

ARTIST'S MATERIALS




Any Phase: Exhaust this card after defeating a monster or closing a gate to put a clue token from the bank onto it.

Upkeep: Discard this card to gain all the clue tokens on it.

Any Phase: If you have the *Painter* skill, you may discard this card to gain \$6.

\$3

BASEBALL BAT



Physical Weapon

+2 to **Combat Checks**

Arkham Encounters: If you are at *Independence Square* or *Dean's Corner*, and there are no monsters or gates present, you may exhaust this card instead of having an encounter to play ball and restore 1 *Sanity*.

\$2

BENTLEY



Vehicle

Exhaust and pay 2 **Movement Points** to move directly to a location with a *Train Depot* symbol. (You need not use the intervening streets and using this ability does not end your movement)

\$7

BICYCLE



Vehicle

Exhaust to gain 1 **Movement Point** or exhaust and spend 1 **Stamina** to gain 2 **Movement points**.

\$2

BROWNING AUTOMATIC



+5 to **Combat Checks**
All 6's rolled count as 2 successes.

\$7

CANDLE



Arkham Encounters or Outer Worlds Phase: Discard *Candle* to gain *Lantern* until the end of the turn or to discard and redraw one *Arkham Encounter* or *Outer World* card.

\$1

CAST IRON SKILLET



Physical Weapon

+1 to **Combat Checks**

Movement Phase: Exhaust this card whilst at *Velma's Diner* to restore 1 **Stamina**.

\$2

CEREMONIAL ROBES



Upkeep: You may choose to make a **Will (+0)** check. Discard this card if you pass. If you are at the *Silver Twilight Lodge*, gain *Silver Twilight Lodge Membership*. If you are at the *Woods*, *Black Cave*, *Unvisited Isle* or *Witches Hollow*, gain a *One of The Thousand Cult Membership*. If you are at the *Esoteric Order of Dagon*, draw an *Innsmouth Look* card and gain a *Blessing*.

\$2

CHALK



Any Phase: Discard *Chalk* to gain +3 to a **Spell check**. If you are a *Miskatonic Student* or *Miskatonic Alumnus*, discard *Chalk* to gain +4 to a **Spell Check** instead.

\$1

COLT



Physical Weapon

Any Phase: Exhaust to gain +4 to a **Combat Check**.

Upkeep: *Colt* does not refresh unless you spend all of your **Focus** to do so.

\$4

CROSSBOW



Physical Weapon

Any Phase: Exhaust to gain +3 to a **Combat Check**

Upkeep: *Crossbow* does not refresh unless you spend all your **Focus** to do so.

\$3

DOCTOR'S BAG



Upkeep: You may discard this card to restore up to 3 **Stamina** to yourself or another *Investigator* in your current location.

\$2

HARPOON



Physical Weapon

Any Phase: Exhaust this card to gain +3 to a **Combat Check** or +6 to a **Combat Check** if you are in an *Aquatic Street* or *Location*.

Upkeep: *Harpoon* does not refresh unless you spend all your **focus** to do so.

\$3

HIKING BOOTS



Exhaust to ignore the *Hard Going* text in one *Street* or *Location*.

\$2

LEWIS GUN




Physical Weapon

+9 to **Combat Checks**.

When you acquire the *Lewis Gun* place it into a *Street* or *Location* of your choice. Any *investigator* may use the *Lewis Gun* whilst in this *Street* or *Location*.

\$5

LIBRARY CARD



Arkham Encounters: Discard whilst at the *Library* and make a **Luck (-1)** check. If you pass, search the *Unique Item* deck and take the first *Tome* you find. If you fail, search the *Common Item* deck and take the first *Tome* you find.

\$1

MEAT CLEAVER

Physical Weapon

+2 to **Combat Checks**

Hand icon, \$3

MUSTARD GAS

Physical Weapon

Discard and sacrifice 1 **Sanity** and 1 **Stamina** to choose one neighbourhood. All **Investigators** get +4 to all **combat checks** in that neighbourhood until the end of the turn. This bonus applies against monsters with **Physical Resistance** but does not apply against monsters with **Physical Immunity**.

X icon, \$3

NERVE TONIC

Upkeep: Discard this card to restore up to 3 **Sanity** to yourself or another investigator in your location.

Hand icon, \$2

NET

Physical Weapon

+1 to **Combat Checks**

Any Phase: You may discard this card at any time to automatically succeed at an **Evade check**.

Hand icon, \$2

OLD NEWSPAPER

Tome

Place three clue tokens on this card when you receive it.

Arkham Encounters: If you are in a stable location, with a clue symbol, you may make a **Luck (-1) check**. If you pass, you may gain one of the clue tokens on this card. Discard this card when there are no clues on it.

Hand icon, \$1

PITCHFORK

Physical Weapon

+1 to **Combat checks**.

Any Phase: Exhaust and spend 1 **Stamina** to gain +3 to a **Combat check** instead and to ignore **Physical Resistance** for this attack.

Hand icon, \$2

PURDEY

Physical Weapon

+4 to **Combat Checks**

Whilst using the Purdey in combat, all 6's count as two successes and you may re-roll any 1's.

Hand icon, \$8

RAT POISON

Upkeep: Discard this card. From now until the end of this turn you may ignore the **Physical Resistance** trait.

Any phase: Discard this card to automatically defeat one **Rat Thing** or **Swarm of Rats** or to remove all **Rat Things** and **Swarms of Rats** from the board. You gain any **Monster Trophies** overcome in this way.

Hand icon, \$2

ROLLS ROYCE

Vehicle

+2 to **Evade Checks**.

Movement: Exhaust to get 3 extra movement points.

Hand icon, \$6

SEWER MAP

Any Phase: You automatically succeed at **Evade Checks** whilst in the **Streets**.

Movement: Discard this card at the start of the **Movement Phase** to move directly to the **Underground Wharf**.

Hand icon, \$5

SHOVEL

Physical Weapon

+2 to **Combat checks**

Arkham Encounters: If you discard this card in the **Graveyard**, **Oak Hill Cemetery** or **Peck Valley**, gain one **Clue token** and one **Monster Trophy**.

Hand icon, \$2

SILVER DAGGER

Physical Weapon

+1 to **Combat Checks**

Vampires and Werewolves do not gain **Physical Resistance** or **Physical Immunity**. You may discard this card at any time to gain \$1.

Hand icon, \$3

ST. CHRISTOPHER

+1 to **Horror Checks**.

Any Phase: Discard **St. Christopher** to re-roll a failed **Luck Check** or instead of discarding another item.

Hand icon, \$3

THE GOLDEN BOUGH

Tome

You gain a +1 bonus to **Spell checks** and to **Lore checks** when reading **Tomes**.

Hand icon, \$5

VIAL OF ACID

Physical Weapon

+0 to **Combat checks**

Any Phase: Discard **Vial of Acid** to add one success to a **Combat Check**. You may not use this ability against a monster with the **Physical Immunity** trait.

Hand icon, \$2

WINCHESTER

Physical Weapon

+5 to **Combat checks**

If this is the first round of combat, you may choose to use your **Sneak** instead of your **Fight**.

Hand icon, \$7