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Field Guide

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

– Senior Operative K. Blackwell

60-90 1-4 14+

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Welcome, Agent

Beneath the surface of our world, a silent war endures. The Nether bleeds into our reality through rifts unseen, carrying with it Demons once thought to be only myth. Most of humanity lives blind to this truth, unwilling to recognize the danger until it is too late. But we know better.

Netherwatch exists to seek, to endure, and to banish. This is the oath we keep.

Netherwatch is a cooperative horror deduction game where players take on the roles of elite Agents investigating supernatural disturbances, uncovering cryptic clues, and confronting a terrifying Demon. Each mission unfolds in two stages: first, players must investigate and deduce the Demon's identity while managing their sanity and avoiding deadly Manifestations; then they must perform a high-stakes Banishment Ritual or Escape before the Demon claims them. With unique Agent abilities, unpredictable adversaries, and escalating tension, Netherwatch blends strategic deduction, survival horror, and tense cooperation into an intensely enjoyable gaming experience.

60-90 1-4 14+

- **Game Type & Genre:** A cooperative, horror, deduction board game, with game-driven adversaries and escalating supernatural tension.
- **Game Complexity:** Medium Strategy

How to use this Field Guide

Agent, if this is your first time getting acquainted with Netherwatch, there are a few things to cover:

- Page 4 contains a full list of game components. We suggest you look over this contents page before breaking down your punchboards.
- Note the initial steps needed to prepare your Demon Vault components before your first game begins. These instructions are found on page 32.
- After your Demon Vaults have been created, see page 6 to set up your first game.
- As your first game unfolds, refer to page 14 for Detailed Game Play instructions. This section will answer any questions you have.
- As you become acquainted with game play, skim the Codex Daemonum to examine your most valuable tool. Doing so provides you with important lore, hints, and strategies that can help you in future Operations.

Text in these boxes contain examples of play.

Text in these boxes are flavor to immerse you into the world of Netherwatch.

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 advance the Operation.
- The **Demon Phase** represents the growing influence of the Demon over the Location.

Operation Outcomes

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 31).
- **Escape Victory:** During the Confrontation Stage, at least one Agent completes an Operation-specific **Escape Objective** (see page 31) and survives.

Note: Once the Demon has Ascended (see page 25), 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.
- The Agents abandon the mission.

Important! Demon Vault Assembly

Before your first game begins, it is vitally important to assemble each of the twelve Demon Vaults. Please see page 32 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. HQ & Item Stations (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. Target Token (1)
15. Clues (14)
16. Cover Tokens (12)
17. Rift Tokens (8)
18. Dropped Item Tokens (4)
19. Lock Tokens (3)
20. Summoning Circle (1)
21. Demon Artifact Token (1)
22. Escape Token (1)
23. Banishment Tokens (4)
24. Major Area Ward Tokens (2)
25. Minor Area Ward Tokens (2)
26. Objective Tokens (3)

Agent Components

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

Demon Components

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

Card Decks

Events

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

Items

44. Essential Items (26)
45. HQ Items (31)
46. Scavenged Items (14)
47. Initial Items (8)
48. Demon Artifact (3)

Demon Vault Components

Important: These component require sorting!

49. Demon Vault Index & Demon Events (16 per Demon, 196)
50. True Demon Cards (1 per Demon, 12)
51. True Demon Envelope (1 per Demon, 12)
52. Fragment Cards (4 per Demon, 48)
53. Image Cards (4 per Demon, 48)
54. P.K.A.D. Cards (2 per Demon, 24)
55. Scrying Card (2 per Demon, 24)
56. Projector Card (2 per Demon, 24)
57. Inquiry Card (1 per Demon, 12)
58. Helios Shard (5 per Demon, 60)
59. Dark & Light Sigils (6 per Demon, 72)

Field Equipment Components

60. Glyphs (5 sets of 5 types, 25)
61. Animus Detector (1)
62. Shadow Board (1)
63. Scrying Orb (1)
64. P.K.A.D. Dice (5)
65. P.K.A.D. Reader (1)
66. Occult Talisman (1)
67. Thermal Imager (1)
68. Helios Crystal (1)
69. Spirit Box Red Reveal Sleeve (1)

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

– Senior Operative K. Blackwell

Game Setup Summary

Step 1: Game Selection (page 6)

1.1 **Choose your Location** – Select a Location (the Mansion)
1.2 **Choose your Operation** – Select an Operation.
1.3 **Choose your Agent Tier** – As a group, decide if you will be playing on **Initiate**, **Operative**, or **Veteran** Tier for your chosen Operation.

Step 2: Set Up HQ & Item Decks (page 10)

2.1 **Place the HQ & Item Stations** – Then gather the 5 Item Decks.
2.2 **Place the Essential, HQ, and Scavenged Item Decks** – Place these decks on the indicated spaces of the Item Station.
2.3 **Set aside the Initial and Demon Artifact Decks** – Set these decks next to your gaming table for future use.

Step 3: Prepare the Operation (page 7)

3.1 **Assemble the Map** – Build the map according to the Operation's setup diagram.
3.2 **Place Map Components** – Following the Operation's instructions, place all Cubes, Tokens, and any other components indicated by the chosen Operation.
3.3 **Set aside the Codex & Field Equipment Components**
3.4 **Randomly select one Demon Vault** – Carefully remove the Demon Event Cards from the Demon Vault and set aside.

Step 4: Agent Selection (page 10)

4.1 **Each player chooses an Agent Board**
4.2 **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.
4.3 **Gain Assigned Items** – Each Agent may choose to gain up to 4 of their Initial or Assigned Items.
4.4 **Shuffle the HQ and Scavenge Items Decks**

Step 5: Prepare the Event Deck (page 10)

5.1 **Gather Generic Events** – Shuffle the Initial Event cards. Draw the number indicated by your Agent Tier. Return all others to the game box.
5.2 **Gather Generic Events** – Shuffle the Generic Event cards. 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. Place the finalized Event deck in the indicated space next to HQ.

Step 6: The Operation Begins (page 11)

6.1 Place all Agent standees in the HQ Zone (unless otherwise specified). Begin play in the Agent Phase.

Step 1: Game Selection

1.1 Choose your Location

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 Mansion: 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.

1.2 Choose your Operation

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

Ashwood Manor: Distress calls and anomalous readings have marked Ashwood Manor as an active demonic site of unknown classification. Agents are tasked with identifying and banishing the entity, or escaping with critical intelligence if containment fails.

Nevermore Avenue: Once home to Operative Rodrigo Reyes, this residence is cluttered with anomalous artifacts accumulated over years of service. Whether by summoning error or unresolved mission fallout, a volatile demonic presence now threatens the site.

Old Man Dyer's: Long dismissed as local folklore, Old Man Dyer's decaying home now exhibits confirmed Veil instability. Rumors of past atrocities may be exaggerated, but the threat within is very real—and escalating.

Delta Mu Nu Frat House: A reckless party ritual has torn a hole in the Veil, turning collegiate chaos into a supernatural incident. Agents must contend with hostile entities, hazardous conditions, and the aftermath of extreme poor judgment.

Harrowick Mansion: The estate of a mid-century occult collector has reawakened, unleashing violent manifestations tied to forbidden artifacts. Classified as Lambda-Class, Harrowick Mansion poses severe and unpredictable threats.

Crane Estate: Abandoned after a mass disappearance, the Crane Estate bears the marks of ancient maritime rites and relentless supernatural storms. Crushing environmental hazards and lingering ritual energies make this site among the most dangerous on record.

Operation Type

Operation Type represents both the overall challenge and the uniqueness of the mission in relation to the base rules (how complex the mission is compared to a standard game).

Recon

Green **Recon** Operations tend 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.

Containment

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.

Extermination

At the far end lie Red **Extermination** 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.

1.3 Choose your 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. As a group, determine your Agent Tier (**Initiate**, **Operative**, or **Veteran**) for your chosen Operation.

- **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.

Tier selection alters the number of Initial Event Cards at the start of the mission (page 11), how much **Sanity** Agents gain when they end their turn in HQ (page 16), and what happens when Entity Overlap occurs (when the Demon shares the same Zone as an **Exposed** Agent, page 28).

Initiate

Initial Event Cards : 6
Sanity Gained in HQ: 3
Entity Overlap: Exposed Agents who are in **Breakdown** die. **Exposed** Agents who are not in **Breakdown** roll the Sanity Die, then move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.

Operative

Initial Event Cards : 3
Sanity Gained in HQ: 2
Entity Overlap: Exposed Agents lose 1 **Sanity**. If the Agent is in **Breakdown** (before or after the **Sanity** loss), they die. If an Agent survives this effect, they move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.

Veteran

Initial Event Cards : 0
Sanity Gained in HQ: 1
Entity Overlap: Exposed Agents die. **Hidden** Agents roll the Sanity die. Those who are now in **Breakdown** die.

Step 2: Set up HQ & Item Decks

2.1 Place the HQ & Item Stations

Gather the HQ and Item Station boards and set them aside on your gaming table. The game map will be built around these.

Gather the Five Item Decks

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 Item decks:

- Essentials
- HQ
- Scavenged
- Initial
- Demon Artifact

2.2 Place the Essential, HQ, and Scavenge Item Decks

Place the Essential, HQ, and Scavenge Item decks on the indicated spaces on the Item Station. These decks need not be shuffled yet. If you have other Netherwatch products (like the Loyal Vigil Expansion), take note on which Items may be combined into each deck.

2.3 Set aside the Initial and Demon Artifact Decks

Place the HQ Items deck on the indicated space on the Item Station.

Step 3: Prepare the Operation

3.1 Assemble the Map

Each of the four Map Tiles for the Mansion (Floors 1 and 2, the Attic, and the Basement) have two distinct sides, labeled Side A and Side B.

The Operation chosen assigns the map configuration used. For instance, Ashwood Manor uses Side A for each of the Map Tiles, while Nevermore Avenue uses Side B for each Map Tile.

Using the Operation card chosen, arrange the Location's Map in any orientation that fits your gaming space. For the Core game Mansion location, you will place all four Floors, adjacent to the HQ and Item Stations.

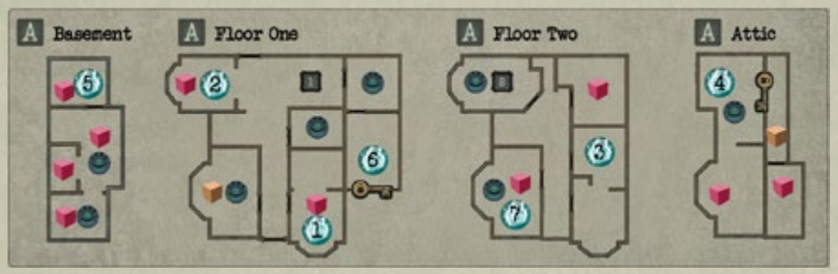
Experiment with the map layout to best make use of your gaming space. Two common example map placements are shown below.

Landscape Map Layout

Square Map Layout

3.2 Place Map Components

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



Tokens placed during Setup

The following Tokens may be placed during setup (see page 16 for Tokens and their uses):

- **Rift** as per the Operation.
- **Cover** as per the Operation.
- **Lock**, if any, as per the Operation.
- **Dropped Item**, if any, as per the Operation, with the remainder placed on their appropriate places on the Item Station.
- **Artifact**, if it exists, as per the Operation.
- Place **Active Agent** and **Target** 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.

Tokens and Cubes represent the physical and supernatural forces shaping the Location. These vital markers track clues, hazards, and opportunities as your mission unfolds.

Initial Dropped Item Cards

Locate any Dropped Item cards specified by the Operation into their assigned Dropped Item slots on the Item Station.

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: *10 Interaction Cubes are placed.*

Scavenge: *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.*

3.3 Set aside the Codex & Field Equipment Components

Gather the Codex Daemonum and Field Equipment Common Components and set aside on your gaming table. Stack the common components to save table space or use the included tray for easy storage during play.

Codex Daemonum & Field Equipment Common Components:

- Codex Daemonum
- Shadow Board
- Shadow Glyphs (25)
- Animus Detector
- Scrying Orb
- P.K.A.D. Reader
- P.K.A.D. Dice (5)
- Occult Talisman
- Thermal Imager
- Helios Crystal
- Spirit Box Red Reveal Sleeve

3.4 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.

NOTE: If you have not yet organized your Demon Vaults, please see page 32 before advancing to this step.

Select one unmarked Demon Vault at random.

The other 11 Demon Vaults will not be used this game. Without revealing any components, carefully extract only the Demon-Specific Event Cards (15 total) and set them aside face-down. These will be added to the Event Deck in the next step.

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

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

Step 4: Agent Selection

4.1 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. You may select an Agent from the Core Box, or any of Netherwatch's Expansions, if you have one.

Historian: Best for cautious tacticians who like to plan ahead.

Survivor: Best for resourceful players who adapt on the fly.

Occultist: Best for players who take risks and expose themselves to danger.

Skeptic: Best for players who don't want to worry about those pesky Conditions.

Athlete: Best for players who want to stay one step ahead of the Demon – literally.

Tracker: Best for those who want to focus on gaining Clues.

Patron: Best for those who enjoy resource management and offering support.

Professional: Best for decisive players who want the most out of each turn.

4.2 Prepare Agent Components

Each player assembles the following items:

- **2 Agent Action Beads:** Place one bead 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 Portrait Card:** Begin the game in the "Normal" state (no Condition showing).
- **1 Agent Action Reference:** Take one Agent Action Reference card (see page 20).
- **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 step.

4.3 Gain Assigned Items

Your Agent Board displays "Assigned" Items in specific Item slots (Item Slots are defined on page 23). These Assigned Items are recommended loadouts for that Agent, chosen to suit their skills and keep setup fast. This is ideal for fast deployments for new recruits. Unless otherwise stated by the Operation in play, Agents may choose to begin play with up to 4 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 Initial 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 3 out of 4 Assigned items. She has chosen:

Flashlight [IN]
Shoulder Lamp [IN]
Animus Detector [ES].

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

4.4 Shuffle the Demon Artifact, HQ, & Scavenge Items Decks

Once all Agents have acquired their initial and Assigned Items, shuffle the Demon Artifact, HQ, and Scavenged Items decks. The Essential and Initial Items Decks need not be shuffled.

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 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 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. Not all 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 33).

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 ajacent to the HQ Station or on top of the Event Card deck when not in use.

5.1 Gather Initial Events

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

Initial Events

- **Initiate:** 6
- **Operative:** 3
- **Veteran:** 0

For example, if the players choose the "Operative" Agent Tier, they will add 3 Initial Event Cards to their Event Deck.

5.2 Gather Generic Events

Shuffle the Generic Event 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.

The players chose "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) 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:

Mix & shuffle the two Red decks

- **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.

Once complete, place the finalized 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.

Step 6: The Operation Begins

With preparations completed, place all Agent standees in the HQ Zone. 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

Game Play Overview

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 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 [ES] 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. Demons of similar vice are paired in sets, with one Summoning Circle [ES] appropriate to either Demon. Once chosen, the true Demon will be revealed. Locate the appropriate Demon Board and place it near the map.

From this point forward, the Demon becomes permanently **Manifested**, marking the transition to the Confrontation Stage.

The Confrontation Stage

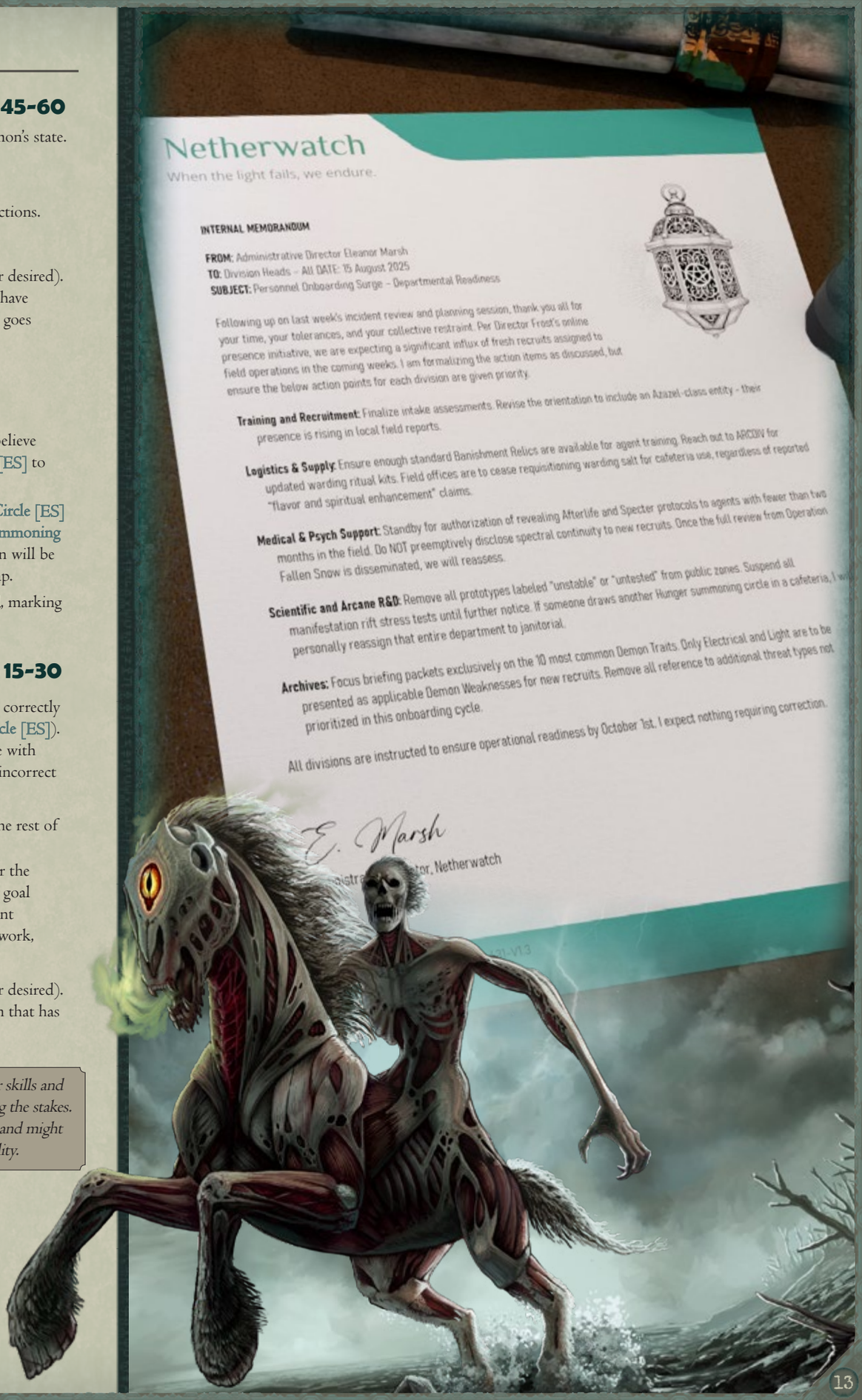
15-30

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 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 30).

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.



Detailed Game Play

Map Locations

Netherwatch features two types of maps: Fixed Maps and Random Maps.

Fixed Maps consist of a single, large map tile with multiple Zones printed directly onto it; these maps are static and remain in place for the duration of the Operation. An example of a Fixed Map is the Mansion, included in the Core Box.

Random Maps, by contrast, are constructed from multiple smaller map tiles that connect to one another, allowing the layout to change between games. An example of a Random Map is the Campsite, included in the Loyal Vigil expansion, where the evolving layout creates new paths, risks, and investigative opportunities each time it is played.

For the Core Game only the Mansion, a Fixed Map Location, is available.

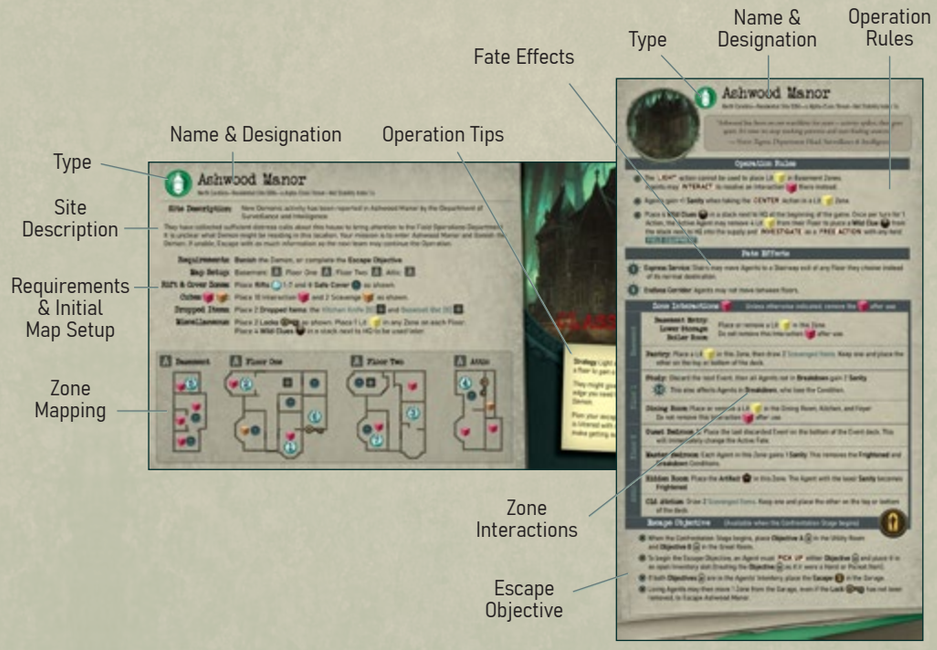
Anatomy of tbe Fixed Map Location

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 choosen (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 25), and contains the HQ Zone (see page 16).
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 24 for info on Dropped & Discarded items).

Operations

Anatomy of Operation Boards

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.
Requirements, Initial Map Setup, & Zone Mapping:	This section lists any special Requirements necessary to win the game, specify 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.
Fate Effects:	Each Operation may have added Fate Effects. These effects occur whenever the active Fate matches the number shown (see page 25).
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).



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 unique name and Cube placement region. Zone names are referenced on Operation boards.

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.

- **Agent's Zone:** The Zone an Agent occupies is considered their Zone for any effects that reference it.
- **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.
- **Non-Adjacent Zone:** Two Zones that only share a solid, impassable border are not Adjacent. Any Zone with an opening, door, or pathway blocked by a **Lock** 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 the example shown below, 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).

In this example, the Crawl Space may only contain up to one Agent at a time, while the Hidden Room may only contain up to two.

Agent Zone Limit

Most Zones may contain any number of Agents. These Zones do not show an icon after the Zone name.

Some Zones, however, are smaller and more cramped than other spaces and may only contain one or two living Agents at a time.

These Zones feature a one or two Agent icon to indicate that only one or two Agents may ever be in this Zone at a given time.

One Agent Zone

Two Agent Zone

If a Zone has reached its Agent Zone Limit, more Agents cannot enter that Zone, they instead remain in the Zone they were previously in.

Specters (Agents who have died) do not affect the Agent Zone Limit.

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

In game components, Zone Cubes are labeled with the cube type followed by the cube icon. For instance, "Lit Zone," or "Cold ."

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 in a Zone, not one of each. If an effect would place another Cube of the same type in a Zone, ignore that effect.

Illumination Cube Slot

Some Zones have a Cube Slot with a light bulb icon in them. This means that this Zone may be Lit by an Agent using the LIGHT Action. Zones without this icon may still contain a Lit or Dark , if another effect triggers it.

Zone Illumination

A Demon's strength thrives in the shadows, twisting reality and preying upon the frailty of the human mind. Light is your protection against this encroaching darkness.

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

- **Dim:** The standard lighting of a Zone, neither Lit nor Dark.
- **Lit:** A Zone with a Lit , 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.
- **Dark:** A Zone with a Dark , indicating supernatural darkness that some Demons thrive upon.

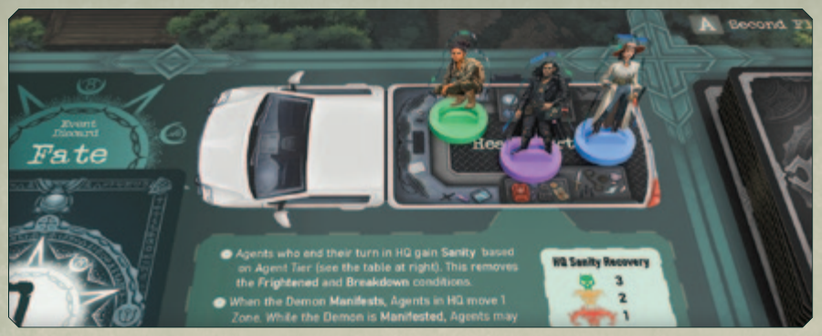
When a Lit or Dark is placed in a Zone, it overrides the Zone's existing lighting state. Discard the Cube previously there. That Cube remains until another game effect changes it. If neither Cube is present and no Agents in that Zone are carrying a Lit Base, the Zone is considered Dim. If the Agent is in a Lit Base and a Dark is placed in their Zone, remove the Lit Base from their standee (the appropriate Item is considered deactivated).

Benefits of Lit Zones:

- **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.

Dangers of Dark Zones:

- **Sanity** Loss.
- Equipment, Items, and Event effects may be altered.
- Items with the LIGHT property cannot place Agent in Lit Base.
- Agents in Lit Base must remove themselves from it when entering.



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, Side A of the House Location, Floor 1, shows that the HQ is accessible from the Foyer and the Garage. Agents may enter HQ by spending one movement in either of these Zones. Conversely, when leaving HQ, Agents may spend one movement to enter either the Foyer or the Garage.

The HQ is always considered to be Lit for purposes of those effects. HQ may only contain Dropped Item Tokens – it may not contain other Tokens or Cubes.

- **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.

HQ Sanity Recovery	
Initiate:	3 Sanity
Operative:	2 Sanity
Veteran:	1 Sanity

- **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.
- **Leaving HQ:** When leaving HQ, Agents may move into any Zone with the HQ icon.
- **Demon Manifestation:** When the Demon **Manifests**, Agents in HQ immediately move 1 Zone. While the Demon is **Manifested**, Agents may not enter HQ.
- **Demon Lockout:** The Demon may never enter HQ.

Tokens

The following Tokens are placed in Zones during play. Many of these Tokens may be placed during setup (as shown on the Operation placard). 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.

In game components, Tokens are referred to using their name followed by their icon (for example: **Clue**, **Rift**, or **Cover**).

Clues

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
- Weakness

By default, the common side is always placed face-up. However, if a living Agent begins or ends their movement in a Zone with a Clue, reveal it's Trait side. Passing through a Zone will not reveal a Clue.

Placing Clues: 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 **Clue**, draw from the supply and place one with the common side face-up in the indicated Zone. If an Agent is already in the indicated Zone, place the Trait side face-up instead.

Number of Clues in each Zone: Zones may only contain up to one Clue at any time. If a Clue is placed in a Zone that already has one, the Agents decide which of the two Clues to keep. This does not reveal either of the Clues.

Moving Clues: Clues may not be moved by the Agents unless otherwise specified.

Using Clues: Agents use Clues while performing an INVESTIGATE Action to use FIELD EQUIPMENT specific to the Trait types shown. See page 27 of this Field Guide and page 37 of the Codex Daemonum for a list of each Field Equipment type and their matching Clue types.

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.

*For example, a **Clue** is placed in the Historian's Zone so it is immediately flipped to reveal its unique side. The revealed Clue is tied to both the Physical and Special Traits. The Historian consults the Codex Daemonum to find that this Clue may be used to INVESTIGATE with the Animus Detector [ES], the Occult Talisman [ES], or the Scrying Orb [ES]. Later, another **Clue** is placed in an adjacent Zone (the Pantry), so that Clue is kept face down.*

Cover

Cover 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**, 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. See page 19 for more information on Hiding.

Cover are generally placed during setup as indicated on the Operation card.

Cover may be removed from Zones by certain game effects like Events. When a game effect removes a **Cover**, all three Cover states are valid (a revealed **Safe**, a revealed **Exposed**, or an unrevealed **Cover**), or otherwise as specified.

Rifts

Rifts are numbered 1 through 8 and are placed during setup as indicated on the Operation card. The Demon will **Manifest** in these Zones. See page 28 for more information on Manifesting Demons.

Dropped Items

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 24 for more information on Dropping Items.

Locks

These Tokens mark Zones that cannot be entered by Agents until specific conditions are met through Zone Interactions and/or through the use of an Item that removes a Lock token (like the Old Key [SC]).

Locks are generally placed on the entrance leading into a Zone or on the edge of a Zone during setup as indicated by the Operation.

Demons and Specters: Unless otherwise specified, Demons and Specters may always move through Locked Zones.

*In this example, a **Lock** is placed in the Garage leading to the HQ. Before the Agents may move into the Garage from the HQ or move into HQ from the Garage, this **Lock** must be removed. The Agents may move into the Garage from the Utility Room normally, because no **Lock** exists there.*

Escape Token

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 or clearing an Objective Token.

Artifact

The **Artifact** represents a powerful Item [DA] the Agents may obtain. If an Agent ends movement in a Zone with the **Artifact**, they may perform a PICK UP Action to add it to their inventory unless the Operation states otherwise.

Summoning Circle

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. See page 30 for more information on Summoning Demons.

Banishment Token

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. See the Codex Daemonum for more information on Banishment Tokens.

Area Wards

Area Ward Tokens are placed when an Agent uses the matching Area Ward [HQ] item.

Objectives

Objective Tokens are labeled A, B, or C and are used in various ways to mark Objectives or obstacles the Agents may face. These tokens may be placed as part of an Operation setup, after an Interaction has occured, during a Banishment Ritual, or not used at all.

Active Agent Token

This Token is not placed on the map. It is held by the Agent currently taking their turn.

Target Token

This Token is not placed on the map. It 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. In game components, the "**Target**" refers to the Agent holding this Token.

Finite Cubes & Tokens

All Cubes and Tokens are finite. If one must be placed but none exist in the Supply, ignore that part of the triggering effect. Note, however, that any Tokens or Cubes returned to the Supply may be placed again.

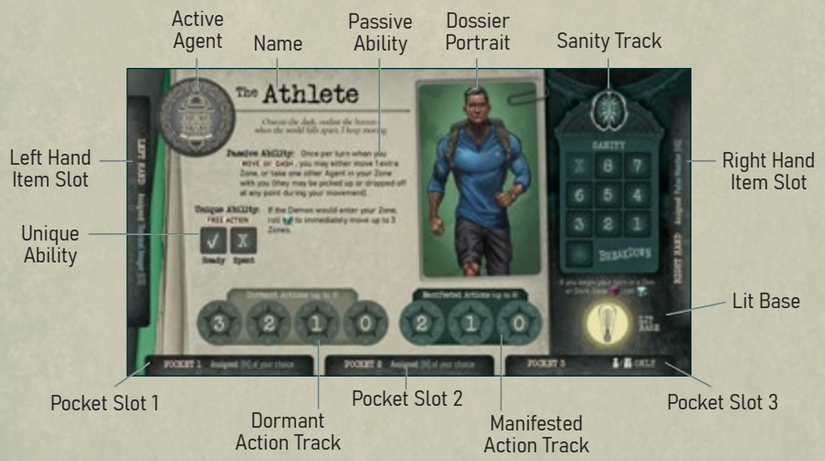
The Supply

The "Supply" is the location that simply refers to where you keep your Tokens and other Game Components. This can refer to the plastic tray included in your Netherwatch Core box, or another organization solution you choose.

Agents

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 17).
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 and if it requires any corresponding costs.
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.
Agent Cube	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 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 18).
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.
Agent Action Bead	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 19 and Item Slots on page 23.



Sanity

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

Agent Sanity is a range from 0 to 9 and is tracked on the Sanity Track of the Agent Board.

Sanity is your greatest resource, and your most fragile. It reflects the mind's capacity to withstand the unnatural horrors of the investigation.

The Sanity Die

At times, the horrors of the investigation will push you to your limits, forcing a roll of the Sanity Die. In game components, when you see "roll ," it means to roll 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)

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:

- Rolling the Sanity Die.
- 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:

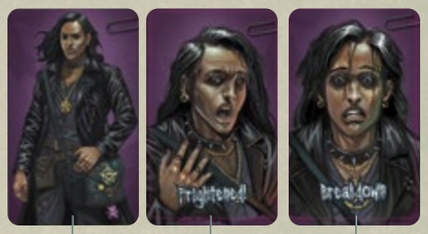
Sanity can be restored through specific actions or effects, including:

- Regain 1-3 **Sanity** if you end your turn in HQ (based on your Agent Tier).
- Use the CENTER Action during your turn to recover 1 **Sanity** (available only when the Demon is **Dormant**).
- Items may restore **Sanity**.
- Zone Interactions may restore **Sanity**.

Agent Conditions

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

- 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.



Frightened

Some game effects can cause an Agent to become **Frightened**. When this occurs, you immediately gain the **Frightened** Condition. Place the Frightened Condition Portrait on top of your Agent placard.

- 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.

Breakdown (0 Sanity)

Welcome to the brink of madness.

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 are not added or removed by this effect.

- If a Dark 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.

1/2 ONLY

All items are classified as either Hand Items or Pocket Items (see page 23).

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.

Hidden Agents

Safe Cover Token

Exposed Cover Token

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 28).
- 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.

Agent Actions

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 unaccessable 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 Actions | Free Actions | HQ Actions

Manifested Actions | Free Actions | Agent Phase Reminder

Minimum number of Actions

Some game effects may reduce the amount of Actions you may take that turn. If multiple effects target the same Agent, that Agent can only reduce their Actions to a minimum of 1. Agents cannot lose all their Actions in a turn.

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 1 Action.
Gain 1 **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 become the **Target**. Then you may USE ITEM, INVESTIGATE, or INTERACT as a FREE ACTION. You may pass through the Demon's Zone; if you do, lose 2 **Sanity** and become **Frightened**.

Note: This action does not trigger Entity Overlap rules.

INTERACT

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

Dormant or **Manifested**: Costs 1 Action.
Resolve an Interaction; or discard a Scavenge to draw from the Scavenged Items deck.

INVESTIGATE

The foundation of uncovering the Demon's identity. Interact with clues or create new 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. If one already exists there, replace it. 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 face-down Tokens (like **Clues**, **Cover**, or **Banishment**) 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 1 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 1 Action.
Use an Item; or give and/or receive any Items from another Agent in your Zone.

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 24).

EXPLORE

We don't exactly have blueprints to study for outdoor Operations.

Dormant or **Manifested**.
The Explore Action is not available in static maps like the Mansion.
It is only used in Random Maps (like the Campsite).

EXPLORE is a FREE ACTION once per turn. Additional uses cost 1 Action.

Draw the top tile from the stack matching an unconnected Path type in your Zone. At least one Path on new tile must connect to an unconnected Path on your Zone. Other Paths on the new tile may be blocked. The new tile may be oriented in any direction.

***Random Maps:** Please note the Mansion is not a Random Map, and thus the EXPLORE action is not used in this Location. For more information on Random Maps, see page 14.*

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:

- While an Item with LIGHT is in your Inventory, place or remove your List Base, or;
- Place or remove a Lit in your Zone (if available)*.

**Unless otherwise specified, this use of the LIGHT action is only available in Zones that feature the Illumination Zone Cube. See page 15.*

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 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. HQ 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.

What should your Agent do? Consider the following scenarios:

- Reveal **Cover** early to create **Safe** Zones for each Agent.
- INVESTIGATE to gain a **Clue**, especially in **Safe** Zones. Remember, only 1 **Clue** may be in a Zone at any time, so keep moving if you want to keep investigating.
- If there is a **Clue** on the map that matches FIELD EQUIPMENT you have, go use it using the INVESTIGATE action. Refer to the Codex Daemonum for more detail on how to use the FIELD EQUIPMENT.
- When the Demon is **Dormant** and you're not sure what to do, CENTER to regain your **Sanity**. If you don't need it, get to HQ while it is open to you.
- When the Demon **Manifests**, prioritize your Agent safety. If you feel confident in your position, INVESTIGATE. If you do not, MOVE or DASH.
- When the Demon **Manifests**, you can use the DASH action to move through the Demon's Zone.
- Remember to LIGHT rooms whenever possible.
- Bring BANISHMENT RELICS into the Location whenever possible.
- Prioritize the inventory you carry with Items and FIELD EQUIPMENT you can use right away instead of ones you could use later.
- DROP items in a Zone you can easily get to in the future instead of far away corners.
- DROP items in a Zone that already has Dropped items. This will allow you to discard less from dropped item slots.
- Death is not the end, so don't be afraid to take risks! You may find that a timely sacrifice can actually help the team survive the Operation.

Agent Death

Becoming a Specter

Agents may die during play (see page 28). 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 Specter Card

Specter Rules:	This side of the Specter 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**. As a Specter, you may initiate an effect with a requirement to lose **Sanity**. The effect functions normally, but ignore any **Sanity** loss.
- **No Inventory:** Specters have no Inventory slots and may not pick up Items.
- **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 unaffected. Specters do not affect Zone limits for number of Agents in a Zone.
- **Locks:** Specters may move into and out of Zones that contain a **Lock**.
- **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 Escape an Operation.

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 (like Hiding, or Picking up Items, etc).

DISTRACT

You have nothing left to lose.
Draw it's attention toward you instead.

Dormant or **Manifested**: Costs 1 Action.

Become the Target or move the Demon 1 Zone. The Demon may only be moved up to once per Agent Phase.

MANIFEST

Ectoplasmic manifestation is a documented phenomenon.

Dormant or **Manifested**: Costs 1 Action.

Move one item from the discard pile or a Dropped Item slot of your choice to any other existing Dropped Item slot of your choice.

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.

Reveal the next Event Card (keep it in the Event Sleeve). You may leave it in play or discard it. 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.

Reveal all **Clues**, **Cover**, or **Banishment** Tokens in your Zone.

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.

Items

Your survival depends on the tools at your disposal.

Five Item decks are included in Netherwatch.
Each Deck has its own abbreviation, to help guide players to the proper deck when an Item is referenced during play.

Essential Items (ES): The Essential Item Deck is always accessible via HQ and contains all standard Items needed to investigate and Banish the Demon, including:

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

HQ Items (HQ): The HQ Items Deck contains specialized items and equipment that may provide utility, protection, or improve your investigative capabilities.

Some HQ Items have 2 copies. If an effect asks for a specific Item with multiple copies, take only 1 for that specific effect, leaving the other in its place.

Scavenged Items (SC): The Scavenged Items Deck contains items unique to the Location that can be discovered during the Operation.

Initial Items (IN): Agents begin the game with up to 2 Initial Items of their choice. Future Expansions will offer additional Initial Items to choose from.

Demon Artifact (DA): Each game will feature a single Demon Artifact. An Agent may **PICK UP** this Item in a Zone containing the **Artifact** , when that Token appears on the map (see page 17).

The Kitchen Knife is labeled "Kitchen Knife [SC]" in game components, which means that this item card can be found in the Scavenged Items deck.

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 function depending on the Active Fate (see page 25).
Hand / Pocket Slot:	Gem symbols appear on the sides and bottom of each Item card to denote whether the Item can be carried in a Pocket or Hand Item slot (see below).
Target:	The Agent carrying this Item gains the Target Token (see Demon Artifacts on page 24).

Item Slots

All items are classified as either Hand 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.

Looking at the Items pictured above, Wraith Rush [HQ] and Ritual Chalice [DA] may be carried in either a Hand or Pocket slot, because all three gems are filled.

Ritual Candles [ES], however, may only be carried in a Hand Slot, because only the two side gems are filled.

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 Found only in the Essential Items Deck. Used to identify a Demon Trait by spending the appropriate Clue in the Agent's Zone, as per the Codex Daemonum.

KEY This Item may be used to remove a **Lock** .

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. This effect does not allow you to place a Lit in a Zone nor may be used in a Dark Zone .

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 This item may only be used once, either via **USE ITEM** or as a reaction to a game effect. Unless otherwise specified (by a Fate Effect, for example), discard this item once it is used.

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.

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 (as indicated by the cards in slots 1 and 2). 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.

Demon Artifacts

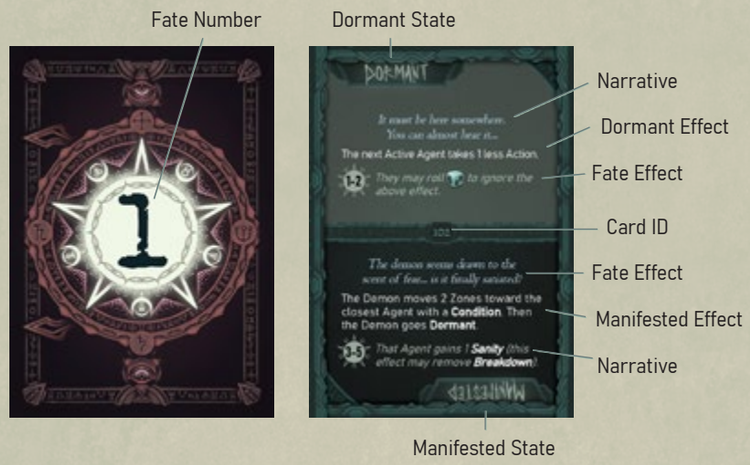
Demon Artifacts are special Items that can only be obtained when an Agent uses the PICK UP Action in a Zone containing the **Artifact** . While an Agent carries a Demon Artifact, they also become the **Target** which cannot be removed by any other game effect. When you DROP a Demon Artfact, the **Target** is lost as well.

Events

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 and after play.

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.

Breaking Ties & Timing Rules

Whenever a game effect results in a tie, including Zone selection, 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.

If multiple game effects happen at the same time, Agents choose the order the effects happen. For example, if two effects trigger "at the beginning of the Demon phase," the Agents would choose which of the two effects would happen first and which one second.

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.

Discarded Event Cards

After an Event card is played, it is moved out of the Event Sleeve and placed on top of the Event Discard slot on the HQ Station, with the common side face up. The number shown on the card becomes the Active Fate. **Once discarded, and Event may not be picked up to be looked at again.**

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.
- **Operations:** Many Operation interactions feature unique Fate Effects, giving an advantage or presenting a challenge to Agents.
- **Strategic Timing:** Timing your Zone Interactions or other mission-critical actions to align with favorable Active Fate can create pivotal advantages.

Event Cards during the Confrontation Stage

During the Confrontation Stage, Event cards will be discarded 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 simply discarded.

Doing so changes the Active Fate and diminishes the amount of time left for the Agents to complete the investigation. See page 30 for more information about the Demon Behavior Cycle.

In this Example, the Onryo discards Events twice during her Action cycle. Once at the end of her first Action and again at the end of her third Action.

Demon Ascension: Running out of Event Cards

When a Demon has reached its full power, all hope of Banishment is lost—perhaps even the chance of escape has slipped beyond our reach.

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

Demon Ascended Game Changes

Demon Ascended Effects:

- You may now only complete the Operation's Escape Objective.
- The Demon now moves 1 extra Zone each time it moves.
- At the end of each Demon phase, all Agents lose 1 **Sanity**.
- If it is not the Confrontation Stage, enter it immediately. **Manifest** the Demon in the **Rift** closest to Fate (or the **Rift** indicated by the Operation, if applicable). Place the **Summoning Circle** in this Zone. Then, reveal the Demon's True Name and begin the Demon phase.

The Twelve Demons

Demons are denizens of the Nether that have attempted to cross into our world for centuries through rifts between realms. Their repeated incursions have shaped myths, legends, and cryptid sightings across cultures. While their stories differ by region, these twelve entities represent the most frequently encountered manifestations worldwide. Each has left enough consistent evidence to be identified, tracked, and confronted.

The Six Summoning Circles

Demons cannot fully enter our world without immense power or assistance, leaving their presence mostly formless and indirect. Summoning Circles allow Agents to temporarily draw a Demon into physical reality, revealing its true form and making permanent destruction possible. Each Circle is attuned to a Demon's underlying desire, acting as a lure. The correct Circle leaves the Demon momentarily stunned and vulnerable, while an incorrect one still succeeds, but provokes a far more violent manifestation.

- Despair
- Dread
- Fury
- Hunger
- Malice
- Vengeance

Despair

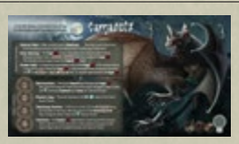
Pontiank: Malay / Indonesian Folklore

A vengeful spirit bound to betrayal and loss, the Pontianak lures the unwary with beauty before revealing a violent, parasitic hunger.

Leshy: Slavic Folklore

A territorial forest warden that warps paths and perception. Those who wander into its domain rarely realize they are lost until escape is no longer possible.

Dread



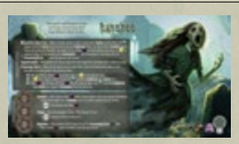
Camazotz: Mayan Mythology

A bat-like demon of primal terror, driven by feral instincts and a predator's patience.

Onryō: Japanese Folklore

A grief-made revenant, weightless, cold as a drowned bell. It pursues with patient malice, seeping through thresholds as hoarfrost climbs the walls.

Fury



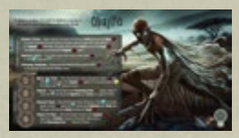
Banshee: Celtic Mythology

This spirit's wail fractures resolve and sanity, announcing death long before it claims its due.

Vetala: Hindu Mythology

This vampiric demon's wit is as sharp as its teeth, binding itself to both thought and flesh. Misdirection is its greatest weapon.

Hunger



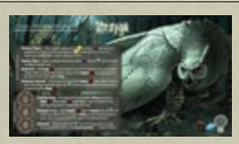
Obayifo: West African Folklore

A vampiric predator shrouded in darkness, preying on the weak to savor their fear as well as their blood.

Rakhshasa: Hindu Mythology

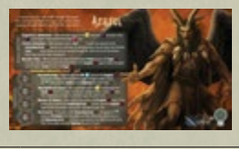
A predatory shapeshifter driven by indulgence and cruelty. It blends among the living with ease, feeding as readily on betrayal as on flesh.

Malice



Strzyga: Slavic Folklore

A relentless owl-like predator fueled by rage and shadow, the Strzyga stalks with unyielding ferocity.



Azazel: Abrahamic Mythology

A horned deceiver who stalks through borrowed faces and raveling night. It covets one soul at a time, stepping through shadow and Rifts like open doors.

Vengeance

Nuckelavee: Scottish Folklore

A monstrous hybrid of a horse and rider, the Nuckelavee spreads death and decay in relentless pursuit.

Ammit: Ancient Egyptian Mythology

The Devourer of the Dead is as intelligent as she is vicious. Beware her judgment.

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

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

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.

Demon Traits and Matching Field Equipment

Bestial:	Animus Detector [ES], Codex page 38.
Ethereal:	Animus Detector [ES], Codex page 38.
Aggressive:	P.K.A.D. [ES], Codex page 44.
Stalker:	P.K.A.D. [ES], Codex page 44.
Cold Spots:	Thermal Imager [ES], Codex page 52.
Darkness Manipulation:	Shadow Projector [ES], Codex page 48.
Teleportation:	Scrying Orb [ES], Codex page 46.
Shapeshifting:	Occult Talisman [ES], Codex page 42.
Electric Aversion:	Spirit Box [ES], Codex page 50.
Light Aversion:	Helios Shard [ES], Codex page 40.

Active Demons Leave Evidence

Clue Token

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.

When the **Manifested** Demon enters a new Zone or goes **Dormant** from its current Zone, if there is no **Clue** in that Zone, place one 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 apporpriate FIELD EQUIPMENT that requires that Trait (see table to the left). Refer to the Codex Daemonum for specific instructions on how to use your FIELD EQUIPMENT. 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.

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.

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 **Rifts**.

Rift Token (Numbered 1-8)

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 29).

Demon Standee

If the Demon **Manifests** in a Zone with one or more **Exposed** Agents, the outcome depends upon Agent Tier (see Entity Overlap below).

Entity Overlap & Agent Death

Entity Overlap occurs when an **Exposed** Agent and a Demon occupy the same Zone, either through **Manifest**, Demon movement, or Agent movement (note that the DASH action does not trigger Entity Overlap).

This represents direct proximity between the two entities, exposing the Agent to heightened supernatural influence and immediate danger. Entity Overlap effects are based on Agent Tier and are resolved as shown below, the moment it occurs. Pause movement, if any, to resolve the below effect:

It's My Choice: An Agent with 2 or less **Sanity** may choose to become a Specter (see page 22) instead of resolving the Entity Overlap effect below.

Exposed Agents who are in **Breakdown** die. **Exposed** Agents who are not in **Breakdown** roll the Sanity Die instead, then move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.

Exposed Agents lose 1 **Sanity**. If the Agent is in **Breakdown** (before or after the **Sanity** loss), they die. If an Agent survives this effect, they move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.

Exposed Agents die. **Hidden** Agents roll the Sanity die. Those who are now in **Breakdown** die.

Demon Targeting Priority

Target Token

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 specified target.

How to choose the Demon's target (move from top to bottom):

1. **Target Token:** If an Agent is the **Target**, they automatically become the target of the effect played, regardless if they are **Hiding** or if the effect would target another Agent. If no Agent is the **Target**, move to step 2.
2. **Event Card Target:** Read the played effect to determine the target. Only **Exposed** Agents qualify. If the played effect does not apply to any Agent (for example, the effect targets only Agents in a **Rift** and there are none), move to step 3.
3. **Closest Exposed Agent:** The closest **Exposed** Agent to the Demon becomes the Target. If there are no **Exposed** Agents, move to step 4.
4. **No Targets:** If all Living Agents are **Hiding** and it is the Discovery Stage, the Demon goes **Dormant**. Ignore the effect and discard. Note that Specters are not Living Agents.

Note: Agents choose when tied. If no decision can be made, the Active Agent decides.

Can Specters become the Target?

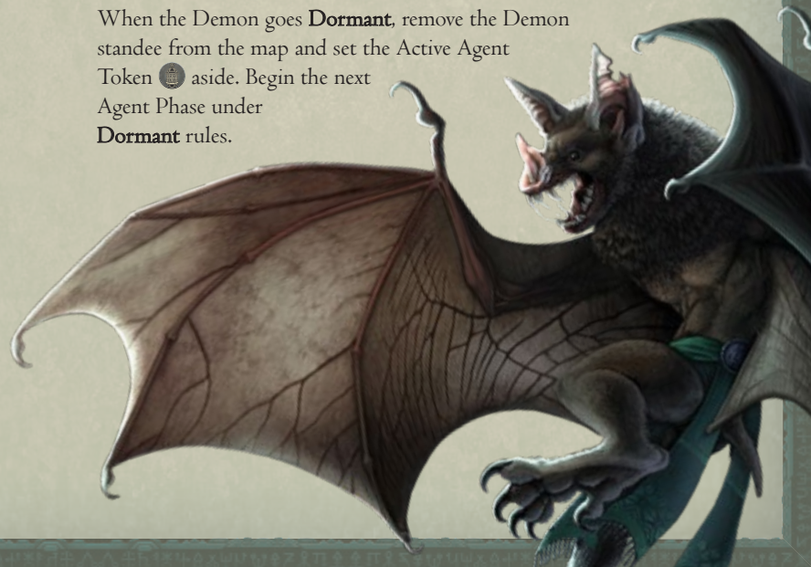
Specters are Agents and can become Targets if they meet the targeting requirements.

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 no Agent, including Specters, are the **Target**.

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.



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 22).
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.

The Confrontation Stage

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

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.

Summoning Circle Token

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

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

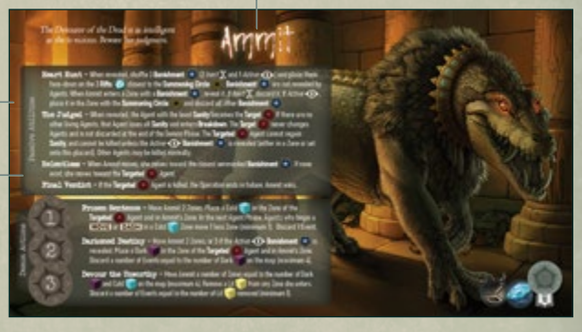
Name:	The name of the Demon.
Passive Abilities:	These abilities describe permanent rule changes and special effects that remain in play throughout the Confrontation. Some abilities occur immediately when the Demon is summoned, while others persist until the end of the Operation. Agents must carefully track these abilities, as they often alter how Zones, Items, or **Sanity** are managed. Demon Passive Abilities always supercede any other game effects.
Behavior Cycle:	The heart of the board is the Demon's Behavior Cycle, a sequence of 3 or 4 numbered actions. When the Demon is first summoned, place the Demon Action Bead on slot "1." During each Demon Phase, unless otherwise specified (by a Fate effect, for instance), resolve the text next to the current number fully, then advance the bead to the next number. If the bead is already on the final slot, return it to slot "1" and continue the cycle anew. 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

Demon Name

Passive Abilities

Behavior Cycle



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 "1" 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 becomes a Specter (see page 22). However, the Demon will never go **Dormant**, regardless of the chosen Agent Tier (see page 28).

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

Banishment Token

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 10), including the specific requirements and the two or three BANISHMENT RELICS necessary to complete it.

Some rituals may also make use of up to 4 Banishment Tokens, 3 of which have an *Inert* side "X", and one which has an *Active* side "◈". 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.

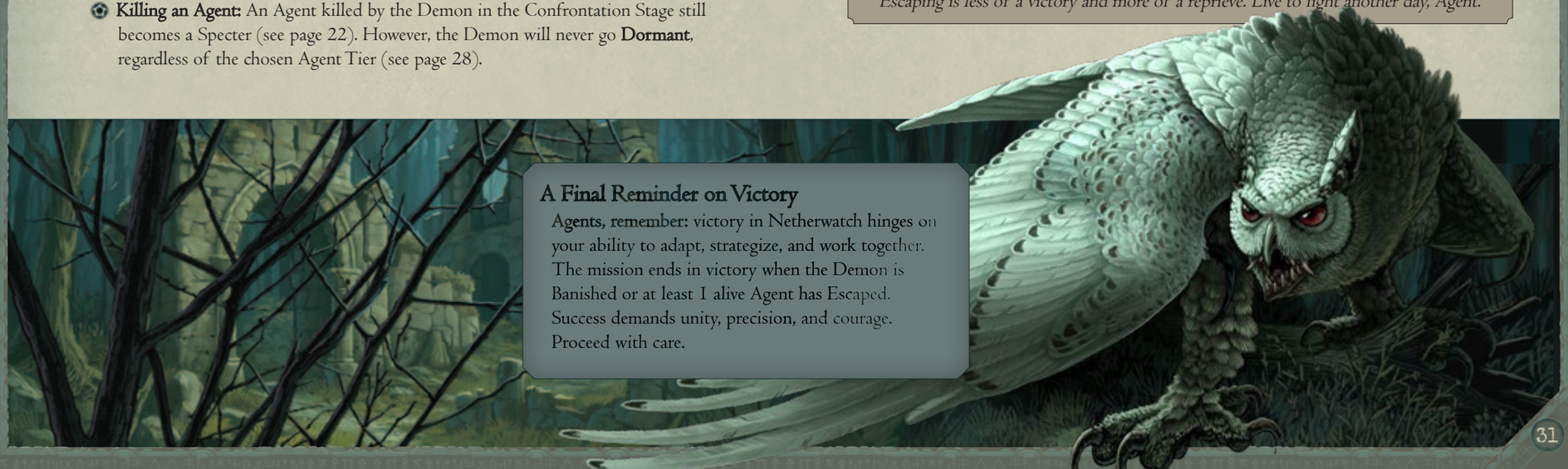
Escape the Location

Escape Token

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.

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.

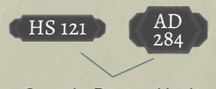
Components Needed

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.



Sample Demon Vault ID Markings

Note: Important to Avoid!

Be careful not to examine any other marking, text, or graphics 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
Anomus Detector Sigils	6	AD121-126
Helios Shard	5	HS923-927
Occult Talisman Fragment	4	OT836-839
P.K.A.D. Cards	2	PK216-217
Scrying Orb Cards	2	SO532-533
Shadow Projector Cards	2	SP425-426
Spirit Box Inquiry Card	1	SB452
Thermal Image Card	4	TI321-324
Event Cards	15	EC575-589
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 11 Tokens on top of the stack. Small ziplock bags are included in the game for storing these vault components. These will keep your pieces together until use.

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 tray out before play and set near your game.

Scrying Orb Assembly

To be revealed.

The Codex Daemonum

Traits (Codex pages 1-7)

The Five Trait Types and ten individual Traits are discussed in greater detail in the Codex. Learning to spot these types in the field is crucial to a successful Operation.

L.I.G.H.T. Protocol (Codex page 8)

Agents are encouraged to fall back to the LIGHT protocol whenever their sanity is sufficiently tested. Our line of work is a delicate balance of mental preservation and active risk-taking. This protocol was designed to help in your darkest time of need.

Demons (Codex pages 10-34)

Netherwatch's most precious collection of demonic lore can be found in these pages of the Codex, focused on twelve of the most common Demon classes.

While by no means is this list considered extensive; the Codex features only the most pertinent of information to help guide Agents toward successful Banishment Rituals.

You can find the following information for each of twelve Demon classes:

- **Identifying the Demon:** A summary of the Demon, including its origin, and the Traits common to it's type.
- **Banishing the Demon – Operational Notes:** A summary of how the Banishment Ritual will unfold, including which Banishment Relics will affect them and which Summoning Circle to use.
- **Banishment Ritual:** The steps required to successfully Banish the Demon are listed here. It is vitally important that Agents carefully study this section and execute the actions listed in order. Failure to do so can lead to disaster in the field.

Essential Items (Codex pages 35-53)

This section of the Codex focuses on your most important equipment – the Summoning Circles, Banishment Relics, and Field Equipment necessary to execute successful operations wherever the field may take you. You can find the following information for each Essential Item type:

- **Banishment Relics:** Six of the most common Relics necessary to complete a successful Banishment. Each Demon responds to only two or three of these Relics.
- **Summoning Circles:** Six Summoning Circles, each tied to two unique Demon classes.
- **Field Equipment:** This section of the Codex outlines how to use each of the 8 Field Equipment devices, with examples for each device.

When the Light Fades

(Codex pages 55+)

An homage to the Agents that came before us. This tribute is meant to be a reminder to Agents in the field – and why our actions matter.

Netherwatch Options

Agent Promotions

Advancement is more than ceremony within the Society of Netherwatch, it is a record of perseverance under the weight of the unseen.

To recognize the dedication of our Agents in the field, the Organization maintains an optional Promotion System, allowing operatives to chart their personal growth as they confront—and survive—the forces pressing through the Nether.

This system may be added to your Agent Dossier as an ongoing record of service. While entirely optional, many Agents find it an inspiring way to push themselves when undertaking high-threat Operations.

Promotions are earned through demonstrated success in hostile environments, reflecting the risk undertaken and the outcome secured:

- Each **Banishment Victory** awards 5 Service Points.
- Each **Escape Victory** awards 2 Service Points.
- For every 10 Service Points, an Agent is formally Promoted, rising through ten tiers of distinction, from Initiate to the esteemed title of Director.
- Each promotion unlocks a small, but meaningful, field aptitude: a sharpened instinct, an edge in crisis, or a rare mastery of Netherwatch technique.

Unlocked Promotion Abilities are intended to support Agents who willingly undertake the Organization's most punishing Operations, though their use is strictly voluntary. Should an Agent wish to keep the experience light or traditional, they may forgo these advantages in any games played without penalty.

Whether used as a long-term challenge, a personal milestone system, or a thematic record of your field career, Netherwatch's Promotion System stands as a testament to your resolve. The further you ascend, the more your record will reflect what every Agent eventually learns—survival is earned one mission at a time.

Title	Rank	Service Points Required	Promotion Ability (Cumulative - gain all that apply)
Initiate	1	10	Once each game, you may **MOVE** 1 Zone as a **FREE ACTION**.
Probationary Agent	2	20	Once each game, when you **CENTER**, gain double the number of **Sanity** points.
Field Agent	3	30	Once each game, when you use a **SINGLE USE** Item, do not discard it.
Senior Field Agent	4	40	Once each game, when you use **FIELD EQUIPMENT**, gain its **Optimal Usage** effect.
Specialist	5	50	Once each game, when you use your **UNIQUE ABILITY**, do not move your Agent to Spent.
Operative	6	60	Once per game, you may alter Fate's number by 1 (wrapping 5 to 1 and vice versa), until a new Active Fate is revealed.
Senior Operative	7	70	Before each game begins, you may search for an HQ Item of your choice to replace one of your Initial Items.
Warden	8	80	The first time the Demon enters your Zone each game, you may move the Demon into an adjacent Zone of your choice.
Sentinel	9	90	Once each game, you may replace an Exposed Cover Token with a Safe Cover Token.
Director	10	100	Once each game, gain an additional Action.

Single Agent Operations

Netherwatch Operations may be conducted by a single Agent under modified protocols designed to account for the heightened risk and cognitive load of operating alone.

The adaptations outlined below may be implemented in full or selectively, allowing Agents to tailor the experience to their preferred difficulty and play style. Regardless of configuration, solo Operations remain dangerous and demand careful planning, efficient use of equipment and action economy, and sound judgment under pressure. **Select one or more of the below changes:**

- Begin play with one **ARTIFACT** of your choice from the HQ Items deck (not the Demon Artifact deck).
- Begin the game with one Specter in play. This Specter is treated like a second Agent, though you have control over it.
- During play, you may stack 2 Essential Items in an Inventory slot of your choice (up to one slot at any given time).

Single Stage Operations

Standard Netherwatch gameplay unfolds across two Stages: **Discovery**, where Agents investigate a location and uncover the Demon's identity, and **Confrontation**, where that knowledge is used to attempt a Banishment Ritual. For groups seeking a shorter session or a more focused experience, Single Stage Operations allow play to be limited to one of these Stages. Set up your Netherwatch game as if it were a normal game, adopting only the changes listed below.

Discovery Stage Only

In this playstyle, Agents are tasked with deducing the correct nature of the Demon manifesting in the Operation. Agents will not Summon the Demon. During Agent Tier Selection, the game begins with a reduced number of Event cards:

- **Initiate**: Remove 2 Generic Event and 2 Demon Specific Event
- **Operative**: Remove 4 Generic Events and 4 Demon Specific Events
- **Veteran**: Remove 6 Generic Events and 6 Demon Specific Events

Ending the Game: The Agents must declare their best guess of which Demon plagues the location before the last Event is played. This may be done at the end of any Agent's turn (before an Event is played) while at least 1 Agent is in HQ. This step triggers the end of the game. Look at the True Demon envelope. If you guessed correctly, the Agents win the game, giving another Netherwatch team the chance to destroy the newly verified Demon. If the Agents guessed incorrectly, the game ends in a regrettable loss.

Confrontation Stage Only

This play style may be used to continue a Discovery Stage Only game your team recently finished or to experience a fast-paced Banishment Ritual. This play style assumes the previous team correctly identified the Demon. The following changes apply:

- The game begins with a reduced number of Events: Use only the 15 red Generic Events (use none of the Demon-specific events).
- After setup, place the **Summoning Circle** in a **Rift** of your choice. Draw a Demon Vault and reveal its True Demon.
- Instead of or in addition to your Agent's normal Assigned Items, each Agent may add up to 3 Banishment Relics [ES] or HQ Items of their choice to their Inventory before play begins.
- One at a time, each Agent may choose their location on the map. The first Agent must begin play in any Zone adjacent to the **Summoning Circle**. Then, each other Agent must be placed up to 2 Zones away from the previous Agent placed.
- Each Agent rolls the Sanity Die before play and lose the amount specified.
- Play begins in the Confrontation Stage in the Agent Phase.
- Banish the Demon or Escape the location. This is the only requirement to win this game. Ignore all other Operation requirements (if any).

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 encourged 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 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 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 30).

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 specified target.

How to choose the Demon's target (move from top to bottom):

1. **Target Token:** If an Agent is the **Target**, they automatically become the target of the effect played, regardless if they are **Hiding** or if the effect would target another Agent. If no Agent is the **Target**, move to step 2.
2. **Event Card Target:** Read the played effect to determine the target. Only **Exposed** Agents qualify. If the played effect does not apply to any Agent (for example, the effect targets only Agents in a **Rift** and there are none), move to step 3.
3. **Closest Exposed Agent:** The closest **Exposed** Agent to the Demon becomes the Target. If there are no **Exposed** Agents, move to step 4.
4. **No Targets:** If all Living Agents are **Hiding** and it is the Discovery Stage, the Demon goes **Dormant**. Ignore the effect and discard. Note that Specters are not Living Agents.

Note: Agents choose when tied.

Turn Structure

Dormant

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 Agent Phase

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) 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	Initiate	Operative	Veteran
Initial Events:	6	3	0
HQ Sanity Gain:	3	2	1
Entity Overlap:	**Exposed** Agents who are in **Breakdown** die. **Exposed** Agents who are not in **Breakdown** roll, then move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.	**Exposed** Agents lose 1 **Sanity**. If the Agent is in **Breakdown** (before or after the **Sanity** loss), they die. If an Agent survives this effect, they move 1 Zone away from the Demon as a FREE ACTION. If it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.	**Exposed** Agents die. **Hidden** Agents roll. Those who are now in **Breakdown** die.