

+9

BROTHERHOOD OF THE BLACK PHAROAH

ADVENTURE

The brotherhood is most exclusive. First, you must find a sponsor (an ALLY) who KNOWS ARABIC. You must acquire a personal collection of Mythos ARTIFACTS or TOMES that required at least 7 sanity points to comprehend. You must have travelled to at least six different LOCATIONS in the Middle East.

You are now a member of a Secret Society.

3

+10

MAKE MONEY FAST

ADVENTURE

The OBSESSIVE/COMPULSIVE types are always collecting something. Take, for example, those collectable Mythos cards such as great CTHULHU, evil HERBERT WEST, and the mysterious KITAB AL-AZIF. Keep them out of the harmful rays of DIRECT SUNLIGHT and avoid the UNEXPECTED CALAMITY, and you might find a ~~sucker~~ buyer through a SURPRISE MEETING. They might even bring you enough money to put yourself through a UNIVERSITY.

3

+18

SAVE THE WORLD!

ADVENTURE

Following a MYTHOS EXPERIENCE, you spy an evil CORRUPT ALLY down by THE DOCKS loading an awkward container onto a rusty TRAMP STEAMER. Stealing aboard, you search his cabin, finding two odd TOMES and the ORNE FORMULA. Hide during the DAY. The ship finally anchors at an unknown ISLAND. At a clearing, you develop a PHOBIA from their weird chanting but, screaming, you end their unholy ritual with WEAPON clanging, slaying the foul CULTIST FROM THE PAST. Your quick ELDER SIGN seals the portal just as a GREAT OLD ONE or OUTER GOD begins to manifest. The world is saved... or is it?

3

+8

SECRETS OF THE SILVER TWILIGHT

ADVENTURE

The Silver Twilight demands that you find and translate a TOME in a language that you do not already speak, and learn at least two SPELLS. Come with three ALLIES to our SILVER TWILIGHT LODGE and, before JOHN SCOTT or CARL STANFORD, summon any GREATER Monster.

You are now a member of the Silver Twilight Secret Society.

2

+5

SEEKING EVERLASTING LIFE I

ADVENTURE

The search for everlasting life has consumed the imaginations of dreamers for thousands of years. Ignoring the sage advice of two STEADFAST ALLIES, you shun their company and instead fall in with a CORRUPT ALLY offering the secret of Everlasting Life. He reveals the existence of this elusive goal by showing you a TOME that bears the SKULL icon. Here you discover the RESURRECTION spell. Your dream is possible! Your goal is within reach! (to be continued...)

1

+6

SEEKING EVERLASTING LIFE II

ADVENTURE

After completing the SEEKING EVERLASTING LIFE I Adventure, you must now find a greater teacher (and more dangerous knowledge). Knowing the RESURRECTION SPELL, now find a GRECIAN LEXYTHOS containing the "essential saltes" of an ancient magus, and successfully use the spell and artifact to RESURRECT A CULTIST FROM THE PAST during the NEW MOON. He reveals that you will find everlasting life only by devoting yourself utterly to a GREAT OLD ONE or OUTER GOD.

3

+7

SUMMON GREAT CTHULHU

ADVENTURE

In seeking ultimate power one sometimes finds ultimate power. As a member of a SECRET SOCIETY, you must gather the THREE PIECES OF THE R'LYEH DISK. Then, TRAVEL to the lost island of R'LYEH. By the light of the WAXING MOON invoke CTHULHU with your monstrous chant. You must play this Adventure card while CTHULHU is in play.

From this moment on, discard or bury the Cthulhu card as a result of card play only.

5

+10

THE SUN WORSHIPPER

ADVENTURE

TRAVEL BY CAMEL to three different LOCATIONS in the MIDDLE EAST and meet two ALLIES who SPEAK ARABIC. They speak of an ancient legend foretelling of a coming BROUGHT where the searing eye of god will be revealed in a shaft of DIRECT SUNLIGHT. Using a second CAMEL card, hasten to the GREAT TEMPLE AT KARNAK. There, Summon a FIRE VAMPIRE in propitiatory worship of Amun-Ra, the Sun-God.

3

1

BOOK OF EIBON
ENGLISH

TOME



Originally penned by the mightiest wizard of Hyperborea, the *Book of Eibon* was translated into English in the 15th century by an unknown scholar.













