

1

## Scavenging



ASSET

*Talent.*

Chained (+2 experience).

After you successfully investigate by 2 or more, exhaust Scavenging: Choose an **Item** card in your discard pile and add it to your hand.



1

## Scavenging



ASSET

*Talent.*

Chained (+2 experience).

After you successfully investigate by 2 or more, exhaust Scavenging: Choose an **Item** card in your discard pile and either add it to your hand or play it (*paying its cost*).







ASSET




# Pathfinder



## *Talent.*

Chained (+1 experience).

 During your turn, if you are not engaged with any enemies, exhaust Pathfinder: Move to a connecting location.

*Searchers after horror haunt strange, far places.*

*–H. P. Lovecraft, “The Picture in the House”*



4


## Flamethrower



ASSET

**Item. Weapon. Firearm.**

Chained (+1 experience). Uses (4 ammo).

➤ Spend 1 ammo: **Fight.** The enemy chosen for this attack must be the enemy engaged with you with the highest fight. You get +4  for this attack. If this attack is successful, instead of its standard damage, you may assign up to 4 damage among enemies engaged with you (*any additional damage adds to this total*).







ASSET



## Drawing Thin



### *Talent.*

Chained (+3 experience).

When you initiate a skill test, exhaust Drawing Thin: Increase the difficulty of this test by 2. Gain 2 resources or draw 1 card.





## Knowledge is Power

### *Insight.*

Chained (+2 experience). Fast. Play only during your turn.

Choose a **Tome** or **Spell** asset you control, or reveal a **Tome** or **Spell** asset from your hand. Resolve an ➤ or ⚡ ability on that asset, ignoring all costs (including its ➤ cost, if any). Then, if that asset was in your hand, you may discard it to draw 1 card.







## Signum Crucis

SKILL



### ***Practiced. Blessed.***

Unchained (–2 experience).

Commit only to a skill test you are performing, and only if the difficulty of that test is higher than your base skill value.

After you commit Signum Crucis to a skill test, add X ♦ tokens to the chaos bag. X is the difference between the test's difficulty and your base skill value.





EVENT



## Rite of Equilibrium

*Spell. Blessed. Cursed.*

Unchained (−2 experience).

Either (choose one):

- ◆ Add X ♠ tokens to the chaos bag to add X ♦ tokens to the chaos bag.
- ◆ Remove X ♠ and X ♦ tokens from the chaos bag to heal X total horror from among cards at your location.



2

## Sharpshooter







ASSET

*Talent.*

Unchained (-1 experience).

When you use a fight ability on a **Firearm** asset, exhaust Sharpshooter: Choose one, or both –

- ◆ This attack uses  instead of . All modifiers to your  for this attack modify your  instead.
- ◆ Use the attacked enemy's evade value for this attack, instead of their fight value.





5

ASSET


\*Gené Beauregard

Intrepid Explorer

*Ally. Wayfarer.*

Chained (+2 experience).

You get +1  and +1 .

 During your turn, after you move to a location, exhaust Gené Beauregard: Move a clue or a non-**Elite** enemy from a connecting location to your location, or vice versa.

2

2





4


## \*Runic Axe




ASSET

*Item. Weapon. Melee.*

Customizable. Chained. Uses (4 charges). Replenish 1 of these charges at the start of each round.

➤: **Fight.** You get +1  for this attack. Before this attack, you may spend any number of charges to imbue the axe with that many different inscriptions –

- ◆ *Accuracy* – You get an additional +2  for this attack.
- ◆ *Power* – This attack deals +1 damage.





2

EVENT



## Shed a Light

*Insight. Trick.*

Chained (+2 experience).

Fast. Play before revealing a chaos token during an investigation you are performing, and only if the difficulty of this test is currently 0.

This test automatically succeeds. You discover 1 additional clue at this location and 1 additional clue at any location.



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## Old Keyring



ASSET

*Item. Tool.*

Chained (+1 experience). Uses (3 keys). If there are no keys on Old Keyring, discard it.

➡: **Investigate.** Your location gets -2 shroud for this investigation. If you succeed, remove 1 key from Old Keyring, and if this test's difficulty is 0, you discover 1 additional clue.









# Underworld Market



## *Connection. Illicit.*

Chained (+2). Permanent. Exceptional. You get +10 deck size.

Before drawing your opening hand, choose 10 **Illicit** cards from your deck: Shuffle them together and place them next to Underworld Market, as your market deck.

At the start of your turn: Reveal the top 2 cards of your market deck. You may spend 1 resource to draw 1 of them. Place the rest on the bottom, in any order.



2

EVENT



## Flurry of Blows

***Tactic. Double. Fated.***

Unchained (-2 experience).

Play only if you control a **Melee** asset. As an additional cost to play Flurry of Blows, spend an action.

**Fight.** Choose a **Melee** asset you control and take an immediate fight action with that asset (*without paying its ➡ cost*). You may repeat this effect up to three times. After the final attack resolves, if it is your turn, end your turn.



2


## Ravenous Myconid


Sentient Strain

ASSET

***Creature. Science.***

Chained (+1 experience). Researched. Limit 1 per deck.

 : Search your bonded cards for Uncanny Growth and add it to your hand. (Limit once per round.)

 When an investigator draws a non-weakness treachery card, if their locations shroud is equal to or less than Ravenous Myconid's growth: Cancel that treachery's effects and discard it. Remove all growth from Ravenous Myconid.







2

## Ravenous Myconid

Carnivorous Strain

ASSET

*Monster. Science.*

Chained (+1 experience). Researched. Limit 1 per deck.

⚡: Search your bonded cards for *Uncanny Growth* and add it to your hand. (Limit once per round.)

⚡ Choose a non-*Elite* enemy at your location with equal or fewer remaining health than the amount of growth on *Ravenous Myconid*: Defeat that enemy. Remove all growth from *Ravenous Myconid*.





4

★ Archibald MacVeigh

Beleagured Lecturer

ASSET

*Ally.*

Unchained (-2 experience).

*Assistant, Reporter, Scholar* deck only. Uses (4 secrets).

You get +1

Secrets on assets you control may be spent as resources to pay for *Insight* events you play.

2

3





4

\* Dr. Milan Christopher

Professor of Entomology

ASSET

*Ally. Miskatonic.*

Mutated.

You get +1

After you successfully investigate, exhaust Dr. Milan Christopher: Gain 1 resource.

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2





2

EVENT



## Elusive

### *Tactic.*

Mutated. Fast. Play only during your turn. Disengage from each enemy engaged with you and move to a connecting location with no enemies.





★ Rex Murphy

The Reporter



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4

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### Reporter.

Mutated.

After you succeed at a skill test by 2 or more while investigating: Discover 1 clue at your location. (Limit once per round.)

★ effect: +2. You may instead choose to automatically fail this skill test to draw 3 cards.

*"This time, nothing will stop me from getting at the truth."*

6

9



## \*Rex Murphy

The Reporter

**Deck Size:** 30.

**Deckbuilding Options:** Seeker cards (🔍) level 0-5, Neutral cards level 0-5, up to five other level 0 cards from any other class.

**Deckbuilding Requirements** (do not count toward deck size): Search for the Truth, Rex's Curse, 1 random basic weakness.

**Deckbuilding Restrictions:** No *Fortune* cards.

When disaster strikes, Rex Murphy is usually on hand, suffering the consequences. After spending a day with Rex, even the most hardened skeptic will concede that the man is cursed. Anytime he had a lead on a good story, something would go wrong. That business in Innsmouth with the photographs that had blown out to sea. The tracks in Dunnwich that had washed away in the rain just before he'd brought the sheriff. His terrible fortune has more than once exposed him to gruesome beasts and occult conspiracies. To survive, Rex has developed an inquisitive mind, keeping one step ahead of the next disaster.



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## Ritual Candles



ASSET

*Item.*

Mutated.

➤ After a symbol is revealed during a test you are performing: You get +1 skill value for this test.

*The wax tapers give off an eerie glow, and the flames move as if they are alive.*





3

EVENT



## Hypnotic Gaze

*Spell.*

Mutated.

Fast. Play when an enemy attacks an investigator at your location.

Cancel the attack. Then, reveal a random token from the chaos bag. If it has a symbol, deal the attacking enemy's damage to itself.





3

EVENT



## Hypnotic Gaze

*Spell.*

Mutated.

Fast. Play when an enemy attacks an investigator at your location.

Cancel the attack. Then, reveal a random token from the chaos bag. If it has a symbol, deal the attacking enemy's damage to itself.



2

EVENT



## Hypnotic Gaze

*Spell.*

Mutated.

Fast. Play when an enemy attacks an investigator at your location.

Cancel the attack. Then, reveal a random token from the chaos bag. If it has a symbol, deal damage to the attacking enemy equal to its damage or horror.





ASSET

# \* Jewel of Aureolus

Gift of the Homunculi



*Item. Relic.*

Mutated.

After a symbol is revealed during a skill test at your location, exhaust Jewel of Aureolus: Draw 1 card or gain 2 resources.





0

EVENT



## Voice of Ra

*Spell.*

Mutated.

Gain 1 resource. Reveal 3 random tokens from the chaos bag. For each symbol revealed, gain an additional 2 resources.







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EVENT



## Banish

*Spell.*

Mutated. **Evade.** Use only on a non-*Elite* enemy. This evasion attempt uses  instead of . If you succeed, move the enemy just evaded to any location in play. If you succeeded and a symbol was revealed during this evasion attempt, that enemy does not ready during the next upkeep phase.



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EVENT



## Delve Too Deep

*Insight.*

Mutated.

In player order, each investigator draws 1 card from the top of the encounter deck. Then, add Delve Too Deep to the victory display. Group limit 2 copies of Delve Too Deep in the victory display.

*Some things, once seen, can't be unseen.*

**Victory 1.**



4


## Springfield M1903



ASSET

*Item. Weapon. Firearm.*

Mutated. Uses (3 ammo).

➡ Spend 1 ammo: **Fight**. You get +3  and deal +2 damage for this attack. Cannot be used to attack enemies engaged with you. This attack may target a non-*Elite* enemy up to one location away from its standard range, ignoring the aloof and retaliate keywords.









## Quick Thinking

SKILL



***Innate.***

**Mutated.**

If this skill test is successful by 2 or more, after it resolves, you may immediately take an action as if it were your turn (this action does not count toward the number of actions you can take each turn). (Max once per round.)



1


## Strange Solution

Acidic Ichor

ASSET

*Item. Science.*

Mutated. Researched. Uses (3 supplies).

➡ Spend 1 supply: **Fight**. Attack with a base  skill of 6. This attack deals +1 damage.





## Ace in the Hole

*Trick.*

Mutated. Exceptional. Fast. Play only during your turn.

You may take an additional 3 actions this turn.  
(Max once per round.)



# \* Lola Hayes

The Actress



## *Performer.*

You can only play, commit, or trigger abilities on Neutral cards or cards of your role.

⚡: Switch roles. (Limit once per round.)

♣: Switch roles. Does not provoke attacks of opportunity.

★ effect: +2. You may switch roles.

*Perhaps this would be her big comeback.*





## \*Lola Hayes

The Actress



**Deck Size:** 35.

**Deckbuilding Options:** Survivor, Guardian, Seeker, Rogue, and Mystic cards (♣, ♠, ♡, ♣, and ♠) level 0-3, Neutral cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): 2 copies of Improvisation, 2 copies of Crisis of Identity, 1 random basic weakness.

**Additional Requirements:** Your deck must include at least 7 cards each from 3 different classes (♣, ♠, ♡, ♣, or ♠).

**Additional Setup:** After you draw your opening hand, choose a role (♣, ♠, ♡, ♣, ♠, ♡, or Neutral).

*Lola has performed to sold-out houses worldwide, but no play has been as haunting or as odd as The King in Yellow. When her co-star, Miriam, was found floating dead in the Seine, she decided she'd had enough, and penned a letter to the director explaining that her next performance would be her last. Now she heads home for one final show.*



TREACHERY

## Crisis of Identity

WEAKNESS

*Madness.*



**Revelation** – Discard 1 card in your hand or play area of your current role. Then, discard the top card of your deck. Switch your role to the class of the discarded card (if the discarded card is a weakness, switch your role to neutral).

*“I’ve played so many roles. Madness is to be expected.”*



1

EVENT



## Sleight of Hand

*Trick.*

Mutated. Fast. Play only during your turn.  
Put a level 0–3 **Item** asset into play from your hand. At the end of your turn, if that asset is still in play, return it to your hand.



2

ASSET

\*David Renfield

Esteemed Eschatologist

*Ally. Patron.*

Mutated. While David Renfield has at least 1 doom on him, you get +1

Exhaust David Renfield: You may place 1 doom on David Renfield. Gain 1 resource for each doom on David Renfield (to a maximum of 3 resources).

2

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ASSET



## \*Key of Ys

Let the Storm Rage



### *Item. Relic.*

Mutated. Exceptional.

You get +1 to each of your skills for each horror on Key of Ys.

**Forced** – When any amount of horror would be placed on you: Place 1 of that horror on Key of Ys.

**Forced** – When Key of Ys leaves play: Discard the top 10 cards of your deck.





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EVENT



## Pay Day

*Illicit. Fated.*

Mutated.

Gain 1 resource for each action you spent this turn (*including this one*). If it is your turn, end your turn.



1

EVENT



## Dark Prophecy

*Augury.*

Mutated.

Fast. Play when you would reveal a chaos token.

Reveal 5 chaos tokens instead of 1. Choose one of those tokens with a non-★ symbol to resolve, and ignore the rest. (If no such token is revealed, choose any one of those tokens to resolve, and ignore the rest.)

*The secrets were written in the stars.*



2


EVENT



## Persuasion

*Insight. Trick.*

Mutated.

**Parley.** Choose a non-weakness enemy at your location and test  (3). This test gets +X difficulty, where X is that enemy's horror value. If you succeed, shuffle the chosen enemy into the encounter deck. If the chosen enemy is *Elite*, automatically evade it instead.






2

EVENT



## Counterspell

**Spell. Blessed.**

Mutated. Fast. Play when a non- symbol is revealed during a skill test at your location.

Cancel that chaos token. (*Do not reveal a new chaos token to replace it.*)

*"Not on my watch."*





## All In



### *Fortune.*

Mutated. Max 1 committed per skill test.

If this test is successful, draw 1 card for each point you succeeded by, to a maximum of 5. Shuffle each weakness drawn by this effect back into your deck without resolving it. Remove All In from the game.



1


## Scroll of Secrets



ASSET

*Item. Tome.*

Mutated. Uses (3 secrets).

 Exhaust Scroll of Secrets and spend 1 secret: Look at the bottom card of any investigator's deck or the encounter deck. Then, either discard that card, add it to its owner's hand, place it on the bottom of its deck, or place it on the top of its deck.







1

## Scroll of Secrets



ASSET

*Item. Tome.*

Mutated. Uses (3 secrets).

⚡ Exhaust Scroll of Secrets and spend 1 secret: Look at the bottom 3 cards of any investigator's deck or the encounter deck. You may discard 1 of those cards. You may add 1 of those cards to its owner's hand. Place the rest of those cards on either the top or bottom of their deck, in any order.





1

## Scroll of Secrets



ASSET

*Item. Tome.*

Mutated. Uses (4 secrets).

⚡ Exhaust Scroll of Secrets and spend 1 secret: Look at the top or bottom card of any investigator's deck or the encounter deck. Then, either discard that card, add it to its owner's hand, place it on the bottom of its deck, or place it on top of its deck.





2


EVENT



## Interrogate

*Tactic. Insight.*

Mutated.

**Parley.** Choose a non-*Elite* enemy at your location and test  (3). This test gets +X difficulty, where X is that enemy's damage value. If you succeed, discover 1 clue at your location and 1 clue at any other location.

*He was hiding something... but why?*





ASSET



\*Mr. "Rook"

Dealer in Secrets



*Ally.*

Mutated. Uses (3 secrets).

➡ Exhaust Mr. "Rook" and spend 1 secret: Search the top 3, 6, or 9 cards of your deck for any card and draw it. If at least 1 weakness is among the searched cards, draw 1 of them, as well. Shuffle your deck.

*"Are you sure you want to know? There is no going back."*







2

EVENT



## Swift Reflexes

### *Gambit.*

Mutated. Fast. Play during any investigator's turn, except during an action.

Immediately take an action as if it were your turn. This action does not count toward the number of actions you can take each turn. (Limit twice per round.)





EVENT



## Telescopic Sight

### *Item. Upgrade.*

Mutated. Fast. Attach to a **Firearm** asset you control that takes up two hand slots.

When you perform a **Fight** action using attached asset, if you are engaged with no enemies, exhaust Telecopic Sight: This attack can target a non-**Elite** enemy at a connecting location. Ignore the aloof and retaliate keywords for this attack.





EVENT



## Eucatastrophe

*Fortune. Blessed.*

Mutated. Fast. Play when you reveal a chaos token that would reduce your skill value to 0 during a skill test (including the ♠ token).

Cancel that token and treat it as an ★ token, instead. Remove Eucatastrophe from the game.





\* Mandy Thompson

The Researcher



3



5



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3



### *Assistant. Scholar.*

Mutated.

When an investigator at your location would search their deck or the encounter deck: They may either search 3 additional cards or resolve 1 additional target of the search. (Limit once per round.)

✶ effect: +0. Search the top 3 cards of your deck for a card and either draw it or commit it to this test, if able. Shuffle your deck.





## \*Mandy Thompson

The Researcher



**Deck Size:** 50.

**Secondary Class Choice:** At deck creation, choose Mystic (♠), Rogue (♦), or Survivor (♣).

**Deckbuilding Options:** Seeker cards (♣) level 0–5, Neutral cards level 0–5, up to 10 level 0–1 events and/or skills of your chosen secondary class.

**Deckbuilding Requirements** (do not count toward deck size): 3 copies of Occult Evidence, Shocking Discovery, 1 random basic weakness.

*Ever since she was a child, Mandy would read whenever she could not sleep. Such has been the case on many nights. Her remarkable memory and ability to correlate facts have landed her a highly valued job as a researcher for Miskatonic University. She has spent hours poring over the profane pages of ancient, forbidden texts. In doing so, she has discovered a pattern indicating an impending cataclysm. Has paranoia finally caught up to her? Or is a disaster of truly epic proportions on the horizon?*



# \*Pendant of the Queen




Of Nothing at All

ASSET



## *Item. Relic.*

Mutated. Bonded (Segment of Onyx). Uses (3 charges).  
If this card has no charges, remove it from the game.

 Exhaust Pendant of the Queen and spend 1 charge: Choose a revealed location and select one – move to that location, discover 1 clue at that location, or automatically evade an enemy at that location.





4


.35 Winchester



ASSET

*Item. Weapon. Firearm.*

Mutated. Uses (5 ammo).

➡ Spend 1 ammo: **Fight**. You get +2  for this attack. If a chaos token with a non-negative modifier is revealed during this attack, this attack deals +2 damage.







## Three Aces



### ***Fortune. Practiced.***

Mutated. Myriad.

If you commit 3 copies of Three Aces to a skill test, that test automatically succeeds (*do not reveal chaos tokens from the chaos bag*). Then, draw 3 cards and gain 3 resources (max once per test). Remove each committed copy of Three Aces from the game.








# Daredevil

SKILL



## *Fortune. Practiced.*

Mutated.

After you commit Daredevil to a skill test, discard cards from the top of your deck until you discard a  skill you can commit to this test. Commit it. After this skill test resolves, draw each weakness discarded by this effect.




4

ASSET

\*Chuck Fergus

O'Bannion Driver

*Ally. Criminal.*

Mutated.  When you play a **Tactic** or **Trick** event, exhaust Chuck Fergus: Choose one –

- ◆ That event gains: “Fast. Play only during your turn.”
- ◆ That event costs 2 fewer resources to play.
- ◆ You get +2 skill value while performing a skill test during the resolution of that event.

2

2






3

ASSET

\*Chuck Fergus

O'Bannion Driver

*Ally. Criminal.*

Mutated.  When you play a **Tactic** or **Trick** event, exhaust Chuck Fergus: Choose two –

- ◆ That event gains: “Fast. Play only during your turn.”
- ◆ That event costs 2 fewer resources to play.
- ◆ You get +2 skill value while performing a skill test during the resolution of that event.

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2







# ★ Trish Scarborough

The Spy



2

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2

2

4

## Agency. Detective.

Mutated.

After you discover 1 or more clues at a location with an enemy: Either discover 1 additional clue at that location, or automatically evade that enemy if it is non-*Elite*. (Limit once per round.)

★ effect: +2. If this is an investigation, you may choose any revealed location; you are now investigating as if you were at that location instead.

8

6

## \* Trish Scarborough

The Spy



8

**Deck Size:** 30.

**Deckbuilding Options:** Rogue cards (  ) level 0-5, Neutral cards level 0-5, Seeker cards (  ) level 0-2.

**Deckbuilding Requirements** (do not count toward deck size): In the Shadows, Shadow Agents, 1 random basic weakness.

Trish had always excelled in both body and mind, her unwavering focus on excellence and her fearless disposition a winning combination. Given her stellar academic and athletic records, everyone expected to see her become something great. Instead, Trish took a job at a commercial code company. The initial shock of her humble work eventually wore off, and the exceptional Trish Scarborough faded into obscurity. This suited Trish just fine, as it made it harder for anyone to realize the truth: her job was a cover for her true work as a spy with the Black Chamber, the Bureau's code-breaking agency.





# Ancient Covenant



## *Covenant. Blessed.*

Mutated. Permanent. Limit 1 **Covenant** per deck.

When you resolve a  token during a skill test, exhaust Ancient Covenant: Do not reveal another token as part of this  token's effect.





## \* Flute of the Outer Gods



ASSET



*Item. Instrument. Relic. Cursed.*

Mutated. Seal (up to X ♠). Limit 1 per deck.

➡ Exhaust Flute of the Outer Gods and release 1 ♠ token sealed on it: Choose a non-**Elite** enemy at your location. Either move the chosen enemy to a connecting location, or deal its damage to any enemy at its location. This action does not provoke attacks of opportunity.





1

EVENT



## A Watchful Peace

***Spirit. Blessed.***

Mutated. As an additional cost to play A Watchful Peace, search the chaos bag and/or cards in play for a total of 5 ♦ tokens and return them to the token pool.

Fast. Play when the "draw encounter cards" step of the mythos phase would begin.

Skip this step of the mythos phase. Remove A Watchful Peace from the game.








EVENT



## Hallow

***Spell. Blessed.***

Mutated. As an additional cost to play Hallow, return a total of 10  tokens to the token pool from the chaos bag or sealed on cards in play.

Remove 1 doom from any card in play.

Remove Hallow from the game.

*Even in the deepest darkness, light can still bloom.*





## Geared Up



### *Talent.*

Mutated. Permanent. Limit 1 per deck.  
Purchase at deck creation.

**Forced** – When your first turn of the game begins: One at a time, play up to 5 **Item** assets from your hand, reducing the cost of each by 1. During this turn, you have 3 fewer actions to take.





4

\* Jeremiah Kirby

Arctic Archaeologist

ASSET

*Ally. Miskatonic. Wayfarer.*Mutated. You get +1 .

 After Jeremiah Kirby enters play, choose “even” or “odd”: Reveal the top 5 cards of your deck. Draw each card with a cost that matches the chosen option. Shuffle the remaining cards into your deck. (Max twice per game.)

2

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ASSET



# \*Prophesiae Profana

Atlas of the Unknowable



## *Item. Relic. Tome.*

Mutated.

While you are not at the locus, you get +1 , +1 , and ignore the first attack of opportunity you take each turn.

➤ After Prophesiae Profana enters play: Choose a revealed location. That location is “the locus” until Prophesiae Profana leaves play.

➡: Move any investigator to the locus.





1

EVENT



## Black Market

### *Favor.*

Mutated. Fast. Play at the start of the investigation phase. Max once per round.

One at a time, reveal cards from the top of any investigator deck(s) until exactly 5 cards have been revealed. Set those cards aside, out of play. While set aside, any investigator may play any of those cards as if they were in their hand. At the start of the next investigation phase, shuffle each of those cards still set aside into its owner's deck.



1

EVENT



## Burn After Reading

*Insight.*

Mutated. Exile a level 0–5 card in your hand. Discover 2 clues at your location. If the exiled card was level 2 or higher, remove 1 doom from the current agenda. Exile Burn After Reading. (Max twice per game.)

**Card design by the Council-in-Exile  
at Gen Con 2020**



2

## Eon Chart



ASSET

*Item. Relic.*

Mutated. Uses (3 secrets).

⚡ During your turn, exhaust Eon Chart and spend 1 secret: Choose and take one of the following basic actions (move, evade, or investigate).









ASSET

## Eon Chart



### *Item. Relic.*

Mutated. Uses (3 secrets).

⚡ During your turn, exhaust Eon Chart and spend 1 secret: Choose and take two different basic actions of the following, in any order (move, evade, or investigate).







## Unscrupulous Loan



### *Pact.*

Mutated. Limit 1 per investigator. Cannot leave play.  
Campaign Mode only.

After you play Unscrupulous Loan: Gain 10 resources.

**Forced** – When the game ends or you are eliminated, if you have fewer than 10 resources in your resource pool: Exile Unscrupulous Loan.






ASSET

# Cyclopean Hammer



*Item. Relic. Weapon. Melee.*

Mutated.

➡: **Fight.** Add your  to your skill value for this attack. You deal +1 damage for this attack. If you succeed and the enemy is non-**Elite**, you may move it one location away from you. (If you succeed by 3 or more, you may exhaust Cyclopean Hammer to instead deal +2 damage and move the enemy up to two locations away from you.)









ASSET

# Empirical Hypothesis



## *Talent. Science.*

Mutated. Customizable. Limit 1 per investigator.

**Forced** – When the round begins: Choose one of the following criteria for this round (you fail a test by 2 or more, or you succeed at a test by 3 or more). When the chosen criteria is met, you may exhaust Empirical Hypothesis to place 1 evidence on it.

⚡ Spend 1 evidence: Draw 1 card. (Max twice per round.)



1

ASSET

## Research Notes

*Item. Tome. Science.*

Mutated.

➤ After a player card ability places 1 or more of your clues on your location: Place that many resources on Research Notes, as evidence.

➤: Test (0). For each point you succeed by, you may spend 1 evidence to discover 1 clue at your location (max 3 evidence spent per round).





3

EVENT



## Power Word

### Spell.

Mutated. Customizable. Fast. Play only during your turn.

Attach to a non-*Elite* enemy at your location.

➡ If attached enemy is at your location: **Parley**. Test ⚡ (2). If you succeed, give it a command (limit once per round per command) –

◆ "Go." This enemy moves once in a direction of your choice.



1

EVENT



## Hold Up

*Tactic. Trick.*

Mutated.

**Parley.** Choose an enemy at your location and an **Item** asset in your hand. Perform a fight action against the chosen enemy. If you succeed, play the chosen asset, reducing its cost by the amount you succeeded by.

*"H-hands where I can see 'em!"*





1

EVENT



## Hand-Eye Coordination

*Insight.*

Mutated. Fast. Play only during your turn.  
Resolve an ➡ ability on a level 0–3 **Tool** or  
**Weapon** asset you control, ignoring all costs.

*Keep your eyes on the target.*



2

## ★ Blood of Thoth

Law Incarnate

ASSET

*Item. Relic.*

Mutated.

☞ When doom is placed on a card you control: Place 1 resource (*from the token pool*), on this card, as an offering.

⚡ During the investigation phase, except during an action, spend 2 offerings and exhaust Blood of Thoth: Choose an investigator at your location to immediately take an action as if it were their turn.





# Double or Nothing

SKILL



## *Fortune.*

Forbidden. Max 1 committed per skill test.

Double the difficulty of this skill test. If this skill test is successful, resolve the effects of the successful test twice.







ASSET

# The Necronomicon

Petrus de Dacia Translation



## *Item. Tome.*

Forbidden. Uses (6 secrets). Limit 1 per deck.

- ⚡ Spend 1 secret: You get +2 skill value for this skill test.
- ⚡ Spend 2 secrets: Draw 2 cards.
- ⚡ Spend 3 secrets: Discover 1 clue at any location.
- ⚡ Spend 4 secrets: Deal 3 damage to an enemy engaged with you.



