

Curiosities

EASY / STANDARD

- X. X is the shroud value of your location.
- 1 for each **Criminal** at your location.
- +2 if the Obsidian Parrot is in play. Otherways -2.
- 1. If you are engaged with a **Criminal**, it attacks you.

1a 1/26

Curiosities

HARD / EXPERT

- X. X is the shroud value of your location.
- 2 for each **Criminal** at your location.
- +1 if the Obsidian Parrot is in play. Otherways -2.
- 2. If there is a **Criminal** at your location, it attacks you.

Saving Mr. Thomas

If Mr. Thomas is worth this much trouble for whoever you are up against, you have to make sure you get a chance to talk to him.

Also, they are clearly looking for something. Perhaps there is more to be found than just the proprietor.

Objective – If each undefeated investigator has resigned and one of them is in control of Oliver Thomas, advance.

What Happened Here?

The inside of the Curiosity Shoppe is in disarray. Books, paintings, and all manner of obscure items litter the floor. Someone has been looking for something. Perhaps they still are.

An Abandoned Shop?

"We have to get inside and find out what is amiss," Armitage implores. "Can't you just break down the door? Or perhaps there is another way in..."

Objective – When an investigator enters a **Shop** location, advance.

Free at Last!

You push Mr. Thomas out into the street in front of his shop and into the shop across the street.

◆ -R1.

More Rooms to Investigate

There are no sign of the proprietor but Armitage insists you need to find him so you take another good look around. "Wait! What was that?" Armitage calls out. You listen carefully and then you hear it too. There's a muffled sound coming from behind the wall in the Back Office.

You pry the wooden boards aside and reveal a small space with a staircase leading both up and down.

- ◆ Put the set-aside Attic, Cellar, and Second Story locations into play.
- ◆ Search the encounter discard pile and encounter deck for a **Criminal** enemy. Spawn it in the Second Story location.
- ◆ Shuffle the encounter discard pile into the encounter deck.

Inside

You enter the premises of the Curiosity Shoppe carefully. If someone is here, you'd rather it be you who get the jump on them than the other way round.

Alley

4 LOCATION **4**

Dark. Arkham. Northside.

➤ Test ♠ (4) to pick the lock on the back door leading to the Curiosity Shoppe. If successful, move to the Back Office location.

Victory 1

15/26 1

Alley

4 LOCATION **4**

Dark. Arkham. Northside.

The surrounding shops and offices all have back doors leading into the cramped alley.

Victory 1

15/26 1

Back Office

3 LOCATION **2**

Shop. Arkham. Northside.

An investigator cannot move to the Back Office from the Alley location except via the action on the Alley location.

Victory 1

13/26 1

Back Office

3 LOCATION **2**

Shop. Arkham. Northside.

An investigator cannot move to the Back Office from the Alley location except via the action on the Alley location.

Victory 1

13/26 1

Attic

4 LOCATION **3**

Dark. Arkham. Northside.

Forced – When revealing Attic, test ♠ (10). If you fail, put the set-aside Mysterious Book Weakness into play in your threat area, and add it to your deck for the remainder of the campaign. This card does not count toward your deck size.

The cramped space is littered with old trinkets and dusty books. On the floor you notice a book with a torn cover. The only discernable words are: The King in...

Victory 2

14/26 1

Attic

4 LOCATION **3**

Dark. Arkham. Northside.

The attic is full of old trinkets, books, and manuscripts.

Victory 2

14/26 1

Cellar

4 LOCATION **4**

Dark. Arkham. Northside.

Forced – When the Cellar is revealed, spawn the set-aside Oliver Thomas story asset in the Cellar. Place X resource tokens from the token bank on him, where X is the number of investigators in the game.

➤ If Oliver Thomas has 1 or more resource tokens on him, test ♠ (X) or ♠ (X), where X is the shroud value of the Cellar. If successful, remove 1 resource token from him.

Victory 1

12/26 1

Cellar

4 LOCATION **4**

Dark. Arkham. Northside.

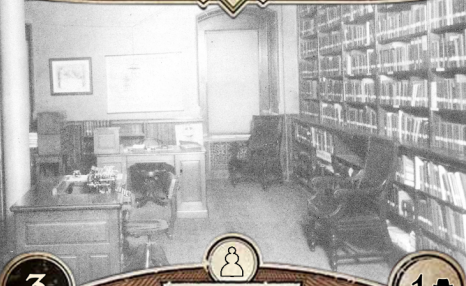
The door leading to the Cellar is locked. You cannot enter the Cellar until all other locations are revealed.

A narrow staircase leads down beneath the shop.

Victory 1

12/26 1

Curiositie Shoppe



3 **LOCATION** **1**

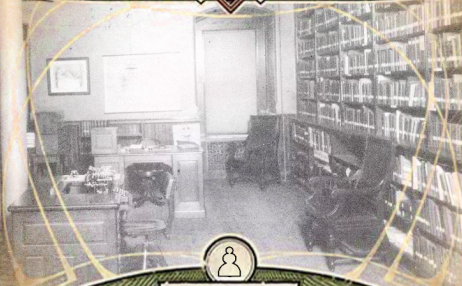
Shop, Arkham, Northside.

You search through the many works littering the makeshift bookcases and shelves, noticing works like 'Polaris', 'The Truth of Dagon,' and 'The Curse of Yig' but nothing about the statue you came here to inquire about.

But most peculiar, the proprietor is nowhere to be found.

11/26 1

Curiositie Shoppe



LOCATION

Shop, Arkham, Northside.

An investigator cannot move to the Curiositie Shoppe from the Main Road location except via the action on the Main Road location.

The lights should be on and the door unlocked during business hours.

11/26 1

Second Story




3 **LOCATION** **1**

Arkham, Northside.

9/26 1

Second Story



LOCATION

Arkham, Northside.

The second story is used as living quarters by the proprietor, Mr. Thomas.

9/26 1

Main Road



3 **LOCATION** **1**

Arkham, Northside.

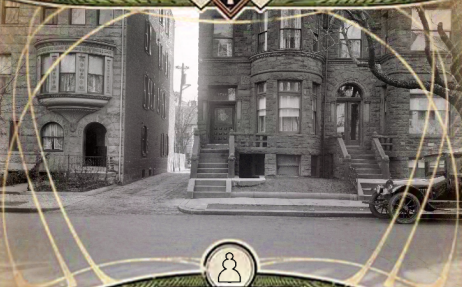
➔ **Test** (4) to break into the shop. If successful, move to the Curiositie Shoppe location.

➔ **Resign.** Better get back to studying the manuscript.

There should be more activity on the street during business hours...

10/26 1

Main Road

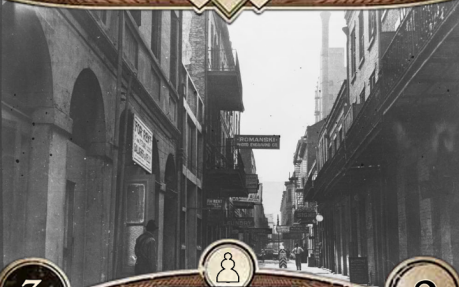


LOCATION

Arkham, Northside.

10/26 1

Side Road

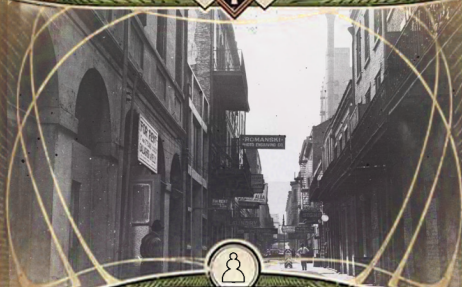


3 **LOCATION** **2**

Arkham, Northside.

8/26 1

Side Road



LOCATION

Arkham, Northside.

The side road is strangely deserted at this time of day.

8/26 1

