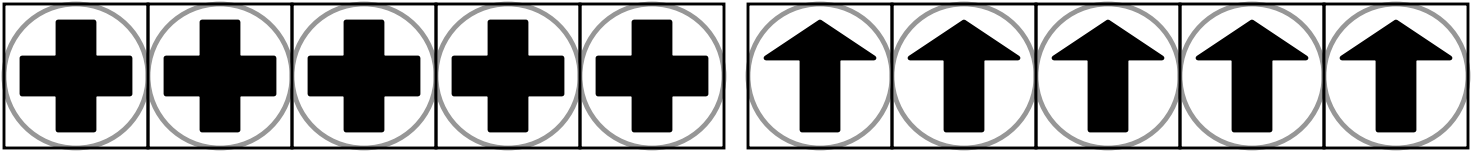


Dice Faces



North America

Arkham
Gain an Ally

Grand Canyon
8 3 2

A map of North America with two spotlights. One spotlight is on Arkham (represented by a building icon) and the other is on the Grand Canyon (represented by a mountain icon). The number 8 is associated with Grand Canyon, and the numbers 3 and 2 are also listed.

South America

Buenos Aires
Gain an Spell

Amazon
7 2 3

A map of South America with two spotlights. One spotlight is on Buenos Aires (represented by a building icon) and the other is on the Amazon (represented by a tree icon). The number 7 is associated with Amazon, and the numbers 2 and 3 are also listed.

Europe

Rome
Get blessed OR
Lose condition

Olympus
7 3 2

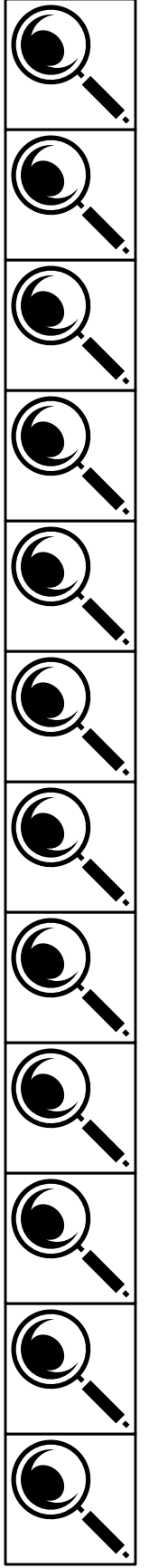
A map of Europe with two spotlights. One spotlight is on Rome (represented by a building icon) and the other is on Olympus (represented by a mountain icon). The number 7 is associated with Olympus, and the numbers 3 and 2 are also listed.

Africa

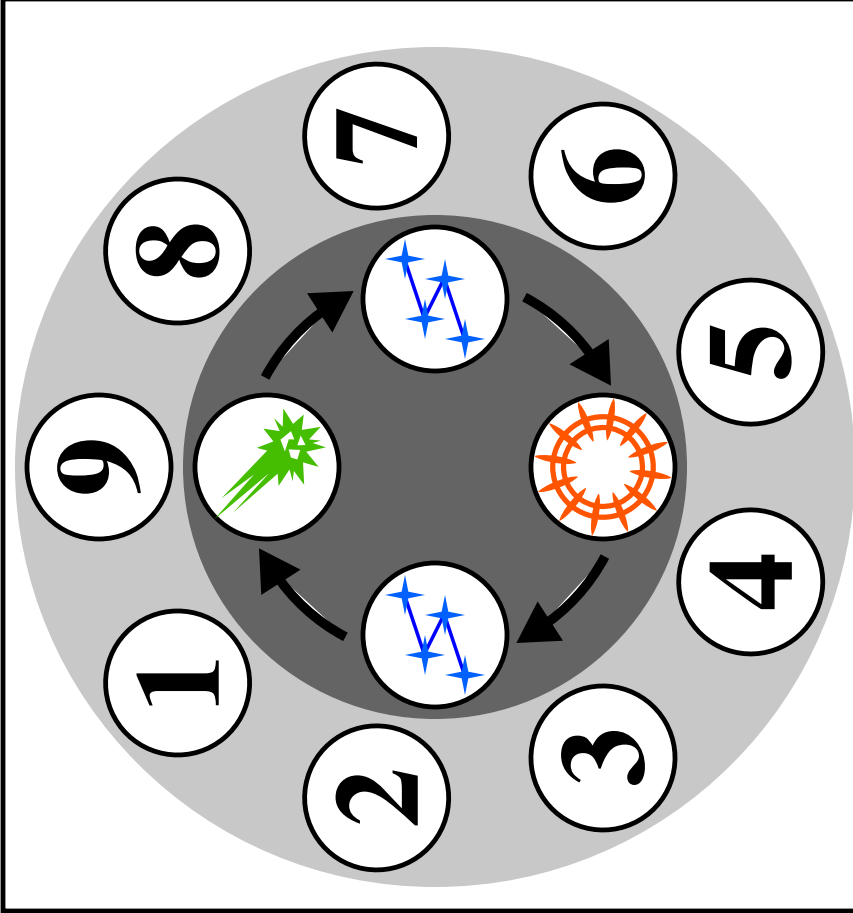
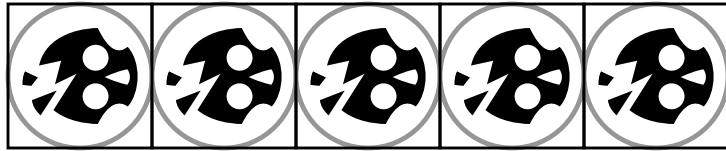
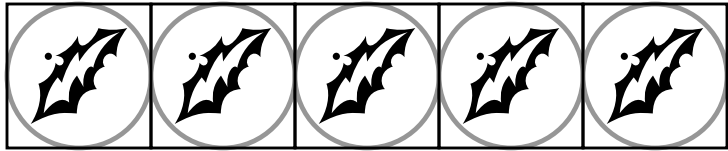
Alexandria
Gain an Clue
Spawn a Clue

Heart of Africa
8 2 3






A map of Africa with two spotlights. One spotlight is on Alexandria (represented by a building icon) and the other is on the Heart of Africa (represented by a tree icon). The number 8 is associated with Heart of Africa, and the numbers 2 and 3 are also listed.



Dice Faces

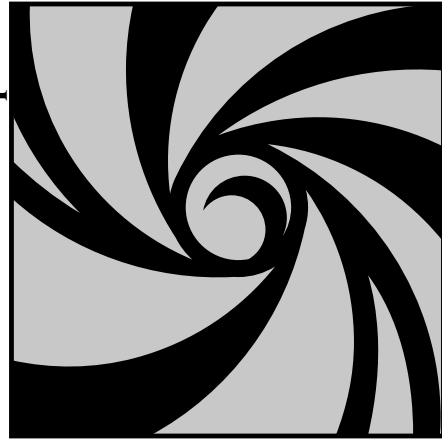


City Encounters









Item Spell Ally OR Cure



Lost in Time and Space



Asia






Tokyo
Destroy any monster






Himalayas
9 3 2

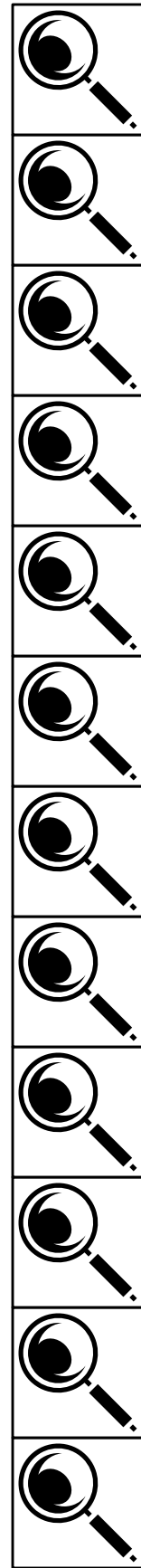
Indonesia / Australia

Sydney
Gain an item

Antarctica
8 2 3



<p>Mandy Thompson</p> <p>4</p> <p>Start of Game Item - Non Weapon Artifact - Tome Area: Asia</p> <p>6 2 3</p> <p>Researcher</p> <p>When you get a clue, get an additional clue.</p> <p>You may change a non-threat roll to a research face.</p> <p>Damage</p>	<p>Lily Chen</p> <p>5</p> <p>Start of Game Item - Non Weapon Item - Supplies Area: Asia</p> <p>7 3 2</p> <p>Martial Artist</p> <p>At the beginning of your turn, you may exchange points between health and sanity</p> <p>Inflict 1 additional physical damage</p> <p>Damage</p>	<p>Diana Stanley</p> <p>5</p> <p>Start of Game Spell - Incantation Item Area: South America</p> <p>8 3 2</p> <p>Redeemed Cultist</p> <p>When you get a clue, get an additional clue.</p> <p>You may change a non-threat roll to a research face.</p> <p>Damage</p>	<p>Sister Mary</p> <p>3</p> <p>Start of Game Artifact - Relic Clues x 2 Area: Africa</p> <p>8 3 2</p> <p>Nun</p> <p>Cannot be cursed, but can lose blessing when getting cursed.</p> <p>You may change a non-threat roll to a rest face.</p> <p>Damage</p>
<p>Leo Anderson</p> <p>5</p> <p>Start of Game Item - Supplies Ally Area: South America</p> <p>7 2 3</p> <p>Expedition Leader</p> <p>During city encounters, spend any 3 non-threat roll to gain an ally.</p> <p>Expedition encounter difficulty - 2.</p> <p>Damage</p>	<p>Joe Diamond</p> <p>5</p> <p>Start of Game Item - Weapon Clues x 2 Area: North America</p> <p>7 3 2</p> <p>Private Eye</p> <p>Reduce the strength of monsters by 1 down to a minimum of 1.</p> <p>You may change a non-threat roll to an investigation face.</p> <p>Damage</p>	<p>Akachi Onyele</p> <p>4</p> <p>Start of Game Spell - Ritual Clues x 2 Area: Africa</p> <p>8 2 3</p> <p>Shaman</p> <p>When lost in time and space, do not get delayed and chose where to reappear.</p> <p>Gate encounter difficulty - 2.</p> <p>Damage</p>	<p>Dexter Drake</p> <p>3</p> <p>Start of Game Spell - Incantation Spell Area: Europe</p> <p>8 2 3</p> <p>Magician</p> <p>When drawing spells through the game, draw 3 cards and chose 1.</p> <p>Inflict 1 additional magickal damage.</p> <p>Damage</p>
<p>Wilson Richards</p> <p>6</p> <p>Start of Game Item - Weapon Item Area: North America</p> <p>6 2 3</p> <p>Handyman</p> <p>When drawing items through the game, draw 3 cards and chose 1.</p> <p>Cancel a wound threat roll.</p> <p>Damage</p>			

Jim Culver

4

6

5

Start of Game
Spell - Ritual
Clues x 2
Area: Australia

Musician

Avoid 1 monster of your choice in battle even ambush monsters.

Cancel an horror threat roll.

Damage

Cthulhu

Dreams of Madness

Draw an eldritch token and place it into a non-eldritch random area. All investigators in the area gets delayed.

When ending movement in an eldritch area, become delayed.

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain a madness condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Eldritch: Flip doom marker, progress doom track by 1. Do once per game.

Shub-Niggurath

Black Goat of the Woods

Draw an eldritch token and place it into a non-eldritch random area.

Monsters in an eldritch area have their toughness increased by 1.

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain an injury condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Eldritch: Flip doom marker, progress doom track by 1. Do once per game.

Marie Lambeau

5

7

4

Start of Game
Spell
Spell
Area: Australia

Entertainer

You may cast 2 different spells by spending only 1 sanity point.

Character encounter difficulty - 2.

Damage

Shudde M'ell

World Cracking

Flip any face up eldritch token. Draw an eldritch token and place it into a non-eldritch random area.

City and mystery encounters cannot be made in areas with a **face down** eldritch token.

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain an injury condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Face down eldritch tokens: Flip doom marker, progress doom track by 1. Do once per game.

Ghatanothoa

Annihilating Gaze

Draw an eldritch token and place it into a non-eldritch random area.

After collecting clues, roll a D6 > # of collected clues else you or your ally is devoured. (Ignore bonus clues received)

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain a condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Eldritch: Flip doom marker, progress doom track by 1. Do once per game.

Mark Harrigan

3

6

6

Start of Game
Item - Weapon
Item - Weapon
Area: Europe

Soldier

You cannot get delayed unless you are delayed by a leg injury.

You may change a non-threat roll to a travel face.

Damage

Zhar

Tcho-Tcho Priests

Draw an eldritch token and place it into a non-eldritch random area.

Spells and artifacts cannot be used in eldritch areas.

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain a bane condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Eldritch: Flip doom marker, progress doom track by 1. Do once per game.

Hastur

The King in Yellow

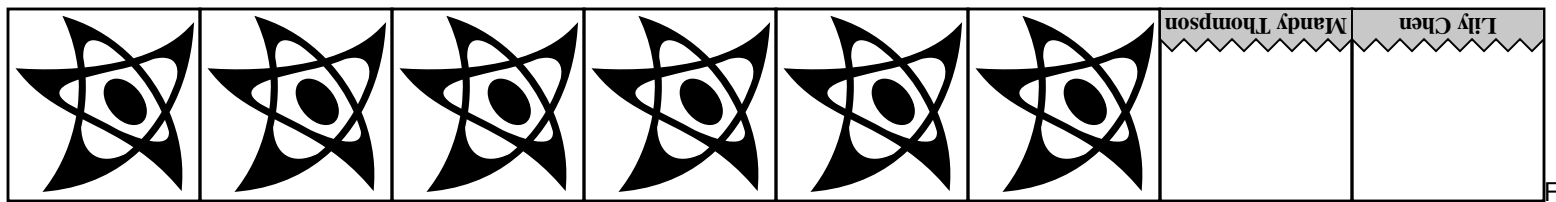
Draw an eldritch token and place it into a non-eldritch random area.

When closing gates, discard it instead of sealing it.

Success: remove the eldritch token, progress elder sign by 1.
Failure: gain a madness condition.

Threshold
6 Gates: Flip omen marker, progress doom track by 1. Do once per game.
6 Eldritch: Flip doom marker, progress doom track by 1. Do once per game.

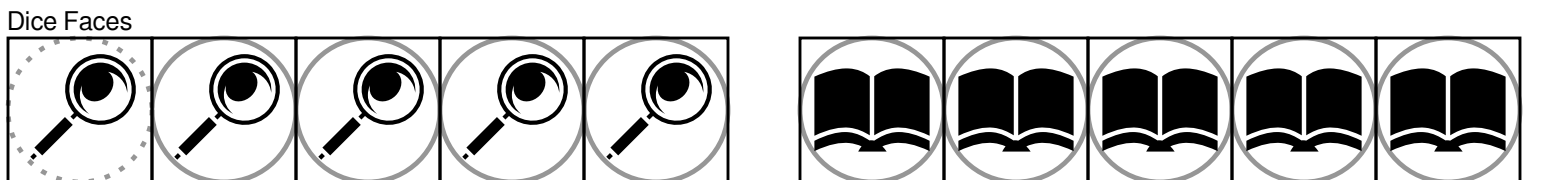
Maniac  1 1	Maniac  1 1	Maniac  1 1	Cultist 1 1	Cultist 1 1	Witch  1 C 1 1	Witch  1 C 1 1	Fire Vampire  0 1 1 A
Zombie  1 1 1	Ghoul  !! 1 1 1	Ghoul  !! 1 1 1	Byakhee  1 1 1	Byakhee  1 1 1	Ghost 1 1 1 A	Dimensional Shambler 1 1 L	Dimensional Shambler 1 1 L
Warlock A C 2 1	Warlock A C 2 1	Leng Spider  !! 1 2 2	Leng Spider  !! 1 2 2	Nightgaunt  1 2 D	Nightgaunt  1 2 D	Vampire 1 2 1 2	Vampire 1 2 1 2
Elder Thing 1 2 1 1	Werewolf  1 2 1 A	Werewolf  1 2 1 A	Hound of Tindalos  2 2 2	Mummy 1 3 1	Spectral Hunter  !! 1 3 1	Yithian L 3 1	Shoggoth  1 3 2
Starspawn 1 3 2	Flying Polyp  2 3 2 1	Dhole 2 3 2 1	Dark Young 2 3 2 1				



Yuggoth 9 2 3	Dreamlands 8 3 2	Lost Carcosa 8 2 3	Plateau of Leng 9 3 2	City of the great race 8 3 2	Abyss 9 2 3	DELAYED	DELAYED
Mandy Thompson	Mandy Thompson	Mandy Thompson	Mandy Thompson	Mandy Thompson	Mandy Thompson	Mandy Thompson	Lily Chen



9 2 3	8 3 2	8 2 3	9 3 2	8 3 2	9 2 3	DELAYED	DELAYED
Diana Stanley	Diana Stanley	Diana Stanley	Diana Stanley	Diana Stanley	Diana Stanley	Diana Stanley	Leo Anderson



















<p style="text-align: center;">Heal</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Target character recover 3 health or discard an injury.</p>	<p style="text-align: center;">Heal</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Target character recover 3 health or discard an injury.</p>	<p style="text-align: center;">Cloud Memory</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Target character recover 3 sanity or discard a madness.</p>	<p style="text-align: center;">Cloud Memory</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Target character recover 3 sanity or discard a madness.</p>
<p style="text-align: center;">Shriveling</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 2 points of physical or magickal damage.</p>	<p style="text-align: center;">Shriveling</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 2 points of physical or magickal damage.</p>	<p style="text-align: center;">Dread Curse of Azatoth</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 4 points of magickal damage.</p>	<p style="text-align: center;">Dread Curse of Azatoth</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 4 points of magickal damage.</p>
<p style="text-align: center;">Red Sign of Shudde M'ell</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 3 points of magickal damage.</p>	<p style="text-align: center;">Red Sign of Shudde M'ell</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Inflict 3 points of magickal damage.</p>	<p style="text-align: center;">Spectral Razor</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Roll a D6 and inflict 1-3 2 Magickal damage 4-5 3 Magickal damage 6 4 Magickal damage</p>	<p style="text-align: center;">Spectral Razor</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Incantation Roll a D6 and inflict 1-3 2 Magickal damage 4-5 3 Magickal damage 6 4 Magickal damage</p>
<p style="text-align: center;">Mist of Releh</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual Dodge all monsters this turn what ever their abilities.</p>	<p style="text-align: center;">Mist of Releh</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual Dodge all monsters this turn what ever their abilities.</p>	<p style="text-align: center;">Greater Banishment</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual Destroy any monster in the area you are located in.</p>	<p style="text-align: center;">Greater Banishment</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual Destroy any monster in the area you are located in.</p>

<p style="text-align: center;">Ancient Tome</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Tome</p> <p>During your next city encounter, roll a D6 and discard the tome:</p> <p>1 Nothing happens 2-4 Gain a spell 5-6 Gain 2 spells</p>	<p style="text-align: center;">Old Journal</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Tome</p> <p>During your next city encounter, roll a D6 and discard the tome:</p> <p>1-3 Gain 2 clues 4-5 Gain 3 clues 6 Gain 4 clues</p>	<p style="text-align: center;">Puzzle Box</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Trinket</p> <p>During your next city encounter, roll a D6. On a roll of 3+ discard the puzzle box and gain a artifact.</p>	<p style="text-align: center;">Cross</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Trinket</p> <p>Become blessed while in possession of the item. May be discard to avoid a bane condition.</p>
<p style="text-align: center;">Astral Travel</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Move to any area of the board.</p>	<p style="text-align: center;">Astral Travel</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Move to any area of the board.</p>	<p style="text-align: center;">Conjuration</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Draw an item card.</p>	<p style="text-align: center;">Conjuration</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Draw an item card.</p>
<p style="text-align: center;">Flesh Ward</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Monsters reduce their strength by 1 point.</p>	<p style="text-align: center;">Flesh Ward</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Monsters reduce their strength by 1 point.</p>	<p style="text-align: center;">Instill Bravery</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Monsters reduce their horror by 1 point.</p>	<p style="text-align: center;">Instill Bravery</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Spell - Ritual</p> <p>Monsters reduce their horror by 1 point.</p>

Akachi Onyele	Sister Mary	Wilson Richards	Joe Diamond	Dexter Drake	Mark Harrigan	Marie Lambeau	Jim Culver
DELAYED DELAYED DELAYED DELAYED DELAYED DELAYED DELAYED DELAYED							
Akachi Onyele	Sister Mary	Wilson Richards	Joe Diamond	Dexter Drake	Mark Harrigan	Marie Lambeau	Jim Culver

Fold
Line

<p style="text-align: center;">Cavalry Saber</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage</p>	<p style="text-align: center;">Cavalry Saber</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage</p>	<p style="text-align: center;">Cavalry Saber</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage</p>	<p style="text-align: center;">Dynamite</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Supplies 4 Physical Damage Discard after use.</p>
<p style="text-align: center;">Hand Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage Exhaust after use. You may refresh Hand Gun during your next city encounter.</p>	<p style="text-align: center;">Hand Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage Exhaust after use. You may refresh Hand Gun during your next city encounter.</p>	<p style="text-align: center;">Hand Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 1 Physical Damage Exhaust after use. You may refresh Hand Gun during your next city encounter.</p>	<p style="text-align: center;">Dynamite</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Supplies 4 Physical Damage Discard after use.</p>
<p style="text-align: center;">Tommy Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 3 Physical Damage Exhaust after use. You may refresh Tommy Gun during your next city encounter.</p>	<p style="text-align: center;">Tommy Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 3 Physical Damage Exhaust after use. You may refresh Tommy Gun during your next city encounter.</p>	<p style="text-align: center;">Tommy Gun</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 3 Physical Damage Exhaust after use. You may refresh Tommy Gun during your next city encounter.</p>	<p style="text-align: center;">Molotov Cocktail</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Supplies 3 Physical Damage Discard after use.</p>
<p style="text-align: center;">Rifle</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 2 Physical Damage Exhaust after use. You may refresh Rifle during your next city encounter.</p>	<p style="text-align: center;">Rifle</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 2 Physical Damage Exhaust after use. You may refresh Rifle during your next city encounter.</p>	<p style="text-align: center;">Rifle</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Weapon 2 Physical Damage Exhaust after use. You may refresh Rifle during your next city encounter.</p>	<p style="text-align: center;">Molotov Cocktail</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p style="text-align: center;">Item - Supplies 3 Physical Damage Discard after use.</p>

<p>Whiskey</p>  <p>Item - Supplies Prevent the lost of 2 sanity or recover 2 sanity.</p>	<p>Whiskey</p>  <p>Item - Supplies Prevent the lost of 2 sanity or recover 2 sanity.</p>	<p>Whiskey</p>  <p>Item - Supplies Prevent the lost of 2 sanity or recover 2 sanity.</p>	<p>Holy Water</p>  <p>Item - Supplies 2 Magickal Damage Discard after use</p>
<p>Bandage</p>  <p>Item - Supplies Prevent the lost of 2 health or recover 2 health.</p>	<p>Bandage</p>  <p>Item - Supplies Prevent the lost of 2 health or recover 2 health.</p>	<p>Bandage</p>  <p>Item - Supplies Prevent the lost of 2 health or recover 2 health.</p>	<p>Holy Water</p>  <p>Item - Supplies 2 Magickal Damage Discard after use</p>
<p>Spirit Dagger</p>  <p>Artifact - Weapon 1 Magickal Damage</p>	<p>Enchanted Blade</p>  <p>Artifact - Weapon 2 Magickal Damage</p>	<p>Staff of the Pharaoh</p>  <p>Artifact - Weapon 1 Magickal Damage or spend 1 sanity to make the staff do 3 magickal damage.</p>	<p>Lightning Gun</p>  <p>Artifact - Weapon 3 Magickal Damage</p>
<p>Culte des Goules</p>  <p>Artifact - Tome Convert any roll to a research face.</p>	<p>Book of Dzyan</p>  <p>Artifact - Tome Convert any roll to an investigation face.</p>	<p>Healing Stone</p>  <p>Artifact - Relic Convert any roll to a rest face.</p>	<p>Ruby of R'lyeh</p>  <p>Artifact - Relic Convert any roll to a travel face.</p>

<p style="text-align: center;">Back Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Discard all your items and artifacts. You may not acquire new items and artifacts.</p>	<p style="text-align: center;">Back Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Discard all your items and artifacts. You may not acquire new items and artifacts.</p>	<p style="text-align: center;">Amnesia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. You cannot use your character's knowledge ability.</p>	<p style="text-align: center;">Amnesia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. You cannot use your character's knowledge ability.</p>
<p style="text-align: center;">Internal Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. You cannot use your character's skill ability.</p>	<p style="text-align: center;">Internal Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. You cannot use your character's skill ability.</p>	<p style="text-align: center;">Paranoia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose allies and cannot acquire new allies.</p>	<p style="text-align: center;">Paranoia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose allies and cannot acquire new allies.</p>
<p style="text-align: center;">Leg Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Each turn, you must discard 1 travel roll during movement step else you get delayed.</p>	<p style="text-align: center;">Leg Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Each turn, you must discard 1 travel roll during movement step else you get delayed.</p>	<p style="text-align: center;">Hallucination</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose all spells and cannot learn new spells.</p>	<p style="text-align: center;">Hallucination</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose all spells and cannot learn new spells.</p>
<p style="text-align: center;">Alien Statue</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Artifact - Relic Prevent 1 point of sanity loss from monsters and 1 point from threat dice.</p>	<p style="text-align: center;">Enchanted Jewelry</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Artifact - Relic Prevent 1 point of health loss from monsters and 1 point from threat dice,</p>	<p style="text-align: center;">Pallid Mask</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Artifact - Relic Avoid all monsters.</p>	<p style="text-align: center;">Necronomicon</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Artifact - Tome During a city encounter, roll a D6 and discard necronomicon. 1 Gain 1 spell 2-4 Gain 2 spells 5-6 Gain 3 spells</p>

<p style="text-align: center;">Cursed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Bane You must keep all threath rolls. You may only reroll once.</p>	<p style="text-align: center;">Cursed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Bane You must keep all threath rolls. You may only reroll once.</p>	<p style="text-align: center;">Cursed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Bane You must keep all threath rolls. You may only reroll once.</p>	<p style="text-align: center;">Cursed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Bane You must keep all threath rolls. You may only reroll once.</p>
<p style="text-align: center;">Blessed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Boon You are not forced to keep threath rolls. You may reroll until all your dice are set aside.</p>	<p style="text-align: center;">Blessed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Boon You are not forced to keep threath rolls. You may reroll until all your dice are set aside.</p>	<p style="text-align: center;">Blessed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Boon You are not forced to keep threath rolls. You may reroll until all your dice are set aside.</p>	<p style="text-align: center;">Blessed</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Boon You are not forced to keep threath rolls. You may reroll until all your dice are set aside.</p>
<p style="text-align: center;">Back Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Discard all your items and artifacts. You may not acquire new items and artifacts.</p>	<p style="text-align: center;">Amnesia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. You cannot use your character's knowledge ability.</p>	<p style="text-align: center;">Internal Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. You cannot use your character's skill ability.</p>	<p style="text-align: center;">Paranoia</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose allies and cannot acquire new allies.</p>
<p style="text-align: center;">Leg Injury</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Injury Maximum health -1. Each turn, you must discard 1 travel roll during movement step else you get delayed.</p>	<p style="text-align: center;">Hallucination</p> <div style="border: 1px solid black; height: 80px; width: 100%;"></div> <p>Condition - Madness Maximum sanity -1. Lose all spells and cannot learn new spells.</p>		