

































































 <p>Tarot Deck </p> <p><b>When Played:</b> You may invoke any two of the Scrying visions</p> <p><i>Starter A</i></p>	 <p>Lucky Coin </p> <p><b>When Played:</b> You may replace each relic currently in the market</p> <p><i>Starter A</i></p>	 <p>Brass Knuckles </p> <p><b>Drop Off:</b> You may discard an enemy, ignoring any sanity damage and "When Discarded" effects</p> <p><i>Starter A</i></p>
 <p>Rosary Beads </p> <p><b>Drop Off:</b> You may restore 1 sanity to either player</p> <p><i>Starter A</i></p>	 <p>Elder Ward </p> <p><i>Starter A</i></p>	 <p>Tarot Deck </p> <p><b>When Played:</b> You may invoke any two of the Scrying visions</p> <p><i>Starter B</i></p>
 <p>Lucky Coin </p> <p><b>When Played:</b> You may replace each relic currently in the market</p> <p><i>Starter B</i></p>	 <p>Brass Knuckles </p> <p><b>Drop Off:</b> You may discard an enemy, ignoring any sanity damage and "When Discarded" effects</p> <p><i>Starter B</i></p>	 <p>Rosary Beads </p> <p><b>Drop Off:</b> You may restore 1 sanity to either player</p> <p><i>Starter B</i></p>













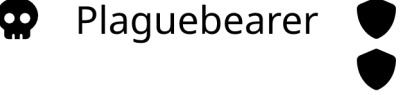




<p>☆ Elder Ward </p> <p></p> <p><i>Starter B</i></p>	<p>Scrying Bowl </p> <p> </p> <p><b>Drop Off:</b> You may search your deck for any card and draw it into your hand</p> <p><i>Market</i></p>	<p>Precious Gemstones </p> <p> </p> <p><i>Market</i></p>
<p>.38 Revolver </p> <p> </p> <p><i>Market</i></p>	<p>Silver Crucifix </p> <p> </p> <p><b>Drop Off:</b> You may swap the order of your remaining active relics</p> <p><i>Market</i></p>	<p>Ancient Spellbook </p> <p> </p> <p><b>When Played:</b> This turn, you may take two actions instead of one</p> <p><i>Market</i></p>
<p>Ornate Mirror </p> <p> </p> <p><b>When Played:</b> You may peek at the top card of your deck. Return it to either the top or bottom of your deck</p> <p><i>Market</i></p>	<p>Stimulating Incense </p> <p> </p> <p><b>While In Play:</b> When you take the Fight action, you may discard a relic from your hand for an extra </p> <p><i>Market</i></p>	<p>Divine Guidance </p> <p> </p> <p><b>When Played:</b> You may discard a relic from your hand to restore 2 sanity to either player</p> <p><i>Market</i></p>




















 <p><b>Ceremonial Rapier</b> </p> <p><b>While In Play:</b> Gain one  per two  on your active relics</p> <p><i>Market</i></p>	 <p><b>Indulgence</b> </p> <p><b>While In Play:</b> Gain one ♀ per two  on your active relics</p> <p><i>Market</i></p>	 <p><b>Holy Water</b> </p> <p><b>When Played:</b> You may shuffle a revealed lurking enemy into the enemy deck</p> <p><i>Market</i></p>
 <p><b>Haunting Prophecy</b> </p> <p><b>When Played:</b> Lose 1 sanity to search your deck for a card and draw it</p> <p><i>Market</i></p>	 <p><b>Cursed Gold</b> </p> <p><b>Drop Off:</b> Choose a card from the market. You may lose sanity equal to half its value (rounded up) to add it to your hand</p> <p><i>Market</i></p>	 <p><b>Ritual Knife</b> </p> <p><b>While In Play:</b> After you attack an enemy, you may restore 1 sanity</p> <p><i>Market</i></p>
 <p><b>Exorcising Ritual</b> </p> <p><b>Drop Off:</b> Choose a relic from your hand or discard pile. You may destroy it to restore sanity equal to its value + 2</p> <p><i>Market</i></p>	 <p><b>Forbidden Knowledge</b> </p> <p><b>While In Play:</b> You may draw one additional card when refilling your hand</p> <p><i>Market</i></p>	 <p><b>Bottomless Coinpurse</b> </p> <p><b>While In Play:</b> When you take the Purchase action, you may purchase multiple relics from the market. Their total value must be less than or equal to your total </p> <p><i>Market</i></p>



 <p style="text-align: center;"><b>Shotgun</b> </p> <p style="text-align: center;"><b>While In Play:</b> When you take the Fight action, you may defeat multiple enemies. Their total defence must be less than or equal to your total </p> <p style="text-align: center;"><i>Market</i></p>	 <p style="text-align: center;"><b>Remains of a Saint</b> </p> <p style="text-align: center;"><b>While In Play:</b> When you take the Heal action, you may divide the restored sanity between players however you wish</p> <p style="text-align: center;"><i>Market</i></p>	 <p style="text-align: center;"><b>Eldritch Contract</b> </p> <p style="text-align: center;"><b>When Played:</b> Add any card from the market discard pile to your hand.</p> <p style="text-align: center;"><i>Market</i></p>
 <p style="text-align: center;"><b>Pickpocket</b></p> <p style="text-align: center;"><b>While in Hand:</b> Cards cost one more  to buy</p>	 <p style="text-align: center;"><b>Peek-A-Boo</b></p> <p style="text-align: center;"><b>When Drawn:</b> Discard a relic from your hand</p>	 <p style="text-align: center;"><b>Cultist</b></p> <p style="text-align: center;"><b>While in Hand:</b> Whenever you play a  card, lose 2 additional sanity</p>
 <p style="text-align: center;"><b>Plaguebearer</b></p> <p style="text-align: center;"><b>While in Hand:</b> Lose 2 sanity after you take the Heal action</p>	 <p style="text-align: center;"><b>The Thing That Follows</b></p> <p style="text-align: center;"><b>When Discarded:</b> Shuffle this card into your deck</p>	 <p style="text-align: center;"><b>Fate Controller</b></p> <p style="text-align: center;"><b>While in Hand:</b> Draw one fewer card when refilling your hand</p>





 <p>Face Stealer</p>  <p><b>While in Hand:</b> You may not attack this card unless you have 2+  in your active play area</p>	 <p>Master of Shadows</p>  <p><b>When Drawn:</b> Shuffle all lurking enemies into the enemy deck (and replace them)</p>	<p>Dimensional Portal</p>  <p><b>When Discarded:</b> Add an enemy from the enemy deck into your discard pile</p>
 <p>Parasitic Fungus</p>  <p><b>While in Hand:</b> Other enemies in your hand have +1 .</p>	 <p>Shoggoth</p> 	 <p>Glutton</p>  <p><b>When Discarded:</b> Choose a relic in your hand or discard pile. Destroy it.</p>
<p>Deck</p> <p>Active Relics</p> <p>Private McGinn</p> <p>Signature Relic:  Interrogation</p> <p>Sworn Enemy: Cultist</p> <p>Discard</p>	<p>Deck</p> <p>Active Relics</p> <p>Madam Cassandra</p> <p>Signature Relic:  Second Sight</p> <p>Sworn Enemy: Peek-A-Boo</p> <p>Discard</p>	 <p>Second Sight </p> <p><b>While In Play:</b> After you take the Scry action, you may rearrange the order of your active relics</p> <p>Signature</p>



Deck

Active Relics

Father Seamus

**Signature Relic:**

♀ Rousing Sermon

**Sworn Enemy:**

Plaguebearer

Discard



Deck

Active Relics

Lady Romanov

**Signature Relic:**



Expert Appraisal

**Sworn Enemy:**

Pickpocket



Discard



**Expert Appraisal**  



**When Played:**  
Swap a relic in the market discard pile with one in the market

*Signature*

**Interrogation**  

**When Played:**  
You may search your deck for an enemy and draw it

*Signature*

**Rousing Sermon**  

**While In Play:**  
Whenever you take the Heal action, you may restore 1 additional sanity

*Signature*

4

3

1

2




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


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**BEHEMOTH**  
Goal: Reduce Behemoth to 0



**Setup:**  
Track Behemoth's  using . Behemoth starts with 17 .

**When you Refocus:**  
Behemoth loses 1  for each /★ on your active relics. Then, lose sanity based on Behemoth's .



17 16 15 14 13 12 11 10 9


8 7 6 5 4 3 2 1 0



5X 4X 3X 2X 1X 0X

	(0-1)	(2-3)	(4-5)
	+1	+2	+3






**COLLECTOR**  
Goal: Purchase every market relic.


**Setup:**  
Track  using  starting at 5X.


**When you Refocus:**  
Choose a relic from your hand or discard pile. You may destroy it to increase  based on the relic's value.

Then, decrease  by 1. If  is 0X, lose the game.

**Turn Structure:**

- Shift your active relics
- Play a relic (lose one sanity per ★)
- Take one action:
  - > **Scry:** Invoke a vision for each 
  - > **Purchase** a market relic worth 
  - > **Fight** an enemy with  defence ()
  - > **Heal:** restore  sanity
 (★ may be used as any symbol)
- Discard a card from your hand
- Draw up to your hand limit (default hand limit: 3 cards)
- If your hand is full of enemies:
  - Discard hand, repeat steps 5 & 6







5

6

7

6X 5X 4X 3X 2X 1X 0X

### ENDLESS HORDE

Goal: Banish 6 enemies

**Setup:**  
Track X using ♠, starting at 6X  
**Extra Rule:**  
Do not refill the enemy deck when it is empty

**When you Refocus:**  
If there are at least two defeated enemies, randomly select one to Banish and one to add to your discard pile.

Otherwise, decrease X by 1. If X reaches 0X, lose the game



5

6

7

### Scrying Visions:

- 👁️ Draw a card
- 🔄 Shuffle a card from your hand back into your deck
- 👁️ Reveal a lurking enemy
- 🔄 Replace a relic in the market

### Refocus Steps:

- Resolve curse effects
- Add one of the lurking enemies to your discard pile
- Shuffle your discard pile to form your new deck



**Setup:**  
Flip the ♠ card to the Fog side. Slide it behind this card so only the ♠ is covered

**When you Refocus:**  
You may shift the Fog card by one row or column. If you cannot, reduce your sanity to 2X (X = number of uncovered ?s)

**CHOKING FOG**  
Goal: Cover every symbol on the fog card

When shifting this card, every symbol you cover must be present on your active relics

? can be satisfied by any symbol  
★ may be used to provide any symbol

