



## Rule Book Edit v1.10

Includes FAQ v2.0



# OVERVIEW

- \* At the start of each game, you will choose an Episode box and an Elder One box and combine their components. Do not combine elements from other boxes.
- \* **The Episode box** contains its own Episode card, Monsters card, Mythos cards, Discovery cards, and special tokens. It will provide the map layout, the ritual you are trying to disrupt (and how to disrupt it), as well as the abilities of the Monsters.
- \* **The Elder One box** contains its own Minions card (Cultists and Monsters card), Mythos cards, special tokens, and 4 Elder One Stage cards describing different Elder One stages that will unfold as the game progresses. It will provide the big boss you will fight along with any unique minions.
- \* 1 to 5 players will control 2-5 investigators. In each game, the goal remains the same: disrupt the ritual, then kill the Elder One.



# STORY BOARD



- \* The Summoning track shows the progression of the Elder One as it manifests into our world. The Elder One figure starts on the left part of the track and progresses to the right. When it enters a red space, it will be summoned (it will be summoned earlier if the ritual is disrupted).
- \* When the Elder One is summoned to our world, the Elder One figure is moved from the Summoning track to the Map (as described on the Elder One Stage II card). The Progression token is then placed on the Summoning track on the space previously occupied by the Elder One figure. The Progression token is now used to mark the Elder One's progress until the end of the game. If the Progression token reaches the end of the track, the Elder One dominates the world and the investigators lose!

# ENEMIES

- \* The term "enemies" refers to Cultists, Monsters, and the Elder One (once it is summoned to the board).
- \* Any enemy that's not a Cultist or the Elder One is a "Monster".
  - Anything that refers to Cultists affects Cultists only.
  - Anything that refers to Monsters affects Monsters only.
  - Anything that refers to the Elder One affects the Elder One only.
  - Tokens (like guards from S1-E4) are neither of the above.
- \* Enemy cards show their health, the dice they use when attacking, and a special ability that may come into effect in different circumstances.
- \* Each map has 3 gates - Red, Yellow, and Blue, where enemies are summoned. The position of the gates is shown on the setup map on the backside of the Episode card.



# TILES, SPACES & MOVEMENT



- \* The Map board is build by tiles. Some tiles contain 1 space while others contain 2 or 3.
- \* Spaces are defined by walls and passages.
- \* **Passages:** You may only move through passages that have connecting arrows on both spaces. If there is only a passage on one side (or a passage leading off the board) and nothing on the other side, you cannot go through it.
- \* A space is considered to be **adjacent, or 1 space away from another**, if an investigator can move from one to the other with 1 move.
- \* A space is considered "**within X spaces**" or "**X spaces away**" from another if it is possible to reach one by moving up to X spaces starting from the other.
- \* The movement can be a move through a door, Staircase/Tunnel tokens or even a special ability that allows it (e.g., the Waitress companion from S1-E3).
- \* There is no limit to the number of figures that may occupy each space.
- \* **Safe space:** A space is Safe when there are no enemies in it.



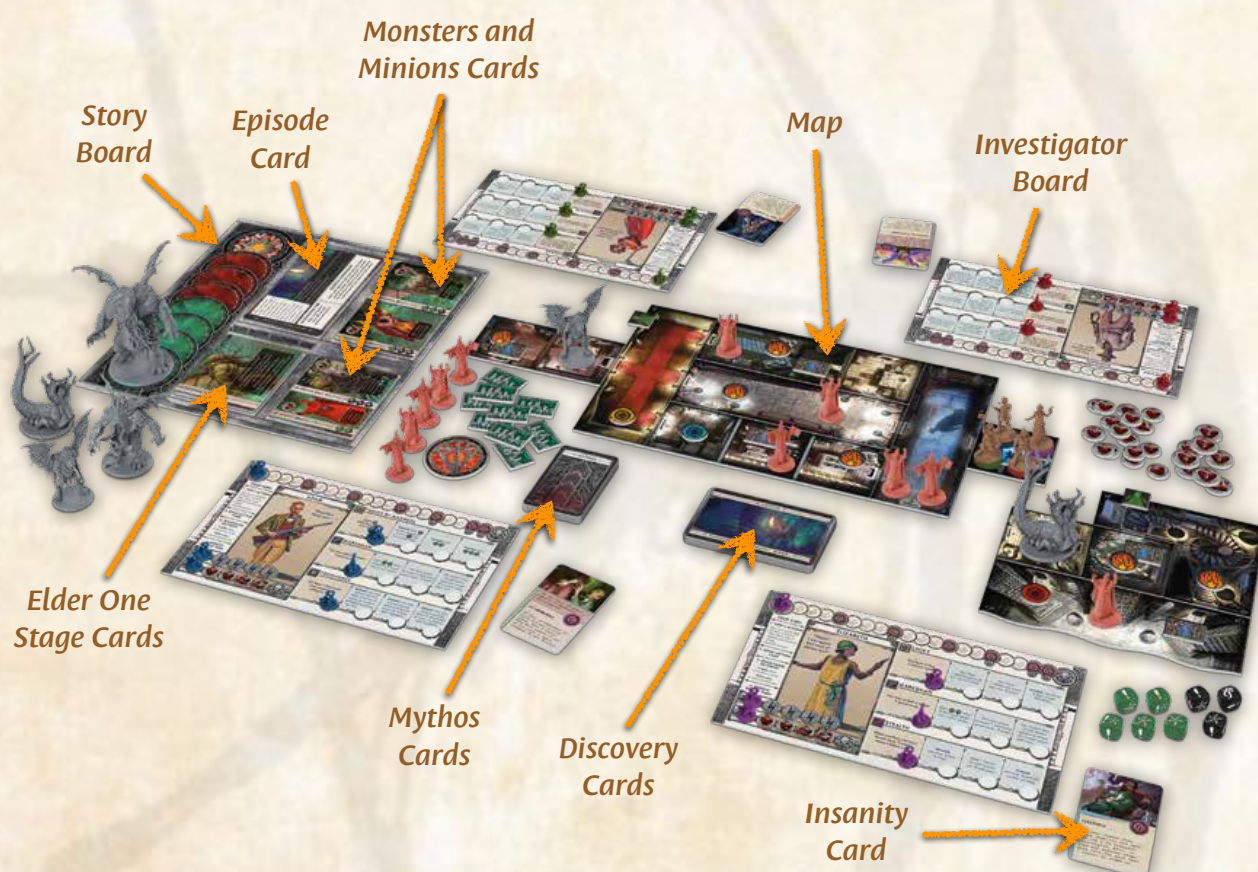
- \* Some maps contain a **staircase** or a **tunnel**. You may move from a space with one of these tokens to a space with the matching token. Spaces linked like that are considered adjacent for all purposes.



# SETUP



1. Set out the **Story Board**, **tokens**, and **dice**.
2. **Choose an Elder One.** From its box, place the Elder One figure on the starting space of the Summoning track. Place the Minions card on the Story Board. Set out the 8 Mythos cards and any tokens. Place the Elder One Stage Cards in order, faceup, on the Story Board. Stage 1 goes on top.
3. **Choose an episode.** From its box, take out its 8 Mythos cards, 15 Discovery cards, Episode card, and tokens. Place the Monsters card on the Story Board.
4. Take out **all the figures for the enemies** shown on the reference cards (the Elder One Minions and Episode Monsters cards). Any that are not placed on the board initially are left in reserve to be summoned later. (Other Monsters won't be used).
5. Set up **the map** according to the instructions on the back of the episode card, including arranging the map tiles and setting enemy figures and tokens on the indicated spaces. Then, turn over the episode card and place it on the Story board.
6. **Shuffle the 16 Mythos cards together** and place them facedown.
7. **Shuffle the episode Discovery deck** and place it facedown.
8. **Select 2-5 investigators** (board and figure). Attach a colored base on the figures. Place the figures on the starting space.
9. Place the 6 **tentacle markers** of your color on your Investigator board: 3 on the first level of your investigator's skills, and the other 3 in the leftmost space of the Wound, Stress and Sanity tracks.
10. Shuffle the **insanity cards** and deal 1 to each investigator, putting away the rest. Players place their card, faceup, near their Investigator boards.
11. **Randomly determine a starting player.** The game progresses through player turns. The players take turns in a clockwise order. There are no actual enemy turns between the player turns, as the enemies move, attack etc. during the player turns. The starting player takes the Mythos deck and will take the first turn.



# INVESTIGATORS & DICE 'N' ROLLS



\* The **Investigator board** contains a Sanity track, a Stress track, a Wound track, and 3 skills. Claimed Discovery cards are slotted under right or left side of the board (there is no limit to the number of Discovery cards an investigator can hold).




\* **Sanity:** Whenever you lose sanity, the marker on your Sanity track advances to the right. If it reaches the skull at the end, you are consumed by madness and eliminated (see “*Death of an Investigator*”). Lost sanity can NEVER be regained.

- **Insanity Thresholds** ( 6 ) will activate your insanity and level up a skill. Insanity Thresholds with a green Bonus die underneath additionally adds +1 Bonus die to ALL rolls for the rest of the game (this effect stacks). When an investigator loses more sanity than required to hit the next Insanity Threshold, the marker stops at the Insanity Threshold space and all excess sanity loss is ignored. If multiple investigators reach an Insanity Threshold at the same time, they activate clockwise from the current player.
- **Activating your insanity:** The insanity card (dealt to each investigator during setup) describes an insanity that the investigator suffers from. Every time an Insanity Threshold is reached, the insanity activates. Perform the symptoms on the card. If a Threshold is reached due to any other effect than *tentacles*, resolve the effect first, then activate your insanity, then level up a skill. *Tentacles* are part of a dice roll and are applied after successes and other effects, as described below.
- **Leveling up skills:** When reaching an Insanity Threshold, after activating his/her insanity, the investigator levels up 1 of their skills. Choose a skill and move its marker 1 space to the right.

\* **Stress & Rerolls:** After a dice roll, you may take 1 stress to reroll 1 die, ignoring its original result. You may do this as often as you like on any roll you make, until your stress is at the maximum. When at maximum stress, you can't use stress to reroll dice, claim Discovery cards that require stress, etc. (and some effects that deal stress may deal you wounds instead). Examples of when you can use stress to reroll are when you attack enemies or enemies attack you (because you roll for them). You may even reroll several dice from the same roll (or reroll a reroll) provided you have stress to spend. Stress can be reduced again by resting (see “*Phase 1, Take 3 Actions*”).

\* **Wounds:** If the marker reaches the skull at the end of your Wound track, you are dead (see “*Death of an Investigator*”). Wounds can be reduced again by resting (see “*Phase 1, Take 3 Actions*”).

\* **Skills:** Investigators have 3 skills. The top one is a signature skill, unique to that investigator, while the other 2 skills come from a common pool (so other investigators may have the same ones). All skills start at the first level, but will increase when you level up. Some skill levels replace a lower level of that skill, while others add to them, as described on the skill.



- \* **When investigators make a roll, always roll 3 standard black dice** (and possibly some bonus green dice). *Enemies roll a specific number and type of dice for their attacks, as indicated on their reference card.*
- \* Certain skills, cards and effects may give you **bonus green dice**, and certain Insanity Thresholds will add permanent bonus dice to all your rolls (see “*Insanity Thresholds*” above). There is no limit to the number of bonus dice that may be added to a roll. You always add gained Bonus dice to “your rolls”, but not to rolls against you (i.e., when each Success is detrimental to you).
- \* Some skills and effects use the terms “a roll” and “any roll” which means both your rolls and rolls against you.

\* Dice have 4 possible results (except that green bonus dice have no tentacles). Note that some die faces contain 2 results:

- ❗ **Success:** If you were attacking, it means you hit. If an enemy is attacking, it means they hit you. In some cases, you need to reach a target amount of successes in a single roll. Perhaps you need at least 2 successes to loot a body.
- ★ **Elder Sign:** These mean nothing unless you have a skill or card that uses them.
- ☘ **Tentacle:** Madness! For each tentacle, you lose 1 sanity, moving your tracker 1 space to the right. Tentacles on ANY AND EVERY roll cost you sanity. If you reach an Insanity Threshold ( 6 ), stop moving the sanity marker, activate your insanity, and afterwards level up a skill (see “*Sanity*” above).
- **Blank:** No effect unless otherwise specified.

\* **Apply results in the order shown below**, once you're done using any rerolls. Make sure to apply any symbol changes from abilities, such as Elder Signs counting as successes.

1. **Use any Successes.**
2. **Resolve Effects** that are tied to the result of the roll, if any (for example, “When the enemy dies...”).
3. **Apply any tentacles.** (Stop if you reach a 6, then activate your insanity, and afterwards level up a skill.)

# TURN SEQUENCE

1. Take 3 Actions
2. Draw Mythos Card
3. Investigate or Fight!
4. Resolve End of Turn



## Phase 1 Take 3 Actions

- \* There are 4 basic actions (run, attack, rest, trade) + 2 unique episode actions.
- \* The Rest action and some unique Episode Actions can only be done while on a **Safe space** (a space without enemies).

### Run

- Move **up to 3 spaces**.
- You can move between spaces if there is a passage on both tiles (as indicated by arrows on both sides) or if both spaces have a staircase or tunnel token.
- When you leave a space with enemies, **ALL enemies in that space follow you** to your new space (even if there were other investigators in your space).
- **Catching Fire:** When you **leave a space with Fire tokens** (due to a Run action or any other effect), place 1 Fire token from the reserve onto your Investigator board for each Fire token in the space, leaving Fire tokens in the space untouched. Fire effects are resolved later during "Phase 4, Resolve End of Turn". Enemies don't catch Fire when leaving a space with Fire tokens.

### Attack

- **Target a single enemy** in your space and make a roll (3 standard dice + any bonus dice). The target must be chosen before rolling the dice.
- Each success causes 1 wound to your target. Place wound tokens at the base of the targeted figure.
- An enemy is defeated when it has wounds equal to or greater than its health (remove its figure from the board). Any excess wounds are discarded.
- When a skill or ability (e.g. Brawling) allows you to **target all enemies** in a space, wounds are distributed at the players choosing.
- If **The Elder One** is on the board, it can only be attacked once the ritual is disrupted.

### Rest

- When in a **Safe space** (no enemies with you) you may **reduce your stress and/or wounds up to 3 points in total** (in any combination).
- You may perform the Rest action more than once per turn.
- Remember that lost sanity can never be regained and thus, sanity cannot be healed by resting!

### Trade

- You and all investigators in your space may trade any number of Items or Companions with each other (either giving or receiving). You cannot trade Conditions.
- While some Discovery cards have Items or Companions on both the left and right side of the card, a traded card must remain on the same side as it was originally.

### Episode Actions

- Each Episode has 2 unique actions as shown on the Episode card. These work just like the standard actions, and will help you disrupt the ritual or help you survive.

# TURN SEQUENCE

1. Take 3 Actions
2. Draw Mythos Card
3. Investigate or Fight!
4. Resolve End of Turn



## Phase 2 Draw Mythos Card

- \* Draw the top Mythos card from the deck and resolve it. Then place it on a faceup discard pile.
- \* Mythos cards **may have several different steps divided into 3 types**. You must **do these steps in order, from top to bottom**, before discarding the card.
- \* **If you can't do a step on the card, skip it** and move on to the next.



 Elder One Summoning Symbol

 Special Effect

 Summon Enemies

### Elder One Summoning Symbol

- The Elder One Summoning symbol has **no effect when the card is drawn**.
- If the card has this symbol, **make sure it remains visible when discarded**.
- Later during *Resolve End of Turn*, if there are 3 cards in the discard pile that have the Elder One Summoning symbol or a card with 3 Elder One symbols, the Elder One advances. All of the discarded Mythos cards are then shuffled back into the deck. (See “Phase 4, Resolve End of Turn” → “Check the Mythos discard pile”).

### Special Effects

- **Unless otherwise stated**, special effects **only affect the player** whose turn it is, ignoring all other investigators.
- **Any choice** that needs to be made **is up to the active player**, such as choosing which “closest” figure to move.
- When an effect moves an enemy towards a space, it should be moved by the shortest path to that space. Count how many spaces the enemy would move in all possible paths, and choose the shortest one. In case of a tie, the active player chooses. The enemy stops when it reaches its target.

### Summon Enemies

- The bottom of some cards will indicate a gate color and the specific enemy that must be summoned there.
- If you have the corresponding figure available in reserve, place it on the indicated space. Otherwise, ignore this step.
- If there are **multiple gates and enemies** indicated, perform the summonings in order. Skip any remaining gates if you are out of figures.

# TURN SEQUENCE

1. Take 3 Actions
2. Draw Mythos Card
3. Investigate or Fight!
4. Resolve End of Turn

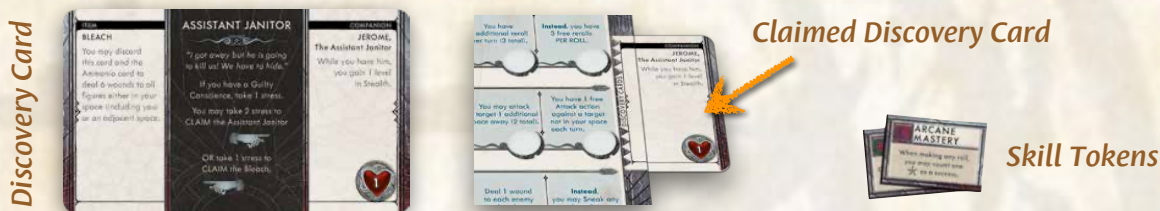


## Phase 3 Investigate or Fight!

- \* If you are in a **Safe space**, **you must Investigate!** (Unless the Discovery card deck is depleted.)
- \* If you are **not** in a **Safe space** (when there are enemies in your space), **you must Fight!** You're being attacked.

### Investigate! (if there are no enemies in your space - a Safe space)

- **Draw a Discovery card** and **read aloud the text in the center box** and follow the instructions. If an option says “you may”, it is optional. Therefore, if both sides are optional, you may discard the card. If one side is non-optional, you must take one option. You cannot take an option that requires payment if you cannot pay for it. If you cannot pay the cost of either option, discard the card (in some cases, the instructions on the card will then force you to take a penalty instead).
- **Claiming** a Companion, Item, or Condition means to slide the card under one side of your Investigator board.
- **Items** you claim become part of your inventory.
- **Conditions** you claim change your mental state.
- **Companions** you claim follow you. Companions can absorb wounds and may give you benefits. If a Companion gives you a level in a skill, you gain level 1 in that skill (take the corresponding skill token) or if you already have the skill, move the skill level marker 1 level forward. **Any wounds you take** may be applied to your Companions instead of yourself. For card effects, this still counts as you taking wounds. You can freely choose how many wounds will be applied to each Companion. Companions can never be healed and can only take wounds up to their health - any residual wounds are applied to the investigator. If their wounds equal their health, the Companion is discarded (dies) and any benefits are lost (including skills or skill levels).
- Using a Discovery card **costs no action**.
- if the investigator is in a Safe space and there are any Discovery Cards left in the deck, **you must Investigate**.
- **If the Discovery deck is depleted** investigators don't Investigate anymore. You **only reshuffle** the Discovery deck if an effect instructs you to do so.
- There is **no limitation to the number of Discovery cards** you can have.
- If it is not specified when the investigator may use an effect from a Discovery card, it **may be used anytime during their turn, except while resolving another card, effect, or during a roll** (e.g., being attacked by an enemy, resolving an action or end of turn effects). You may do it before or after resolving any of them.



### Fight! You're being attacked (if there are enemies in your space)

- Do not draw a Discovery card. Instead, **each enemy in your space attacks you** in the order you choose (they ignore other investigators) until all enemies in your space, that could attack you, have done so.
- For each attacking enemy, **roll the number and type of dice as shown on their reference card**.
- **Each success** gives you 1 wound.
- **Each tentacle** costs you 1 sanity.
- **Elder signs** only have an effect if the enemy has the ability to use them (indicated on their reference card).
- You may use **stress** to reroll these dice.
- You may use any of your **skills** to help avoid or minimize the attack.
- If an effect makes you enter a space of an enemy, or an enemy enters your space during this phase, that enemy attacks you even if it was not in your space at the beginning of this phase. Also, if an enemy that was in your space leaves your space, it doesn't attack you anymore.

# TURN SEQUENCE

1. Take 3 Actions
2. Draw Mythos Card
3. Investigate or Fight!
4. Resolve End of Turn

- A. END OF TURN EFFECTS
- B. FIRE
- C. CHECK THE MYTHOS DISCARD PILE
- D. CHECK THE ELDER ONE SUMMONING
- E. ELDER ONE END OF TURN EFFECTS



## Phase 4 Resolve End of Turn

### A. End of Turn Effects

- Any effects that happen at the end of the turn, except for Elder One effects, happen now, in any order the active player chooses.

### B. Fire

- If you're on Fire, roll 1 standard die for every Fire token on your Investigator board. You may use stress to reroll dice.
- Each success gives you 1 wound. Each tentacle costs you 1 sanity.
- Then, discard all Fire tokens on your Investigator board.
- **Catching Fire:** When you leave a space with Fire tokens due to a Run action or any other effect, place 1 Fire token from the reserve onto your Investigator board for each token on the space, leaving Fire tokens in the space untouched. You also catch Fire if your investigator leaves a space with Fire tokens during another player's turn (due to any effect), but you only need to roll for Fire at the end of your own turn. Enemies don't catch Fire when leaving a space with Fire tokens.
- The number of Fire tokens on the map is only limited to the number of Fire tokens available for that episode, but don't borrow Fire tokens from another episode. If you need to add a Fire token to your Investigator board but there are none left, use a wound token instead. If you need to add a Fire token to the map and there are Fire tokens available on any Investigator boards, you can use them (and replace them with wound tokens). If there are no Fire tokens left in reserve nor any on the Investigator boards, ignore the effect.
- Fire in a space can only be extinguished if the Episode card or another effect specifies a way to do it.

### C. Check The Mythos Discard Pile (does The Elder One advance?)

- Check the Mythos card discard pile. If there are 3 cards with the Elder One Summoning symbol or a card with 3 of these symbols, advance the Elder One along the Summoning track.
- The revealed Elder One Stage cards and the Episode card will tell you what to do when the Elder One advances. Resolve the Elder One effects first.
- Effects that trigger when the Elder One advances also trigger when the Progression token advances (after the Elder One has been summoned).
- After the Elder One advances, reshuffle all discarded Mythos cards back into the deck.



### D. Check The Elder One Summoning (skip if The Elder One has already been summoned)

- The Elder One is summoned now if it entered the first red space on the Summoning track OR the ritual was disrupted this turn. Each episode describes how to disrupt the ritual and make the Elder One mortal.
- If the Elder One is not summoned, skip step and continue to step E.
- If the Elder One is summoned, move the Stage 1 card to the side, revealing the Stage 2 card. Resolve its reveal effects, which will specify where the Elder One is summoned. The Stage 1 effects remain in play until the end of the game. Then place the Progression token on the Summoning track on the space previously occupied by the Elder One figure. Use this Progression token to mark the Elder One's progress until the end of the game. The Elder One cannot be attacked or damaged until the ritual is disrupted (though it can attack you if it is on the board)!
- The chapter *Fighting The Elder One* explains progression through the remaining Elder One stages.



### E. Elder One End of Turn Effects

- As the Elder One progresses through its stages, there may be "End of Turn" effects visible on its revealed Stage cards. Resolve all effects on each revealed Stage card in the order of the Stages: First 1, then 2, then 3, and then Final. Any effect that refers to "you" is referring solely to the investigator whose turn it is.
- Effects that are triggered simultaneously are resolved in the order the player chooses.



# FIGHTING THE ELDER ONE



- \* Once the Elder One is summoned to the map board (see "Phase 4, Resolve End of Turn" → "Check The Elder One Summoning"), it **acts like any enemy, attacking investigators that end their turn in its space** (see Phase 3).
- \* **The number and type of dice** the Elder One rolls is the total of all dice displayed on all its revealed Stage cards.
- \* **Until the ritual is disrupted**, the Elder One cannot be attacked or damaged, even if it has already been summoned to the board by reaching the red space on the Summoning track!
- \* **After the ritual is disrupted**, the Elder One can be attacked and damaged like any other enemy. The Elder One has multiple Stages, with individual healths, which must be defeated one at a time until it is ultimately destroyed.
- \* **A stage is defeated** when it has wounds equal to or greater than its health. Any excess wounds are discarded and thus, do not carry over to the next Stage. Move the defeated Stage card to the side to reveal the next Stage and resolve its "When Revealed" effect. All effects and dice of the previous Stages remain in play until the end of the game (for example, all the displayed attack dice from all the revealed Stage cards must be rolled when the Elder One attacks).
- \* Defeating a stage counts as killing an enemy (may be relevant for some scenario specific triggers).
- \* Starting with Stage 2, each card displays:
  - A one-time effect that takes place when that card is revealed.
  - An ongoing effect that remains in play until the end of the game.
  - Health showing how many wounds that Stage can take.
  - The number and type of dice that Stage adds to the Elder One's attacks.



# DEATH OF AN INVESTIGATOR



- \* An investigator is eliminated if killed (the marker on the Wound track reaches the skull at the end) *or* consumed by madness (the marker on the Sanity track reaches the skull at the end).
- \* **If the Elder One has not been summoned yet**, the game is immediately lost.
- \* **If the Elder One has already been summoned**, the other investigators may continue playing.
- \* **When an investigator is eliminated**, discard all Discovery cards and tokens that the investigator had. The episode may specify something to do with any special tokens the investigator had been holding.
- \* **If the investigator was eliminated during his turn**, skip all the following turn phases and steps except for "Phase 4, Resolve End of Turn" → "Check the Mythos Discard Pile". If the Elder One advances, its effects are applied (if it is needed to determine the position of the dead investigator, use the space where he died).



# ENDING THE GAME



- \* **You all win the game when** you kill the Elder One by defeating its Final Stage. If multiple end-game triggers happen at the same time, winning conditions have precedence, for example: The Elder One and the last investigator die at the same time. The players saved the world and win the game.
- \* **You all lose the game when** one of the following situations happens:
  - An investigator is eliminated before the Elder One is summoned to the board (only the Stage 1 card is revealed).
  - All investigators are eliminated after the Elder One is summoned (Stage 2 onward).
  - The Progression token reaches the last (8th) space of the Summoning track.

## GENERAL RULES



- \* Effects that are triggered simultaneously are resolved in the order the player chooses.
- \* When choosing between options, unless otherwise stated, you may choose an option that will have no effect due to component availability. For example, you may choose to summon an enemy even if there are no figures of that type available as opposed to choosing an option where something bad happens.
- \* In general, abilities that say “Once per turn” can be used in other player’s turns.

## EPISODES



### \* Season 1 - Episode 1:

- “Destroyed Labs” do not count as “Damaged Labs”. Damaged Labs are Labs that have wound tokens on them, which means that they weren’t destroyed yet.
- The only way to deal wounds to a Lab is by using the “Destroy Equipment” action, which doesn’t count as an attack. So you cannot, for example, attack a Lab one space away using Marksman.
- You cannot avoid wounds from Fire with Amulet of N’gahal if there are no enemies in your space. You have to be able to redirect the wounds to an enemy.

### \* Season 1 - Episode 2:

- To disrupt the ritual in Season 1 Episode 2, two tome tokens must be claimed. It doesn’t need to be by the same investigator and you don’t need investigators to be holding them to disrupt the ritual. So if an investigator dies with a tome, that doesn’t affect the fact that the tome was already claimed.
- According to the map on the Episode card, tile 8b is oriented so that the arrows on the middle part of the tile are to the left of the Cultist.

### \* Season 1 - Episode 3:

- When you use the Episode action “Usher ballgoer”, the investigator does not move with the ballgoers.
- The Waitress Companion card states: “you may move between spaces with gates as if they were adjacent”. In fact, the investigator who are accompanied by the Waitress may treat two spaces with gates as adjacent for all purposes. For example, this means that you can use Marksman to attack enemies through a gate, but also that enemies follow you when you move through a gate.

### \* Season 1 - Episode 5:

- The Tranquilizer Item can be used in other player’s turns. In general, abilities that say “Once per turn” can be used in other player’s turns.

### \* Lost Episode 2:

- You can’t attack with Marksman in or out the Alien Ship, because the Alien Ship is not adjacent to any space.
- The Episode’s special rule “When checking distance to it, use the Bright Light token space instead” explains how you check the distance to/from the Alien Ship if an effect should require it. When counting the distance, regard the Bright Light token as the Alien Ship. For example, if you are in the Alien Ship and an effect sends you to the nearest gate, you need to check the distance from the Bright Light token to the different gates to find the nearest one.

### \* Lost Episode 3 - Errata:

- Monster Reference Card – Enthralled Guest: Where the card says “... if it’s been revealed as Guilty.” It should read “Traitor” instead of “Guilty”.
- Discovery card “Gonk is innocent”: The “Elaborate Pocketwatch” is an Item.

## ENEMIES



### \* **Black Goat (and Dark Young):**

- Black Goat Stage 1 effect always summons 1 wounded and 1 non-wounded Dark Young in your space (if there are enough Dark Young figures available). When the Black Goat advances, the first of the Stage 1 card effects summons a Dark Young into your space and then the second effect wounds it (“Deal 1 wound to EACH figure in your space”), hence the Dark Young’s ability is triggered and another Dark Young is summoned.
- If all Dark Young are on the board and multiple Dark Young take wounds at the same time but only some of them die, first you place all dead Dark Young back in the reserve, and then you resolve the effects of the surviving Dark Young (hence, the dead Dark Young may immediately respawn again).

\* **Bokrug:** If an investigator with Brawling Level 4 makes an attack in the same space as Bokrug its ability would trigger, if Bokrug is one of the targets. Remember that you can target any number of figures with Brawling, which means you can choose to not target Bokrug to not trigger the ability, but in this case you wouldn’t be able to deal wounds to it.

\* **Chthonic Entity:** You can only use Toughness Level 2 to reduce wounds from a Chthonic Entity’s attack if you are the one being attacked. When resolving the attack from the Chthonian Entity, first the investigator being attacked uses any rerolls, then the wounds from the attack are dealt to each investigator separately. Each investigator can use their abilities to reduce wounds. Since Toughness Level 2 only reduces wounds from attacks against you, only the attacked investigator may use it. Toughness Level 3 or 4 on the other hand, would be able to reduce wounds even if you are not the investigator being attacked, because it reduces from any source.

### \* **Dagon:**

- When playing with Dagon, per default, you only use the 3 Servant of the Deep figures (and not the 5 Deep Ones from Season 1). Deep Ones are only used if the chosen Episode uses them (which makes Dagon even more challenging).
- In a 4-player game with Dagon, if 2 of the investigators are Deep Ones and 1 of the remaining human investigators dies after Dagon is summoned, the players would immediately lose. Dagon’s losing condition effect only counts investigators on the board, so the number of Deep One investigators (2) would be greater than the number of human investigators (1).

\* **Dark Young:** see “Black Goat” above.

\* **Hastur:** When you roll for Hastur’s Yellow Signs you make one combined roll (not several rolls), just like rolling for Fire.

### \* **Yog gates:**

- When attacking with the Brawling skill level 2-4, you cannot target more than 1 *non-figure* target. A Yog gate is not considered a figure, so you can’t use Brawling to target it indirectly. What you can do is target 1 Yog gate with your attack and then use Brawling to target other *figures* in the space. So if there are several Yog gates in your space, you can only target one of them this way.
- Yog gates stay aside in a small reserve, from which they are randomized. When destroyed, they return to that reserve.

## INSANITY CARDS



\* **Catatonia:** While down because of Catatonia,

The only things you cannot do are:

- take actions other than Rest
- be attacked
- Investigate.

But you can:

- Rest with other enemies in your space (Catatonia says that you are Safe while down, which means you can Rest)
- still take damage from effects (like Chthonic Entity or Psychotic Outbreaks)
- still use effects that don’t take an action (like Ahmed’s Healing Prayer skill or some Items).

\* **Recurring Trauma:** If your Recurring Trauma insanity activates and the Mythos card makes you lose enough sanity to hit another Insanity Threshold, you would trigger the insanity again, which means you would hit another threshold, which activates the insanity again and so on until you go completely insane. Therefore, Recurring Trauma can be really dangerous if you are at the end of the Sanity track. This shouldn’t be common though, since it requires a last drawn Mythos card *without any Summoning symbol* that makes you lose sanity, and you have to be at the very end of the Sanity track.

Remember: always replace the Mythos card with the last one drawn with no Symbol, even if it wasn’t drawn by the investigator with Recurring Trauma. Also, the Mythos card next to your Trauma is always shuffled back when the Elder One advances.

\* **Short Term Memory Loss:** You can discard a Condition card for the Short Term Memory Loss insanity card.

# COMMON SKILLS



\* **Arcane Mastery - all levels:** Arcane Mastery may be used on enemy attacks. Effects that are used when making “a roll” or “any roll” may be used both in your rolls and rolls against you. This can be useful with Ian’s Vengeance Obsession, for example.

Other skills that affect ALL types of rolls, not only yours, are:

- Elizabeth’s Lucky (rerolls can be used in any roll)
- Vincent’s Teacher (rerolls can be used in any roll)
- Sister Beth’s High Strung
- Hailia’s Oracle
- Magarethe’s Butcher
- Tina’s Femme Fatale
- Scarlett’s Play the Odds
- Olivia’s Unlucky (except changing dice to a blank, which cannot be used in rolls against you).

\* **Brawling - level 2-4:** When attacking with this skill, you cannot target more than 1 *non-figure* target (like a Yog gate). Brawling level 2-4 states that “When you attack, you may target any number of figures in your space”. This means that you can attack 1 main target not restricted to be a figure and then use Brawling to target any number of *figures* as well. (If all targets are figures there is no need to specify which one is the main target.)

\* **Stealth - all levels:** When leaving a space, you may use 1 “Sneak” to ignore 1 enemy (of your choice) that would else have followed you - it stays on the space you were leaving. Stealth level 2-4 allows you to Sneak up to 3 times or more per Run. You may use none, some, or all of your Sneaks (your choice). You spend 1 Sneak each time you Sneak 1 enemy. Since you can choose to use Sneak at any point of the Run action, you can make 3 enemies follow you through 2 spaces, and on the last move leave them behind. You can even choose to leave each enemy in a different space. You may also Sneak past the same enemy more than once, which is useful to inflict wounds with Stealth Level 3-4. Sneaking the same enemy twice would spend 2 of the Sneaks.

\* **Swiftess - level 3-4:** You can both drop off and pick up an investigator in the middle of a Run. The decision of taking or dropping an investigator is made independently for each space you leave during a Run. For example: Morgan starts his Run action in the same space as Sister Beth. When making his first move, he takes Sister Beth with him. For the second move he decides to leave Sister Beth in that space and takes no one with him when entering a space where Ian and Borden are. For his third move he decides to take Ian with him. And then, he decides to stop. *Remember that all investigators catch Fire if leaving a space with one or more Fire tokens (but they don’t roll for Fire until the end of their own turn).*

\* **Toughness - level 2-4:** Toughness level 2-4 protects *both* health *and* sanity, but they are both optional.

# UNIQUE SKILLS



- \* **Connected - level 2-4 (Al):** At Connected level 2, Al may Sneak past Cultists, but he may also choose not to. Since you can choose to use/not use it at any point of the Run action, you can, for example, make 3 enemies follow you through 2 spaces, and on the last move leave them behind. You can even choose to leave each enemy in a different space, by sneaking each of them when leaving a different space.
- \* **Gate Manipulation - all levels (The Kid):** The Kid's Gate Manipulation affects any kind of summon as long as the space contains a gate. Therefore, it also affects summons that were not summoned directly to that gate, e.g. Cthulhu summoning a Cultist in a R'lyeh space that contains a gate.
  - *The Black Goat's Dark Young spawn:* If a Dark Young is summoned in a space affected by The Kid's Gate Manipulation, it is wounded as soon as it is summoned. This means that it would take 2 wounds and summon another Dark Young in the space, which would take 2 wounds and summon another one and so on until all Dark Young figures available are on the board. All of the summoned Dark Young will have 1 health left. If the summon effect was from the Stage 1 of Black Goat, after all remaining Dark Young are summoned, they all take 1 wound and are killed (and are not available again for that effect).
  - *If The Kid and Meryl (copying Gate Manipulation) affect the same space* and a Monster or Cultist is summoned there, both abilities would trigger and the Monster or Cultist would take wounds equal to half their health twice and is immediately killed.
- \* **Get In There! - level 2 (Roxie):** The "enemies do not follow you" effect is not optional, hence Roxie cannot choose to not use it and be followed by enemies.
- \* **Navigation - level 4 (Tony):** The "enemies do not follow you" effect is not optional, hence Tony cannot choose to not use it and be followed by enemies.
- \* **Play the Odds - all levels (Scarlett):** Scarlett's Play the Odds skill is checked after rerolls.
- \* **Resourceful (Maki):**
  - *All levels:* If you run out of discovery cards, you can't investigate and thus, Maki does not get to heal wounds. Investigate is the act of drawing and resolving the Discovery card and since the deck is empty, you can't actually investigate.
  - *Level 2-4:* When using Resourceful (level 2) to keep an Item that is discarded after use, first apply the Item's effect and then Maki takes 2 wounds to keep it.
- \* **Savage - all levels (Borden):** The Savage skill apply the additional wounds (1, 2, or 3 wounds, depending on the skille level) even when Borden got no success (in her savagery, she always at least grazes the enemy with her axe).
- \* **Smarts - all levels (Bert):** If you run out of discovery cards, you can't investigate and thus, Bert does not get to heal wounds. Investigate is the act of drawing and resolving the Discovery card. Since the deck is empty, you don't actually investigate, so you don't get the benefit.
- \* **Smite Evil - all levels (Luke):** Luke only ignores Monster abilities when he is interacting with them, usually attacking, being attacked or dealing wounds. If another player is interacting with a Monster, Luke may be affected by the ability. For example, if the Chthonic Entity is attacking another investigator in the same space as Luke, he would take wounds from Chthonic Entity's ability.
- \* **Stiff Upper Lip - level 2-4 (Margie):** Stiff Upper Lip (level 2-4) only ignores tentacles from your own rolls and not from from enemy attacks or Fire rolls.
- \* **Time Management - all levels (Gonk):** When Gonk takes wounds equal to his current max health he dies. For example, if he has 2 max health, he can take 1 wound and live, but the second wound would kill him (because you spend his last health). The "5 max health" at skill level 4 corresponds to normal health (you die at the fifth wound).
 

Keep track of this by adjusting the tentacle marker starting position on the Wound track based on the Time Management level, so that when you reach the Skull you die. Counting the first (and unbroken) heart of the Wound track as position 1:

  - Level 1 (2 max health): At 0 wounds, the tentacle marker is on position 4 (block position 1-3 on the Wound track).
  - Level 2 (3 max health): At 0 wounds, the tentacle marker is on position 3 (block position 1-2 on the Wound track).
  - Level 3 (4 max health): At 0 wounds, the tentacle marker is on position 2 (block position 1 on the Wound track).
  - Level 4 (5 max health): At 0 wounds, the tentacle marker is on position 1 (this is normal health - no blocking is necessary).

Remember, when you level up the "Time Management" skill, you should move the tentacle marker 1 space to the left, so you also "gain 1 health". This happens because it is a Wound track: If you have 2 max health and 1 wound, when your max health increases to 3, you still have only 1 wound, but now you have 2 health left.
- \* **Unkillable - all levels (Rasputin):**
  - When using a "free death", Rasputin dies and he doesn't die - at the same time - yes, there must be somekind of bizarre magic force at play! As it happens, there is enough *deathness* to satisfy Hastur's final stage effect and/or other effects triggered by death, but since he also lives on, it doesn't trigger end game conditions (see "*Ending The Game*").
  - When using a "free death", Rasputin keeps everything he had. The only changes are that he heals and loses 1 "free death".
- \* **Vodou - level 4 (Adilah):** Adilah preventing her Focus from dying works as Rasputin's Unkillable skill (see above).

# COMMON SKILLS



	Level 1	Level 2	Level 3	Level 4
 <p><b>MARKSMAN</b></p> <p>You may attack a target 1 space away.</p>	<p>You may attack a target 1 space away. Gain   when attacking a target not in your space.</p>	<p>You may attack a target up to 2 spaces away. Gain   when attacking a target not in your space.</p>	<p>You may attack a target up to 2 spaces away. You may perform 1 free attack per turn against a target not in your space. Gain   when attacking a target not in your space.</p>	
 <p><b>ARCANE MASTERY</b></p> <p>When making any roll, you may count 1  as a success.</p>	<p>When making any roll, you may count any number of  as successes.</p>	<p>When making any roll, you may count any number of  as successes Heal 1 stress for each  you count as a success.</p>	<p>When making any roll, you may count any number of  as 2 successes each. Heal 1 stress for each  you count as 2 successes.</p>	
 <p><b>STEALTH</b></p> <p>When you Run, you may Sneak once (one enemy doesn't follow you).</p>	<p>When you Run, you may Sneak up to 3 times.</p>	<p>When you Run, you may Sneak up to 3 times and deal 1 wound to each enemy you sneak past.</p>	<p>When you Run, you may Sneak any number of times and deal 1 wound to each enemy you sneak past.</p>	
 <p><b>BRAWLING</b></p> <p>Gain  when attacking a target in your space.</p>	<p>Gain  when attacking a target in your space.</p> <p>When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).</p>	<p>Gain  when attacking a target in your space.</p> <p>When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).</p> <p>You have 2 free rerolls when attacking a target in your space.</p>	<p>Gain  when attacking a target in your space.</p> <p>When you attack, you may target ANY NUMBER of figures in your space, dealing the full wounds to EACH target.</p> <p>You have 2 free rerolls when attacking a target in your space.</p>	
 <p><b>SWIFTNESS</b></p> <p>When you Run, you may move 1 additional space.</p>	<p>When you Run, you may move 1 additional space.</p> <p>You have 1 free Run action each turn.</p>	<p>When you Run, you may move 1 additional space.</p> <p>You have 1 free Run action each turn.</p> <p>During a Run, you may take 1 investigator with you when leaving a space.</p>	<p>When you Run, you may move 1 additional space.</p> <p>You have 1 free Run action each turn.</p> <p>During a Run, you may take 1 investigator with you when leaving a space.</p> <p>You have 1 extra action each turn.</p>	
 <p><b>TOUGHNESS</b></p> <p>You have 1 free reroll when attacked or rolling for Fire.</p>	<p>When attacked or rolling for Fire, you may reduce wounds taken by 1.</p> <p>When attacked or rolling for Fire, you may also reduce loss of sanity by 1.</p>	<p>You may reduce wounds taken from ANY SOURCE by 1.</p> <p>You may also reduce loss of sanity from ANY SOURCE by 1.</p>	<p>You may reduce wounds taken from ANY SOURCE by 2.</p> <p>You may also reduce loss of sanity from ANY SOURCE by 1.</p>	

# UNIQUE SKILLS by Investigator (1/4)



Investigator	Unique Skill	Level 1	Level 2	Level 3	Level 4
Adam	Fueled by Madness	Gain  while your sanity is on a .	Gain  while your sanity is on a  OR 1 space back.	Gain   while your sanity is on a  OR 1 space back.	Gain    while your sanity is on a  a OR 1 space back.
Adilah	Vodou	Name an Investigator as your Focus at the beginning of the game. Whenever one of you Rests, the other heals 1 wound or stress.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting. When your Focus would take a wound, you may take that wound instead and heal 1 stress.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting. When your Focus would take a wound, you may take that wound instead and heal 1 stress. When your Focus would die from wounds, you may take 2 wounds to keep them alive with 1 health.
Ahmed	Healing Prayer	At the end of your turn, you may heal 1 stress OR wound on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 in any combination of stress and wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on EACH investigator in your space (including yourself).
Al	Connected	Gain  if in the same space as a Cultist.	Gain  if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain   if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain    if in the same space as a Cultist. You may Sneak past Cultists (they never follow you). Cultists also can't attack you and other investigators in your space.
Alex	Supersleuth	You may heal 1 stress when you draw a Discovery card, before resolving it.	You may heal 2 stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it. Once per turn, after Investigating, you may investigate again, if able.
Ariele	Specialist Hunter	Name a favoured non-Elder One enemy at the start of the game. You gain  when attacking it.	You gain  when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	You gain  and have 2 free rerolls when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	Choose a second favoured non-Elder One enemy. You gain  when attacking either of your favoured non-Elder One enemies and have 2 free rerolls. Your favoured enemies roll 2 dice less (of your choice) when attacking you.
Bert	Smarts	You may Investigate in unsafe spaces (after Fighting the enemies).	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces.	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces. After you or another investigator in your space Investigates, you heal 2 wounds.	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces. After you or another investigator in your space Investigates, all investigators in your space heal 2 wounds.
Borden	Savage	When attacking, you may deal 1 additional wound to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.	When attacking, you may deal 5 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.
Elizabeth	Lucky	You have 1 free reroll per turn.	You have 2 free rerolls per turn.	You have 3 free rerolls per turn.	You have 3 free rerolls PER ROLL.
Ernest	Demon Hunter	You have 2 free rerolls when attacking monsters.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster. Gain  when attacking monsters.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster. Gain  when attacking monsters. Other investigators within 1 space gain this skill at level 3.

# UNIQUE SKILLS by Investigator (2/4)



Investigator	Unique Skill	Level 1	Level 2	Level 3	Level 4
Fatima	Read The Omens	You may put the first Mythos card you draw each turn at the bottom of the deck and draw again. If you do, heal 2 stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal 2 stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress. You may take 2 wounds to cancel any Mythos card's special effects and enemy summoning.
Fleur	Combat Medic	When you Rest, you may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to an enemy within 1 space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to ALL enemies within 1 space.
Gonk	Time Management	You have 4 actions per turn, but you have 2 max health.	You have 4 actions per turn, but you have 3 max health.	You have 4 actions per turn, but you have 4 max health.	You have 5 actions per turn, but you have 5 max health.
Hailia	Oracle	When making any roll, you may heal all stress if you roll at least  .	When making any roll, you may heal all stress OR all wounds if you roll at least  .	If you roll at least   on any roll, you may heal all stress OR all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least  .	If you roll at least   on any roll, you may heal all stress AND all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least  .
Ian	Vengeance Obsession	When attacked, if you are dealt any wounds, deal 1 wound to that enemy and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 2 stress.	When attacked, deal 2 wounds to each enemy in the attacker's space and heal 2 stress.
Josephine	Infinite Contacts	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health. At the end of your turn, heal 1 stress for each Companion you have.	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health. Your companions have +1 health. At the end of your turn, heal 1 stress for each Companion you have. Gain  for each Companion you have.
Julia	Class Act	You may take wounds instead of stress.	You may take wounds instead of stress. At the end of your turn, you may heal 1 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal 2 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal ALL of your wounds.
Luke	Smite Evil	You may ignore monster abilities.	You may ignore monster abilities. Gain   when attacking monsters.	You may ignore monster abilities. Gain   when attacking monsters. When you attack, you may target ANY NUMBER of monsters in your space (split the wounds as your like).	You may ignore monster abilities. Gain   when attacking monsters. When you attack, you may target ANY NUMBER of monsters in your space (split the wounds as your like). When you kill a monster, heal all your stress and wounds.
Magarethe	Butcher	You may add  to any of your rolls.	You may add  AND 1 success to any of your rolls.	You may add   AND 2 successes to any of your rolls.	You may add   AND 3 successes to any of your rolls.
Maki	Resourceful	You may heal 1 wound whenever you Investigate, before resolving the Discovery card.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard. If you would Claim a Condition, you may instead discard it and heal 2 stress.	You may heal 1 wound whenever you Investigate, before resolving the Discovery card. Once per turn, you may take 2 wounds to keep an Item you would discard. If you would Claim a Condition, you may instead discard it and heal 2 stress. Gain  per Item you have.

# UNIQUE SKILLS by Investigator (3/4)



Investigator	Unique Skill	Level 1	Level 2	Level 3	Level 4
Margie	Stiff Upper Lip	When you would take wounds, you may prevent up to 3 and lose the same number of sanity.	When you would take wounds, you may prevent up to 3 and lose the same number of sanity. You may ignore 1  on your rolls.	When you would take wounds, you may prevent up to 3 and lose the same number of sanity. You may ignore 2  on your rolls.	When you would take wounds, you may prevent any number and lose the same number of sanity. You may ignore up to 2  on your rolls.
Mario	Interrogation	Cultists get 1 less  when attacking anyone in your space.	Cultists get 1 less  when attacking anyone in your space and can't spawn in your space.	Cultists get 1 less  when attacking anyone within one space of you. They also can't spawn within 1 space of you.	Cultists get 1 less  when attacking anyone within 1 space of you. They also can't spawn within 1 space of you. At the end of your turn, kill all Cultists in your space.
Mary	Roll With It	Whenever you are wounded, you and investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators within 1 space heal 2 stress.	Whenever you are wounded, you and investigators within 1 space heal all stress and 2 wounds.
Maxim	Mad Dog	Whenever you lose 1 or more sanity, you may deal 1 wound to an enemy in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds. You may reduce loss of sanity by 1 from ANY SOURCE.
Meryl	Method Acting	At the beginning of your turn, choose an investigator. Copy their signature skill at level 1 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 2 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 3 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 4 until your next turn.
Morgan	Protector	If an investigator in your space is attacked, you may redirect the attack to you (before the roll).	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll).	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll). You have 2 free rerolls when being attacked by a redirected attack.	If an investigator in your space or 1 space away is attacked, you may redirect the attack to you (before the roll). You have 2 free rerolls when being attacked by a redirected attack. After resolving a redirected attack, heal all your stress.
Olivia	Unlucky	When you make any roll that results in no successes, you may gain 1 success for each die you rolled.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change 1 of your dice to a blank face, except when rolling against yourself.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 2 of your dice to a blank face, except when rolling against yourself.	When you make any roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 3 of your dice to a blank face, except when rolling against yourself.
Pops	Calming Presence	Other investigators in your space may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal 2 stress instead of activating their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal ALL stress instead of activating their insanity.
Rasputin	Unkillable	1 free death: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.	3 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.
Richard	Majesty's Secret Service	Gain  when attacking a target in your space.	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain  .	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   . You may Sneak 3 times per Run, and deal 1 wound to each enemy you Sneak past.	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   . You may Sneak 3 times per Run, and deal 1 wound to each enemy you Sneak past. You may convert each  you roll into , healing 1 stress for each  you convert.

# UNIQUE SKILLS by Investigator (4/4)



Investigator	Unique Skill	Level 1	Level 2	Level 3	Level 4
Roxie	Get in There!	Whenever an investigator is about to attack, you may immediately move to their space (enemies follow as normal).	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill. Other investigators in your space gain  when attacking.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill. Other investigators in your space gain  when attacking. After the attack that triggered this skill, you may return to your original space.
Sam	Calm	When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound. You have 1 free Rest action each turn.
Scarlett	Play The Odds	Before you make any roll, guess the total number of successes. If you guess right, heal 1 stress.	Before you make any roll, guess the total number of successes. If you guess right, heal 1 stress AND 1 wound.	Before you make any roll, guess the total number of successes. If you guess right, you and all other investigators in your space may heal 1 stress AND 1 wound.	Before you make any roll, guess the total number of successes. If you guess right, you may double the number of successes. Also, you and all other investigators in your space may heal 1 stress AND 1 wound.
Sister Beth	High Strung	When making any roll, you may count 1  as 1 success (it still also counts as a  .	When making any roll, you may count any number of  as successes (they still also count as  .	When making any roll, you may count any number of  as successes (they still also count as  ). Heal 1 of your wounds for each  you count as a success.	When making any roll, you may count any number of  as successes (they still also count as  ). Heal 1 of your wounds for each  you count as a success. If you rolled at least   , you may add 3 successes to the roll.
The Kid	Gate Manipulation	If you are in the same space as a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up) and you are always considered safe to Rest.	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up), you are always considered safe to Rest, you gain  and have 1 free Rest action.
Tina	Femme Fatale	Once per roll, before rolling dice, you may take 1 wound to gain  .	Once per roll, before rolling dice, you may take 1 wound to gain   .	Once per roll, before rolling dice, you may take 1 wound to gain   or remove 1 die (your choice).	Once per roll, before rolling dice, you may give 1 wound to any figure in your space to gain   or remove 1 die (your choice).
Tony	Navigation	When you Run, you may move 2 additional spaces if you started in a Safe space.	When you Run, you may always move 2 additional spaces and ignore Fire.	When you Run, you may always move 2 additional spaces, ignore Fire and heal 2 stress.	When you Run, move any number of spaces and heal 2 stress. Ignore Fire and enemies don't follow you.
Vincent	Teacher	You may use stress to reroll dice in rolls made by other investigators in your space.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 1 in Arcane Mastery.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 2 in Arcane Mastery.
Walter	Pacifist	When you attack but don't destroy an enemy you may push it 1 space away.	When you attack but don't destroy an enemy you may push it 1 space away and heal 2 stress.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound. Wounded monsters and Cultists can't attack you or investigators in your space.