

## Molly Maxwell Ally — The Exotic Morgana

At the start of your turn, you may discard one item or spell to reveal the top two cards of the spell deck. Gain one of the revealed cards and discard the other.



### Blinding Light Spell-Incantation

As part of a fight or evade action, you may test  $\checkmark$ -1. If you pass, exhaust a monster in your space and deal one damage to that monster.





# Veteran's Grit



Increase your 🍄 and 🎓 by one. Decrease your 🍩 and 👁 by one. Once per test, after you reroll one or more dice, you may reroll one additional die.





#### Stronger Together Talent -- Innate



Once per round, while resolving a test, you may reroll up to one die for each investigator or ally in your space. (You are an investigator in your space.)





#### Teamwork Talent — Innate



Once per round, after an investigator or ally in your space recovers any amount of health or sanity, a different investigator or ally in your space may recover one health or sanity.





### Steno Pad Item - Common

After an investigator discards a focus token, you may place that focus token on this item.

Action: An investigator in your space gains any number of focus tokens from this card.



#### Undying Curse Talent - Innate



At the start of your turn, if you are CURSED, you may perform one additional action.







#### Chase the Scoop Talent — Innate



Action: Discard one focus token to resolve an encounter in your space.





#### Midnight Oil Talent - Innate



After you perform a research action, you may choose to focus one skill of your choice or research one clue (from your player area).





#### Protective Charm Talent – Innate



Once per round, when any investigator draws a 3<sup>c</sup> mythos token, you may ignore that token. If you do, each ready non-**epic** monster moves one space toward you.



#### Unassuming Talent - Innate



Each non-epic, non-hunter monster in your space gains the elusive keyword. (*Those monsters* do not engage investigators in their space unless attacked.)





#### Forewarned Talent — Innate



# After you gain a clue, this talent recovers one health and one sanity.





