

Act 2a

The Curse of Devil's Canyon

After reading Von Varinsteins notes, you cannot shake the feeling that you are not alone. Strange tracks appear and disappear, whilst inhuman noises can be heard just out of sight. A malign presence stalks the abandoned sets.

➤ Spend 1 clue as a group: Move a Spectral Hunter from the Hidden Area to an empty *Desert* location, or a location containing a **Hunter** investigator.

Objective – When a Spectral Hunter is defeated, advance.

Devil's Canyon

EASY / STANDARD

➤ -X. X is equal to the number of Spectral Hunters in the victory display.

➤ Reveal another chaos token.

➤ -4. If you fail, lose 1 resource.

ACT 2b

Obtaining the Lenses

The being before you is a horrible parody of human and animal form, and more disturbingly can apparently become unseen at will. How many of these things are out there? Scouring the storage sheds you find a pair of strangely angled lenses, along with scribbled notes from Von Varinstein. These lenses were apparently an experimental design intended to reveal whatever was subverting his work.

Hurriedly mounting the lenses to the old projector, you find the film reels and play them again. This time, hitherto unseen horrors can be seen lurking in the backgrounds of several shots.

Finding a working camera, you fit the lenses to it. This should at least give you a chance of revealing the creatures. Put the set aside Cine-Kodak into play attached to the Production Quarters.

Devil's Canyon

HARD / EXPERT

➤ -X. X is equal to twice the number of Spectral Hunters in the victory display.

➤ Reveal another chaos token.

➤ -4. If you fail, draw the top *Spectral* card in the encounter discard pile.

Agenda 2a

Stalked by the Unseen

Whilst scouting the abandoned complex you notice odd occurrences - sounds on the wind, freak accidents and disturbing imprints in the sand. You have a sense of being watched.

Investigators cannot take Resource actions whilst in a *Desert* location.

Agenda 3a

Unseen Horrors

As the creatures mass, the attacks become more sly and vicious. Tracks are quickly covered and unseen claws strike without warning. Each night brings a renewed assault, the howling wind mixed with unearthly cries.

Investigators cannot take Resource actions whilst in a *Desert* location. Each location has +1 shroud whilst it contains any clues.

The difficulty of skill tests during the revelation effect of *Spectral* treachery cards is increased by 1.

AGENDA 2b

Nightfall

The evening draws in, clear skies draining the heat from the ground and leaving a deathly cold. Strange howls and barks echo across the canyons, chilling your blood. Only the foolish or hardy would risk the desert at night.

Discard each enemy that is not at the Hidden Area. Each investigator may move to the nearest *Campsite* location, if able. Then, each investigator at a *Desert* location takes 1 damage and 1 horror. Flip each *Desert* location that does not contain an investigator to its unrevealed side (Single sided locations are shuffled into the exploration deck), discarding all clues, resources and cards attached (*Place clues on these locations when revealed as normal*).

If there are any set aside Spectral Hunters, put one into play at the Hidden Area.

Shuffle the encounter discard pile into the encounter deck. Unless Act 1a is in play, each investigator loses 1 clue for each enemy at the Hidden Area.

If there are three or more Spectral Hunters in play, or in the victory display (or any combination thereof), advance to Agenda 3a. Otherwise, flip this agenda back to its "a" side.

AGENDA 3b

Nightfall

The coming of night seems to spur the creatures on, renewing their assault as the sun goes down.

Each investigator discards cards from the encounter deck until they discard a *Spectral* card and draws that card.

Discard each enemy that is not at the Hidden Area. Each investigator may move to the nearest *Campsite* location, if able. Then, each investigator at a *Desert* location takes 1 damage and 1 horror.

If there are any set aside Spectral Hunters, put each of them into play at the Hidden Area.

Flip each *Desert* location that does not contain an investigator to its unrevealed side (Single sided locations are shuffled into the exploration deck), discarding all clues, resources and cards attached (*Place clues on these locations when revealed as normal*).

Shuffle the encounter discard pile into the encounter deck. Each investigator loses 1 clue for each enemy at the Hidden Area. Flip this agenda back to its "a" side.

Act 1a



Explore the Film Set

The abandoned film set stretches out ahead of you, the faded palaces and gaudy buildings incongruous in the dusty valley. Cliffs tower on all sides, leading to an ever-present feeling of being trapped. The village of the Hoteihk lies somewhere nearby, nestled in the looming hills.

Investigators cannot perform Explore actions.

Objective – Investigators at a **Campsite** location can spend the requisite number of clues as a group to advance.

2

Act 3a



Fighting Back

"They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with their voices, and the earth mutters with their consciousness."

– H.P. Lovecraft, *The Dunwich Horror*.

— Spend 2 clues as a group. Move a Spectral Hunter from the Hidden Area to an empty **Desert** location, or a location containing a **Hunter** investigator.

Objective – When a Spectral Hunter is defeated, advance.

Act 1a



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— Spend 2 clues as a group. Move a Spectral Hunter from the Hidden Area to an empty **Desert** location, or a location containing a **Hunter** investigator.

Objective – When a Spectral Hunter is defeated, advance.

Uncovering the Truth

Hooking the rolls of film to an old projector reveals nothing but outtakes, although you feel a lingering sense of dread watching the silent reels. Perhaps there is more to them than meets the eye.

Amongst the old film company headquarters you find several rolls of film, as well as the notes kept by Von Varnstein, the ill-fated Director. They describe a shoot filled with unfortunate accidents, ill health and a palpable sense of doom. His last notes talk about a malign presence that haunts the canyon, and that he believed was the cause of the misfortune that plagued him.

Hooking the rolls of film to an old projector reveals nothing but outtakes, although you feel a lingering sense of dread watching the silent reels. Perhaps there is more to them than meets the eye.

We Have a Plan

Remove 1 supply token from the Production Quarters for each Spectral Hunter in the Hidden Area.

A cacophony of cracking wood and tearing sheets shatters your hopes. You return to find your makeshift beds a mangled heap of timber and linen. It appears your demonstration of strength has only made them more wary and cunning. How many more of these things are out there?

With another of the creatures downed, your confidence begins to grow. A strange quiet falls over the camp, nothing breaking the eerie silence. Perhaps that was the last of them?

Act 4a



Hunt the Hunters

Armed with knowledge and a plan, you must track down whatever creatures remain and recover the Arc of Vtactos.

— Spend 2 clues as a group. One at a time, move each Spectral Hunter from the Hidden Area to an empty **Desert** location, or location containing a **Hunter** investigator, if able.

Objective – When there are no Spectral Hunters in play (including in the Hidden Area), advance.

Agenda 1a



Sabotage!

You return to find your vehicles sabotaged! The engines, crudely ripped from their housings, lie gleaming in the midday sun. The empty desert offers no witnesses, but immense strength would be required for such a feat. It dawns on you that your only way back is across miles of baking sand...

Investigators cannot take Resource actions whilst in a **Desert** location.

3

First Night

Unless Act 1a is in play, each investigator loses all of their clues.

Add the **Spectral Assault** encounter set () to the encounter deck, then shuffle the encounter discard pile into the encounter deck.

Put a set aside Spectral Hunter into play at the Hidden Area.

Flip each **Desert** location that does not contain an investigator to its unrevealed side (Single sided locations are shuffled into the exploration deck), discarding all clues, resources and cards attached (Place clues on these locations when revealed as normal)

Discard each enemy that is not at the Hidden Area. Each investigator may move to the nearest **Campsite** location, if able. Then, each investigator at a **Desert** location takes 1 damage and 1 horror.

As night begins to fall you hurry to set up a makeshift camp. Shaken by the events of the day, your imagination makes the shadows dance in strange patterns, and turns the noise of the desert into echoing cries and screams. Your mind must be playing tricks on you.

(→R1)

That night passes with your camp unmolested, and you soon realise that the beings are either dead, or have learned to keep a healthy distance. Without the depredations of the creatures, you are able to explore the surrounding area without incident and soon locate the nearby Hoteihk village.

As the creatures lie dead at your feet, you strain to hear the familiar cries and screams, but you hear only the desert wind.

Act 1b



AGENDA 1b



Babylon Palace Set

3 LOCATION **3**

Desert Ruins.

This location may be investigated using instead of the skill indicated by the investigation attempt.

Forced – After you discover clues at this location: Either spend 1 resource, or take 1 damage.

Mostly false fronts and prop walls, the impressive wood-frame palace set is in danger of collapse.

1/1 1

Babylon Palace Set

LOCATION

Desert, Ruins

The Prince of Babylon sets have fallen into considerable decay in the four months since they were last used.

1/1 1

Production Quarters

2 LOCATION **0**

Central.

While there are 1 supplies on Production Quarters it has **Campsite**.

➤ If there are less than 1 supplies on Production Quarters: Place 1 of your resources here as a supply.

➤ At the start of your turn: Spend 1 supply from Production Quarters to heal 1 damage or 1 horror. (Limit once per round.)

Victory 2.

1/1 1

Production Quarters

LOCATION

Central.

Nestled amongst the abandoned sets sit these barracks-like buildings, sheltered from the surrounding desert.

1/1 1

Abandoned Backlot

3 LOCATION **1**

Desert

➤ If there are no clues here, and there are at least 1 supplies on Production Quarters: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Beyond the backlot stretches empty desert. Somewhere out there lies the village of the Hotethk...

1/1 1

Abandoned Backlot

LOCATION

Desert

In the center of the dusty valley, rising up like a mirage, thrust walls and battlements, domed palaces and soaring towers.

1/1 1

Desert Road

3 LOCATION **0**

Desert.

➤ Place 2 resources from the token pool on this location. (Group limit 3 times per round.)

➤ Move all resources from this card to your resource pool.

The ruined vehicles containing your equipment sit uselessly on the dusty road.

1/1 1

Desert Road

LOCATION

Desert

A steep, winding, dirt-and-rock track connects Devil's Canyon with the rest of the world.

1/1 1

Storage Sheds

3 LOCATION **3**

Desert

This location may be investigated using instead of the skill indicated by the investigation attempt.

Forced – After you fail a skill test while investigating Storage Sheds: Either spend 1 resource, or take 1 horror.

The sheds are mostly empty, filled only with shadows and whispers.

Illus. Kevin Hill 1 / 1

Storage Sheds

3 LOCATION **3**

Desert

Hastily erected wooden storage sheds lie half covered in windswept sand.

Illus. Kevin Hill

Cliffside Path

4 LOCATION **1**

Desert. Mountain.

➤ If there are no clues here: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Forced – After you fail a skill test while investigating Cliffside Path: Each investigator at the Cliffside Path takes 1 damage.

Piles of teetering rocks line the canyons, as if carefully placed.

Illus. Kevin Hill 1 / 1

City Wall Set

3 LOCATION **2**

Desert. Ruins.

This location may be investigated using instead of the skill indicated by the investigation attempt.

Investigators at this location get +1 skill value during the revelation effect of a treachery card.

Most of the valuable decorations departed with the film crew, leaving a ghost town of half-built structures.

Illus. Eric Kwon 1 / 1

City Wall Set

3 LOCATION **2**

Desert, Ruins

All that remains of the once-grand sets are yards of tattered drapes, flapping walls and bare interior rooms. The appearance of opulence is merely an illusion.

Illus. Eric Kwon

Desert Waste

4 LOCATION **1**

Desert

➤ If there are no clues here: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Forced – After you fail a skill test while investigating Desert Waste: Test (3). If you fail, take 1 horror and end your turn.

Illus. Eric Kwon 1 / 1



Desert Rock

3 LOCATION **1**

Desert

► If there are no clues here: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Forced – After you fail a skill test while investigating Desert Rock: Test **4**. If you fail, take 1 damage and move to the Abandoned Backlot.

1/1



Hotethk Village

2 LOCATION **2**

Campsite. Mountain.

► If there are no clues present here: Test **2** or **2**. If successful, deal 1 damage to a Spectral Hunter anywhere (including the Hidden Area) and move it to this location. This action does not provoke attacks of opportunity.

Murals tell the macabre story of the last shamans of the Hotethk and their horrific transformation into deathless guardians.

Victory 2.

1/1



Desert Canyon

3 LOCATION **1**

Desert.

► If there are no clues here: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Forced – After you fail a skill test while investigating Desert Canyon: Test **4**. If you fail, discard an asset you control (if you cannot, lose an action instead).

1/1



Ciné-Kodak

ASSET

Item.

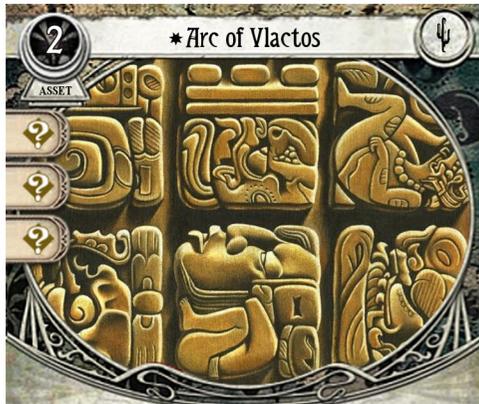
The shroud of Ciné-Kodak's location is reduced by 2.

► During your turn: If Ciné-Kodak is in your play area, attach it to your location. If it is attached to your location, detach it and move it to your play area instead. (Limit once per round).

Forced – When Ciné-Kodak would be discarded from play or its location turned face down: Attach Ciné-Kodak to the Production Quarters.

1/1





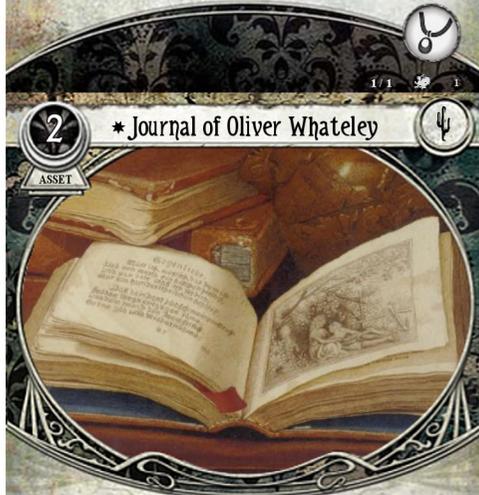
2 *Arc of Vlactos

ASSET

Item. Relic.

After you commit a card to a skill test, Exhaust Arc of Vlactos: That card gains another instance of one of its skill icons of your choice. Then, if you are at an *Otherworld* location, you may look at the top card of the exploration deck and place it on the top or bottom.

The carven images have something in common with Mayan imagery, but seem far older.



2 *Journal of Oliver Whateley

ASSET

Relic. Tome.

You may take an additional action during your turn, which can only be used to explore.

Whateley, a renegade missionary, lived with a feared native tribe named the Hotethk shortly before vanishing.



Illus. Claude Raguet 1/1



2 Stagehand

ASSET

Ally.

You may take an additional action during your turn, which can only be used to activate a non-Explore "➔" ability on your current location.

"Well, we can't have anything happening to the Talent out there, now can we?"



2 Stagehand

ASSET

Ally.

You may take an additional action during your turn, which can only be used to activate a non-Explore "➔" ability on your current location.

"Well, we can't have anything happening to the Talent out there, now can we?"



Illus. Zach Cohen 1/1



2
ASSET

Stagehand



Ally.

You may take an additional action during your turn, which can only be used to activate a non-Explore “>” ability on your current location.

“Well, we can’t have anything happening to the Talent out there, now can we?”



2
ASSET

Stagehand



Ally.

You may take an additional action during your turn, which can only be used to activate a non-Explore “>” ability on your current location.

“Well, we can’t have anything happening to the Talent out there, now can we?”



Rattlesnake

X 1 1

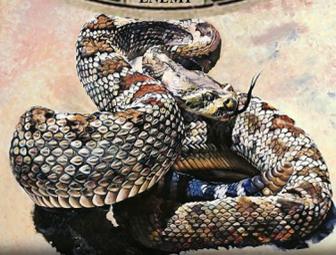
Creature. Serpent.

Retaliate.

X is the shroud value of Rattlesnake's location.

Forced – After Rattlesnake engages you: Test (X). If you fail, Rattlesnake makes an immediate attack.

ENEMY



Illus. Ivy Bath 1 / 1

Rattlesnake

X 1 1

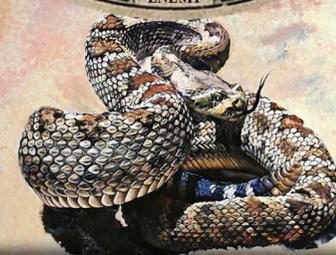
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ENEMY



Illus. Ivy Bath 1 / 1

Spectral Hunter

X 2 X

Abomination. Elite.

Retaliate. Alert.

Spectral Hunter gets +1 health for each Spectral Hunter in the victory display.

X is the shroud value of Spectral Hunter's location.

Forced – At the end of the enemy phase: Move Spectral Hunter to the Hidden Area, retaining all attached cards and damage.

Victory 0.

ENEMY



Illus. Keita Okada 1 / 1

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Illus. Keita Okada 1 / 1

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Illus. Ivy Bath 1 / 1

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Illus. Keita Okada 1 / 1

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Illus. Keita Okada 1 / 1

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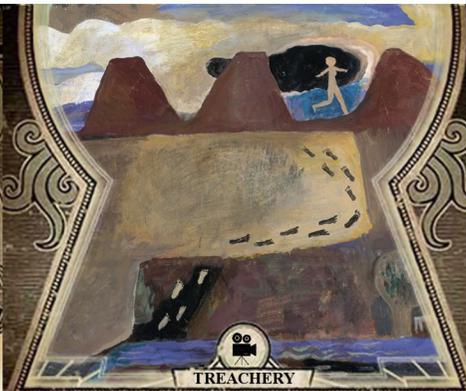
Forced – At the end of the enemy phase: Move Spectral Hunter to the Hidden Area, retaining all attached cards and damage.

Victory 0.

ENEMY



Illus. Keita Okada 1/1



Disappearing Tracks

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test (2). For each point you fail by, lose 1 resource and 1 action. If you succeed by 1 or more, place a clue on your location.



Invisible Assailant

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test (2). For each point you fail by, lose 1 resource and take 1 damage. If you succeed by 1 or more, place a clue on your location.



Invisible Assailant

Spectral

Peril.

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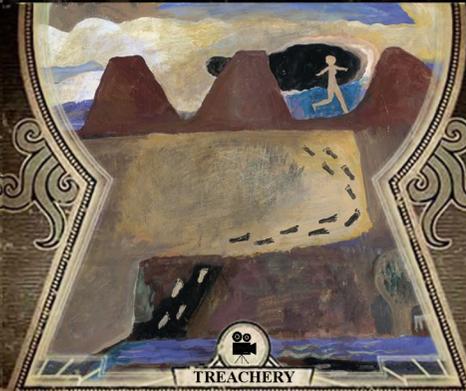


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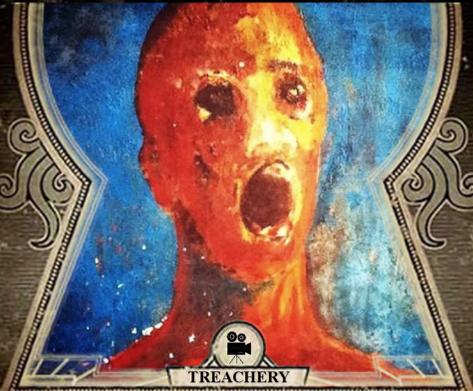


Invisible Assailant

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test (2). For each point you fail by, lose 1 resource and take 1 damage. If you succeed by 1 or more, place a clue on your location.



Lingering Presence

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test (2). For each point you fail by, lose 1 resource and take 1 horror. If you succeed by 1 or more, place a clue on your location.



Lingering Presence

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test  (2). For each point you fail by, lose 1 resource and take 1 horror. If you succeed by 1 or more, place a clue on your location.

Wanton Destruction

Spectral

Peril.

Revelation – If there are any Spectral Hunters in the Hidden Area, test  (2). For each point you fail by, choose and discard an asset you control (if you cannot, lose 1 resource and take 1 damage). If you succeed by 1 or more, place a clue on your location.

Dustbowl

Hazard

Revelation – Each investigator at a location containing a *Hazard* takes 1 damage. Attach Dustbowl to the current agenda.

Each location has +1 shroud.
Forced – At the end of the turn: Discard 1 copy of Dustbowl from play. (Max once per round.)

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Forced – At the end of the turn: Discard 1 copy of Dustbowl from play. (Max once per round.)

1/1  1

Illus. Padmanvir Singh

1/1  1

1/1  1

1/1  1



Lingering Presence

Spectral

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Spectral

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Desert Heat

Hazard

Surge.

Revelation – Attach to the nearest *Desert* location without a *Hazard* attached.

Forced – At the end of the round: Each investigator at the attached location must either spend 1 resource, or take 1 damage (2 damage if that investigator's body slot is filled).

1/1  1

Illus. Padmanvir Singh

1/1  1

Illus. Padmanvir Singh

1/1  1

Illus. Wayne Paskell

1/1  1



Desert Heat

Hazard

Surge.

Revelation – Attach to the nearest *Desert* location without a *Hazard* attached.

Forced – At the end of the round: Each investigator at the attached location must either spend 1 resource, or take 1 damage (2 damage if the investigator's body slot is filled).

Ransacked Supplies

Peril.

Revelation – Choose one:

- ◆ Each investigator loses 3 resources.
- ◆ Each investigator discards all assets from their hand.

Sandstorm

Hazard

Surge.

Revelation – Attach to the nearest *Desert* location without a *Hazard* attached.

Attached location gets +2 shroud.

Illus. Wayne Pascal

1 / 1

Illus. Tom Lovell

1 / 1

Illus. Andres Vivo

1 / 1



Desert Heat

Hazard

Surge.

Revelation – Attach to the nearest *Desert* location without a *Hazard* attached.

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1 / 1

Illus. Tom Lovell

1 / 1

Illus. Andres Vivo

1 / 1