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| **(3+) Blind Faith ~~(3+) Crisis of Conscience~~** | | | | | | | | | | You must tell them to lay down their arms and allow the grace of God to purify their sins. | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and this card has been revealed.  **Miracle***:* At the start of the Investigator Phase, if you have a *Light Source*, a *Bladed Weapon*, and an *Evidence* Unique Item, and you are sharing a space with another investigator, you may reveal this card. That investigator may discard a Wounded or Insane condition. This miracle may only happen once per game. | | | | | | | | | | | | | | | | | * The investigation completes after “one final task” is completed. The investigation does **not** complete if either the investigators take too long or an investigator is eliminated. | |
| **(3+) One of the Thousand** | | | | | | | He plots against you, and you are the only one who sees through his wicked lies and deception. | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and this card has been revealed.  **Execution Attempt***:* At the start of the Investigator Phase, if you have a *Bladed Weapon* and you are in a space with exactly one other investigator, you may reveal this card. If that investigator is not Wounded, he becomes Wounded and discards all facedown Damage. If he is Wounded, that investigator is eliminated. The game does not end as a result of that investigator’s elimination. This execution attempt may only happen once per game. | | | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. | |
| **(3+) Narcissism** | | It seems self-evident that you deserve to have all those lovely things, certainly more than  anyone else deserves them. And why not? You worked hard to get where you are! | | | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have 6 or more items. | | | | | | | | | | | | | | * **Item:** The word “Items” is a collective term that refers to both Common Items and Unique Items. Spells are not items. (Spells and Items are possessions) | | | | |
| **(3+) Pyromania** | Fire keeps you warm, and it keeps away the darkness. The only way you  will be safe is if you light as many beautiful, beautiful fires as you can. | | | | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you only win if the investigation is complete and this card has been revealed.  **Conflagration:** At the start of the Investigator Phase, if 6 or more rooms contain Fire, reveal this card. While this card is revealed, at the beginning of each Mythos phase, fire spreads twice. | | | | | | | | | | | | | | * **Set Fire (Action):** If you have a Light Source, place a Fire in your space or an adjacent space. Select the “Set Fire” option in the app. * **Extinguish Fire (Action):** Test Agility. For each success, discard Fire from your space or a space you move into later during the round. Doesn’t do Damage. * If group disagrees about how a fire should spread, a random investigator decides. Roll a die, draw cards, use an app, or do something else. | | | | |
| **(2+) For the Greater Good** | | | | | | You have gazed too far into the abyss and fought too long with monsters. There is no  room for you in the better world you fight to preserve. Best if you not live to see it. | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and this card has been revealed.  **Martyrdom:** After you have been eliminated, reveal this card. The game does not end as a result of your elimination. | | | | | | | | | | | | | | * When eliminated, you drop all possessions onto your space and remove your figure from the board. You cannot take actions. * Normally, eliminations cause the eliminated player to lose and the group to lose after the next Investigation phase. This card overrides that rule. | | | | |
| **(2+) Blood Offering ~~(2+) Forbidden Words~~** | | | | | | | | | | | You know how to quiet the voices in your head, but a blood sacrifice will be required. | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and this card has been revealed.  **Bloodletting:** At the start of the Investigator Phase, if you h**a**ve a *Bladed Weapon* and there is at least one other investigator on your space, you may reveal this card and choose one investigator on your space. That investigator suffers one facedown Damage, and you discard one Horror. Other investigators within range flip one Horror. | | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. * **“Within Range:”** Means up to 3 spaces away. Cannot count through walls, doors, or impassable borders, unless an effect says otherwise. | | |
| **(2+) Misery Loves Company** | | | | | | They are laughing at your misfortune. You can tell. But they will not laugh for very much longer… | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and one or more other investigators are Insane. Otherwise, you lose the game. | | | | | | | | | | | | | | * **Push (Action):** Choose target monster/investigator in your space, choose destination, and determine willingness. Skip test if willing. Determine test difficulty: monsters use Brawn; investigators roll Strength and add 1 to test result. Roll Strength test. If you succeed, push target to chosen space. You may also move to that space. | | | | |
| **(2+) Schadenfreude ~~(2+) Selfish Motives~~** | | | | | | | | | Even though you call them your “friends,” why do you grin when they fall? | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and one or more other investigators are Wounded. Otherwise, you lose the game. | | | | | | | | | | | | | | | | | |  |
| **(1+) Obsessive** | | | You must find it. You do not know what it is, but when you see it, you will know and finally have some peace. | | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and there are no Search tokens on the board. Otherwise, you lose the game. | | | | | | | | | | | | | | * Search tokens are question marks: **?** * You do not need to clear the Interact, Explore, Sight, and Person tokens. | | | | |
| **(1+) Restless Anxiety** | | | You are suddenly stricken with the sense that your life up to this point has been not only boring but pointless. Life is too short to not experience as much of the world as possible. Variety is the spice of life after all! | | | | | | | | | | | | | | | |
| You cannot perform any single action more than once each round. You win or lose the game as normal. | | | | | | | | | | | | | | * You may still perform 2 actions each round, but they must each be different actions. | | | | |
| **(1+) Suspicious** | | | | | | | | | | | | | | Your friends glance at you, distrust in their eyes. | | | | |
| No effect. You win or lose the game as normal. | | | | | | | | | | | | | | * Remember, you cannot reveal the back of your Insanity. | | | | |
| **(1+) Not Meant to Know ~~(1+) Spread the Truth~~** | | | | | | | | | | | | There are more things in heaven and earth than are dreamt of in your philosophy. | | | | | | |
| You do not win the game as normal. Instead, you win if the investigation is complete and this card has been revealed.  **Burn the Evidence:** At the start of the Investigator Phase, if you possess two *Evidence* Unique Items while standing on or adjacent to a space that contains Fire, you may reveal this card. Discard two *Evidence* Unique items from your inventory. | | | | | | | | | | | | | | * **Set Fire (Action):** If you have a Light Source, place a Fire in your space or an adjacent space. Select the “Set Fire” option in the app. * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. | | | | |
| **(1+) Arcane Aspirations** | | | | | Regular weapons are useless against the powers that are aligned against you. The only thing that can keep you safe from otherworldly harm is otherworldly protection | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have 1 or more Spells. Otherwise, you lose the game. | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. (Spells are possessions) | | | |
| **(3+) Fervid Disciple** | | | | The common rabble do not deserve such power, but your devotion is unquestionable. | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have more Spells than the investigator to your right. Otherwise, you lose the game. | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. (Spells are possessions) | | | |
| **(3+) Calculating** | | | | Trust in your companions is unnecessary. This proof will be your Insurance. | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have more *Evidence* than the investigator to your right. Otherwise, you lose the game. | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. | | | |
| **(3+) Envious** | | | | The sight of other people having more than you is unacceptable. Everything should be yours. | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have more Items than the investigator to your left. Otherwise, you lose the game. | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. * **Item:** The word “Items” is a collective term that refers to both Common Items and Unique Items. Spells are not Items. | | | | | |
| **(1+) Prepared** | | | | You know now that anything can go wrong at any moment. Without the proper tools, all might be lost. | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and you have 1 or more *Bladed Weapons* or *Light Sources*. | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. | | | |
| **(2+) Passive** | | | | | | | | What’s the point? None of this matters anyway. | | | | | | | | | | |
| You cannot use Actions defined on your character sheet. You win or lose the game as normal. | | | | | | | | | | | | | | | * Other non-Action character abilities take place normally (such as gaining extra clues when searching, etc). * Remember, you cannot reveal the back of your insanity. | | | |
| **(3+) Pact with Yog-Sothoth** | | | | The Lurker at the Threshold has promised you great knowledge in exchange for a small price. You are ready to learn the first and last secret. | | | | | | | | | | | | | | |
| You do not win the game as normal. Instead, you win only if the investigation is complete and this card has been revealed.  Horrific Offering: At the start of the Investigator Phase, if you have a Bladed Weapon and 1 or more Spells, and there is at least one other investigator on your space, you may reveal this card and choose one investigator on your space. That investigator suffers one Damage and becomes Insane. (If the investigator was already Insane, the investigator is eliminated as normal.) This offering may only happen once per game. | | | | | | | | | | | | | | | * **Steal (Action):** Pick an investigator in your space. Pick Strength, Agility, or Observation. Each player rolls that test. For each net success over your opponent’s, you take one possession. (Spells are possessions) | | | |