4 EVENT

Dark Memory

WEAKNESS

Spell.

Advanced.

Place 1 doom on the current agenda. This effect can cause the current agenda to advance.

Forced – If Dark Memory is in your hand at the end of your turn: Reveal it and take 2 horror.

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3 ASSET

*Heirloom of Hyperborea

Artifact from Another Life

Item. Relic.

Agnes Baker deck only. Advanced.

Only damage and/or horror from player card effects can be assigned to Heirloom of Hyperborea.

After you play a ***Spell*** card: Draw 1 card.

3 3

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0 EVENT

On the Lam

Tactic.

"Skids" O'Toole deck only. Advanced.

Fast. Play during any window.

Until the end of the round, non-***Elite*** enemies cannot attack you. At the end of the round, you may disengage from each engaged enemy and move up to 2 locations away.

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TREACHERY

Hospital Debts

WEAKNESS

Task.

Advanced. **Revelation** – Put Hospital Debts into play in your threat area.

: Move 1 resource from your resource pool to Hospital Debts. (Limit three times per round.)

Forced – When the game ends, if Hospital Debts has fewer than 9 resources on it: You earn 2 fewer experience for this scenario.

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2 ASSET

*Daisy's Tote Bag

Item.

Daisy Walker deck only. Advanced.

You have 2 additional hand slots, which can only be used to hold ***Tome*** assets.

When you play a ***Tome*** asset during your turn, exhaust Daisy's Tote Bag: That asset gains fast.

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– ASSET

The Necronomicon

John Dee Translation

WEAKNESS

Item. Tome.

Advanced.

Revelation – Put this card into play in your threat area, with 3 horror on it. It cannot leave play while it has 1 or more horror on it. While it is in play, treat each you reveal on a chaos token as , , and *(resolve all three)*.

: Move 1 horror from this card to Daisy Walker. Then, if this card has no horror on it, discard it.

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TREACHERY

Abandoned and Alone

WEAKNESS

Madness.

Advanced.

Revelation – Remove all non-weakness cards in your discard pile from the game. If no cards were removed by this effect, shuffle this card back into your deck. Otherwise, take 3 direct horror.

I don't need them. I don't need anyone.

Illus. Ben Zweifel © 2021 FFG 40

2 ASSET

*Wendy's Amulet

Item. Relic.

Wendy Adams deck only. Advanced.

You may play any event in your discard pile as if it were in your hand.

Forced – After you play an event or discard an event from play: Place it on the bottom of your deck instead of in your discard pile.

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– ASSET

*Tidal Memento

Item. Charm.

Wendy Adams deck only. Permanent.

When an enemy would ready or doom would be placed on it, release a or token sealed on that enemy: Cancel that effect.

During a skill test you are performing, when a chaos token would be revealed from the chaos bag: Resolve a or token sealed on an enemy instead.

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3
*Roland's .38 Special
ASSET
Item. Weapon. Firearm.
Roland Banks deck only. Advanced. Uses (4 ammo).
Spend 1 ammo: Fight. You get +2 for this attack (if there are 1 or more clues on your location, you get +4 , instead). This attack deals +1 damage. If this attack defeats an enemy and there are no clues on your location, place 1 ammo on Roland's .38 Special.
Illus. Tiziano Baracchi
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30

TREACHERY
Cover Up
WEAKNESS
Task.
Advanced.
Revelation – Put Cover Up into play in your threat area, with 4 clues on it.
When you would discover 1 or more clues at your location: Discard that many clues from Cover Up instead.
Forced – When the game ends, if there are any clues on Cover Up: You suffer 1 mental trauma.
Illus. Marcin Jakubowski
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3
Machete
ASSET
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.
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20

Directive
Red Tape
ASSET
Roland Banks deck only. Permanent.
Regulation – You cannot play more than 2 cards each round.
When you play an Insight or Tactic event, exhaust this Directive: That event gains fast.
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Directive
Consult Experts
ASSET
Roland Banks deck only. Permanent.
Regulation – You cannot voluntarily assign damage or horror to Ally assets.
You have 1 additional ally slot.
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Directive
Leave No Doubt
ASSET
Roland Banks deck only. Permanent.
Regulation – You cannot move more than twice each round.
You get +3 sanity.
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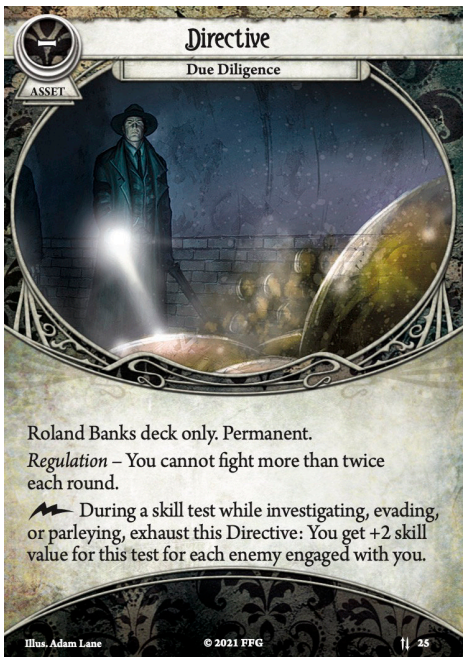
Directive
Due Diligence
ASSET
Roland Banks deck only. Permanent.
Regulation – You cannot fight more than twice each round.
During a skill test while investigating, evading, or parleying, exhaust this Directive: You get +2 skill value for this test for each enemy engaged with you.
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Directive
Seek the Truth
ASSET
Roland Banks deck only. Permanent.
Regulation – While your location has 1 or more clues, you cannot commit cards to skill tests unless you have discovered a clue this round.
After you discover a clue, if an enemy is at your location, exhaust this Directive: Draw 1 card.
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3
Machete
ASSET
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.
Illus. Jason Caffoe
© 2016 FFG
20

4
ASSET
*Dr. Milan Christopher
Professor of Entomology
Ally. Miskatonic.
Mutated.
You get +1 .
After you successfully investigate, exhaust Dr. Milan Christopher: Gain 1 resource.
Illus. Anthony Devine
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33

2
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.
Illus. Artist Superlongname
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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.
Illus. Adam Schumpert
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50

4
ASSET
*Dr. Milan Christopher
Professor of Entomology
Ally. Miskatonic.
Mutated.
You get +1 .
After you successfully investigate, exhaust Dr. Milan Christopher: Gain 1 resource.
Illus. Anthony Devine
© 2016 FFG
33

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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.
Illus. Artist Superlongname
© 2020 FFG
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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.
Illus. Adam Schumpert
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3
ASSET
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"
Illus. Adam Lane
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108

3
ASSET
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"
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1
ASSET
Switchblade
Item. Weapon. Melee. Illicit.
Chained (+1 experience). Fast.
: Fight. You get +2 for this attack. If you succeed by 2 or more, this attack deals +1 damage.
Illus. Matthew Cowdery
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152

Higher Education
ASSET
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."
Illus. Borja Pindado
© 2016 FFG
187

Streetwise
ASSET
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.
Illus. Andreia Ugrai
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Scrapper
ASSET
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.
Illus. Daniel Dulitzky
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1
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.
Illus. Anders Finér
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111

1
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.
Illus. Anders Finér
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4
ASSET
Springfield M1903
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.
Illus. Jason Caffoe
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4
ASSET
Springfield M1903
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.
Illus. Jason Caffoe
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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).
Illus. David Auden Nash
© 2016 FFG
229

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).
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229

0
EVENT
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.
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0
EVENT
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.
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266

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.
Illus. Mark Molnar
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26

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.
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26

4
ASSET
Flamethrower
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).
Illus. Jose Vega
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4
ASSET
Flamethrower
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).
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SKILL
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.
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SKILL
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.
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3
ASSET
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.
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