

### Chaos in Jail Headline

A gate opens in the Jail Cell of the Police Station (place any corresponding monsters in the Police Station).

Only Deputies and those under arrest can get to the gate to close it.

**Activity At:**  
Police Station



JAIL CELL



Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-3

The Jail Cell seems to be closing in on you. The claustrophobia is maddening! If you try to escape, make a Speed or Sneak check (your choice). If you pass, you make it to the streets, but you are Wanted. If you fail, the Police believe you are mad; move to Arkham Asylum and have an encounter there immediately. If you choose to bear it, make a Horror check. If you fail, lose 2 Sanity.

#### Jail Cell 4-6

The Arkham Gazette offers you money to be an "embedded reporter." If you agree, gain a Retainer.

Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-4

The stark emptiness of the Jail Cell is driving you mad. Make a Horror check or lose 1 Sanity.

#### Jail Cell 5-6

You are stuck in a cell with an ancient, boring professor from Miskatonic University. He keeps droning on and on. If you try to stay awake and pay attention, make a Lore (-1) check. If you succeed, you find you've actually learned something! Gain a Skill. If you failed, you fall asleep; you spend your next turn encountering the Jail Cell again. If you just ignore him, nothing happens.

Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-3

At first, it seems like your cell mate is dead, but then you realise that it is much, much worse. You must encounter a Zombie. If you try to Evade, you are at (-1) to your roll, since you're in a small, locked room.

#### Jail Cell 4-6

Freddy the Fence has been arrested again. He offers to sell you some items. Make a Luck check and consult the following chart to see what he has available to sell.

0 Successes	1 Common Item
1 Success	2 Common Items
2+ Success	1 Common; 1 Unique

Front 1

Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-2

The crazed man in your cell is screaming that if he is not released *right now*, horrible things will happen to Arkham. If you help him bust out of jail, you must make a Combat (-2) [2] check. If you succeed, move to the streets and you become Wanted, but you gain an Ally of your choice from the Ally deck. If you fail, you lose 1 Stamina as the police swoop down on you. If you fail or choose not to help, the crazed man vanishes in a cloud of foul smelling smoke; add a counter to the Doom Track.

#### Jail Cell 3-6

Hey! Someone has carved something into the floor here. Make a Lore check and gain a clue token for each success.

Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-3

You can hear them. There are rats scrambling in the walls of the Jail. Make a Horror check as you realise that they are *following you*. If you fail, lose 1 Sanity.

#### Jail Cell 4-6

There is a strange package underneath the cot in the corner. If you wish to grab it, make a Sneak (+1) check to open it without being noticed. If you succeed, you've found a Common Item. If you fail, the police notice what you're doing and confiscate the item and you must spend next turn in the Jail Cell as well.

Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-2

The strange man with whom you share the cell says that he can get you out, but he doesn't know where you'll end up. If you agree to help, the man opens a gate. Place a Gate in the Jail Cell. You are sucked through and encounter the Other World next turn.

#### Jail Cell 3-6

You actually are able to use the cell to relax and recharge. Make a Will (+2) roll and gain 1 Sanity for every success.

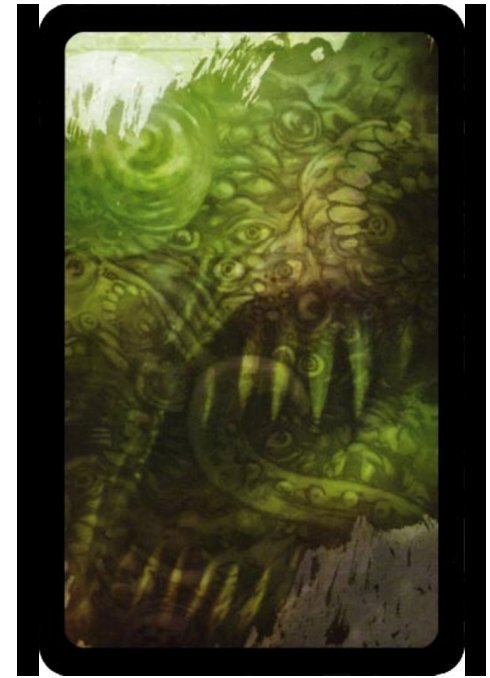
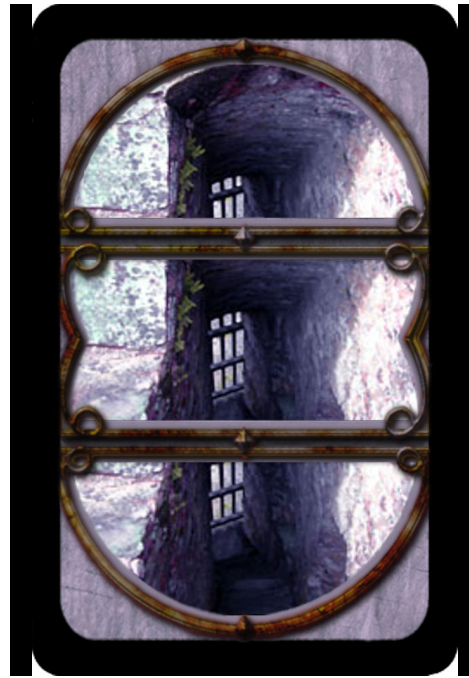
Roll a die when you encounter the Jail Cell and use the encounter as determined below.

#### Jail Cell 1-3

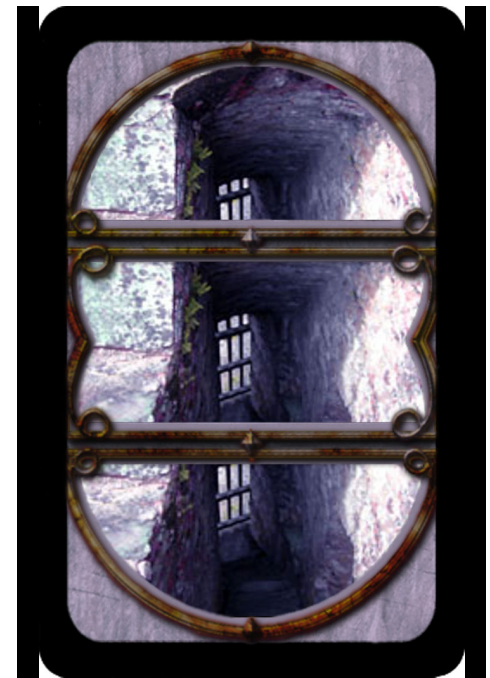
There are two Sheldon Gang members here when you arrive. *Hey, tryin to muscle in on our turf?* You must fight them both. Make a Combat [2] check. If you pass, they accept you for now; gain a Clue Token. If you fail, lose 2 Stamina as they beat you to a bloody pulp.

#### Jail Cell 4-6

The cell is adorned with strange graffiti. If you try to decrypt it, make a Lore check and lose 1 Sanity. If you pass, you understand now; the last occupant of this cell was a mage of some sort and used the graffiti to escape; gain a Spell.



Back 1





### Arkham Asylum

Doctor Delacroix offers you \$10 to help test a remarkable new device to help the insane. If you agree, you are strapped down to a table and a tube is attached to your head. The device drains 1 Sanity, which flows into the man on the next table. You receive \$5 for your assistance.

### Bank of Arkham

There is a rumor circulating that the Bank is insolvent. Do you try to withdraw your money, do nothing, or actively fight the rumor? If you withdraw your money, make a Luck (+1) check and gain \$1 for each success, and add 1 to the TerrorTrack. If you do nothing, make a Luck (-1) check; if you fail, add 1 to the TerrorTrack. If you try to fight the rumor, you may pay 2 Clue Tokens to lower the TerrorTrack by 1.

### Independence Square

You see a strange street performer in the square. It seems to be scaring children. Do you intervene? If not, the performer wanders off. Add a monster to the Downtown streets. If you do intervene, you must fight a monster.

### Arkham Asylum

Nurse Heather has left her station unattended. Do you sneak a peak at the inmate's records? If so, make a Sneak check. If you pass, make a Lore check. If you pass the Lore check, you realize that one of the inmates has been babbling magical incantations. Gain a Spell. If you fail the Sneak check, you are unceremoniously booted from the Asylum. Move to the Downtown Streets and lose 1 Stamina.

### Bank of Arkham

The world swims around you and you have a premonition of a bank robbery. If you try to warn the guards, make a Will check. If you fail, they laugh at you and throw you out; move to the Downtown Streets and lose 1 Stamina. If you succeed or choose not to warn the guards, draw another encounter card for this space. If it involves a bank robbery, go through that encounter (gain a +1 to all your rolls if you warned the guards). Otherwise, lose 1 Sanity and do not encounter that card.

### Independence Square

A shady woman offers to trade you one of her possessions for one of yours. If you agree, discard one of your items and make a Luck (-1) check. If you fail, you get a worthless trinket. If you have 1 success, gain a common item. If you have 2 or more successes, gain a unique item.

### Arkham Asylum

You see a pair of orderlies viciously beating an inmate. Do you intervene? If so, make a Combat [2] check. If you pass, the grateful inmate tells you his secret; gain a Clue Token. If you fail, the orderlies take their frustration out on you; lose a Stamina. If you choose not to intervene, move to the Downtown Streets.

### Bank of Arkham

The shady man in front of you writes something on a piece of paper, then leaves. The teller picks up the paper before you can, blanches, then hands you a large bag of money. If you keep it and leave, make a Luck check. You gain \$2 for each success and you become Wanted. If you try to return it, make a Will check. If you pass, you return the money. If you fail, lose one Stamina as the security guards beat you before admitting their mistake.

### Independence Square

You are tired and the gazebo looks like a good place to rest. Do you want to take a nap? If so, make a Luck check. If you pass, gain back all your Stamina. If you fail, you are arrested. Move to the Jail Cell.

### Arkham Asylum

You have been dragged to the Asylum, wrongly accused of insanity. Do you attempt to escape, or prove you are sane? If you attempt to escape, make a Sneak [2] check. If you succeed, you become Wanted. If you attempt to prove you are sane, make a Will [2] check. If you fail either check, you are subject to experimental procedures and lose 1 Sanity and 1 Stamina.

### Bank of Arkham

You find a check made out to Cash for \$10 on the floor. Do you attempt to cash it? If so, make a Luck [2] check. If you succeed, gain \$10. If you fail, you are arrested for trying to pass false checks. Move to the Jail Cell.

### Independence Square

A shady man offers you the opportunity to test his teleportation device. Do you take him up on it? If so, make a Luck [2] check. If you succeed, you may move to any space in Arkham next turn for your movement phase. If you fail with 1 success, you move to Another Dimension and encounter it next turn. If you fail with no successes, you are Lost in Time and Space.

## Front 2

### Arkham Asylum

A disheveled man runs up to you and claims he was being held against his will. Do you aid in his escape or do you try to subdue him. If you aid his escape, he thanks you with a Common Item *and* place a Maniac on the space of the Investigator closest to you. If you try to subdue him, you must fight a Maniac.

### Bank of Arkham

There is a bank robbery going down; it's the Sheldon Gang again. Do you try to foil it or try to avoid it? If you try to foil it, make a Combat [2] check. If you fail, lose 1 Stamina. If you succeed, you are Deputized. If you try to avoid it, make a Luck [2] check. If you fail, you lose all your money and 1 item of your choice.

### Independence Square

The carousel in the square is moving too fast and emitting unsettling calliope music. It's causing a gate to open. Do you try to stop it or run away? If you try to stop it, you must make a Lore [2] check and a Combat (-2) check to figure out what to do and then sabotage the carousel. If you fail either check, open a gate in Independence Square. You are sucked through and encounter the other world next turn. If you choose to run away, open a gate in Independence Square and move your Investigator to the street.

### Hibb's Roadhouse

You accept a job as bouncer. Gain \$3. However, you see a man who seems to be making a woman uncomfortable. If you intervene, the man throws a punch. Make a Combat check. If you fail, lose 1 Stamina. If you succeed, the man collapses and the woman starts berating you for beating her man, but you take no game effect. If you do not intervene, there is no game effect.

### Police Station

Officer Kindler offers to show you an unsolved case file which happened down in the River Docks. The text and pictures spark something in your memory. If you are in the River Docks at the end of your next movement phase, you gain 2 Clue tokens.

### Velma's Diner

Velma offers you the chance to sample her new vitamin drink. It smells dubious. If you agree, make a Will (-1) check. Gain 1 Stamina for each success. If you fail the check, lose 1 Sanity.

### Hibb's Roadhouse

A strange gemstone attached to the ceiling starts to glow. You can see a gate starting to form. If you have a gun, you can try to shoot the gem; make a Combat (-3) check. If you fail, or choose not to shoot the gem, a gate opens. If you succeed, Hibb demands \$3, or the equivalent in items (Hibb won't make change), for his gem.

### Police Station

The police have arrested a number of cultists and now they're chanting something in the Jail Cell. Do you try to stop them? If so, make a Combat [3] check. If you succeed, then you are Deputized. If you fail, or do not try to stop them, a gate opens in the Jail Cell. (Only deputies and those arrested may encounter the Jail Cell normally). If you fail the combat, you are sucked through the gate.

### Velma's Diner

Velma looks at you and says, "Hon, I don't know what you're up to, but I want in." If you accept Velma as an ally, take her card. Velma's Diner is now *closed* for the rest of the game. Place a closed marker on this location *and* add 1 to the TerrorTrack.

### Hibb's Roadhouse

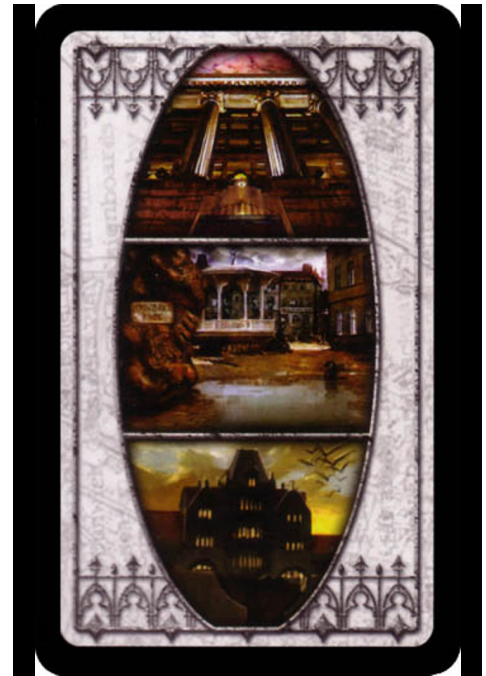
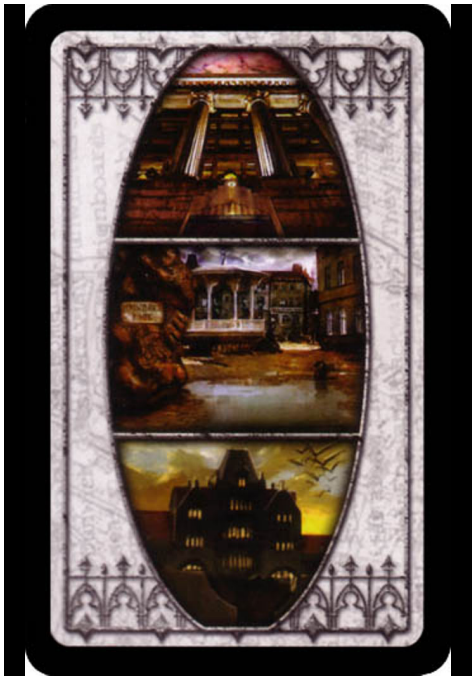
The party going on turns into a real brawl. If you try to stay, make a Combat check. If you succeed, gain the first weapon of the common item deck as a trophy. If you fail, lose 1 Stamina. If you flee the brawl, move to the Easttown Streets.

### Police Station

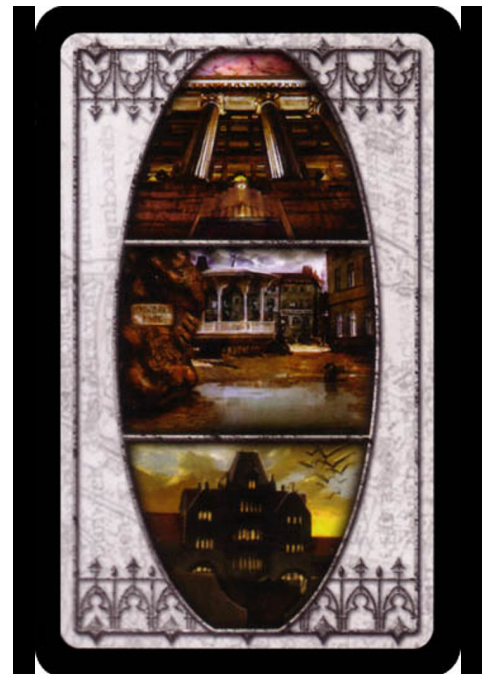
The police have left the evidence locker unguarded. Do you sneak a look? If so, make a Sneak [2] check. If you fail, you are arrested; move to the Jail Cell. If you succeed, make a Luck (-1) check. If have 1 success in the Luck check, gain a common item. If you have 2 or more successes, gain a unique item.

### Velma's Diner

A stranger slides into the booth across from you and offers you a sealed envelope for \$5. If you accept, make a Luck check. Gain a clue token for each Success.



Back 2





### Hibb's Roadhouse

Uh-oh. You don't have the funds to cover your tab. Do you sneak out without paying, or take a loan to cover it? If you take the loan, gain a Bank Loan and set your money to \$5. If you try to sneak, make a Sneak (-1) check. If you fail, Hibb notices you and gives you a pounding; lose 1 Stamina and you are Barred from Easttown (if you are using that expansion). If you succeed, you become Wanted.

### Police Station

The police say they have quite a character in the Jail Cell. Do you want to meet him? If so, fight a monster. If not, place a monster in the Jail Cell.

### Velma's Diner

Dare you try the mystery meat? If so, make a Luck check. If you fail, you get sick; lose 1 Stamina. If you succeed, gain a Skill and the Genetic Mutant Detriment.

### Hibb's Roadhouse

*It's a raid!* The police come crashing in on the Roadhouse. If you try to flee, make a Fight (-1) check. If you fail, lose 1 Stamina and you are arrested; go to the Jail Cell. If you pass, you manage to gain some free hooch. Take the Whisky card from the common items. If you do not flee, you are arrested; go to the Jail Cell. If you are a Deputy, you may ignore this encounter.

### Police Station

The police say there is a shady man in the Jail Cell, but you can bail him out for \$5. If you pay, gain an Ally.

### Velma's Diner

Dare you order the day's special? If so, pay \$2 and make a Luck (-1) check. If you fail, you could swear your seafood soup is moving; lose 1 Sanity. With 1 success, you enjoy a nice sandwich; gain 1 Stamina. With 2 or more successes, you have a delicious steak; restore all your Stamina.

### Silver Twilight Lodge

A disturbing statue has been placed in the front hall of the Lodge. If you examine it, gain a Clue Token, and make a Horror check. If you fail your Horror check, lose 1 Sanity.

### Inner Sanctum

*Brother, we have managed to replicate the conditions of another world in our inner sanctum. Do you wish to see?* If you go, draw the top card of the Mythos deck and encounter the bottom encounter listed.

### The Witch House

There is a strange object sitting on the floor in the middle of the room. It seems to radiate evil, but it might be important. If you take it, you gain a Unique Item and a Clue Token, and you are Cursed.

### Silver Twilight Lodge

*Welcome Brother.* The members already think you are a Lodge Brother. If you attempt to continue this charade, make a Will check. If you succeed, gain a Membership Card.

### Inner Sanctum

You have the opportunity to subvert a ritual that would hasten the arrival of the Ancient One. However, it is very dangerous and may drive you insane or kill you. If you attempt it, make a Lore (+1) [3] check. If you succeed, remove 1 token from the Doom Track. For every failure you roll, lose 1 Sanity or 1 Stamina, your choice. If you choose not to subvert, make a Luck (-1) check. If your Luck check fails, add a counter to the Doom Track.

### The Witch House

A strange, eldritch vortex threatens to suck you in. If you try to escape, make a Fight check. If you succeed, you have escaped; move to the Streets, but lose an item of your choice. If you fail or do nothing, you are sucked into another world of your choice.

Front 3

### Silver Twilight Lodge

The Lodge Members are gathered around several pieces of parchment. If you try to get a look at them, make a Will check. If you succeed, you find an ancient manuscript detailing the current situation *in your own handwriting!* Gain a clue and lose a Sanity. If you fail, the members toss you out; move to the streets.

### Inner Sanctum

You happen upon a dark and unholy rite. If you attempt to stop it, make a Lore (-1) check and a Fight (-1) check. If you pass both checks, you have stopped the ritual but you lose your membership in the Silver Twilight Lodge. If you fail either check, the rite is successful and you lose 1 Sanity and 1 Stamina. If you do nothing, the rite is successful; open a gate in the Woods.

### The Witch House

The Sheldon gang has holed up here and you wandered into the middle of their gunfight with the police! Make a Sneak (-2) check to get away. If you fail, you may either choose to have been wounded and lose 2 Stamina, or to be mistaken as a gang member by the police and become Wanted.

### Silver Twilight Lodge

The Lodge is eerily deserted. You may attempt investigate the Inner Sanctum. If you want to try, make a Sneak (-1) check. If you succeed, draw another card and encounter the Inner Sanctum. If you fail, you are caught. Make a Luck check. If you succeed, the Lodge Members merely have you arrested for trespassing; go to the Jail Cell. If you fail, they banish you from this plane and you start your next turn on the Plateau of Leng.

### Inner Sanctum

Brother Enrey offers you a strange artifact he says he found in his dreams. If you accept it, gain a Unique Item. If the item is a Tome, also gain the Cursed Tome Detriment.

### The Witch House

You hear a strange rhythmic pounding behind a closed door. If you open the door and investigate, you find a Monster!

### Silver Twilight Lodge

You are offered the opportunity to join the Lodge. All it will cost you is a blood sacrifice. If you agree, lose 1 Stamina and gain the Silver Twilight Lodge Membership card.

### Inner Sanctum

You are given the opportunity to become the Avatar of the Ancient One, which will grant you great power. If you accept, you are hustled to a secret room and are the subject of arcane and disturbing rituals. Lose 2 Sanity and gain the Avatar of the Ancient One Benefit.

### The Witch House

There is a message written in blood covering the walls of every room of this place. If you try to puzzle out the message, make a Lore [2] check and lose 1 Sanity. If you succeed, you understand now. Gain a Spell.

### River Docks

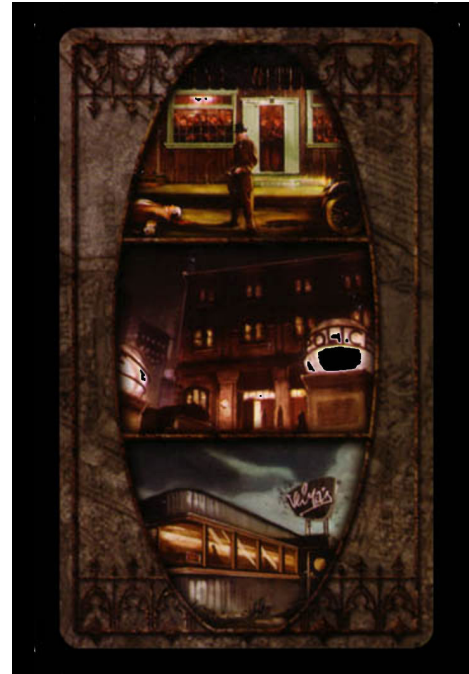
A shady character offers to buy any items you have for \$1 less than cost. If you sell at least \$5 worth of items, he offers to sell you a Unique Item for \$1 more than cost.

### The Unnamable

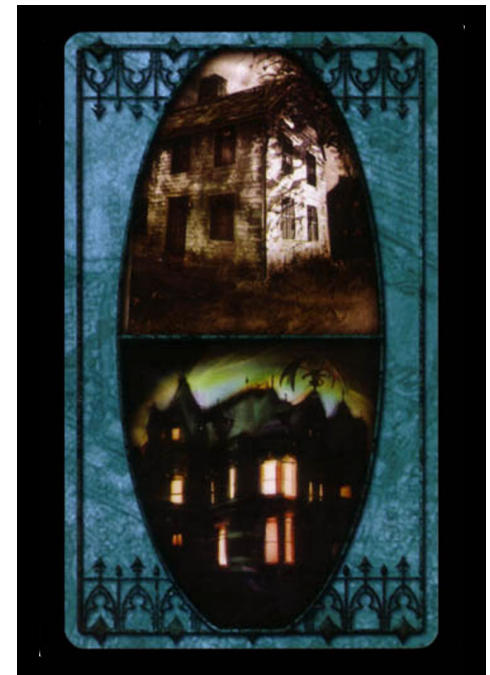
The hairs on the back of your neck stand up as you cross the threshold. Something is *wrong*. Make a Lore check. If you fail, you are Lost in Space and Time. If you succeed, you may move to any Other World of your choice.

### Unvisited Isle

A wounded young man collapses next to you, with a Monster (draw a tile) obviously in pursuit. The man needs medical attention; if you fight the Monster he will die. If you choose to help the man, move to Saint Mary's Hospital and place the Monster on the Unvisited Isle; the man turns out to be young Father O'Brien who Blesses you. If you fight the Monster, fight the Monster, and the man dies.



Back 3





### River Docks

You happen upon some bootleggers. If you attempt to subdue them, make a Combat check. If you succeed, gain a Common Item. If you fail, lose a Stamina. If you choose to ignore them, place the Whiskey Common Item on Hibb's Roadhouse. It can be purchased there when someone next encounters the Roadhouse.

### The Unnamable

You come across a strange mirror which reflects a Monster as your image. Suddenly the Monster steps through and you experience a moment of vertigo. You are in the Monster's body and it is in yours. Lose 1 Sanity and draw a Monster. The Monster, in your body, attacks you, in the Monster's body. If you fight back, make a Combat check, using your stats and items. If you succeed, the monster is banished and you return to your body. Lose another Sanity. If you fail, your body is killed and you now have the form of the Monster. Take the Monster Form card.

### Unvisited Isle

The Silver Twilight Lodge is having a meeting. Make a Sneak check. You find as many clues as you have successes. If you fail, they attack. Lose 1 Stamina.

### River Docks

You fish a strange crate out of the water. It is stamped "Property Ye Olde Magic Shop." If you wish to return it unopened, if you are in Ye Olde Magic Shop at the end of your next Movement phase, then gain 2 Clue Tokens or \$5 as your reward, your choice. If you open the crate, it contains a book! Take the first Tome of the Unique Items deck and the Cursed Tome Detriment.

### The Unnamable

The eldritch powers of this place are invading your mind, granting you power but draining your Sanity. If you flee, return to the streets. If you stay, make a Will [2] check. If you succeed, gain the Lore +1 Skill. Regardless, lose 1 Sanity for every failed die in the roll.

### Unvisited Isle

As your boat makes its way to the Unvisited Isle, a strange fog envelopes the craft. If you try to plow on, you find yourself in The Dreamlands. Move your token there. If you try to turn back, make a Speed check. If you fail, you find yourself in The Dreamlands. If you succeed, move back to the street, and open a Gate on the Unvisited Isle.

### River Docks

A shady man offers to sell you an item he stole from Miskatonic University for \$3. If you accept, the man reveals it was a stinging operation. You are arrested; move to the Jail Cell. You do not lose your \$3.

### The Unnamable

You enter the mysterious old house to see a little girl trapped in the middle of a burning pentagram. If you attempt to rescue her, make a Fight (-1) check. If you fail, you lose 2 Stamina and 1 Sanity and add a Monster to the Merchant District Streets. If you choose not to rescue, you watch as she is burned and melted and changed... into a monster. Lose 1 Sanity and fight a Monster.

### Unvisited Isle

You find a secret tunnel that leads back under the Miskatonic River. If you take it, make a Luck check. If you succeed, move your marker to any spot in Arkham. If you fail, move to the closest location containing a Monster; if there are no Monsters, the tunnel leads to the River Docks.

### River Docks

Heavy rains have caused a flood! There are two people stranded at the banks. You can rescue one of them, either pretty Miss Forthwright, the socialite, or Doctor Retrion from Miskatonic University. Whom do you rescue? If you rescue Miss Forthwright, she rewards you with \$7, but you gain the Revenge of Retrion Detriment. If you rescue Doctor Retrion, he rewards you with a Unique Item, but Miss Forthwright is swept away into the river raising the Terror Track by 1.

### The Unnamable

You hear a strange sound in what you thought was an abandoned shack. If you choose to investigate, you find two cultists performing a human sacrifice. Make a Combat [2] check. If you succeed, you have saved a young girl's life. She is so grateful that she tells you the cultists' plans. Gain a Clue Token. If you fail or choose not to investigate, move to the streets and place two Cultists and a random Monster on the Unnamable.

### Unvisited Isle

You find a small chest on a sandy beach. You can make out some writing on it, "Beware the Curse of ..." If you choose to break the chest open, you find gold coins which you are able to sell. Make a Luck roll: you gain \$5 for every success. You are also Cursed.

Front 4

### Administration Building

You find a pair of train tickets with the name Whateley on them. If you are at the Train Station at the end of your next movement phase, you may gain a Clue Token.

### Library

Someone has left their master's thesis out for people to read. If you choose to read it, lose 1 Sanity and gain 1 Spell.

### Science Building

Doctor von Strauss offers you the chance to test his Ubermensch serum. If you agree, gain the +1 to Will and +1 to Fight Skills and a Madness (if there are no Madresses in your game, lose 1 from MAX Sanity instead). You miss your next turn; instead on your movement phase, you must fight the Investigator closest to the Science Building until 1 of you are left with only 1 Stamina (you each do your number of successes in damage to your opponent). The turn after that, you are under arrest and start in the Jail Cell.

### Administration Building

You have found the secret diary of Dr. Retrion where he admits to unethical acts. You may do nothing, return it to him, alert the authorities, or blackmail him. If you return the diary, get \$2 as a reward. If you blackmail him, gain a Retainer and the Revenge of Retrion Detriment. If you alert the authorities, you become Deputized, and you gain the Revenge of Retrion Detriment.

### Library

The Librarian asks you to return a book to the back stacks. If you accept, make a Luck check. If you fail, draw the first Tome of the Unique Items deck, and the Cursed Tome Detriment and move your character to Celeano, which you encounter next turn. (You return through any open gate).

### Science Building

Doctor Retrion wants to check you for "etheric residue." He promises to share the results with you. If you accept, draw a random monster token for you to fight. If you succeed, you don't get to keep the token, but you gain 2 Clue Tokens instead. If you fail, place the Monster Token on the Miskatonic U. streets.

### Administration Building

You are offered \$5 to teach a class. If you accept gain \$5 and miss your next turn.

### Library

You hear some strange people chanting in a back room. Do you alert the librarian, ignore it, or take matters in your own hands? If you alert the Librarian, there is no effect. If you ignore it, make a Luck check. On a failure, place a monster token in the Library. If you take matters into your own hands, gain a Clue Token, lose 1 Stamina and move to your choice of the Graveyard, the Silver Twilight Lodge, the Woods, or the Unvisited Isle. You may not move next turn and must encounter that space at that time.

### Science Building

You come across a corpse lying unguarded on a dissection table. There is nobody around. Do you tell someone? If so, move to the Administration Building and have a new encounter there (not from this card). If not, add a Zombie token to the Miskatonic U. streets.

### Administration Building

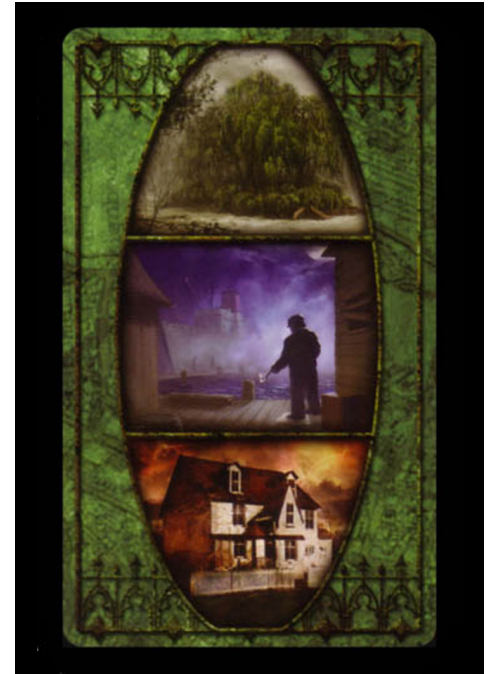
You become lost in the maze-like administration building. You come across Buff Jenkins, the quarterback of the Miskatonic Cephalopods, and your arch nemesis in High School. Do you ask him for directions? If yes, then lose 1 Stamina as Buff gives you a noogie for old times sake. Otherwise, next turn, you may not move from this spot and must encounter the Administration Building again.

### Library

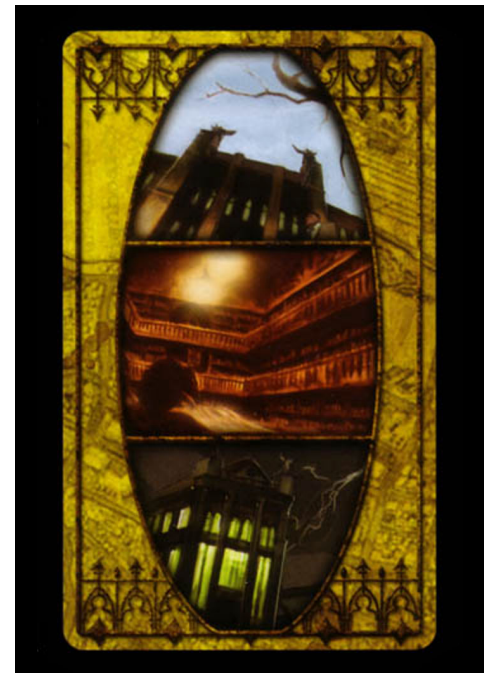
The Librarian is distracted by a nearby monster. You have the opportunity to steal an unguarded tome, or help defeat the Monster. If you wish to steal the tome, make a Sneak (-2) check, and add a monster to the Miskatonic U. Streets. If you succeed, draw the first tome from the Special Items deck. If you fail, you are under arrest. Move to the Jail Cell.

### Science Building

You come across a strange item in an unguarded classroom. Do you filch it? If you try, make a Sneak check. If you succeed, draw a Special Item. If you fail, you are under arrest. Move to the Jail Cell.



Back 4





### Administration Building

While the secretary is distracted, you have the opportunity to sneak your name onto the roster for one of the classes. If you decided to do so, make a Luck [2] check, and lose a Sanity. On a success, draw a new Skill.

### Library

You find \$2 that someone dropped while researching in the stacks. If you return it to the Librarian, roll a die and do not gain the money. On a success, you receive a Common Item as a reward. If you keep the money, gain \$2.

### Science Building

Dr. Worthington wants you to assist him in his experiments on genetic modifications. If you accept, lose 2 Sanity and gain a Skill and the Genetic Mutant Detriment.

### Curiositie Shoppe

You have paid \$3 for defective merchandise (lose up to \$3 right now, if you have it). If you try to get your money back, make a Will (-1) check. If you succeed, you get your \$3 back (or whatever you lost) and a Common Item to boot. If you fail, the Proprietor is so mad at your accusations that he curses you; you are Cursed.

### Newspaper

The early afternoon edition is hot off the presses as you walk in. Do you glance at the headline? If so, make a Luck (-1) roll. If you succeed, find the next Headline in the Mythos deck, read it to yourself, and place it on top of the Mythos deck. If you fail, next turn the first player draws two Mythos cards and they happen in order.

### Train Station

The train's brakes have failed as it crashes into the platform. Dozens of people are horribly wounded; you cannot save them all. If you try anyway, you work yourself into exhaustion and lose 3 Stamina, but you are rewarded with \$10 and a Common item. If you do not press your limits, the loss of life demoralizes the people; add a token to the Terror Track and the Train Station is *closed* until the next gate is *sealed*.

### Curiositie Shoppe

A bespectacled man offers to help you with your library work. If you have any Tomes from which you may make checks and gain new cards, you may roll them now at the cost of \$2/Tome without having to spend Movement points. You may do this even if the Tome has been exhausted this turn.

### Newspaper

Editor Doyle Jeffries wants you to investigate the Silver Twilight Lodge. He has forged documents allowing you entry to their back room. If you accept the assignment, take the Forged Lodge Membership card.

### Train Station

A strange man offers to play 3 card monte with you for \$3. If you accept and can pay, draw the top three Common Items, show them to everyone, name one, then have the person to your left shuffle them face down while you do not look. Choose one. If it is the one you named, you may keep it. If it is a different item, then all the items are discarded as the police run toward you. You escape, but become Wanted.

### Curiositie Shoppe

Author Harvey Falkman is doing a reading from his latest book. You arrive just in time to realise that it's a complex spell, but the only way to stop it is to attack Harvey, who has become entranced. If you do not try to stop the spell, draw the top card of the Mythos deck. A gate opens in the location indicated by the card. If you try to stop the spell, make a Combat [2] check. If you succeed, the people are horrified and the police are alerted; you become Wanted. If you fail, not only does the gate open, but the police arrest you; move to the Jail Cell.

### Newspaper

The latest edition is on sale for only \$1. If you buy it, upon reading the articles you gain a clue Token.

### Train Station

You notice your face on a Wanted poster, although you've done nothing! You need to clear this up! If you are not in the Police Station by the end of your next movement phase, gain a Wanted card.

Front 5

### Curiositie Shoppe

Hm, The Proprietor is looking the other way. You could grab that odd ... thing. If you decide to try for it, make a Sneak (-1) check. If you succeed, you get a Unique Item. If you fail, the Proprietor calls the police. You are arrested; go to the Jail Cell. If you decide to play it safe instead, draw a Unique Item; the Proprietor offers it to you for \$1 off.

### Newspaper

You happen to see the printing plates for next week's edition. The headline says that Arkham has been destroyed by the Ancient One. *What?* Lose 1 Sanity. If you try to change the plates, make a Lore roll and a Fight roll. If you succeed both rolls, the headline has changed to something innocuous; remove a token from the Terror Track. If you fail either roll, you realise you cannot change destiny; lose 2 additional Sanity. If you do not try, either lose 2 additional Sanity or add a counter on the Terror Track, your choice.

### Train Station

You hear something barrelling down the tracks. It's a Shoggoth! Draw one from the cup. You can fight it or run. If you run, place the Shoggoth in the Train Station and move to the streets.

### Curiositie Shoppe

The Proprietor asks if you wish to see the "special collection." If you agree, make a Luck (-1) check. If you succeed, draw two Unique Items; you may buy one or both at list price. If you fail, lose 2 Sanity.

### Newspaper

There is Breaking News across town at Hibb's Roadhouse. If you are in Hibb's Roadhouse at the end of your next Movement Phase, Editor Doyle Jeffries will give you a Retainer or 3 Clue Tokens, your choice.

### Train Station

You board an odd looking train. You notice that the conductor is not quite human as he asks for your ticket. *What ticket?* If you try to bluff him out, make a Will (-1) roll. If you succeed, move to the City of the Great Race. If you fail, lose 1 Sanity and you are *Lost in Time and Space*. If you choose not to bluff, pay \$3 for a ticket and move to the City of the Great Race or you lose 1 Sanity and you are *Lost in Time and Space*.

### Black Cave

A cave in traps you and another visitor. You can save yourself with a little effort, but if you help the other explorer, you may not make it. If you just try to save yourself, make a Fight check. If you fail, lose 1 Stamina. If you try to save the other person, make a Fight [3] check, losing 1 Stamina for each failed die rolled. If you succeed, the visitor thanks you and you may gain an Ally of your choice from the Ally deck.

### General Store

A bureaucrat from the Arkham Tourist Bureau is trying to convince the proprietor to place an ad in his window. If you assist, make a Will check. If you succeed, the grateful bureaucrat gives you a free map; search the common item deck for a Map of Arkham to keep. If you fail, the proprietor is mad at you; take the Bad Deal Detriment.

### Graveyard

An old crone is sitting in the middle of a black plot of land stirring a cauldron. She invites you to try her stew. If you accept, you note that the stew tastes remarkably like pork. Lose 1 Sanity, but gain 2 Stamina. Make a Luck check; if you fail, you are *Cursed*.

### Black Cave

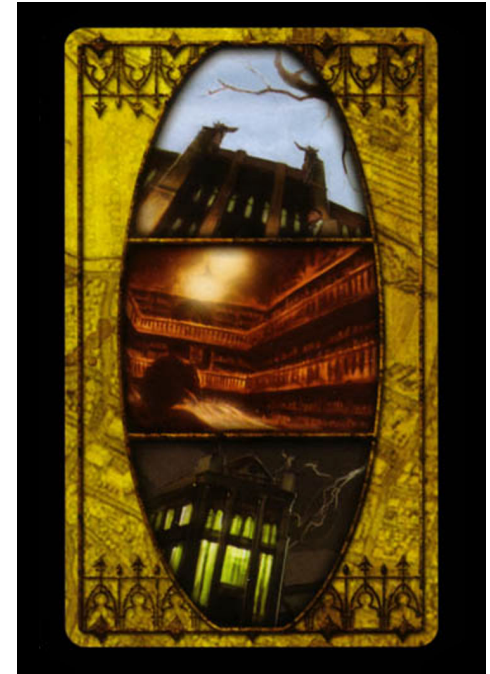
This cave goes deeper than you thought. You finally see light ahead of you. Make a Luck check. If you pass, move to a location of your choice in Arkham. If you fail, move to an Other World of your choice; you encounter it next turn.

### General Store

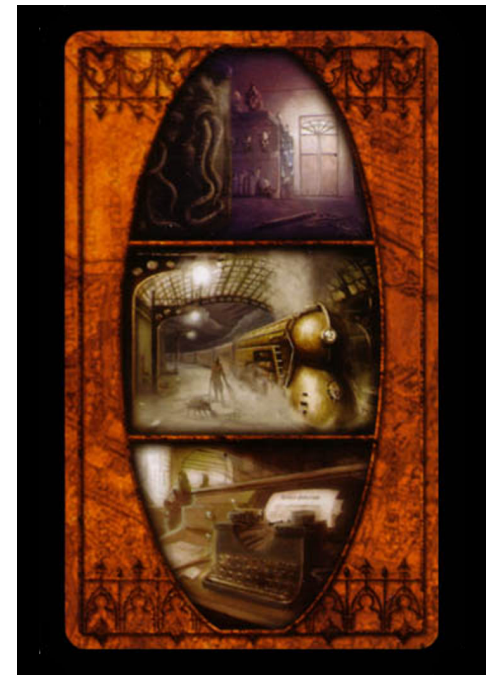
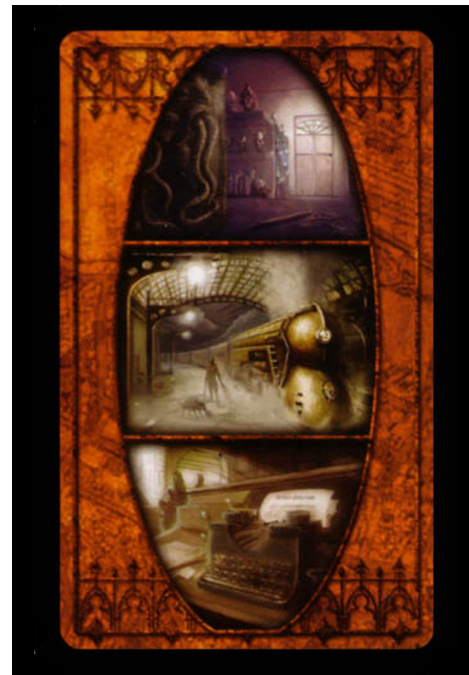
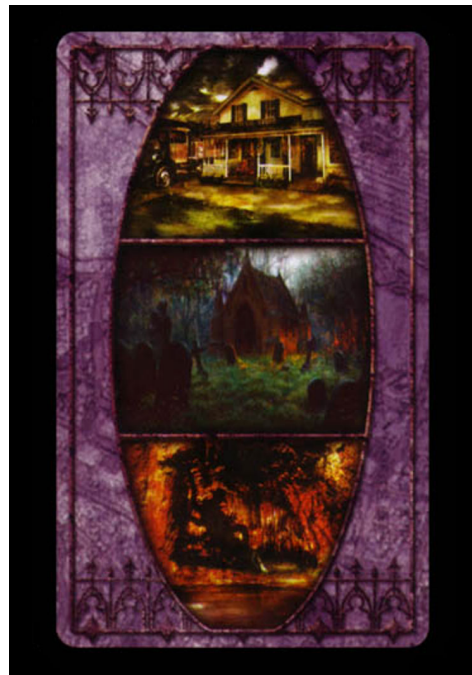
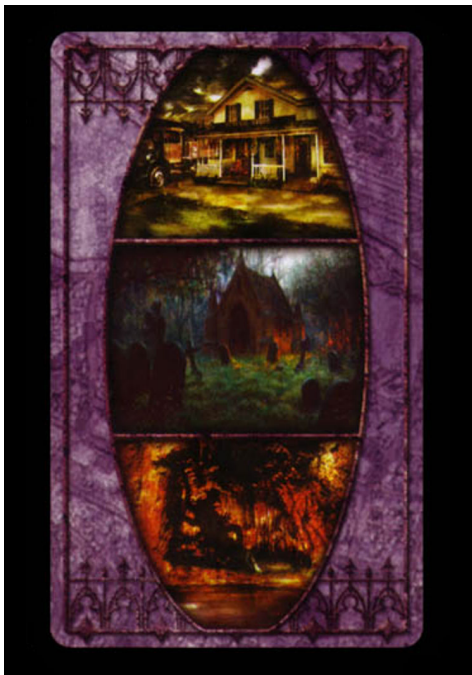
The proprietor looks you up and down and asks if you would be interested in buying a replica of the town charter for \$4? If you agree, spend \$4 and gain 3 clue tokens from reading the interesting document.

### Graveyard

The Silver Twilight Lodge claims to be casting a banishing ritual in the graveyard. If you assist them, make a Lore check. If you succeed, remove a Monster token of your choice from Arkham and place it back in the cup. If you have two or more successes in your roll, also gain a Silver Twilight Lodge Membership.



Back 5





### Black Cave

You find the remains of an old body in a side tunnel. If you examine it for yourself, make a Lore check. If you succeed, you find a Common Item and \$3. If you decided instead to take it to the police, it turns out to be the vital clue that leads to the solution of a murder investigation. You have the option of being Deputized or lowering the Terror Track by 1.

### General Store

You notice the want ads on the walls. It seems like people need help all over Arkham. Place a clue token in three empty locations of your choice in Arkham. Each location must be in a different area of town, and none of them can be in Rivertown.

### Graveyard

You are invited to do some grave robbing by an old acquaintance. If you accept, make a Sneak [2] check. If you succeed, gain a Unique Item. If you fail, the police arrive and arrest you; move to the Jail Cell.

### Black Cave

You find an odd horn embedded in the rock. If you attempt to blow it, make a Lore (+1) check. If you fail, the horrid noise echoes out the cave; lose 1 Sanity and move every Monster 1 space toward the Black Cave. If you succeed, the noise is soothing; gain 1 Sanity.

### General Store

The store is having a sale on weapons. Draw the top three Common Items. You may buy any weapons for \$1 off. If none of them are weapons, the police arrive to arrest you for contraband. Make a Sneak check or you become Wanted.

### Graveyard

You hear rustlings deep within a crypt. When you go to explore, you can see something shambling toward daylight. If you stay, fight a Monster. If you leave, move to the streets and put a Monster token in the Graveyard.

### Black Cave

There are strange pictographs drawn on the walls here. If you try to make them out, make a Lore roll and lose 1 Sanity. If you succeed, gain a Spell.

### General Store

Everybody is talking about the current Rumor and this is your attempt to squelch it. If there is a rumor in play, you may choose to make a Will (-1) roll to squelch it. If you succeed with two or more successes, remove the Rumor and activate its Pass condition. If you succeed with only 1 success, remove the Rumor without activating either condition. If you fail, remove the Rumor and activate its fail condition.

### Graveyard

You see a strange glowing cross upon a tombstone. Approaching it, a ghostly voice asks if you wish to be Blessed, but with a cost. If you agree, you are Blessed, but add a Zombie to the Rivertown streets and a random Monster to the Southside streets.

### Historical Society

The Historical Society has some interesting information regarding the ancient graffiti in the Jail Cell. Make a Luck (+3) check. For every success, place a Clue Token in the Jail Cell.

### Ma's Boarding House

A shadowy man has been poking around the Boarding House. Ma asks you to look into it. If you agree, make a Sneak check and a Speed check. If you fail either check, the lurker turns out to be a Maniac; draw one from the cup and encounter him immediately. If you have a total of two or three successes between them, it turns out to be Officer Johnstone of the Arkham Police; he is impressed with your work and offers to Deputize you. If you have a total of four or more successes between them, you befriend the shadowy man; gain the top card of the Ally deck.

### South Church

The pews in the Church are badly in need of repair. If you agree to help rebuild them, you may fill your Sanity to Max, but you lose 1 Stamina from the backbreaking labor.

Front 6

### Historical Society

The Historical Society has a ton of records to search through. It will take all of your will not to quit. If you decide to plow through, make a Will check and lose 1 Sanity. If you succeed, you have hit paydirt! Gain your choice of 3 Clue Tokens or a Unique Item. If you fail, it takes far longer than you thought and you must stay and encounter the Historical Society again next turn. If you decide to quit, make a Speed check to get out of there and move to the streets. If you fail your check, the Society is peeved at you for messing up the place; you become Wanted.

### Ma's Boarding House

Ma's is being fumigated at the moment. Move to the streets and make a Luck check. The fumigation attracts the Monsters around Arkham. For each failure in the Luck check, move a monster of your choice within Arkham, from the Outskirts, or from the Sky to you space immediately. You must encounter them all now.

### South Church

Oh no! Cultists have managed to desecrate the church. Father Michael asks for your help to sanctify the church again. If you volunteer to help, make a Lore (-1) check. If you succeed, the church has been sanctified. If you fail, the church remains in the grip of darkness. In the next Mythos phase, ignore the gate instructions and open a gate at the South Church. If you choose not to help, the Church must close for a turn to sort things out. Put a closed marker on the Church until the end of the next turn and add a marker to the Terror Track.

### Historical Society

According to the Historical Society, the Witch House is the oldest building in Arkham, predating the town charter by nearly one hundred years! There must be more to the house than you suspected. If you are at the Witch House at the end of your next Movement Phase, you may draw and keep a Spell.

### Ma's Boarding House

This Boarding House has existed for many years; maybe a record of the boarders would provide a clue. If you wish to look at Ma's records, make a Will check to convince her. If you succeed, gain 3 Clue Tokens and lose 1 Sanity as it appears that 'Ma' is over 120 years old, at least. If you fail, you still lose that 1 Sanity.

### South Church

The church is eerily quiet and deserted. Cautiously exploring, you discover a set of stairs leading down behind the pulpit. If you choose to follow the stairs, make a Luck check. If you succeed, the stairs take you to a tomb containing an old, dusty item; gain a Common Item. If you fail, the tomb is littered with the bodies of the clergy, having been eaten by a Monster; draw a Monster. If you choose not to explore, the eeriness of the church start to get to you; pass a Horror check or lose 1 Sanity.

### Historical Society

The Historical Society has some interesting documents of the layout of gravestones of the 1800s. Perhaps you could learn more there. If you are in the Graveyard at the end of your next Movement phase, make a Lore (+1) check. Gain a Clue Token for every success in that roll.

### Ma's Boarding House

As it turns out there is a visiting doctor willing to try experimental healing techniques. If your game has injury cards: He will restore as much stamina as you wish. Make a Luck [X] roll, where X is the amount of Stamina healed. If you fail, gain a random injury. If your game does not have injury cards: He will heal 1 Stamina for each \$1 you pay him.

### South Church

A glowing ray of light shines through the stained glass and surrounds you with a brilliant aura. You hear a deep voice, "I shall aid you in your holy quest, but only if you are willing to relinquish the tools of the opposition." If you discard all of your Spells, you become Thrice Blessed.

### Historical Society

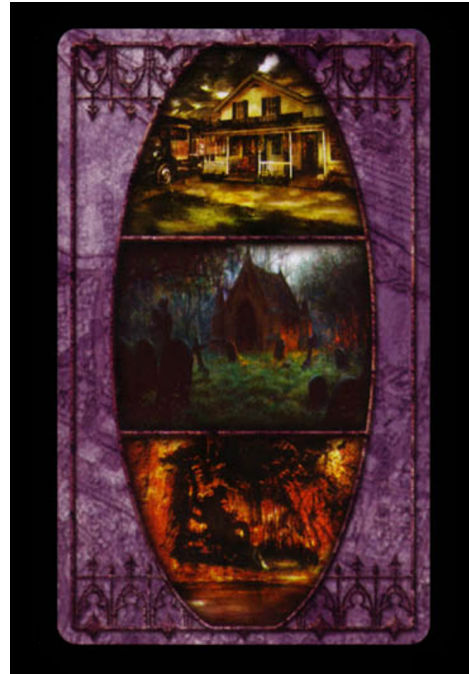
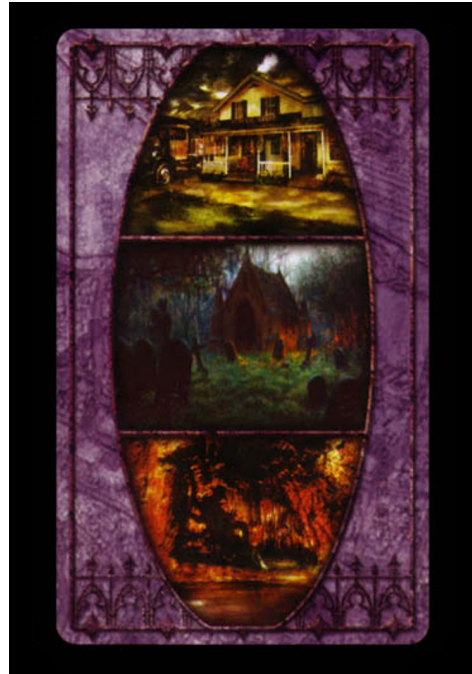
The Historical Society has just gotten in a bunch of new records, found in the attic of The Unnamable. You are welcome to look through them. Gain a Clue Token. If you try to take them with you, make a Sneak check. If you succeed, you may take the top Tome in the common item deck, and the Cursed Tome Detriment.

### Ma's Boarding House

Ma asks if you wish to share a room. If not, you get a good night's sleep for a change; gain 1 Stamina. If you do share the room, make a Luck (-1) check. If you succeed, you and your roommate spend the night comparing horror stories. The next morning your roommate joins you as an ally; take the top Ally card of the deck. If you fail the Luck check, you are awoken at midnight by your roommate turning into a Monster. Fight a Monster. If you are damaged by the Monster, win or lose, take the Monster Form card and keep the Monster token with the card.

### South Church

Father Michael offers you a small silver cross for a small donation to the Church. If you donate at least \$1, you may search the Common Items for a Cross and keep it.



Back 6





**St. Mary's Hospital**

[If you are at less than Max Stamina]: "You look awful," the old Doctor says, "I'll fix you right up." You gain back up to Max Stamina. [Otherwise]: The old Doctor looks at you, "What are you doing here? Get out!" Move to the Streets.

**Woods**

You find a rusty old motorcycle abandoned in the woods. Search the Common Items deck for the Motorcycle and take it. But it desperately needs repairs and cannot be used. Place the Motorcycle face down until you encounter Hibb's Roadhouse, where you find someone to fix it. After that encounter, turn the Motorcycle face up and it can be used.

**Ye Olde Magick Shoppe**

The Shady Man on the other side of the store pockets a strange item. If you tell Miriam Beecher, the Man throws off a Spell at you. Make a Speed check to get out of the way. If you fail, lose 1 Sanity and 1 Stamina. Regardless, Miriam asks you to get the man. Make a Combat check. If you pass, you have gotten the man and Miriam gives you the item as a reward; gain a Unique Item. If you fail, the man gets away and you lose 1 Stamina. If you choose not to tell Miriam, she blames you for the loss and curses you. You are Cursed.

**St. Mary's Hospital**

The orderlies are having trouble with a rather strange patient in the outer wards. If you offer to help, you find that it's a Monster which you must fight. If you succeed, you also gain \$3 from the grateful staff.

**Woods**

You come across a \$5 bill at the same time as a Sheldon Gang member. He says that he'll wrestle you for it. If you agree, make a Fight check. If you pass, gain the \$5 bill. If you fail, lose 1 Stamina. If you choose not to wrestle, the gang member calls you a coward and chases you out of the woods. Move to the streets.

**Ye Olde Magick Shoppe**

Even the simplest things can reveal clues. You may trade your Common Items in for 1 Clue Token each. Magical Items and Spells fetch 3 Clue Tokens each.

**St. Mary's Hospital**

People are scared. The Hospital has the opportunity to calm people down, but they need to hurry. If you wish to help, make a Speed [2] check. If you pass, remove a token from the TerrorTrack. If you fail, you become winded from the effort; lose 1 Stamina.

**Woods**

You arrive just in time for the police to start fighting the Sheldon Gang. If you help the police, make a Combat [2] check and lose 1 Stamina. If you pass, then you have routed the Sheldon Gang and become Deputized. If you fail, the Sheldon Gang is successful and you lose 2 additional Stamina. If you choose to help the Sheldon Gang, make a Combat [2] check and lose 1 Stamina. If you succeed, the Sheldon Gang rewards you with \$1 and two Common Items, but you become Wanted. If you fail, you are arrested; move to the Jail Cell. If you try to avoid the firefight altogether, make a Speed check and move to the streets. If you fail, lose 1 Stamina and you become Wanted.

**Ye Olde Magick Shoppe**

An elderly man sitting in the corner of the shop says that he knows a good deal of the secrets and mysteries of Arkham. He will share them with you if you will share with him a Spell or Unique Item. If you discard one of those items, the man reveals many clues; place a Clue Token in every street area, except the Uptown Streets.

**St. Mary's Hospital**

The Hospital is overflowing with sick people. If you volunteer to help organize the flow, make a Will check. If you succeed, a visiting policeman is so impressed that you are Deputized. If you fail, you are overwhelmed and catch a disease. Lose 1 Stamina, and you have two fewer Movement points next turn.

**Woods**

You hear a rustling in the trees. If you go to investigate, a Monster bursts in from the Outskirts (you may choose the Monster). If there are no Monsters in the Outskirts, pick one randomly from the cup. If you choose not to investigate, add a monster from the cup to the Outskirts.

**Ye Olde Magick Shoppe**

Miriam Beecher confides in you that she believes the best defense is a good offense. If you have at least one weapon, you may attempt to convince her to help you. Make a Will check. If you pass, search through the Spell deck and take the Enchant Weapon Spell. If you fail, she gets angry at your attempt to take advantage of her; take the Bad Deal card. If you do not have a weapon, she takes pity on you; gain the top Weapon of the Common Item deck.

Front 7

**St. Mary's Hospital**

A recent Monster attack has overwhelmed the emergency room. They need blood for a transfusion. If you are willing to help, you may donate, spending your Stamina and gaining 1 clue token for each Stamina spent.

**Woods**

*Come join us.* The small, strange woman beckons you from inside the woods. We will give you our blessing, but you must cast away your instruments of destruction. If you agree and discard all of your Weapons, you become Thrice Blessed.

**Ye Olde Magick Shoppe**

There is an inviting book nearby, just waiting to be read. Do you leaf through it? If so, you completely lose track of time, and must encounter Ye Olde Magick Shoppe again next turn. But your research has paid off. Make a Lore (+1) roll and draw as many Spells as you have successes. You may keep two of them and must discard the rest.

**REVENGE OF RETRION**



At the start of your movement phase, you must first draw a Monster and place it in your current space. If you sneak by it or defeat it, you may still move this turn. On your upkeep roll a die for Revenge of Retriion. On a success, discard this card.


**ALLY**



**VELMA**

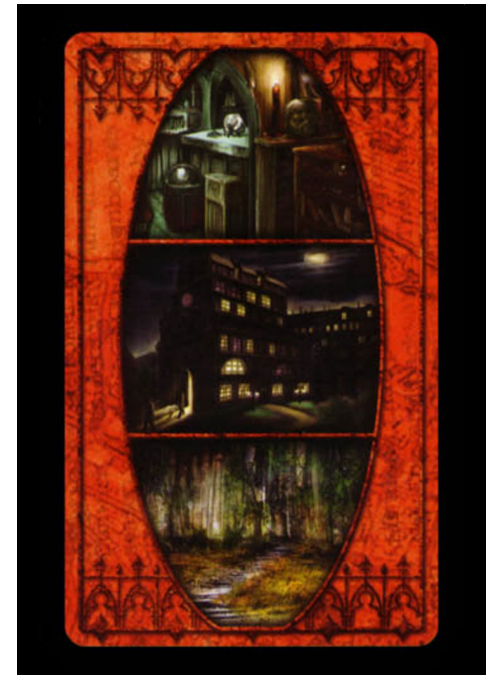
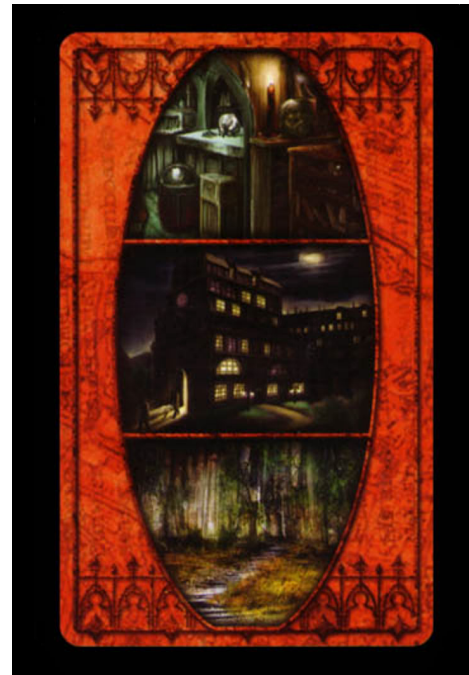
**+1 Maximum Stamina**  
Upkeep: Roll a die. On a success, gain 1 Stamina.

**THRICE BLESSED**

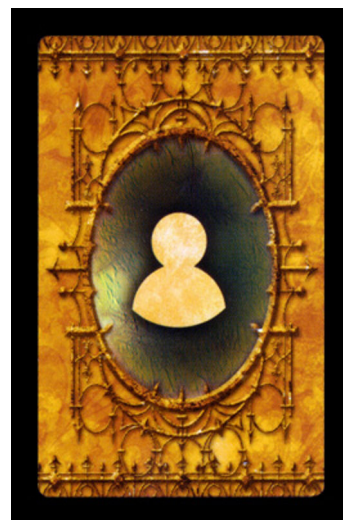


Upkeep: Roll a die and discard this card on a 1.

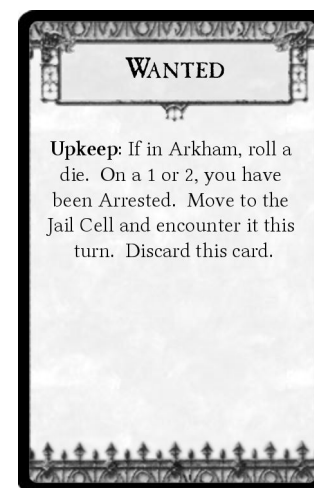
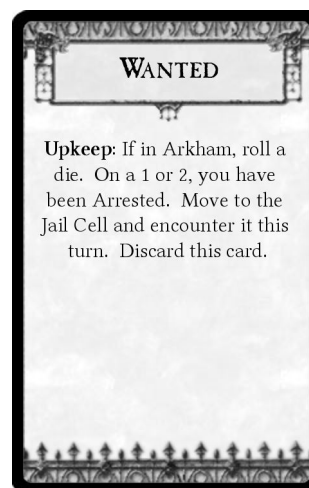
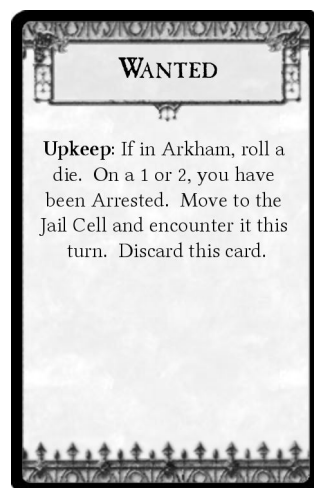
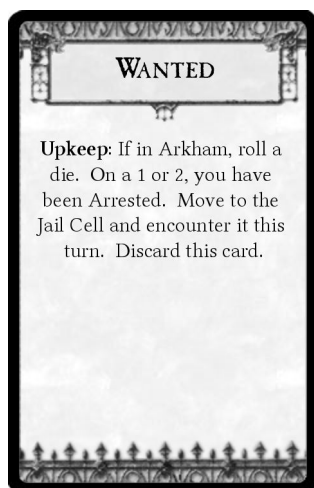
When rolling dice, you score successes on a 3, 4, 5, or 6. If you are *Cursed*, discard this card *and* gain a Curse card.



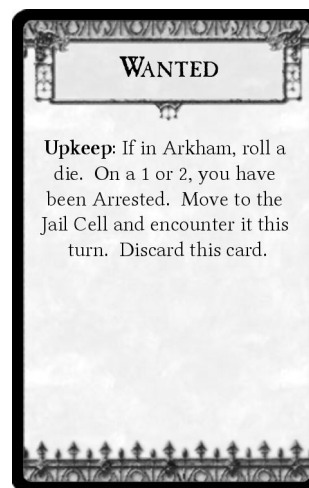
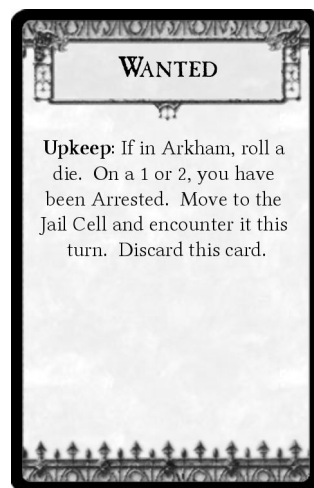
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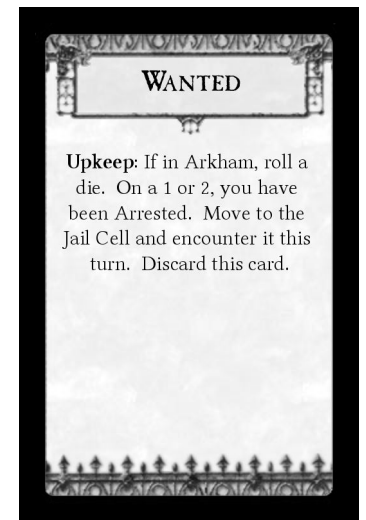
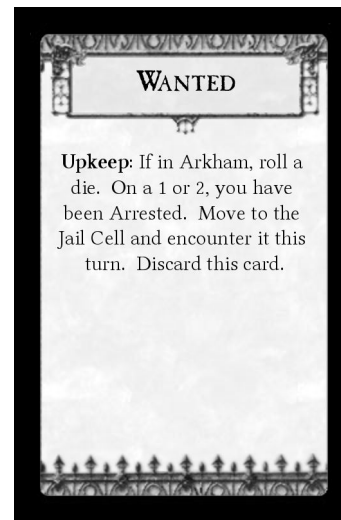




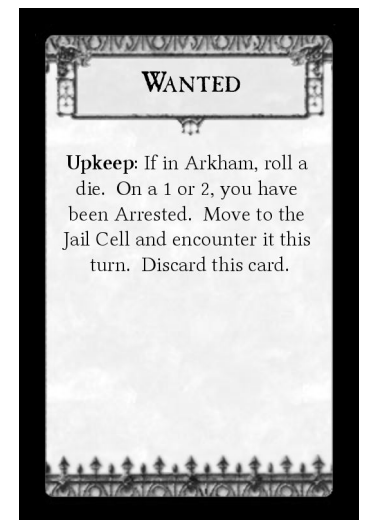
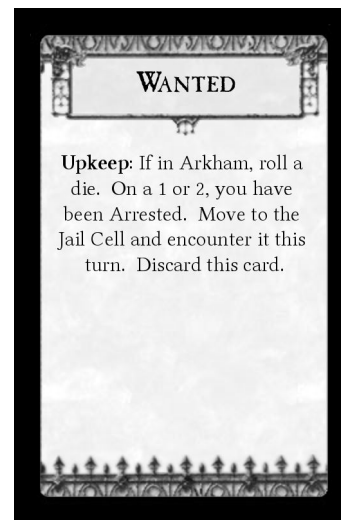
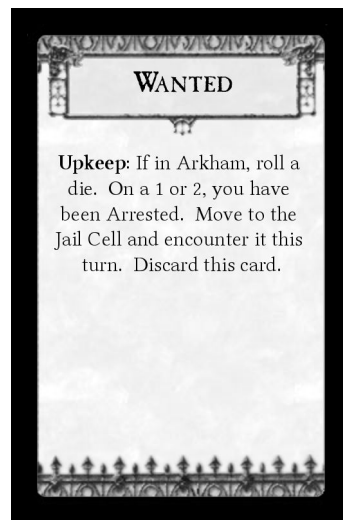


Front 8

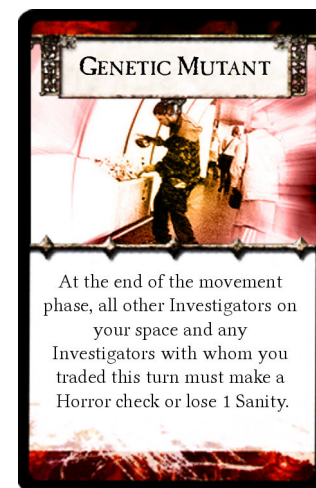
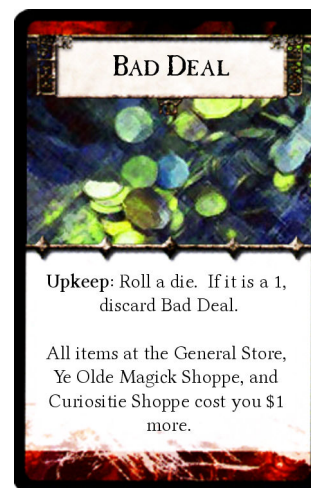
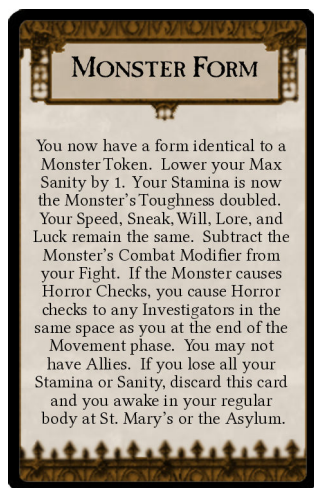




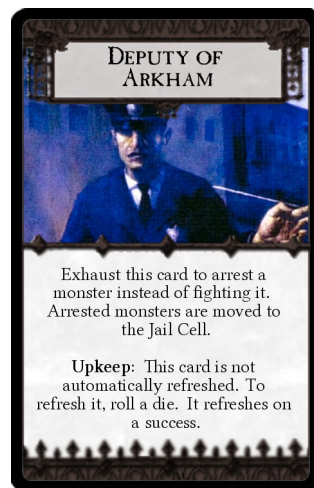
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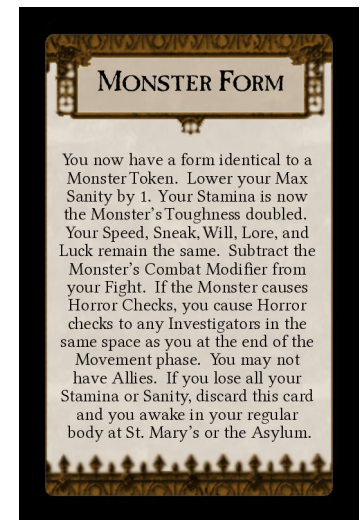






Front 9





Back 9

