

Investment Banker	Investment Banker	Rachel Loughlin
(Action): Gain \$\$\$	(Action): Gain \$\$\$	If Rachel would be placed into the Graveyard from the board, shuffle her to the bottom of the Investigator's Tome instead.  "The future has not been written..."
Ally: Human	Ally: Human	Ally: Character - Rachel L.
Faction: Neutral	Faction: Neutral	Faction: Knights of Titor
Cost: \$\$\$\$\$	Cost: \$\$\$\$\$	Cost: 1(Sanity)
Health: 2   Sanity: 2	Health: 2   Sanity: 2	Health: 3   Sanity: 3
Frequency: $\gamma$	Frequency: $\gamma$	Frequency: $\beta$
Jack	Personal Therapist	Personal Therapist
If the Investigator is removed from the board, Jack can Investigate as though he were Investigator. When Investigating, Jack removes one additional Ether.	Once per turn when a creature attacks negate all Sanity damage.	Once per turn when a creature attacks negate all Sanity damage.
Ally - Character - S.Jack	Ally: Human	Ally: Human
Faction: Knights of Titor	Faction: Neutral	Faction: Neutral
Cost: 2(Sanity)	Cost: \$\$\$\$\$	Cost: \$\$\$\$\$
Health: 3   Sanity: 3	Health: 2   Sanity: 2	Health: 2   Sanity: 2
Frequency: $\gamma$	Frequency: $\theta$	Frequency: $\theta$
Ward	Ward	Major Ward
Immediately destroy a Creature with 5 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.	Immediately destroy a Creature with 5 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.	Immediately destroy a Creature with 9 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.
Equipment - Ward, Occult	Equipment - Ward, Occult	Equipment - Ward, Occult
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$\$\$\$\$	Cost: \$\$\$\$\$	Cost: \$\$\$\$\$\$\$\$\$
Frequency: $\gamma, \beta, \alpha, \theta, \delta$	Frequency: $\gamma, \beta, \alpha, \theta, \delta$	Frequency: $\gamma, \beta, \alpha, \theta, \delta$
Spirit: +0	Spirit: +0	Spirit: +0

Predictive Analyst	Predictive Analyst	Time Shadow
Gain one extra (Action) on each Investigator turn.	Gain one extra (Action) on each Investigator turn.	When Investigating a Creature or the Elder God, Remove 2 additional Ether.
Ally: Human	Ally: Human	Ally: Occult, Human
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Knights of Titor
Cost: \$\$, 1 (Sanity)	Cost: \$\$, 1 (Sanity)	Cost: 3(Sanity)
Health: 1   Sanity: 3	Health: 1   Sanity: 3	Health: 4: Sanity: 2
Frequency: $\alpha$	Frequency: $\alpha$	Frequency: $\alpha$
Donovan Cruise	Time Golem	Jenna Cleopatra
Max Active Allies: +3 "We're all here. We're all alive. We made it!"	When attacked: Place Time Golem and the attacking creature in Areas Beyond Imagination. At the end of the Investigators Start phase, return both Time Golem and the Creature to the board. The creature loses one Ether.	At the end of the Investigators End phase gain \$ and draw 1 card from the Investigator's Tome.
Ally: Character - Donovan	Ally: Occult	Ally: Character - Jenna C.
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Neutral
Cost: \$, 1(Sanity)	Cost: \$\$, 2(Sanity)	Cost: \$\$\$\$
Health: 4   Sanity: 2	Health: 3   Sanity: 1	Health: 1   Sanity: 1
Frequency: $\alpha$	Frequency: $\delta$	Frequency: $\theta$
Wristwatch	Wristwatch	Stopwatch
The bearer of the Wristwatch gains one free (action) to activate abilities.	The bearer of the Wristwatch gains one free (action) to activate abilities.	3(Action): The Cultist loses one (action) on their next turn. "Time is not on your side."
Equipment - Tech	Equipment - Tech	Equipment - Tech
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Knights of Titor
Cost: \$\$\$	Cost: \$\$\$	Cost: \$\$
Frequency: $\gamma$ , $\beta$	Frequency: $\gamma$ , $\beta$	Frequency: $\gamma$ , $\beta$
Spirit: +0	Spirit: +0	Spirit: +0

Time Shadow	Time Shadow	Dick, Private Eye
When Investigating a Creature or the Elder God, Remove 2 additional Ether.	When Investigating a Creature or the Elder God, Remove 2 additional Ether.	During the Investigators Start phase, destroy one of the Cultist's Followers.  "Case closed. But still open. Until I solve it."
Ally: Occult, Human	Ally: Occult, Human	Ally: Character - Dick
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Neutral
Cost: 3(Sanity)	Cost: 3(Sanity)	Cost: \$\$\$
Health: 4: Sanity: 2	Health: 4: Sanity: 2	Health: 3   Sanity: 5
Frequency: $\alpha$	Frequency: $\alpha$	Frequency: $\gamma$
Minor Ward	Minor Ward	Minor Ward
Immediately destroy a Creature with 2 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.	Immediately destroy a Creature with 2 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.	Immediately destroy a Creature with 2 Ether or less that attacks the bearer, or targets them with an ability. Then Destroy this Equipment.
Equipment - Ward, Occult	Equipment - Ward, Occult	Equipment - Ward, Occult
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$	Cost: \$	Cost: \$
Frequency: $\gamma, \beta, \alpha, \theta, \delta$	Frequency: $\gamma, \beta, \alpha, \theta, \delta$	Frequency: $\gamma, \beta, \alpha, \theta, \delta$
Spirit: +0	Spirit: +0	Spirit: +0
Chrono Detonator	Chrono Detonator	Turing Sphere
When Investigating a Creature or the Elder God you may choose to destroy the Chrono Detonator. If you do place the target of your Investigation into the Areas Beyond Imagination with 5 counters. At the end of the Cultist's Start Phase remove one counter. When the last counter is removed, the target of the Chrono Detonator returns to the board.	When Investigating a Creature or the Elder God you may choose to destroy the Chrono Detonator. If you do place the target of your Investigation into the Areas Beyond Imagination with 5 counters. At the end of the Cultist's Start Phase remove one counter. When the last counter is removed, the target of the Chrono Detonator returns to the board.	(Action): Look at the top 3 cards of the Investigators Tome. Draw 2 of those cards, then shuffle the final card to the bottom of the Tome.
Equipment - Tech, Occult	Equipment - Tech, Occult	Equipment: Tech, Occult
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Knights of Titor
Cost: \$\$\$\$\$	Cost: \$\$\$\$\$	Cost: \$\$\$\$
Frequency: $\gamma, \beta, \alpha$	Frequency: $\gamma, \beta, \alpha$	Frequency: $\beta, \alpha$
Spirit: -1	Spirit: -1	Spirit: +0

Nanoweave Vest	Nanoweave Vest	The Big Iron
When a Creature attacks, prevent 3 Health damage to the bearer of Nanoweave Vest.	When a Creature attacks, prevent 3 Health damage to the bearer of Nanoweave Vest.	<ul style="list-style-type: none"> <li>• If the Investigator is the bearer: once per turn when you Investigate, destroy one of the Cultist's followers.</li> <li>• If an Ally is the bearer: when attacked, prevent 1 Health damage, then remove one Ether from the attacking Creature.</li> <li>• An Ally or the Investigator can only equip one Big Iron.</li> </ul>
Equipment: Tech, Armor	Equipment: Tech, Armor	Equipment: Weapon
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$\$\$\$	Cost: \$\$\$\$	Cost: \$
Frequency: $\gamma$ , $\beta$ , $\alpha$ , $\theta$ , $\delta$	Frequency: $\gamma$ , $\beta$ , $\alpha$ , $\theta$ , $\delta$	Frequency: $\gamma$ , $\beta$ , $\alpha$ , $\theta$ , $\delta$
Spirit: +0	Spirit: +0	Spirit: +0
Time Dilation	Time Dilation	Paradox Shield
Choose a Scheme in play with Power Tokens on it. Remove all Power Tokens from that Scheme.	Choose a Scheme in play with Power Tokens on it. Remove all Power Tokens from that Scheme.	<p>Play this spell in Hidden Mode. When a Creature attacks, activate it.</p> <p>The attacking creature deals no damage. For each point of damage it would deal, shuffle the top card of your Graveyard onto the bottom of your tome.</p>
Spell	Spell	Spell
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Knights of Titor
Cost: 3(Sanity)	Cost: 3(Sanity)	Cost: 3(Sanity)
Target: Cultist Scheme	Target: Cultist Scheme	Target: Creature
Tips From the Future	Networking Event	Networking Event
<p>Requirement: The Investigator is the bearer of Tech Equipment</p> <p>Place this event in Hidden mode on the board. In response to any attack, you may make this Scheme active. The attack and any effects are negated. The Investigator gains \$\$\$\$\$</p>	<p>Requirement: At least 1 ally on the board.</p> <p>Search the Investigators Tome for an Ally and place them on the board.</p>	<p>Requirement: At least 1 ally on the board.</p> <p>Search the Investigators Tome for an Ally and place them on the board.</p>
Event	Event	Event
Faction: Knights of Titor	Faction: Neutral	Faction: Neutral
Cost: None	Cost: \$\$\$	Cost: \$\$\$
Target: Creature	Target: Tome	Target: Tome

<b>The Big Iron</b>	<b>Silent Boots</b>	<b>Silent Boots</b>
<ul style="list-style-type: none"> <li>• If the Investigator is the bearer: once per turn when you Investigate, destroy one of the Cultist's followers.</li> <li>• If an Ally is the bearer: when attacked, prevent 1 Health damage, then remove one Ether from the attacking Creature.</li> <li>• An Ally or the Investigator can only equip one Big Iron.</li> </ul>	<ul style="list-style-type: none"> <li>• If the Investigator is the bearer: once per turn when you Investigate, ignore one Defending Creature.</li> <li>• If an Ally is the bearer: Creatures cannot attack this Ally.</li> </ul>	<ul style="list-style-type: none"> <li>• If the Investigator is the bearer: once per turn when you Investigate, ignore one Defending Creature.</li> <li>• If an Ally is the bearer: Creatures cannot attack this Ally.</li> </ul>
Equipment: Weapon	Equipment: Weapon	Equipment: Weapon
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$	Cost: \$\$	Cost: \$\$
Frequency: γ, β, α, θ, δ	Frequency: γ, β, α, θ, δ	Frequency: γ, β, α, θ, δ
Spirit: +0	Spirit: +0	Spirit: +0
<b>Paradox Shield</b>	<b>Banish</b>	<b>Banish</b>
<p>Play this spell in Hidden Mode. When a Creature attacks, activate it.</p> <p>The attacking creature deals no damage. For each point of damage it would deal, shuffle the top card of your Graveyard onto the bottom of your tome.</p>	<p>Target an active creature or the Elder God. Remove 1 Ether from the target for each active Ally on the board.</p>	<p>Target an active creature or the Elder God. Remove 1 Ether from the target for each active Ally on the board.</p>
Spell	Spell	Spell
Faction: Knights of Titor	Faction: Neutral	Faction: Neutral
Cost: 3(Sanity)	Cost: 2(Sanity)	Cost: 2(Sanity)
Target: Creature	Target: Creature, Elder God	Target: Creature, Elder God
<b>Meme Stocks</b>	<b>Discovering the Elder Sign</b>	<h1>Dimensional Portal</h1>
<p>Requirement: Gain \$\$\$ or more the turn this Scheme is played.</p> <p>At the end of the Investigators next Start phase, the Investigator gains \$\$\$\$\$</p>	<p>Requirement: Level 3 or higher Dimensional Portal active.</p> <p>Seal a Dimensional Portal you Investigated this turn.</p>	
Event	Event	
Faction: Neutral	Faction: Neutral	
Cost: \$\$	Cost: None	
Target: Investigator	Target: Dimensional Portal	

Tome of Insight	Tome of Insight	Timeshift
Investigator Only: When Investigating, remove one additional Ether. If you gain a Clue token, gain an additional Clue token.	Investigator Only: When Investigating, remove one additional Ether. If you gain a Clue token, gain an additional Clue token.	Place the Investigator in Areas Beyond Imagination. Place Timeshift on the board with 5 counters. During the Investigators Start Phase, remove one counter from Timeshift. When Timeshift has 0 counters, return the Investigator to the board. Move all the Investigators cards in their Graveyard, Areas Beyond Imagination, and Schemes in hand to the Investigators Tome. Then remove Timeshift from the game.
Equipment: Occult	Equipment: Occult	Spell
Faction: Knights of Titor	Faction: Knights of Titor	Faction: Knights of Titor
Cost: \$\$\$	Cost: \$\$\$	Cost: 5(Sanity)
Frequency: $\beta$	Frequency: $\beta$	Target: Investigator
Spirit: +2	Spirit: +2	
Destroy Ether	Arrival	Tips From the Future
Target one Ether on an active Creature. Remove that Ether from the game.	Requirement: No Allies or Equipment on the board.  Search your Tome for one Ally and place them on the board. Then search your Tome for one Equipment of cost \$\$ or less and equip the Investigator with it.	Requirement: The Investigator is the bearer of Tech Equipment  Place this event in Hidden mode on the board. In response to any attack, you may make this Scheme active. The attack and any effects are negated. The Investigator gains \$\$\$\$\$
Spell	Event	Event
Faction: Neutral	Faction: Knights of Titor	Faction: Knights of Titor
Cost: 3(Sanity)	Cost: 4(Sanity)	Cost: None
Target: Ether	Target: Investigator's Tome	Target: Creature
Lorne Tudor		
When Lorne Tudor Investigates the Cultists Tome, he may also look at the top card in his Tome. He may shuffle that card to the bottom of his Tome.		
Max Active Allies: 5		
Tome: +0		
Spirit: +0		
Faction Allegiance: +0		
Frequency: $\beta$		