

**Base Camp**

**1** LOCATION **0**

*Sheltered. Water. Excavated.*  
 This location is connected to each adjacent location.  
 ► : Look at the top four cards of your deck. Then either (choose one): Put 2 of those cards in your hand, or gain 4 resources. Shuffle your deck. (Limit once per round.)  
*Shared tents, hand-packed crates, belongings that echo whispers of home... But now it is time to set out.*

Illus. undercoreart [DA] v1.0 1/1 40  
 Illus. Chrischy [DA] v1.0

*Your task awaits, the very notion of it a malevolent shroud upon your spirits.*

LOCATION **Unexcavated.**

**Base Camp**

**Ancient Tunnel**

**4** LOCATION **0**

*Sheltered. Excavated.*  
 This location is connected to each adjacent location.  
*"My mind was whirling with mad thoughts, and the words and warnings of Arab prophets seemed to float across the desert from the lands that men know to the nameless city that men dare not know." -HPL.*

Illus. tryingtofly [DA] v1.0 1/1 41  
 Illus. ChrisTrade [DA] v1.0

If this location is clear: ► : Reveal this location.  
 This location is not revealed when you enter it.  
 This location is connected to each adjacent location.

LOCATION **Unexcavated.**

**Desert**

**Ancient Tunnel**

**4** LOCATION **0**

*Sheltered. Excavated.*  
 This location is connected to each adjacent location.  
*"As I held my torch aloft it seemed to me that the shape of the roof was too regular to be natural, and I wondered what the prehistoric cutters of stone had first worked upon. Their engineering skill must have been vast." -HPL.*

Illus. unknown [DA] v1.0 1/1 42  
 Illus. ChrisTrade [DA] v1.0

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LOCATION **Unexcavated.**

**Desert**

**Ancient Tunnel**

**4** LOCATION **0**

*Sheltered. Excavated.*  
 This location is connected to each adjacent location.  
*"The narrow passage led infinitely down like some hideous haunted well." -HPL.*

Illus. Artur Rosa v1.0 1/1 43  
 Illus. ChrisTrade [DA] v1.0

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LOCATION **Unexcavated.**

**Desert**