

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.

31



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

Chainsaw

ASSET

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

Claymore Mine

ASSET

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.

39



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.

42



3

*Herne's Remembrance

ASSET

The Hunter

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.

46



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

?



Item. Curio.

Green Box: ☠

Fast.

Gain 1 resource.

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

51

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 symbol is revealed on this test, discard Surveillance Drone.

"Our eye in the sky."

55





4

*Unaussprechlichen Kulden

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

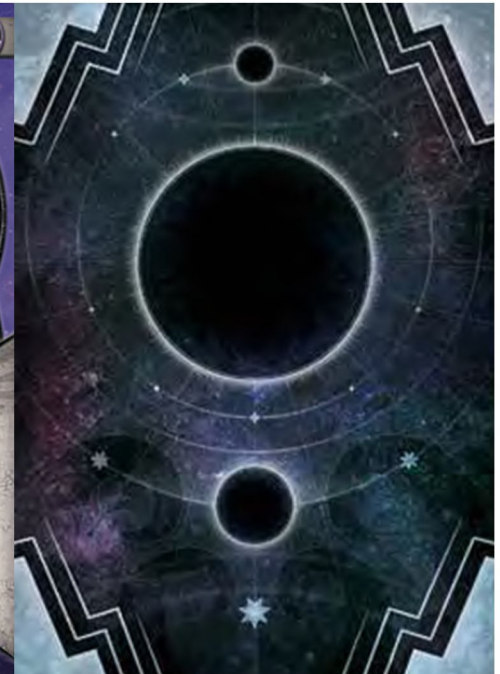
ASSET

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.

59



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 mmmeeeee..."

ENEMY



48

Re-Animated Remnant

WEAKNESS

1 2 4

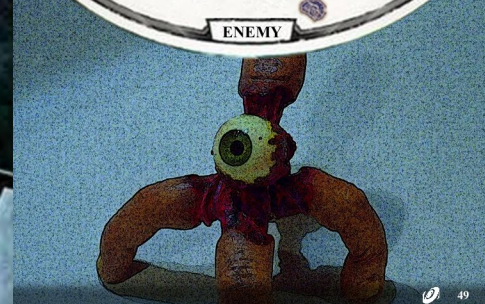
Enemy. Monster. West's Legacy.

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



49

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



Booby Trap

WEAKNESS

Hazard. Trap.

2

Green Box: \$2
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.

40




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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