

1
ASSET



Alien Autopsy Prop

Item. Trick.

Green Box: ♣

♣ If you reveal an enemy with the *EBE* trait from the encounter deck: Discard Alien Autopsy Prop. Then discard the revealed enemy.

"Ta-da!" - Spyros Melaris



30



X
ASSET



Band of Phasing

Item. Relic.

Green Box: ♣

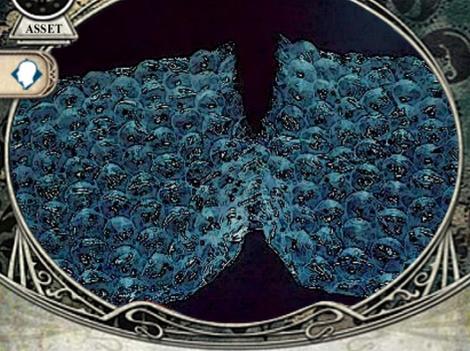
➤ Exhaust Band of Phasing; Discard X cards from the top of your deck: Evade X number of enemies engaged with you. The ♣ test difficulty is equal to the highest ♣ value of the enemies being evaded.



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0
ASSET



Bubble Wrap

Item.

Green Box: ☆
Uses (3 supplies). If Bubble Wrap has no supplies, discard it.

➔ Spend 1 supply: Heal 1 horror.
Strangely calming.

33



1
ASSET



Burner Phone

Item. Tech.

Green Box: ☠️
⚡ When an investigator at a different location performs a skill test: Discard Burner Phone. You may commit a card to this test.

"Have you tried turning it off and on again?"

34



2
ASSET

Chainsaw



Item. Weapon. Melee.

Green Box: ☠️

► **Fight.** This attack gains +2 ☠️. This attack deals +1 damage. If you succeed by 2 or more, this attack deals +2 damage.

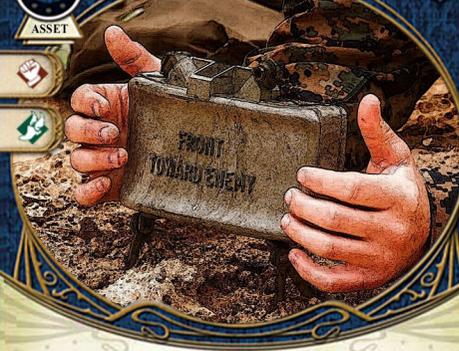
Groovy.

35



4
ASSET

Claymore Mine



Item. Explosive.

Green Box: ☠️

Attach to current location. When an enemy spawns at or moves into this location it takes 3 damage. Then discard Claymore Mine.

36



2
ASSET



Crystal Skull

Item. Relic.

Green Box: 

Uses (3 charges).

➔ Spend a charge: Reveal an unrevealed location, as if you had moved to it.

"Things you will see... other places... other times..."



37



3
ASSET



Deck of Cards

Item. Trick.

Green Box: 

Uses (3 tricks). If Deck of Cards has no tricks, discard it.

☞ After you reveal a chaos token: Spend 1 trick. Return the token to the chaos bag, then reveal a new token. If the newly revealed token is  treat it as +7.



38



0
ASSET



Elixir

Item.

Green Box: ☆
Uses (3 supplies). If Elixir has no supplies, discard it.

➔ Spend 1 supply: Heal 1 damage.

Strangely soothing.

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0
ASSET



Frozen History

Item. Curio.

Green Box: ♣

A moment of liquid time, stilled forever.

41



6 **Grenade Launcher** 

ASSET  



Item. Weapon. Ordnance.

Green Box: 
 Uses (6 ammo).
 Grenade Launcher can only be used against enemies in connected locations.
 ➤ Spend 1 ammo: **Fight**. You get +3  for this attack. This attack deals +3 damage.

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3 ***Herne's Remembrance**
 The Hunter

ASSET 



Item. Relic. Mask.

Green Box: 
 While Herne's Remembrance is equipped, horror is taken as damage and damage is taken as horror.

Forced - If you reveal  on any  test, discard Herne's Remembrance.
Nothing is forgotten. Nothing is ever forgotten.

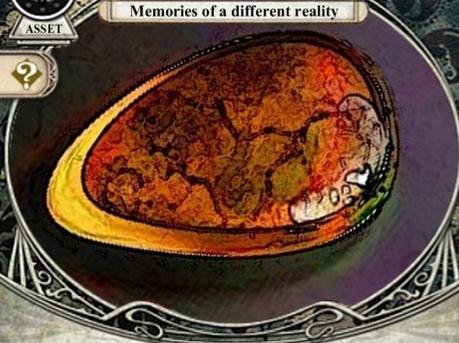
    44



4
ASSET

*Mandela Stone

Memories of a different reality



Item. Relic. Paradox.

Green Box: ♣
Uses (3 charges).

♠ When you reveal a Treachery card from the encounter deck: Spend a charge. Draw a second encounter card. Choose one to resolve, shuffle the other back into the encounter deck.

"Wait a minute... that never happened!"

45



4
ASSET

*Orb of Restoration



Item. Relic.

Green Box: ☆

▶▶▶ Seal ☆ for the rest of the game: Remove all damage and horror from one investigator or asset in play. Then remove Orb of Restoration from the game.

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2 Quicksilver Pendant

ASSET



Item. Relic. Cursed.

Green Box: ♣
You get +1 ♣.

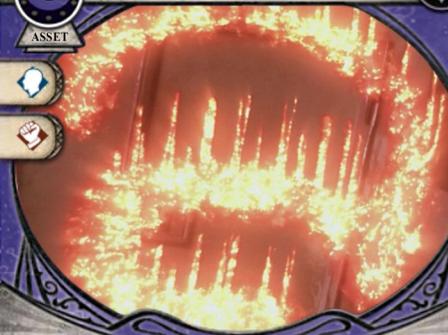
Forced – If a ♣ symbol is revealed on any check using ♣, take 1 direct damage.
More haste, less speed.

47



4 Red Sign of Shudde M'ell

ASSET



Spell.

Green Box: ♣
Uses (3 charges).

➤ Spend 1 charge: test ♣ (4). If successful take 1 direct horror & 1 direct damage. All enemies engaged with you take 3 damage. All other enemies, allies & investigators at this location take 1 damage.

50



0
ASSET

Replica Pistol



?

Item. Curio.

Green Box: ☠️
Fast.
Gain 1 resource.

Beautifully made, this could be worth something to a collector.

51



2
ASSET

Sacrificial Dagger



?

Item. Weapon. Melee. Cursed.

Green Box: ⚔️

➤: **Fight.** You get +2 🗡️ for this attack. This attack deals +1 damage. If a ⚔️ symbol is revealed during this attack, take 1 damage.

The blade thirsts for blood. It doesn't care whose.

52



3
ASSET

Summoning Stone



Item. Relic.

Green Box: 

▶▶▶: Search the top 10 cards of your deck. Draw one card, then discard summoning stone.

"Something from nothing - a dive into the implicate order."

 54



4
ASSET

Surveillance Drone



Item. Tool. Tech.

Green Box: 

▶▶: **Investigate.** Your current location gets -2 shroud. If a , , or  symbol is revealed on this test, discard Surveillance Drone.

"Our eye in the sky."

 55



0
ASSET

* "The Formula"
Life Beyond Death



Item. Illicit. Science.

Green Box: ✨
Fast.

⚡ Exhaust "The Formula" and take 1 damage:
Defeat an enemy at this location with the *West's Legacy* trait.

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2
ASSET

Tinfoil Hat



Item.

Green Box: ✨

You get +1 🧠. You get -1 🗣️.

"If I can't hear the voices, they can't hurt me!"

57



4 **Unaussprechlichen Kulten*
 The Black Book

ASSET



Item. Tome. Cursed.

Green Box:  You get +1 . You get +1 .

Forced – If a  symbol is revealed on any check using  or , take 2 direct horror.

"You may well need to know, I highly doubt you want to know."

58



5 **Wrack**

ASSET



Spell.

Green Box:  Uses (3 charges).

➤ Spend 1 charge: **Fight**. This attack uses  instead of . If this attack succeeds, target takes +1 damage and is exhausted. If a  or  symbol is revealed during this check, take 1 damage.

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Re-Animated Corpse

WEAKNESS

2 3 2

Enemy. Monster. West's Legacy.

Green Box: ♣

If a ♣ symbol is revealed on a combat test targeting Re-Animated Corpse, then that attack deals 1 less damage.

The ghastly perversion of life staggers toward you, its own vital organs clutched in its hands. With a rattling wheeze it forces out the words "Kiiiiilll mmmmmeee..."

ENEMY



48

Re-Animated Remnant

WEAKNESS

1 2 4

Enemy. Monster. West's Legacy.

Green Box: ♣

➤ **Evade:** If you succeed on this test by 2 or more, discard Re-Animated Remnant.

*"Skittish lil' critter ain't he?"
"Yeah, but I bet he squishes real good..."*

ENEMY



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Schrödinger's Parrot

WEAKNESS

1

Conundrum. Creature?

Green Box: ♣

Schrödinger's Parrot may not be attacked or evaded.

➤: Test ♣ (4) or ♠ (4). If you succeed place one clue on Schrödinger's Parrot.

Forced – When Schrödinger's Parrot has 3 clues on it, discard Schrödinger's Parrot.

"How is this thing still alive?"

ENEMY



TREACHERY

Booby Trap

WEAKNESS

Hazard. Trap.

Green Box: ♣

Revelation – Discard an *Ally* asset in play. If you cannot, take 2 direct damage.

"Watch out!"





TREACHERY

Eyeballs in a Jar

WEAKNESS

Unnatural. Spy.

Green Box: ♣

Revelation – You must either (choose one): Add 1 doom to the current agenda, or take 2 direct horror.

Unlike the illusion of a well crafted portrait, these eyes actually are following you.

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TREACHERY

Grey Goo

WEAKNESS

Nanotechnology. Hazard.

Green Box: ♣

Revelation – Put Grey Goo into play in your threat area.

▶▶▶: Test ♣+♣ (8). If you succeed, discard Grey Goo.

Forced - at the end of the turn you get -1 ♣ and -1 ♣ until the end of the game. This penalty is cumulative. If ♣ or ♣ reach 0 you are defeated.

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