


## 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  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.

## Obtaining the Lenses

Put the set aside Cine-Kodak into play attached to the Production Quarters.

*Finding a working camera, you fit the lenses to it. This should at least give you a chance of revealing the creatures.*

*unseen horrors can be seen lurking in the backgrounds of several shots.*

*Vansteijn. These lenses were apparently an experimental design intended to reveal whatever was sabotaging his work.*

*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*

...

## 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.*

## 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.


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

## 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.


-  Reveal another chaos token.


-  -4. If you fail, lose 1 resource.

## 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.

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## 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 it's "a" side.

## 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

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)

Flip this agenda back to it's "a" side.



**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.*

*Illus. Cassiopeiaart*

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

**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.*

**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.*

# Production Quarters

2 LOCATION 0

Central

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

➤ If there are less than 1 supply 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

## Desert Road

Trapped in Devil's Canyon

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

**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  1

**Storage Sheds**



**3** LOCATION **3**

*Desert*

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

Illus. Kevin Hill 1 / 1  1

**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.*

1 / 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  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 1 / 1  1

**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.

1 / 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 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.*

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 it's location turned face down: Attach Ciné-Kodak to the Production Quarters.

1/1





## \* Arc of Vlactos

2

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.*



## \* Journal of Oliver Whateley

2

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



## Stagehand

2

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?"*



## Stagehand

2

ASSET

*Ally.*

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

Illus. Zach Cohen

1/1



Stagehand

*Ally.*

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*“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

1

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ENEMY



Illus. Ivy Bath

1 / 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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1 / 1

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1 / 1

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Illus. Keita Okada

1 / 1

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**Victory 0.**

ENEMY



Illus. Keita Okada 1/1 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.

Illus. AlbertHerbert 1/1 1



### Invisible Assaultant

*Spectral*

Peril.

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Illus. Victoria Olt 1/1 1



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Illus. Victoria Olt 1/1 1



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Illus. AlbertHerbert 1/1 1



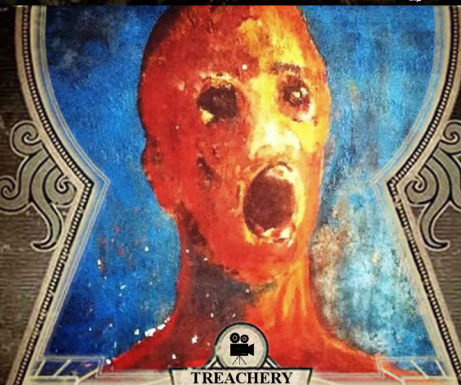
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Illus. Victoria Olt 1/1 1



### 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.

Illus. Victoria Olt 1/1 1



### 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.

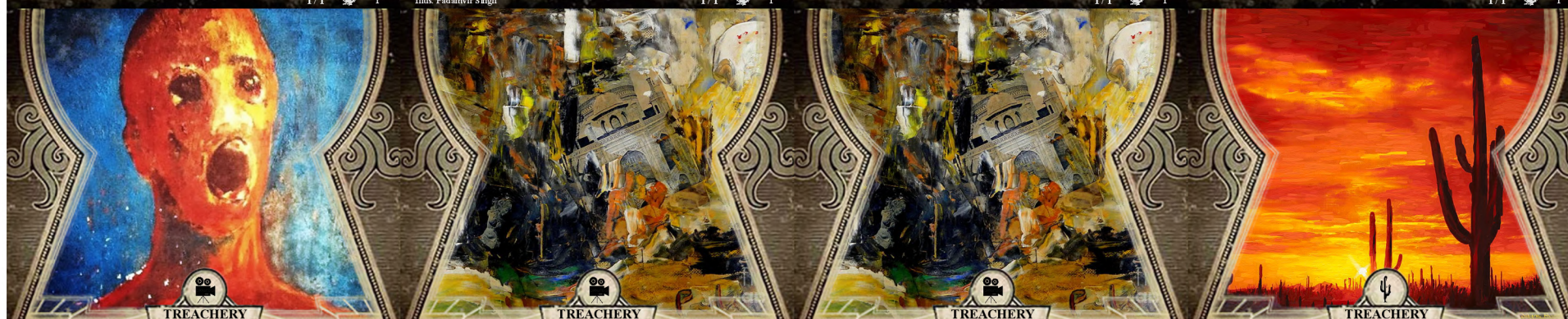
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### Desert Heat

*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).



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### 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 Pascall

1 / 1 1

Illus. Tom Lovell

1 / 1 1

Illus. Andres Viro

1 / 1 1



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