

### **Carolyn Fern - The Psychologist (triggercut)**

Action: You or another Investigator at your space may discard a Madness condition and/or perform a Rest action.

When you or another investigator on your space performs a Rest action, they may regain an additional Sanity.

Health 4 (5); Sanity 7 (7)

Lore 2 +1; Influence 3 -1; Observation 2; Strength 2 +1; Will 4 +1

*Possessions:*

2 Clue

[1] Dream Diary (Asset) - Item - Tome: Gain +1 Lore during Otherworld Encounters. When you perform a Rest action, spawn a clue.

Death XIII (Unique Asset) - Trinket - Tarot: Whenever a Mystery is solved, retreat Doom by 1.

Markings of Isis (Spell) - Glamour: Gain +1 to all skills. Once per turn, you may reroll one die when resolving a test. Reckoning: Test Lore -1, then flip this card.

(Markings of Isis reverse):

0 Successes: You must focus your mind to maintain the magic. Discard this card unless you spend 1 Focus.

1 Success: The strain of maintaining the aura proves draining. Lose 1 Sanity unless you spend 1 Focus.

2+ Successes: Through sheer force of will, you harness the power of the markings. Gain 1 Focus.

Then flip this card.

Professor Morgan (Unique Asset) - Ally - Character: When you gain this card from the deck, gain 2 Task Unique Assets, then discard 1 of them. When another effect causes you to place a token on a Task Asset, place an additional token of that type on that card.

For the Greater Good (Unique Asset) - Task: At the end of the Mythos Phase, you may spend Clues equal to Investigators (4) to sacrifice yourself for the good of all mankind. Flip this card.

The Necronomicon (Artifact) - Item - Tome: Action: Test Lore. If you pass, you may spend 1 Sanity to gain 2 Spells.

Clairvoyance (Spell) - Incantation. During the Encounter Phase, you may test Lore. If you pass, you may choose to encounter a Clue as if you are on its space, ignoring Monsters on that space. Then flip this card.

Four of Cups (Unique Asset) - Trinket - Tarot. When you gain this card, improve Will. Whenever you roll a 1 during a Will test as part of a Combat Encounter, you may reroll that die.

[1] Bandages (Asset) - Item: You may discard this card to prevent an investigator on your space from losing up to 2 Health.

Courier Run (Unique Asset) - Task. When you gain this card from the deck, place a random Clue token corresponding to a City space face up on this card. After resolving a location encounter on that space, flip this card. (Space 7)

*Conditions:*

Corruption (Condition) - Bane: You may gain 1 Eldritch token to reroll one die when resolving a test. If you would gain a Boon Condition, discard this card instead. Reckoning: Gain 1 Eldritch token, then flip this card.

Corruption (Reverse Side)

You may gain a Dark Pact Condition to discard all your Eldritch tokens.

You seem to have aged a year in the last day, your body and soul both dimmed by some unnatural transformation.

For each Eldritch token you have, lose 1 Health and 1 Sanity unless you discard 1 possession.

Then flip this card.

*Personal Story:*

Once per round, when another investigator on your space performs a Rest action, spawn 1 Clue. Then if there is a total number of clues in the possession of investigators or on the board equal to or greater than 8, discard this card and gain the Missing Link reward. When another investigator is defeated with zero Sanity, discard this card and gain the Growing Unrest consequence.

### **Ashcan Pete - The Drifter (charmtrap)**

Action: Move one space along a Train path, then perform an additional action.

After you perform an Acquire Assets action, you may gain 1 Item or Trinket asset with value less than your Observation from the discard pile.

Health 7 (7); Sanity 4 (5)

Lore 3; Influence 1 -1; Observation 3; Strength 3; Will 3 +1

*Possessions:*

2 Focus

Duke (Unique Asset) - Ally: Once per round, you may reroll 1 die when resolving a test. When you perform a Rest action, you recover one additional Sanity.

Mind's Eye (Spell) - Glamour: You may reroll one die when resolving an Influence or Will test.

Reckoning: Test Lore and flip this card.

(Mind's Eye reverse side)

0 successes: Visions of ancient horrors flood your mind. Gain 1 Madness Condition unless you discard this card.

1-2 successes: You are terrified by the knowledge you have gained. Lose 1 Sanity.

3+ successes: The magic reshapes you into a highly skilled specialist. Gain 1 Talent Condition.

Then flip this card.

[1] Protective Totem (Asset) - Item - Magical Relic: Once per round, when you would lose a total of 2 or more Health and/or Sanity, you may prevent 1 of that loss.

[1] Bull Whip (Asset) - Item - Weapon: Gain +1 Strength during Combat Encounters. You may reroll one die when resolving a Strength test during a Combat Encounter.

Mysterious Idol (Unique Asset) - Item - Magical Relic: When you gain this card from the deck, gain 1 Clue. Reckoning: The idol reveals its true purpose to you. Flip this card.

Mysterious Idol (Reverse Side)

The idol shivers at the feral howls of beasts in the night. It beckons you and you can hear its words in your mind. You repeat the words to the best of your ability. Test Lore.

If you pass, the words leave your lips as a wisp of glowing energy that slithers off into the night sky to silence the beast; 1 Monster of your choice on any space loses 1 Health.

Then flip this card.

Poison Mist (Spell) - Ritual: Action: Test Lore +1. If you pass, discard Monsters from your space with total Toughness equal to or less than your test result. Then flip this card.

Cryptic Text (Unique Asset) - Item - Tome: Action: You attempt to decipher a cryptic message in the text. Test Lore. If you pass, you uncover secrets that could alter the fate of humanity; flip this card.

[2] Blunderbuss (Asset) - Item - Weapon: When resolving a Combat Encounter, you may gain 2 Strength. If you do, each 6 you roll when resolving a Strength test during a Combat Encounter counts as 2 successes, and each 1 you roll negates 1 success.

*Conditions:*

Practiced (Condition) - Talent: Once per round you may roll 1 additional die and reroll up to 1 die when resolving a test. If you fail that test, flip this card.

Elusive (Condition) - Talent: During the Encounter Phase, you may test Observation. If you pass, you may choose an Encounter as though there were no Monsters on your space. Then flip this card.

Dark Pact (Condition) - Deal: Reckoning: Roll 1 die. On a 1, it is time to fulfill your part of the bargain; flip this card.

Blessed (Condition) - Boon: 4s, 5s, and 6s count as successes on your tests. If you would gain another Blessed condition, flip this card instead. If you would gain a Cursed condition, discard this card instead. Reckoning: Roll 1 die. On a 1 or 2, discard this card.

*Personal Story:*

Sweet Dreams (Reward): Once per round you may reroll all your dice when resolving a test. You cannot discard Duke unless you choose to.

### **Agnes Baker - The Waitress (Brooski)**

Action: Test Lore -1. If you pass, gain 1 Spell.

You may spend 1 Health to roll two additional dice when resolving a Lore test as part of a Spell effect.

Health 4 (7); Sanity 3 (5)

Lore 4; Influence 3 -1; Observation 2; Strength 2 +1; Will 2

*Possessions:*

2 Clue

Storm of Spirits (Spell) - Incantation: When resolving a Combat Encounter, you may test Lore instead of Strength, using the same test modifier. If you do so, flip this card.

Storm of Spirits (Reverse Side)

0 successes: Controlling the spirits is only possible through blood sacrifice. Lose 1 Health.

1+ successes: You summon the spirits of retribution which grow only more vicious when their master is harmed. For each Health you lose from the test, you may spend 1 Sanity. The Monster loses 1 Health for each Sanity you spend.

[1] Profane Tome (Asset) - Item - Tome: You may reroll one die when resolving a Will test during a Combat Encounter.

Alter Fate (Spell) - Glamour: You may trade Conditions, Focus, Improvement tokens and Impairment tokens as part of a Trade action. Reckoning: Test Lore and flip this card.

Alter Fate (Reverse Side)

0 successes: You cannot remember the words. Perhaps the magic transferred to another. If you rolled any 1s, discard this card.

1 success: Altering destiny takes a toll on the mind. Lose 1 Sanity.

2+ successes: Your ability to rewrite history is flawless. No additional effect.

[2] Fine Clothes (Asset) - Item: Each 6 you roll when performing an Acquire Assets action counts as 2 successes.

Know Thy Enemy (Unique Asset) - Task: Whenever you gain a Clue in a Research Encounter, place one Eldritch token on this card. Then you may flip this card. (5 Eldritch token.)

[3] Monster Hunter (Asset) - Ally: Gain +2 strength during Combat Encounters. Action: A Monster of your choice on your space loses 1 Health.

Courier Run (Unique Asset) - Task. When you gain this card from the deck, place a random Clue token corresponding to a City space face up on this card. After resolving a location encounter on that space, flip this card. (Space 15)

*Conditions:*

Agreement (Condition) - Deal: Local Action: Test Influence -1. If you pass, you may spend 2 Clues to discard this card. Reckoning: Roll 1 die. On a 1 or 2, it has come time to pay your dues. Flip this card.

Blessed (Condition) - Boon: 4s, 5s, and 6s count as successes on your tests. If you would gain another Blessed condition, flip this card instead. If you would gain a Cursed condition, discard this card instead. Reckoning: Roll 1 die. On a 1 or 2, discard this card.

Blessed (Reverse Side)

Blessing of Nodens

The Great Lord of the Abyss and his loyal nightgaunts are hunting the ancient one's servants. Mighty Nodens looks upon you with favor. You may discard one Monster of your choice. Then flip this card.

Guts (Condition) - Talent: When resolving a Combat Encounter, you may gain +2 Will during that encounter. If you do, flip this card before resolving the test.

Guts (Reverse Side)

You may add 1 to the result of one die when resolving the Will test. After resolving the test, resolve the effect based on your test result.

0-2 successes: You are convinced of your impending doom but push forward regardless. Gain 1 Madness Condition unless you discard this card.

3+ successes: You are certain that you will win. No additional effect.

Then flip this card.

Living Link (Condition) - Boon. Gain +1 to all skills. If you would receive a Bane Condition you may discard this card instead. Reckoning: Your destiny awaits. Flip this card.

*Personal Story:*

When you defeat a non-Epic Monster, place the token on this card. Then if the total Toughness of tokens on this card is at least 10 or greater, discard this card and gain the Blood Awakened reward. When you have only 1 Health, discard this card and gain the History Repeats consequence. (6 Toughness)

**Sefina Rousseau (ironwulf)**

Action: You may spend 1 Improvement token to gain 1 Clue, 1 Focus and 1 Resource.

After resolving a test, if you rolled two or more successes on it, you may spend 1 Focus to improve that skill.

Health 4 (4); Sanity 6 (8)

Lore 3 +2; Influence 2; Observation 4; Strength 1 -1; Will 3 +1

*Possessions:*

[1] Treasured Memento (Asset) - Item - Trinket: Once per turn, when you spend 1 Focus, you may gain 1 Focus.

Shroud of Shadow (Spell) - Glamour: During the Encounter phase, you may choose an encounter as if there were no Monsters in your space. Reckoning: Test Lore -1 and flip this card.

Shroud of Shadow (Reverse Side)

0 successes: The darkness seeps into your mind. Gain 1 Madness condition unless you discard this card.

1+ successes: The shadow surrounds you at all times. You fear you may never see the light of day again. Lose 1 Sanity.

Then flip this card.

Call the Storm (Spell) - Ritual: Action: Choose a Monster in your space and test Lore -1. If you pass, the chosen Monster loses 3 Health. Then flip this card.

Call the Storm (Reverse)

0 successes: The clouds drift away to the east and the storm is no longer yours to command. If you rolled any 1s, discard this card.

1 success: A terrible face appears in the clouds, revealing some nightmare far worse than this storm. Lose 1 Sanity.

2+ successes: The winds and rain dance to a roaring tune of your own invention. No additional effect.

Perplexing Idol (Unique Asset) - Item - Magical Relic. When you gain this card from the deck, gain 3 clues. Reckoning: The idol's features seem to fluctuate as the stars move overhead. Flip this card.

Perplexing Idol (Reverse Side)

It is no longer as it was. The idol now faces the night sky, and you notice that its strange colors have changed over time. Resolve the effect based on the current Omen.

Green: Gain 1 Clue.

Blue: Gain 1 Focus or spend 1 Focus to improve a skill of your choice.

Red: One Monster on any space of your choice loses 2 Health.

Then flip this card.

[3] Museum Curator (Asset) - Ally. You may reroll one die when resolving an Expedition Encounter or a Mystic Ruins Encounter. When you gain this card from the deck or the reserve, gain 1 Relic Unique Asset.

Professor Rice (Unique Asset) - Ally - Character. When you gain this card from the deck, gain 1 Relic Unique Asset. After resolving an Expedition Encounter or Mystic Ruins Encounter, gain 1 Clue.

Cursed Tablet (Unique Asset) - Item - Magical Relic. When you gain this card, improve one skill of your choice. Action: You invoke the tablet's power, but at what cost? Flip this card.

*Conditions:*

*Personal Story:*

The Painted World (Reward): When you gain this card, improve Lore and Will. Action: Reveal the top Gate of the Gate stack. Discard that Gate or perform an additional action.