Machete

Item. Weapon. Melee.

Chained (+1 experience).

→: Fight. You get +1 ⚒ for this attack. If the attacked enemy is the only enemy engaged with you, this attack deals +1 damage.

Cuts through vines, underbrush, and tentacles equally well.
Elusive

**Tactic.**

Chained (+2 experience).

Fast. Play only during your turn.

Disengage from each enemy engaged with you and move to a revealed location with no enemies.
Pathfinder

**Talent.**

Chained (+2 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”
**Switchblade**


Chained (+1 experience). Fast.

▶️: **Fight.** You get +2 🏸 for this attack. If you succeed by 2 or more, this attack deals +1 damage.
Talent.

Chained (+3 experience). Permanent.

While you have 5 or more cards in your hand, Higher Education gains:

“⚡️ Spend 1 resource: You get +2 🧑 for this skill test.
⚡️ Spend 1 resource: You get +2 🧑 for this skill test.”
Streetwise

Talent.

Chained (+3 experience). Permanent.

- Spend 2 resources: You get +3 🔒 for this skill test.

- Spend 2 resources: You get +3 🜹 for this skill test.
Talent.

Chained (+1 experience). Permanent.

- Spend 1 resource: You get +1 🕉 for this skill test.
- Spend 1 resource: You get +1 🕉 for this skill test.
**Item. Weapon. Firearm.**

Unchained (–1 experience). 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.
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).
**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.
Mr. "Rook"
Dealer in Secrets

**Ally.**
Chained (+4 experience). 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.”
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.
**Segment of Onyx**

*Item. Relic. Occult.*


If you have 3 copies of Segment of Onyx in play: Set them aside, out of play. Search your bonded cards for Pendant of the Queen and put it into play.
**The Necronomicon**

**Petrus de Dacia Translation**

**Item. Tome.**

Chained (+3 experience). 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.
Mutated.

You get +1 🕷.

⚠️ After you successfully investigate, exhaust Dr. Milan Christopher: Gain 1 resource.
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.”
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.**
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).
Ace in the Hole

Trick.
Play only during your turn.
You may take an additional 3 actions this turn.
Max once per round.
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.
**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.
**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.
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.
Scroll of Secrets

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.
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.
**.35 Winchester**

*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.
**Double or Nothing**

**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.