Hunter's Armor

☐ **Enchanted.** Hunter's Armor gains the *Relic* trait and takes up an arcane slot instead of a body slot.

☐☐ **Protective Runes.** Hunter's Armor may be assigned damage and/or horror dealt to other investigators at your location.

☐☐ **Durable.** Hunter's Armor gets +2 health.

☐☐ **Hallowed.** Hunter's Armor gets +2 sanity.

☐☐ **Lightweight.** Hunter's Armor gets –1 cost and playing it does not provoke attacks of opportunity.

☐☐☐ **Hexdrinker.** After 1 or more damage or horror is assigned to Hunter's Armor from a treachery effect, you may exhaust it to draw 1 card.

☐☐☐ **Armor of Thorns.** After 1 or more damage or horror is assigned to Hunter's Armor from an enemy attack, you may exhaust it to deal 1 damage to that enemy.

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Runic Axe

☐ **Heirloom.** This asset gets –1 cost and gains the *Relic* trait.

☐ **Inscription of Glory.** Add this inscription:
"◈ *Glory* – If this attack defeats an enemy, choose one: draw 1 card, heal 1 damage, or heal 1 horror."

☐ **Inscription of the Elders.** Add this inscription:
"◈ *Elders* – If this attack succeeds by an amount equal to or greater than your location's shroud, discover 1 clue at your location."

☐ **Inscription of the Hunt.** Add this inscription:
"◈ *Hunt* – Immediately move to a connecting location or engage an enemy at your location."

☐ **Inscription of Fury.** Add this inscription:
"◈ *Fury* – If this attack is successful, in addition to its standard damage, deal 1 damage to each other enemy engaged with you."

☐☐ **Ancient Power.** You may imbue the same inscription up to three times.

☐☐☐ **Saga.** Replenish 2 of Runic Axe's charges at the start of each round, instead of only 1.

☐☐☐☐ **Scriptweaver.** For every charge spent, you may imbue the axe with up to two different inscriptions.

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Custom Modifications

□ **Notched Sight.** If you perform an attack with attached asset against an enemy engaged with another investigator and fail, you deal no damage.

□□ **Extended Stock.** You get +2 ⚔ while attacking with attached asset.

□□ **Counterbalance.** After you attach an *Upgrade* card other than Custom Modifications to attached asset, draw 1 card.

□□□ **Leather Grip.** Custom Modifications gets –1 cost and gains "Fast. Play only during your turn."

□□□ **Extended Magazine.** After ammo is spent from or placed on attached asset by another event, place 1 ammo on attached asset.

□□□□ **Quicksilver Bullets.** If you succeed by 3 or more while attacking with attached asset, this attack deals +1 damage.

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Alchemical Distillation

☐ **Mending Distillate.** Add this option:
"❖ Heal 2 damage."

☐ **Calming Distillate.** Add this option:
"❖ Heal 2 horror."

☐ **Enlightening Distillate.** Add this option:
"❖ Place 1 charge or secret on an asset you control."

☐ **Quickening Distillate.** Add this option:
"❖ Move up to 2 times."

☐☐ **Refined.** Alchemical Distillation enters play with 2 additional supplies on it.

☐☐☐☐ **Empowered.** When you initiate this skill test, you may increase its difficulty by 2. If you do, increase the value of the effect granted by each option by 1 for this test.

☐☐☐☐☐ **Perfected.** If you succeed by 2 or more, the chosen investigator may perform two different options instead of one.

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Empirical Hypothesis

☐ **Pessimistic Outlook.** Add the following criteria: "you run out of cards in your hand."

☐ **Trial and Error.** Add the following criteria: "you are dealt damage or horror."

☐ **Independent Variable.** Add the following criteria: "you discard a treachery or enemy from play."

☐ **Field Research.** Add the following criteria: "you enter a location with 3 or more shroud."

☐☐ **Peer Review.** The chosen criteria is met if any investigator at your location meets it, instead of only you. Other investigators at your location may trigger ⚡ abilities on Empirical Hypothesis.

☐☐ **Research Grant.** Empirical Hypothesis gains: "⚡ Spend 2 evidence: Reduce the cost of the next card you play this phase by 3."

☐☐☐ **Irrefutable Proof.** Empirical Hypothesis gains: "⚡ Spend 3 evidence: Discover 1 clue at your location."

☐☐☐☐ **Alternative Hypothesis.** After you exhaust Empirical Hypothesis, you may resolve its forced effect, choosing a criteria you have not chosen this round. Then, ready it.

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The Raven Quill

Named *Tome* or *Spell* asset: _____.

☐ **Living Quill.** Using attached asset's ➡ abilities does not provoke attacks of opportunity.

☐ **Spectral Binding.** Attached asset does not take up any slots.

☐☐ **Mystic Vane.** You get +2 skill value while performing skill tests on attached asset.

☐☐ **Endless Inkwell.** Name two more *Tome* or *Spell* assets: _____, _____.

☐☐ **Energy Sap.** The Raven Quill gains:
"➰ Exhaust The Raven Quill: Move 1 secret or charge from an asset you control to attached asset."

☐☐☐ **Interwoven Ink.** After you resolve an ➡ ability on attached asset, you may exhaust The Raven Quill to ready another asset you control.

☐☐☐☐ **Supernatural Record.** When you play The Raven Quill, instead of attaching it to a named asset you control, you may search your deck, discard pile, and hand for a copy of a named asset and play it *(paying its cost)*. Then, attach The Raven Quill to it.

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The Raven Quill

Named *Tome* or *Spell* asset: _____.

☐ **Living Quill.** Using attached asset's ➤ abilities does not provoke attacks of opportunity.

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Damning Testimony

☐ **Search Warrant.** While investigating using Damning Testimony, you may ignore any effect or keyword on the investigated location that would trigger.

☐☐ **Fabricated Evidence.** Damning Testimony enters play with 2 additional evidence on it.

☐☐ **Blackmail.** You get +2 🔍 while investigating using Damning Testimony.

☐☐☐ **Extort.** When you successfully investigate using Damning Testimony, you may spend 1 evidence to automatically evade the chosen enemy.

☐☐☐ **Surveil.** You may use Damning Testimony's ability to investigate the chosen enemy's location instead of your location.

☐☐☐☐ **Expose.** When you successfully investigate using Damning Testimony, you may spend X evidence to discard the chosen enemy if it is non-*Elite*. X is that enemy's remaining health.

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Friends in Low Places

Chosen *Trait*: _____.

☐ **Helpful.** When you play Friends in Low Places, you may choose another investigator at your location to resolve its effects.

☐☐ **Versatile.** Choose another *Trait*: _____. When you play Friends in Low Places, you may choose one of the looked-at cards with both chosen *Traits* to add to your hand without spending 1 resource.

☐☐ **Bolstering.** Each card added to your hand by Friends in Low Places gains a **?** icon until the end of the phase.

☐☐ **Clever.** Instead of shuffling the remaining cards into your deck, you may place each of them on the top of your deck, in any order.

☐☐ **Prompt.** Friends in Low Places gains fast and "play during any **⚡** window."

☐☐☐ **Experienced.** Increase the number of cards looked at by 3.

☐☐☐ **Swift.** You may play one of the cards added to your hand *(paying its cost)*.

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Honed Instinct

☐ **Reflex Response.** Add the following play condition: "❖ You take damage or horror."

☐ **Situational Awareness.** Add the following play condition: "❖ A location enters play or is revealed."

☐ **Killer Instinct.** Add the following play condition: "❖ An enemy engages you."

☐ **Gut Reaction.** Add the following play condition: "❖ A treachery enters your threat area ."

☐ **Muscle Memory.** Add the following play condition: "❖ You play an asset."

☐☐ **Sharpened Talent.** During the action granted by Honed Instinct, you get +2 to each of your skills.

☐☐☐ **Impulse Control.** You may include up to three copies of Honed Instinct in your deck. Honed Instinct gets –1 cost.

☐☐☐☐☐ **Force of Habit.** When you play Honed Instinct, you may take 2 actions instead of 1 (one at a time). Then, remove it from the game.

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Living Ink

Circle a skill: 👤 🗣 ✊ 🗡

☐ **Shifting Ink.** You may play Living Ink under the control of another investigator at your location.

☐ **Subtle Depiction.** At the start of your turn, you may choose not to remove 1 charge from Living Ink and ignore its ability for the remainder of the round.

☐☐ **Imbued Ink.** Living Ink enters play with 2 additional charges and takes up an arcane slot instead of a body slot.

☐☐ **Eldritch Ink.** Circle another skill.

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☐☐☐ **Macabre Depiction.** Living Ink gains: "🌀 After you reveal a chaos token with a symbol, exhaust Living Ink: Place 1 charge on it."

☐☐☐ **Vibrancy.** Living Ink grants an additional +1 to the circled skill(s) and –1 to each other skill.

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Summoned Servitor

□ **Armored Carapace.** Summoned Servitor gains a health value of 3. It can be assigned damage dealt to any investigator at its location.

□ **Claws that Catch.** Add this action: "⬦ **Fight.** You fight any enemy at this location with a base 👊 of 4. Ignore the aloof and retaliate keywords for this attack."

□ **Jaws that Snatch.** Add this action: "⬦ **Evade.** You attempt to evade any enemy at this location with a base 🦶 of 4. Ignore the alert keyword for this evasion attempt."

□ **Eyes of Flame.** Add this action: "⬦ **Investigate.** You investigate this location with a base 🔍 of 4."

□ **Wings of Night.** After Summoned Servitor moves from your location to a connecting location, you may move to that location, as well.

□□ **Dominance.** Summoned Servitor no longer takes up an (circle one): arcane / ally slot.

□□□ **Dreaming Call.** Instead of discarding another asset you control in order to play Summoned Servitor, you may return that asset to its owner's hand.

□□□□□ **Dæmonic Influence.** Summoned Servitor can take 2 different actions instead of 1 during each of your turns.

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□□□ **Dreaming Call.** Instead of discarding another asset you control in order to play Summoned Servitor, you may return that asset to its owner's hand.

□□□□□ **Dæmonic Influence.** Summoned Servitor can take 2 different actions instead of 1 during each of your turns.

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Summoned Servitor

☐ **Armored Carapace.** Summoned Servitor gains a health value of 3. It can be assigned damage dealt to any investigator at its location.

☐ **Claws that Catch.** Add this action: "⬦ **Fight.** You fight any enemy at this location with a base 👊 of 4. Ignore the aloof and retaliate keywords for this attack."

☐ **Jaws that Snatch.** Add this action: "⬦ **Evade.** You attempt to evade any enemy at this location with a base 🦶 of 4. Ignore the alert keyword for this evasion attempt."

☐ **Eyes of Flame.** Add this action: "⬦ **Investigate.** You investigate this location with a base 🔍 of 4."

☐ **Wings of Night.** After Summoned Servitor moves from your location to a connecting location, you may move to that location, as well.

☐☐ **Dominance.** Summoned Servitor no longer takes up an (circle one): arcane / ally slot.

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Power Word

□ **Betray.** Add the command: "❖ *'Betray.'* Deal 1 damage to any enemy at this enemy's location with an equal or lower fight value than this enemy."

□ **Mercy.** Add the command: "❖ *'Mercy.'* An investigator at this enemy's location heals damage or horror equal to this enemy's respective damage/horror value."

□ **Confess.** Add the command: "❖ *'Confess.'* Discover 1 clue at this enemy's location if its health is equal to or higher than its location's shroud."

□ **Distract.** Add the command: "❖ *'Distract.'* Automatically evade any enemy at this enemy's location with an equal or lower evade value than this enemy."

□□ **Greater Control.** Power Word gains "➷ : Return Power Word to your hand."

□□□ **Bonded.** You may activate the parley ability on Power Word from up to one location away from the attached enemy.

□□□ **Tonguetwister.** When you parley with Power Word, you may give up to two different commands.

□□□ **Thrice Spoken.** You may include three copies of Power Word in your deck. When you give a command using one copy, also give that command to each other enemy with one of your copies of Power Word attached.

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Pocket Multi Tool

☐ **Detachable.** Other investigators at your location may use the ability on Pocket Multi-Tool.

☐ **Pry Bar.** You get an additional +1 skill value if this is during a skill test on a treachery.

☐☐ **Sharpened Knife.** You get an additional +1 skill value if this is during an attack.

☐☐ **Signal Mirror.** You get an additional +1 skill value if this is during an evasion attempt.

☐☐ **Magnifying Lens.** You get an additional +1 skill value if this is during an investigation.

☐☐☐ **Lucky Charm.** After you fail a skill test, ready Pocket Multi Tool.

☐☐☐☐ **Spring-Loaded.** Pocket Multi Tool's ability is now a ⮌ ability with the trigger: "When you would fail a skill test you are performing, exhaust Pocket Multi Tool…"

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Makeshift Trap

☐ **Improved Timer.** When you play Makeshift Trap, you may increase or decrease its uses by 1.

☐ **Tripwire.** Only trigger Makeshift Trap's forced ability if there are 1 or more enemies at attached location.

☐☐ **Simple.** Makeshift Trap gains fast and "play during any 🌊 window."

☐☐ **Poisonous.** When you remove 1 or more time from Makeshift Trap, deal 1 damage to an enemy at attached location.

☐☐ **Remote Configuration.** When you play Makeshift Trap, you may attach it to a revealed connecting location.

☐☐☐ **Net.** Non-*Elite* enemies at attached location cannot move or make attacks of opportunity.

☐☐☐☐ **Explosive Device.** When Makeshift Trap has no time and is discarded, deal 3 damage to each enemy and investigator at attached location.

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Grizzled

Traits chosen: _____, _____.

☐ **Specialist.** Choose another trait: _____.

☐☐ **Specialist.** Choose another trait: _____.

☐☐☐ **Nemesis.** If this is a skill test on or against an enemy with a chosen trait and the test is successful, you may attach Grizzled to that enemy. Reduce the difficulty of tests on or against the attached enemy by 1.

☐☐☐☐ **Mythos-Hardened.** If this skill test is on a treachery with a chosen trait and the test is successful, you may add both Grizzled and that treachery to the victory display.

☐☐☐☐☐ **Always Prepared.** After you draw an encounter card with a chosen trait, return one copy of Grizzled from your discard pile to your hand. (Max once per round.)

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Grizzled

Traits chosen: _____, _____.

☐ **Specialist.** Choose another trait: _____.

☐☐ **Specialist.** Choose another trait: _____.

☐☐☐ **Nemesis.** If this is a skill test on or against an enemy with a chosen trait and the test is successful, you may attach Grizzled to that enemy. Reduce the difficulty of tests on or against the attached enemy by 1.

☐☐☐☐ **Mythos-Hardened.** If this skill test is on a treachery with a chosen trait and the test is successful, you may add both Grizzled and that treachery to the victory display.

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Hyperphysical Shotcaster

☐☐ **Railshooter.** Hyperphysical Shotcaster has this form: "*Manifest –* **Fight.** Fight with any skill. This attack deals +1 damage."

☐☐ **Telescanner.** Hyperphysical Shotcaster has this form: "*Manifest –* **Investigate.** Investigate with any skill. If you succeed, discover a clue at any revealed location instead of your location."

☐☐ **Translocator.** Hyperphysical Shotcaster has this form: "*Manifest –* **Evade.** Attempt to evade with any skill. Before or after this attempt, you may move an investigator or a non-*Elite* enemy at your location to a connecting location, or vice versa."

☐☐ **Realitycollapser.** Hyperphysical Shotcaster has this form: "*Manifest –* Test any skill (3). If you succeed, discard from play a non-weakness treachery that is not attached to an *Elite* enemy."

☐☐ **Matterweaver.** Hyperphysical Shotcaster has this form: "*Manifest –* Choose an asset in your hand and test any skill (X), where X is that asset's cost. If you succeed, play that asset at no cost."

☐☐☐☐ **Aetheric Link.** Hyperphysical Shotcaster enters play with 2 additional aether.

☐☐☐☐ **Empowered Configuration.** While using a *Manifest* ability, you get +2 skill value.

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