

Act 4a

### Get Out!

The die is cast. It is time to face the consequences of your actions and perhaps you will be able to come back home.

You cannot trigger abilities on **Inner City** locations.

**Objective** – Leave the nameless city for good.



8 / 30



When it all ends

Flip back to Act 4a

8 / 30

Act 3a

### Test of Faith

Deep in the abyss of the earth only a fool can show the way.

**Objective** – If investigators have performed 1 of the following, you must advance:

- ◆ The investigators have performed the Demonic Ritual.
- ◆ The investigators have control of 4 different keys.
- ◆ The investigators have open a Wargate.



7 / 30



Act 3b

### Bravery Or Madness ?

**The Summoning Ritual**  
The blood flows on the altar...an explosion of light pierces the darkness...death...fear...despair.

If have performed the Demonic Ritual, spawn a set-aside Indugud in the Altar Of Sacrifice location.

**The Secret Passage**  
The last piece of the key, there must be another door to open.

If the investigators have control of 4 different keys, put into play a set-aside Secret Passage location.

**Locked in a Different Dimension**  
Feel your mind and body being torn apart. You see only darkness, no ceiling, no floor, no sand. The city has disappeared leaving room for the unknown.

If the investigators have open a Wargate, put into play a set-aside Pocket Dimension location.

Move all the investigators to the Pocket Dimension.

Act 2a

### The Way Unravel

You find an extremely rotten corpse, looking inside you find numerous torn notes.

The translation of the text is complex and sometimes contradictory; it speaks of monstrous civilization, a stretch of a door and the instruction to open it with strange artifacts, demons and rituals, a pass...the letters become increasingly difficult to read.

Suddenly, an earthquake, more and more intense. Towards the large entrance hall you hear the sound of gears and sand moving like an avalanche. A few minutes pass and the noise subsides.

**Objective** – If all the investigators are in the Golden Gate location, advance.



6 / 30



Act 2b

### Through the Golden Gate

By inserting the keys into a small cavity in the center of the gate, you feel indescribable anguish, as if every fiber of your body is telling you to escape.

Too late, the huge portal jolts and slowly opens. A cold breeze comes out of the depths, caresses your face and with it you hear a whisper. You do not understand what it says but subconsciously you know that it invites you to enter.

The Golden Gate is open.

Put into play all 5 set-aside Unknown Ruins.

Spawn a set-aside Nameless Inhabitant in a random Unknown Ruins (If there are 3 or more investigators, spawn 2 set-aside Nameless Inhabitant in two random Unknown Ruins). Shuffle the remainder of the set-aside Nameless Citizen encounter set and the discard pile into the encounter deck.

Act 1a

### Descend Into The Impossible

"Holding this view, I thought I could trace roughly a wonderful epic of the nameless city; the tale of a mighty sea-coast metropolis that ruled the world before Africa rose out of the waves, and of its struggles as the sea shrank away, and the desert crept into the fertile valley that held it."

— H.P. Lovecraft, The Nameless City



5 / 30



Golden Gate

+

3

0

LOCATION

Ancient.

**Revelation** – Put the Golden Gate in play. You cannot move to the Golden Gate unless the investigators control 3 different keys.

No man could have built this marvel. Whoever its architects are there will be a way to open it.



Illus. oliver-beck

5 / 30

## The Nameless City

EASY / STANDARD

 -X, where X is the amount of horror on you.

 -1. If you fail lose an action during your next turn.

 -2 (-4 instead if you are in an *Forbidden* location).

 -2 (-3 instead if the Golden Gate is open).

1 / 30

## The Nameless City

HARD / EXPERT

 -X, where X is the amount of horror on you.

 -2. If you fail lose an action during your next turn.

 -3 (-6 instead if you are in an *Forbidden* location).

 -3 (-5 instead if the Golden Gate is open).

1 / 30



Agenda 3a  
4 / 30

### Clock's Ticking

*Creeping figures gather in the shadows of the ruins, waiting the right time to strike.*

**Forced** – At the end of the mythos phase, if there isn't any **Monster** enemy in play: Search the encounter deck and discard pile for a Frenzied Denizen and spawn it in the Golden Gate. (If there are 3 or more investigators, search the encounter deck and discard pile for a Frenzied Denizen and a Shadow Form Beyond. Spawn them in the Entrance Hall).

1 / 30

Agenda 3a  
4 / 30

### Am I dreaming, or am I awake?

*Overwhelmed in the body by the attacks of the serpid inhabitants of the city, mentally devastated by the constant voices in the head, you finally give up.*

*As soon as you close your eyes for eternal rest you realize that you are still in the chair in your office in Arkham. You can't help but wonder if the journey to the center of the Arabian desert actually happened, yet the headache continues to haunt you.*

(-RI)



Agenda 2a  
3 / 30

### The City Awakens

*You would never have thought that the grave silence of the superficial ruins could be missing. Echoes of footsteps and shifted sand make your mind travel in nightmares about your near future.*

**Forced** – After you reveal a **Forbidden** location, search the encounter deck and discard pile for a Visions Of Brutality and draw it.

3 / 30

Agenda 2a  
3 / 30

### Surrounded

*The strange footprints in the sand leave no more doubts, the city is really still inhabited by someone! The return journey will be more difficult than expected.*

It is act 1 or act 2. Shuffle the of the set-aside **Nameless Citizen** encounter set into the encounter deck.

Search the encounter deck and discard pile for a Frenzied Denizen and spawn it in the Entrance Hall. (If there are 3 or more investigators, search the encounter deck and discard pile for a Frenzied Denizen and a Shadow Form Beyond. Spawn them in the Entrance Hall).



Agenda 1a  
2 / 30

### Whispering from the Unknown

*You have read every source about the jamous lost city, you have questioned every nomad on the route from Khivahh to Judda, but in the end you found it. Is it possible that these ruins are the remembrance of an unknown past civilization?*

*It is since you set your first foot in these ruins that you feel a slight headache. After a few hours it intensifies, it seems as if someone or something is trying to breach your skull.*

2 / 30

Agenda 1a  
2 / 30

### An Unexpected Gift?

*The headache disappears, leaving only a few moments of desperate relief. Whispers first, then voices reverberate in your head. They promise wealth beyond imagination, the fulfillment of your darkest secrets and much more. You just have to go further they say and give fresh blood to the thirsty altar.*

The Lead Investigator search the encounter deck and the discard pile for a Astral Boon and draw it.

Shuffle the set-aside **Hellish Guests** encounter set and the discard pile into the encounter deck.

<p><b>Entrance Hall</b></p>  <p><b>3</b> LOCATION <b>1</b></p> <p><b>Ruins.</b></p> <p>➤: <b>Resign.</b> “Only a fool could challenge this madness!” You flee and save your life.</p> <p><i>Hundreds of grotesque columns, countless tunnels, ancient arches of stone and sand as far as the eyes can see. The majesty of the main exploration site seems an omen of opportunity, but what will be the price for so much glory?</i></p> <p>Illus. Jose-vega 17 / 30</p>	<p><b>Elder's Vault</b></p>  <p><b>3</b> LOCATION <b>1</b></p> <p><b>Graveyard.</b></p> <p><b>Forced</b> – After you reveal Elder's Vault, spawn here the set-aside Guardian Golem enemy. Place on The Guardian Golem the set-aside key.</p> <p><i>Beyond the tunnel the ceiling rises to make room for giant mummified remains of unknown origin. Mechanical noises... something still guards this place.</i></p> <p>Illus. Jose-vega 18 / 30</p>	<p><b>Forsaken Circle</b></p>  <p><b>2</b> LOCATION <b>1</b></p> <p><b>Ruins.</b></p> <p><b>Forced</b> – After you reveal Forsaken Circle, take 1 horror.</p> <p>➤: Search the encounter deck and discard pile for a Desecrated Ritual and draw it. If you don't take any horror by that: Gain control of the set-aside key.</p> <p>Illus. B M Park 19 / 30</p>	<p><b>Incomprehensible Glyphs</b></p>  <p><b>5</b> LOCATION <b>1</b></p> <p><b>Forbidden.</b></p> <p><b>Forced</b> – After you reveal the Incomprehensible Glyphs, place on it the set-aside key.</p> <p><b>Forced</b> – After you fail a skill test while investigating Incomprehensible Glyphs: search the encounter deck and discard pile for a Shadow From Beyond and spawn it here.</p> <p>Illus. KOHTLYR 20 / 30</p>
<p><b>Entrance Hall</b></p>  <p>LOCATION</p> <p><i>“That is not dead which can eternal lie, And with strange aeons even death may die.” — H.P. Lovecraft, The Nameless City</i></p> <p>Illus. pierre-raveneau</p>	<p><b>Upper City</b></p>  <p>LOCATION</p> <p><b>Ruins.</b></p> <p><i>“Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. It must have been thus before the first stones of Memphis were laid, and while the bricks of Babylon were yet unbaked.” — H.P. Lovecraft, The Nameless City</i></p> <p>Illus. pierre-raveneau</p>	<p><b>Upper City</b></p>  <p>LOCATION</p> <p><b>Ruins.</b></p> <p><i>“Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. It must have been thus before the first stones of Memphis were laid, and while the bricks of Babylon were yet unbaked.” — H.P. Lovecraft, The Nameless City</i></p> <p>Illus. pierre-raveneau</p>	<p><b>Upper City</b></p>  <p>LOCATION</p> <p><b>Ruins.</b></p> <p><i>“Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. It must have been thus before the first stones of Memphis were laid, and while the bricks of Babylon were yet unbaked.” — H.P. Lovecraft, The Nameless City</i></p> <p>Illus. pierre-raveneau</p>

**Twisted Pyramid**

**2** LOCATION **2**

**Forbidden.**

**Forced** – After you enter the Twisted Pyramid : Test **(3)**. If you fail, you must move to Entrance Hall.

*Rays of blue light converge at the apex of the inverse pyramidal structure. Just look at it for a few moments to understand how much you still have to understand about this city.*

Illus. Olexii Shuhurov 22 / 30

**Pathway To Nowhere**

**3** LOCATION **1**

**Ruins.**

**⚡** : Take 1 horror, you can move to any connected locations. (Limit once per round).

*Among the thousands of tunnels some stand out for their golden glow. Hoping it is a good omen, you just have to go forward in the passage.*

Illus. Olexii Shuhurov 23 / 30

**Unholy Chamber**

**4** LOCATION **2**

**Ruins.**

**Forced** – After an investigator at this location draw a **Madness** treachery: That treachery gains surge. (Limit once per round.)

*Inside the structure there are high reliefs, canopic jars and jewels. After a few minutes incomprehensible songs echo in your head, listening better you understand some words and seem to invite you to leave.*

**Victory 1.**

Illus. Timothy-rodriguez 25 / 30

**Buried Archway**

**3** LOCATION **1**

**Ruins.**

**⚡** : Take 1 horror, look at the top card of the encounter deck. Place this card on either the top or bottom of the deck. (Limit once per round).

*"I wondered what the prehistoric cutters of stone had first worked upon."*

— H.P. Lovecraft, *The Nameless City*

Illus. Jose vega 24 / 30

**Upper City**

LOCATION

**Ruins.**

*"Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. It must have been thus before the first stones of Memphis were laid, and while the bricks of Babylon were yet unbaked."*

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Illus. pierre-raveneau

**Upper City**

LOCATION

**Ruins.**

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Illus. pierre-raveneau

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Illus. pierre-raveneau

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Illus. pierre-raveneau

**Cacophonous Corridor**

**4** LOCATION **2**

**Forbidden.**

This location is investigated using instead of the skill indicated by the investigation attempt.

*"Man is so used to thinking visually that I almost forgot the darkness and pictured the endless corridor of wood and glass in its low-studded monotony as though I saw it."*  
— H.P. Lovecraft, *The Nameless City*

**Victory 1.**

Illus. leo the fox 21 / 30

**Altar Of Sacrifice**

**3** LOCATION **3**

**Forbidden. Temple. Inner City.**

➤: Discard an ally or take 2 direct damage: Perform the Demonic ritual.

➤ After you discover the last clue on Altar Of Sacrifice and you have performed the ritual: Choose an investigator in this location to take control of the set-aside Demonic stele asset.

**Victory 1.**

Illus. alexander-skold 26 / 30

**Black Ziggurat**

**8** LOCATION **0**

**Forbidden. Temple. Inner City.**

⚡: Place 1 of your clues on the Black Ziggurat.

➤: If there are 4 clues on this location: Open the Warpgate.

*"I wondered what its real proportions and magnificence had been, and reflected a moment on certain oddities I had noticed in the ruins."*  
— H.P. Lovecraft, *The Nameless City*

**Victory 1.**

Illus. alexander-skold 27 / 30

**Otherworldly Web**

**4** LOCATION **2**

**Forbidden. Inner City.**

➤: If there are no clues in this location and you control the Forgotten Map, Test (4). If you fail search the encounter deck and discard pile for a Dead End and draw it. If you succeed: Gain a set-aside key.

**Victory 1.**

Illus. Jose-Vega 28 / 30

**Upper City**

LOCATION

**Ruins.**

*"Remote in the desert of Araby lies the nameless city, crumbling and inarticulate, its low walls nearly hidden by the sands of uncounted ages. It must have been thus before the first stones of Memphis were laid, and while the bricks of Babylon were yet unbaked."*  
— H.P. Lovecraft, *The Nameless City*

Illus. pierre-raveneau

**Unknown Ruins**

LOCATION

**Ruins.**

*"I shuddered oddly in some of the far corners; for certain altars and stones suggested forgotten rites of terrible, revolting, and inexplicable nature, and made me wonder what manner of men could have made and frequented such a temple."*  
— H.P. Lovecraft, *The Nameless City*

Illus. hm-kang-qing

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Illus. hm-kang-qing

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— H.P. Lovecraft, *The Nameless City*

Illus. hm-kang-qing

**The Monolith**



**2** LOCATION **1**

*Forgotten. Inner City.*

**Forced** – While investigating add to the shroud value of The Monolith the number of cards in your hand.

➤ After you discover the last clue on The Monolith: Choose an investigator in this location to take control of the set-aside Forgotten Map asset.

Illus. Aleksei Liakh 29 / 30

**Unspeakable Nest**



**3** LOCATION **1**

*Forgotten. Inner City.*

**Forced** –At the end of the round heal 1 damage to every enemies in this location.

*Better not know which creatures have decided to make their lair here.*

Illus. Aleksei Liakh 30 / 30

**Pocket Dimension**



**10** LOCATION **2**

*Extradimensional. Forbidden.*

**Forced** –While you are investigating Pocket Dimension, you must add your **1** skill to your **1**.

**Forced** –At the end of the round every investigators in this location take 1 horror.

**Forced** – After you discover the last clue on the Pocket Dimension: Flip this card and resolve its text.

**Victory 1.**

Illus. Konrad Knox 15 / 30

**Secret Passage**

*A Way Out*



**2** LOCATION **0**

*Passage.*

**Objective** – If all non defeated investigators are in the Secret Passage: (→R4)

*Is it possible that in the darkest of abysses a small door can lead you to the sun again?*

Illus. chrisold 16 / 30

**Unknown Ruins**



LOCATION

**Ruins.**

*"I shuddered oddly in some of the far corners; for certain altars and stones suggested forgotten rites of terrible, revolting, and inexplicable nature, and made me wonder what manner of men could have made and frequented such a temple."*

— H.P. Lovecraft, *The Nameless City*

Illus. Ilim-kang-qing

**Unknown Ruins**



LOCATION

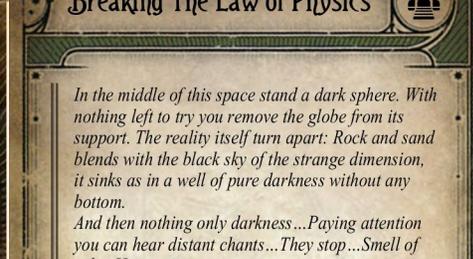
**Ruins.**

*"I shuddered oddly in some of the far corners; for certain altars and stones suggested forgotten rites of terrible, revolting, and inexplicable nature, and made me wonder what manner of men could have made and frequented such a temple."*

— H.P. Lovecraft, *The Nameless City*

Illus. Ilim-kang-qing

**Breaking The Law of Physics**



*In the middle of this space stand a dark sphere. With nothing left to try you remove the globe from its support. The reality itself turn apart: Rock and sand blends with the black sky of the strange dimension, it sinks as in a well of pure darkness without any bottom.*

*And then nothing only darkness...Paying attention you can hear distant chants...They stop...Smell of salt...Hot again...*

*Open your eyes in disbelief again, you are still in the same spot on the Ziggurat as before. However, the artifact remained in your hands.*

Move all investigators to the Black Ziggurat. Choose an investigator in the Black Ziggurat to take control of the set-aside Globe Of Darkness asset.

STORY

Illus. chrisold

**Secret Passage**



LOCATION

*Passage.*

The entrance to the Secret Passage is hidden. You cannot move into the Secret Passage, unless the investigators control 5 **1** clues.

*Will the inhabitants of this city have direct access to the surface?*

Illus. chrisold

### Imdugud

The Stormbringer

5 4 3

*Extradimensional.*  
Hunter. Massive. Retaliate.

**Forced** – After evading successfully Imdugud, every investigator in his location take 1 horror.

**Forced** – After the mythos phase ends: Discard the top 3 cards of the encounter deck. Spawn each *Extradimensional* enemy discarded by this effect at Imdugud's location. If no *Extradimensional* enemy are discarded by this effect, heal 1 damage to Imdugud.

**Forced** – When Imdugud is defeated: Flip this card over and resolve its text.

Victory 2.

ENEMY

Illus. piotr-jablonski 14 / 30

### Guardian Golem

3 2 0

*Golem.*  
Retaliate.

The Guardian Golem cannot be evaded.

*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl shtagn.*

Victory 0

ENEMY

Illus. Jamie-Mentaly 13 / 30

### Demonic Stele

Cursed Beyond Imagination

4 ASSET

*Cursed.*

⚡ Exhaust Demonic Stele: Take 1 direct damage and gain 2 resources, if you have 3 or fewer remaining sanity, gain 3 resources instead.

⚡ Exhaust Demonic Stele: Take 1 direct horror and draw 1 card, if you have 3 or fewer remaining sanity, draw 2 cards instead.

Illus. PeterSiedlArt 9 / 30

### Globe Of Darkness

Feared Across Time And Space

3 ASSET

*Relic.*

➡ **Fight.** You get +X resources, where X is your resources, and deal +2 damage to this attack. After the attack is resolved discard Globe Of Darkness.

*Outside of its original dimension, the strange relic seems inert. However, if you pay close attention, you can see that the dark sphere pulses with its own energy.*

Illus. loic-muzy 10 / 30

### Older Than Creation

If you have defeated Imdugud and you don't control Demonic stele asset:

Instead of discarding it, heal all damage from it, disengage it from all investigators, and exhaust it. It does not ready during the upkeep phase this round.

If you have defeated Imdugud by damage from Spell or Relic and you don't control Demonic stele asset:

Instead of discarding it, heal half the damage from it, disengage it from all investigators, and exhaust it. It does not ready during the upkeep phase this round.

If you have defeated Imdugud and you control Demonic stele asset:

*The beast screamed and screamed continuously. A lightning, a thunder and then only the darkness.*

(→R2)

STORY



<p><b>2</b> ASSET</p> <p><b>Priceless Statuette</b> Can Hear Your Thoughts</p>  <p><i>Item. Occult.</i></p> <p>Uses (3 charges). If Priceless Statuette has no charges, discard it.</p> <p>When you would reveal a chaos token, spend 1 charge: If you reveal a  symbol, cancel that token and treat it as if it were a "-1" token instead.</p> <p>Illus. Ilic-muzy 11 / 30</p>	<p><b>2</b> ASSET</p> <p><b>Forgotten Map</b> Lost And Consumed</p>  <p><i>Item. Occult.</i></p> <p>If you have 3 or fewer remaining sanity, you get +1  and +1 .</p> <p><i>"We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far."</i> — H. P. Lovecraft, <i>The Call of Cthulhu: With a Dedication by George Henry Weiss</i></p> <p>Illus. Unknown 12 / 30</p>
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**Pit Trap**

*Trap.*

**Revelation** – Attach to your location.

**Forced** – If an investigator enters or begins the turn in this location, test (3). If you fail take 1 damage.

➔ Test (3). If you succeed, discard Pit trap.

**Pit Trap**

*Trap.*

**Revelation** – Attach to your location.

**Forced** – If an investigator enters or begins the turn in this location, test (3). If you fail take 1 damage.

➔ Test (3). If you succeed, discard Pit trap.

**Pit Trap**

*Trap.*

**Revelation** – Attach to your location.

**Forced** – If an investigator enters or begins the turn in this location, test (3). If you fail take 1 damage.

➔ Test (3). If you succeed, discard Pit trap.

**Wrong Tunnel**

*Hazard.*

**Revelation** – Test (3). For each point you fail by, take 1 damage.

*Broken bones, smell of rotten flesh and now the tunnel is shrinking. It seems like the perfect place for an ambush...*



Illus. unknown

4 / 8

Illus. unknown

5 / 8

Illus. unknown

6 / 8

Illus. spookyehan

1 / 8



TREACHERY

**Wrong Tunnel**

*Hazard.*

**Revelation** – Test ☠ (3). For each point you fail by, take 1 damage.

*Broken bones, smell of rotten flesh and now the tunnel is shrinking. It seems like the perfect place for an ambush...*



TREACHERY

**Wrong Tunnel**

*Hazard.*

**Revelation** – Test ☠ (3). For each point you fail by, take 1 damage.

*Broken bones, smell of rotten flesh and now the tunnel is shrinking. It seems like the perfect place for an ambush...*



TREACHERY

**Dead End**

*Obstacle.*

**Revelation** – Attach to your location.

The investigators can't move to outside the attached location.

➤: Test ♠ (4) or Test ♣ (4). If you succeed, discard Dead End.



TREACHERY

**Dead End**

*Obstacle.*

**Revelation** – Attach to your location.

The investigators can't move to outside the attached location.

➤: Test ♠ (4) or Test ♣ (4). If you succeed, discard Dead End.

Illus. spookyehan

2 / 8

Illus. spookyehan

3 / 8

Illus. Eliz-cross

8 / 8

Illus. Eliz-cross

7 / 8





TREACHERY



TREACHERY

### Haunted By The Unknown

*Hex. Madness.*

**Revelation** – Put Haunted By The Unknown into play in your threat area.

**Forced** – When you investigate use your skill with the lowest value instead of (in case of equivalent values you get to choose).

**Forced** – When your turn ends: Test (3). If you succeed, discard Haunted By The Unknown. If you fail take 1 horror.

Illus. grafgunther

4 / 7

### Haunted By The Unknown

*Hex. Madness.*

**Revelation** – Put Haunted By The Unknown into play in your threat area.

**Forced** – When you investigate use your skill with the lowest value instead of (in case of equivalent values you get to choose).

**Forced** – When your turn ends: Test (3). If you succeed, discard Haunted By The Unknown. If you fail take 1 horror.

Illus. grafgunther

5 / 7

### Shadow From Beyond

2 2 4

*Extradimensional.*

Aloof. Hunter.

**Forced** – At the end of the enemy phase, every investigator at Shadow From Beyond location take 1 horror.

*In this city even in pitch black shadows will hunt you.*



ENEMY

### Shadow From Beyond

2 2 4

*Extradimensional.*

Aloof. Hunter.

**Forced** – At the end of the enemy phase, every investigator at Shadow From Beyond location take 1 horror.

*In this city even in pitch black shadows will hunt you.*



ENEMY



Illus. grafgunther

2 / 7



Illus. grafgunther

3 / 7



# Shadow From Beyond

2 2 4

*Extradimensional.*

Aloof. Hunter.

**Forced** – At the end of the enemy phase, every investigator at Shadow From Beyond location take 1 horror.

*In this city even in pitch black shadows will hunt you.*



Illus. grafgunther

1 / 7



## Trial By Insanity

*Scheme.*

Surge.

**Revelation** – Check which investigator controls each key. The investigator with...

- ◊...the ♠ key gets -2 to ♠ until the end of the round.
- ◊...the ♡ key gets -2 to ♡ until the end of the round.
- ◊...the ♣ key gets -2 to ♣ until the end of the round.
- ◊...the ♠ key gets -2 to ♠ until the end of the round.

Illus. paul-gerrard

6 / 7



## Trial By Insanity

*Scheme.*

Surge.

**Revelation** – Check which investigator controls each key. The investigator with...

- ◊...the ♠ key gets -2 to ♠ until the end of the round.
- ◊...the ♡ key gets -2 to ♡ until the end of the round.
- ◊...the ♣ key gets -2 to ♣ until the end of the round.
- ◊...the ♠ key gets -2 to ♠ until the end of the round.

Illus. paul-gerrard

7 / 7



## Astral Boon

*Pact.*

**Revelation** - You must choose one of the following:  
◊ Heal 1 horror and discard 2 random cards from your hand.  
◊ Heal 1 damage and choose and discard 1 asset you control (if you cannot, take 2 horror instead).

Illus. Carmine Cassese

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TREACHERY

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Illus. Carmine Cassese

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TREACHERY

### Curse Of The Eons

*Madness. Hex.*

**Revelation** – Put Curse Of The Eons into play in your threat area.  
**Forced** – When the agenda deck advances test ☠ (4). If you fail take 2 damage and 1 horror. If you succeeded Discard the Curse Of The Eons.

Illus. Rickhwl

6 / 7



TREACHERY

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Illus. Rickhwl

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TREACHERY

### Desecrated Ritual

*Madness. Omen.*

**Revelation** - Test ☠ (4). If you fail take 1 horror, if you fail by 3 ore more take 1 horror and discard a random card from your hand.  
*“I was quite unbalanced with that instinct for the strange and the unknown which has made me a wanderer upon earth and a haunter of far, ancient, and forbidden places.”*  
 — H.P. Lovecraft, *The Nameless City*

Illus. MARC SIMONETTI

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### Visions Of Brutality

*Scheme.*

**Revelation** – Test  (5). If you fail, reveal the top X cards of the encounter deck, where X is the amount you failed by. If at least 1 **Extradimensional** enemy is revealed by this effect, choose and draw 1 of them. If at least 1 **Madness** treachery is revealed by this effect, take 1 horror. Shuffle the encounter deck.

Illus. MARC SIMONETTI

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Illus. MARC SIMONETTI

6 / 8

Illus. MARC SIMONETTI

3 / 8

Illus. georges-redreyy

6 / 6



TREACHERY

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TREACHERY

### Infernal Gaze

*Madness.*

**Revelation** – Place 1 doom on the closest enemy. If no doom is placed by this effect, the Infernal Gaze gains surge.  
*As fear freezes you in place, the demon learns what you are, what you were and perhaps what you will become.*



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Illus. georges-redreay

5 / 6

Illus. georges-redreay

4 / 6

Illus. Blaz Porenta

2 / 6

Illus. Blaz Porenta

3 / 6

# Son Of The Ruinstorm

Arald of endtimes

4 3 3

Extradimensional.

Hunter.

If you are engage with the Son Of The Ruinstorm, at the start of your turn you have to choose one of the following:

- Take 1 damage.
- Son Of The Ruinstorm gains +1 until the end of the round.
- Take 1 horror.
- Son Of The Ruinstorm gains +1 until the end of the round.

Victory 1.



Illus. antonio-j-manzanedo 1/6

# Frenzied Denizen

3 4 2

Monster.

Spawn – Golden Gate.

Hunter.

“To convey any idea of these monstrosities is impossible. They were of the reptile kind, with body lines suggesting sometimes the crocodile, sometimes the seal, but more often nothing of which either the naturalist or the palaeontologist ever heard”. — H.P. Lovecraft, The Nameless City



Illus. Ryan Firchau 3/7

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Illus. Ryan Firchau 2/7



### The Monster Of SanSan

5 5 2

Monster. Elite.

**Spawn** – the Unspeakable Nest, if it is not in play, Golden Gate instead.

**Prey** – Higher Hunter. Retaliate.

*A Mutation? A Creature of another dimension? Maybe an animal from the past? However, it looks hungry.*

Victory 1.

ENEMY



Illus. Brom

7/7

### Nameless Inhabitant

3 3 X

Monster.

**Spawn** – Golden Gate.

X is the shroud value of this enemy's location.

*"The importance of these crawling creatures must have been vast, for they held first place among the wild designs on the frescoed walls and ceiling."  
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ENEMY



Illus. loic-muzy

5/7

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Illus. loic-muzy

6/7

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Illus. loic-muzy

7/7

