

Blackmail Letter

ASSET

Evidence.

⚡ Whilst Blackmail Letter is 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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Bloody Rope

ASSET

Evidence.

⚡ Whilst Bloody Rope is 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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Burglary

ASSET

Evidence.

⚡ Whilst Burglary is 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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Dagger

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Evidence.

⚡ Whilst Dagger is 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 to misdirect you in some way?

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Forgery

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Evidence.

Whilst Forgery is 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

ASSET

Evidence.

Whilst Unidentified Liquid is 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

ASSET

Evidence.

Whilst Freed a Captive is 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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