

+3

THE HAUNTED HOUSE

MYTHOS ADVENTURE
EXPERIENCE

Your mother always warned you about that old abandoned HOUSE or SITE (one of these) down by the creek. But here you are, sneaking in anyway. On a rickety shelf you discover a TOME so old it nearly crumbles to your touch. You become entranced by the secrets you read, barely escaping the attack of the MONSTER that lurks within this place. You flee to a different INSIDE LOCATION, and the safety of a STEADFAST ALLY.

+5

THE INTERESTING SHOP

MYTHOS ADVENTURE
EXPERIENCE

Spend the day traveling about town searching for that just-right knick-knack to adorn your mantle. Visit 4 different CITY LOCATIONS where you might find an ARTIFACT or TOME and find one thing that costs you at least 1 Sanity point.

+7

THE OUTSIDER

MYTHOS ADVENTURE
EXPERIENCE

A eerie CORRUPT CULTIST moved into the HOUSE with a Gate at the edge of town. You spied him hauling THREE ARTIFACTS or TOMES into the storied place by the light of the WAXING MOON. Rushing back to the BUSINESS, the TOWNFOLK RIOT in response to your warning, interrupting his foul ritual IN THE NICHE OF TIME.

+6

THE THERON-MARKS SOCIETY

HEROIC ADVENTURE

You are not alone. The Theron-Marks Society believes your wild stories of a MONSTER. We'll help you take care of that PHOBIA, as well. Our members will examine that odd TOME with that supposed SPELL that you found in the COUNTRY HOUSE. When you are feeling better, you and those TWO STEADFAST ALLIES are welcome to return as proud members of the Theron-Marks Society. One final thing—bring a WEAPON.

+6

YOUR FIRST BIG STORY

MYTHOS ADVENTURE
EXPERIENCE

The local newspaper wants your story! To get this story published, you must include the following elements that show a disturbing trend: search for evidence in THREE GATE LOCATIONS located in three different cities or towns; have known an ALLY that costs you Sanity; discover a TOME or ARTIFACT as evidence, and get back to a PRESS LOCATION while it is DAY.

1

BOOK OF DZYAN
ENGLISH

TOME



Can also find one Yellow Sign Spell in this Tome if *Aldebaran Moves in the Sky* is in play.

1

CALL OF CTHULHU
ENGLISH

TOME



"Re-roll" your Investigator. As your turn and while a *Waning Moon* is in play, Discard this card (plus any spells) and exchange your Investigator Card for another. The Education value on the new card may not be the same as that of another Investigator already in play. Current Sanity points do not change.

3

CTHAAT AQUADINGEN
GERMAN

TOME



While this Tome is in play, increase the total value of your Threat by 1 point if *Deep Ones*, *Father Dagon*, or *Mother Hydra* are part of your Threat.

2

CULTES DES GOULES
FRENCH

TOME



While this Tome is in play, increase the total value of your Threat by 1 point if any Living Dead are a part of it.





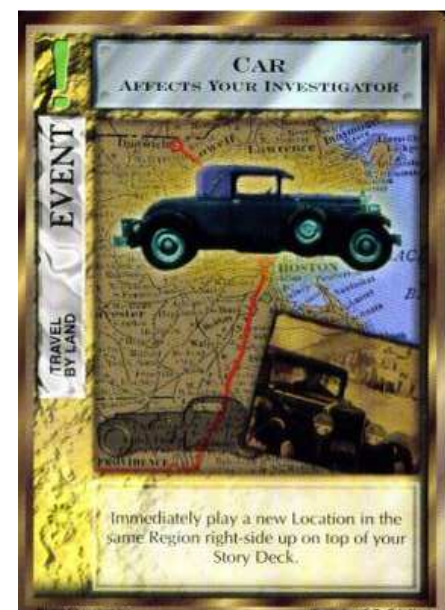
















!

EVENT

PHOBIA

IATROPHOBIA

AFFECTS OPPONENT'S INVESTIGATOR

Fear of Doctors. Lose 1 Sanity point at the beginning of each turn that a Sanitarium is the top card of your Story Deck. You may not remove this Phobia in a Sanitarium.

!

EVENT

IN THE NICK OF TIME

AFFECTS PASSING

Play this card, and the Pass by a player on an earlier turn is voided—no Passes have been announced for the current Round. You may immediately play a second card.

!

EVENT

EPIDEMIC

INFLUENZA

AFFECTS OPPONENT'S ALLIES

Randomly choose one Ally that opponent must Bury. Each other player's Investigator also in the same Region must also randomly Bury one Ally. Then, Bury this card.

!

EVENT

INSTABILITY IN THE MYTHOS

AFFECTS OPPONENT'S THREAT

If the target Threat contains more than three cards, including any Great Old One or Outer Gods, randomly Discard three. Then, Bury this card.

!

EVENT

INSTABILITY IN THE MYTHOS

AFFECTS OPPONENT'S THREAT

If the target Threat contains more than three cards, randomly choose two cards and add them to your Threat as if you summoned them (place crosswise). Bury them in your opponent's Story Deck at the end of Combat. Then, Bury this card.

!

EVENT

PHOBIA

MONOPHOBIA

AFFECTS OPPONENT'S INVESTIGATOR

Fear of Being Alone.
Lose 1 Sanity point each time you lose an Ally.

!

EVENT

DAY

NEW MOON

AFFECTS ALL INVESTIGATORS

No effect on Day Events, but if none are in play then it is Day. Bury Night Events. Bury this card if any Day or Night Event is played.

!

EVENT

PHOBIA

OBSSIVE/COMPULSIVE

AFFECTS OPPONENT'S INVESTIGATOR

Repeated behavior.
At the beginning of each Round, lose 1 Sanity point and reshuffle your Mythos Deck and all discards.

!

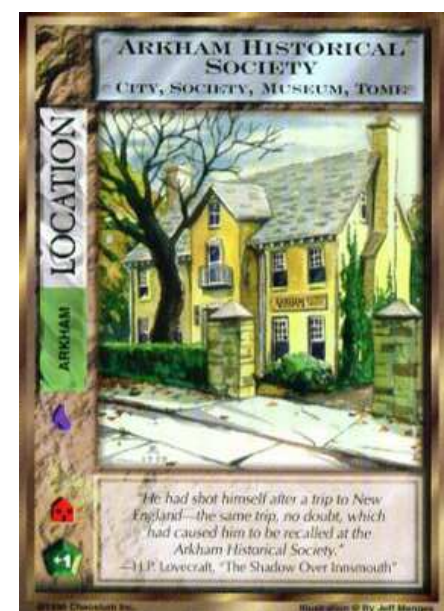
EVENT

POLICE INVESTIGATION

AFFECTS OPPONENT'S HAND

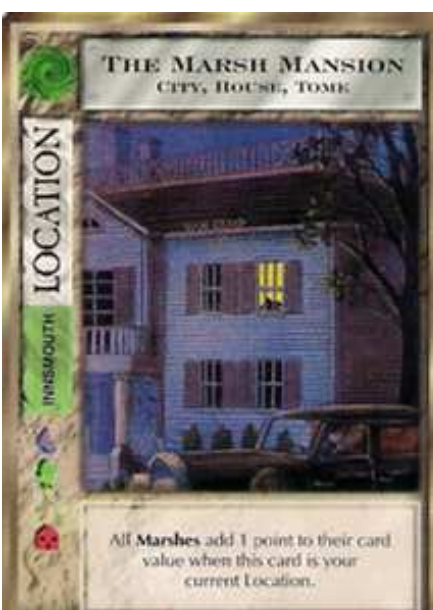
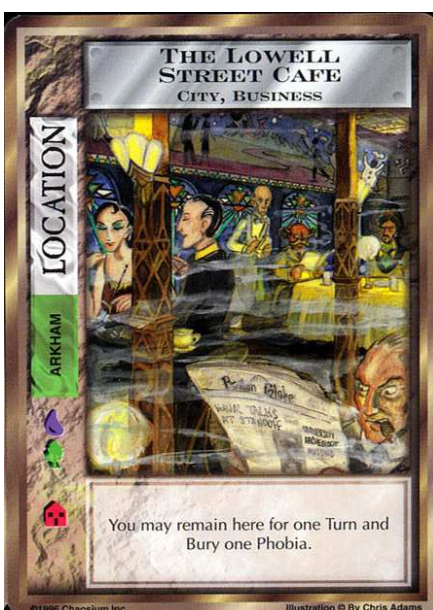
At the beginning of the next Round, the local police confiscate four cards from opponent's hand. Opponent draws four cards fewer than usual. Bury this card at the end of the Round.











THE UNNAMABLE HOUSE
CITY, HOUSE

LOCATION

ARKHAM

...the utter blackness of the spot brought by the intervention of a tottering, deserted seventeenth-century house...
—H.P. Lovecraft, "The Unnamable"

THE WAITE HOUSE
CITY, HOUSE, TOME, ARTIFACT

LOCATION

INNSMOUTH

All **Waites** add 1 point to their value when this card is your current Location.

THURSTON'S TAVERN
CITY, BUSINESS

LOCATION

PROVIDENCE

You may remain here for one Turn and Bury one Phobia.

WARD MANSION
CITY, HOUSE, TOME

LOCATION

PROVIDENCE

"It now remained to take off the panelling and remove it to the Ward home, where provisions were made for its thorough restoration and installation...in Charles's third-floor study or library."
—H.P. Lovecraft, "The Case of Charles Dexter Ward"

2

ABIGAIL WINTHROP MARSH
STEADFAST WIFE,
KNOWS ENGLISH

ALLY

INNSMOUTH

Add 2 points to the value of this card while any other **Marsh** card is in play as an Ally.

2

ALBERT N. WILMARTH
STEADFAST M.U. PROFESSOR,
KNOWS ENGLISH, LATIN & GREEK

ALLY

ARKHAM

"It is a wonder that I did not drop flashlight, valise, and revolver in my wild scramble, but somehow I failed to lose any of these."
—H.P. Lovecraft, "The Whisperer in Darkness"

4

ALBERT SHINY
CORRUPT FRIEND,
KNOWS ENGLISH

ALLY

ANY CITY

Does not use Weapons. While this card is in play, you may Discard any **Shoggoth** that attacks your investigator at the moment that it is revealed. At the end of that Round, Bury poor Albert in your Story Deck.

2

AMMI PIERCE
STEADFAST FARMER,
KNOWS ENGLISH

ALLY

MISKATONIC VALLEY

While he is in play, add one to the Maximum number of cards that you may keep in your Hand. Cumulative with other Allies that raise your Maximum.

1

ANN WHITE
STEADFAST HOUSEKEEPER,
KNOWS ENGLISH

ALLY

PROVIDENCE

Add 1 point to this card's value when either **Rhoby Harris** or **Mercy Dexter** is in play.





