



### Money Trouble

Lines of credit cut!?

ASSET

- ◆ *Rogue* and *Seeker* investigators are able to find a ready source of cash at short notice.
- ◆ All other investigators must search the collection for a copy of the Money Trouble weakness and add it to their deck. This card does not count towards deck size.

1 / 10 41



### Ambush!

Run off the road and under fire!

ASSET

- ◆ One investigator with the highest **♠** must choose:
- ◆ *I'll hold them off!* Search the collection for a copy of Internal Injury and add it to your deck. This card does not count towards deck size.
- ◆ *We can take them together!* Each investigator takes 1 damage at the start of the next scenario.

Illus. Marc Mappen

2 / 10 42



### Intrusion from Beyond

Encounter with the Indescribable.

ASSET

- ◆ One investigator with the highest **♠** must choose:
- ◆ *My mind is strong enough!* Search the collection for a copy of Amnesia and add it to your deck. This card does not count towards deck size.
- ◆ *I need your help to resist this.* Each investigator takes 1 horror at the start of the next scenario.

Illus. pakaburu 6 / 10 46



### Psychic Assault

The dreams seem so real...

ASSET

- ◆ *Mystic* and *Survivor* investigators are able to resist the psychic intrusion.
- ◆ All other investigators must take 1 mental or physical trauma.

4 / 10 44



### The Worm that Walks

Soon it will manifest...

ASSET

- ◆ *Seeker* and *Mystic* investigators are able to sever the mental link to the horror.
- ◆ All other investigators must search the collection for a copy of the Worm that Walks weakness and add it to their deck. This card does not count towards their deck size.

Illus. Marcu Sturina 5 / 10 45



### Shadowy Figures

Followed by agents of Twilight.

ASSET

- One investigator with the highest must choose:
- ◆ *I can lose them... I think.* Search the collection for a copy of Paranoia and add it to your deck. This card does not count towards deck size.
  - ◆ *Let's split up and regroup later.* Each investigator begins the next scenario with 1 fewer card in their starting hand.

Illus. Fangio 3 / 10 43



### Ichtyophobia

Wet footsteps follow you...

ASSET

- ◆ *Guardian* and *Survivor* investigators manage to lose the fiend and avoid a close encounter.
- ◆ All other investigators must search the collection for a copy of the Ichtyophobia weakness and add it to their deck. This card does not count towards deck size.

8 / 10 8



### Shambler Attack!

The air shimmers and warps.

ASSET

- ◆ *Rogue* and *Guardian* investigators sense something unusual and fend off the creature.
- ◆ All other investigators must take 1 mental or physical trauma.

7 / 10 47



### A Suspicious Lead

But what will it cost?

ASSET

One investigator with the highest must choose:

- ◆ *Let's see where this rabbit-hole goes...* Search the collection for a copy of Haunted and add it to your deck. This card does not count towards deck size.
- ◆ *It's probably nothing.* The next scenario begins with 1 additional doom on the starting Agenda.

Illus. Tegehnel

9 / 10 49



### Horror from the Sky

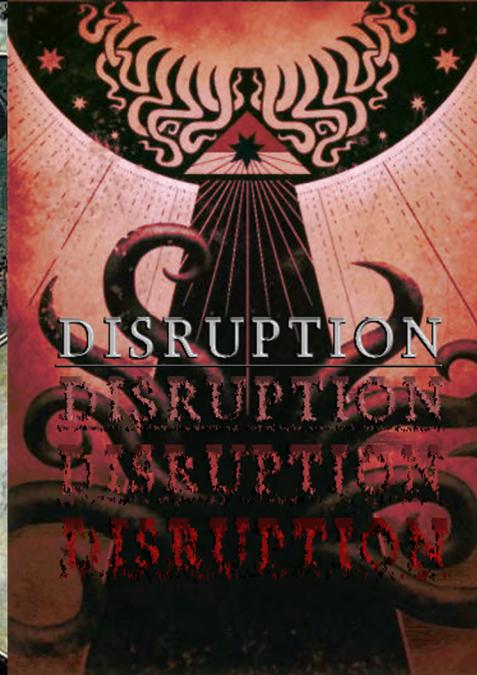
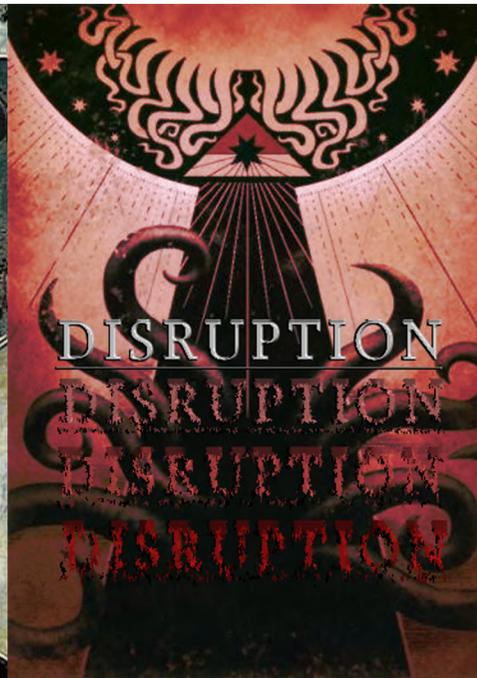
A close encounter!

ASSET

- ◆ Each investigator must take 1 mental or physical trauma.

Illus. Douzen

10 / 10 50





**Ichtyophobia**

WEAKNESS

*Madness.*

**Revelation** – Put Ichtyophobia into play in your threat area.

**Forced** – At the start of your turn: Take 1 horror if you are engaged with a *Deep One*.

➤ If you defeated a *Deep One* this turn: Exile Ichtyophobia



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**Money Trouble**  
WEAKNESS  
*Flaw.*

Permanent.

**Forced** – The first time you gain resources each turn: Place 1 of them on Money Trouble instead of in your resource pool.

⚡ If there are more resources on Money Trouble than cards in your hand: Exile Money Trouble.

Illus. Scott Campbell 1/1 52



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Illus. Scott Campbell 1/1 52



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Illus. Scott Campbell 1/1 52

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Illus. Scott Campbell 1/1 52

**Worm that Walks**  
WEAKNESS

3 3 2

*Monster. Humanoid. Resurrected.*  
Hunter.

Worm that Walks cannot be damaged by investigators that are not engaged with it.

When you defeat Worm that Walks: Take 1 mental or physical trauma. Exile Worm that Walks.

ENEMY



Illus. Marcin Surma 1 / 1 53



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Illus. Marcin Surma 1 / 1 53





### Unexpected Ally

**Permanent.**

Exile Unexpected Ally when purchasing an *Ally* card: Reduce the experience cost of that card by 2.

*Word of your efforts attracts a likeminded soul.*



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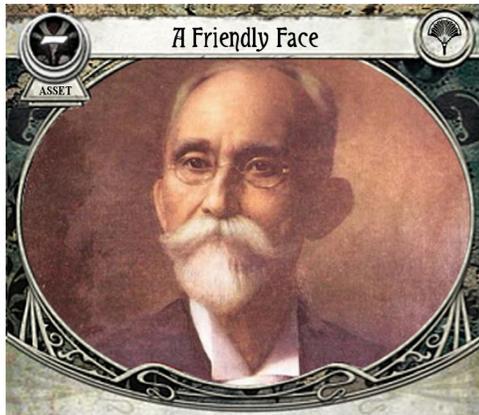


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### A Friendly Face

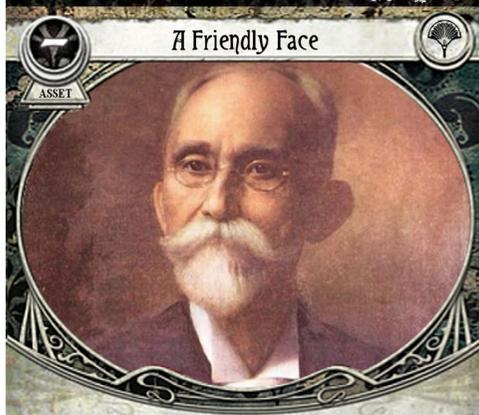
ASSET

#### Permanent.

Exile A Friendly Face: Choose one:

- ◆ Heal either 1 Physical or Mental Trauma.
- ◆ Remove one non-signature *Madness* or *Injury* weakness from your deck.

*During your travels, a distinguished Doctor offers his services.*



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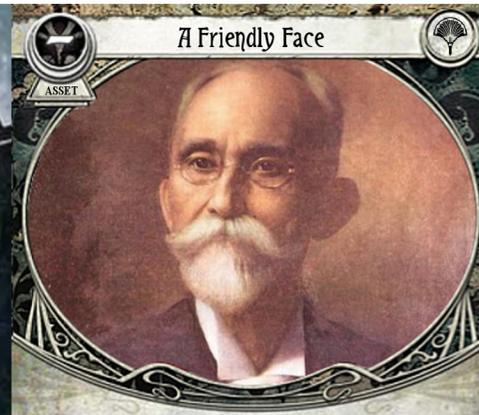
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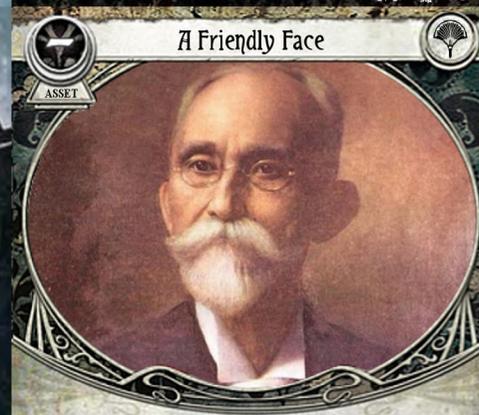
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*A wealthy Patron has heard of your efforts and sends a gift with their regards.*



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