

**1** HAUNTED ANCESTOR

1 die showing 6

**2** THE PROPRIETOR

2 dice showing 5 or higher

**2** WEIRD POOL

A Pair (3s or higher)

**2** DARK SIGNET

A Pair (4s or higher)

**4** PIT OF SPIKES

3 dice showing 5 or higher

**3** STRANDED STARLET

Three of a Kind

**4** HIDEOUS FETISH

Three of a Kind (3s or higher)

**4** THE LOST MARINER

Run-of-Four

**2** GRAVE ROBBERS

A Pair (5s or higher)

**5** VILE SWARM

Two Pairs

**6** MONSTROUS IDOL

5 dice showing 3 or higher

**4** BAD EGG

Run of Three (starting at 3 or higher)

**6** WAKING DEAD

Two Pairs (2s or higher)

**4** SUNKEN EFFIGY

Three of a Kind (2s or higher)

**5** ANA CONDA

Three of a Kind (4s or higher)

**5** THE OCCULTIST

Run of Three (starting at 4 or higher)







**3** **ALIEN CARCASS**

A Pair of 6s

**5** **DIGGERS CLAIM**

Three of a Kind (5s on higher)

**6** **SEALED PORTAL**

Two Pairs (3s on higher)

**7** **WANDERING MAGICIAN**

Two Pairs (4s on higher)

**7** **THE BARONESS**

Run-of-Four (starting 3 on higher)

**8** **BOOK OF UNSPEAKABLE TRUTH**

5 dice showing 4 on higher

**8** **FORGOTTEN ORDNANCE**

Four-of-a-kind (2s on higher)

**8** **THING FROM BELOW**

Run-of-Five

**4** **ACHIEVEMENT**

**PRICELESS TREASURE**

To Claim: 3 Artefact Encounters in your stash.  
To Steal: More Artefact Encounters than the opponent with this card.

**4** **ACHIEVEMENT**

**HEROIC COURAGE**

To Claim: 3 Horror Encounters in your stash.  
To Steal: More Horror Encounters than the opponent with this card.

**4** **ACHIEVEMENT**

**FURIOUS FEATS**

To Claim: 3 Villain Encounters in your stash.  
To Steal: More Villain Encounters than the opponent with this card.

**4** **ACHIEVEMENT**

**DEEP FOCUS**

To Claim: 3 Pitfall Encounters in your stash.  
To Steal: More Pitfall Encounters than the opponent with this card.

**SCENARIO** **One die (4+) = 1**

**A pair (3+) = 2**

**3+ of a kind = 3+**

**Run of 3+ = 3+**

**SCENARIO** **One die (4+) = 1**

**A pair (3+) = 2**

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**Run of 3+ = 3+**

**SCENARIO** **One die (4+) = 1**

**A pair (3+) = 2**

**3+ of a kind = 3+**

**Run of 3+ = 3+**

**THE MAP**

**1**




You Move First each round.  
+1 Ancient Secret.





**4** ACHIEVEMENT

# DEEP FOCUS

To Claim: 3 Pitfall Encounters in your stash.  
To Steal: More Pitfall Encounters than the opponent with this card.

**4** ACHIEVEMENT




# FURIOUS FEATS

To Claim: 3 Villain Encounters in your stash.  
To Steal: More Villain Encounters than the opponent with this card.

**4** ACHIEVEMENT

# HEROIC COURAGE

To Claim: 3 Horror Encounters in your stash.  
To Steal: More Horror Encounters than the opponent with this card.

**4** ACHIEVEMENT

# PRICELESS TREASURE

To Claim: 3 Artefact Encounters in your stash.  
To Steal: More Artefact Encounters than the opponent with this card.

# THE MAP

**1**

You Move First each round.  
+1 Ancient Secret.

SCENARIO **II** *One die(5+) = 1* 

*A Pair (3+) = 2* 

*3+ of a kind = 3+* 

*Run of 3+ = 3+* 

SCENARIO **II** *One die(5+) = 1* 

*A Pair (3+) = 2* 

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*3+ of a kind = 3+* 

*Run of 3+ = 3+* 



**RELIC** \$9

7

This card is worth 7 Ancient Secrets at the end of the game.

**MATCHBOOK** \$1

2

Gain 2 Ancient Secrets at the end of the game for every 3 Treasure tokens in your stash.

**SNAKE WHISKEY** \$3

1

Gain 1 Ancient Secret at the end of the game for each Terrible Thing token in your stash.

**COMPASS** \$3

When you move to a Location and choose to use its Location Action, you may instead use the Location Action of an adjacent Location.

**SERUM** \$2

Exhaust this card and spend any 3 resource tokens to discard a Terrible Thing token from your stash.

**GRAMOPHONE** \$1

2

Gain 2 Ancient Secrets at the end of the game for every 3 Feat tokens in your stash.

**PHOTOGRAPH** \$2

Exhaust this card to re-roll any single die showing a 1. (Desperation dice may not be re-rolled.)

**GAS LAMP** \$3

Focus re-rolls cost you 1 Fewer Focus tokens, to a minimum of 1.

**HARD CASH** \$3

Items from the Trading Post cost you 1 Fewer Treasure token, to a minimum of 1.

**UTILITY BELT** \$2

At the end of your turn, fill your hand to 4 Feat cards instead of 3.

**TRUNK** \$1

2

Gain 2 Ancient Secrets at the end of the game for every 3 Focus tokens in your stash.

**TINCTURE** \$4

When performing a Desperate Act, Encounters require one Fewer Courage tokens to overcome.

**TRANSPORT** \$3

During an Encounter, exhaust this card and sacrifice one of your remaining re-rolls to swap any two Encounters on the board.

**MACHETE** \$4

When performing a Desperate Act, you may overcome Encounters with Focus Tokens instead of Courage Tokens.

**DEVICE** \$3

You may spend 2 Focus tokens to claim 1 Treasure, Courage, and Feat token at any time.

**DYNAMITE** \$4

Exhaust this card to re-roll exactly three of your Focus dice.







# 1 SHORT FUSE



Set any one die to 1 or 2.

# 1 GIANT LEAP



Set any one die to 3.

# 1 CLEVER TRICK



Set any one die to 4.

# 1 SUBLIME MOVE



Set any one die to 5.

# 1 MASTER STROKE



Set any one die to 6.

# 1 DIGGING DEEP



Each opponent reveals their hand. You may choose one of the revealed cards and put it in your hand. That opponent then draws a new Feat card.

# 2 WRONG TURN



Swap the positions of any two Encounters on the board.

# 3 BREAK THE FEVER



Gain 3 Focus tokens.

# 0 DREADFUL OMEN



Remove a Terrible Thing token from the Expedition Track and discard it.

# 1 STEELY GAZE



Each opponent loses one Courage token or steal one Courage token from one opponent.

# 0 FADING MEMORY



Gain one token of each type from the supply and take the Terrible Thing token showing the highest penalty on the Expedition Track.

# 1 PROSPECTOR



Gain a Treasure token.

# 1 SLEIGHT OF HAND



Re-roll all of the dice in your dice pool.

# 2 HIRED HELP



Gain any two tokens.

# 1 TRAIL BLAZER



Each opponent loses one Focus token or steal one Focus token from one opponent.

# 1 ARCANES INSIGHT



Each opponent loses one Treasure token or steal one Treasure token from one opponent.



