

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-02-C - Hans Tegner - Altered Confluence

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-03-C - Hans Tegner - Altered Confluence

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-04-C - Hans Tegner - Altered Confluence

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.
If I have **Fleeting**, I am Persistent.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-02-R - Hans Tegner - Altered Confluence

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.
If I have **Fleeting**, I am Persistent.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-03-R - Hans Tegner - Altered Confluence

1
1

Monster Under the Bed
Character - Spirit

When the Haunting discards one or more cards - I gain 1 boost, up to a max of 2 boosts on me.
If I have **Fleeting**, I am Persistent.

∞ When the Haunting discards one or more cards - put me facing a Progressing Expedition. I gain **Fleeting**.

Darkness advances on the Companion.

HNT-04-R - Hans Tegner - Altered Confluence

2
1

Boogeyman
Character - Spirit

Persistent.
Sabotage.
The Haunting and the player both discard the top card of their deck.

Darkness advances on the Hero.

HNT-05-C - Francisco de Goya - Altered Confluence

2
1

Boogeyman
Character - Spirit

Persistent.
Sabotage.
The Haunting and the player both discard the top card of their deck.

Darkness advances on the Hero.

HNT-06-C - Francisco de Goya - Altered Confluence

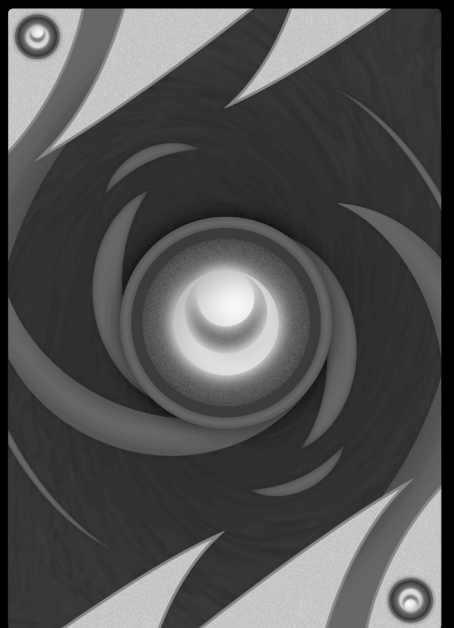
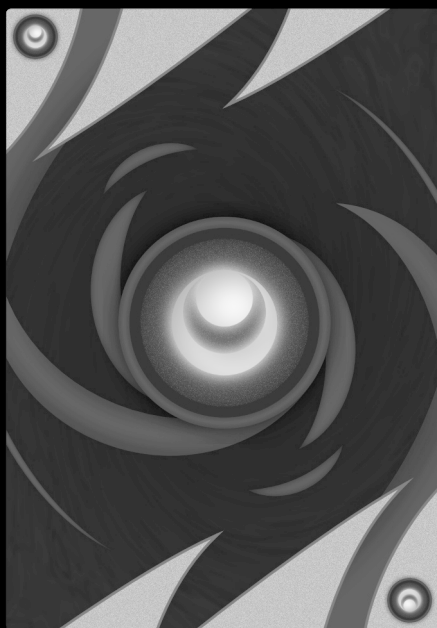
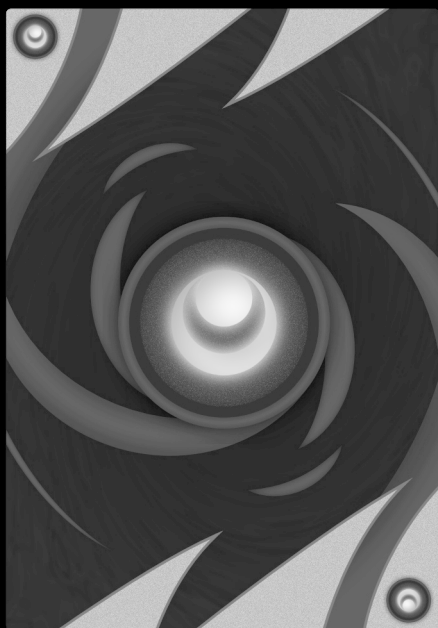
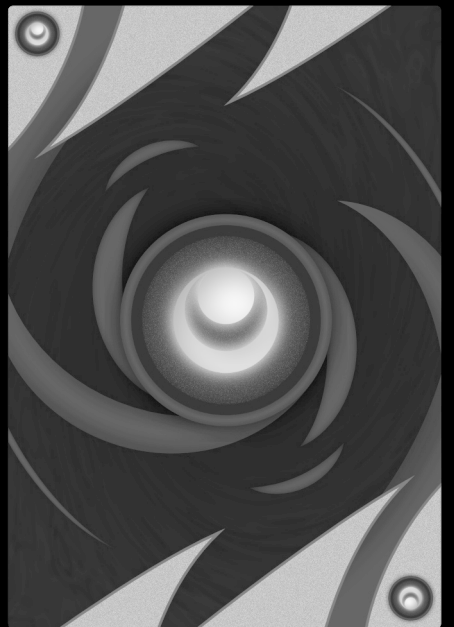
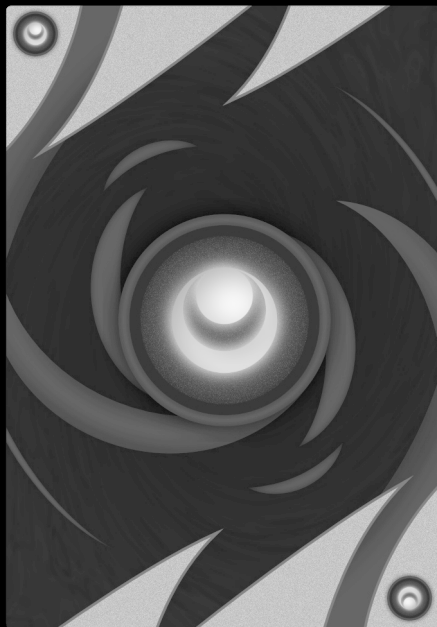
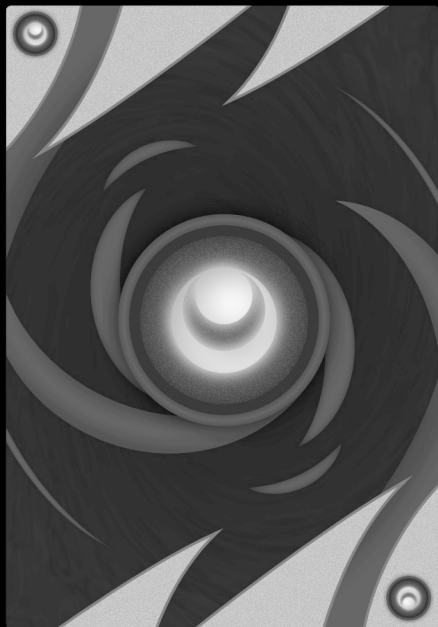
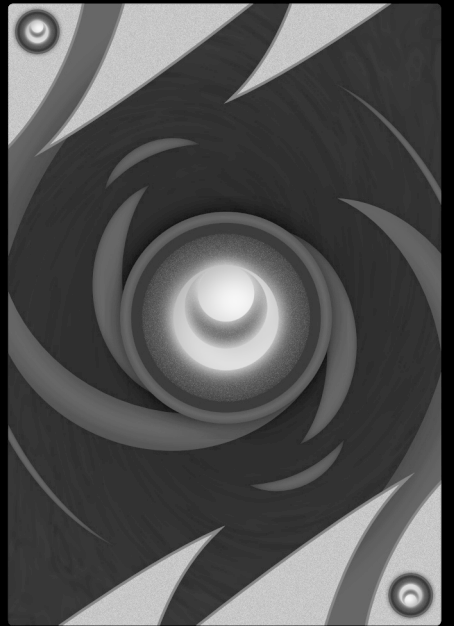
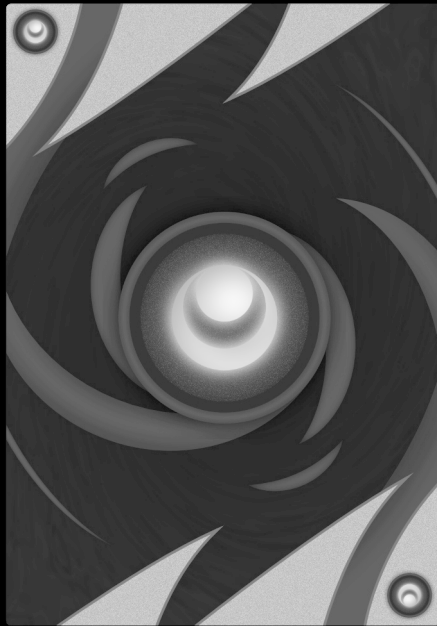
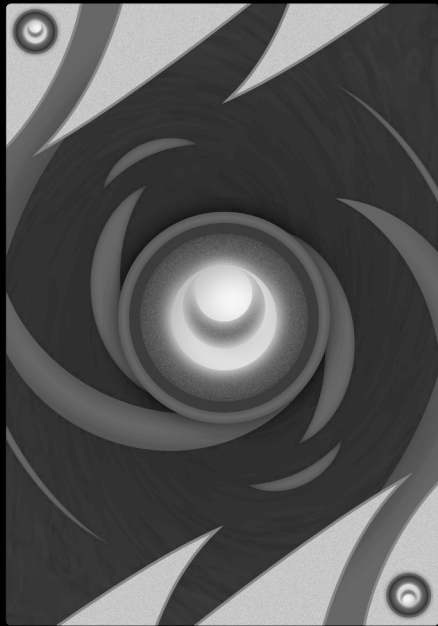
2
1

Boogeyman
Character - Spirit

Persistent.
Sabotage.
The Haunting and the player both discard the top card of their deck.

Darkness advances on the Hero.

HNT-07-C - Francisco de Goya - Altered Confluence



2 2 **Divining Witch**
Character - Citizen

1
1
3

Persistent.
 The Haunting returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*
 The Haunting returns target rightmost card with the highest Reserve Cost from its discard to its Reserve.
 Darkness advances on the Companion.

HNT-08-C - William John Hennessey - Altered Confluence

2 2 **Divining Witch**
Character - Citizen

1
1
3

Persistent.
 The Haunting returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*
 The Haunting returns target rightmost card with the highest Reserve Cost from its discard to its Reserve.
 Darkness advances on the Companion.

HNT-09-C - William John Hennessey - Altered Confluence

2 2 **Divining Witch**
Character - Citizen

1
1
3

Persistent.
 The Haunting returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*
 The Haunting returns target rightmost card with the highest Reserve Cost from its discard to its Reserve.
 Darkness advances on the Companion.

HNT-10-C - William John Hennessey - Altered Confluence

3 3 **Ghost of Christmas Past**
Character - Spirit

1
1
2

→ I gain **Fleeting**.
 When I leave the Expedition zone - Create a **Ghost of Christmas Present 2/1/1** token in my Expedition. *(It's a Spirit token with "When I leave the Expedition zone - Create a Ghost of Christmas Future 1/2/1 token in my Expedition.")*
 Darkness advances on the Hero.

HNT-11-C - Arthur Rackham - Altered Confluence

3 3 **Ghost of Christmas Past**
Character - Spirit

1
1
2

→ I gain **Fleeting**.
 When I leave the Expedition zone - Create a **Ghost of Christmas Present 2/1/1** token in my Expedition. *(It's a Spirit token with "When I leave the Expedition zone - Create a Ghost of Christmas Future 1/2/1 token in my Expedition.")*
 Darkness advances on the Hero.

HNT-12-C - Arthur Rackham - Altered Confluence

3 3 **Ghost of Christmas Past**
Character - Spirit

1
1
2

→ I gain **Fleeting**.
 When I leave the Expedition zone - Create a **Ghost of Christmas Present 2/1/1** token in my Expedition. *(It's a Spirit token with "When I leave the Expedition zone - Create a Ghost of Christmas Future 1/2/1 token in my Expedition.")*
 Darkness advances on the Hero.

HNT-13-C - Arthur Rackham - Altered Confluence

3 4 **Gravedigger**
Character - Citizen

3
3
0

Persistent.
 The Haunting discards the top 2 cards of its deck.
 If there are 2 or more Characters in the Haunting's discard - I gain a boost.
 Darkness advances on the Companion.

HNT-14-C - Gustave Brion - Altered Confluence

3 4 **Gravedigger**
Character - Citizen

3
3
0

Persistent.
 The Haunting discards the top 2 cards of its deck.
 If there are 2 or more Characters in the Haunting's discard - I gain a boost.
 Darkness advances on the Companion.

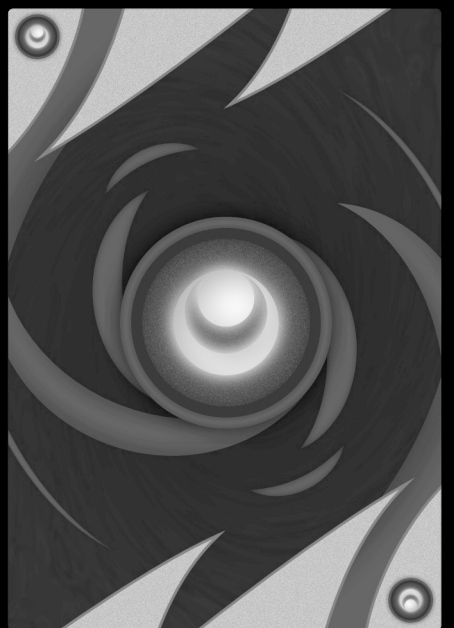
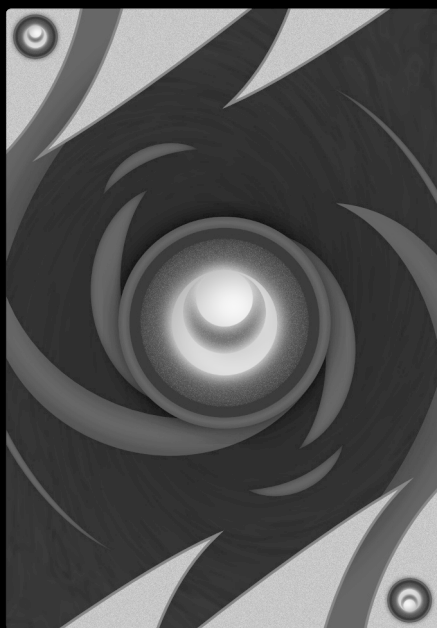
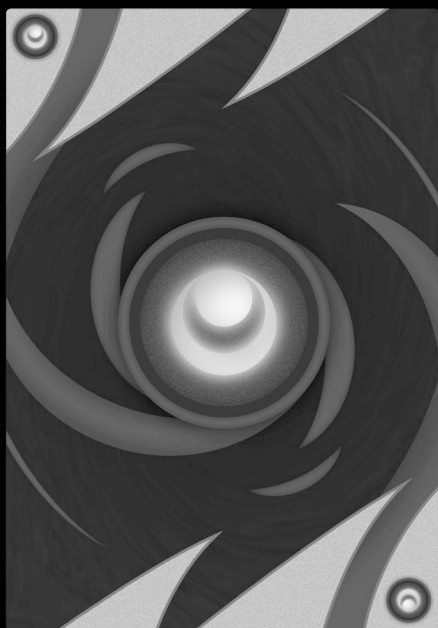
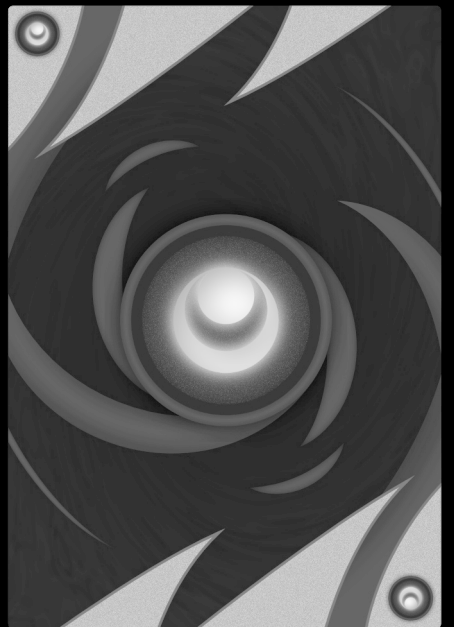
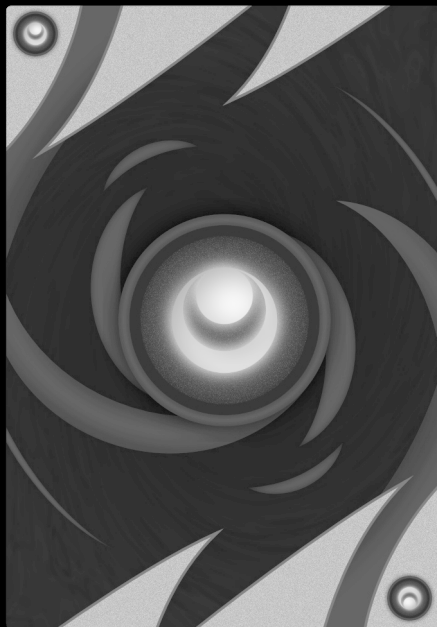
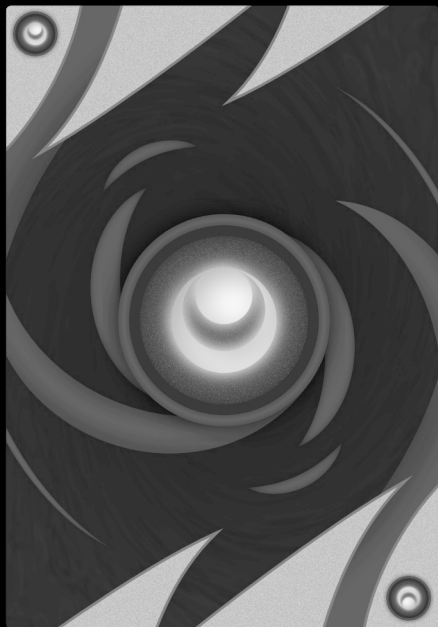
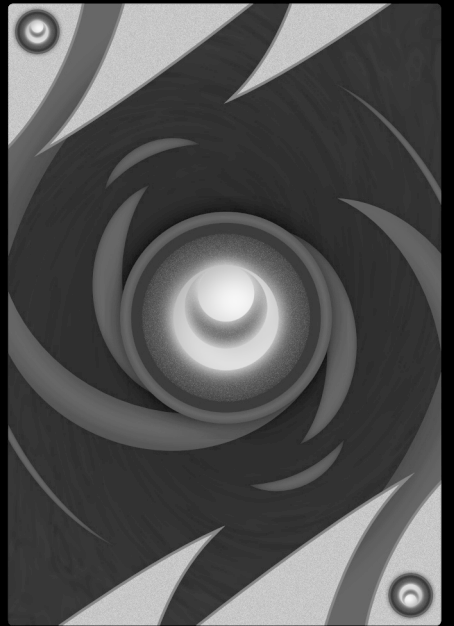
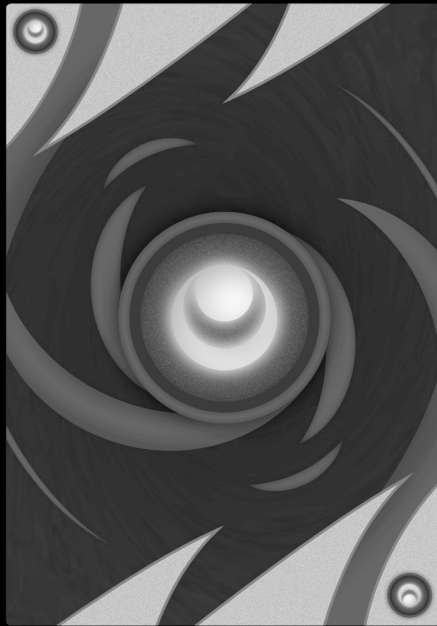
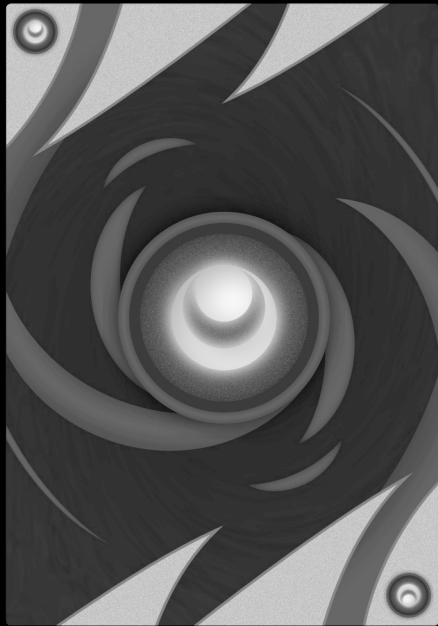
HNT-15-C - Gustave Brion - Altered Confluence

3 4 **Gravedigger**
Character - Citizen

3
3
0

Persistent.
 The Haunting discards the top 2 cards of its deck.
 If there are 2 or more Characters in the Haunting's discard - I gain a boost.
 Darkness advances on the Companion.

HNT-16-C - Gustave Brion - Altered Confluence



4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine with Hand Cost 3 or less. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-17-C - Hablot Knight Browne - Altered Confluence

4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine with Hand Cost 3 or less. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-18-C - Hablot Knight Browne - Altered Confluence

4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine with Hand Cost 3 or less. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-19-C - Hablot Knight Browne - Altered Confluence

4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-17-R - Hablot Knight Browne - Altered Confluence

4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-18-R - Hablot Knight Browne - Altered Confluence

4 4 **Erkönig**
Character - Spirit



Scout 2

→ The player may send to Reserve target rightmost Character in the Expedition facing mine. If no Character is sent to Reserve, the Haunting draws a card.

Darkness advances on both Hero and Companion.

HNT-19-R - Hablot Knight Browne - Altered Confluence

5 5 **Dullahan**
Character - Fairy, Spirit



Persistent, Taunt. (Send me to Reserve at Rest only if I have been Overcome. The player can only play Characters facing my Expedition.)

At Noon - I move to the Threatened Expedition.

Darkness advances on both Hero and Companion.

HNT-20-C - Felix Octavius Carr Darley - Altered Confluence

5 5 **Dullahan**
Character - Fairy, Spirit



Persistent, Taunt. (Send me to Reserve at Rest only if I have been Overcome. The player can only play Characters facing my Expedition.)

At Noon - I move to the Threatened Expedition.

Darkness advances on both Hero and Companion.

HNT-21-C - Felix Octavius Carr Darley - Altered Confluence

5 6 **Grim Reaper**
Character - Spirit



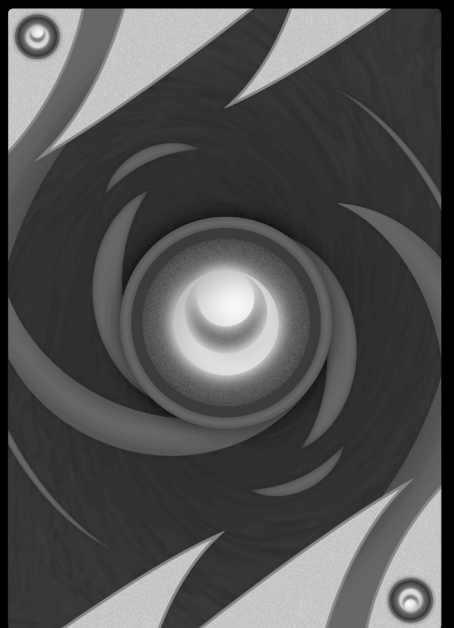
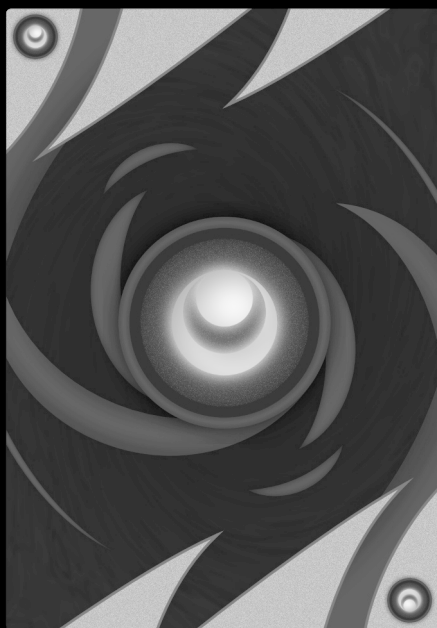
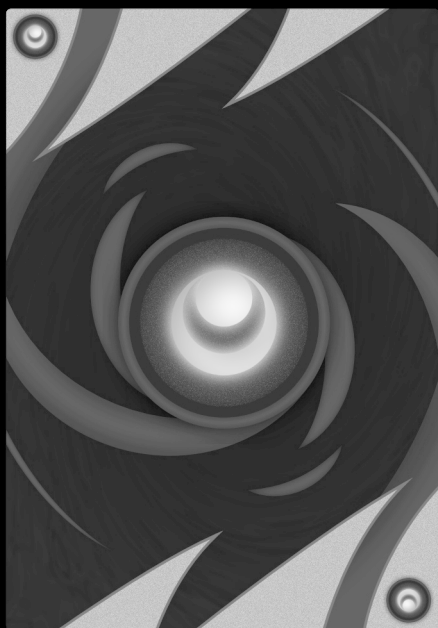
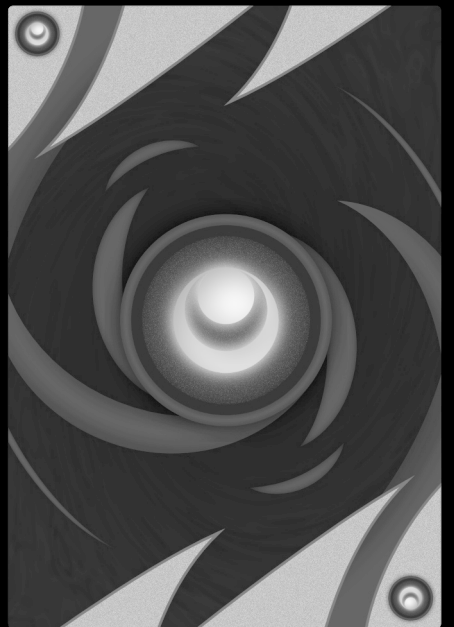
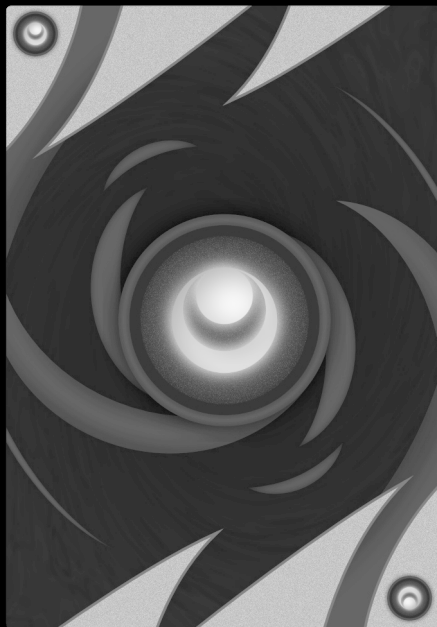
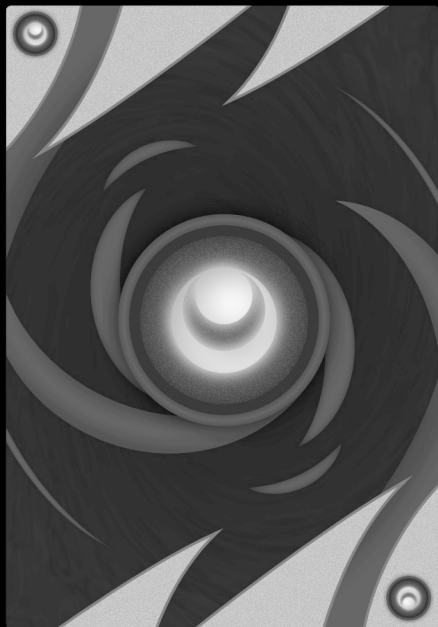
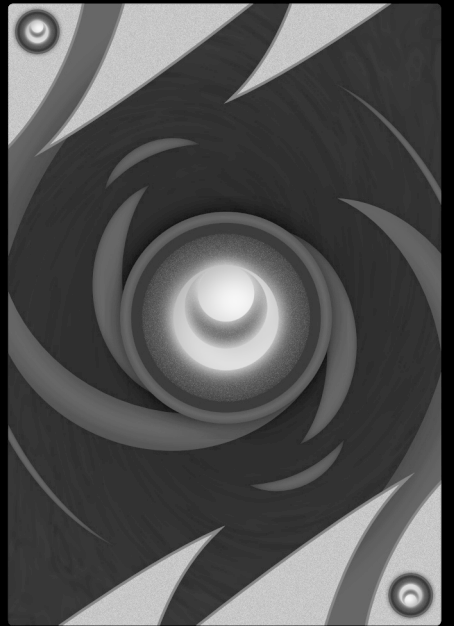
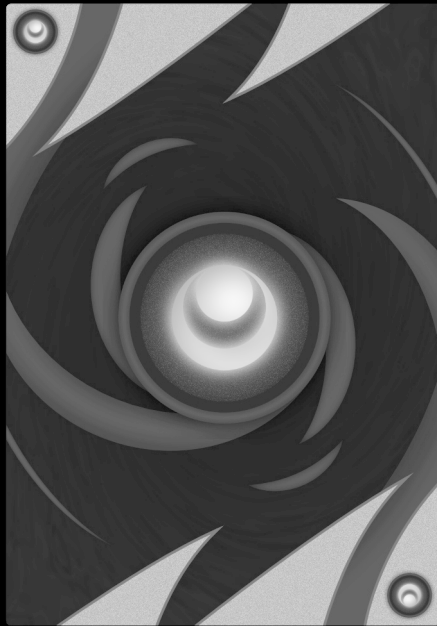
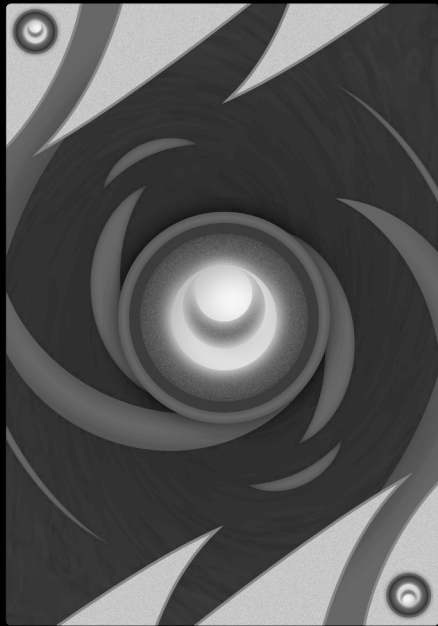
Persistent.

→ I gain 1 boost for each Character in discard, up to a max of 4 boosts gained this way.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-22-C - William Hole - Altered Confluence



5 6 **Grim Reaper**
Character - Spirit

2
2
2

Persistent.
→ I gain 1 boost for each Character in discard, up to a max of 4 boosts gained this way.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-23-C - William Hole - Altered Confluence

5 6 **Grim Reaper**
Character - Spirit

2
2
2

Persistent.
→ I gain 1 boost for each Character in discard, up to a max of 4 boosts gained this way.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-24-C - William Hole - Altered Confluence

5 6 **Grim Reaper**
Character - Spirit

2
2
2

Persistent.
→ I gain 1 boost for each Character in discard.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-22-R - William Hole - Altered Confluence

5 6 **Grim Reaper**
Character - Spirit

2
2
2

Persistent.
→ I gain 1 boost for each Character in discard.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-23-R - William Hole - Altered Confluence

5 6 **Grim Reaper**
Character - Spirit

2
2
2

Persistent.
→ I gain 1 boost for each Character in discard.

∞ When the Haunting discards one or more cards - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

HNT-24-R - William Hole - Altered Confluence

2 2

Isolated Chapel
Landmark Permanent - Construction

→ The Haunting discards the top card of its deck.

When the Haunting discards one or more cards - I gain a Haunt counter.

☞ I spend 2 of my Haunt counters: target rightmost non-Token, non-Fleeting Character in a Progressing Expedition gains Fleeting.

Darkness advances on the Companion.

HNT-25-C - William Henry Bartlett - Altered Confluence

2 2

Isolated Chapel
Landmark Permanent - Construction

→ The Haunting discards the top card of its deck.

When the Haunting discards one or more cards - I gain a Haunt counter.

☞ I spend 2 of my Haunt counters: target rightmost non-Token, non-Fleeting Character in a Progressing Expedition gains Fleeting.

Darkness advances on the Companion.

HNT-26-C - William Henry Bartlett - Altered Confluence

2 2

Stirring Cemetery
Landmark Permanent - Construction

→ The Haunting discards the top 2 cards of its deck, then puts the rightmost card with the highest Reserve Cost from its discard to its Reserve.

The Haunting's Characters have: "☞ I gain 1 boost."

Darkness advances on the Hero.

HNT-27-C - Théophile-Alexandre Steinlen - Altered Confluence

2 2

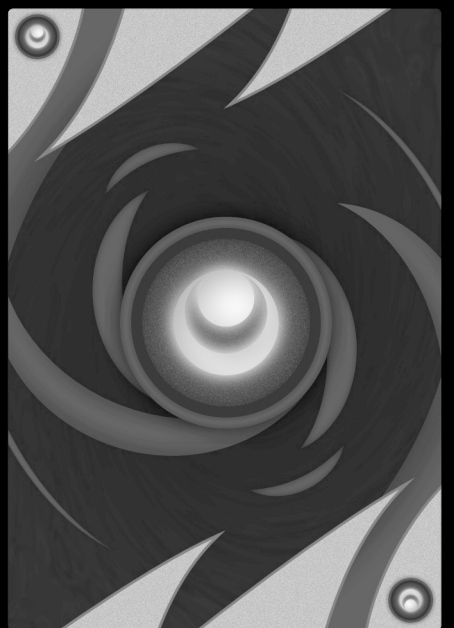
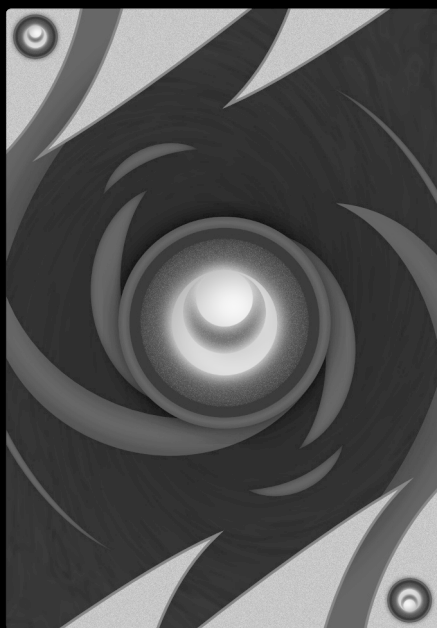
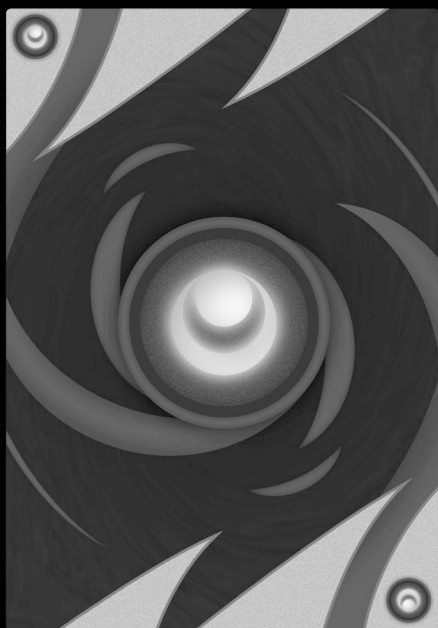
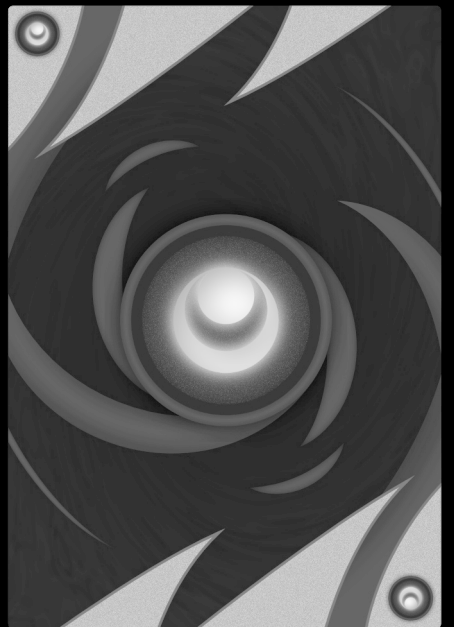
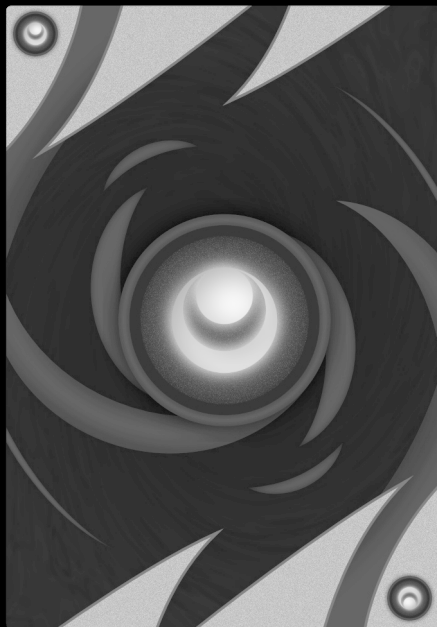
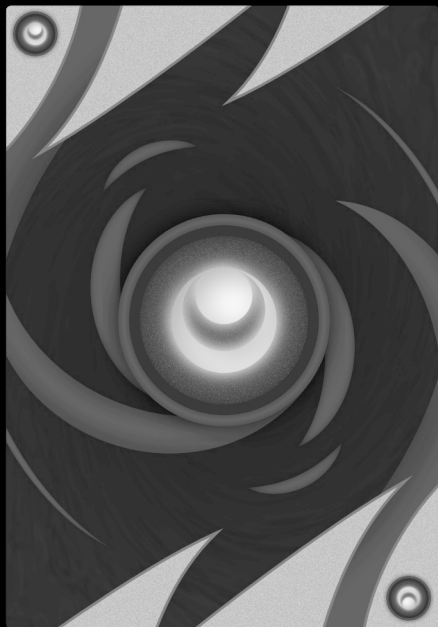
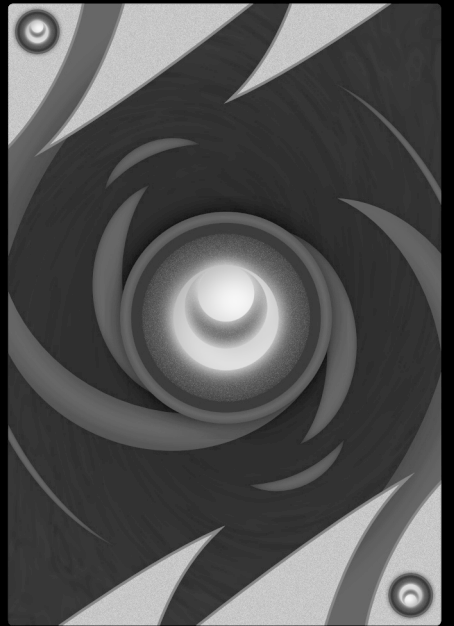
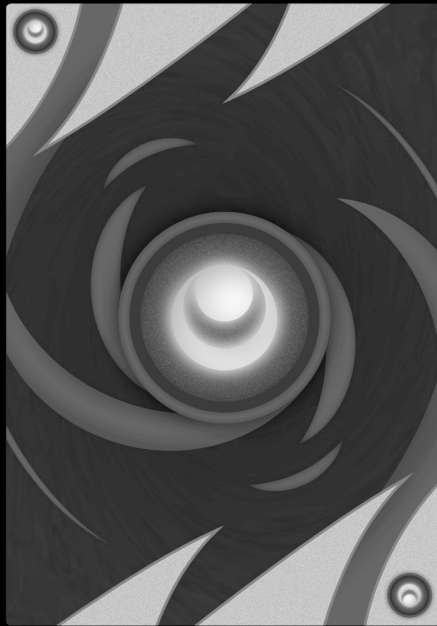
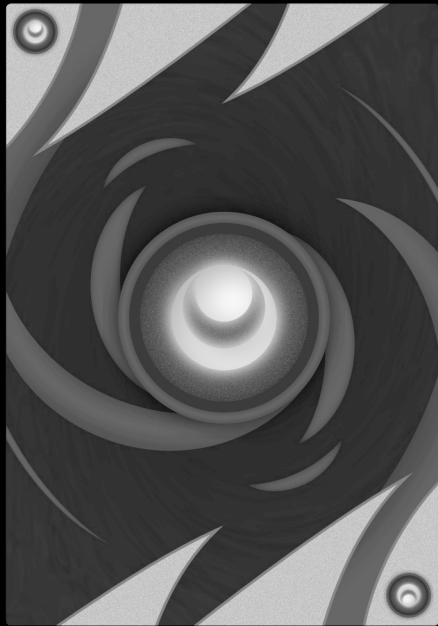
Stirring Cemetery
Landmark Permanent - Construction

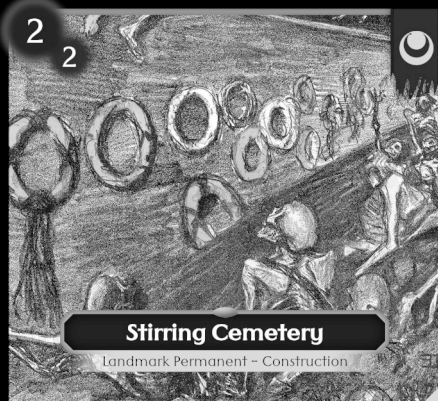
→ The Haunting discards the top 2 cards of its deck, then puts the rightmost card with the highest Reserve Cost from its discard to its Reserve.

The Haunting's Characters have: "☞ I gain 1 boost."

Darkness advances on the Hero.

HNT-28-C - Théophile-Alexandre Steinlen - Altered Confluence





Stirring Cemetery

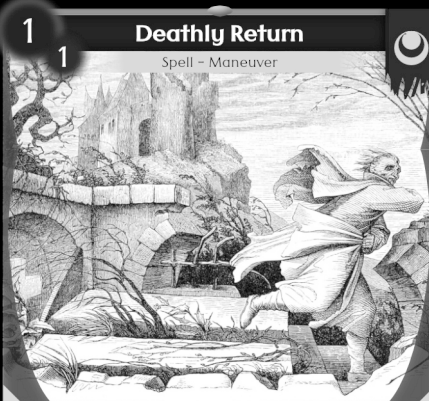
Landmark Permanent - Construction

➡ The Haunting discards the top 2 cards of its deck, then puts the rightmost card with the highest Reserve Cost from its discard to its Reserve.

The Haunting's Characters have: "🌀 I gain 1 boost."

☾ Darkness advances on the Hero.

🏠 HNT-29-C - Théophile-Alexandre Steinlen - Altered Confluence



Deathly Return

Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-30-C - Adolf Ehrhardt - Altered Confluence



Deathly Return

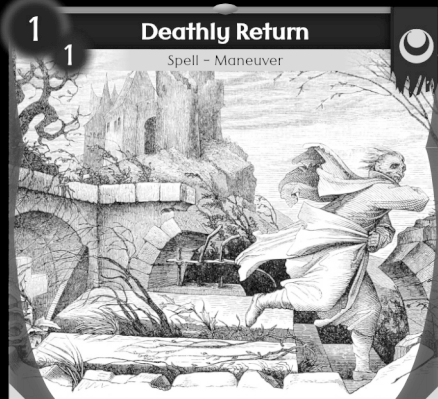
Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-31-C - Adolf Ehrhardt - Altered Confluence



Deathly Return

Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-32-C - Adolf Ehrhardt - Altered Confluence



Deathly Return

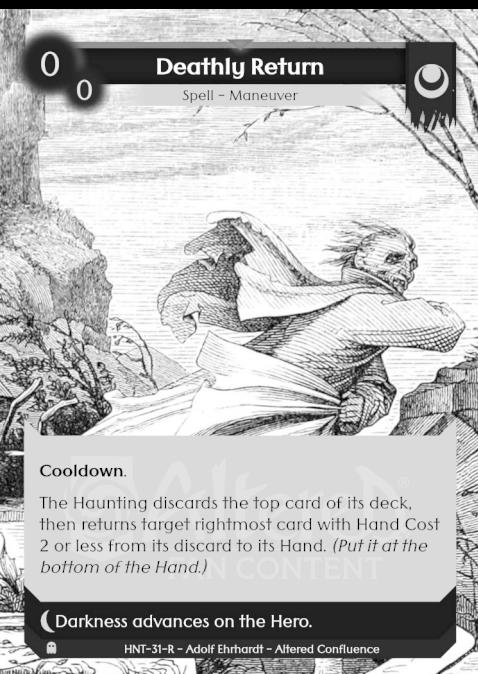
Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-30-R - Adolf Ehrhardt - Altered Confluence



Deathly Return

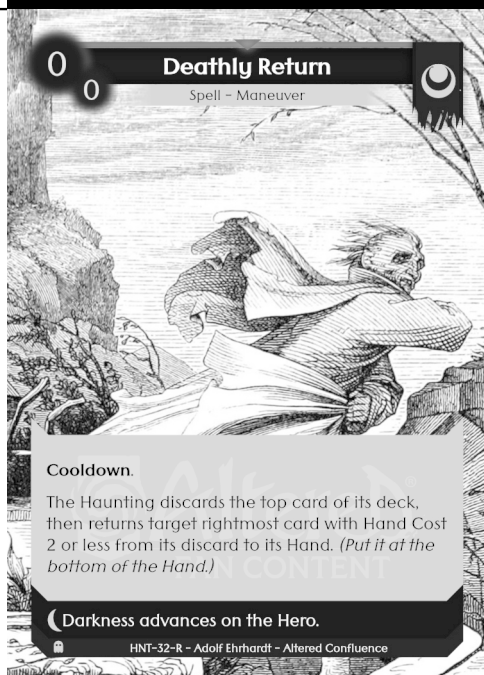
Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-31-R - Adolf Ehrhardt - Altered Confluence



Deathly Return

Spell - Maneuver

Cooldown.

The Haunting discards the top card of its deck, then returns target rightmost card with Hand Cost 2 or less from its discard to its Hand. *(Put it at the bottom of the Hand.)*

☾ Darkness advances on the Hero.

🏠 HNT-32-R - Adolf Ehrhardt - Altered Confluence



Umbral Omen

Spell - Maneuver

👤 The Haunting puts the top card of its deck into its Mana zone *(as an exhausted Mana Orb)*.

🌀 Put all Spirits from the Haunting's discard into Expeditions according to their placement rules. They each gain **Fleeting**. The Haunting passes. *(Don't activate any ➡👤 or 🌀 effects.)*

∞ I don't count towards the Haunting's Reserve limit.

☾ Darkness advances on the Hero.

🏠 HNT-33-C - Henrique Alvim Corrêa - Altered Confluence



Umbral Omen

Spell - Maneuver

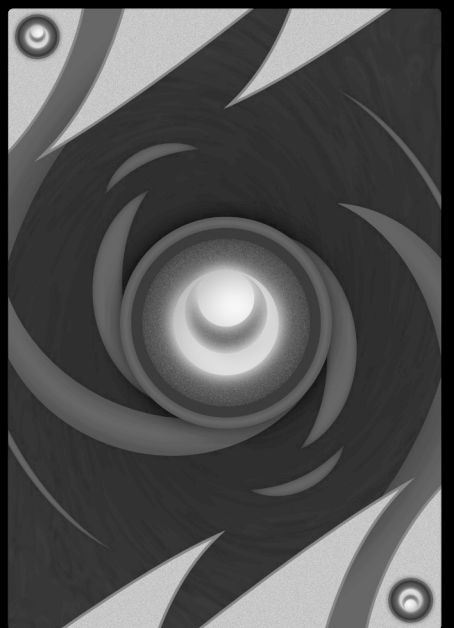
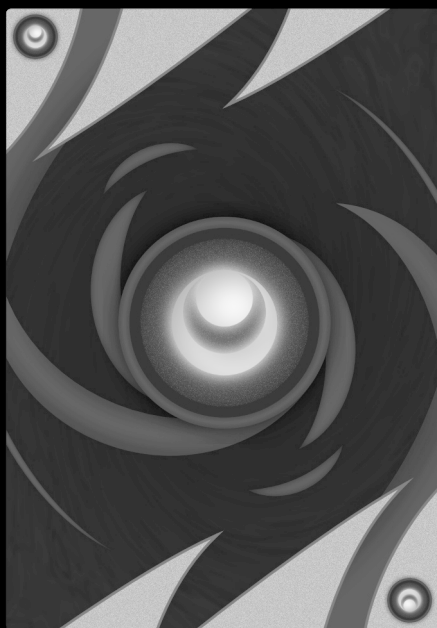
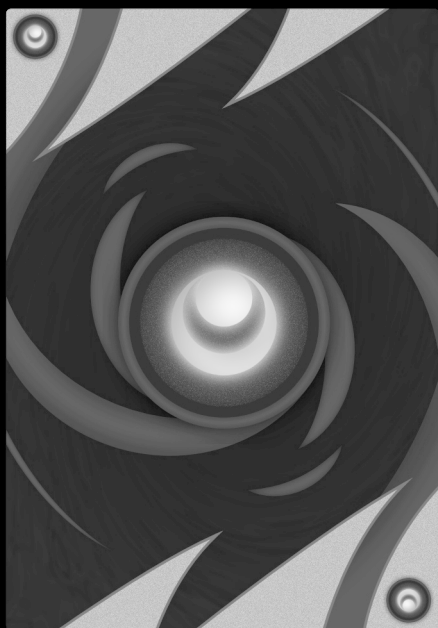
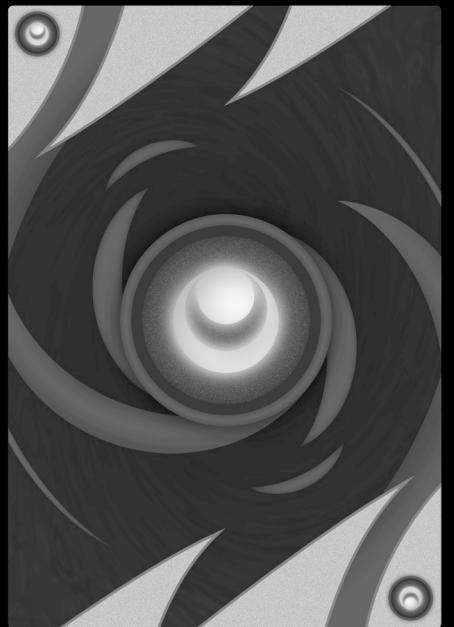
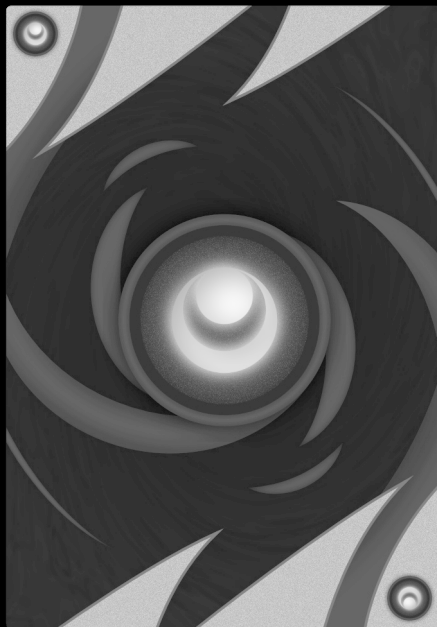
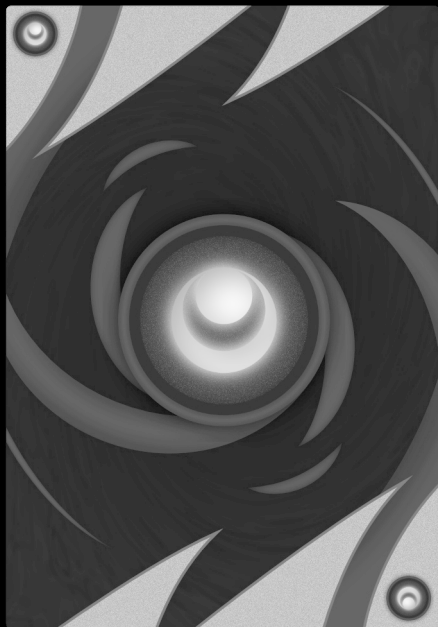
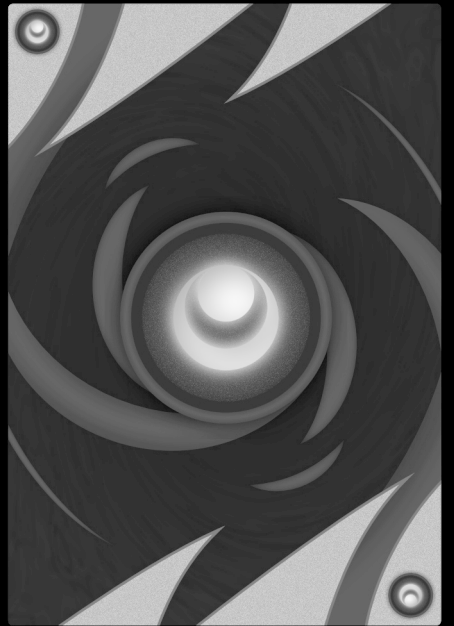
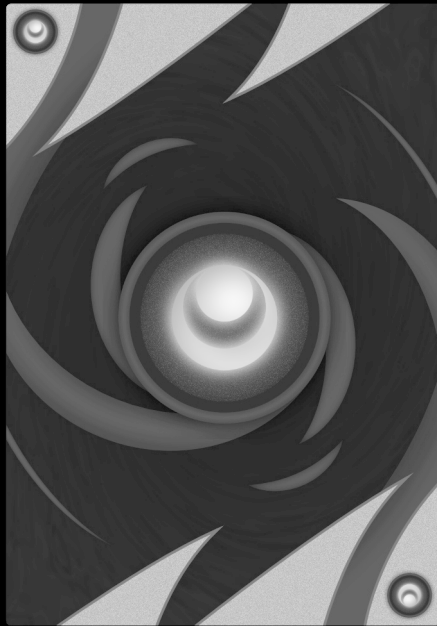
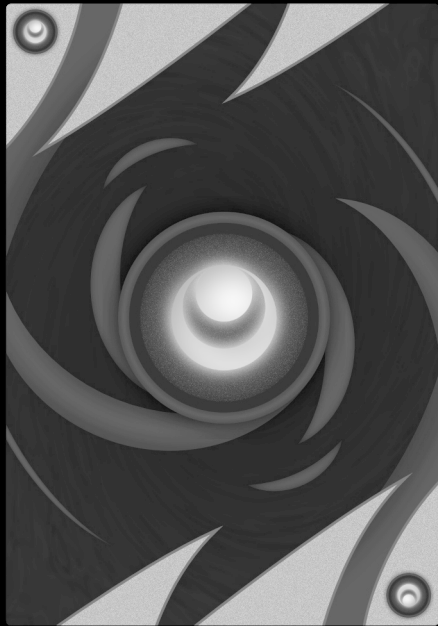
👤 The Haunting puts the top card of its deck into its Mana zone *(as an exhausted Mana Orb)*.

🌀 Put all Spirits from the Haunting's discard into Expeditions according to their placement rules. They each gain **Fleeting**. The Haunting passes. *(Don't activate any ➡👤 or 🌀 effects.)*

∞ I don't count towards the Haunting's Reserve limit.

☾ Darkness advances on the Hero.

🏠 HNT-34-C - Henrique Alvim Corrêa - Altered Confluence

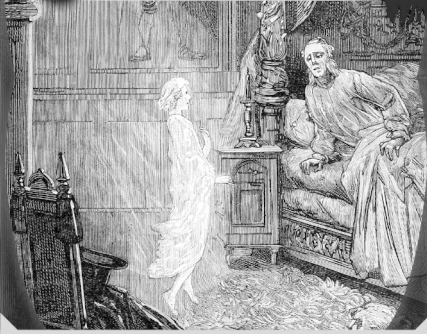


3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws a card.

Darkness advances on the Companion.

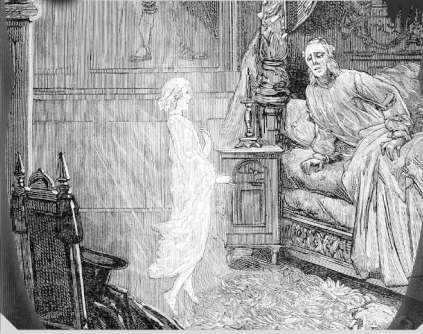
HNT-35-C – Horace Castelli – Altered Confluence

3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws a card.

Darkness advances on the Companion.

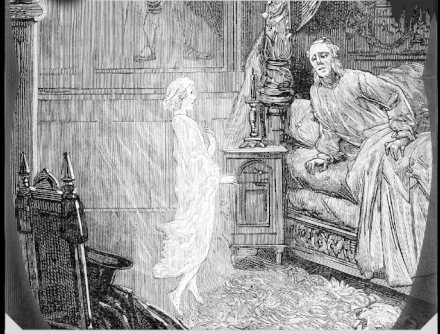
HNT-36-C – Horace Castelli – Altered Confluence

3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws a card.

Darkness advances on the Companion.

HNT-37-C – Horace Castelli – Altered Confluence

3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws two cards.

Darkness advances on the Companion.

HNT-35-R – Horace Castelli – Altered Confluence

3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws two cards.

Darkness advances on the Companion.

HNT-36-R – Horace Castelli – Altered Confluence

3

3

Cold Nightmare

Spell – Boon, Disruption

**Fleeting.**

The Haunting discards its hand. Then, the player may discard two cards. If they don't, the Haunting draws two cards.

Darkness advances on the Companion.

HNT-37-R – Horace Castelli – Altered Confluence

4

4

Boo!

Spell – Disruption

**Fleeting.**

The player may send target rightmost Character in a Progressing Expedition to Reserve. If they don't, the Haunting reveals the top 3 cards of its deck and puts the Character with the most expensive Hand Cost facing that Expedition. It discards the rest. (Don't activate any abilities.)

Darkness advances on both Hero and Companion.

HNT-38-C – Charles Keene – Altered Confluence

4

4

Boo!

Spell – Disruption

**Fleeting.**

The player may send target rightmost Character in a Progressing Expedition to Reserve. If they don't, the Haunting reveals the top 3 cards of its deck and puts the Character with the most expensive Hand Cost facing that Expedition. It discards the rest. (Don't activate any abilities.)

Darkness advances on both Hero and Companion.

HNT-39-C – Charles Keene – Altered Confluence

4

4

Boo!

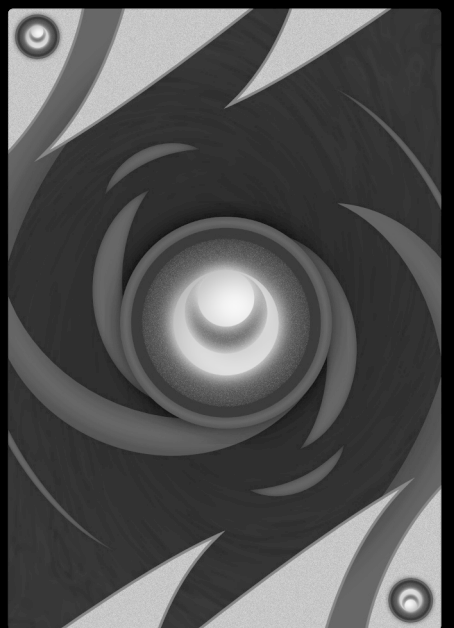
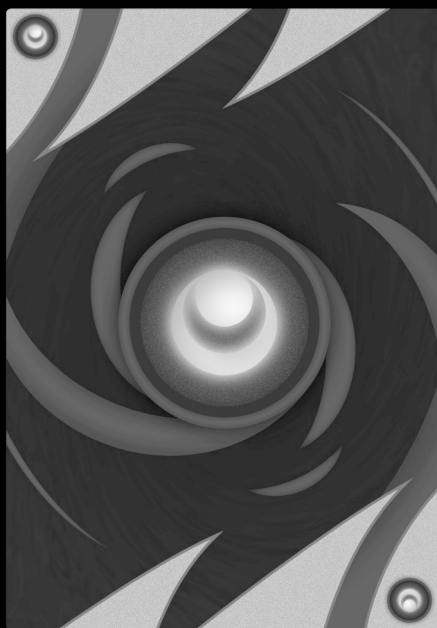
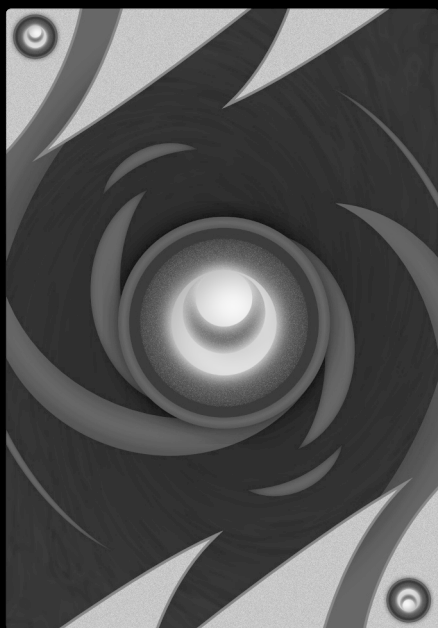
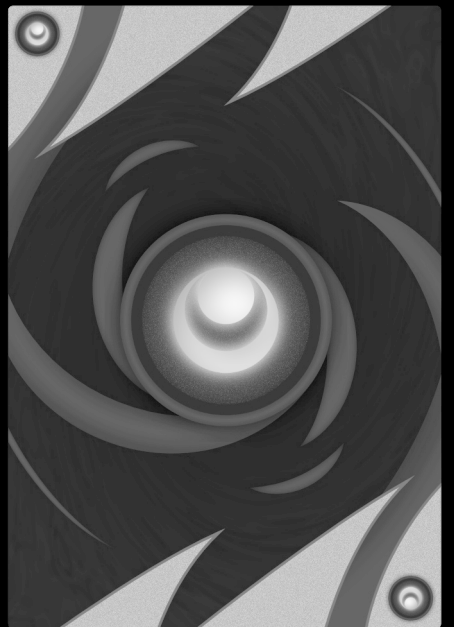
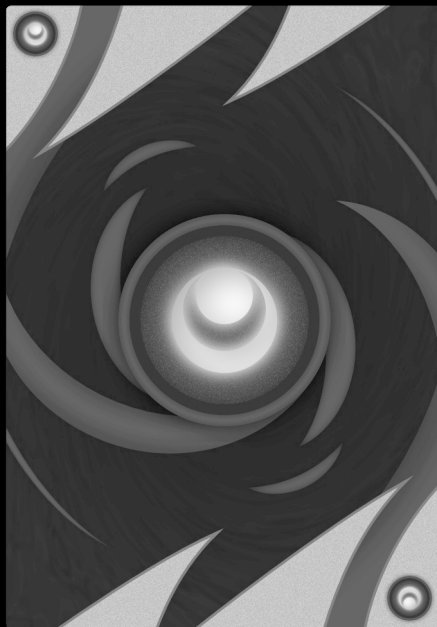
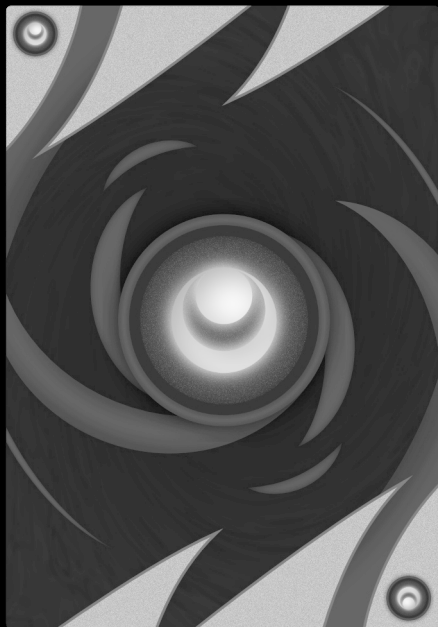
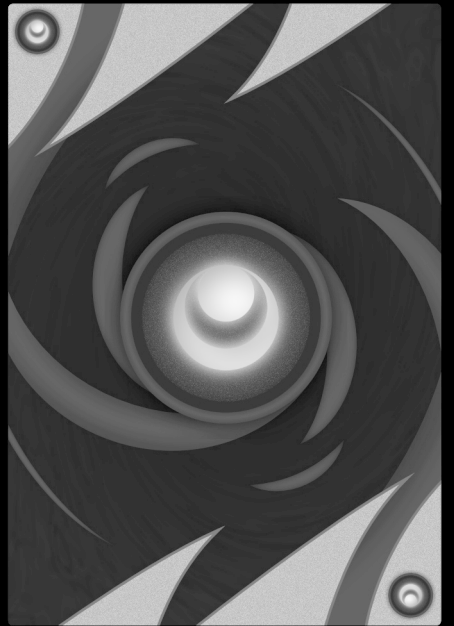
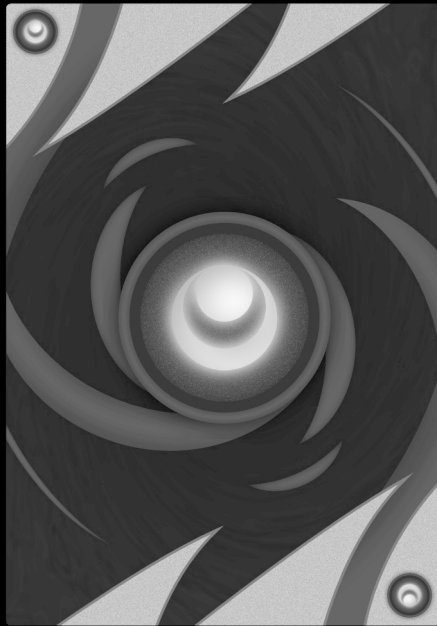
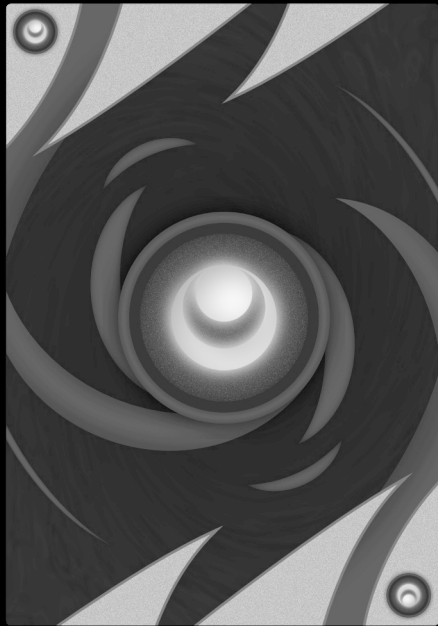
Spell – Disruption

**Fleeting.**

The player may send target rightmost Character in a Progressing Expedition to Reserve. If they don't, the Haunting reveals the top 3 cards of its deck and puts the Character with the most expensive Hand Cost facing that Expedition. It discards the rest. (Don't activate any abilities.)

Darkness advances on both Hero and Companion.

HNT-40-C – Charles Keene – Altered Confluence



The Haunting

Confluence

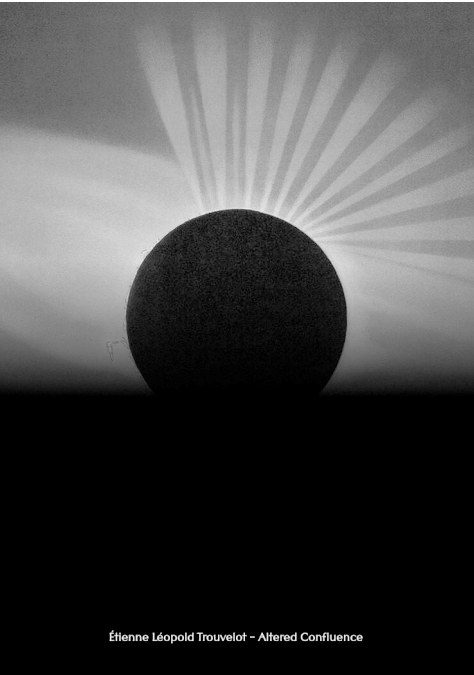
Reserve

Landmarks

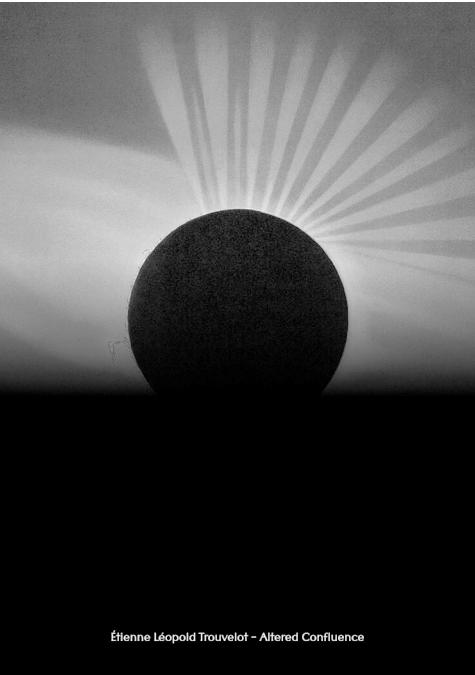
At Dusk – if the Haunting is the first player, it discards the top card of its deck.

While there are at least 7 cards in the Haunting's discard pile, it plays from Reserve before playing from Hand.

HNT-01-C – Ernest Griset – Altered Confluence



Étienne Léopold Trouvelot – Altered Confluence



Étienne Léopold Trouvelot – Altered Confluence

Ghost of Christmas Present

Character – Spirit

2

1

1

When I leave the Expedition zone – Create a **Ghost of Christmas Future 1/2/1** Spirit token in my Expedition.

(If I leave the Expedition Zone, remove me from the game.)

HNT-41-T – Arthur Rackham – Altered Confluence

Ghost of Christmas Present

Character – Spirit

2

1

1

When I leave the Expedition zone – Create a **Ghost of Christmas Future 1/2/1** Spirit token in my Expedition.

(If I leave the Expedition Zone, remove me from the game.)

HNT-41-T – Arthur Rackham – Altered Confluence

Ghost of Christmas Present

Character – Spirit

2

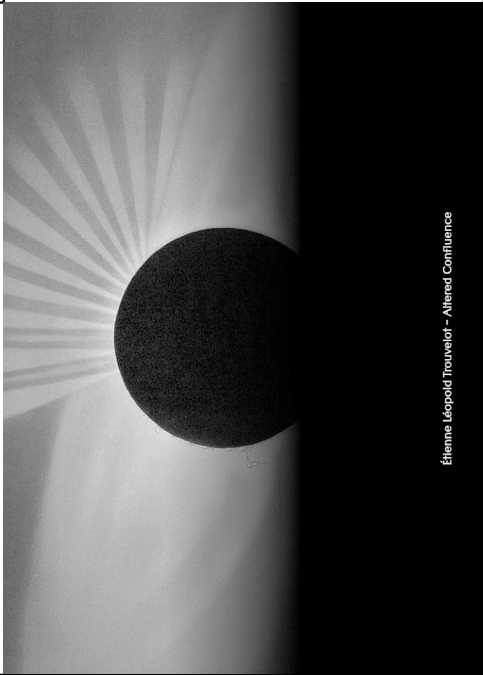
1

1

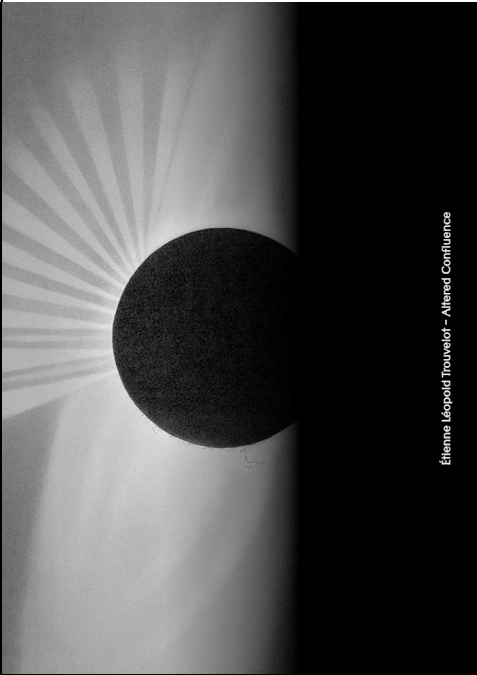
When I leave the Expedition zone – Create a **Ghost of Christmas Future 1/2/1** Spirit token in my Expedition.

(If I leave the Expedition Zone, remove me from the game.)

HNT-41-T – Arthur Rackham – Altered Confluence



Étienne Léopold Trouvelot - Altered Confluence



Étienne Léopold Trouvelot - Altered Confluence



The Haunting

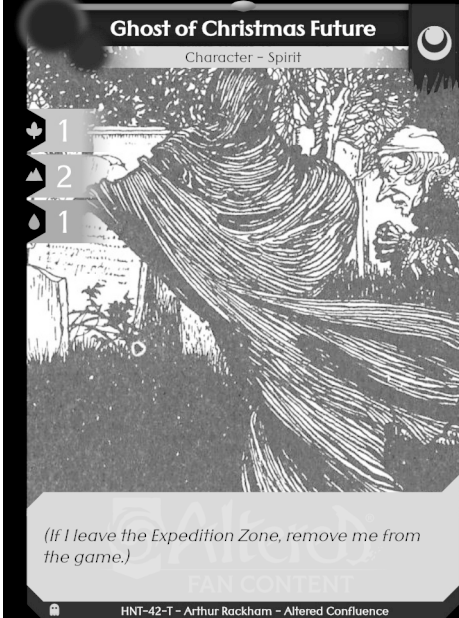
Confluence

Reserve

Landmarks

At Dusk – if the Haunting is the first player, it discards the top card of its deck.
While there are at least 5 cards in the Haunting's discard pile, it plays from Reserve before playing from Hand.

HNT-01-R - Ernest Griset - Altered Confluence



Ghost of Christmas Future

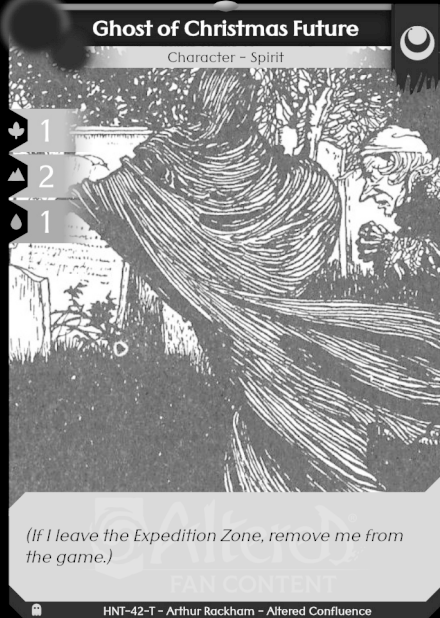
Character - Spirit

1
2
1

(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

HNT-42-T - Arthur Rackham - Altered Confluence



Ghost of Christmas Future

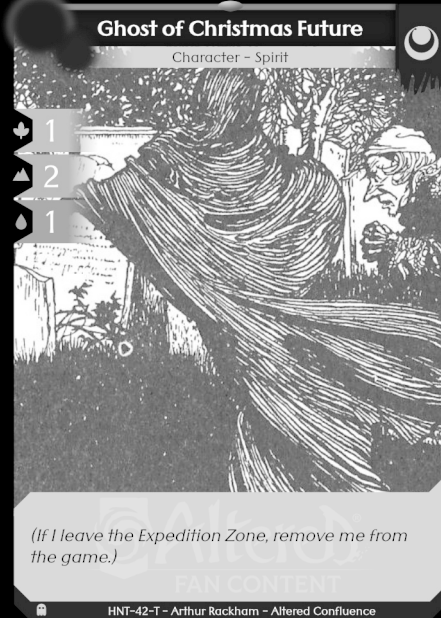
Character - Spirit

1
2
1

(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

HNT-42-T - Arthur Rackham - Altered Confluence



Ghost of Christmas Future

Character - Spirit

1
2
1

(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

HNT-42-T - Arthur Rackham - Altered Confluence