Streetwise

ASSET

Talent.

Chained (+3 experience). Permanent.

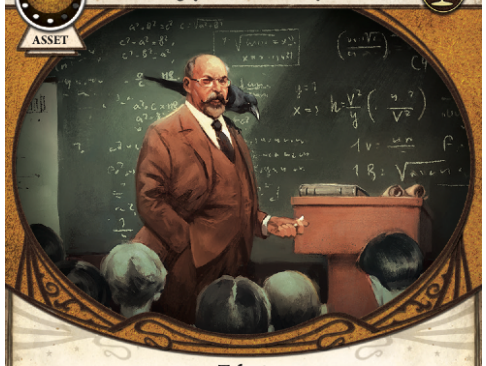
Spend 2 resources: You get +3 for this skill test.

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

Illus. Andreia Ugrai © 2016 FFG 189

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

Switchblade

1

ASSET

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 © 2016 FFG 152

Pathfinder

3

ASSET

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 © 2016 FFG 108

Streetwise

ASSET

Talent.

Chained (+3 experience). Permanent.

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

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Illus. Andreia Ugrai © 2016 FFG 189

Higher Education

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Spend 1 resource: You get +2 for this skill test."

Illus. Borja Pindado © 2016 FFG 187

Switchblade

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Illus. Matthew Cowdery © 2016 FFG 152

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Searchers after horror haunt strange, far places.

–H. P. Lovecraft, "The Picture in the House"

Illus. Adam Lane © 2016 FFG 108

0
Drawing Thin
ASSET
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.
Illus. Borja Pindado
© 2018 FFG
159

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).
Illus. Jose Vega
© 2018 FFG
305

2
*David Renfield
Esteemed Eschatologist
ASSET
Ally. Patron.
Chained (+3 experience).
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.
2
1
Illus. Alexandre Dainche
© 2017 FFG
112

–
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
© 2016 FFG
193

0
Drawing Thin
ASSET
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.
Illus. Borja Pindado
© 2018 FFG
159

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Flamethrower
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Chained (+1 experience). Uses (4 ammo).
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Illus. Jose Vega
© 2018 FFG
305

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2
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Illus. Alexandre Dainche
© 2017 FFG
112

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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
© 2016 FFG
193

0
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.
Illus. Adam S. Doyle
© 2020 FFG
308

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.
Illus. David Hovey
© 2020 FFG
197

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.
Illus. Dimitri Bielak
© 2020 FFG
33

0
EVENT
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.
Illus. Michal Milkowski
© 2018 FFG
231

0
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.
Illus. Adam S. Doyle
© 2020 FFG
308

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.
Illus. David Hovey
© 2020 FFG
197

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.
Illus. Dimitri Bielak
© 2020 FFG
33

0
EVENT
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.
Illus. Michal Milkowski
© 2018 FFG
231

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
© 2016 FFG
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.
1
2
Illus. Anthony Devine
© 2016 FFG
33

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
Illus. Vlad Ricean
© 2021 FFG
99

4
ASSET
*Jeremiah Kirby
Arctic Archaeologist
Ally. Miskatonic. Wayfarer.
Chained (+2 experience).
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.
2
1
Illus. Romana Kendelic
© 2021 FFG
32

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
© 2016 FFG
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.
1
2
Illus. Anthony Devine
© 2016 FFG
33

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
Illus. Vlad Ricean
© 2021 FFG
99

4
ASSET
*Jeremiah Kirby
Arctic Archaeologist
Ally. Miskatonic. Wayfarer.
Chained (+2 experience).
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.
2
1
Illus. Romana Kendelic
© 2021 FFG
32

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.
Illus. Matt Bradbury
© 2020 FFG
16

3
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.
Illus. Dani Hartel
© 2016 FFG
269

1
ASSET
Ritual Candles
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.
Illus. Kristina Gehrmann
© 2016 FFG
29

*Rex Murphy
The Reporter
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."
Illus. Cristi Balanescu
© 2016 FFG
2

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
© 2016 FFG
111

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.
Illus. Matt Bradbury
© 2020 FFG
16

3
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.
Illus. Dani Hartel
© 2016 FFG
269

1
ASSET
Ritual Candles
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.
Illus. Kristina Gehrmann
© 2016 FFG
29

1
ASSET
Strange Solution
Acidic Ichor
Item. Science.
Mutated. Researched. Uses (3 supplies).
Spend 1 supply: Fight. Attack with a base skill of 6. This attack deals +1 damage.
Illus. Tiziano Baracchi
© 2016 FFG
263

SKILL
Quick Thinking
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

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
© 2016 FFG
226

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
© 2016 FFG
111

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.
Illus. John Pacer
© 2016 FFG
266

1
ASSET
Strange Solution
Acidic Ichor
Item. Science.
Mutated. Researched. Uses (3 supplies).
Spend 1 supply: Fight. Attack with a base skill of 6. This attack deals +1 damage.
Illus. Tiziano Baracchi
© 2016 FFG
263

SKILL
Quick Thinking
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

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
© 2016 FFG
226

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.

Illus. Ilich Henriquez © 2017 FFG 29

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."

Illus. Matt Bradbury © 2017 FFG 33

*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.*

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.

Illus. John Pacer © 2016 FFG 266

3 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.

Illus. Stephen Somers © 2017 FFG 315

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.

Illus. Ilich Henriquez © 2017 FFG 29

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."

Illus. Matt Bradbury © 2017 FFG 33

*Lola Hayes

The Actress

3 3 3 3

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.

6 6

Illus. Magali Villeneuve © 2017 FFG 9

All In
SKILL
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.
Illus. Borja Pindado
© 2018 FFG
309

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."
Illus. Matthew Cowdery
© 2018 FFG
110

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.
Illus. Alice Duke
© 2017 FFG
32

3
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.
4
Illus. Stephen Somers
© 2017 FFG
315

1
ASSET
Scroll of Secrets
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.
Illus. Matthew Cowdery
© 2018 FFG
116

All In
SKILL
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.
Illus. Borja Pindado
© 2018 FFG
309

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EVENT
Counterspell
Spell. Blessed.
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110

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The secrets were written in the stars.
Illus. Alice Duke
© 2017 FFG
32

3 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 2

Illus. Romana Kendelic © 2018 FFG 153

1 ASSET

Scroll of Secrets

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.

Illus. Matthew Cowdery © 2018 FFG 189

1 ASSET

Scroll of Secrets

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.

Illus. Matthew Cowdery © 2018 FFG 188

1 ASSET

Scroll of Secrets

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.

Illus. Matthew Cowdery © 2018 FFG 116

3 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.

Illus. Tiziano Baracchi © 2018 FFG 230

3 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 2

Illus. Romana Kendelic © 2018 FFG 153

1 ASSET

Scroll of Secrets

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.

Illus. Matthew Cowdery © 2018 FFG 189

1 ASSET

Scroll of Secrets

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.

Illus. Matthew Cowdery © 2018 FFG 188

*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.

Illus. Diana Martínez © 2019 FFG 22

*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, 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?

Eucatastrophe

2

EVENT

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. Julian Kok © 2018 FFG 324

Telescopic Sight

3

EVENT

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.

Illus. Tiziano Baracchi © 2018 FFG 230

.35 Winchester

4

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.

Illus. Stephen Somers © 2019 FFG 195

*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.

Illus. Diana Martínez © 2019 FFG 22

*Mandy Thompson

The Researcher

3 5 1 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.

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Eucatastrophe

2

EVENT

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. Julian Kok © 2018 FFG 324

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.
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X
ASSET
*Flute of the Outer Gods
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.
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SKILL
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.
Illus. Diana Martínez
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4
ASSET
.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.
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3
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.
Illus. Romana Kendelic
© 2020 FFG
301

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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.
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Illus. Diana Martínez
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2
ASSET
Eon Chart
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).
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98

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.
Illus. Matt Stawicki
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4
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.
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EVENT
Hallow
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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.
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Even in the deepest darkness, light can still bloom.
Illus. Romana Kendelic
© 2020 FFG
301

2
ASSET
Eon Chart
Item. Relic.
Mutated. Uses (3 secrets).
During your turn, exhaust Eon Chart and spend 1 secret: Choose and take two of the following basic actions, in any order (move, evade, or investigate).
Illus. Ignacio Bazán Lazcano
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: Move any investigator to the locus.
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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

5
Cyclopean Hammer
ASSET
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.)
Illus. Robert Laskey
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Eon Chart
ASSET
Item. Relic.
Mutated. Uses (3 secrets).
During your turn, exhaust Eon Chart and spend 1 secret: Choose and take two of the following basic actions, in any order (move, evade, or investigate).
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