Для активируемых предметов нужно сделать состояние Ready-to-Use (RTU)

Common item

Casting phase

Sanity Cost

Casting modifier

Spell

Physical Weapon

Magical Weapon

Magical Effect

Tome

Task (visit list of location, after gain a Payoff)

+X Combat check (A)

+X Horror check (P)

+1 Fight checks (P)

+1 Sneak check (but not Evade checks)(P)

Handless

1 hands

2 hands

Price X

Cannot be lost or stolen unless you chose to allow it (A)

Any phase

Movement

Arkham Encounters

Upkeep

Does not refresh unless you spend $X (A)

Exhaust to gain +X Combat check until the end of this combat (A)

Exhaust before making a Combat check to gain +X to that check (A)

Exhaust before making a Luck check to gain +X to that check (A)

Exhaust before making a Lore check when reading Tome to gain +X to that check (A)

Exhaust and spend X movement point to make a Lore (-1) check. If you pass… if you fail… (A)

Exhaust and spend 2 movement point to make a Will (-2) check. If you pass… if you fail… (A)

Exhaust and spend 2 movement point to regain 1 Sanity and gain +1 to Horror checks until the end of the turn (A)

Exhaust to reroll 1 de after making a Combat check (A)

Exhaust to reroll 1 de after making a Luck check (A)

Exhaust when (before) spending a monster trophy to increase the toughness value by 1 (A)

Exhaust before making a Combat check against … (list of monsters) to automatically pass check and gain 1 Sanity (A)

Exhaust and discard this after you draw an encounter card to draw a different encounter card (A)

Exhaust and discard after you gain Clue to gain 1 additional Clue (A)

Exhaust after you gain Clue to gain 1 additional Clue (A)

Exhaust to get X extra movement point (A)

Spend 1 movement point and discard this card while in Bank of Arkham to make a Luck (-2) check. If you pass… if you fail… (A)

Draw 1 Unique item

Draw 1 Spell

Gain X Clue

Lose 1 Sanity

Discard this item

Nothing happens

+X to combat check if opponent has X abilities (A)

+X to combat check if your other hand is empty (A)

Discard this card to make a Sneak (-2) check. If you pass… if you fail… (A)

Take Common for each success

You are arrested

+1 Evade check (P)

+1 Will check (but not Horror check) (P)

Discard this card when the terror level is increased to reduse the amount by 1 (A)

+1 Spell check (P)

+X Combat check (discard after use) (A)

+1 to all skill check during Arkham encounter (P)

Discard this card when you lose any amount Stamina (P)

Discard this while in a Street area to move all monsters in the Sky to your location (A)

Discard after you gain a Clue to gain 1 additional Clue, one investigator of your chose also gain 1 Clue (A)

You may ignore all penalties to Skill check caused by Environment Mythos cards (P)

Discard this to reroll any one Skill check (A)

Discard this to avoid being arrested (A)

Discard this instead of spending 1 Clue (A)

When using in Combat, all 6’s rolled count as 2 successes (P)

You may automatically Evade monsters of toughness 1 while in the street (P)

Discard this to choose Clue in any location. Take this Clue (A)

Reduce the toughness of monsters you fight by 1 to minimum of 1 (this dous not affect their value as trophies) (P)

Discard this to avoid beind delayed(A)

Discard this to reduce Sanity loss by 1 (A)

Discard this to reduce Stamina loss by 1 (A)

You may place this card on you current location or street area with up to 3 Clue from the bank on it(A)

If this card on board, discard 1 Clue from it. If there are no Clue left to discard, return all monsters in this place to the cup, reduce all investigators in this place Stamina to 0 and discard this card

Cast and exhaust to gain $3 (A)

Cast and exhaust to look at the top 3 Mythos cards in the deck, then replace them on top of the deck in any order you choose. (A)

When casting this spell, you gain a +1 bonus to your Spell check for each Tome in your possession(P)

When in Arkham, instead of having an encounter, cast and discard to move to the first area of any Other World (A)

Cast and Discard this spell to pass one Combat check.You must roll successes equal to the monster's toughness to cast this spell. (A)

You may cast and discard to choose one investigator (even yourself). That investigator is [Blessed](http://www.arkhamhorrorwiki.com/Blessed).

This spell doesn't work on Ancient Ones

Payoff:

$8

Draw 1 Unique Item, gain 1 Clue and $2

Draw 1 ally and gain 2 clue and $4

Gain 4 Clue and $5

Draw 1 Common Item and gain 1 Clue and $5

A – Activated (активировать/взять в руки)

P – Passive – достаточно иметь в инвентаре