








































<div></div> <div>Tarot Deck0</div> <div>When Played: Draw a card</div> <div>Starter</div>	<div></div> <div>Lucky Coin0</div> <div>When Played: Replace each card currently in the market</div> <div>Starter</div>	<div></div> <div>Brass Knuckles0</div> <div>Drop Off: Discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter</div>
<div></div> <div>Rosary Beads0</div> <div>Drop Off: Restore 2 sanity to either player</div> <div>Starter</div>	<div></div> <div>Elder Ward0</div> <div></div> <div>Starter</div>	<div></div> <div>Tarot Deck0</div> <div>When Played: Draw a card</div> <div>Starter</div>
<div></div> <div>Lucky Coin0</div> <div>When Played: Replace each card currently in the market</div> <div>Starter</div>	<div></div> <div>Brass Knuckles0</div> <div>Drop Off: Discard an enemy, ignoring any sanity damage and "When Discarded" effects</div> <div>Starter</div>	<div></div> <div>Rosary Beads0</div> <div>Drop Off: Restore 2 sanity to either player</div> <div>Starter</div>




















<div></div> <div>Elder Ward</div> <div>0</div> <div>Starter</div>	<div> </div> <div>Scrying Bowl</div> <div>2</div> <div>Drop Off: 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> <div>2</div> <div>Market</div>
<div> </div> <div>.38 Revolver</div> <div>2</div> <div>Market</div>	<div> </div> <div>Indulgence</div> <div>2</div> <div>Drop Off: Swap the order of your remaining active relics</div> <div>Market</div>	<div> </div> <div>Ancient Spellbook</div> <div>4</div> <div>Market</div>
<div> </div> <div>Ornate Mirror</div> <div>1</div> <div>When Played: 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> <div>1</div> <div>While In Play: When you attack, you may discard a relic for an extra </div> <div>Market</div>	<div> </div> <div>Divine Guidance</div> <div>1</div> <div>Drop Off: Discard a relic to restore 3 sanity to either player</div> <div>Market</div>












































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

































<div><div></div><div>Shotgun</div><div>4</div></div> <div><p>While In Play: You may attack enemies in your partner's hand as well as your own</p><p>Market</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, draw a card</p><p>Market</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>Market</p></div>
<div><div></div><div>Pickpocket</div><div>I</div></div> <div><p>While in Hand: Cards cost one more  to buy</p></div>	<div><div></div><div>Peek-A-Boo</div><div>I</div></div> <div><p>When Drawn: Discard a relic from your hand</p></div>	<div><div></div><div>Cultist</div><div>I</div></div> <div><p>While in Hand: Whenever you play a , lose 1 additional sanity</p></div>
<div><div></div><div>Plaguebearer</div><div>I</div></div> <div><p>While in Hand: Lose 1 sanity after you take the Heal action</p></div>	<div><div></div><div>The Thing That Follows</div><div>II</div></div> <div><p>When Discarded: Shuffle this card into your deck</p></div>	<div><div></div><div>Fate Controller</div><div>II</div></div> <div><p>While in Hand: You have a maximum hand size of 2. Discard any excess cards at the end of your turn</p></div>



<div><div> Face Stealer </div><div><p>While in Hand: You may not attack this card unless you have 2+  in your active play area</p><div>II</div></div></div>	<div><div> Warped Flesh </div><div><p>While in Hand: You may not attack this card unless you have 2+  in your active play area</p><div>II</div></div></div>	<div><div>Dimensional Portal </div><div><p>When Discarded: Add an enemy from the enemy deck into your discard pile</p><div>III</div></div></div>
<div><div> Parasitic Fungus </div><div><p>While in Hand: Other enemies in your hand have +1 </p><div>III</div></div></div>	<div><div> Shoggoth </div><div><p>While in Hand: Other enemies in your hand have +1 </p><div>III</div></div></div>	<div><div> Glutton </div><div><p>When Discarded: Destroy a relic in your hand or discard</p><div>III</div></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:  Averted Omen</div></div><div>Discard</div></div>	<div><div> Averted Omen <div>0</div></div><div><p>When Played: Choose any number of cards in your hand. Shuffle them back into your deck, then draw that many cards</p><p>Signature</p></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>When Played: Swap a card in the market for one in the market discard</div> <div>Signature</div>	<div></div> <div>Interrogation 0</div> <div>When Played: Search your deck for an enemy and draw it</div> <div>Signature</div>	<div></div> <div>Rousing Sermon 0</div> <div>While In Play: Whenever you take the heal action, restore 1 additional sanity</div> <div>Signature</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>-</div><div></div><div>BEHEMOTH</div><div>1. Behemoth takes ♠ + ★ damage 2. Take damage based on Behemoth</div><div>When you Refocus:</div><div>Goal: Reduce Behemoth to 0 ♥</div><div>Setup: Track Behemoth ♥ using ▲ Behemoth starts with 17 ♥</div><div></div></div>
<div>COLLECTOR</div> <div>Goal: Purchase every relic</div> <div>When you Refocus: Destroy a relic from your hand or discard pile</div>	<div>Turn Structure:</div> <div>1. Shift active cards</div> <div>2. Play a relic (lose one sanity per ★)</div> <div>3. Take one action<ul style="list-style-type: none">> Draw ☉ cards, then discard ☉/2 cards> Buy a card from the market worth ☹> Fight a monster with 🖐 defence (♥)> Heal ♀ sanity★ are wild and may be used as any symbol</div> <div>4. Discard a card</div> <div>5. If no relics in hand:<ul style="list-style-type: none">- Discard any enemies in hand- Draw 3 cardsOtherwise, draw a card</div> <div>Refocus Steps:</div> <div>1. Replace one relic in the market</div> <div>2. Resolve curse effects</div> <div>3. Add an enemy to your discard pile</div> <div>4. Shuffle your discard pile to form your new deck</div>	<div></div> <div></div>

		
	5 ∞ 7	5 ∞ 7
	<p>Setup</p> <p>General Setup</p> <ol style="list-style-type: none">1. Shuffle market relics to form the market deck. Reveal 3 relics2. 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 deck3. Select a curse, then perform any curse-specific setup <p>Per-Player Setup</p> <ol style="list-style-type: none">1. Select a character card2. Set your character's signature card in the first active cards slot3. Shuffle a set of starting relics to form your deck4. Draw 3 cards to form your opening hand5. Shuffle the next enemy into your deck6. Take a sanity tracker and set it to 6	