

+12

ASSAULT ON Y'HA-NTHLEI

HEROIC ADVENTURE

After your STAND AGAINST THE ORDER, find amidst the rubble the POMESE SCRIPTURE, K'LEH-TEXT, or CHHAY AQMADINHO (one of these, not in English), revealing a dire plot against humanity. Convince a STEADFAST SOLDIER of this threat, and he calls in the Navy. A U-BOAT (Travel Underwater) attacks the underwater city of Y'HA-NTHLEI. Two DEEP LUNG and a SMOOTH counterattack lead by FATHER DAGON or MOTHER HYDRA. Clad only in a DIVING SUIT, dash your SPIRIT OF BATH to the ground, saving the inhuman edifice forever.

MYTHOS EXPERIENCE

+2

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+7

ONE OF THE CIRCLE

MYTHOS ADVENTURE

The Cthulhu Mythos took form when various writers wrote to one another and built on each others' creations. You, too, can become one of this circle. Of course, take inspiration from EDGAR ALLEN POE and LORD DUNSANY. Then, start writing to H.P. LOVECRAFT, ROBERT W. CHAMBERS, and ARTHUR MACHEN. Finally, write a TOME of your own.

MYTHOS EXPERIENCE

+2

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+5

THE CRUISE

MYTHOS ADVENTURE

Begin in a CITY/WATER Location. TRAVEL BY SEA to sail to a SOUTH PACIFIC Location and speak with the STEADFAST CHIEF. Then use another TRAVEL BY SEA to get back to a different CITY. There must, of course, be a STORM at sea along the way.

MYTHOS EXPERIENCE

+2

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+7

THE ROYAL GEOGRAPHIC SOCIETY

HEROIC ADVENTURE

Tell us tales of (one Location each) Lovecraft Country SITES, CATACOMBS in Europe, and TOMBS in the Middle East. We expect your circle of friends to include (four total Allies) AUTHORS, ARTISTS, a SCHOLAR or PROFESSOR, and an INVENTOR or EXPLORER. Your fine gift to our humble lodge of a scandalously dangerous ARTIFACT or TOME costing at least 1 Sanity point only proves your generosity.

Welcome to the Society!

HEROIC ADVENTURE

+2

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+11

THE STRANGE CASE OF CHARLES FORT

HEROIC ADVENTURE

Working with a PROFESSOR or INVENTOR, you uncover disturbing correlations between certain celestial phenomena (ALDEBARAN MOVES IN THE SKY, the FULL MOON, and an ECLIPSE) and earthly disasters including EARTHQUAKE, STORM, and DROUGHT. Field work takes you to two LOCATIONS in two different REGIONS.

HEROIC ADVENTURE

+2

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+7

THE TEMPLE

MYTHOS ADVENTURE

The legends of Lost Atlantis thrive in every culture. Behind every legend, however, lies a kernel of Truth. TRAVEL UNDERWATER (U-Boat) from any WATER LOCATION to the LOST TEMPLE OF ATLANTIS, using the DISK OF THE HYADES to find your way. Go to the Temple, and find a TOME. Then, return to a different WATER LOCATION.

MYTHOS EXPERIENCE

+2

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BOOK OF DZYAN
ATLANTEAN

ARTIFACT

You know the languages of Chinese and Hyperborean while this card is in play.

HEROIC ADVENTURE

+3

Illustration © By W. West Smith

3

BOOK OF EIBON
ATLANTEAN

TOME

Draw one additional card at the beginning of each Round while this card is in play. Not cumulative with other cards that allow you to increase hand size.

HEROIC ADVENTURE

+3

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BOOK OF EIBON
HYPERBOREAN

TOME

Draw one additional card at the beginning of each Round while this card is in play. Not cumulative with other cards that allow you to increase Hand size.

HEROIC ADVENTURE

+4

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