

+5 **A Lender Be**

FANTASTIC DREAM **ADVENTURE**

You were so enamored of books that your goal was to be a librarian like your mentor **TUKOR**. He set you a task: You must discover **2 TOMES** in different languages, and within them **2 SPELLS** with different icons. You had to travel to **3** different **GREAT LIBRARY OF THE DREAMLANDS** cards, but in the end you succeeded.

When you play this card you may move your Spells among legal Tomes and Allies who can know a Spell.

+2

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+8 **A Midsummer Night's Dream**

MYTHOS EXPERIENCE **ADVENTURE**

When **THE CHILDREN HAVE SWEET DREAMS**, you are finally able to rest. Falling asleep, you leave your **Waking World HOUSE** behind and find yourself wandering through the **GATE OF DEEPER SLUMBER** and into the **CAVERN OF FLAME**. Then, the **NIGHTMARE** strikes! You wake to find yourself at a **Waking World SITE**! How did you get here? And what's that you're holding?

If you are in the Waking World when this card is played, you may also play one **Dreamlands Artifact** or **Tome**.

+2

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+7 **Armed and Clueless**

FANTASTIC DREAM **ADVENTURE**

You first came across it in the old **RUINS**. What is this **ENCHANTED WEAPON**, and how does it work? You knew the ancient **DREAMER** could figure it out, but how to find him? You traveled to a **LOCATION** in the **EAST**, and then a **LOCATION** in the **WEST**, and finally found him in an **EXOTIC LOCATION**.

+2

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+5 **Beyond Your Wildest Dreams**

FANTASTIC DREAM **ADVENTURE**

All your life you thought magic a child's myth, but now you know the magnificent truth! To begin your journey to a distant **EXOTIC LOCATION** - first **TRAVEL BY LAND**, and then **TRAVEL BY AIR**. Once there, with the proper **STAR** in the sky, you take out the ancient **TOME** and chant the **SPELL** found within. You perform the magical rites of initiation, and now may call yourself a **PRIEST** of the eternal powers.

+2

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+12 **Carter's Quest**

HEROIC ADVENTURE **ADVENTURE**

Using **CARTER'S CLOCK**, you set up with fellow explorer **RANDOLPH CARTER** at a **SITE** during a **FANTASTIC DREAM**. He told you about **THE SNAKE-DEN**, near the **LAIR** of a **MONSTER**. To reach it you traveled on a **ZEBRA** or **YAK** (choose one) and met a **CORRUPT CULTIST** who knew the way to the **ISLAND LOCATION**. You and your **FRIEND** went on to the **CASTLE OF THE GREAT ONES ON KADATH**, and then returned to tell your story to the **KING**.

+2

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+6 **Come Sail Away**

MYTHOS EXPERIENCE **ADVENTURE**

Living in a quiet **KINGSPORT LOCATION**, you thought your life would never change. But one day the old **SEAMAN** invited you to **TRAVEL BY SEA** to lands he said you had never even imagined. Saying good-bye to your old friend **BASIL ELTON**, you set sail across the starlit seas. After what seemed like months of drifting with the winds, you saw a **LIGHTHOUSE** in the distance, and finally made **PORT** at a **DREAMLANDS LOCATION**.

+2

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+10 **Days of Wine and Roses**

FANTASTIC DREAM **ADVENTURE**

The roses were blooming by the **HOUSE LOCATION** in **Kingsport** when you first noticed the **SUN SPOTS**. As if in a dream you traveled to the **HARBOR OF CELEPHAIS**, where you played the **LUTE OF OONAI** and drank the **WINE OF PNOTH**. But alas, with **EVENING** comes sorrow, and you lost your beloved **STEADFAST ALLY** to the **AWFUL DOOM OF CERRIT**.

+2

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+8 **Doomed if You Do**

CORRUPT ADVENTURE **ADVENTURE**

The power must be yours! You listened to the whispers of your **LIVING DEAD ALLY** and became obsessed with learning the secrets of the Gods. Searching all over **MNAR** (3 different **Locations**), you finally discovered an elusive **BEING OF IB** who would teach you the rites to propitiate the Great Old One **BOKRUG**. In the favor of the god, you were taught the **SPELL** that can only be found in the **TOME** with a **Dream Icon**.

+3

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+5 **Four-Armed is Forewarned**

HEROIC ADVENTURE **ADVENTURE**

Ah, the lure of the mysterious underworld - what will you meet in the dark land of the realm of dream? It is wise to go prepared, and so you bring your favorite **WEAPON** and an **EXPLORER**. By **NIGHT** you travel deep to **TWO** different **UNDERWORLD LOCATIONS**. But how could you have known of the terrible horror of the towering **GUG?**? Your **Weapon** and **Ally** protect you; still you cannot erase that dark memory that etched a **PHOBIA** into your psyche.

+2

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+13

If I Ran the Zoog

HEROIC ADVENTURE

I'd galump on the back of my big hairy **YAK**,
 To **TRAVEL** so far by the light of a **STAR**
 To the dark **OPAL THRONE** where the **KING** sits alone
 Corraling, at noonith, a burrowing **VOONITH**.
 And in the **VALE OF PNOTH** snag a big **BUOPOTH**.
 I would capture a **GUG** in the **TEMPLE OF BOKRUG**,
 and then to the glen where they're dancing to fugues those whirlingly, twirlingly,
ANGRY ZOOGS.

+3

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+8

Moon Quest

CORRUPT ADVENTURE

One **NIGHT**, as the Moon's silvery light slides across your sleeping face, you are met by the **KING OF ILEK-VAD**, who asks you to accompany him on his journey to capture an exotic creature on the Moon. To get there, you must meet with a disreputable **MERCHANT** in an unsavory **LOCATION** (any **Location** that costs **Sanity**). He takes the two of you in the hold of his noisome **BLACK GALLEY** to the **FAR SIDE OF THE MOON**, where you encounter a **MOON-BEAST** and return with it to his kingdom.

+4

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+5

Perchance...

FANTASTIC DREAM

It was a quiet **DAY** as you sat dreamily enjoying the **WINE OF PNOTH** that your friend had brought back from her trip to the old country. Then, in what seemed an instant, the sky turned black; a **TWISTER** ripped your **HOUSE** into the sky and dropped you down outside a glittering **PALACE**. Luckily your house crushed a **MONSTER**. What an **EVENT!** Was it all a dream?

+1

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+5

The Art of Magic

CORRUPT ADVENTURE

Learning the Art of Magic is not simple. You must visit a **LIBRARY**, a **SITE**, and a **COUNTRY GATE LOCATION** to gain knowledge. Meet with **TWO ALLIES** that are either **Spiritualists**, **Occultists**, **Priests** or **Dreamers**. Only then will you be able to translate a **TOME** with the **Dream Icon**, and learn a **SPELL**.

+2

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+6

The Even Stranger Case of Charles Fort

MYTHOS EXPERIENCE

When you began investigating strange phenomena for that fine **GENTLEMAN**, you didn't quite know what you were getting in to. The **RAIN OF FISH** and **SWARM OF INSECTS** scared you a bit, but you didn't develop a **PHOBIA** until the **STRANGE HUMANOID ENCOUNTER**. You've decided to try and get away from it all in the **COUNTRY**. If that doesn't work, you'll head out to a **PORT** or **STATION** and leave town. The truth is out there...

+2

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+7

The Gathering

HEROIC ADVENTURE

Before any great quest, there must first come a gathering of forces. To unite your companions, the **CHIEF**, the **PRIEST**, the **MERCHANT**, and the **DREAMER**, you must journey to **THREE LOCATIONS** in different cities, towns or villages. To equip yourself, you must find your destined **WEAPON** and the **ACCOUTERMENTS OF HEROES**. Finally, to purify yourself, you must visit a holy place (a **CHURCH** or a **TEMPLE**). You are ready...

When this card is played, you may take any one **Chief**, **Priest**, **Merchant**, or **Dreamer** from your **Story Deck** and return it to play.

+2

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+6

The Great Menagerie

CORRUPT ADVENTURE

It is your goal to gather together a fantastic menagerie of the most splendid creatures in the world. With the help of your friend (any **ADVENTURER** or **EXPLORER**), journey to **THREE** different **OUTSIDE LOCATIONS**, and discover **FOUR MONSTERS** of different subtypes. Once your creatures have been gathered, you will need to find a nice **CITY LOCATION** to house your menagerie in.

+2

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+7

The Hero's Journey

HEROIC ADVENTURE

After **THE GATHERING**, your heroic journey can begin. You travel extensively, using **TWO TRAVEL EVENTS**, to track the evil that lies across the land. You even descend to the **UNDERWORLD** (any **Location** in the **Underworld** region). From this realm of death you return reborn, emerging at any **non-Underworld LOCATION**. Finally, finding the evil that plagues the land (any **GREAT OLD ONE** or **OUTER GOD**), you dispatch it! A new **DAY** dawns...

When this card is played, Bury all Great Old Ones and Outer Gods currently in play. Then, gain the **Sanity** bonus for playing this card.

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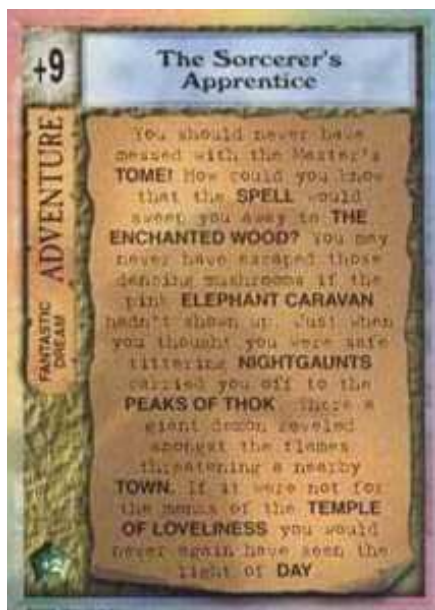
The Meow Ceremony

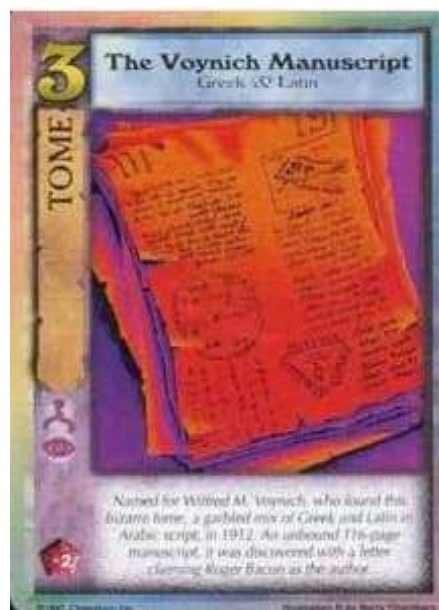
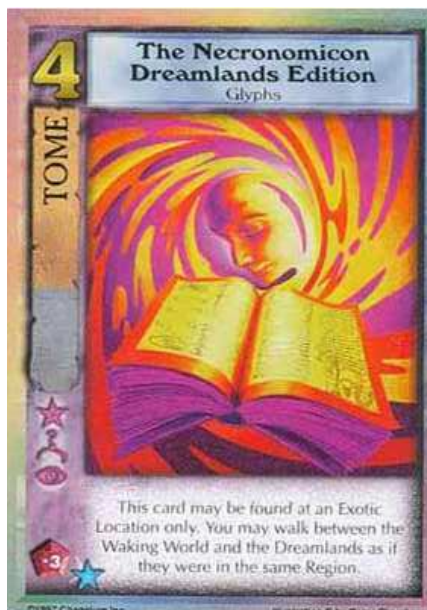
HEROIC ADVENTURE

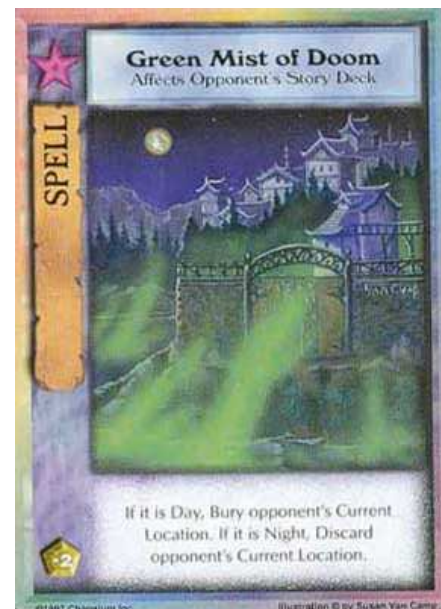
Catastrophe! Who's been killing the **CATS OF ULTHAR**? Who left that corpse at **THE MARKET-PLACE**, or the other at **THE WHITE WHALE INN**? Is it the hated **CAT FROM SATURN**, as some suggest? The **CAT CHIEFTAN** calls a meeting of all cats, and they converge upon the **HOVEL OF THE CAT HATERS**, putting an end to this horror with the **PETITION OF MENES**.

+2

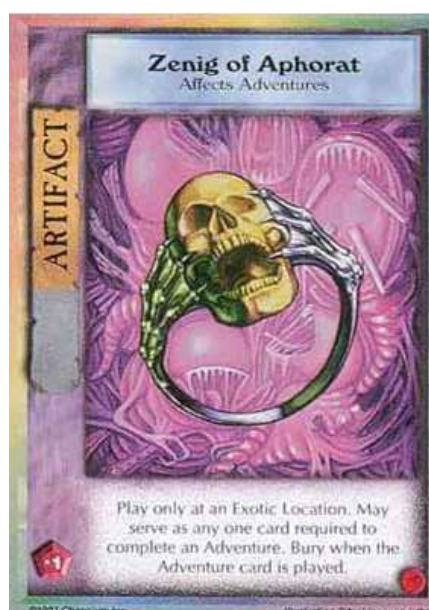
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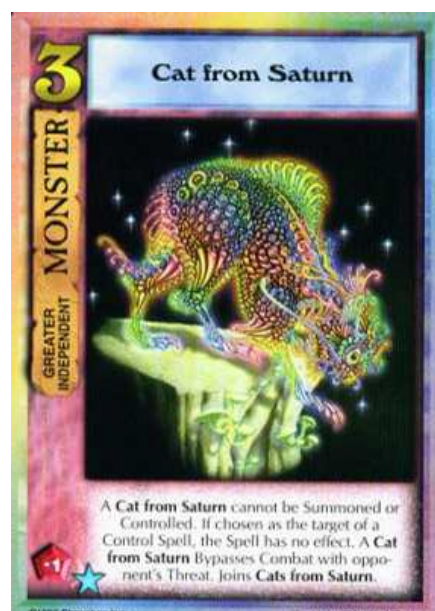
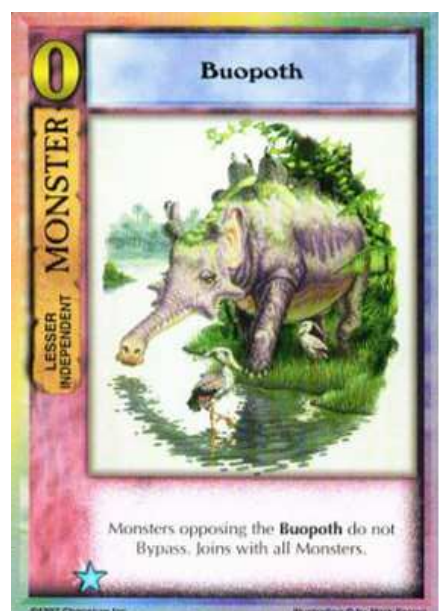
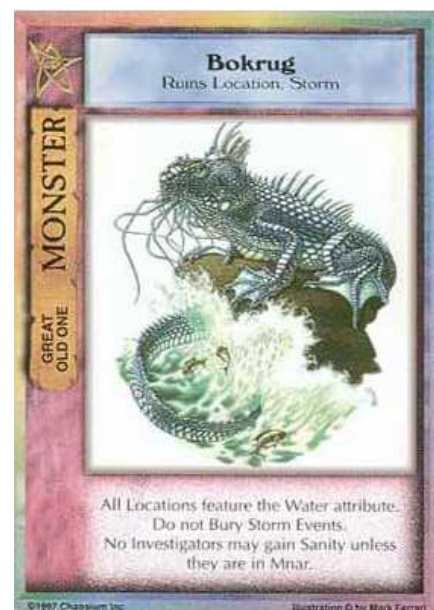




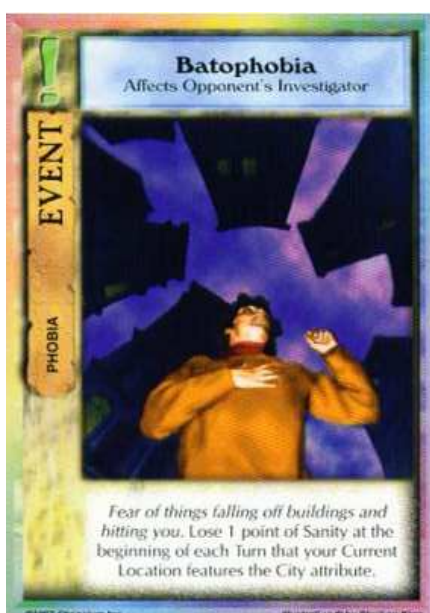
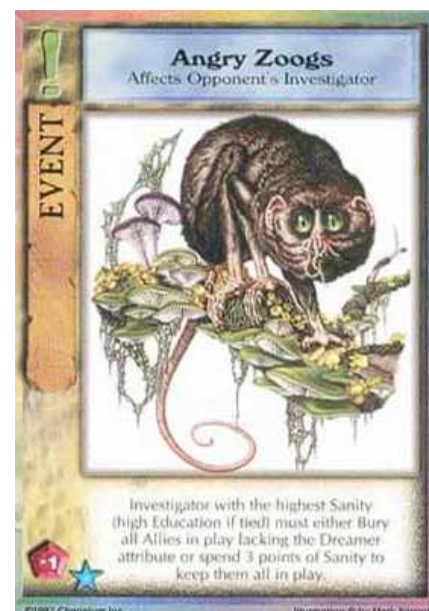
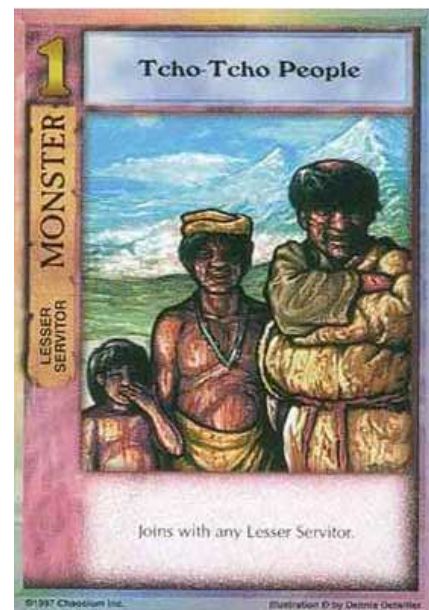


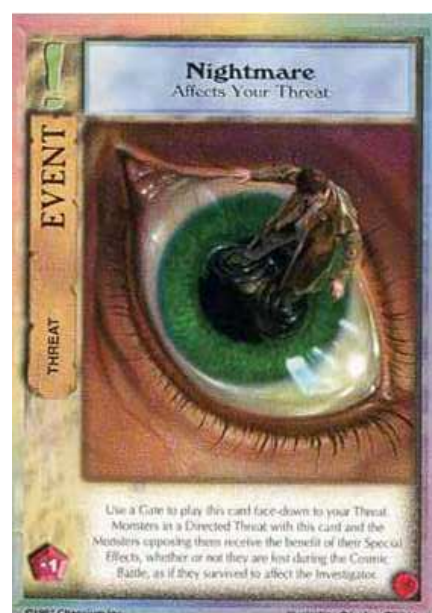
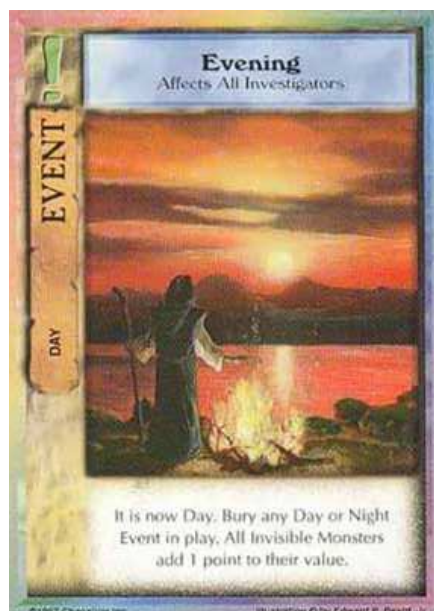


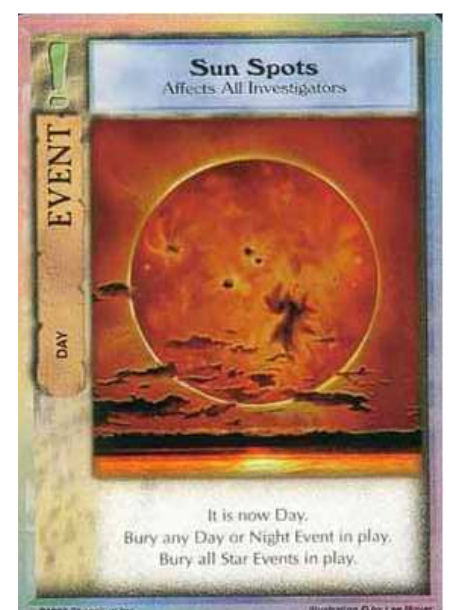
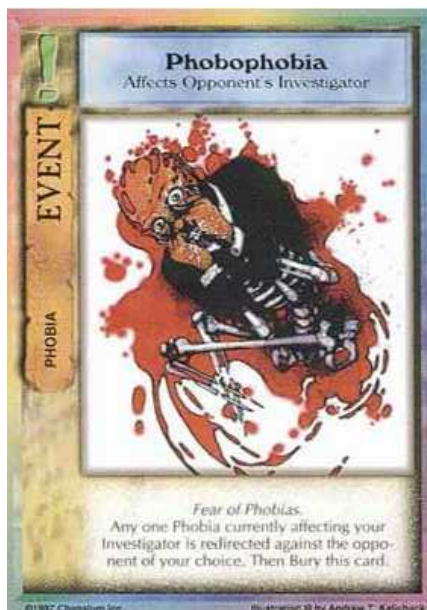




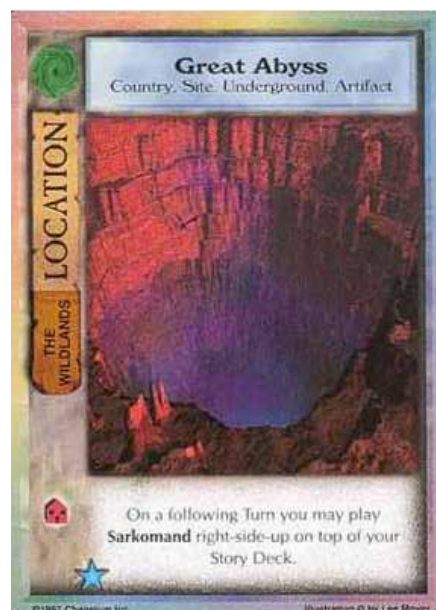
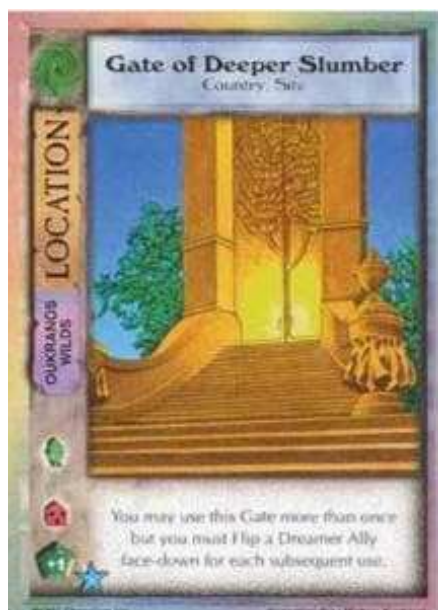


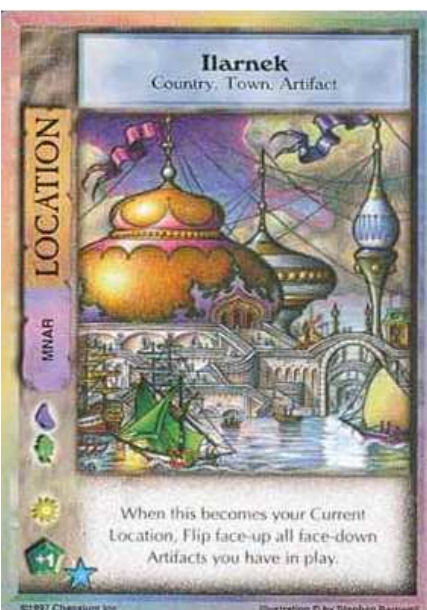
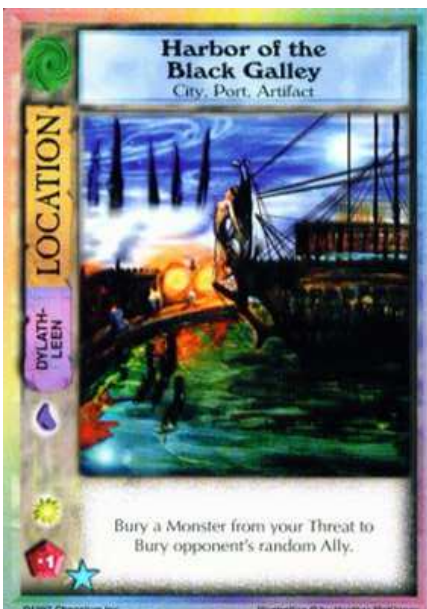
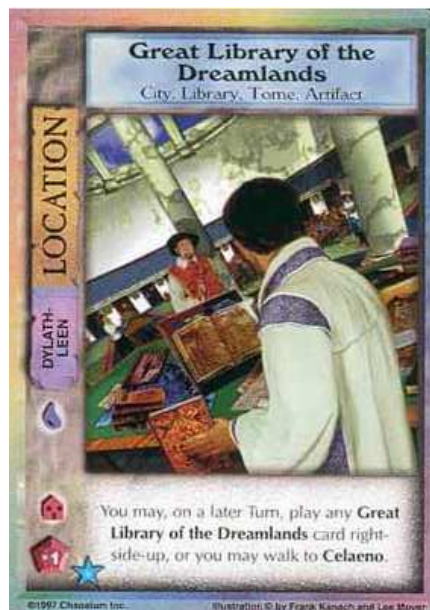
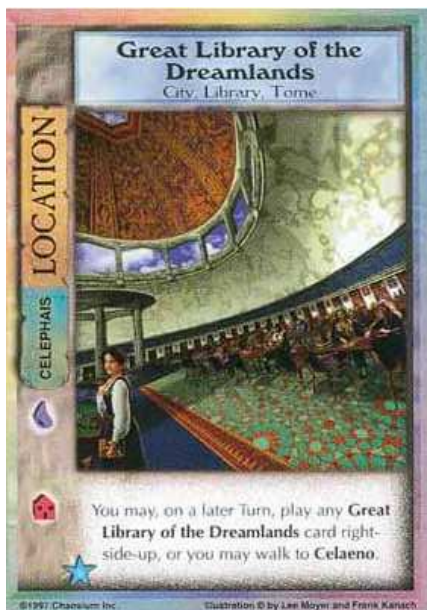


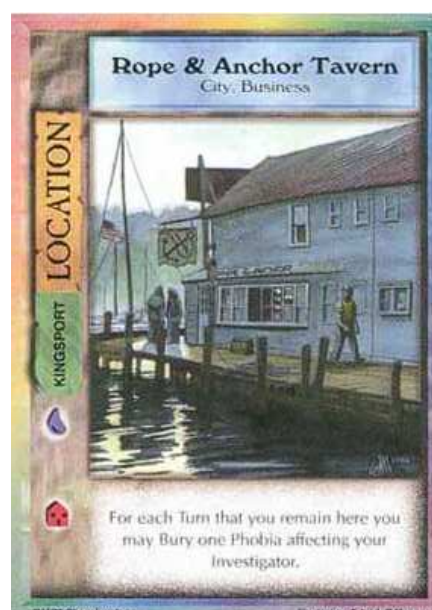
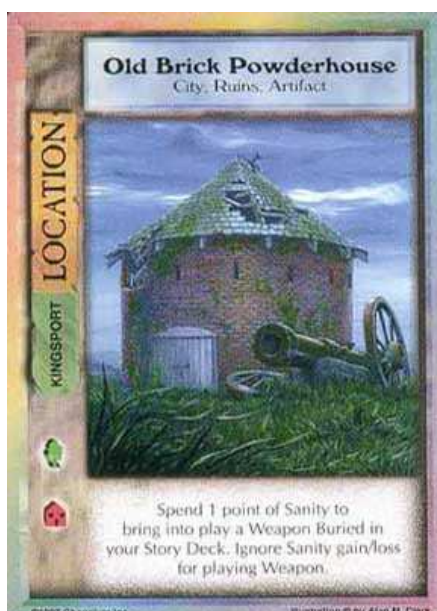
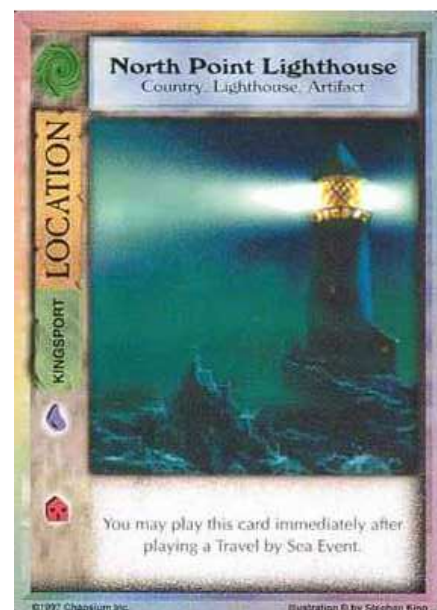
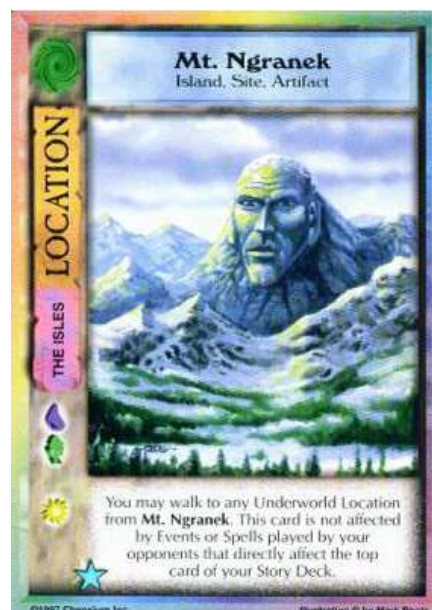


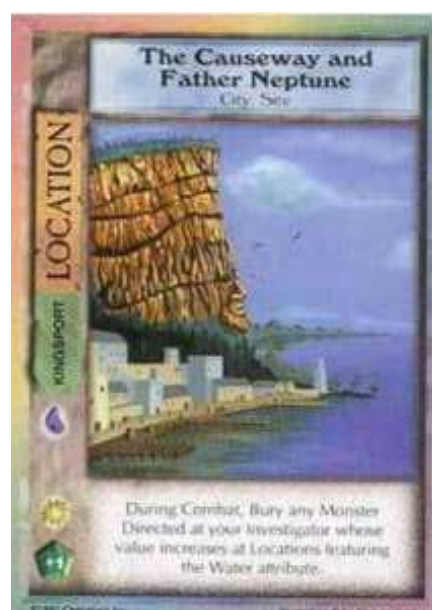


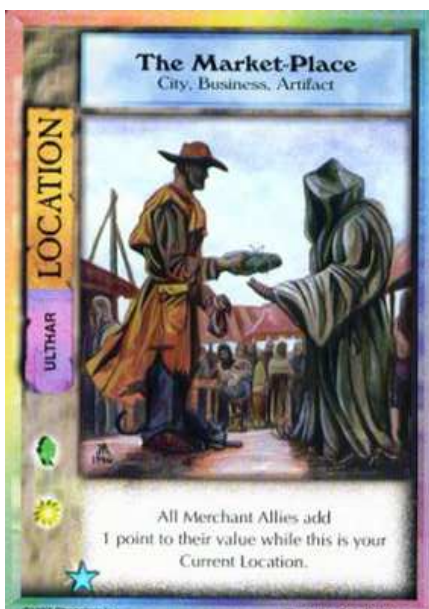


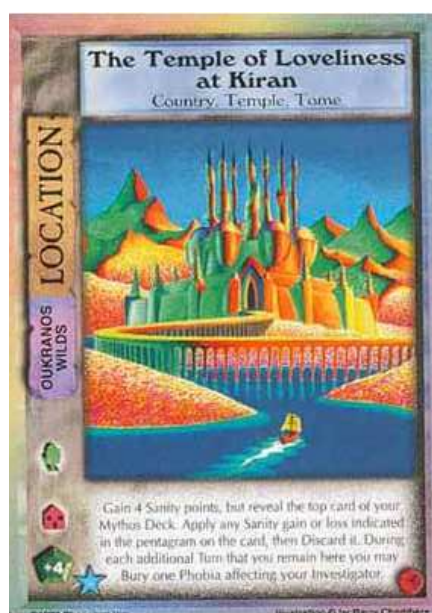
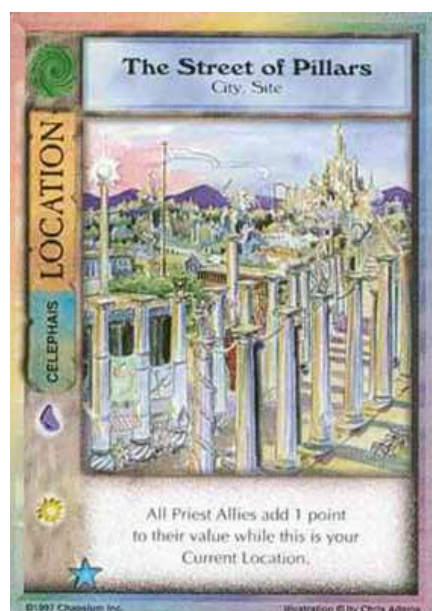


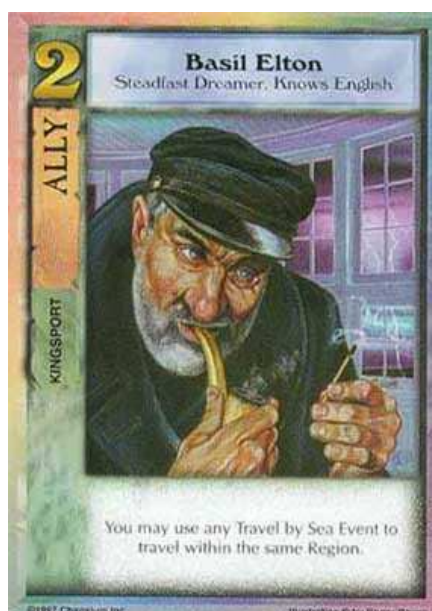
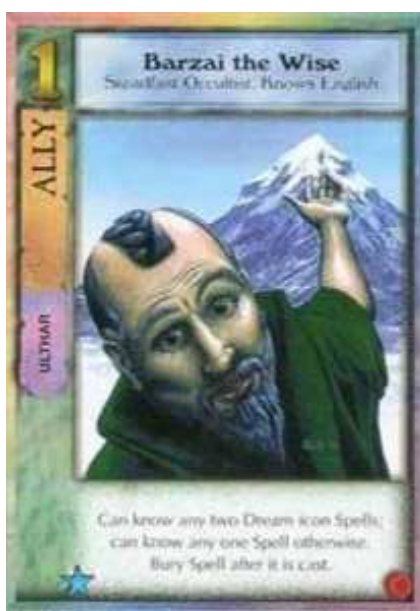
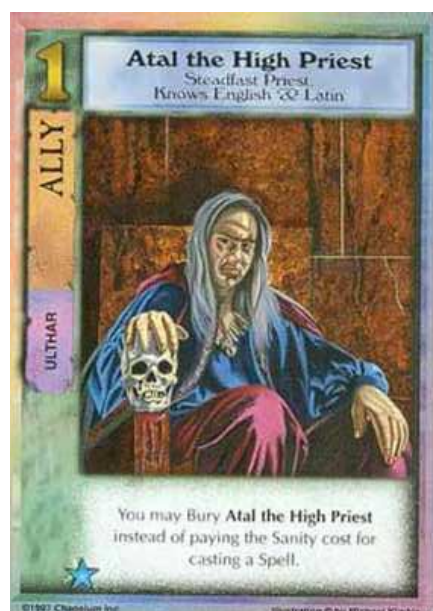


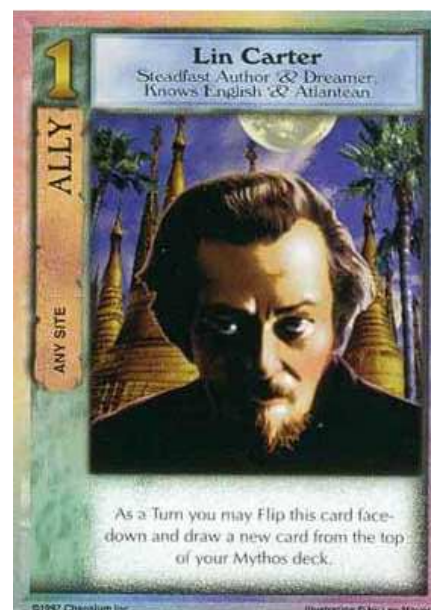
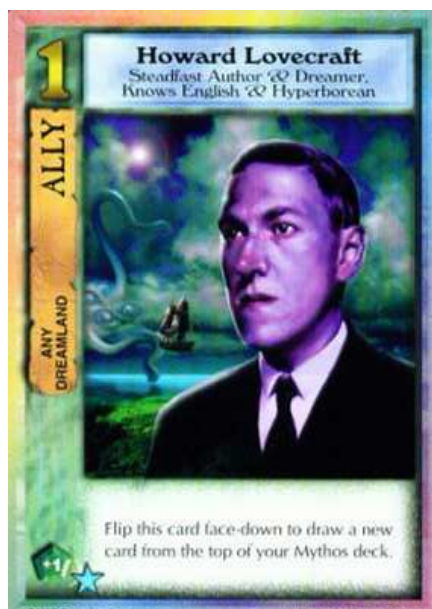


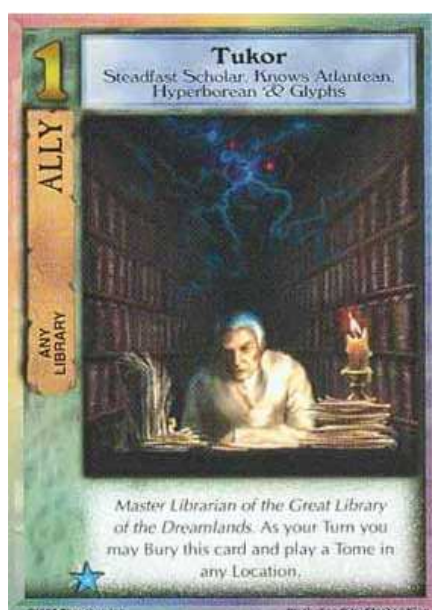
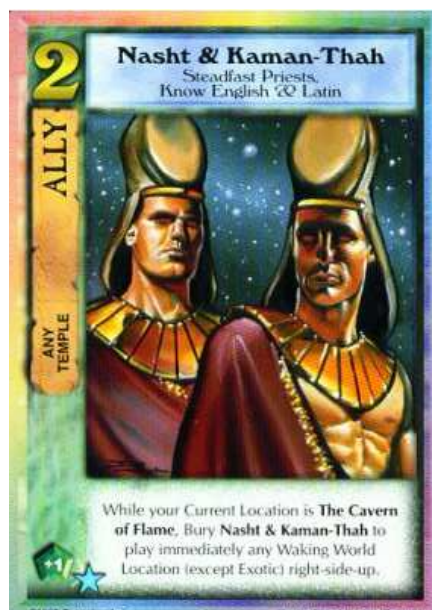














MYTHOS THREAT

STORY DECK

WIDOWED
SEAMSTRESS
KNOWS ENGLISH

INVESTIGATOR CARD

beginning Sanity is 16
Maximum Sanity is 20
Education is B

Your Hand is 13 Cards
Minimum 4, Maximum 5

While a Dependable Location is the best way to keep Sharp Drink, having both Minimums and Maximums by 1.

MYTHOS

COMPLETED ADVENTURES

TOMES & ARTIFACTS

ALLIES