



Blackmail Letter

ASSET

Evidence.

Whilst Blackmail Letter is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

The letter clearly demands money for keeping silent. Perhaps this extortion attempt went awry and the killer decided to make the silence more permanent?

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Burglary

ASSET

Evidence.

Whilst Burglary is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

Aside from the body, you've uncovered a burglary. Was the killer looking for something? Is this even connected to the murder?

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Bloody Rope

ASSET

Evidence.

Whilst Bloody Rope is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

You've found some rope covered in blood. This was obviously used by the killer to restrain his victim. Why else would it be left lying around in plain sight?

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Dagger

ASSET

Evidence.

Whilst Dagger is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

A dagger covered in blood. It may be coincidence or it could have been left behind by the killer.

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Forgery

Evidence.

⚡ Whilst Forgery is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

You can see that the painting is a fake. A very good fake. But does it have anything to do with this murder or any of the others for that matter?

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Unidentified Liquid

Evidence.

⚡ Whilst Unidentified Liquid is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

The strange liquid has an odd smell to it. You're not sure if it's poison planted by the killer or something else less sinister.

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Freed a Captive

Evidence.

⚡ Whilst Freed a Captive is secured in your casefile: Reduce the difficulty of a skill test you perform during a 'Parley' action by 2. (Limit to once per game).

You've saved a potential victim from certain death. Although they are too traumatized to tell you anything useful, you wonder why they were not slaughtered like the others.

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Sir Charles Warren

Police Commissioner

3 3 2

Humanoid. Police.

Forced – When this card enters play, flip it over and resolve the text on its other side.

Forced – At the end of the mythos phase: Place 1 doom on Sir Charles Warren.

ENEMY

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A Royal Intervention

Word has spread that the Police Commissioner himself has joined the investigation. "We've got some of our best people on this and still were no closer. I won't lose my job because of some maniac with a lust for blood".

Forced – Attach one of the suspects you have interviewed to the agenda deck. At the end of the Mythos phase: Place one clue (from the token pool) on the attached suspect. If the suspect has 2 clues on it: →R3

The Commissioner knows you have some leads and does not appear too concerned if they are concrete or otherwise. It seems he's been leaned on from the very top. "I'll see someone hang if this isn't wrapped up soon. The public wants justice!"

If Charles Warren is defeated: Place the attached suspect back in your play area removing any clues on them back to the token pool.

Flip this card back over. For the remainder of the game, it cannot be flipped over again.

STORY