

## Setup (continued)

- Each investigator begins play at the Base Camp.
- Gather all the *Remnant* assets from *Forbidding Desert*. They are named Decrepit Veil, Howlstone, Improbable Coral, Ivory Bell, Petrified Orb, and Voltaic Map. Shuffle these 12 cards together and place them to one side, out of play. This is the Remnants deck.
- Gather all the encounter cards with this icon on them:

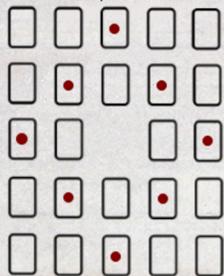


Shuffle these 12 cards and set them aside, out of play. This is the *Desert Entities* encounter set.

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## Setup (continued)

- Set the following cards aside, out of play: Amber Lamp, Charcoal Flute, Jade Skull, Ruby Lens.
- Place 8 doom tokens on the desert as shown below. If, during the introductory flavour text, you chose to **Rush**: Place 2 fewer doom tokens on the desert. (For example, in a 3 player game, you would only place 2 tokens.)



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## Setup (continued)

- Take the 4 copies of the permanent asset Desert Lessons and keep them to one side. They do not enter play (these cards are potential scenario rewards).
- Gather together the remaining *Forbidding Desert* cards. There should be 24 in total, consisting of 20 variants of The Shifting Eye of the Storm and 4 copies of Sun Beats Down. Shuffle all of these together to create the encounter deck.

## Before You Begin

Please read through the Special Rules section that follows to learn about the unique game terms and rules that *Forbidding Desert* uses.

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## Special Rules

### The Desert

The 5x5 grid of location cards.

### Positions

The 25 intersections of the desert's grid.

### North/South/East/West

The top edge of all the location cards establish North. From that, standard cardinal directions apply.

### Blocked

A location is considered 'blocked' if there are 2 or more doom tokens on it.

### Clear

A location is considered 'clear' if there are no doom tokens on it.

### The Eye

The position without a location card.

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## Special Rules (continued)

### Shift

The process of moving the Eye around the desert. The Eye will shift a given number of positions in a given cardinal direction. If the Eye cannot shift in a given direction, it does not move. If the Eye cannot shift the full amount of positions, it shifts as much as it can.

### Reposition

The act of physically moving location cards to other positions as a result of the Eye shifting.

Example: Shift the Eye 2 positions to the East



The Eye must be shifted 2 positions East, which causes two locations to be repositioned.

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## Special Rules (continued)

### Adjacent

Adjacent locations are those at adjacent positions. This term does not include diagonals, unless otherwise stated.

### Find

Several locations 'find' all other positions along their row or their column, as indicated on those cards. Specific pairs of cards, distinguished by trait, will combine a single row and a single column to specify a single position.

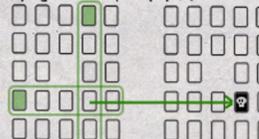
### Found

Assets can enter play with the 'Found: X' keyword, where X is a location trait. The asset is attached to a location at the single position which two X-traited locations both find. If the two locations find the Eye, this asset enters play at the Eye's position. It does not move with the Eye. The asset gets attached to the first location which shares the asset's position.

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## Special Rules (continued)

Example: 2 locations with the Skull trait



One of the *Skull* traited locations finds its current row, the other finds its current column. Once both have gained the *Solved* trait, the *Skull* asset is attached at the intersection that both *Skull* locations find.

Note that, once the asset enters play, the locations that find it no longer have any impact on that asset. The asset will remain on its attached location (or at it's unattached position) until investigators gain control of it.

Now you're ready to play.  
Good luck!

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## DO NOT READ

until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Go to **Resolution 1**.

**Resolution 1:** You regain consciousness in a nightmare. A ragged, large tent bustles with people rushing to and fro, yelling and crying. You are lying on a cot, unsure how you got here and reeling at the thought of what must have occurred during your blackout. An attendant, having noticed your rousing, comes over and, fraught with emotion, explains: "A sea. An ocean! The desert basin—it's gone, and now there's just water, or some perversion of water. The stench of it! The feel of it! The region is lost, with but a handful evacuated. And those folks who saw, they're talking of shapes, things. Moving beneath the surface..."

- In your Campaign Log, record that the desert gate went unsealed.

- Each investigator earns experience equal to the number of *Ritualistic* assets that were attached to a *Portal* at the end of the game.

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