

## FLIPPABLE EXPLORERS



*Starting side*



*Flipped side*

When you flip your explorer:

- You are at 0 stamina and max health
- Your essence count is unchanged
- Resolve all your «enters play» abilities

## CHARGES



When you take or gain an item that contains a number of charges, place that number of count tokens on that card.

These charges stay on the card regardless if the item is equipped or unequipped, and even if the item changes control.

When the item is destroyed, remove the count tokens from the card.

## EVOCATIONS

*Evocation indicator*



*Ingredient prerequisite number*

*Add 1 "Light token" to this card*

*Remove x "Light tokens" from this card*

Some chapters have an evocation indicator that blocks the progress to the next chapter by activating a chapter space.

The evocation chapter has a section for ingredients and another with evocations. Ingredients section consists of either active abilities or conditional effects. These abilities are resolved only if the chapter has light tokens equal to the ingredient prerequisite number.



## BINDING HORROR EVENTS



Some horror events have a binding indicator.

When you resolve a binding horror event:

- If there are no monsters in play, skip further steps
- If every monster already has a bound horror event, skip further steps
- Find the first monster in the monster queue without a bound event
- Place this event below that monster's card, revealing only the event's abilities

The event's abilities are now treated as though they are part of the monster's card.

When the monster with a bound event is destroyed, the bound event is also destroyed.



## ☩ Recurrence



12 CHAPTERS

## ⊕ Geometry of the Void



13 CHAPTERS



8 MONSTERS



33 ITEMS



4 EXPLORERS



2 EXPLORERS



15 HORROR EVENTS



15 HORROR EVENTS

14 FIGURE STANDS



15 EXPLORER EVENTS



15 EXPLORER EVENTS