



















































<div></div> <div>Tarot Deck </div> <div><b>When Played:</b> Draw a card</div> <div>Starter</div>	<div></div> <div>Lucky Coin </div> <div><b>When Played:</b> Replace each relic currently in the market</div> <div>Starter</div>	<div></div> <div>Brass Knuckles </div> <div><b>Drop Off:</b> Discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter</div>
<div></div> <div>Rosary Beads </div> <div><b>Drop Off:</b> Restore 2 sanity to either player</div> <div>Starter</div>	<div></div> <div>Elder Ward </div> <div></div> <div>Starter</div>	<div></div> <div>Tarot Deck </div> <div><b>When Played:</b> Draw a card</div> <div>Starter</div>
<div></div> <div>Lucky Coin </div> <div><b>When Played:</b> Replace each relic currently in the market</div> <div>Starter</div>	<div></div> <div>Brass Knuckles </div> <div><b>Drop Off:</b> Discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter</div>	<div></div> <div>Rosary Beads </div> <div><b>Drop Off:</b> Restore 2 sanity to either player</div> <div>Starter</div>






















<div></div> <div>Elder Ward<div>0</div></div> <div>Starter</div>	<div> </div> <div>Scrying Bowl<div>2</div></div> <div><b>Drop Off:</b> Peek at the top 3 cards of your deck, then return them in any order</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><b>Drop Off:</b> 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><b>When Played:</b> 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><b>While In Play:</b> When you attack, you may discard a relic for an extra </div> <div>Market</div>	<div> </div> <div>Divine Guidance<div>1</div></div> <div><b>Drop Off:</b> Discard a relic to restore 3 sanity to either player</div> <div>Market</div>





<div></div> <div>Ceremonial Rapier<div>1</div></div> <div><b>While In Play:</b> Gain one  per two  on your active relics</div> <div>Market</div>	<div></div> <div>Indulgence<div>1</div></div> <div><b>While In Play:</b> Gain one  per two  on your active relics</div> <div>Market</div>	<div></div> <div>Holy Water<div>1</div></div> <div></div> <div>Market</div>
<div></div> <div>Haunting Prophecy<div>3</div></div> <div><b>When Played:</b> Lose 1 sanity to search your deck for a card and draw it</div> <div>Market</div>	<div></div> <div>Cursed Gold<div>3</div></div> <div><b>Drop Off:</b> Choose a card from the market. Lose sanity equal to half its value (rounded up). Add it to your hand.</div> <div>Market</div>	<div></div> <div>Ritual Knife<div>3</div></div> <div><b>While In Play:</b> After you attack an enemy, restore 1 sanity</div> <div>Market</div>
<div></div> <div>Exorcising Ritual<div>3</div></div> <div><b>When Played:</b> Destroy a relic in your hand or discard pile to restore sanity equal to its value + 2</div> <div>Market</div>	<div></div> <div>Forbidden Knowledge<div>4</div></div> <div><b>While In Play:</b> Your hand limit is increased by one card</div> <div>Market</div>	<div></div> <div>Bottomless Coinpurse<div>4</div></div> <div><b>While In Play:</b> You may pay one extra  when buying a relic to send it to your partner's discard pile instead of yours.</div> <div>Market</div>
























<div></div> <div>Shotgun </div> <div><b>While In Play:</b> You may attack enemies in your partner's hand as well as your own</div> <div>Market</div>	<div></div> <div>Remains of a Saint </div> <div><b>While In Play:</b> When you take the Heal action, you may divide the restored sanity between players however you wish</div> <div>Market</div>	<div></div> <div>Eldritch Contract </div> <div><b>When Played:</b> Add any card from the market discard pile to your hand.</div> <div>Market</div>
<div></div> <div>Pickpocket</div> <div><b>While in Hand:</b> Cards cost one more  to buy</div> <div>I</div>	<div></div> <div>Peek-A-Boo</div> <div><b>When Drawn:</b> Lose one sanity</div> <div>I</div>	<div></div> <div>Cultist</div> <div><b>While in Hand:</b> Whenever you play a  card, lose 1 additional sanity</div> <div>I</div>
<div></div> <div>Plaguebearer</div> <div><b>While in Hand:</b> Lose 1 sanity after you take the Heal action</div> <div>I</div>	<div></div> <div>The Thing That Follows</div> <div><b>When Discarded:</b> Shuffle this card into your deck</div> <div>II</div>	<div></div> <div>Fate Controller</div> <div><b>While in Hand:</b> Your hand limit is decreased by one card</div> <div>II</div>








<div><div></div><div>Face Stealer</div><div></div></div> <div><div><b>While in Hand:</b> You may not attack this card unless you have 2+  in your active play area</div><div>II</div></div>	<div><div></div><div>Warped Flesh</div><div></div></div> <div><div></div><div>II</div></div>	<div><div></div><div>Dimensional Portal</div><div></div></div> <div><div><b>When Discarded:</b> Add an enemy from the enemy deck into your discard pile</div><div>III</div></div>
<div><div></div><div>Parasitic Fungus</div><div></div></div> <div><div><b>While in Hand:</b> Other enemies in your hand have +1 </div><div>III</div></div>	<div><div></div><div>Shoggoth</div><div></div></div> <div><div></div><div>III</div></div>	<div><div></div><div>Glutton</div><div></div></div> <div><div><b>When Discarded:</b> Destroy a relic in your hand or discard pile</div><div>III</div></div>
<div><div>Deck</div><div><div>Private McGinn</div><div>Signature Relic: Interrogation</div></div><div>Discard</div></div>	<div><div>Deck</div><div><div>Madam Cassandra</div><div>Signature Relic: Second Sight</div></div><div>Discard</div></div>	<div><div></div><div>Second Sight</div><div></div></div> <div><div><b>While In Play:</b> Whenever you take the Scry action, return one fewer card to the deck</div><div>Signature</div></div>

		
		<div>Deck</div> <div>Discard</div> <div>Active Relics</div> <div>Lady Romanov</div> <div>Signature Relic:  Expert Appraisal</div>
		<div>Deck</div> <div>Discard</div> <div>Active Relics</div> <div>Father Seamus</div> <div>Signature Relic:  Rousing Sermon</div>

<div></div> <div>Expert Appraisal  0</div> <div><p><b>When Played:</b></p><p>Swap a relic in the market discard pile with one in the market</p><p><i>Signature</i></p></div>	<div></div> <div>Interrogation  0</div> <div><p><b>When Played:</b></p><p>Search your deck for an enemy and draw it</p><p><i>Signature</i></p></div>	<div></div> <div>Rousing Sermon  0</div> <div><p><b>While In Play:</b></p><p>Whenever you take the heal action, restore 1 additional sanity</p><p><i>Signature</i></p></div>
<div>4</div> <div>3</div> <div>1</div> <div>2</div>	<div>4</div> <div>3</div> <div>1</div> <div>2</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><p><b>BEHEMOTH</b></p><p>Goal: Reduce  to 0</p><p><b>Setup:</b></p><p>Track  using  starts with 17</p><p><b>When you Refocus:</b></p><p>1.  takes ( + ★) damage</p><p>2. Lose sanity based on </p></div></div>

		
<div><div>CHOKING FOG</div><div>Goal: Cover every symbol in the grid</div><div>When you Refocus: You may shift the symbol grid card by one row or column if you have the required symbols</div><div>Setup: Flip the ♠ card to the symbol grid side. Slide it behind this card so only the ♠ symbol is covered</div><div>▶</div></div>	<div>5</div> <div>867</div>	<div>5</div> <div>867</div>
<div>When shifting this card, any symbols you cover must be present on your active relics</div> <div><div><div>👁️👊♀️🌀☆</div><div>👊🌀👁️☆♀️</div><div>🌀♀️☆👊👁️</div><div>♀️☆🌀👁️👊</div><div>🔔👁️👊♀️🌀</div></div></div>	<div>General Setup</div> <div><div>1. Shuffle market relics to form the market deck. Reveal 3 relics</div><div>2. Group the enemies by level. Shuffle each group separately, then combine the groups in ascending order (III at the bottom, I on top) to form the enemy deck</div><div>3. Select a curse, then perform any curse-specific setup</div></div> <div>Per-Player Setup</div> <div><div>1. Select a character card</div><div>2. Set your character's signature card in the first active relics slot</div><div>3. Shuffle a set of starting relics to form your deck</div><div>4. Draw 3 cards</div><div>5. Shuffle an enemy into your deck</div><div>6. Take a sanity tracker and set it to 6</div></div>	