Forbidden Desert
PLAYER AID

Actions & Trading

- You get 5 actions per turn, but 2 of them are for move actions only.
- You must spend an action to reveal a location. This can only be done if the location is 'clear' (no doom tokens).
- You gain 2 resources instead of 1 when you spend an action to gain resources.
- You can spend an action to remove 2 doom tokens from your location or an adjacent location.
- You can spend an action and 2 clues per investigator (as a group) to remove a doom token from the agenda.
- You spend an action to pick up one of the four objective assets.
- Investigators at the same location can freely trade 'water' (damage tokens on your Waterskin) and both *Remnant* and *Ritualistic* cards between themselves.

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Rule Reminders

- Locations are not revealed when you move to them.
- You dont draw a card or gain a resource during upkeep. (Extra draw/gains during upkeep from abilities are unaffected, e.g. Jenny Culver's ability.)
- Locations are connected to those locations immediately adjacent. This adjacency does not include diagonals.
- Take note of which cards say 'adjacent' and which say 'connected'.
- Keep track of tunnels, as they're a big exception to the 'adjacent connections' rule – they also have connection icons on them. This is especially important when determining enemy movement.
- The objective assets (with the 'Ritualistic' trait) start the game out of play, but they're not hidden information. Feel free to look at them.

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