





































<div></div> <div>Tarot Deck</div> <div>0</div> <div>When Played: You may invoke any two of the Scrying visions</div> <div>Starter A</div>	<div></div> <div>Lucky Coin</div> <div>0</div> <div>When Played: You may replace each relic currently in the market</div> <div>Starter A</div>	<div></div> <div>Brass Knuckles</div> <div>0</div> <div>Drop Off: You may discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter A</div>
<div></div> <div>Rosary Beads</div> <div>0</div> <div>Drop Off: You may restore 1 sanity to either player</div> <div>Starter A</div>	<div></div> <div>Elder Ward</div> <div>0</div> <div></div> <div>Starter A</div>	<div></div> <div>Tarot Deck</div> <div>0</div> <div>When Played: You may invoke any two of the Scrying visions</div> <div>Starter B</div>
<div></div> <div>Lucky Coin</div> <div>0</div> <div>When Played: You may replace each relic currently in the market</div> <div>Starter B</div>	<div></div> <div>Brass Knuckles</div> <div>0</div> <div>Drop Off: You may discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter B</div>	<div></div> <div>Rosary Beads</div> <div>0</div> <div>Drop Off: You may restore 1 sanity to either player</div> <div>Starter B</div>







































<div></div> <div>Elder Ward<div>0</div></div> <div>Starter B</div>	<div> </div> <div>Scrying Bowl<div>2</div></div> <div>Drop Off: You may search your deck for any card and draw it into your hand</div> <div>Market</div>	<div> </div> <div>Precious Gemstones<div>2</div></div> <div>Market</div>
<div> </div> <div>.38 Revolver<div>2</div></div> <div>Market</div>	<div> </div> <div>Silver Crucifix<div>2</div></div> <div>Drop Off: You may swap the order of your remaining active relics</div> <div>Market</div>	<div> </div> <div>Ancient Spellbook<div>4</div></div> <div>Market</div>
<div> </div> <div>Ornate Mirror<div>1</div></div> <div>When Played: You may peek at the top card of your deck. Return it to either the top or bottom of your deck</div> <div>Market</div>	<div> </div> <div>Stimulating Incense<div>1</div></div> <div>While In Play: When you take the Fight action, you may discard a relic from your hand for an extra </div> <div>Market</div>	<div> </div> <div>Divine Guidance<div>1</div></div> <div>When Played: You may discard a relic from your hand to restore 2 sanity to either player</div> <div>Market</div>















<div data-bbox="108 203 159 302"> </div> <div data-bbox="204 152 526 246"> <p>Ceremonial Rapier 1</p> </div> <div data-bbox="158 591 470 687"> <p>While In Play: Gain one per two on your active relics</p> </div> <div data-bbox="276 721 352 748"> <p>Market</p> </div>	<div data-bbox="592 203 643 302"> </div> <div data-bbox="691 152 1013 203"> <p>Indulgence 1</p> </div> <div data-bbox="641 591 951 687"> <p>While In Play: Gain one per two on your active relics</p> </div> <div data-bbox="759 721 836 748"> <p>Market</p> </div>	<div data-bbox="1078 203 1129 302"> </div> <div data-bbox="1177 152 1500 203"> <p>Holy Water 1</p> </div> <div data-bbox="1090 562 1461 687"> <p>When Played: You may shuffle a revealed lurking enemy into the enemy deck</p> </div> <div data-bbox="1243 721 1319 748"> <p>Market</p> </div>
<div data-bbox="108 875 159 974"> </div> <div data-bbox="225 824 526 918"> <p>Haunting Prophecy 3</p> </div> <div data-bbox="142 1261 485 1357"> <p>When Played: Lose 1 sanity to search your deck for a card and draw it</p> </div> <div data-bbox="276 1391 352 1417"> <p>Market</p> </div>	<div data-bbox="592 875 643 974"> </div> <div data-bbox="684 824 1007 875"> <p>Cursed Gold 3</p> </div> <div data-bbox="600 1205 991 1357"> <p>Drop Off: Choose a card from the market. You may lose sanity equal to half its value (rounded up) to add it to your hand</p> </div> <div data-bbox="759 1391 836 1417"> <p>Market</p> </div>	<div data-bbox="1078 875 1129 974"> </div> <div data-bbox="1177 824 1500 875"> <p>Ritual Knife 3</p> </div> <div data-bbox="1112 1261 1442 1357"> <p>While In Play: After you attack an enemy, you may restore 1 sanity</p> </div> <div data-bbox="1243 1391 1319 1417"> <p>Market</p> </div>
<div data-bbox="108 1547 159 1646"> </div> <div data-bbox="217 1496 526 1590"> <p>Exorcising Ritual 3</p> </div> <div data-bbox="127 1874 499 2027"> <p>Drop Off: Choose a relic from your hand or discard pile. You may destroy it to restore sanity equal to its value + 2</p> </div> <div data-bbox="276 2060 352 2087"> <p>Market</p> </div>	<div data-bbox="592 1547 643 1691"> </div> <div data-bbox="695 1496 1007 1590"> <p>Forbidden Knowledge 4</p> </div> <div data-bbox="611 1930 975 2027"> <p>While In Play: You may draw one additional card when refilling your hand</p> </div> <div data-bbox="759 2060 836 2087"> <p>Market</p> </div>	<div data-bbox="1078 1547 1129 1691"> </div> <div data-bbox="1169 1496 1500 1590"> <p>Bottomless Coinpurse 4</p> </div> <div data-bbox="1078 1845 1469 2027"> <p>While In Play: 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> </div> <div data-bbox="1243 2060 1319 2087"> <p>Market</p> </div>
































<div><div></div><div>Shotgun</div><div>4</div></div> <div><p>While In Play: 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><i>Market</i></p></div>	<div><div></div><div>Remains of a Saint</div><div>4</div></div> <div><p>While In Play: When you take the Heal action, you may divide the restored sanity between players however you wish</p><p><i>Market</i></p></div>	<div><div></div><div>Eldritch Contract</div><div>5</div></div> <div><p>When Played: Add any card from the market discard pile to your hand.</p><p><i>Market</i></p></div>
<div><div></div><div>Pickpocket</div><div></div></div> <div><p>While in Hand: Cards cost one more  to buy</p></div>	<div><div></div><div>Peek-A-Boo</div><div></div></div> <div><p>When Drawn: Discard a relic from your hand</p></div>	<div><div></div><div>Cultist</div><div></div></div> <div><p>While in Hand: Whenever you play a  card, lose 2 additional sanity</p></div>
<div><div></div><div>Plaguebearer</div><div></div></div> <div><p>While in Hand: Lose 2 sanity after you take the Heal action</p></div>	<div><div></div><div>The Thing That Follows</div><div></div></div> <div><p>When Discarded: Shuffle this card into your deck</p></div>	<div><div></div><div>Fate Controller</div><div></div></div> <div><p>While in Hand: Draw one fewer card when refilling your hand</p></div>



		
		
	<div><div>Deck</div><div>Active Relics</div><div>Lady Romanov</div><div>Signature Relic:  Expert Appraisal</div><div>Sworn Enemy: Pickpocket</div><div>Discard</div></div>	<div><div>Deck</div><div>Active Relics</div><div>Father Seamus</div><div>Signature Relic: ♀ Rousing Sermon</div><div>Sworn Enemy: Plaguebearer</div><div>Discard</div></div>

<div>  <div>Expert Appraisal</div> <div>0</div> </div> <div> <p>When Played:</p> <p>Swap a relic in the market discard pile with one in the market</p> <p><i>Signature</i></p> </div>	<div>  <div>Interrogation</div> <div>0</div> </div> <div> <p>When Played:</p> <p>You may search your deck for an enemy and draw it</p> <p><i>Signature</i></p> </div>	<div> <div>♀</div> <div>Rousing Sermon</div> <div>0</div> </div> <div> <p>While In Play:</p> <p>Whenever you take the Heal action, you may restore 1 additional sanity</p> <p><i>Signature</i></p> </div>
<div> <div>4</div> <div>1</div> <div>2</div> <div>3</div> </div>	<div> <div>4</div> <div>1</div> <div>2</div> <div>3</div> </div>	<div> <div> <div> <div>17</div> <div>16</div> <div>15</div> <div>14</div> <div>13</div> <div>12</div> <div>11</div> <div>10</div> <div>9</div> </div> <div> <div>8</div> <div>7</div> <div>6</div> <div>5</div> <div>4</div> <div>3</div> <div>2</div> <div>1</div> <div>0</div> </div> </div> <div> <div> <div>BEHEMOTH</div> <div>Goal: Reduce Behemoth to 0</div> </div> <div> <p>Setup:</p> <p>Track Behemoth's using ♠</p> <p>Behemoth starts with 17 ♠</p> <p>When you Refocus:</p> <p>Behemoth loses 1 ♠ for each ♠/★ on your active relics</p> <p>Then, lose sanity based on Behemoth's</p> </div> </div> </div>
<div> <div> <div>5X</div> <div>4X</div> <div>3X</div> <div>2X</div> <div>1X</div> <div>0X</div> </div> <div> <div>COLLECTOR</div> <div>Goal: Purchase every market relic</div> </div> </div> <div> <p>Setup:</p> <p>Track X using ♠, starting at 5X</p> <p>When you Refocus:</p> <p>Choose a relic from your hand or discard pile. You may destroy it to increase X based on the relic's value</p> <p>Then, decrease X by 1. If X is 0X, lose the game</p> </div>	<div> <p>Turn Structure:</p> <ol style="list-style-type: none"> Shift your active relics Play a relic (lose one sanity per ★) Take one action: <ul style="list-style-type: none"> > 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: <ul style="list-style-type: none"> → Discard hand, repeat steps 5 & 6 </div>	<div>   </div>

		
<div><div></div><div>Setup: Flip the ♣ card to the Fog side. Slide it behind this card so only the ♣ is covered</div><div>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)</div></div> <div>CHOKING FOG Goal: Cover every symbol on the fog card</div>	<div><div>5</div><div>8</div><div>9</div><div>7</div></div>	<div><div>5</div><div>8</div><div>9</div><div>7</div></div>
<div><p>When shifting this card, every symbol you cover must be present on your active relics</p><p>? can be satisfied by any symbol ★ may be used to provide any symbol</p><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div>Scrying Visions:<ul style="list-style-type: none">👁 Draw a card👁 Shuffle a card from your hand back into your deck👁 Reveal a lurking enemy👁 Replace a relic in the market</div> <div>Refocus Steps:<ol style="list-style-type: none">Resolve curse effectsAdd one of the lurking enemies to your discard pileShuffle your discard pile to form your new deck</div>	