

<p>Stephanie Alexander</p> <p>Character</p> <p>You may add the Tome of Ath-Motep card from the Item Deck to your hand at the start of the game.</p>	<p>Marcus Adams</p> <p>Character</p> <p>You may use any Item Card in your hand as a Weapon of Strength 1.</p>	<p>Steven Edmonton</p> <p>Character</p> <p>You may, at the start of your turn, place one card from your hand on the bottom of the Item Deck. Then, draw a card.</p>
<p>Kelly Richardson</p> <p>Character</p> <p>If, at the start of your turn, you have only one card in hand, you may draw a card from the Item Deck.</p>	<p>Not Possessed</p> <p>Possession</p> <p>You win by killing the Possessed character or surviving to the end of the night.</p>	<p>Not Possessed</p> <p>Possession</p> <p>You win by killing the Possessed character or surviving to the end of the night.</p>
<p>Not Possessed</p> <p>Possession</p> <p>You win by killing the Possessed character or surviving to the end of the night.</p>	<p>Possessed</p> <p>Possession</p> <p>You win by killing the other players.</p>	<p>Car Broke Down</p> <p>Scenario</p> <p>You may add the Tire Iron card from the Item Deck to your hand at the start of the game.</p>

<p style="text-align: center;">Lost A Bet</p> <p style="text-align: center;">Scenario</p> <p>When you die, your killer may not take any cards from your hand.</p>	<p style="text-align: center;">Breaking In</p> <p style="text-align: center;">Scenario</p> <p>You may Scavenge twice per turn. On the second Scavenge attempt, you fail on 1, 2, or 6.</p>	<p style="text-align: center;">Seeing If The Rumors Are True</p> <p style="text-align: center;">Scenario</p> <p>You may add the Old Grimoire card from the Item Deck to your hand at the start of the game.</p>
<p style="text-align: center;">2x4</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">1</p>	<p style="text-align: center;">Flower Pot</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">1</p>	<p style="text-align: center;">Torrence Family Portrait</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">1</p>
<p style="text-align: center;">Broken Beer Bottle</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">1</p>	<p style="text-align: center;">Power Drill</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">2</p>	<p style="text-align: center;">Tire Iron</p> <p style="text-align: center;">Weapon</p> <p style="text-align: right;">2</p>

<p style="text-align: center;">Crowbar Weapon</p> <p style="text-align: right;">2</p>	<p style="text-align: center;">Wrench Weapon</p> <p style="text-align: right;">2</p>	<p style="text-align: center;">Bloodied Knife Weapon</p> <p style="text-align: right;">1</p>
<p>Fire Extinguisher Weapon</p> <p style="text-align: right;">2</p>	<p>Hunting Shotgun Weapon</p> <p>You must discard a Spare Ammo card from your hand to use this card.</p> <p style="text-align: right;">5</p>	<p>Grandfather's Saber Weapon</p> <p style="text-align: right;">3</p>
<p style="text-align: center;">Lucky Rook</p> <p>This card is only usable by Stephen Edmonton. Look at the top three cards of the Item Deck, then put them back in any order.</p>	<p style="text-align: center;">Focus of the Lunarch</p> <p>This card is only usable by Stephanie Alexander. You may use this card immediately after another player uses an Item. Ignore all effects of that item, and put that item in the Discard Pile.</p>	<p style="text-align: center;">Homecoming Crown</p> <p>This card is only usable by Kelly Richardson. You may use this card immediately after discarding a card in order to draw a card from the Item Deck.</p>

<p style="text-align: center;">Worn Football</p> <p>This card is only usable by Marcus Adams. Whenever you use this card as a Weapon card, it has a Strength of 3, not 1.</p>	<p style="text-align: center;">Voodoo Doll</p> <p>You may use this card immediately after another player selects you as the target of a Weapon card, to select another player. That new player is the new target for the attack.</p>	<p style="text-align: center;">Haunted Totem</p> <p>You may use this card immediately after another player selects you as the target of a Weapon card, to force that player to discard one card from their hand.</p>
<p style="text-align: center;">Icon of Ath-Motep</p> <p>You may use this card immediately after another player selects you as the target of a Weapon card, to cancel the attack. The Weapon card used by the attacking player is returned to their hand.</p>	<p style="text-align: center;">Cross</p> <p>You may use this card immediately after another player selects you as the target of a Weapon card, to draw a card.</p>	<p style="text-align: center;">Spare Ammo</p>
<p style="text-align: center;">Spare Ammo</p>	<p style="text-align: center;">Spare Ammo</p>	<p style="text-align: center;">Spare Ammo</p>

<p>Mr. Torrence's Spellbook</p> <p>You may use this card at the start of a Scavenging attempt to automatically succeed at the Scavenging attempt.</p>	<p>Diary of Mr. Torrence</p> <p>You may use this card immediately after rolling the die for Scavenging to reroll your Scavenging roll.</p>	<p>Tome of Ath-Motep</p> <p>You may use this card immediately after rolling the die for Scavenging to have the Scavenging roll succeed on a one.</p>
<p>Old Grimoire</p> <p>You may use this card immediately after rolling the die for Scavenging to have the Scavenging roll succeed on a six.</p>	<p>Smelling Salts</p> <p>Magical Ingredient</p> <p>You may use this card along with three other Magical Ingredients in order to force all players to flip their Possession cards face up.</p>	<p>Eye of Newt</p> <p>Magical Ingredient</p> <p>You may use this card along with three other Magical Ingredients in order to force all players to flip their Possession cards face up.</p>
<p>Eagle's Talons</p> <p>Magical Ingredient</p> <p>You may use this card along with three other Magical Ingredients in order to force all players to flip their Possession cards face up.</p>	<p>Blood of a Lamb</p> <p>Magical Ingredient</p> <p>You may use this card along with three other Magical Ingredients in order to force all players to flip their Possession cards face up.</p>	<p>Trinket of the Lunarch</p> <p>Magical Ingredient</p> <p>You may use this card along with three other Magical Ingredients in order to force all players to flip their Possession cards face up.</p>

<p style="text-align: center;">Bandages</p> <p>Select a player. That player draws a card.</p>	<p style="text-align: center;">Makeshift Tourniquet</p> <p>Select a player. That player draws a card.</p>	<p style="text-align: center;">Pain Pills</p> <p>Select a player. That player draws a card.</p>
<p style="text-align: center;">Defibrillator</p> <p>Select a player. That player draws a card.</p>	<p style="text-align: center;">Syringes</p> <p>Select a player. That player draws a card.</p>	<p style="text-align: center;">Black Ritual Tome</p> <p>Discard 3 cards from your hand. Select one player. That player must flip their Possession Card face-up next to their Character Card. If that player is Possessed, they may draw a card.</p>
<p style="text-align: center;">Trinket of Ath-Motep</p> <p>Discard two cards from your hand. All other players must discard a card.</p>	<p style="text-align: center;">Necklace of Onyx</p> <p>Draw 2 cards .</p>	<p style="text-align: center;">Bottle of Sleeping Pills</p> <p>Move 2 cards from the top of the Item Deck to the Timeline.</p>

<p>Record of Classical Music</p> <p>Move this card to the Timeline.</p>	<p>Dark Seal of Chronology</p> <p>Move one card of your choice from the Timeline to your hand</p>	<p>Eerie Hourglass</p> <p>Move one card from the Timeline to the discard pile, and draw one card from the Item Deck.</p>
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Spectral Sword

Weapon

When you use Spectral Sword, instead of discarding it, return it to your hand. Spectral Sword can only be used once per turn.

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