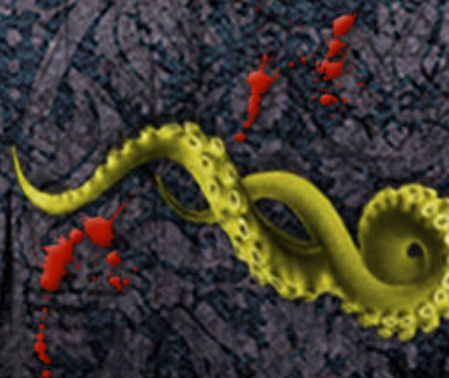




# ELDER SIGN™

INVOCATION 2017







**Daisy Walker**  
*The Librarian*



## Iron Will

Once per day, when a secured die is removed from one of Daisy's spells to complete a task, she may spend 1 sanity to regain that spell instead of returning it facedown to the bottom of the deck.

### Starting Items

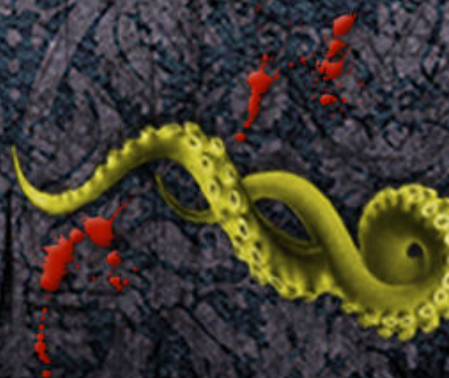




# ELDER SIGN™



INVOCATION 2020







**Harvey Walters**  
*The Professor*



## Strong Mind

Once per roll during his turn, Harvey may change 1 die showing a  result to a  result.

### Starting Items

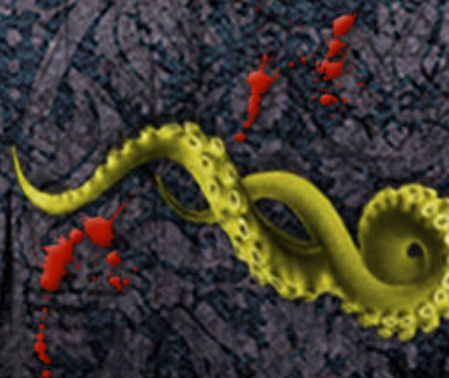






# ELDER SIGN™

INVOCATION 2020







**Jacqueline Fine**  
*The Psychic*



## Precognition

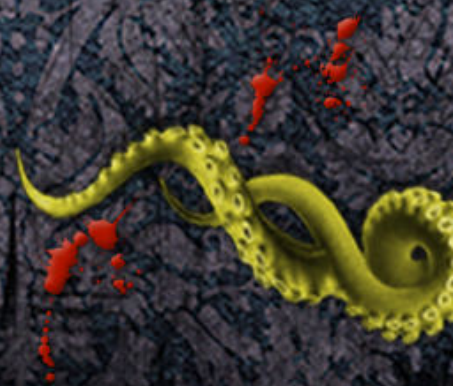
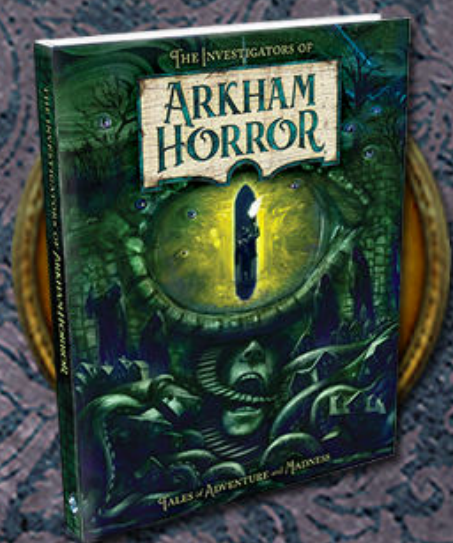
Once per day, when a Mythos card is drawn, Jacqueline may spend 1 clue token to discard that Mythos card without effect and draw a new Mythos card. The second Mythos card then takes effect.

Starting Items





# ELDER SIGN™

The Elder Sign logo is a large, ornate, golden-brown metal sign with a dark blue background. It features the words "ELDER" and "SIGN" in a stylized, metallic font. The sign is framed by a decorative, wrought-iron border. In the center of the sign, there is a circular emblem containing a glowing, blue, flame-like or smoke-like pattern.





**Marie Lambeau**  
*The Entertainer*



## Witch Blood

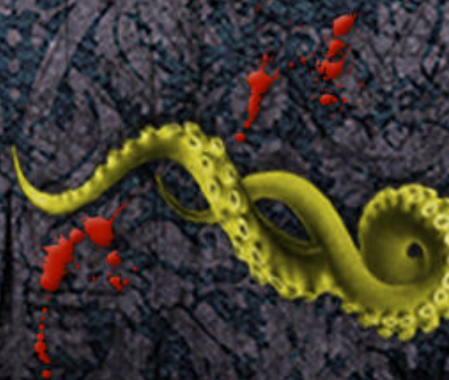
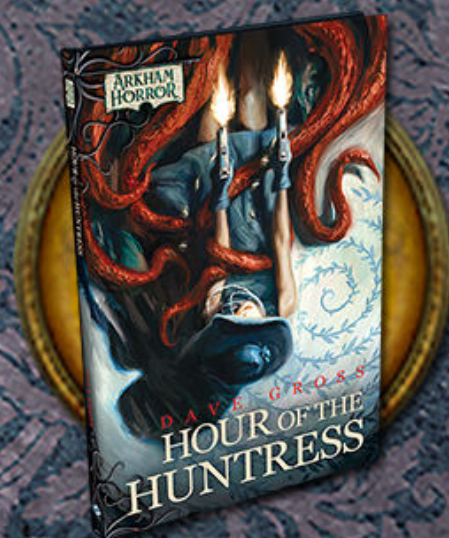
Once per roll during her turn, Marie may spend 3 trophies to choose 1 die and change its result to any other result on that die.

### Starting Items





# ELDER SIGN™







**Jenny Barnes**  
*The Dilettante*



## Trust Fund

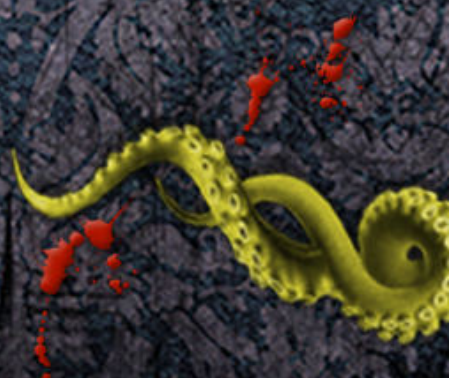
At the start of her Resolution phase, Jenny may discard 1 common item, clue token, or spell to add the yellow and red dice to her dice pool.

### Starting Items





# ELDER SIGN™







**Roland Banks**  
*The Fed*



## **Intuitive**

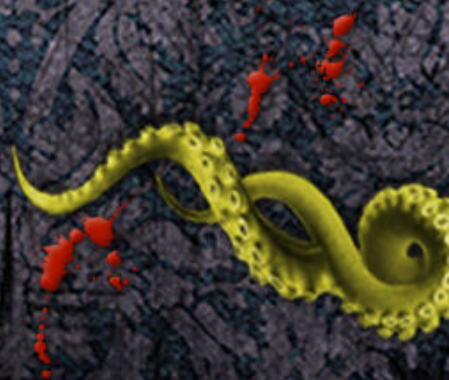
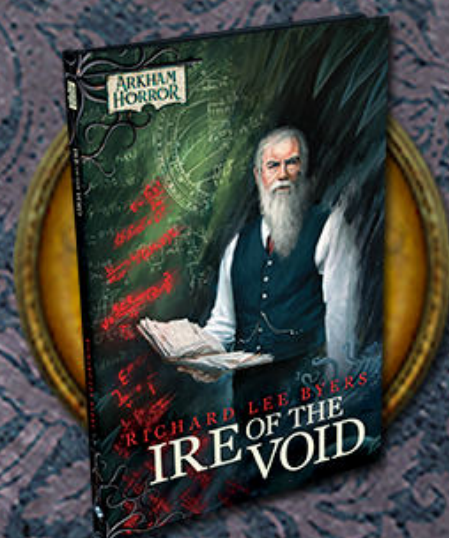
Each time a Mythos card is resolved after setup, Roland gains 1 clue.

### **Starting Items**

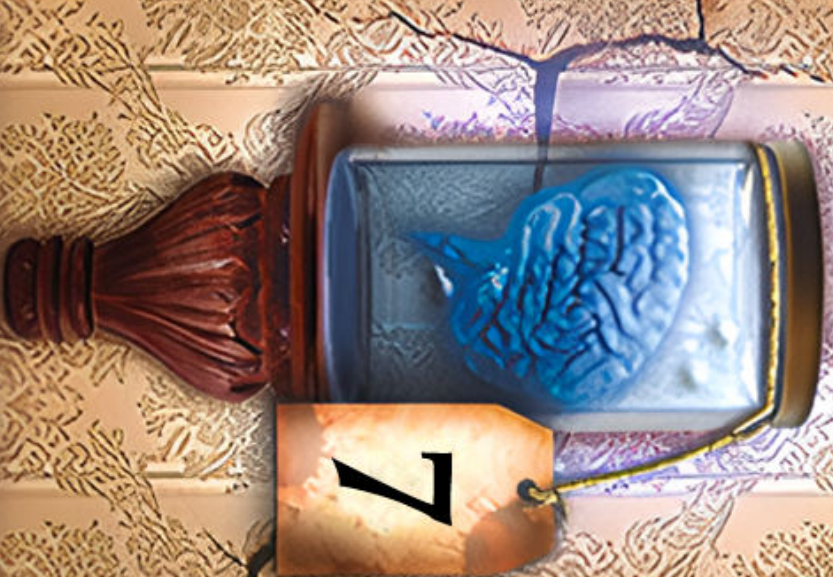




# ELDER SIGN™







**Norman Withers**  
*The Astronomer*



## In the Stars

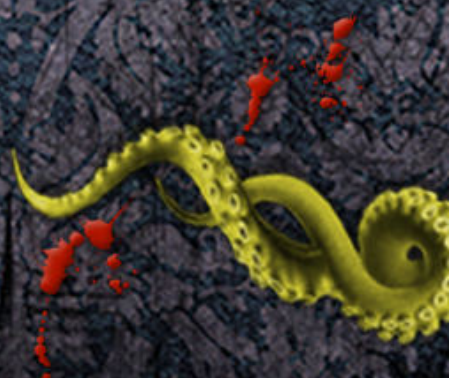
Once per day, when an Other World card is successfully resolved, Norman may draw 1 spell.

Starting Items





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**Silas Marsh**

*The Sailor*



## **Pull of the Tides**

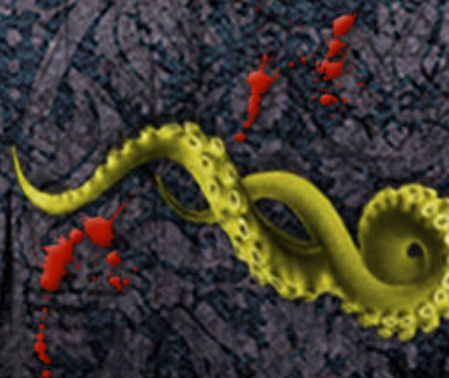
Once per day, during any investigator's turn, Silas may spend 2 stamina or 2 sanity to prevent the clock from advancing.

**Starting Items**





# ELDER SIGN™







**Carolyn Fern**  
*The Psychologist*



## Psychology

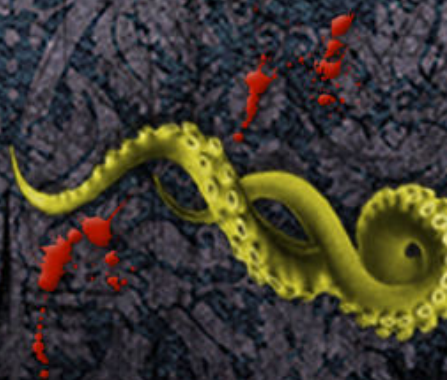
Once per day, at the start of any player's turn, Carolyn may cause any 1 investigator of her choice (including herself) to regain 1 sanity.

### Starting Items





# ELDER SIGN™







**Dexter Drake**  
*The Magician*



## Magical Gift

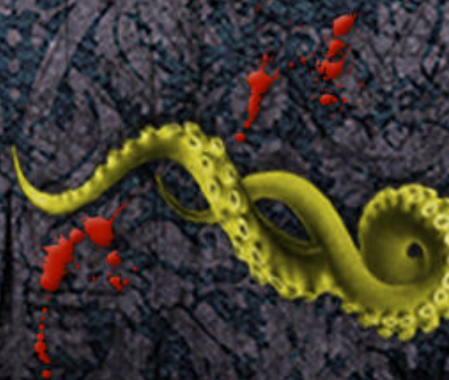
Whenever Drake gains 1 or more  
Spells after setup, he receives 1 extra  
Spell.

### Starting Items





# ELDER SIGN™







**Gloria Goldberg**

*The Author*



## Psychic Sensitivity

While attempting to resolve an Other World card, Gloria may add the yellow and red dice to her dice pool for free.

Starting Items

