHMENT RELIC Found only in the Essential Items Deck. Used in the Banishment Ritual to banish the Demon during the Confrontation Stage. Can be carried during the Discovery Stage, but only used as dictated by the specific Demon's Banishment Ritual as per the Codex Daemonum.

ELECTRIC Powered by an electric current; interacts with certain Demon Traits such as (but not limited to) Electric Aversion.

FIELD EQUIPMENT Used to identify a Demon Trait by spending the appropriate Clue in the Agent's Zone, as per the Codex Daemonum.

LIGHT While in an Agent's Inventory, allows that Agent to use the **LIGHT** Free Action to insert or remove their standee from their Lit Base.

PERMANENT Provides a persistent effect or can be used multiple times via the **USE ITEM** action.

REACTION May be used outside the Agent's turn in immediate response to a triggering game effect as a **FREE ACTION**.

SINGLE USE May be used only once, either via **USE ITEM** or as a reaction to a game effect.

SUMMONING CIRCLE Found only in the Essential Items Deck. Used to summon the Demon and transition to the Confrontation Stage. Only one is used per game.

Item Slots

All items are classified as either Hand Items or Pocket Items, as shown by the gem symbols on the Item card:

- ☛ All three filled gems (one on the bottom and both sides) means it is a Pocket Item, and may occupy either a Pocket or a Hand Item slot.
- ☛ Filled gems on only the left and right mean it is a Hand Item, and may only occupy a Hand Item slot. These Items may not be placed in a Pocket slot.

Dropping Items

Agents may use the **DROP** Action to either drop **Items** from their Inventory into their Zone or to Discard those items (see below). Essential Items are never Discarded, and are instead moved back to the Essential Items deck. Dropping Items is a **FREE ACTION**, and thus can be performed any number of times on an Agent's turn even while they are moving.

If the Agent Drops any number of Items, place all Item cards Dropped on top of any open slot of the Item Station. Place the matching numbered Dropped Item Token in the Zone that contains the Dropped Items. Agents may return to that Zone to **PICK UP** the items later.

- ☛ Up to 4 Zones may have dropped Items in them at any time, one for each Dropped Item Token. There is no limit to the number of Items that may be Dropped in a slot or Zone, but there may only be up to 4 Dropped Item sets on the map.
- ☛ If an Agent drops an Item and there are no open slots on the Item Station, remove all Items from a dropped Item slot of the players' choice and place them in the Discard pile (Essential Items are moved back to the Essential Items deck). Then use that slot for the new items Dropped.
- ☛ If additional Items are Dropped in a Zone already containing a Dropped Item Token, add those Items to the matching slot set.
- ☛ Cards are generally placed face up in the Dropped Item slots, but certain game effects may have instead place them face down. In this case, only Agents who move into the Zone containing the Dropped Items may pick up and reveal the cards.

In this example, the Survivor is dropping Items in his current Zone. There are two Dropped Item Tokens on the map already. He moves the "3" Dropped Item Token to his Zone and places any of his Items onto the "3" Slot. If another Agent drops Items in the same Zone, those cards will be added to Dropped Item Slot 3.



Picking Up Items

Agents may use the **PICK UP** Action to pick up any number of Dropped **Items** in their Zone. If all Items in a Dropped Item Slot are picked up, return the Dropped Item Token to its place on the Item Station. Picking Up Items is a **FREE ACTION** in HQ.

Discarding Items

Certain game effects, like the **DROP** Action, may cause an Agent to discard an Item. When this occurs, the card is moved directly to the discard pile, unless the card is from the Essential Items deck. Those cards are placed in the Essential deck, not Discarded.

Step 4: Choose the Demon Vault

4.1 Randomly Select a Demon Vault

The Demon Vault contains all materials tied to the entity plaguing the mission Location. This box holds the key to understanding – and confronting – your enemy.

If you have not yet organized your Demon Vaults, please see page 4 before advancing to this step. Otherwise, select one unmarked box at random.

Without revealing any components, carefully extract only the Demon-Specific Event Cards and set them face-down aside. These will be added to the Event Deck in Step 5.

Leave all remaining components, like the Field Equipment tokens and cards, and the Demon's Identity Envelope, within the Demon Vault, unseen.

Do not open the Demon Vault again until you are instructed.

Step 5: Prepare the Event Deck

The Event Deck is the heartbeat of your mission, revealing escalating threats, environmental shifts, and the Demon's influence over time. Each card drawn moves the mission forward but also brings you closer to peril. It also represents the ticking clock of the mission. To begin, you will need:



Initial Event Cards (20): Initial Events are dark blue in color with Fate on their common side numbering 1-5. Only a small number of these cards will be in play during your game, based on the difficulty the players choose when they begin play. These cards have no chance of **Manifesting** the Demon.



Generic Event Cards (30): Generic Events are dark red in color with Fate on their common side numbering 1-5. They are not found in the Demon Vault and feature a mix of all Demonic Traits. Only a small number of these cards will be in play during your game. They are added to the Initial Event cards as described below.



Demon Event Cards (15): Demon Events are found only in the Demon Vault and their common side are identical to Generic Event Cards. All 15 of these cards will be in play during your game. Take careful note at the end of the game to ensure these cards are placed back into their Demon Vault (see page 5).



Event Card Sleeve (1): Used during the game to hide the ID found on the back of each Event card. It is important to keep the ID field hidden during play. Whenever you draw an Event card, place the card into this sleeve before flipping it over.

The Event Card Sleeve can be placed adjacent to the HQ Station or on top of the Event Card deck when not in use.

Event Card Sleeve



5.1 Determine Agent Tier

As a group, determine your Agent Tier (**Initiate**, **Operative**, or **Veteran**) for your chosen Operation (see page 9). Initiates always begin with the highest available number of Initial Events, while Veterans begin with none, forcing them to endure the full weight of the incursion from the very start.

The players consult their Operation card and choose the Tier of "Operative". This will add 3 blue Initial Event Cards to their Event Deck.

Initiate +6
Operative +3
Veteran +0



Gather Initial Events

Shuffle the Initial Event Cards and draw the number indicated by the chosen difficulty above. Set aside. Return all other Initial Event Cards to the game box.

5.2 Gather Generic Events

Shuffle the Generic Event Cards and draw the number needed so that, when combined with the drawn Initial Events, the total equals 15. Keep the Initial Event Cards and the Generic Event cards in two separate stacks.



+



15
= total
cards

Initial Events Generic Events

In the above example, the players chose the "Operative" Tier and thus added 3 Initial Cards. They now draw 12 Generic Events (so that when they are added to the Initial Cards, the total is 15).

5.3 Assemble the Event Deck

Combine your drawn Generic Events (red cards only) with the 15 Demon Events (red cards) from the chosen Demon Vault, then shuffle those cards thoroughly. Place the Initial Events (blue cards) on top of the combined Generic/Demon Events (red cards). The completed Event Deck should now include:

- **Initial Cards (blue):** Determined by game difficulty. These cards are on top of the deck.
- **Generic / Demon-Specific Events (red):** Events tailored to the Traits and behaviors of the Demon you are confronting, mixed with red herrings from the Generic deck.

5.4 Finalize the Deck

Place the completed Event deck on top of the Demon Ascended info on the left slot of the HQ Station. The Demon Ascended info acts as the bottom card of the Event deck.

Demon Ascended Info

Finalized Event Deck

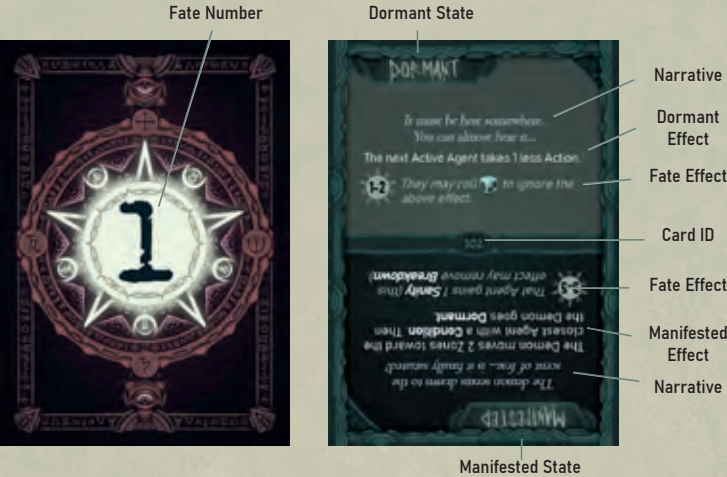


Event Card Structure

Event Cards are divided in two sections: The top half contains game effects in the Demon Phase while the Demon is **Dormant** and the bottom half performs the same function for when the Demon is **Manifested**.

Anatomy of an Event Card

Dormant State:	This side of the card indicates subtle, environmental disruptions that hint at the Demon's presence – lights flicker, whispers gnaw at your sanity, and objects seem to shift.
Manifested State:	When the Demon is revealed, this side of the card dictates its movements, attacks, and the escalation of the danger it presents.
Narrative:	Themed flavor text to be read aloud when the card is played.
Effect:	The Event's effect. Read aloud and resolve when the card is played.
Fate Number:	A number ranging from 1 to 5, found on the back of every Event Card. See Fate below.
Fate Effect:	Some Events have Fate Effects, which modify their normal function depending on the current Active Fate (see at right).
Card ID:	The Card ID functions solely as a sorting device. Players should take care to always keep the Card ID secret during play. To prevent looking at this field, players should use the Event Card Sleeve whenever reading an Event card.



Event Card IDs

The Event Sleeve is provided to conceal Event Card IDs. Each Event card has a unique ID printed in the center of the card. These IDs are used for game organization, primarily to ensure Demon Events are placed in the correct Demon Vault before play begins. The ID number should only be examined at the conclusion of the game to return Events to their appropriate decks (Demon or Generic Events). Note that Initial Event cards can easily be sorted by the unique color (blue) of their reverse sides.

Fate

Fate is the numerical imprint of destiny, ranging from 1 to 5, found on the back of every Event Card. Event Cards are discarded to the HQ Station as the game unfolds. The **Active Fate** is the number shown on the most recently discarded Event Card. The game begins at Fate 1.



- **Items and Effects:** Some tools are designed to interact with Fate, providing unique effects depending on the Active Fate at the time of use.
- **Events:** Certain Event outcomes are tied to Fate, allowing observant Agents to turn chaotic situations into opportunities.
- **Strategic Timing:** Timing your Zone Interactions or other mission-critical actions to align with favorable Active Fate can create pivotal advantages.

Agents, when you step into the unknown, you are not merely investigating shadows but navigating the intricate web of forces we call Fate. These enigmatic unseen threads influence outcomes beyond your control. Fate is etched into the very fabric of your mission.



Using the Event Card Sleeve

Each time a new Event Card is drawn or examined, it is inserted into the Event Card Sleeve. Players should avoid examining the entire Event Card when handling it. Only view the appropriate section of the card—either the **Dormant** or the **Manifested** text—as appropriate to the state of the game at that time. After an Event Card is played or resolved, remove it from the Sleeve and place it on the Event Discard slot of the HQ Station. This card becomes the new Fate number. If an Event Card is discarded in the Confrontation Stage or because all Agents are **Hiding** and the Demon goes **Dormant**, the Event Card Sleeve is not used, the card is simply discarded.



Demon Ascended info



Event Cards during the Confrontation Stage

During the Confrontation Stage, Event cards will be drawn according to the Demon's Behavior Cycle to mark the passage of time. Drawn for this purpose, the Event card's effects are ignored and the Event is discarded. Doing so simply changes the Active Fate and diminishes the amount of time left for the Agents to complete the investigation.

Running out of Event Cards

It is imperative that Agents do not run out of Event cards during the mission, but sometimes this will happen. When it does, the Demon Ascended effects, shown on the HQ station, is played.

Breaking Ties

Whenever a game effect results in a tie, the Agents collectively choose which option is used. For example, if an Event card asks your to place a game piece 2 Zones away, you may pick which one specifically that meets the criteria.

Step 6: The Operation Begins

With preparations completed, place all Agent standees in the HQ Zone. Gather the Codex Daemonum, the Demon Vault, Field Equipment Common Components, and the Token trays and set aside on your gaming table.

The Discovery Stage begins with the Agent Phase, and the fate of your team lies in your hands.

The clock is ticking, Agent. The moment you enter the Location, time is no longer your ally. Every decision you make during setup – every Item packed, every token placed – will shape the outcome of your mission. Follow these steps with precision to prepare the field.

Example Game Setup for 3 Agents



Phases of Play

Turn Structure: The Demon is Dormant

In the **Dormant** State, the Demon's influence is subtle but growing.

Use this time to gather Clues, secure resources, and prepare for the inevitable confrontation. Agents will use the Dormant Action Track this turn.



1. The Agent Phase

- 1) Reset Action Beads if no Agent has Actions
- 2) Take the Active Agent Token
- 3) Perform Actions
- 4) End the Agent Phase

2. The Demon Phase

- 1) Draw & Resolve the Event Card
- 2) Set the Active Fate
- 3) Proceed to the Agent Phase

1. The Agent Phase

- 1) **Reset Action Beads:** If no Agent has actions remaining, reset all Agents' Dormant Action Beads to 3 on their sliders. Then set the Active Agent Token aside. Any Agent may begin the next turn, including the one who acted most recently.
- 2) **Take the Active Agent Token** : An Agent may only take their turn if their Dormant Action Bead is still at 3. Once they take the token, they immediately begin their turn as the Active Agent.
 - Rolling the Sanity Die** : If an Agent begins their turn in a Dark or Dim Zone, they must roll the Sanity Die before taking their first action.

- 3) **Perform Actions:** The Active Agent may perform up to 3 actions, sliding the Dormant Action Bead down the track one or more spaces for each action taken. When they have no remaining actions, or choose not to use any remaining actions, their turn ends. Any unused actions are lost.
- 4) **End the Agent Phase:** Once the Active Agent has ended their turn, the Agent Phase ends and the Demon Phase begins. The Active Agent Token remains with the current Agent for any ongoing effects until it is claimed by another Agent at the start of their turn, or until the Demon **Manifests**.

2. The Demon Phase

- 1) **Draw and Resolve the Event Card:** Draw the top card of the Event Deck and insert it into the Event Sleeve. Resolve the effects listed on the Dormant side of the card.
- 2) **Set the Active Fate:** After resolution, discard the Event Card and place it face down in the Event Discard pile. The number on the back of this card becomes the new Active Fate.
- 3) **Proceed to the Agent Phase:** Once the Event Card is resolved, the Demon Phase ends and the game progresses back to a new Agent Phase.

Turn Structure: The Demon is Manifested

In the **Manifested** State, the Demon is physically present and actively hunting the Agents. The rules shift to reflect the heightened danger for as long as the Demon remains on the board. Agents will use the Manifested Action Track this turn.

Note: The HQ is inaccessible while the Demon is **Manifested**.



1. The Agent Phase

- 1) Reset Action Beads
- 2) Perform Actions
- 3) End the Agent's Turn
- 4) Take the Active Agent Token
- 5) End the Agent Phase

2. The Demon Phase

- 1) Determine if the Demon will go Dormant (Discovery Stage Only)
- 2) Draw and Resolve the Event Card
- 3) Set the Active Fate
- 4) Discard the Target Token
- 5) Proceed to the Agent Phase

1. The Agent Phase

- 1) **Reset Action Beads:** At the start of the Agent Phase, reset all Agents' Manifested Action Beads to 2 on their sliders. Then set the Active Agent Token aside.
- 2) **Perform Actions:** Agents take turns one at a time, in any agreed-upon order. On their turn, an Agent may perform up to 2 actions, sliding the Manifested Action Bead down the track one or more spaces for each action taken.
 - Rolling the Sanity Die** : If an Agent begins their turn in a Dark or Dim Zone or in a Zone adjacent to the Demon, they must roll the Sanity Die before taking their first action. If both conditions apply, roll the Sanity Die only once.
- 3) **End the Agent's Turn:** When an Agent has no remaining actions, or chooses not to use any remaining actions, their turn ends. Any unused actions are lost. If any Agent has remaining Actions, return to Step 2.
- 4) **Take the Active Agent Token** : The final Agent to take their turn claims the Active Agent Token at the end of their turn.
- 5) **End the Agent Phase:** Once all Agents have taken their turns and the final Agent has the Active Agent Token , the Agent Phase ends and the Demon Phase begins.

2. The Demon Phase

- 1) **Determine if the Demon will go Dormant (Discovery Stage Only):** If all Living Agents are **Hiding** and no one has the Target Token , the Demon goes **Dormant**. Discard the next Event Card, ignoring all text and skip to step 3. Note that Specters are not Living Agents (see page 26).
- 2) **Draw and Resolve the Event Card:** Draw the top card of the Event Deck and insert it into the Event Sleeve. Resolve the effects listed on the Manifested side of the card.
- 3) **Set the Active Fate:** After resolution, discard the Event Card and place it face down in the Event Discard pile. The number on the back of this card becomes the new Active Fate.
- 4) **Discard the Target Token** : If the Target Token is held by an Agent, return it to the supply.
- 5) **Proceed to the Agent Phase:** Once the Event Card is resolved, the Demon Phase ends and the game progresses back to a new Agent Phase.

Agent Action Reference

During their turn, Agents perform actions to explore, investigate, and survive. A breakdown of available actions and their rules is found on the Agent Action Reference, shown below. Each player should have an Agent Action Reference during play.

Anatomy of the Agent Action Reference

Dormant and Manifested Actions:	Each of the Actions in this section cost 1 or 2 Actions to perform. Some Actions are only available when the Demon is in a specific state (Dormant or Manifested), as indicated in their descriptions.
Free Actions:	Certain game effects may grant an Agent a FREE ACTION , allowing them to perform specific tasks without using an Action. FREE ACTIONS may be performed in either Demon state, and may be used in the middle of another Action (like MOVE or DASH).
HQ Actions:	These actions represent the Agents' ability to resupply, restock, and prepare for the trials ahead. These actions may only be performed while in the HQ Zone and only while the Demon is Dormant . While the Demon is Manifested , Agents cannot enter HQ making these moments of safety vital to mission success.
HQ Lockout:	A reminder that HQ is unaccessible while the Demon is Manifested . When the Demon Manifests , Agents in HQ move 1 Zone. While the Demon is Manifested , Agents may not enter HQ.
Agent Conditions:	A reminder of the effects of the Frightened and Breakdown Conditions. Conditions are not modified based on demon state.
Adjacency Trauma:	While the Demon is Manifested , Agents who begin their turn adjacent to the Demon must roll the Sanity Die  .
Agent Phase Reminder:	A reminder that shows the Agent sequence of play for both the Dormant and Manifested states.

Dormant & Manifested Actions

Each of the Actions in this section cost 1 or 2 Actions to perform. Some Actions are only available when the Demon is in a specific state (**Dormant** or **Manifested**), as indicated in their descriptions.

CENTER

*Restoring your mental focus is critical.
Fortify your resolve against the Demon's influence.*

Dormant only: Costs I Action.

Gain I **Sanity**. Not available while **Frightened/Breakdown**.

DASH

*Sometimes you just need to get somewhere as
swiftly as possible, caution be damned.*

Manifested only: Costs 2 Actions.

Move up to 3 Zones and take the Target Token . Then you may **USE ITEM**, **INVESTIGATE**, or **INTERACT** for free. You may pass through the Demon's Zone; if you do, lose 2 **Sanity** and become **Frightened**.

INTERACT

We can't outfit you for every situation.
Adapt, improvise, and make the surroundings work for you.

Dormant or Manifested: Costs I Action.

Resolve an Interaction Cube ; or discard a Scavenge Cube  to draw from the Scavenged Items deck.

INTUITION

Desperate Agents can focus their mind to make calculated guesses to predict the Demon's actions – but at a cost.

Manifested only: Costs I Action.

Roll  to place the next Event in the Event Sleeve and read the upcoming Event. Unusable if a card is already in the Event Sleeve.

INVESTIGATE

Investigation is the foundation of uncovering the Demon's identity. This action allows you to interact with Clues or create new investigative opportunities when none are present.

Dormant or Manifested: Costs 1 or 2 Actions (see description).

Discard a **Clue**  to use **FIELD EQUIPMENT**; or roll  to place a **Clue**  in your Zone. Costs 2 Actions while **Frightened/Breakdown**.

MOVE

*Movement is vital for exploration, investigation, and evasion.
Strategic movement may also yield vital clues to be investigated.*

Dormant or Manifested: Costs 1 Action.

Move up to 3 Zones (while **Dormant**) or up to 1 Zone (while **Manifested**). Then reveal any **Clues**  or **Cover Tokens**  in your final Zone.

PICK UP

In this line of work, anything left behind could mean the difference between survival and failure.

Dormant or Manifested: Costs I Action.

Pick up any Items in your Zone. This is a **FREE ACTION** in HQ.

USE ITEM

Items provide crucial utility for survival and investigation.

Dormant or Manifested: Costs I Action.

Use an Item; or give and/or receive any Items from another Agent in your Zone.

Free Actions

Dormant Actions

Free Actions

HQ Actions

Agent Phase

Reminder: Dormant

Agent Conditions

Manifested Actions

Free Actions

HQ Actions

Agent Phase

Reminder: Manifested

Agent Conditions

Adjacency Trauma

HQ Lockout

Agent Conditions

Netherwatch

Free Actions

Certain game effects may grant an Agent a **FREE ACTION**, allowing them to perform specific tasks without using an Action. These Free Actions may be performed in either Demon state, and may be used in the middle of another Action (like **MOVE** or **DASH**).

*Example: If an Agent uses a **MOVE** action and travels 1 Zone (with 2 Zones remaining), they may interrupt that movement to **DROP** an Item, because it is a **FREE ACTION**. They may not **USE ITEM** or **PICK UP** an Item, because each of those actions require 1 Action to use.*

DROP

If you can't carry what's needed, leave it for someone who can.

Dormant or **Manifested**.

Drop any Items in your Zone or Discard (see page 15).

HIDE

Hiding Places provide sanctuary during the Demon's Manifested State, but they are limited in availability.

Dormant or **Manifested**.

Enter or Exit an unused Safe Cover . Not available in **Breakdown**. Agents may not **MOVE** or **LIGHT** while **Hiding**. Agents in Hiding still roll  when beginning their turn in a Dim or Dark Zone.

LIGHT

In the shadows you are prey. In the light, you stand a chance.

Dormant or **Manifested**.

Choose one option, up to once per turn. Additional uses cost 1 Action:

- Activate or deactivate an Item with **LIGHT**, or
- Place or remove a Lit Cube  in your Zone (if available).

UNIQUE ABILITY

Trust your instincts. Your unique nature can provide pivotal advantages when used strategically.

Dormant or **Manifested**.

Activate your Agent's Unique Ability (on your turn). Move the Agent Cube  to the "Spent" box. It may not be used again unless the Unique Ability is refreshed.

HQ Actions

These actions represent the Agents' ability to resupply, restock, and prepare for the trials ahead. These actions may only be performed while in the HQ Zone and only while the Demon is **Dormant**. While the Demon is **Manifested**, Agents cannot enter HQ making these moments of safety vital to mission success.

ESSENTIALS

Every Operation begins with the right tools. Forget one, and the mission is over before it begins.

Dormant and HQ only: Costs 1 Action.

Search the Essential Items Deck and gain any number of cards.

LOADOUT

The right gear keeps you breathing. The wrong gear gets you a memorial service.

Dormant and HQ only: Costs 1 Action.

Draw the top 3 cards of the HQ Items Deck, keep 1, and place the rest at the bottom of the deck.

REQUISITION

Headquarters stocks what it can, but sometimes you have to dig for exactly what you need.

Dormant and HQ only: Costs 2 Actions.

Search through the HQ Items Deck and gain any 1 card, then reshuffle the deck.

Hiding

Agents that are not in **Breakdown** may use the **HIDE** Action in a Zone with a Safe Cover Token .

to **Hide**. Move the Agent's standee to cover the indicated token within the Zone. If an Agent is in a Lit Base when moving into Safe Cover , first remove them from the Lit Base.

Only one Agent may **HIDE** in the same Safe Cover  at any given time.

- An Agent in Safe Cover  is no longer **Exposed**, meaning they cannot be targeted by the Demon, and are not killed when sharing the same Zone as the Demon.
- If an Agent has the Target Token , they will still be targeted but are not killed when sharing the same Zone as the Demon.
- An Agent may not perform the **MOVE** or **LIGHT** actions while in Safe Cover .
- An Agent may leave their Safe Cover  at any time on their turn.
- Agents may **MOVE** out of Safe Cover  if the Demon is in their Zone, though this will trigger their death. However, Agents may **DASH** out of Safe Cover  if the Demon is in their Zone without triggering their death.

Exposed Agents

An Agent is **Exposed** if they are not in hiding in Safe Cover .

- An **Exposed** Agent in the Demon's Zone may be killed based upon the chosen Agent Tier (see page 22).
- If an Agent is in Safe Cover , the Demon may enter their Zone but cannot harm them.



*Example: The Occultist and Patron find themselves cornered by the Demon. A Safe  Cover Token exists in the Patron's Zone, while an Exposed  Cover Token exists in the Occultist's Zone. The Patron uses the **HIDE** Action and moves her Standee to cover the Safe  Cover Token. If she was in a Lit Base, the Lit Base would be removed first. The Patron is safe until she moves out of the Cover. The Occultist, however, is not so lucky.*



Example: The Occultist is the Active Agent and the Demon is currently **Dormant**. At the end of their turn, an Event Card is played.

This card **Manifests** the Demon in the Rift closest to the Active Agent. No Agents currently hold the Target Token, so the Occultist remains the target for this effect. Rift #2 is adjacent to the Occultist, while Rift #5 (in the Dining Room) is 2 Zones away. The Demon standee is therefore placed in the Great Room.

Manifesting the Demon

When the Demon **Manifests**, it takes a physical form on the map and begins actively targeting the Agents. Demons usually **Manifest** on or near **Rift Tokens**.

- 1) **Determine the Rift:** The Event Card will specify the Demon's Rift, usually the closest or furthest one in relation to a specified target, though sometimes the Zone may be determined by Fate.
 - Refer to the Demon Targeting Priority (at right) for clarification on selecting the appropriate Zone.
- 2) **Place the Demon:** Place the Demon Standee in the chosen Rift.
- 3) **Immediate Effects on Agents:** Set aside the Active Agent Token. The next Agent Phase will begin using **Manifested** rules (see page 19).



Manifesting in a Zone with Agents

If the Demon **Manifests** in a Zone with one or more **Exposed** Agents, the outcome depends upon Agent Tier.

- Initiate** – All Agents in the Zone roll the Sanity Die. Afterward, those Agents **MOVE** as a **FREE ACTION**.
- Operative** – All Agents in the Zone roll the Sanity Die twice, suffering potential **Sanity** loss from both rolls. Agents who gain **Breakdown** from **Sanity** loss this way are killed. Afterward, those Agents who are still alive **MOVE** as a **FREE ACTION**.
- Veteran** – All Agents in that Zone are killed. Sometimes, it just comes down to Fate...

Demon Targeting Priority

Demons target Agents to eliminate them from the Location. Use the following Targeting Priority to determine which Agent becomes the Target for each Demon effect. This priority tree is only used by Event Card and Demon Action effects. Targets mentioned by any other game effect, such as an Item, will always remain the target.



1. **Target Token:** If an Agent has the Target Token, they automatically become the Target of the next Event Card played, regardless of whether they are **Hiding** or if the Event Card effect would target another Agent.
2. **Event Card Target:** If no Agents have the Target Token, read the effect on the played Event Card to determine the Target. Only **Exposed** Agents qualify.
3. **Closest Exposed Agent:** If the Event Card Target is unreachable (for example, it targets the Active Agent, but the Active Agent is **Hiding**), the closest **Exposed** Agent to the Demon becomes the Target.
4. **No Targets:** If all Living Agents are **Hiding**, the Demon goes **Dormant**, ignore all text on the Event card and discard. Note that Specters are not Living Agents.

Note: Agents pick between ties. If no decision can be made, the Active Agent decides.

Can Specters become the Target?

Specters are Agents and can become Targets if they meet the targeting requirements.

Agent Death

It is an unfortunate fact that not all Agents will return from each Operation. But death is not the end. If an Agent is killed, their presence remains to see the Operation through to completion, and they become a Specter (see page 26). Only when all Agents have been killed can the Demon claim victory.

Any Agent who enters the Demon's Zone, such as leaving Safe Cover while the Demon is in their Zone, is killed instantly (the **DASH** action is an exception to this rule).

Rules for what happens when the Demon **Manifests** directly into a Zone with Agents are detailed to the left. In all other cases, how quickly the Demon can claim the living depends on the Agent Tier chosen during setup:

- Initiate** – The Demon will kill only one **Exposed** Agent each turn, targeting the first it encounters in a Zone it enters. If an Agent dies, it stops movement in that Zone and the Demon then goes **Dormant**. If multiple Agents are present, it prioritizes its designated target from the current Event Card; otherwise, the Agents decide who dies. Any other Agents in that Zone lose 2 **Sanity** and become **Frightened**.
- Operative** – The Demon kills all **Exposed** Agents in any Zone it enters. If any Agents die, it stops movement in that Zone and the Demon then goes **Dormant**.
- Veteran** – The Demon kills all **Exposed** Agents in any Zone it enters. Killing does not halt its progress; it continues its full movement as indicated on the current Event Card. The Demon remains **Manifested** unless there are no more **Exposed** Living Agents, or there is a Targeted Living Agent or Specter, or the Event Card directs otherwise.

Agent death may occur during an Agent's turn or the Demon's turn.

When the Demon Goes Dormant (Discovery Stage Only)

The Demon will cease its pursuit under one of three conditions:

- Behavior:** A Demon always goes **Dormant** if an Event Card dictates it.
- Agent Death:** If your Agent Tier is **Initiate** or **Operative**, after the Demon kills an Agent, it goes **Dormant** at the end of that Phase.
- No Targets:** If all living Agents are **Hiding** and none hold the Target Token.

When the Demon goes **Dormant**, remove the Demon standee from the map and set the Active Agent Token aside. Begin the next Agent Phase under **Dormant** rules.

Demonic Trait Deduction

When the world speaks, listen.

Each Event Card offers potential hints about the Demon's Traits. Consider the following possibilities:

- **A Roll of the Sanity Die** : Was that chill down your spine just fear, or the presence of an Ethereal entity brushing past you? Perhaps it was caused by a low guttural growl, indicating something far more Bestial is near.
- **Disrupted Items**: Did an Item get flung from your hand into a nearby Zone? That may not be clumsiness; it could indicate an Aggressive Demon defending its territory.
- **Shadows that Flicker**: A sudden extinguishing of light may not just be poor electrical wiring – it might reveal the hand of a Demon that delights in Manipulating Darkness, or that has an Aversion to Light.
- **Safety in Numbers**: Are you seeing more phenomena when you are close to other Agents? A Shapeshifting Demon finds perverse glee when there are more people nearby to deceive.

Discern the Signal from the Noise

Not every occurrence is directly tied to the Demon. The Event Deck combines Generic and Demon-specific cards, meaning some effects are red herrings. Cross-reference observed patterns with gathered Clues to determine the Demon's true nature.

The Codex Daemonum

This classified compendium details specific Demons, Traits, and mission-relevant tools. Agents are to refer to it often during play.

While this Field Guide provides the core information for your mission, there is far more to uncover. For in-depth insights into the unique Demons you may face, consult the Netherwatch Codex Daemonum. This comprehensive resource contains:

- Profiles of each Demon, detailing their Traits, abilities, and the challenges they bring to your missions.
- Banishment rituals for each known Demon, and field notes to help identify them.
- Detailed Field Equipment usage instructions.

Knowledge is power, Agent. The Codex Daemonum will be your greatest ally.

Demon Traits and Matching Field Equipment



Bestial: **Animus Detector** [ES], page 38 of the Codex



Ethereal: **Animus Detector** [ES], page 38 of the Codex



Aggressive: **P.K.A.D.** [ES], page 44 of the Codex



Stalker: **P.K.A.D.** [ES], page 44 of the Codex



Cold Spots: **Thermal Imager** [ES], page 52 of the Codex



Darkness Manipulation: **Shadow Projector** [ES], page 48 of the Codex



Teleportation: **Scrying Orb** [ES], page 46 of the Codex



Shapeshifting: **Occult Talisman** [ES], page 42 of the Codex



Electric Aversion: **Spirit Box** [ES], page 50 of the Codex



Light Aversion: **Helios Shard** [ES], page 40 of the Codex



Active Demons Leave Evidence

Whenever the **Manifested** Demon moves or is relocated to a new Zone, it leaves behind traces of its presence. These remnants can be analyzed for hints about the Demon's Traits.



Clue Token

When the **Manifested** Demon enters a new Zone or goes **Dormant** from its current Zone, place a random **Clue** face down in the Zone it departed from. If the **Clue** placed is in a Zone with an Agent, it flips face up right away.

Using Clues

To use a revealed **Clue** , an Agent must be in the Zone with the **Clue** and in possession of the appropriate **FIELD EQUIPMENT** that requires that Trait (see table to the left). Once assigned to that equipment use, discard that **Clue** to the supply so it is available again.

Record your Findings

The Demon Trait Matrix is your central tool for recording and cross-referencing the Traits you confirm or deny during the Operation. Grab a pen or pencil and use the top sheet of the pad as your entry for this game. As you uncover evidence through **FIELD EQUIPMENT** and deduction, use the checkboxes to track your findings.

Over time, your deductions will narrow the field of possibilities, eliminating entire columns of Traits or striking out Demons entirely.

In the below example, the Agents have learned information about two of the ten Traits. An "X" indicates the Trait is negative, and a Demon has been ruled out, while a "✓" indicates the Trait is positive. The Agents, through successful deduction, have learned that they may be dealing with one of five Demons: the Obayifo, Pontianak, Nuckelavee, Azazel, or the Banshee. The Agents have a bit more investigative work ahead.

Demon Trait Matrix	Physical		Behavioral		Environmental		Special		Weakness		Mission Title	Location	Operation	Field Observations
	Bestial	Ethereal	Aggressive	Stalker	Cold Spots	Darkness	Teleportation	Shapeshifting	Electric Aversion	Light Aversion				
Ammit	X													
Looby														
Obayifo							✓							
Pontianak														
Camacho														
Nuckelavee						✓								
Onryo	X													
Rakshasa														
Vetala														
Azazel						✓								
Banshee														
Stryx	X													

When used consistently, the Demon Trait Matrix becomes a clear record of the investigation, allowing the team to see at a glance which Demonic Traits are certain, which remain untested, and which entities are still in play.

The ultimate goal is to reduce the field until only one Demon remains possible, ensuring the Agents can summon—and hopefully banish—the correct foe during the Confrontation Stage.

Downloadable Demon Trait Matrix

Additional PDF copies of the Demon Trait Matrix may be downloaded and then printed at www.netherwatch.org/downloads.

The Confrontation Stage

The Enemy Revealed

When the Agents believe they have uncovered the identity of the Demon infesting the Location, the investigation takes a perilous turn. The time for deduction ends, and the moment for confrontation begins. Before summoning the Demon, careful preparation is paramount; missteps here can spell doom for the team.

Preparing for the Confrontation Stage

Before summoning the Demon, Agents must finalize their preparations. Once the Demon is summoned, it will enter a permanently **Manifested** state, rendering the HQ Zone inaccessible for the remainder of the game. The decisions made now will dictate the outcome of the mission.

- ❖ **Assume the Demon's Identity:** Use the Netherwatch Codex Daemonum and the Demon Trait Matrix to compare your suspected Demon's Traits against the evidence revealed through **FIELD EQUIPMENT** and your own observations. Use this to guide your deduction before attempting the summoning.
- ❖ **Relocate Critical Items:** Ensure all necessary **BANISHMENT RELICS** for the Demon's ritual are ready and available in the Location. These are listed in the Codex Daemonum for each suspected Demon. Be sure to bring any other vital Items from the HQ Zone into accessible Zones within the Location.
Remember: The HQ Zone cannot be accessed once the Demon is summoned!
- ❖ **Strategize with the Team:** Designate which Agent will carry the **SUMMONING CIRCLE** to a **Rift** and perform the summoning ritual. Study the suspected Demon's Banishment Ritual and assign roles to each team member.

Summoning the Demon

When the Agents are ready, the **SUMMONING CIRCLE** Item they have chosen is activated. This is a delicate and dangerous task – accuracy and timing are everything.

- 1) **Choose the Summoning Circle Item:** Select the **Summoning Circle [ES]** specific to the Demon you believe inhabits the Location. Each **SUMMONING CIRCLE** is unique to 2 similar Demons, and using the wrong one will have dire consequences.
- 2) **Use the Summoning Circle Item:** An Agent in a Zone adjacent to a **Rift** must **USE ITEM**, selecting the chosen **Summoning Circle [ES]** Item from their Inventory. Place the **Summoning Circle** Token in the **Rift** Zone. If that Zone contains a Major or Minor Area Ward Token, remove those tokens when the Circle is placed. **Manifest** the Demon as instructed on the **Summoning Circle [ES]** card. If the Demon is already **Manifested** when the **Summoning Circle [ES]** is used, simply move its standee to the chosen **Rift** Zone containing the Circle. This immediately ends the current Agent Phase, even if the Active Agent still has Actions remaining.
- 3) **Reveal the Truth:** Reveal the Demon's True Name card (see below) which has remained hidden and is included in the Demon Vault selected for this game.
- 4) **Transition:** Perform the steps to transition to the Confrontation Stage (see next page).

If the correct **SUMMONING CIRCLE** was used, immediately begin the next Agent Phase. Do not roll the Sanity Die for adjacency to the Demon for the first round. If the **SUMMONING CIRCLE** was incorrect, immediately begin the next Demon Phase instead, giving the entity the first move.

Revealing the True Demon

When the Agents have Summoned the Demon, retrieve the True Demon Envelope and remove its card.

Flip it to its unique side to reveal the True Demon associated with this Operation. Then, place the card back into the Envelope face-down, and return it and all other Demon-associated Field Equipment cards and tokens back to the Demon Vault. Then, retrieve its matching Demon board at this time.

Demon
Classification



When the Summoning Circle is activated, there is no turning back. Be prepared, or the Demon will turn your conviction into despair.

Demon Board

When the Demon is **Summoned**—whether through the correct Summoning Circle or by mistake—it becomes permanently **Manifested** and its Demon Board comes into play.

The board represents the unique identity, abilities, and behaviors of the specific fiend now unleashed on the field. From this point forward, Agents are no longer resolving standard Events for the Demon's behavior. Instead, the board governs its actions, while the Event Deck continues to serve for timing and Fate adjustments. Some Demon abilities may cause Event cards to be discarded during play.

The board contains essential information for how to manage the Confrontation Stage. It details the Demon's Passive Abilities, which alter the rules of the game and impose ongoing threats, as well as its Behavior Cycle – a repeating sequence of actions that drive the Demon's movements, effects, and attacks.

Anatomy of the Demon Board

Name:	The name of the Demon.
Passive Abilities:	Listed along the side of the board, these abilities describe permanent rule changes and special effects that remain in play throughout the Confrontation. Some abilities apply immediately when the Demon is summoned, while others persist until the end of the Operation. Agents must carefully track these abilities, as they often alter how Zones, Items, or Sanity are managed.
Behavior Cycle:	The heart of the board is the Demon's Behavior Cycle, a sequence of three or four numbered actions. When the Demon is first summoned, place the Demon Action Bead on slot "1." During each Demon Phase, resolve the text next to the current number fully, then advance the bead to the next number. If the bead is already at the final slot, return it to slot "1" and continue the cycle. Many actions include discarding one or more Event cards after resolution. This accelerates the approach of the Demon Ascended card, adding further urgency to the Agents' efforts.



Demon Action Bead



Transition to the Confrontation Stage

Once the Demon is summoned, perform these steps to set up the Confrontation Stage:

- ❖ **Manifest** the Demon in the Zone with the **Summoning Circle** .
- ❖ Discard all **Clues**  on the map.
- ❖ Perform all “When the Demon appears” effects on the Demon Board.
- ❖ Place the Demon Action Bead on slot “I” of the Demon’s Behavior Cycle.
- ❖ Read the Operation’s Escape Objective and place the **Escape Token**  in the appropriate Zone if one is stated.

New & Changed Rules in the Confrontation Stage

When the mission transitions to the Confrontation Stage, the Demon enters a permanently **Manifested** State. From this point onward, its actions are governed by a predetermined Demon Behavior Cycle, rather than the Event Deck.

Agent Phase (Confrontation Stage)

The Agents continue to take turns as in previous phases, but with critical differences:

- ❖ **Permanent Manifestation:** The Demon is permanently **Manifested**. As such, Agents will only have 2 Actions during their Turn, and all Agents take a Turn before proceeding to the Demon Phase.
- ❖ **Goal Shift:** **FIELD EQUIPMENT** is no longer needed, but may remain in an Agent’s Inventory. With the Demon summoned, only two options remain (described in more detail at right):
 - ❖ **Banishment Ritual:** Use the prepared **BANISHMENT RELIC** Items **[ES]** to complete the ritual and permanently destroy the Demon.
 - ❖ **Escape Objective:** Each Operation includes a unique task that must be completed to flee the Demon’s grasp if banishment is not possible or desired. See the Escape Objective section of your Operation Board for more details.

Demon Phase (Confrontation Stage)

During the Demon Phase, the entity performs actions dictated by its Behavior Cycle:

- ❖ **No Clues** : The Demon no longer leaves **Clues**  in Zones it departs from.
- ❖ **Behavior Cycle:** Instead of drawing an Event card, the Demon performs one Action each turn, next to its Demon Action Bead on its Board. After completing all listed steps of that Action, advance the Demon Action Bead to the next Action in the sequence and the Demon Phase ends. If the sequence reaches the bottom, it cycles back up to the top.
- ❖ **Event Deck:** Many actions include discarding one or more Event cards after resolution. If the Event Deck becomes depleted and the Demon Ascended card is revealed, the Demon becomes too powerful to banish. At that point, resolve the text of that card - your only recourse now is escape.
- ❖ **Killing an Agent:** An Agent killed by the Demon in the Confrontation Stage still transfers to the Afterlife (see page 26). However, the Demon will never go **Dormant**, regardless of the chosen Agent Tier (see page 22).

Victory Paths

The Confrontation Stage is a desperate struggle to survive. The Demon’s wrath is unrelenting, and teamwork is essential to completing your mission. Whether the goal is to **Banish** the Demon or **Escape** with your lives, you must act decisively.

Once the Confrontation Stage begins, there are only two potential paths to victory:

Banish the Demon

To achieve victory, Agents must complete the Banishment Ritual unique to the Demon they are facing. Each Demon’s ritual is detailed in its entry in the Codex Daemonum (starting on page XYZ), including the specific requirements and the two or three **BANISHMENT RELICS** necessary to complete it.



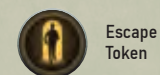
Some rituals may also make use of up to four Banishment Tokens, three of which have an Inert side (**X**), and one which has an Active side (**⓪**). How these tokens are placed and manipulated, if at all, is specific to each Demon’s Banishment Ritual. Revealing Banishment Tokens is a **FREE ACTION** unless specified as an **INTERACT** or **USE ITEM**.

Carrying out the ritual is not a single action but a sequence of steps, often requiring Agents to respond to challenges created by the Demon’s Behavior Cycle or its Passive Abilities shown on the Demon Board. These effects shape the course of the confrontation and determine how and when the Relics may be used.

If the ritual is successfully completed, the Demon is banished from the Location permanently, cleansing its presence and securing the Operation’s success.

Escape the Location

If banishment proves too risky or impossible, survival takes precedence. Complete the Operation’s Escape Objective to evacuate all remaining live Agents. This usually involves performing some action in the Zone with the Escape Token placed during the transition to the Confrontation Stage. Some Operations require additional prerequisites, such as performing an Interaction in another Zone in the Location, so prepare accordingly.



- ❖ **Return to HQ:** Living Agents who complete the Escape Objective move their standee to HQ. Once the final living Agent has escaped, the Operation concludes. Victory may be grim, but survival ensures Netherwatch can fight another day.
- ❖ **No One Left Behind:** Once any Agent completes the Escape Objective, Banishment is no longer an option! All remaining living Agents must also attempt to complete the Escape Objective or die trying.
- ❖ **Specters:** Note that Specters are not living Agents and do not count toward completing the Escape Objective. They remain tethered to the Location until the living have escaped, after which their presence dissipates.

Escaping is less of a victory and more of a reprieve. Live to fight another day, Agent.

A Final Reminder on Victory

Agents, remember: victory in Netherwatch hinges on your ability to adapt, strategize, and work together. The mission ends in victory when the Demon is Banished or at least 1 alive Agent has Escaped. Success demands unity, precision, and courage. Proceed with care.



Life After Death

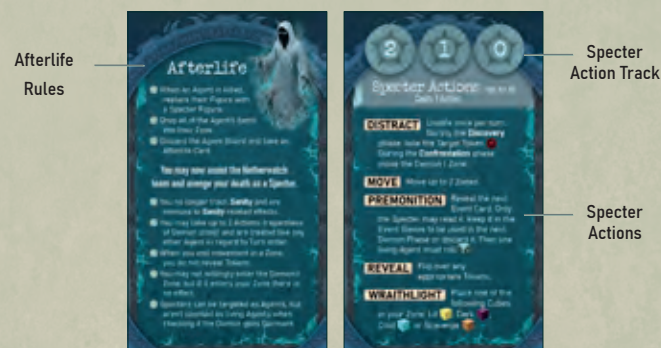
Becoming a Specter

If any **Exposed** Agents ever share a Zone with a **Manifested** Demon, there is a good chance at least one Agent will die, often beginning with the Agent with the least **Sanity** (see page 22). When this happens:

- If the final Agent in the game has died, the game ends immediately in a loss. Otherwise, if other Agents are alive, replace the Agent standee with one of the three generic Specter standees (remove the colored base from your Agent standee and place on the Specter).
- Drop all of the Agent's Items into their Zone. Specters have no Inventory slots and may not carry Items.
- Discard the Agent Board (keep one Action Bead) and take an Afterlife Card. Place your Action Bead on the "2" space of the Specter Action Track to indicate you have 2 available Actions.
- Then, if it is the Discovery Stage and your Agent Tier is Initiate or Operative, the Demon immediately goes **Dormant**. If your Agent Tier is Veteran or if it is the Confrontation Stage, the Demon is a persistent threat, and will not go **Dormant** after killing an Agent.

Anatomy of the Afterlife Card

Afterlife Rules:	This side of the Afterlife card contains a reminder of the rules.
Specter Actions:	These are the only Actions available to Specters. Discard the Agent Action Reference card that was previously used.
Specter Action Track:	Used to track the number of actions taken during their turn.



Specter Protocols

- **No Sanity:** Specters no longer track Sanity and are immune to **Sanity**-related effects.
- **No Inventory:** Specters have no Inventory slots and may not pick up Items or be affected by an Item's effect.
- **Action Bead:** Specters have two Actions regardless of the Demon state and are treated like any other Agent regarding Turn order. From Manifested to Dormant, do not refresh your actions right away, Refresh your actions when all Agents regain them.
- **Movement Rules:** Specters may not enter the Demon's Zone. If the Demon enters a Specter's Zone, no interaction occurs, and the Specter may remain in this Zone or leave as desired.
- **Targeting Rules:** The Demon can target Specters if they meet the targeting criteria (for example, an "Agent in a Lit Zone" can include the Specter, but an "Agent with the most Sanity" cannot target the Specter).

Note: Specters are Agents for the purposes of Targeting and may be selected if they meet the Targeting criteria. Specters are not considered Living Agents when determining whether the Demon goes **Dormant** and cannot fulfill Escape Conditions.



Specter Actions

Specters have a limited array of actions to continue to assist the living Agents in completing the Operation. All Specter actions cost 1 Action to perform. Specters may not use any other Agent Actions.

DISTRACT

*You have nothing left to lose.
Draw its attention toward you instead.*

Dormant or Manifested: Costs 1 Action.

A Specter's presence can confuse and lure the Demon. This action operates differently depending on the game stage:

- **Discovery Stage:** The Specter may take the Target Token , redirecting the Demon's focus to themselves.
- **Confrontation Stage:** The Specter may force the Demon to move to an adjacent Zone of their choice, creating opportunities for the living Agents. The Specter does not need to be adjacent to the Demon to use this action. Usable once per turn per Specter.

MOVE

You pass unseen, a shadow that slips between moments.

Dormant or Manifested: Costs 1 Action.

Move up to 2 Zones whether the Demon is **Manifested** or **Dormant**. Unlike living Agents, do not flip over any tokens in the final Zone (unless you perform the **REVEAL** Action). Specters may not move through walls nor enter the Demon's Zone.

PREMONITION

Death sharpens your senses to the flow of fate.

Dormant or Manifested: Costs 1 Action.

Spectral Cost: Premonition requires a sacrifice — one living Agent of the Specter's choice must roll the Sanity Die .

Draw the next Event Card and place it into the Event Sleeve. Only the Specter may read the effect. They may then choose to keep the card in the Event Sleeve to be used in the next Demon Phase or discard it to the Event discard pile. Note that if discarding, this will change the active Fate and reduce the amount of time available to complete the Operation.

REVEAL

*Pull back the veil and show them what lurks
in the shadows.*

Dormant or Manifested: Costs 1 Action.

Flip over any **Cover** or **Clue** tokens in your current Zone. This action may also flip over Banishment Tokens in the Confrontation Stage, if possible.

WRAITHLIGHT

*The dead command their environment,
shaping it to guide the living...*

Dormant or Manifested: Costs 1 Action.

Place one of the following Cubes in your Zone: Lit , Dark , Cold , or Scavenge .

Final Farewell

Agents, you now possess the essential knowledge required to face the horrors within the Location. The rules and mechanics outlined here form the foundation of your survival.

The road ahead will be treacherous and the foes you face will be relentless. But you are not alone. With this Field Guide in hand, the Codex Daemonum as your reference, and your team at your side, you have all the tools you need to confront the shadows and emerge victorious.

Netherwatch stands as a light in the darkness, and you are that light. Burn brightly, Agent. Humanity depends on it.

Netherwatch.org

Agents are encouraged to seek further research on the organization website at www.netherwatch.org.

Information on Demons, Field Equipment, Society Lore, and game play videos can be found here.



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The Discovery Stage

Alternate between the Agent and Demon Phase, depending on the Demon's state:

- **Dormant:** The Demon is unseen.
 - 1. Agent Phase:** One Agent takes 3 available Actions.
 - 2. Demon Phase:** Draw an Event Card and follow its instructions.
- **Manifested:** The Demon is a visible, active, direct threat.
 - 1. Agent Phase:** All Agents take 2 available Actions.
 - 2. Demon Phase:** If all Agents are **Hiding** and an Agent doesn't have the Target Token 🔴, discard an Event Card and the Demon goes **Dormant**. Otherwise, draw an Event Card and follow its instructions.

The Confrontation Stage

At the start of the Confrontation Stage, you will be informed if you've correctly identified the Demon present (by selecting the correct **Summoning Circle [ES]**). If the appropriate **Summoning Circle [ES]** was successfully chosen, begin this Stage with the Agent Phase. If an incorrect **Summoning Circle [ES]** was used (an incorrect identification), begin with the Demon Phase instead.

- **Dormant State:** The Demon can no longer become **Dormant**.
- **Manifested State:** The Demon remains permanently **Manifested** for the remainder of the Operation as an active and deadly presence. Your goal shifts from identification to either completing a tailored Banishment Ritual or executing an Escape Objective.
 - 1. Agent Phase:** All Agents take 2 available Actions (in any order desired).
 - 2. Demon Phase:** Resolve the next Behavior Cycle of the Demon that has been Summoned (see Demon Boards on page 24).

Demon Targeting Priority

Demons target Agents to eliminate them from the Location. Use the following Targeting Priority to determine which Agent becomes the Target for each Demon effect.

- 1. Target Token 🔴:** If an Agent has the Target Token 🔴, they automatically become the Target of the next Event Card played, regardless if they are **Hiding** or if the Event Card effect would target another Agent.
- 2. Event Card Target:** If no Agents have the Target Token 🔴, read the effect on the played Event Card to determine the Target. Only **Exposed** Agents qualify.
- 3. Closest Exposed Agent:** If the Event Card Target is unreachable (for example, it targets the Active Agent, but the Active Agent is **Hiding**), the closest **Exposed** Agent to the Demon becomes the Target.
- 4. No Targets:** If all Living Agents are **Hiding**, the Demon goes **Dormant**, ignore all text on the Event card and discard. Note that Specters are not Living Agents.

Note: Agents pick between ties. If no decision can be made, the Active Agent decides.

NEITHERWATCH
Turn
Structure

Dormant

I. The Agent Phase

- 1) Reset Action Beads if no Agent has Actions
- 2) Take the Active Agent Token 🏠
- 3) Perform Actions
- 4) End the Agent Phase

2. The Demon Phase

- 1) Draw & Resolve the Event Card
- 2) Set the Active Fate
- 3) Proceed to Agent Phase

Manifested

I. The Agent Phase

- 1) Reset Action Beads
- 2) Perform Actions
- 3) End the Agent's Turn
- 4) Take the Active Agent Token
- 5) End the Agent Phase

2. The Demon Phase

- 1) Does the Demon go Dormant? (Discovery Stage Only)
- 2) Draw and Resolve the Event Card
- 3) Set the Active Fate
- 4) Discard the Target Token 🔴
- 5) Proceed to Agent Phase



Agent Tier	Initial Events	HQ Sanity Recovery	Demon Manifests in Agent's Zone	Agent/Demon Movement
🕯️ Initiate	+6	+3 Sanity	All Agents in the Zone roll 🎲. Afterward, those Agents MOVE as a FREE ACTION .	Kill one Exposed Agent each turn. If an Agent dies, it goes Dormant . Other Agents in that Zone lose 2 Sanity and become Frightened .
💡 Operative	+3	+2 Sanity	All Agents in the Zone roll 🎲 twice. Agents who gain Breakdown are killed. Afterward, those Agents who are still alive MOVE as a FREE ACTION .	The Demon kills all Exposed Agents in any Zone it enters. If any Agents die, it stops movement in that Zone and the Demon goes Dormant .
🔴 Veteran	0	+1 Sanity	All Agents in that Zone are killed.	The Demon kills all Exposed Agents in any Zone it enters. The Demon remains Manifested unless there are no more Exposed Living Agents.