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From the minds of James Spaid and Renee LeCompte

mariucci J designs

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 36.
- 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.

- Text in **Bold**, black type, are Keywords.
- Text in Bold, steel type, are specific Items or Item Decks.
- Text in boxes like this are ACTIONS the Agents can take.
- Text in boxes like this are ITEM PROPERTIES.
- Tokens are shown with an Icon after, like: **Clues** .



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 33).
- **Escape Victory:** During the Confrontation Stage, at least one Agent completes an Operation-specific **Escape Objective** (see page 33) and survives.

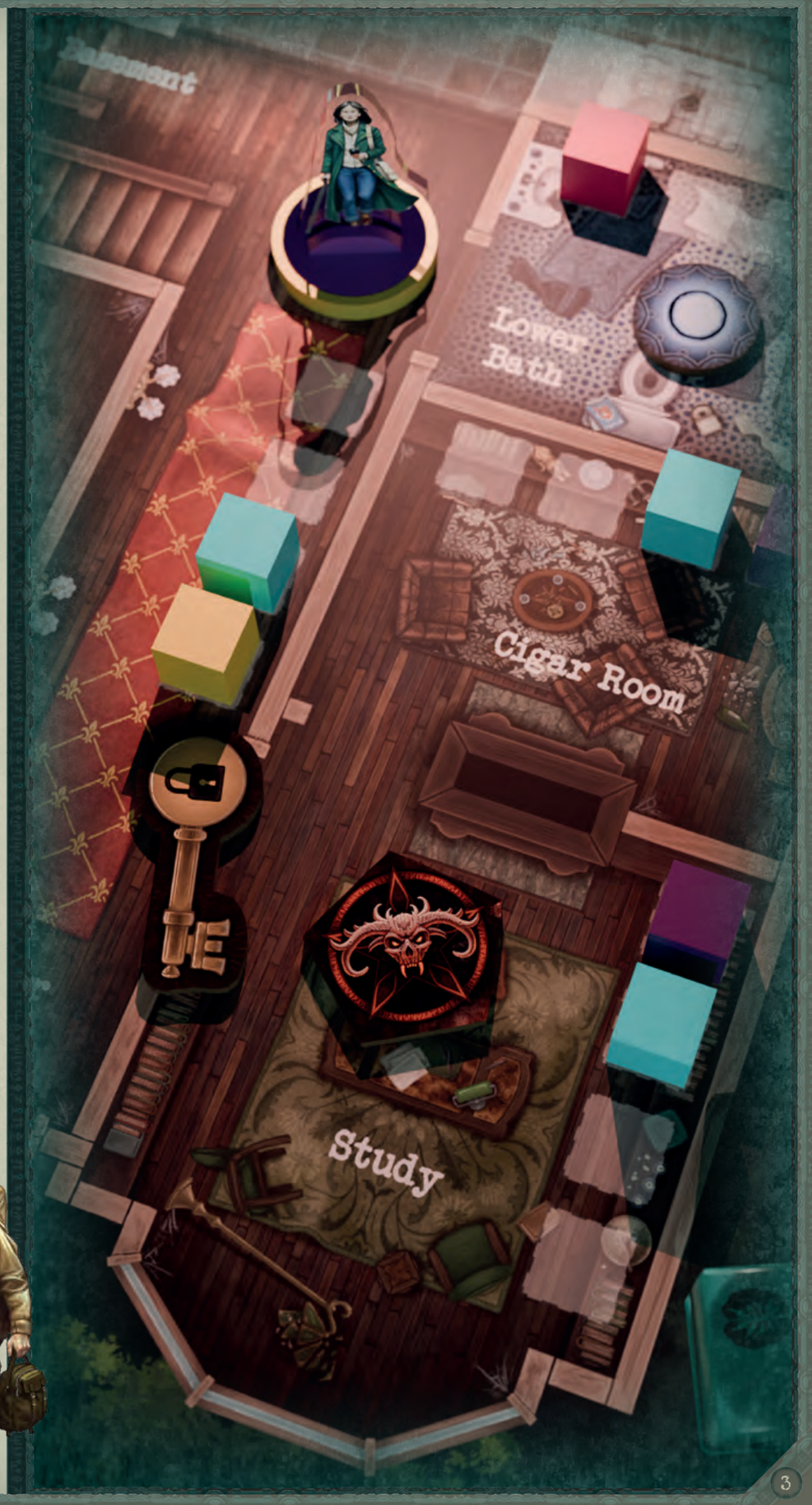
Note: Once the Demon has Ascended (see page 25), or an Agent initiates an **Escape Objective**, **Banishment** is no longer an option.

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 36 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
3. Demon Vault Boxes* (12)

Operation Components

The Map

4. Operation Boards (6)
5. First and Second Floor Map Tiles (2)
6. Attic & Basement Map Tiles (2)
7. HQ & Item Stations (2)

Cubes and Beads

8. Lit Cubes (22)
9. Dark Cubes (22)
10. Cold Cubes (12)
11. Interaction Cubes (8)
12. Scavenge Cubes (12)
13. Agent Cubes (8)
14. Action Beads (9)

Tokens

15. Active Agent Token (1)
16. Target Token (1)
17. Fate Tokens (6)
18. Clues (14)
19. Cover Tokens (12)
20. Rift Tokens (8)
21. Dropped Item Tokens (4)
22. Lock Tokens (3)
23. Demon Artifact Token (1)
24. Escape Token (1)
25. Banishment Tokens (4)
26. Major Ward Token (1)
27. Minor Ward Token (1)
28. Objective Tokens (3)
29. Summoning Circle (1)

Agent Components

30. Sanity Die (1)
31. Lit Bases (4)
32. Agent Bases (4)
33. Agent & Specter Standees (11)
34. Agent Condition Card (8)
35. Agent Action Reference (4)
36. Specter Action & Turn Reference (4)
37. Agent Boards (4)





Demon Components

38. Demon Trait Matrix Pad (1)
39. Demon Boards (6)
40. Demon Standee & Base (1)

Card Decks

Events

41. Event 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 components require sorting!

49. Demon Vault Index & Demon Events (16 per Demon, 192)
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 Cards (2 per Demon, 24)
56. Projector Cards (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. Scrying Orb* (1)
61. P.K.A.D. Dice (5)
62. P.K.A.D. Reader (1)
63. Shadow Projector Reader (1)
64. Shadow Glyphs (10)
65. Helios Crystal (1)
66. Occult Talisman (1)
67. Thermal Imager (1)
68. Animus Detector (1)
69. Spirit Box Red Reveal Sleeve (1)

Plastic Trays (Not Shown)

70. Supply Tray 1
71. Supply Tray 2
72. Field Equipment Component Tray

*This item requires assembly (see page 36).

"Buffy had it easy. At least she had a theme song."

– Agent Soong, pre-op banter

Game Setup Summary

Step 1: Game Selection (page 6)

1.1 **Choose your Location** – The Mansion, Campground, etc.
1.2 **Choose your Operation** – Ashwood Manor, Nevermore Avenue, etc.
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 7)

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 8)

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 Demon Artifact, HQ, and Scavenge Items Decks**

Step 5: Prepare the Event Deck (page 11)

5.1 **Gather Initial Events** – Shuffle the Initial Events. Draw the number indicated by your Agent Tier. Return all others to the game box.
5.2 **Gather Generic Events** – Shuffle the Generic Events. 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 Events with the 15 red Demon Events 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.



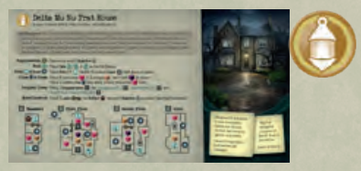
Ashwood Manor: Distress calls and anomalous readings have marked Ashwood Manor as an active demonic site of unknown classification. Agents are tasked with identifying and banishing the entity, or escaping with critical intelligence if containment fails.



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 class of Demon the Netherwatch team will face.

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 Agent, page 27).

Initiate	**Initial Event Cards** : 6 **Sanity Gained in HQ:** 3 **Entity Overlap: Hidden** Agents are unaffected. **Exposed** Agents roll **Deadly** (see page 18). Those who are not killed move into an adjacent Zone, if possible, as a **FREE ACTION**. If an Agent died and 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: Hidden** Agents are unaffected. **Exposed** Agents roll **Hindered Frightened Deadly** (see page 18). Those who are not killed move into an adjacent Zone, if possible, as a **FREE ACTION**.
Veteran	**Initial Event Cards** : 0 **Sanity Gained in HQ:** 1 **Entity Overlap: Hidden** Agents roll **Hindered Frightened Deadly** (see page 18). **Exposed** Agents 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:

- Essential Items
- HQ Items
- Scavenged Items
- Initial Items
- 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

Set aside the Initial Items and Demon Artifact Decks. Each Agent will choose their Initial Items during Agent Setup.



Step 3: Prepare the Operation

3.1 Assemble the Map

Each of the four Map Tiles for the Mansion (First and Second Floor, 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 board 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 Board, refer to the Zone Mapping and layout, and place all applicable Cubes and Tokens in their matching Zones. Then place any Items in their Dropped Item slots.



Cubes and Tokens represent the physical and supernatural forces shaping the Location.

Tokens placed during Setup

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

- Up to 3 numbered Fate Tokens are placed on the HQ Station.
- **Rift** as per the Operation.
- Random **Cover** as per the Operation.
- A random **Clue** is placed in each Interaction Zone (face-down).
- **Lock**, if any, as per the Operation.
- Any **Dropped Item**, if any, as per the Operation, with the remainder placed on their appropriate places on the Item Station.
- The **Artifact**, if it exists, as per the Operation.
- Place **Active Agent** and **Target** within reach of all players.
- All other tokens are not placed during setup, but will need to be accessed during gameplay.

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 & Fate: *Side A of each Map Tile. Two* ***Fate*** *are placed on the HQ Station, numbers 1 and 5.*

Rift & Cover Tokens: Rifts 1-7 *are placed. One* ***Exposed*** *is shuffled into 7* ***Safe****, then 8* ***Cover*** *are placed.*

Clues & Cubes: *8 Interaction Cubes are placed. 2 Scavenge Cubes are placed. A random* ***Clue*** *is placed in each Interaction Zone. Finally the Agents choose one room on each floor and place a Lit Cube in each.*

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* ***Locks*** *and three* ***Objective*** *are placed as shown.*



3.3 Set aside the Codex & Field Equipment Components

Gather the Demon Trait Matrix pad, the Codex Daemonum, and the Field Equipment Common Components and set aside on your gaming table. Stack the common components in the Field Equipment Component tray to save table space during play.

Codex Daemonum & Field Equipment Common Components:

- Codex Daemonum
- Shadow Board
- Shadow Glyphs (10)
- Scrying Orb
- P.K.A.D. Reader
- P.K.A.D. Dice (5)
- Animus Detector
- Helios Crystal
- Thermal Imager
- Occult Talisman
- 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 36 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 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, see page 18).
- **1 Agent Action Reference:** Take one Agent Action Reference card (see page 20).
- **1 Turn Structure Reference:** Take one Turn Structure Reference card (see page 28).
- **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.
- **Assigned 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]. You may select the same item more than once, if possible. 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 37).



Event Sleeve (1): Used during the game to hide the ID found on the unique side 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 Sleeve can be placed adjacent 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 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



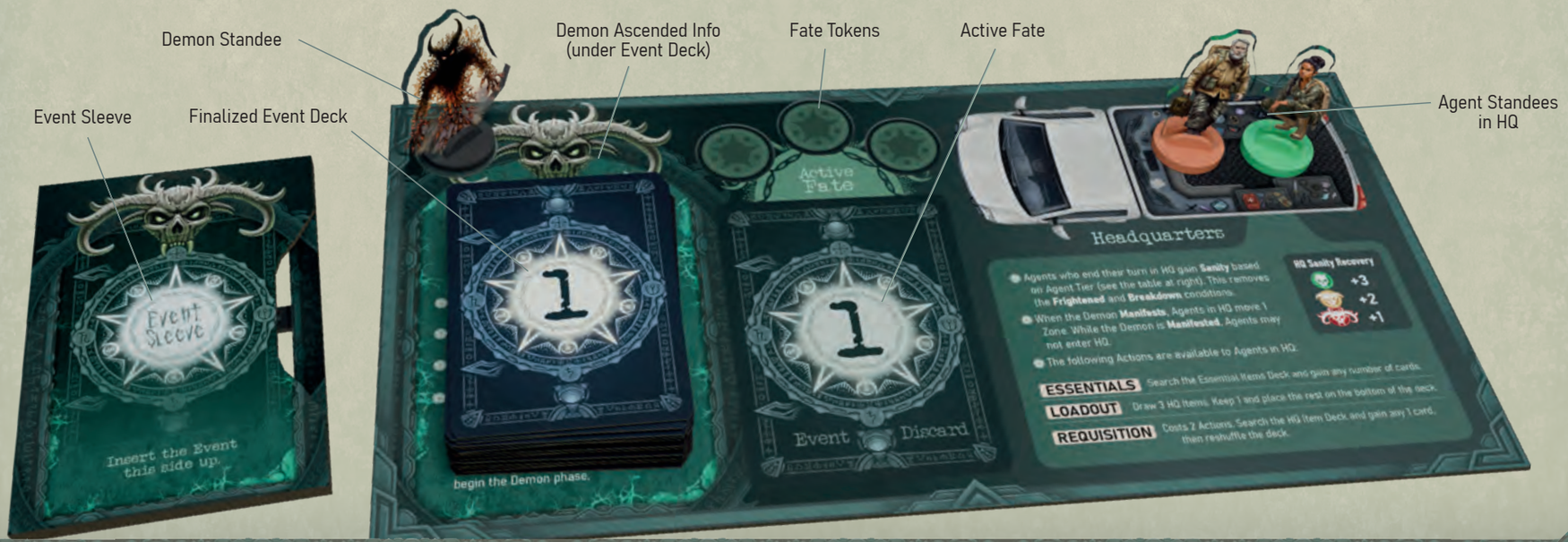
- **Initial Cards** (blue)**:** Determined by Agent Tier. These cards are on top of the deck.
- **Generic / Demon-Specific Events** (red): Events tailored to the Traits and behaviors of the Demon you are confronting, mixed with red herrings from the Generic deck.

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 the Demon standee near the Event deck and all Agent standees in the HQ Zone. The Discovery Stage begins with the Agent Phase (see page 28), 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

























The Codex Daemonum

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

While this Field Guide provides the core information for your mission, there is far more to uncover.

The Codex Daemonum, a classified compendium, details specific Demons, their Traits, and mission-relevant tools. For in-depth insights into the unique Demons you may face, consult the Codex Daemonum.

Traits (Codex pages 1-7)

The 5 Trait Types and 10 Traits are discussed in 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 L.I.G.H.T. Protocol whenever their sanity is sufficiently tested.

Essential Items (Codex pages 9-28)

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.



Demons (Codex pages 29-54)

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 its 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!

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.

Game Play Overview

Discovery Stage (page 30) 45-60

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

- **Dormant:**
  Agent Phase: One Agent takes 3 available Actions.
  Demon Phase: Draw an Event and follow its **Dormant** instructions.

- **Manifested:**
  Agent Phase: All Agents take 2 available Actions (in any order desired).
  Demon Phase: If all Living Agents are **Hiding** and no Agent is the **Target**, discard the next Event and the Demon goes **Dormant**. Otherwise, draw an Event and follow its **Manifested** instructions.

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.

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 Circles [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.

Confrontation Stage (page 31) 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.

  Agent Phase: All Agents take 2 available Actions (in any order desired).
  Demon Phase: Resolve the next Behavior Cycle of the Demon that has been Summoned (see Demon Boards on page 32).

"Demonology is 80% taxonomy, 10% improvisation, and 10% screaming."

– Archivist Theo Marrin

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.

Only the Mansion, a Fixed Map Location, is available in the Core Game.

Anatomy of the Fixed Map Location

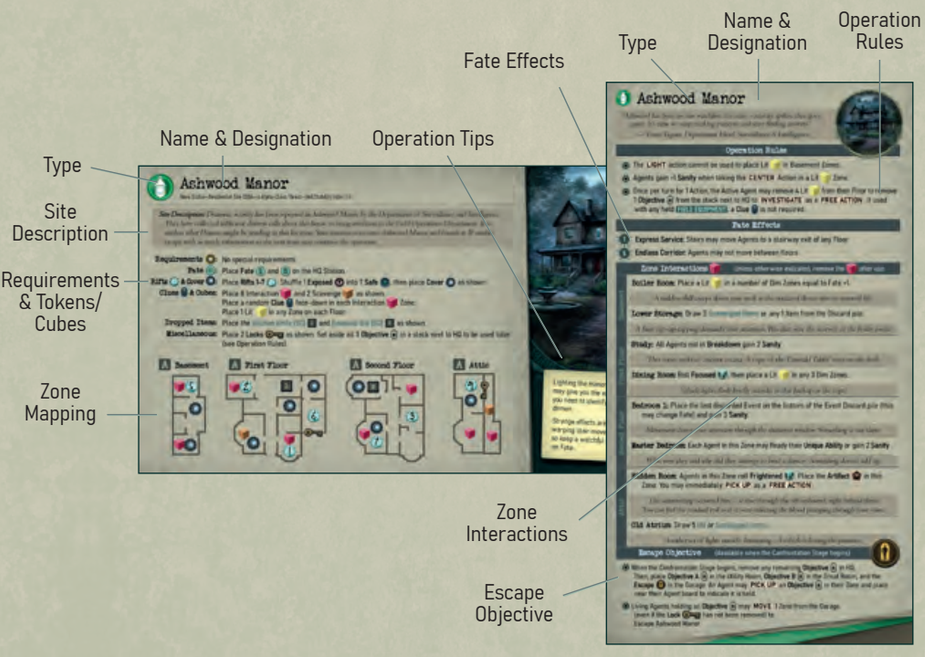
Floors 1, 2, Attic, & Basement:	Each of the four floors of this Location have a side A and a side B, labeled on the map tile. The Operation card chosen (see right), will determine the side (A or B) of each map that will be in play during your game.
HQ Station:	This panel holds the Demon standee when it is **Dormant**, shows the Demon Ascended information, holds the Event Deck, the Event Discard pile 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 Extermination
Site Description:	A short backstory introducing the Operation. Purely thematic.
Requirements:	This section lists any special Requirements that must be achieved before the **Summoning Circle** is placed.
Zone Mapping:	This specifies which Location Tiles and their side to use (Side A or B).
Tokens/Cubes:	This specifies the Cubes and Tokens placed 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). Place up to 3 Fate Tokens on the HQ Station to remind you of these effects.
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 are used during play. An Agent may use the INVESTIGATE Action in this Zone to play the Interaction effect written here (see page 20). Unless otherwise specified, remove the Interaction after use.



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 First Floor (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 (like stairs) are adjacent.

Yellow labels in a Zone state where a Stairway or other exit leads, often stating the Zone Name or the Map Floor. For example, an Agent in the Foyer on side A Floor 1 (shown above), may move from the Stairs to the Second Floor or Basement, or to the Garage (if there is no **Lock** on it).

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 may use the **INVESTIGATE** action to trigger the noted effect (see page 20).
- **Scavenge:** Scavenge Zones. Agents may use the **PICK UP** action to draw 1 card from the Scavenged Items deck (see page 20).

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 (see page 21). Zones without this icon may still contain a Lit or Dark, if another effect triggers it (for example, an Item places one).

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.

Zone Illumination

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 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 at the beginning of your turn.
- Equipment, Items, and Event effects may be altered.



Headquarters (HQ)

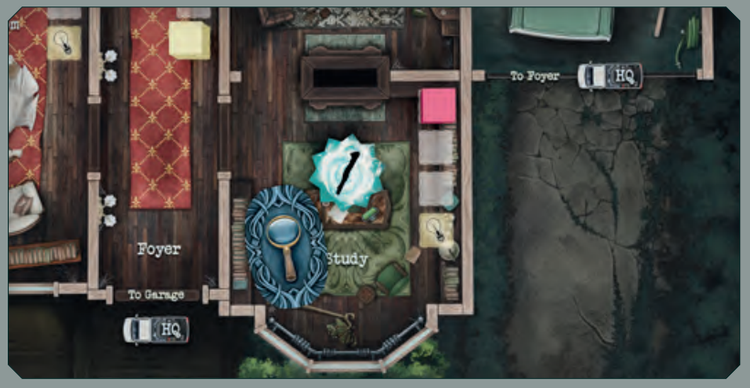
Headquarters: the one sanctuary where Agents can strategize, resupply, and recover.



The Headquarters Zone (simply referred to as HQ) is your safe staging ground throughout the Operation. It is located on the HQ Station. It offers valuable support tools and temporary protection, though 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 – those with the HQ icon. Zones adjacent to the HQ are also adjacent to each other, for both the Agents and the Demon, and for all purposes.

For example, Side A, First Floor, 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. When leaving HQ, Agents may spend one movement to enter the Foyer or the Garage. Additionally, Agents and the Demon may move between the Garage and the Foyer.



The HQ is always considered to be Lit for purposes of those effects. Unless otherwise stated, HQ may only contain Dropped Item Tokens (no other Tokens or Cubes). Scavenged Items may also not be found in this Zone.

- **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:** Agents may move into any Zone that contains the HQ icon to leave HQ.
- **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.
- **HQ and Event Card Targeting:** Agents in HQ may become the target of Event card effects while the Demon is **Dormant**.

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, unless otherwise specified, 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





Placing Clues: Clues are placed in each Zone with an Interaction and then after 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 Clue Trait-side face-up instead.

Revealing Clues: 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, or if a Clue is placed in their Zone, reveal its Trait side. Passing through a Zone will not reveal a Clue.

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 30 of this Field Guide and page 11 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 (see next page). This ensures a continuous, but limited, supply of Clues for you to utilize throughout the Operation.

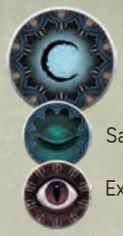
*For example, a **Clue** is placed in the Historian's Zone so it is immediately flipped to reveal its unique side. The revealed Clue is tied to both the Physical and Special Traits.*



*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 Larder), 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**, no other effect occurs. Agents may benefit from **Safe** Zones using the HIDE Action (see page 19).

These tokens are generally placed during setup. Shuffle all **Cover** and place as indicated by the Operation Board. Cover may be removed from Zones by certain game effects like Events. When a game effect removes a **Cover**, all three states are valid (revealed **Safe Cover**, revealed **Exposed Cover**, or an unrevealed **Cover**), unless otherwise specified.

Multiple **Cover** may exist in the same Zone if an effect would move one.

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. Only up to one **Rift** may be placed in each Zone. See page 27 for more information on Manifesting Demons.

Fate



Fate are numbered 1 through 5 and are placed on the HQ Station during setup as indicated on the Operation card. These tokens serve as a reminder for unique Fate effects that occur during an Operation.

Dropped Items



Dropped Items 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 are inaccessible to Agents until specific conditions are met through Zone Interactions and/or through the use of Items with the KEY property.

Locks are generally placed on an opening, door, or pathway leading into a Zone during setup as indicated by the Operation. Other game effects may also place **Locks** in the center of a Zone, this means the Zone may not be entered or exited from any path until the **Lock** is removed.

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. An Agent may gain the Old Key [SC] to remove it.*



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 have 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] (see page 24) the Agents may obtain. If an Agent ends movement in a Zone with the **Artifact**, they may PICK UP to discard the token and draw and gain the top card from the Demon Artifact deck. Unless otherwise specified, there may only ever be one Demon Artifact card obtained per game.

Summoning Circle



An eldritch symbol, placed around a **Rift** 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. Once the **Summoning Circle** is placed, the **Rift** it is connected to may not be moved or removed. See page 31 for more information on Summoning Demons.

Banishment Token



Banishment 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



Objectives A, B, and C 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 occurred, during a Banishment Ritual, or not used at all. Agents may interact with Objective tokens as indicated by the Operation.

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. The Agent holding this token will always be targeted first by the Demon—though during the Confrontation Stage, some Demons will ignore this token (as specified on their Demon Board). 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.

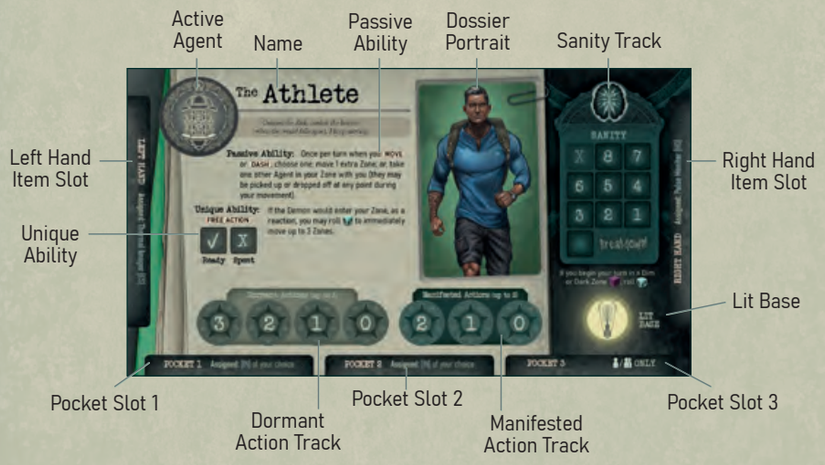
The Supply

The "Supply" is the location that simply refers to where you keep your tokens and other Game Components. This can refer to the plastic trays included in your Netherwatch Core box (see page 37), or another organization solution you choose.

Agents

Anatomy of Agent Boards

Name:	The name of the Agent.
Active Agent:	The **Active Agent** 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 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 19).
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.
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. Pocket 3 is only used in 1 or 2 Agent missions. 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.


Sanity Die

In game components, five Sanity roll types may occur. When you see the below icon and keyword, follow this effect:

"roll":	The default Sanity roll type. There are three die outcomes that cause the Agent rolling to lose between 0 and 2 Sanity.
"roll **Focused**":	Roll the Sanity die twice and take the most desirable outcome. Effects granting both a **Focused** and **Hindered**, roll instead.
"roll **Hindered**":	Roll the Sanity die twice and take the least desirable outcome.
"roll **Frightened**":	If you lose Sanity from this roll, also gain the **Frightened** Condition. This effect may be combined with any other roll type.
"roll **Deadly**":	If you are in **Breakdown** after this effect, your Agent dies. This effect may be combined with any other roll type.


Lose 0 **Sanity**. Lose 1 **Sanity**. Lose 2 **Sanity**.

These effects cannot stack with themselves (for example, gaining **Focused** twice on the same roll).

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**.

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.


Normal. Frightened Condition. Breakdown Condition.

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

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.

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

Breakdown (0 Sanity)

Should your **Sanity** drop to 0, critical effects will take hold, altering your ability to respond effectively in the field.

As an Agent of Netherwatch, your mental resilience is constantly tested against the horrors you face. Welcome to the brink of madness.

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.
- **Restricted Actions While in Breakdown:** You may not CENTER, nor HIDE, and it costs 2 Actions to INVESTIGATE. Additionally, 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. If the item with the LIGHT property is DROPPED or Discarded, the Lit Base is removed.

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 while they HIDE.



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 and (3) Pocket Slots
- Note that Pocket Slot 3 is only used in one or two Agent missions.

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.

Rearranging Inventory

Unless otherwise stated, Items may always be rearranged between slots at any time.

Hidden Agents



Safe Cover Token

Exposed Cover Token

Agents that are not in **Breakdown** may use the HIDE Action in a Zone with **Safe Cover** to hide. Move the Agent's standee on top of 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.

- A hiding Agent is no longer exposed and cannot be targeted by the Demon (unless they are the **Target**).
- An Agent may not perform the MOVE or LIGHT actions while hiding.
- Agents may hide in Lit Zones (though remove them from the Lit Base).
- An Agent may leave their **Safe Cover** at any time on their turn.
- The Demon may enter a Zone with a hidden Agent. Resolve **Entity Overlap** (see page 27).
- Agents may MOVE out of **Safe Cover** while the Demon is in their Zone, though this will trigger **Entity Overlap**. Note that DASHING does not trigger **Entity Overlap** (see page 20).
- Certain effects may move Agents to other Zones. If an Agent is hiding when this occurs, the Agent becomes exposed in the new Zone.

Exposed Agents

An Agent is exposed if they are not hiding in **Safe Cover**. If an exposed Agent is in the same Zone as the Demon, resolve **Entity Overlap** (see page 27).



Example: The Occultist and Patron are cornered by the Demon on the second floor of the Mansion.

*A **Safe Cover** exists in the Patron's Zone and an **Exposed Cover** exists in the Occultist's Zone.*

The Patron uses the HIDE Action and moves her Standee on top of the Safe Cover Token to indicates she is hiding there.

If she was in a Lit Base, the Lit Base would also be removed. 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 inaccessible 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. This effect does not stack with beginning a turn in a Dim or Dark Zone.
Agent Phase Reminder:	A reminder that shows the Agent sequence of play for both the **Dormant** and **Manifested** states.



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 **Dormant** only: Costs 1 Action. Gain 1 **Sanity**. Not available while **Frightened**/**Breakdown**.

Restoring your mental focus is crucial. Fortify your resolve against the demon's influence.

DASH **Manifested** only: Costs 2 Actions. Move up to 3 Zones, become the **Target**, and you may INVESTIGATE, PICK UP, or USE as a FREE ACTION. Do not trigger **Entity Overlap**. If you would have, lose 2 **Sanity** and become **Frightened**.

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

INVESTIGATE **Dormant** or **Manifested**: Costs 1 or 2 Actions (see description). Choose one option:

- Resolve an Interaction in your Zone. Play the effect shown on the Zone Interactions Table of the Operation board. Unless otherwise indicated, also remove the after use;
- Discard a matching **Clue** in your Zone to use FIELD EQUIPMENT; or,
- Lose 2 **Sanity** and place a **Clue** from the Supply in your Zone (**Dormant** only).

Costs 2 Actions while **Frightened**/**Breakdown**.

The foundation of uncovering the demon's identity.
Interact with clues or create new opportunities when none are present.

MOVE **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**, etc.) in your final Zone. **Banishment** may be revealed (or kept face down) as specified by the Demon's Banishment Ritual.

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

PICK UP **Dormant** or **Manifested**: Costs 1 Action. Discard a Scavenge to draw 1 Scavenged Item or pick up any **Dropped Items** in your Zone.

Anything left behind could mean the difference between survival and failure.

USE **Dormant** or **Manifested**: Costs 1 Action. Use an item in your Inventory; use an item with SYNERGY in another Agent's Inventory (if they are in your Zone); or give and/or receive any items from another Agent in your Zone. You may not USE a **Dropped Item** in your Zone, unless otherwise specified.

Items provide crucial utility for survival and investigation.

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** or **PICK UP** an Item, because each of those actions require 1 Action to use.*

DROP **Dormant** or **Manifested**. Drop any items in your Zone or Discard (see page 24). There is no limit to the number of times this **FREE ACTION** may be used each turn. Additionally, items may be Dropped outside of an Agent's turn.

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

EXPLORE **Dormant** or **Manifested**. The Explore Action is not available in Fixed 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 the 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.*

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

HIDE **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 (or adjacent to a **Manifested** Demon).

Hiding places provide sanctuary during the demon's manifested state, but they are limited in availability. Learn to spot them asap.

LIGHT **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 Lit 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.*

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

UNIQUE ABILITY **Dormant** or **Manifested**. Activate your Agent's Unique Ability (on your turn, unless otherwise specified). Move the Agent to the "Spent" box. It may not be used again unless the Unique Ability is refreshed. See page 18.

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

Reactions

Certain game effects may grant an Agent an action outside of their turn. These Reactions are triggered when something occurs in the game. Reactions may be performed in either Demon state as defined by the Item or Unique Ability that triggers it.

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 occupy HQ making these moments of safety vital to mission success.

ESSENTIALS **Dormant** and HQ only: Costs 1 Action. Search the Essential Items Deck and gain any number of cards.

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

LOADOUT **Dormant** and HQ only: Costs 1 Action. Draw 3 HQ Items. Keep 1 and place the rest at the bottom of the deck.

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

REQUISITION **Dormant** and HQ only: Costs 2 Actions. Search through the HQ Items Deck and gain any 1 card, then reshuffle the deck.

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



What should your Agent do? Consider the following scenarios:

- Reveal **Cover** early to create **Safe Cover** Zones for each Agent.
- Remember to **LIGHT** rooms whenever possible.
- 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**.
- **INVESTIGATE** often, especially in **Safe Cover** Zones. Remember, only 1 **Clue** may be in a Zone at any time, so keep moving if you want to keep investigating.
- Interaction Zones contain **Clues** at the beginning of the game. Get there early to jumpstart your Operation, then look over the Interaction effect. You may find a well-timed Interaction use can save the Operation.
- 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.
- Prioritize the inventory you carry with Items and **FIELD EQUIPMENT** you can use right away instead of ones you could use later.
- Examine the Demon Trait Matrix often! You may find that the **FIELD EQUIPMENT** you're carrying is no longer useful. Discard **FIELD EQUIPMENT** if their use will provide you with no new data. Optimize your investigation based on the Trait information you've found.
- **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 allows you to cache more Items.
- Bring **BANISHMENT RELICS** into the Location whenever possible, even if you're not certain of the Demon's identity yet.
- 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 27). 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.
- Set aside the Agent Board (keep one Action Bead) and flip over the Turn Structure Reference to the Specter Board. 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**, the Demon will go **Dormant**. If your Agent Tier is **Operative** or **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 Board

Specter Rules:	This side of the Specter board 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**. Any effect with a requirement to lose **Sanity** functions normally for a Specter, 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 (they may leave the Zone normally). 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. When you end movement in a Zone, you do not automatically reveal tokens.
- **Rift Movement:** The **MOVE** action may be used to move your Specter to any **Rift** 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 different array of actions to assist the Living Agents to complete the Operation. Specters may only use the Actions listed below.

DISTRACT **Manifested** only: Costs 1 Action. Choose one: become the **Target**; or, if you are within 2 Zones of the Demon, you may move the Demon 1 Zone. The Demon may only be moved up to once per Specter per Agent Phase.

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

INVIGORATE **Dormant** or **Manifested**: Costs 2 Actions. One Agent in your Zone may Ready their **Unique Ability**, then Discard 1 Event.

Your presence can still affect your former teammates.

FATE **Dormant** or **Manifested**: Costs 1 Action. Alter Fate by 1 (wrapping 5 to 1 and vice versa), until the next Event card is discarded.

Death sharpens your senses to the flow of fate.

MANIFEST **Dormant** or **Manifested**: Costs 1 Action. Choose one: 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; or, move a **Dropped Item** (and all Items attached) to a Rift of your choice.

Ectoplasmic manifestation is a well documented phenomenon.

MOVE **Dormant** or **Manifested**: Costs 1 Action. Move up to 2 Zones or to a **Rift** of your choice. Unlike Living Agents, do not flip over any tokens in the final Zone. Specters may not move through walls nor enter the Demon's Zone, but may ignore **Locks**.

You pass unseen, a shadow that slips between moments.

PREMONITION **Dormant or Manifested**: Costs 1 Action. Premonition requires a sacrifice – one Living Agent of the Specter's choice rolls . Reveal the next Event (keep it in the Event Sleeve). You may leave it in play for the next Demon phase, discard it, or place it on the bottom of the deck. Note that if discarded, the active Fate may change and the amount of time available to complete the Operation is reduced.

Your presence can provide clues to the demon's nature in advance.

REINFORCE **Dormant** only: Costs 1 Action. While in HQ, discard this Specter. Flip over your previous Agent Board, set it up as a new Agent, and resume play in HQ. Gain no Items and no remaining Actions.

Your team needs you to call in support, even if it sets your spirit to rest.

REVEAL **Dormant** or **Manifested**. Costs 1 Action. Reveal any face-down Tokens in your Zone or an adjacent Zone (like **Clues**, **Cover**, etc.). **Banishment** may be revealed (or kept face down) as specified by the Demon's Banishment Ritual. Or, if you are playing a Random Map Location (like the Campground), you may draw a tile that matches any revealed Path type in your Zone or an adjacent Zone and connect it.

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

WRAITHLIGHT **Dormant** or **Manifested**. Costs 1 Action. Place or remove one in your Zone: Lit, Dark, Cold, or Scavenge.

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



Items

Your survival depends on the tools at your disposal.

Five Item decks are included in Netherwatch. Each Deck has its own abbreviation (shown below), 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.

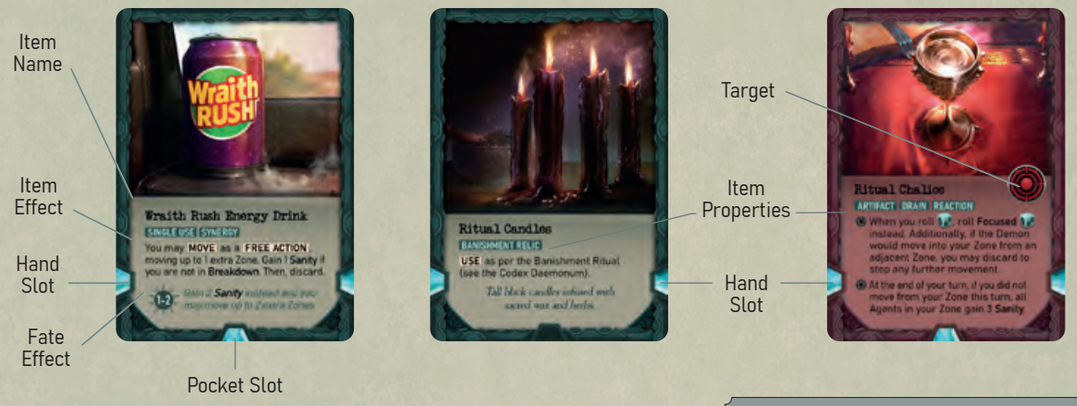
Initial Items (IN): Agents begin the game with up to 2 Initial Items of their choice. Unchosen Initial Items are returned to the game box after setup. Expansions will offer additional Initial Items to choose from.

Demon Artifact (DA): Each game will feature one Demon Artifact. An Agent may **PICK UP** the **Artifact** to draw the top card of the Demon Artifact deck up to once per game (see page 17 and page 24).

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 is always the **Target** (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 Energy Drink [SC] and the 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.

DRAIN Each time you gain **Sanity**, gain 1 less (to a minimum of 0).

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. Field Equipment is used through the **INVESTIGATE** action (not the **USE** action) to identify a Demon Trait by spending the appropriate Clue in the Agent's Zone. See pages 11-27 of the Codex Daemonum for Field Equipment usage.

KEY This Item may be **USED** to remove a **Lock** preventing movement into an adjacent Zone.

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 Dark Zone.

REACTION An Agent may choose to activate this Item in response to a triggering game effect as a **FREE ACTION** (during or outside of their turn).

SINGLE USE This item may only be used once, either via **USE** 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. Once used, lose any additional Actions this turn. Only one is used per game.

SYNERGY If this Item is in an Agent's Inventory, it may be **USED** by another Living Agent in the same Zone.

Drawing Items

Certain game effects will allow Agents to draw one or more Items. Unless otherwise specified (for example, to draw a card of your choice), draw the number from the top of the indicated deck. You may keep as many of those cards as you want, discarding or DROPPING any from your Inventory as needed. You may DROP any of the drawn items in your Zone, or place those cards back on the top or bottom of the indicated deck.

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). Discarded Essential Items are placed back into the Essentials deck (instead of in the Discard pile). 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 Items 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.
- 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. 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 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.

Dropping Items may occur outside of an Agent's turn. Unless otherwise specified, Agents choose which Item to drop. If an effect causes an Agent to drop an Item they are not carrying, ignore the DROP effect.

In this example, the Survivor is dropping Items in his current Zone. There are 2 **Dropped Item** ⬛ *Tokens on the map (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.*



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.

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 initially obtained when an Agent uses the PICK UP Action in a Zone containing the **Artifact** ◆. Demon Artifacts have the DRAIN property. Additionally, while an Agent carries a Demon Artifact in their Inventory, they also become the **Target** ◉ which cannot be removed by any other game effect—no exceptions (including Demon Board Actions or effects that move the **Target** ◉). When you DROP a Demon Artifact, the **Target** ◉ is removed as well.

Events

An Event card is drawn or discarded as follows:

- **Dormant**: When the Demon is Dormant, an Event is drawn after each Agent's turn.
- **Manifested**: When the Demon is Manifested, an Event is drawn after all Agent's have taken their turn.
- **Confrontation Stage**: After the Confrontation Stage begins, the Demon's actions may discard 1 or more 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**. Only one side is played each turn.

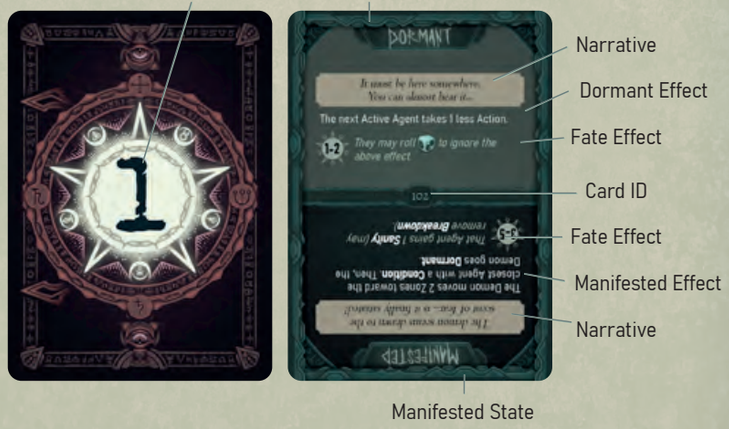
Anatomy of an Event Card

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. Played only when the Demon is **Dormant**.
Manifested State:	When the Demon is revealed, or **Manifested**, 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 at right.
Fate Effect:	Some Events have Fate Effects, which modify their normal function depending on the current Fate. See Fate at right.

Card ID: 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. Players should take care to always keep the Card ID secret during play! To prevent looking at this field, players should use the Event Sleeve whenever reading an Event.



Using the Event Sleeve

Each time a new Event is drawn or examined, it is inserted into the Event 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.

Anytime an Event is discarded (not examined or played), the Event Sleeve is not used – the card is simply discarded.



Discarded Event Cards

After an Event is played or resolved, remove it from the Event Sleeve and placed on top of the Event Discard slot of the HQ Station, with the common side face up.

This card becomes the new Fate number. **Once discarded, an 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. Events are discarded to the HQ Station as the game unfolds.

The active Fate is the number shown on the most recently discarded Event. 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:** Each Operation features unique Fate Effects, often giving an advantage or presenting a challenge to Agents. Place up to 3 Fate Tokens in the spots above Fate to remind you of those unique Fate effects.
- **Strategic Timing:** Timing your mission-critical actions to align with a favorable Fate can create pivotal advantages.

Changing Fate

Whenever Fate is changed (for example, when an Event is discarded or another game effect changes it), any Fate effects that would have already passed (for instance, a beginning of turn effect) are ignored. Fate effects that persist, immediately take effect with the new active Fate.

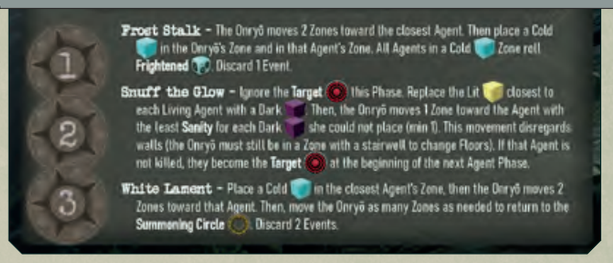


Events during the Confrontation Stage

During the Confrontation Stage, Events 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 Fate and diminishes the amount of time left for the Agents to complete the investigation. See page 32 for more information about the Demon Behavior Cycle.

In this Example, the Onryo discards Events twice during her Action cycle. One Event is discarded at the end of her first Action and two are discarded 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 Events during the mission, but sometimes this will happen. When the last Event is played, the Demon **Ascended** effects, shown on the HQ station, immediately begin.

Demon Ascended Game Changes



Demon Ascended Effects:

- The Demon may not be Banished—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 True Demon and begin the Demon phase.
- If it is the Confrontation Stage, continue to play the Demon's Action Cycle.

The Twelve Demons

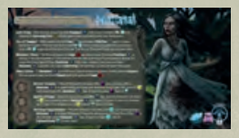
Demons are denizens of the Nether that have attempted to cross into our world for centuries through rifts between realms. Their repeated incursions have shaped myths, legends, and cryptid sightings across cultures. While their stories differ by region, these twelve entities represent the most frequently 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



Pontianak: 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

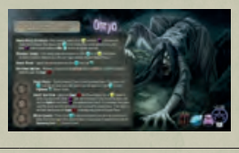
A territorial forest warden that warps paths and perception. Those who wander into its domain rarely realize they are lost until escape is no longer possible.

Dread



Camazotz: Mayan Mythology

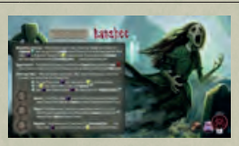
A bat-like demon of primal terror, driven by feral instincts and a predator's patience.



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

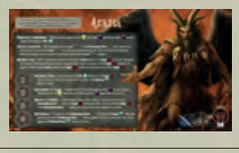
A predatory shapeshifter driven by indulgence and cruelty. It blends among the living with ease, feeding as readily on betrayal as on flesh.

Malice



Strzyga: Slavic Folklore

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



Azazel: Abrahamic Mythology

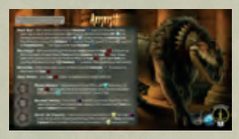
A horned deceiver who stalks through borrowed faces and raveling night. It covets one soul at a time, stepping through shadow and Rifts like open doors.

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.





*Example: The Occultist is the Active Agent and the Demon is currently **Dormant**. At the end of their turn, an Event is played. They read the Dormant side of the Event and find the Demon **Manifests** in the **Rift** closest to the Active Agent. No Agents currently hold the **Target**, 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, in **Rift 2**.*

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**.

1) **Determine the Rift or Zone:** The Event will specify the Demon's **Rift** or Zone, usually the closest or furthest 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.
   If the targeted Rift does not exist, select the next highest or lowest instead.
2) **Place the Demon:** Place the Demon Standee in the targeted Zone.
3) **Immediate Effects on Agents:** Set aside the **Active Agent**.
   The next Agent Phase will begin using **Manifested** rules (see page 29).



Rift Tokens (Numbered 1-8)



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 Agent and a Demon occupy the same Zone, either through a **Manifestation**, 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, once per Zone per turn. Pause movement, if any, to resolve the below effect, then resume movement:

It's My Choice: An Agent may choose to become a Specter (see page 22) instead of resolving the Entity Overlap effect below if Entity Overlap is triggered.

Initiate: Hidden Agents are unaffected. **Exposed** Agents roll **Deadly**. Those who are not killed move into an adjacent Zone, if possible, as a FREE ACTION. If an Agent died and it is the Discovery Stage, the Demon goes **Dormant** at the end of the current phase.

Operative: Hidden Agents are unaffected. **Exposed** Agents roll **Hindered Frightened Deadly**. Those who are not killed move into an adjacent Zone, if possible, as a FREE ACTION.

Veteran: Hidden Agents roll **Hindered Frightened Deadly**. **Exposed** Agents die.

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 Events 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 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. **Discovery Stage & Manifested Only—No Exposed Targets:** If the Demon is **Manifested** during the Discovery Stage and all Living Agents are **Hiding**, the Demon goes **Dormant**. Ignore the Event card effect and discard. If the Demon is **Dormant** or it is the Confrontation Stage, move to step 3.
3. **Event Card Target:** Read the played effect to determine a specific target. Only Living Agents qualify (even if they are in HQ). If there is no valid target (for example, the effect targets only Agents in a **Rift** and there are none), move to step 4.
4. **The Active Agent:** The Active Agent becomes the target.

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, though they are not Living Agents.

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 dictates it.
- **Agent Death:** If your Agent Tier is **Initiate**, 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**, it goes **Dormant**.

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



Phases of Play

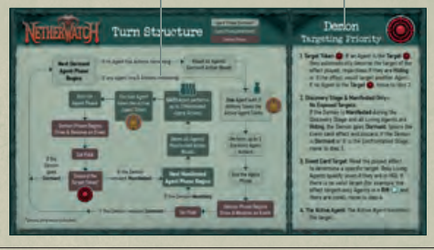
Start Here | Agent Phase (Dormant) | Agent Phase (Manifested) | Demon Phase

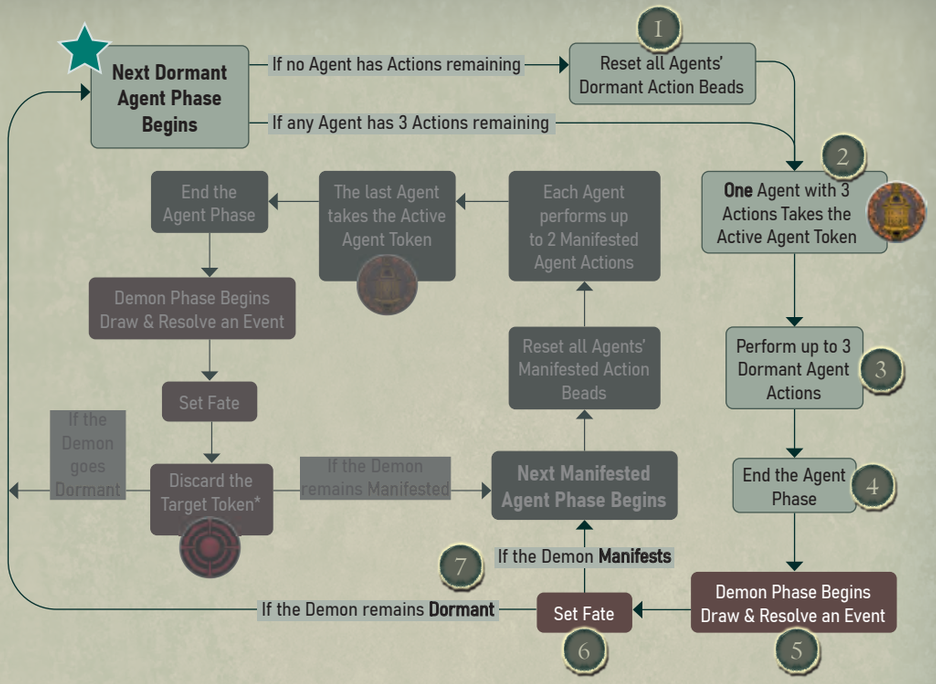
Agents may consult the Turn Structure Reference (on the back of the Specter Board) to help advance each game turn as it unfolds.

Anatomy of the Turn Structure Reference

Turn Structure: A summary of the Turn Structure, for both Demon states.

Targeting Priority: How to determine a Target (see page 27).





Dormant Turn Structure



The Demon's influence is subtle but growing. Use this time to gather **Clues**, secure resources, and prepare for the confrontation. Agents use the Dormant Action Track this turn.

The Agent Phase — One Agent Acts

1) **Reset Action Beads:** If no Agent has Actions remaining, reset all Agents' Dormant Action Beads to 3 on their left-side sliders. Set the **Active Agent** aside. Any Agent may begin the next turn, including the one who acted most recently.

2) **Take the Active Agent:** 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 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** 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**.

The Demon Phase

5) **Draw and Resolve the Event:** Draw the top Event and insert it into the Event Sleeve. Resolve the effects listed on the **Dormant** side of the card.

6) **Set Fate:** After resolution, discard the Event and place it face down in the Event Discard pile. The number on the back of this card becomes the new Fate.

7) **Proceed to the Agent Phase:** Once the Event is resolved, the Demon Phase ends and the game progresses back to a new Agent Phase. If the Demon **Manifested**, proceed to the Manifested Turn Sequence. Otherwise, continue with a new Dormant Turn.

Example: The Skeptic and the Historian begin the game in HQ.

*The Historian acts first, so he takes the **Active Agent**. **Action 1:** He* MOVES *into the Foyer, uses the* LIGHT FREE ACTION *to place a Lit there, then ends movement in the Study. He reveals the **Clue** there to find it matches* FIELD EQUIPMENT *he carries. **Action 2:** He* INVESTIGATES *the **Clue** using his* FIELD EQUIPMENT. *Action 3:* He INVESTIGATES *the Interaction. Consulting the Operation board, he plays the Study's Interaction effect. The Historian's Agent phase is complete.*

*The Demon Phase begins. He draws an Event, inserts it in the Event Sleeve, and resolves the **Dormant** text. The Event is discarded to reveal the new Fate.*

*The Skeptic is the only Agent with actions left, so she takes the **Active Agent**. First, she uses the* LIGHT FREE ACTION *to place her Lit Base (she is carrying an Item with the* LIGHT *property). **Actions 1 & 2:** She* MOVES *twice to end movement in the Crawl Space (in the Attic). **Action 3:** She* PICKS UP *the Scavenge. The Skeptic's Agent phase is now complete.*

She draws and resolves an Event, then sets the new Fate. Both Agents have taken their turn, so they reset all Dormant Action Beads to 3.





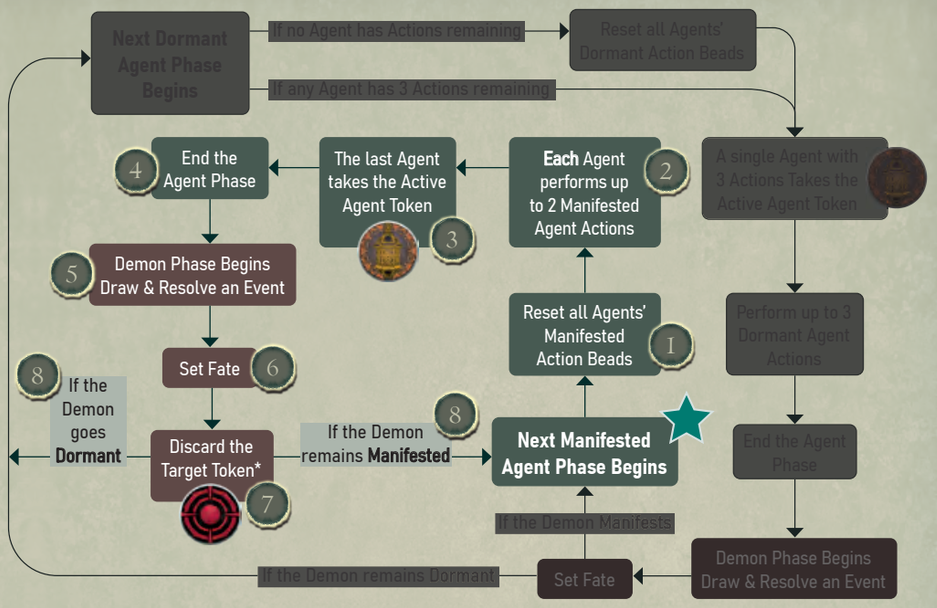
*Next turn, they decide that the Skeptic will go first. After she takes her turn, the Event **Manifests** the Demon. Lucky for both Agents, the Demon **Manifests** in the **Rift** equal to Fate (not near their Zones). The Historian retains his Dormant Actions even though the Skeptic has spent hers.*

Manifested Turn Structure



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 use the Manifested Action Track this turn.

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



The Agent Phase — Each Agent Acts

1) **Reset Action Beads:** At the start of the Agent Phase, reset all Agents' Manifested Action Beads to 2 on their right-side sliders. Then set the **Active Agent** aside.

2) **Perform Actions:** Each Agent takes their turn, one at a time, in any 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 before taking their first Action. If both conditions apply, roll only once.

   When an Agent has no remaining Actions, or chooses not to use any remaining Actions, their turn ends. Any unused Actions are lost. When all Agents have spent their Actions, continue with Step 3.

3) **Take the Active Agent:** The final Agent to have taken their turn claims the **Active Agent** at the end of their turn.

4) **End the Agent Phase:** Once all Agents have taken their turns and the final Agent has the **Active Agent**, determine if the Demon goes Dormant:

   - **Determine if the Demon will go Dormant (Discovery Stage Only):** If all Living Agents are **Hiding** and no Agent is the **Target**, the Demon goes **Dormant.** Discard the next Event, ignoring all text and skip to Step 6. Note that Specters are not Living Agents (see page 22).

   The Agent Phase ends and the Demon Phase begins.

The Demon Phase

5) **Draw and Resolve the Event:** Draw the top Event and insert it into the Event Sleeve. Resolve the effects listed on the Manifested side of the card.

6) **Set Fate:** After resolution, discard the Event and place it face down in the Event Discard pile. The number on the back of this card becomes the new Fate.

7) **Discard the Target Token:** If any Agent is the **Target**, return it to the Supply, unless otherwise indicated (for example, an Agent has a Demon Artifact).

8) **Proceed to the Agent Phase:** Once the Event is resolved, the Demon Phase ends and the game progresses back to a new Agent Phase. If the Demon goes **Dormant**, proceed to the start of the Dormant Turn Sequence. Otherwise, continue with a new Manifested Turn.



Continuing with the example on page 28, the Agents reset all Manifested Action Beads to 2. The Agents decide that the Skeptic will act first.

Action 1: *She* MOVES *into the Upper Storage and reveals the* ***Cover*** *and* ***Clue*** *there. The* ***Clue*** *matches* FIELD EQUIPMENT *she carries.* ***Action 2:*** *She* INVESTIGATES *the* ***Clue*** *using her* FIELD EQUIPMENT*. The Demon is* ***Manifested****, so she also gains the* ***Optimal Usage*** *effect.*

Next, the Historian takes his turn. ***Actions 1 & 2:*** *He* DASHES *to the Great Room, becoming the* ***Target****, and* HIDES *using the available* ***Safe Cover*** *there. The Historian went last, so he also takes the* ***Active Agent*** *and ends the Agent phase.*

The Demon Phase begins. They draw and resolve an Event. The Demon moves to another ***Rift*** *equal to Fate. This Demon may have the Teleportation Trait! The Historian becomes the target of the second move effect because he is the* ***Target****. The Agents set the new Fate and then discard the* ***Target****. The Demon remains* ***Manifested****, and the Demon Phase ends.*

Reset all Agent Manifested Action Beads to 2. The Agents decide that the Skeptic will go first again. ***Action 1:*** *She* INVESTIGATES *the Interaction . Action 2: She* CENTERS *(because her Passive Ability allows her to do so even when the Demon is* ***Manifested****) and then* HIDES*.*

The Historian will continue HIDING*.* ***Action 1:*** *He* USES *one of his items and forgoes his second action. No actions will be transferred to the next turn. He takes the* ***Active Agent*** *and ends the Agent Phase. All Living Agents are* HIDING*, so the Event is discarded and the Demon goes* ***Dormant****.*

The Historian still has Dormant Actions remaining while the Skeptic has spent hers, so the Historian will take his turn next.



The Discovery Stage

An Enemy Examined

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

Trait Deduction

When the world speaks, listen.

Each Event 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 *Darkness Manipulation*, or that has *Light Aversion*.
- **Safety in Numbers:** Are you seeing more phenomena when you are close to other Agents? A *Shapeshifting Demon* finds perverse glee when there are more people nearby to deceive.

Discern the Signal from the Noise

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

The Codex Daemonum



This comprehensive resource contains:

- Profiles of each Demon, detailing their abilities, Traits, and the challenges they bring to your missions.
- Banishment rituals for each 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 12.
Ethereal:	Animus Detector [ES], Codex page 12.
Aggressive:	P.K.A.D. [ES], Codex page 18.
Stalker:	P.K.A.D. [ES], Codex page 18.
Cold Spots:	Thermal Imager [ES], Codex page 26.
Darkness Manipulation:	Shadow Projector [ES], Codex page 22.
Teleportation:	Scrying Orb [ES], Codex page 20.
Shapeshifting:	Occult Talisman [ES], Codex page 16.
Electric Aversion:	Spirit Box [ES], Codex page 24.
Light Aversion:	Helios Shard [ES], Codex page 14.



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.

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.

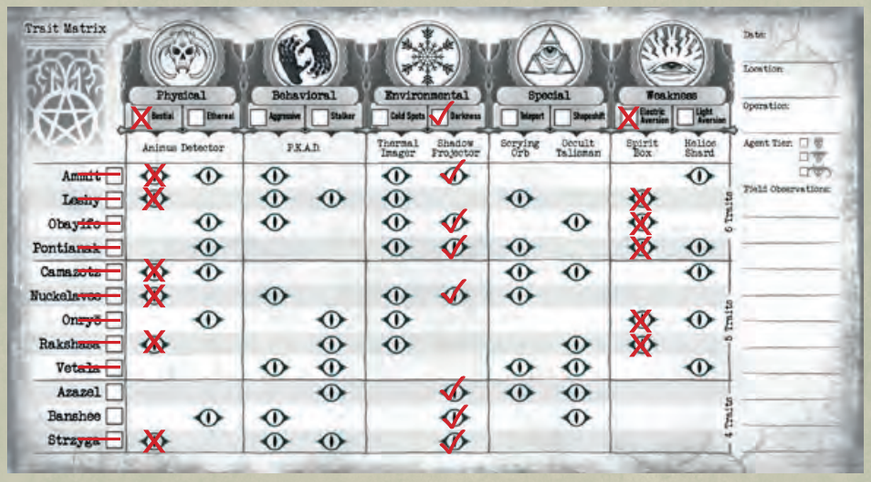
Using Clues

To use a revealed **Clue**, an Agent must be in the Zone with the **Clue** and in possession of the appropriate 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 can be placed again.

Record your Findings

The Demon Trait Matrix is your 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 3 of the 10 Traits. An "X" indicates the Trait is negative (the 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 2 Demons: 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.

A Narrowing Field & Redundant Field Equipment

You may find that the information you've gathered prevents certain Field Equipment from providing you with more detail. Look at the example shown above. The team has deduced that their Demon possesses *Darkness Manipulation*, but is not *Bestial* nor has *Electric Aversion*.

This knowledge prevents the Helios Shard, Occult Talisman, and Thermal Imager from providing useful information, because both Azazel and the Banshee share those Trait assignments. Only the Animus Detector, P.K.A.D., or Scrying Orb will now confirm which Demon is present!

Downloadable Demon Trait Matrix

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

Preparing for the Confrontation Stage

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; the decisions made now will dictate the outcome of the mission.

- **Summoning Circle Requirements:** Ensure you have achieved any necessary Operation Requirements (see page 14) to begin the Confrontation Stage.
- **Permanently Manifested:** Once the Demon is Summoned, it will enter a permanently **Manifested** state.
- **Assume the Demon's Identity:** Use the 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 into the Location.
  Remember: The HQ 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 carefully at this time.

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) **Name the Demon and Choose the Summoning Circle:** Select the Summoning Circle [ES] specific to the Demon you believe inhabits the Location and speak its name out loud. 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 an accessible **Rift** must USE the chosen Summoning Circle [ES] from their Inventory. Place the **Summoning Circle** Token on top of the **Rift** and **Manifest** the Demon there. If the Demon is already **Manifested** when the Summoning Circle [ES] is used, simply move the Demon standee to the **Summoning Circle**. This immediately ends the current Agent Phase, even if the Active Agent still has Actions remaining.
3) **Reveal the Truth:** Reveal the True Demon card (see at right) which has remained hidden and is included in the Demon Vault selected for this game.

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

Continuing the example from page 30, the Agents have narrowed the Demon to either Azazel or the Banshee. This means they will use the Malice Circle (tied to Azazel), or the Fury Circle (tied to the Banshee).

The team is running out of time so they decide to act on a dangerous assumption: the Demon seems to possess the Teleportation Trait, though this has not been confirmed. Acting on this knowledge, the Agents prepare to Summon Azazel.

They bring Malice [ES], the Athamé of Absolution [ES], Seal of Anathema [ES], and Binding Chains [ES] into the Location.

*The Agent holding the Summoning Circle positions themselves adjacent to a **Rift** and begins the Summoning by USING the Malice SUMMONING CIRCLE. They place the **Summoning Circle** in the **Rift** Zone, then speak the name Azazel. Opening the True Demon Envelope, they reveal to their horror – the Banshee!*

The Confrontation Stage

The Enemy Revealed

The **Confrontation Stage** is your opportunity to Banish the Demon or Escape.

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. Once known, 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.



Demon Name

Named Correctly

If the correct Demon and SUMMONING CIRCLE was chosen, immediately begin the next Agent Phase. Do not roll for adjacency to the Demon for the first round.

Named Incorrectly

If the Demon chosen was incorrect (even if the correct SUMMONING CIRCLE was chosen), immediately begin the next Demon Phase instead, giving the entity the first move. Each Agent loses 2 **Sanity** and becomes **Frightened**.

Beginning the Confrontation Stage

Once the Demon has been **Manifested**, perform these steps to begin the Confrontation Stage:

- Discard all **Clues** on the map.
- Retrieve the matching Demon board.
- Place the Demon Action Bead on slot "1" of the Demon's Behavior Cycle.
- Perform all "When revealed" effects on the Demon Board.
- Read the Operation's Escape Objective and place the **Escape Token** in the appropriate Zone if one is stated.



Demon Board

When the Demon is **Summoned** – whether the correct Summoning Circle was used or not – 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 Demon Board governs its actions, while the Event Deck continues to serve for timing and Fate adjustments. Some Demon abilities may cause Events 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 are labeled "when revealed" and 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 supersede any other game effects.
Behavior Cycle:  Action Bead	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 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 Events after resolution. This accelerates the approach of Demon Ascension (see page 25), adding further urgency to the Agents' efforts.
Banishment Info:	The lower right corner of the Demon board features the Banishment Relics, its Codex Daemonum entry, and the Summoning Circle associated with this Demon.



Continuing the example from page 31, the Agents incorrectly identified the Demon. They examine the Demon board and note that the Banshee requires the Seal of Anathema and Warding Salt Banishment Relics. They do not have the Warding Salt, so this means their only hope is to Escape and attempt to work around the Demon's inevitable Behavior Cycle.

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. Agents may discard these Items back to the Essential Item deck if they wish. With the Demon Summoned, only two options remain (described in more detail on page 33):
  - **Banish the Demon:** Use the prepared BANISHMENT RELIC Items [ES] to complete the ritual and permanently destroy the Demon.
  - **Escape the Location:** Each Operation includes a unique task that must be completed to flee the Demon's grasp if banishment is not possible or desired.

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, 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 last Event is discarded, the Demon **Ascends** (see page 25), becoming too powerful to banish. At that point, resolve those rules – 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 27).

Miscellaneous

Unable to Resolve

If a requirement to perform an action cannot be met, an Agent may not perform the action. If an Event requirement cannot be resolved, ignore that effect.

*A few examples: An Agent has 0 **Sanity** remaining, so they cannot perform an effect that requires any **Sanity** loss or the Sanity die to be rolled. If an Event effect would require them to roll the die, do not roll, though the other effects resolve normally.*

An Event triggers a Dark to be placed, but the targeted Zone is HQ. No Cubes can be placed there, so that effect is ignored.

Breaking Ties

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

Timing Rules

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.



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 or Escape the Location.

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 30), including the specific requirements and the **BANISHMENT RELICS** necessary to complete it.

Some rituals may also make use of up to 4 **Banishment**, 3 of which have an *Inert* side "X", and one of 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** is a **FREE ACTION** unless specified as an **INVESTIGATE** or **USE** action.

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 Living Agents. This usually involves performing some action in the Zone with the **Escape** placed during the transition to the Confrontation Stage. Some Operations require additional prerequisites, such as performing a task 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 or died, 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 one Living Agent has Escaped. Success demands unity, precision, and courage. Proceed with care.

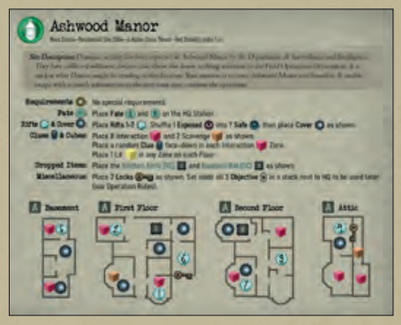
Example of Play

Getting Started



Priya, Marcus, and Elena are sitting down together for their first game of Netherwatch. They choose the **Mansion** as their Location and **Ashwood Manor** as their Operation. Looking for the standard Netherwatch experience, they agree to play at **Operative Tier**.

Next, they set out the **HQ and Item Stations**, prepare the **Essential**, **HQ**, and **Scavenged Item Decks**, and build Ashwood Manor according to its setup diagram on the Operation board. They place the Cubes, Tokens, and any other components indicated by the Operation.





They set the **Codex Daemonum** and **Field Equipment Components** within reach of everyone. They then randomly select a **Demon Vault**, keeping its identity hidden, removing only the **15 Demon Event Cards** and set the rest of the vault aside. Now they need a team.



Priya chooses the Historian.



Marcus takes the Skeptic



Elena selects the Tracker.

Each prepares their Agent Boards with their Agent Components and up to 4 of their Initial or Assigned Items. While Priya and Marcus take all 4 of their Items, Elena chooses not to take a Flashlight [IN], since her Assigned Item, the Etheric Field Reader [HQ], has the LIGHT property. This allows her to use her Lit Base similar to the Flashlight [IN]. They also take the components for each of their Field Equipment from the Demon Vault.

Finally, they build the Event Deck. Because they chose Operative Tier, they place **3 blue Initial Events** on top. With setup complete, Priya, Marcus, and Elena place their Agents together at HQ.

Turn 1 — Priya, The Historian

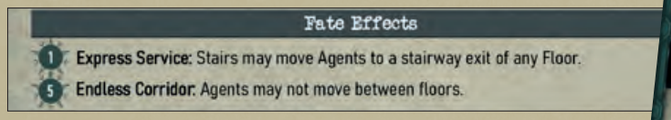
The team decides that **Priya's Historian** will go first, so she takes the **Active Agent Token**. With the Demon Dormant, she has **3 Actions** to use.

Priya wants to find somewhere safe before the investigation gets dangerous. She MOVES for her first action, traveling 3 Zones from HQ to **Lower Storage** in the Basement. Ending her movement there reveals both the **Cover** and **Clue**.



The **Cover** is **Exposed** — bad luck. It remains in Lower Storage, but the Agents cannot HIDE there. The revealed **Clue** shows **Behavioral** / **Environmental**. This **Clue** will not help Priya, but Marcus notes that the Survivor's P.K.A.D. can make use of the **Behavioral** Clue later. Priya also uses her LIGHT Free Action to place a Lit Cube in Lower Storage.

For her second Action, Priya goes looking for better Cover. The **Active Fate is 1**, so Ashwood Manor's **Express Service** Fate Effect is active:





Priya MOVES again, using the stairs to reach the Attic and stopping in **Upper Storage** after moving 2 Zones. She could move 1 more Zone, but chooses to stop here. This time, she reveals **Safe Cover**.

For her final action, Priya wants to USE her Area Analysis [HQ] to reveal the **Clue** in the Old Atrium. Area Analysis has the SINGLE USE property and would normally be discarded, but its Fate Effect allows her to keep it when the **Active Fate** is 4.

Fortunately, the Historian's Unique Ability allows Priya to change Fate. As a FREE ACTION, she moves her Unique Ability cube to Spent and changes the Active Fate to 4. She then spends her final action to USE Area Analysis [HQ], revealing the **Clue** in the Old Atrium. Because Fate is now 4, the Item's Fate Effect triggers, and the Item is not discarded.

The Agent Phase ends and the **Demon Phase** begins. Priya reveals the top card of the Event Deck. It is one of the three blue **Initial Events**, so the Demon cannot **Manifest**. She places the card in the **Event Sleeve**, resolves the instructions shown on its **Dormant** side, then discards it face down.

The back of the discarded Event shows 3, so the **Active Fate is now 3**. With the Demon still **Dormant**, play proceeds to the next Agent turn.

Turn 2 — Elena, The Tracker

With Priya's turn complete, Elena's Tracker takes the **Active Agent Token**. She begins her turn in HQ with 3 Actions.

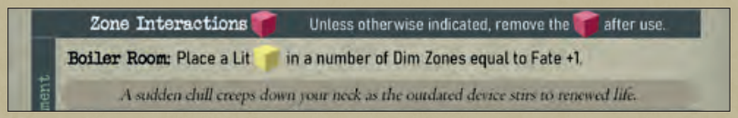
Elena chose not to take a Flashlight [IN] during setup, leaving an open Pocket slot in her Inventory. She decides to fill it before entering Ashwood Manor. For her first Action, she uses LOADOUT, drawing the top 3 cards of the HQ Items Deck. She keeps the Arcane Fetish [HQ], places it in her open Pocket slot, and puts the other two cards on the bottom of the deck.

Before leaving HQ, Elena uses her LIGHT FREE ACTION. Her Etheric Field Reader [ES] has the LIGHT property, allowing her to attach her Lit Base to her standee.



For her second Action, Elena **MOVES** to the Boiler Room. When she ends her movement, she reveals the **Clue** there: **Physical**/**Weakness**. Both Elena's Animus Detector [ES] and Priya's Spirit Box [ES] could use this evidence.

Elena now has a decision to make. She could spend her last Action to use the **Clue** immediately. Instead, she decides that preparing the Manor will help the whole team. For her third Action, Elena **INVESTIGATES** the Boiler Room in the Basement, opting to activate its Interaction effect.



Active Fate is currently 3, so Elena places 4 Lit Cubes in Zones of her choice around the map. She then removes the Boiler Room's Interaction Cube.

With all 3 Actions spent, Elena's action turn ends and the Demon Phase begins. She reveals the next Event, places it in the Event Sleeve, resolves its Dormant instructions, then discards it face down. Unfortunately, the Event places a Dark and a Cold Cube in her Zone. Because a Dark Cube was placed in her Zone, she is forced out of her Lit Base.

The discarded Event shows 2, so Active Fate is now 2.



Turn 3 — Marcus, The Skeptic

For the third turn, Marcus's Skeptic takes the **Active Agent Token**. He begins in HQ with 3 Actions.

Knowing it will be possible for the Demon to **Manifest** soon, Marcus wants to prepare. For his first Action, Marcus **MOVES** 3 Zones from HQ to the Nursery on the Second Floor. When he ends his movement, he reveals the **Cover** there, and it is fortunately **Safe**.

For his second Action, Marcus **PICKS UP** the Baseball Bat [SC] that was placed in the Nursery as part of the Operation's setup. His Inventory is full, so he first must make room. He **DROPS** his Shoulder Lamp [IN] in the Dropped Item Slot 2, so the **Dropped Item** token remains in the Nursery. He moves his Kismet Pendant from his left Hand into the newly opened Pocket slot, then takes the Baseball Bat [SC] and equips it in his left Hand slot.

For his final Action, Marcus **MOVES** again, traveling 3 Zones to the Basement Entry. He reveals the **Cover** there — another **Safe**. Before ending his turn, he also uses his **LIGHT** **FREE ACTION** to place a Lit Cube in his Zone.

The Demon Phase begins. Marcus reveals the third and final blue Initial Event, places it in the Event Sleeve, resolves its Dormant instructions. then discards the Event face down. Its back shows 1, making 1 the new Active Fate.

There are now no Initial Events remaining. Beginning with the next Demon Phase, the Event Deck contains a shuffled mixture of Generic and Demon Events.

Turn 4 - Elena, The Tracker

All three Agents have spent their Dormant Actions, so they refresh their Dormant Action Beads to 3. Any Agent may go next. Elena wants to find more cover in case the Demon appears, so the group agrees she should take the **Active Agent Token**.



Elena begins her turn in the Dark Boiler Room, forcing her to roll the Sanity Die. Because she has the Arcane Fetish [HQ], her roll is **Focused**.



For her first Action, Elena **INVESTIGATES**, discarding the **Physical** **Clue** to use her Animus Detector [ES]. Because she is in a Dark Zone, she qualifies for the equipment's **Optimal Usage** (although her Etheric Field Reader could also allow her to do this).

Afterward, she uses her **LIGHT** **FREE ACTION** to replace the Dark Cube in the Boiler Room with a Lit Cube.



For her second Action, Elena **MOVES** 3 Zones to the Great Room, hoping to locate **Safe Cover** on the First Floor. She reveals it to find it is **Safe**. The team now knows of **Safe Cover** on every Floor.

For her final Action, Elena **PICKS UP** the Great Room's Scavenge Cube, discards it, and draws a Dog Toy [SC] from the Scavenged Items Deck. It isn't currently useful, so she **DROPS** it as a **FREE ACTION**, placing **Dropped Item Token** in the Great Room and the Item on the third slot of the Item Station.

The Demon Phase begins. With all three Initial Events gone, Elena reveals their first Event capable of **Manifesting** the Demon. It does.



The Event places a Dark Cube in Elena's Zone and attempts to place a Lit Cube in an adjacent Zone. The only option is the Foyer, which is already Lit, so no Lit Cube is placed. Its Fate Effect requires Fate 3 or 4; with Active Fate 1, it does not trigger. Elena then completes the Event's Sanity roll (again, **Focused** because she has the Arcane Fetish). Finally, the Demon **Manifests** at the closest **Rift** to Elena: **Rift I** in the Study, only 2 Zones away. Elena places the Demon standee there and everyone turns their Quick Reference Guides to the **Manifested** side.

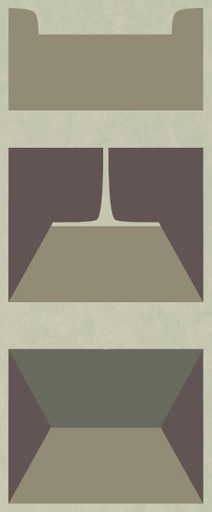
The Event is discarded, changing Active Fate to 4. Next turn, all Agents will act one after another with only 2 Actions since the demon is **Manifested**. Now the hunt has truly begun.

Component Assembly

Before your first mission, it is imperative that you assemble several items. This process is done only once.

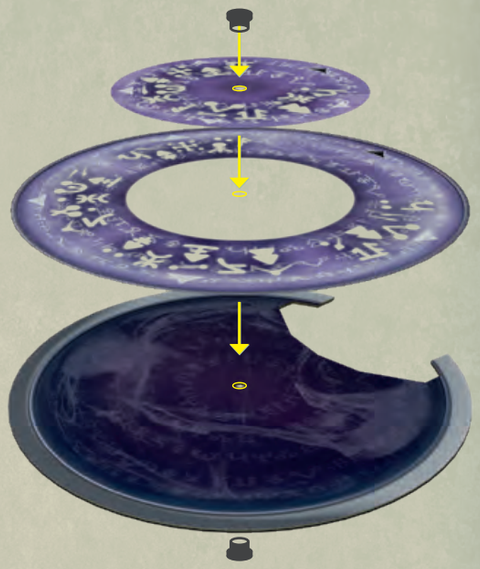
Demon Vault Box Assembly

1. Pre-Fold All Lines, folding along each crease.
2. Form the Bottom
   - Fold up the back side, long tab first:
   - Fold both short side tabs next, over the first:
   - Fold the front side, long tab next, tucking its middle tab into the slot the other tabs create.
3. Assemble the Lid
   - Fold both short side tabs.
   - Fold the top flap along the crease.
   - Insert the lid tab into the front edge.
4. Finished! Your Demon Vault is now ready to hold your Demon-specific components.



Scrying Orb Assembly

1. Gather the Scrying Orb layers
   - The Scrying Orb Bottom is on the Field Equipment Punchboard
   - The Scrying Orb Middle Ring is an acrylic disc
   - The Scrying Orb Top Ring is an acrylic disc
   - Two-piece Push Pin
2. Layer as shown at right.
3. Secure the push pins through each layer.
4. Secure the top and bottom pins together.
5. Finished! Place in the Field Component Plastic Tray for storage.



Demon Vault Assembly

Assemble each Demon Vault box using the directions above. Once complete, gather the components listed in this section into stacks and organize according to the instructions below.

Components Needed

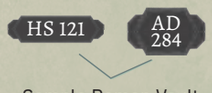
1. Demon Vault Boxes (1 per Demon, 12)
2. Demon Vault Index (1 per Demon, 12)
3. Demon Events (15 per Demon, 180)
4. True Demon Envelope (1 per Demon, 12)
5. True Demon Card (1 per Demon, 12)
6. Image Cards (4 per Demon, 48)
7. Fragment Cards (4 per Demon, 48)
8. Inquiry Card (1 per Demon, 12)
9. Scrying 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!

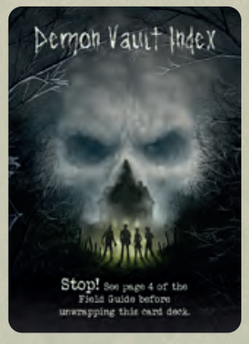
Be careful not to examine any other marking, text, or graphics on these components. You will use Field Equipment to examine these components during play as per the Codex Daemonum (see pages 12-27 of the Codex Daemonum). For this step, we are only concerned with the IDs.

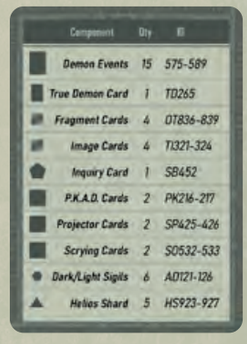
Demon Vault Index Cards

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	Qty	ID
Demon Events	15	S75-589
True Demon Card	1	TD265
Fragment Cards	4	DT836-839
Image Cards	4	T1321-324
Inquiry Card	1	SB452
P.K.A.D. Cards	2	PK216-217
Projector Cards	2	SP425-426
Scrying Cards	2	S0532-533
Dark/Light Sigils	6	AD121-126
Helios Shard	5	HS923-927

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 the 24 supplied small ziplock baggies.

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.

1. Shadow Projector Reader (1)
2. Shadow Glyphs (10)
3. Scrying Orb (1)
4. P.K.A.D. Reader (1)
5. P.K.A.D. Dice (5)
6. Animus Detector (1)
7. Helios Crystal (1)
8. Thermal Imager (1)
9. Occult Talisman (1)
10. Spirit Box Red Reveal Sleeve (1)



Packing the Game Box



1. **Demon Vaults:** Gather all twelve Demon Vaults. Stack them in a row on either the right or left side of your game box.
2. **Boards, Trait Matrix, & Codex:** Next, place all boards (Operations, Agent, etc), the Demon Trait Matrix, and the Codex Daemonum in one stack.
3. **Field Component Tray:** Ensure all Field Equipment Common Components are placed back in this tray for easy access.
4. **Supply Trays 1 & 2:** Gather all Cubes, Tokens, Standees, Dice, as well as the card decks (Generic/Initial Events and Items), and store in this space.
5. **Map Tiles:** Place the 2 full size and 4 half size Map Tiles on top of the other gathered components.
6. **Field Guide:** Place the Field Guide on top of the Map tiles.
7. **Netherwatch Box Top:** Close the lid, you're ready for your next game!

Example Packed Box: Items 4-7 are shown below. Add the Map tiles and Field Guide and your game is ready.



Wish to see Packing and Demon Vault videos?

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. All Agents on the team (whether Living or Specter) receive Service Points:

- 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 Field 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	10	10	Once each game on your turn, you may MOVE 1 Zone as a FREE ACTION.
Probationary Agent	9	20	Once each game, when you CENTER, gain double the number of **Sanity** points.
Field Agent	8	30	Once each game when using a SINGLE USE Item, do not discard it.
Senior Field Agent	7	40	Once each game when using FIELD EQUIPMENT, gain its **Optimal Usage** effect.
Specialist	6	50	Once each game when using your UNIQUE ABILITY, do not move the Agent to Spent.
Operative	5	60	Before each game begins, you may search for an HQ Item of your choice to replace one of your Initial Items.
Senior Operative	4	70	You may USE Items with SYNERGY from adjacent Zones as well as your own.
Warden	3	80	Once each game when the Demon enters your Zone, you may move it into an adjacent Zone instead.
Sentinel	2	90	Once each game, you may replace an **Exposed Cover** with a revealed **Safe Cover**.
Field Director	1	100	You gain the INVIGORATE action as if you were a Specter.

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.
- 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).
- If your Agent would move due to **Entity Overlap**, move 2 Zones instead of 1.

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 3 Demon Specific Events
Veteran: Remove 6 Generic Events and 4 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 or adjacent to 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 successful 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 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.
- 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 a **Dropped Item** stack in a Zone of their choice.
- One at a time, each Agent may choose their starting Zone 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 before play and loses twice 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 encouraged to seek further research on the organization website at **www.netherwatch.org**.

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

A special thank you.

Thank you to our Netherwatch Agents for making this project a success.

To all our playtesters and reviewers who helped make the game even greater and for spreading the word, thank you.

Netherwatch became something special because of each of you.

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Agent Tier

Initial Event Cards : 6 **Sanity Gained in HQ:** 3

Entity Overlap: Hidden Agents unaffected. **Exposed** Agents roll **Deadly** (see page 18). Agents not killed move into an adjacent Zone, if possible, as a **FREE ACTION**. If an Agent died and it is the Discovery Stage, the Demon goes **Dormant** at the end of the phase.

Initial Event Cards : 3 **Sanity Gained in HQ:** 2

Entity Overlap: Hidden Agents unaffected. **Exposed** Agents roll **Hindered Frightened Deadly** (see page 18). Agents not killed move into an adjacent Zone, if possible, as a **FREE ACTION**.

Initial Event Cards : 0 **Sanity Gained in HQ:** 1

Entity Overlap: Hidden Agents roll **Hindered Frightened Deadly**. **Exposed** Agents die.

Sanity Dice

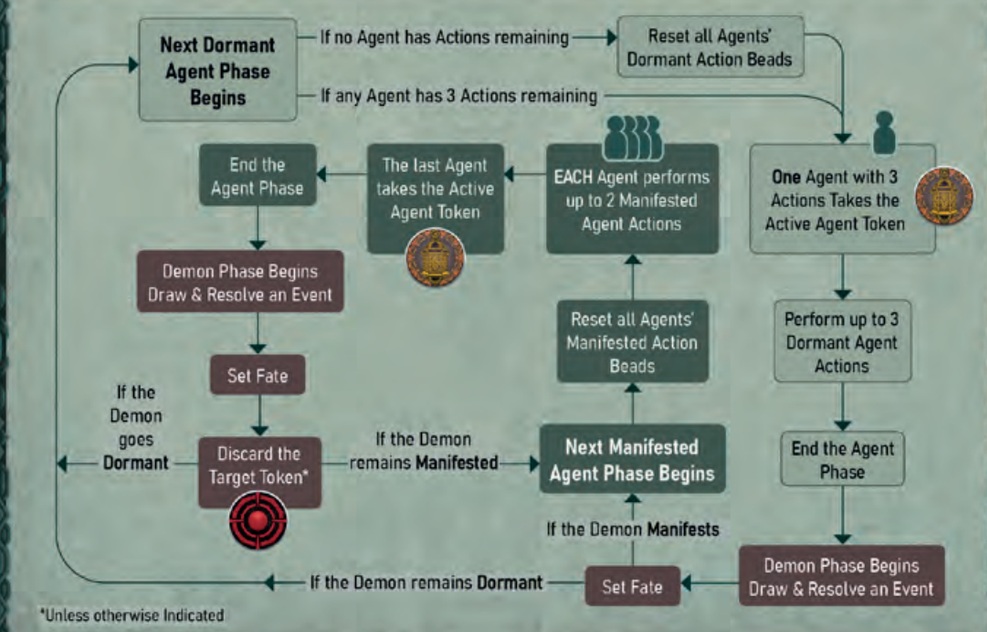
:	Lose 0 **Sanity.**	Lose 1 **Sanity.**	Lose 2 **Sanity.**

Focused :	Roll twice and take the most desirable outcome. Effects granting both a **Focused** and **Hindered**, roll instead.
Hindered :	Roll twice and take the least desirable outcome.
Frightened :	If you lose Sanity, also gain **Frightened**. May be combined with any other roll type.
Deadly :	If you are in **Breakdown** after this effect, your Agent dies. May be combined with any other roll type.



NetherWatch — Turn Structure

Agent Phase (Dormant)
Agent Phase (Manifested)
Demon Phase



Demon Targeting Priority

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. **Discovery Stage & Manifested Only— No Exposed Targets:** If the Demon is **Manifested** during the Discovery Stage and all Living Agents are **Hiding**, the Demon goes **Dormant**. Ignore the Event card effect and discard. If the Demon is **Dormant** or it is the Confrontation Stage, move to step 3.

3. **Event Card Target:** Read the played effect to determine a specific target. Only Living Agents qualify (even if they are in HQ). If there is no valid target (for example, the effect targets only Agents in a **Rift** and there are none), move to step 4.

4. **The Active Agent:** The Active Agent becomes the target.