

4

ASSET

★

* Winter Klaczka

Pharasma Inquisition

★

Ally, Inquisitor. Changeling.

You gain +1 ♠.

♠: Exhaust and discard Winter Klaczka to deal 1 damage to an **Abomination** or **Undead** enemy at your location.

2

1

Illustration: Krenasa Chipilova

22

0

ASSET

★

Potion of Healing

♠: Heal 2 damage.

♠: An investigator at your location gains control of Potion of Healing.

You look like you need a drink, friend.

5

ASSET

★

Dwarvern Maul

1

ASSET

★

Elven Spear

♠: return Elven Spear to your hand: **Fight**. You gain +2 ♠ during this attack. This attack deals +1 damage.

Item. Weapon. Ranged.

"The star is fading, it vacates the heavens. Now I will depart the world, holding a lead in my hand."

-JRR Tolkien, Elven Poetry (translated)

2

ASSET

★

Hand Crossbow

Item. Weapon. Ranged. Illicit.

Uses (2 ammo). Playing Hand Crossbow does not provoke attacks of opportunity.

♠ Spend 1 ammo: **Fight**; you get +1 ♠ during this attack. If Hand Crossbow entered play this turn, you get an additional +1 damage for this attack.

2

1

Illustration: Wayne Reynolds

31

2

ASSET

★

* Ruoy Gurtsproddle

Thrushmoor Tinctures

Ally. Gnome. Alchemist.

♠: Exhaust Ruoy Gurtsproddle. You get +1 skill value during this test.

Yip, I have a potion for that.

2

1

Illustration: Egl Thompson

37

0

EVENT

★

The Riddling Game

Gambit. Insight.

Play only if there is a **Humanoid** or **Monster** enemy at your location.

Parley. Test ♠ (3). If successful, look at the top X+1 cards the encounter deck. Return them to the top of that deck, in any order. X is the number of investigators.

Surely a simple question for such a mighty foe?

2

1

Illustration: Aaron

36

2

ASSET

★

* Fairness

Resident of Ulthar

Ally. Creature. Dream.

You get +1 ♠.

♠: Exhaust Fairness. You may exchange clues and resources with another Investigator.

'And that all seems perfectly reasonable, at least in my book,' he said, with a grin.

2

1

Illustration: Stefan Muter

35

1

ASSET

Burning Brand

Item. Weapon. Melee.

Uses (3 supplies). Remove one supply at the end of each round. If Burning Brand has no supplies, discard it.

➤ **Fight.** You get +1 ♠ during this attack. If the attack is successful, the attacked enemy takes 1 additional damage at the end of the enemy phase this turn.

40

Illustration: Eshong Chen

3

EVENT

Dimension Swap

Spell. Psionic. Portal.

Fast. Play only during your turn. Another investigator not engaged with any enemy moves to your location.

"Look behind you!"

25

Illustration: Hiker Studios

3

ASSET

Thieves Tools

Item. Tool. Illicit.

Uses (2 supplies). If Thieves Tools has no supplies, discard it.

➤ Exhaust Thieves Tools: **Investigate.** Add your ♠ value to your skill value for this investigation. If you do not succeed by at least 3, remove 1 supply from Thieves Tools.

33

Illustration: Carlos Torrealba

0

EVENT

"In it for the money"

Gambit. Bold.

Play only as your first action, and only if there are no clues on your location.

End your turn. Place "In it for the money" in the victory display.

You just don't get it, kid.

32

Illustration: Van Burton

1

EVENT

Fond Memories

Spirit.

Play only if there are no enemies at your location. Heal 1 horror and draw 1 card.

And then she flicked the locket shut. 'Enough of that,' she said. 'We have a job to do.'

42

Illustration: Willowest1390

0

EVENT

Nemesis

Gambit. Fated.

Fast.

Attach to an undamaged **Elite** enemy. That enemy gains +1 fight and +1 evade. If you defeat that enemy, place Nemesis in the Victory display.

And so, we meet again, you and I.

41

Illustration: Sarda

4

ASSET

*Cassie Springwine

Investigator for Hire

Half-Elf. Rogue.

You get +1 ♠.

➤ Exhaust Cassie and gain 1 resource. Use this ability only if there are no clues on your location.

I think you missed some treasure over here. And here. Oh, and also over here.

30

Illustration: Unknown

3

ASSET

Throwing Knives

Item. Weapon. Ranged.

Fast. Uses (6 ammo).

➤ Spend 1 ammo: **Fight.** You get +1 ♠ for this attack. If the attacked enemy is exhausted, you deal +1 damage with this attack.

34

Illustration: Onorelli

1

EVENT

Phantasmal Killer

Spell, Illusion.

Fight, Fight. Both attacks must target the same non-Elite enemy, both use instead of , and both deal no damage. If both attacks succeed, defeat that enemy.

It's not real, it's not real, it's not real.

27

Illus. Unknown

5

ASSET

*Abdul Alhazred

The Mad Poet

Ally, Sorcerer, Dream.

Exceptional. **Forced** – After you play Abdul Alhazred, discard your hand, all your other non-story assets and lose all your resources.

Exhaust Abdul Alhazred during a skill test you are performing: The test is automatically successful.

"And what will it cost?"
"Everything..."

39

Illus. N. D. G. W.

3

ASSET

*Cursed Sword of Kynarth

Item, Weapon, Melee, Magic, Cursed.

The first time you purchase Cursed Sword of Kynarth, search your collection for a random **Curse** basic weakness and add it to your deck.

Fight: You get +3 for this attack. This attack deals +1 damage.

Card design by /u/RoastedChesnaughts

23

Illus. Nic Klein

0

EVENT

"Lets do this!"

Tactic, Blunder.

Draw 3 cards and take 2 damage.

Oh my God, he just ran in!

28

Illus. Keren Bergit

2

ASSET

Mystic Portal

Spell, Portal.

Attach Mystic Portal to your location. Group limit of 2 Mystic Portals in play.

Locations with Mystic Portals attached are considered to be connected to each other.

Aren't we supposed to be closing these things?

26

Illus. Joe Shuster

2

ASSET

The Violin of Erich Zann

Item, Instrument, Relic, Otherworldly.

Exhaust The Violin of Erich Zann when an investigator at your location takes any action: That action does not provoke attacks of opportunity.

"He neither answered me nor abated the frenzy of his unutterable music."
- H.P. Lovecraft, The Music of Erich Zann

38

Illus. Ricardo Bernaldo

4

ASSET

*Winter Klaczka

Pharasma Inquisition

Ally, Inquisitor, Changeling.

You gain +1 and +1

Exhaust Winter Klaczka to deal 1 damage to an **Abomination** or **Undead** enemy at your location.

24

Illus. Keren Bergit

2

ASSET

Eyes of the Eagle

Item, Mask.

Limit 1 Mask in play.

Investigate. Your location gets -2 shroud for this investigation.

"Almost nothing need be said when you have eyes."
- Tarjel Vesaas, The Boat in the Evening

29

Illus. Gordon