

Pack Leader

4 4 3

Monster. Humanoid. Deep One.

Hunter.

Forced – After Pack Leader engages you: If you have fewer cards in hand than its fight value, discard the top card of the encounter deck. If it is a *Deep One*, draw it.

"They were the blasphemous fish-frogs of the nameless design – living and horrible."

-H.P. Lovecraft, *The Shadow over Innsmouth*.



ENEMY



1/4 40

Deep One Hunter

3 3 3

Monster. Humanoid. Deep One.

Prey – Fewest cards in hand.

Hunter.

Forced – After Deep One Hunter engages you, If you have fewer cards in hand than its fight value: Deep One Hunter makes an immediate attack.



ENEMY



Illus. Mind Siphon

2/4 41

Deep One Hunter

3 3 3

Monster. Humanoid. Deep One.

Prey – Fewest cards in hand.

Hunter.

Forced – After Deep One Hunter engages you, If you have fewer cards in hand than its fight value: Deep One Hunter makes an immediate attack.



ENEMY



Illus. Mind Siphon

3/4 41

Deep One Hunter

3 3 3

Monster. Humanoid. Deep One.

Prey – Fewest cards in hand.

Hunter.

Forced – After Deep One Hunter engages you, If you have fewer cards in hand than its fight value: Deep One Hunter makes an immediate attack.



ENEMY



Illus. Mind Siphon

4/4 41

Shaman of the Deep

3 4 4

Humanoid. Monster. Cultist. Deep One.

Alert.

Forced – After Shaman of the Deep engages you: Test ♣ (3). For each point you fail by, discard 1 card from your hand.

"I perceived that one figure was strangely robed, and unmistakably surmounted by a tall tiara of a design altogether too familiar."

-H.P. Lovecraft, *The Shadow over Innsmouth*.



ENEMY



1/4 42

Deep One Warrior

5 3 3

Humanoid. Monster. Deep One.

Retaliate.

While Deep One Warrior is being attacked using a *Ranged*, *Firearm*, or *Spell* asset, it gets -2 fight.

Forced – After Deep One Warrior engages you: Test ♣ (3). If you fail, choose and discard a non-story asset you control.



ENEMY



3/4 43

Deep One Warrior

5 3 3

Humanoid. Monster. Deep One.

Retaliate.

While Deep One Warrior is being attacked using a *Ranged*, *Firearm*, or *Spell* asset, it gets -2 fight.

Forced – After Deep One Warrior engages you: Test ♣ (3). If you fail, choose and discard a non-story asset you control.



ENEMY



4/4 43

Deep One Warrior

5 3 3

Humanoid. Monster. Deep One.

Retaliate.

While Deep One Warrior is being attacked using a *Ranged*, *Firearm*, or *Spell* asset, it gets -2 fight.

Forced – After Deep One Warrior engages you: Test ♣ (3). If you fail, choose and discard a non-story asset you control.



ENEMY



2/4 43



TREACHERY

Stray Bombardment

Hazard. Obstacle.

Revelation – Attach to your location. (Limit 1 per location.)

Forced – At the beginning of the investigation phase: Each enemy and ally here takes 1 damage. Then, each investigator here must test (3), or (1) if they are a *Veteran*. For each point failed by, that investigator must either take 1 damage, or lose 1 action.

Illus. Omer Kaya

1 / 6 36



TREACHERY

Stray Bombardment

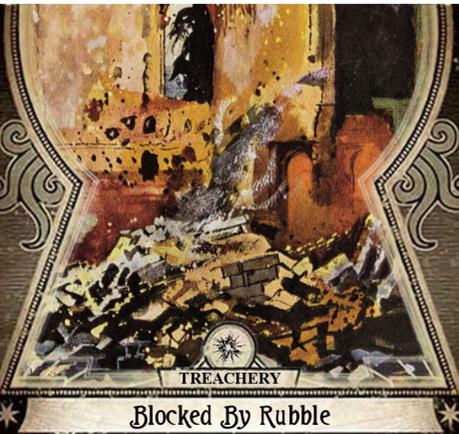
Hazard. Obstacle.

Revelation – Attach to your location. (Limit 1 per location.)

Forced – At the beginning of the investigation phase: Each enemy and ally here takes 1 damage. Then, each investigator here must test (3), or (1) if they are a *Veteran*. For each point failed by, that investigator must either take 1 damage, or lose 1 action.

Illus. Omer Kaya

2 / 6 36



TREACHERY

Blocked By Rubble

Obstacle.

Revelation – Attach to your location. (Limit 1 per location.)

Move and explore actions cost 1 additional action to perform whilst at attached location.

Illus. Omer Kaya

5 / 6 38



Custodes

2 4 2

Humanoid. Resurrected.

Spawn – Nearest *Basement*.

Forced – After Custodes engages you: Discard the top card of your deck.

Forced – After Custodes makes any attack against you: Disengage from Custodes and exhaust it.



ENEMY

Illus. Omer Kaya

1 / 3 39



TREACHERY

Stray Bombardment

Hazard. Obstacle.

Revelation – Attach to your location. (Limit 1 per location.)

Forced – At the beginning of the investigation phase: Each enemy and ally here takes 1 damage. Then, each investigator here must test (3), or (1) if they are a *Veteran*. For each point failed by, that investigator must either take 1 damage, or lose 1 action.

Illus. Omer Kaya

3 / 6 36



Crazed Soldier

4 3 3

Humanoid. Veteran.

Alert.

Forced – At the end of the enemy phase: If there are any other enemies here, deal 2 damage to the enemy with the lowest fight value, then discard Crazed Soldier.

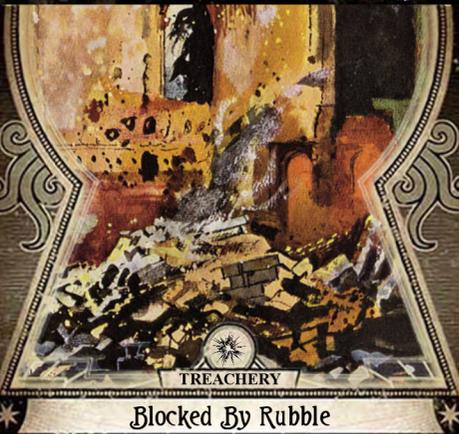
➤ **Parley.** Test (3). If you succeed, move Crazed Soldier to an adjacent location.



ENEMY

Illus. Nicholas de Lacy-Brown

4 / 6 37



TREACHERY

Blocked By Rubble

Obstacle.

Revelation – Attach to your location. (Limit 1 per location.)

Move and explore actions cost 1 additional action to perform whilst at attached location.

Illus. Omer Kaya

6 / 6 38



Custodes

2 4 2

Humanoid. Resurrected.

Spawn – Nearest *Basement*.

Forced – After Custodes engages you: Discard the top card of your deck.

Forced – After Custodes makes any attack against you: Disengage from Custodes and exhaust it.



ENEMY

Illus. Omer Kaya

2 / 3 39

Custodes

2 4 2

Humanoid. Resurrected.

Spawn – Nearest *Basement*.

Forced – After Custodes engages you: Discard the top card of your deck.

Forced – After Custodes makes any attack against you: Disengage from Custodes and exhaust it.

ENEMY

3 / 3

TREACHERY

Blunder in the Dark

Blunder.

Revelation – Test ♣ (4). For each point you fail by, choose a different option:

- Place 1 doom on your location or on the nearest enemy.
- Place 1 of your clues onto your location.
- Discard a card at random from your hand.
- Take 1 damage.

4 / 4

TREACHERY

Abandon Hope

Terror.

Revelation – Test ♣. The difficulty of this test is equal to the number of cards in your hand. For each point you fail by, discard 1 card from your hand.

1 / 6

TREACHERY

Abandon Hope

Terror.

Revelation – Test ♣. The difficulty of this test is equal to the number of cards in your hand. For each point you fail by, discard 1 card from your hand.

2 / 6

TREACHERY

Blunder in the Dark

Blunder.

Revelation – Test ♣ (4). For each point you fail by, choose a different option:

- Place 1 doom on your location or on the nearest enemy.
- Place 1 of your clues onto your location.
- Discard a card at random from your hand.
- Take 1 damage.

2 / 4

TREACHERY

Blunder in the Dark

Blunder.

Revelation – Test ♣ (4). For each point you fail by, choose a different option:

- Place 1 doom on your location or on the nearest enemy.
- Place 1 of your clues onto your location.
- Discard a card at random from your hand.
- Take 1 damage.

3 / 4

TREACHERY

Lost in Darkness

Blunder.

Peril.

Revelation – Choose one:

- Choose and discard 1 ♣ cards from your hand.
- Each player discards 1 card from their hand at random.

1 / 4

TREACHERY

Second Thoughts

Terror.

Revelation – Put Second Thoughts into play in your threat area.

As an additional cost to perform any action, either discard 1 card or place 1 card from your hand on top of your deck.

Forced – At the end of your turn, discard Second Thoughts.

3 / 6



Second Thoughts

Terror.

Revelation – Put Second Thoughts into play in your threat area.
As an additional cost to perform any action, either discard 1 card or place 1 card from your hand on top of your deck.
Forced – At the end of your turn, discard Second Thoughts.

Illus. Rene Magritte

4 / 6 47



Loathsome Dimensions

Hazard.

Peril.
Revelation – Choose one:
◆ Choose and remove 1 card in your hand from the game.
◆ Each player chooses 1 card from their hand at random and removes it from the game.
*"Twisted menace and suspense lurked leeringly in those crazily elusive angles of carven rock."
- H.P. Lovecraft, The Call of Cthulhu*

1 / 15 49



Nightmare Corpse-City

Hazard.

Peril.
Revelation – You must choose one:
◆ Place 1 clue on each location that does not contain any clues.
◆ Place 1 doom on your current location.

2 / 15 50



Nightmare Corpse-City

Hazard.

Peril.
Revelation – You must choose one:
◆ Place 1 clue on each location that does not contain any clues.
◆ Place 1 doom on your current location.

4 / 15 50



Self-Doubt

Terror.

Revelation – Put Self-Doubt into play in your threat area.
Forced – After you fail a skill test: Either take 1 damage or take 1 horror.
➔➔: Discard Self-Doubt.

Illus. Jesus Leguizamo

5 / 6 48



Self-Doubt

Terror.

Revelation – Put Self-Doubt into play in your threat area.
Forced – After you fail a skill test: Either take 1 damage or take 1 horror.
➔➔: Discard Self-Doubt.

6 / 6 48



Nightmare Corpse-City

Hazard.

Peril.
Revelation – You must choose one:
◆ Place 1 clue on each location that does not contain any clues.
◆ Place 1 doom on your current location.

3 / 15 50

Sluggish Star-Spawn

3 8 2

Monster. Servitor.

Massive.

Forced – When you would evade this enemy: Instead of exhausting it, choose an investigator at your location. This enemy cannot attack the chosen investigator this round.

Victory 2.

ENEMY

Illus. JJCanvas

5 / 15 51

Vast Carven Wall

2 LOCATION **1**

City. Otherworld.

Move actions and explore actions cost 1 additional action to perform while at Vast Carven Wall.

"Built in measureless aeons behind history by the vast, loathsome shapes that seeped down from the dark stars."

- H.P. Lovecraft, *The Call of Cthulhu*

Illus. Paul Carrick 6 / 15 52



Gargantuan Statues

6 LOCATION **2**

City. Otherworld. Ritual Site.

When investigating here, either remove 1 card in your hand from the game, or take 1 horror. During this investigation, this location's shroud is equal to your remaining sanity.

"Awe at the unbelievable size of the greenish stone blocks, at the dizzying height of the great carven monolith, and at the stupefying identity of the colossal statues and bas-reliefs."

- H.P. Lovecraft, *The Call of Cthulhu*

Victory 1.

Illus. Gwabyriel 8 / 15 54



Cyclopean Tower

3 LOCATION **1**

City. Otherworld.

Look at the top three cards of the exploration deck. You may put each card on the top or bottom in any order. Then, if an *Ancient One* is in play, take one horror.

"He had said that the geometry of the dream-place he saw was abnormal, non-Euclidean, and loathsomely redolent of spheres and dimensions apart from ours."

- H.P. Lovecraft, *The Call of Cthulhu*

Illus. Jason Juta 7 / 15 53



Great Monolith

6 LOCATION **2**

City. Otherworld. Ritual Site.

When investigating here, either remove 1 card in your hand from the game, or spend 1 additional action. During this investigation, this location's shroud is equal to the number of locations connected to Great Monolith.

"Only a single mountain-top, the hideous monolith-crowned citadel whereon great Cthulhu was buried, actually emerged from the waters."

- H.P. Lovecraft, *The Call of Cthulhu*

Victory 1.

Illus. Gwabyriel 10 / 15 56



Ink-Black Pool

3 LOCATION **1**

City: Otherworld.

Investigators at Ink-Black Pool do not ready exhausted assets during the upkeep phase.

"The very sun of heaven seemed distorted when viewed through the polarising miasma."
-H.P. Lovecraft, The Call of Cthulhu

Illus. Pictochub 11 / 15 57



Slime Coated Steps

2 LOCATION **1**

City: Otherworld.

Investigators at Slime Coated Steps cannot commit cards during skill tests.

"Johansen and his men landed at a sloping mud-bank on this monstrous Acropolis, and clambered slipperly up over titan oozy blocks which could have been no mortal staircase."
-H.P. Lovecraft, The Call of Cthulhu

Illus. Francois Baranger 13 / 15 59



Tilting Spires

6 LOCATION **2**

City: Otherworld. Ritual Site.

When investigating here, either remove 1 card in your hand from the game, or exile one of your assets from play: During this investigation, this locations shroud is equal to the amount of doom in play.

"One could not be sure that the sea and the ground were horizontal, hence the relative position of everything else seemed phantasmally variable."
-H.P. Lovecraft, The Call of Cthulhu

Victory 1.

Illus. Francois Baranger 12 / 15 58



Sunken Shore

1 LOCATION **1**

City: Otherworld. Coastal.

➤ **Resign.** Leave this hellish island.

"A coast-line of mingled mud, ooze, and weedy Cyclopean masonry which can be nothing less than the tangible substance of earth's supreme terror - the nightmare corpse-city of R'lyeh."
-H.P. Lovecraft, The Call of Cthulhu

Illus. Francois Baranger 14 / 15 60



Green-Crusted Vaults

6 LOCATION **2**

City. Otherworld. Ritual Site.

When investigating here, either remove 1 card in your hand from the game, or place 1 doom on this location: During this investigation, this locations shroud is equal to the number of cards in your hand.

"There lay great Cthulhu and his hordes, hidden in green slimy vaults."

- H.P. Lovecraft, *The Call of Cthulhu*

Victory 1.

15 / 15



Confronted by the Past

TREACHERY

Hex. Terror.

Revelation – Put *Confronted by the Past* into play in your threat area. While there are more cards in your discard pile than your hand, you may not commit cards.

Forced – At the end of your turn: Test (3). If you succeed, discard *Confronted by the Past*.

2 / 6

Web of Sigils

TREACHERY

Hex.

Revelation – Test (3). If you fail, take 1 damage for each card type in your discard pile (*Card types are Asset, Event, Skill, Treachery & Enemy*), then shuffle your discard pile into your deck.

4 / 6

Silver Ward

TREACHERY

Hex. Obstacle.

Revelation – If there are no unrevealed locations *Silver Ward* gains surge. Attach to the nearest unrevealed location, if able.

Forced – When you reveal attached location: Test (4). For each point you fail by, discard 2 cards from the top of your deck. Then, if any cards were discarded in this way, draw all weaknesses in your discard pile. Discard *Silver Ward*.

5 / 6

Silver Ward

TREACHERY

Hex. Obstacle.

Revelation – If there are no unrevealed locations *Silver Ward* gains surge. Attach to the nearest unrevealed location, if able.

Forced – When you reveal attached location: Test (4). For each point you fail by, discard 2 cards from the top of your deck. Then, if any cards were discarded in this way, draw all weaknesses in your discard pile. Discard *Silver Ward*.

6 / 6

Confronted by the Past

TREACHERY

Hex. Terror.

Revelation – Put *Confronted by the Past* into play in your threat area. While there are more cards in your discard pile than your hand, you may not commit cards.

Forced – At the end of your turn: Test (3). If you succeed, discard *Confronted by the Past*.

1 / 6667

Web of Sigils

TREACHERY

Hex.

Revelation – Test (3). If you fail, take 1 damage for each card type in your discard pile (*Card types are Asset, Event, Skill, Treachery & Enemy*), then shuffle your discard pile into your deck.

3 / 6



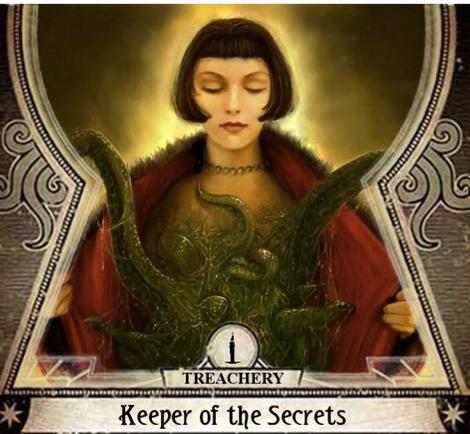
TREACHERY

Assemble the Order

Hex.

Revelation – For each *Cultist* in play, discard the top 3 cards of the encounter deck. Draw any *Cultist* enemies discarded in this way. If there are no *Cultist* enemies in play, search the encounter deck and discard pile for a *Cultist* enemy and draw it. Shuffle the encounter deck.

1 / 6



TREACHERY

Keeper of the Secrets

Hex.

Revelation – If there are no *Cultist* enemies in play, Keeper of the Secrets gains surge. Attach to the nearest *Cultist* enemy, if able. Attached enemy gains 1 health per doom on them. **Forced** – At the end of the Mythos phase: Place 1 doom on attached enemy.

3 / 6



Lodge Neophytes

Humanoid. Cultist.

Spawn – Location with the most clues.

Aloof. Conspiracy.

Forced – After Lodge Neophytes enters play: Flip one clue at its location onto it as a doom. If there are no clues at this location, instead place 1 doom on Lodge Neophytes.

"They worshipped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky."

- H.P. Lovecraft, The Call of Cthulhu.

ENEMY

Illus. Jezebel

6 / 6



Xothian Behemoth

Monster. Servitor. Elite.

Spawn – Reveal cards from the exploration deck until a location is revealed. Put the revealed location into play, then spawn Xothian Behemoth there. Shuffle the exploration deck.

Hunter. Massive.

Victory 1.

ENEMY

1 / 6



Knight of the Outer Void

Humanoid. Cultist.

Retaliate. Conspiracy.

Forced – When Knight of the Outer Void attacks: Flip one clue on the defending investigator to its doom side and place it on Knight of the Outer Void, if able.

"Happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes." - H.P. Lovecraft,

The Festival

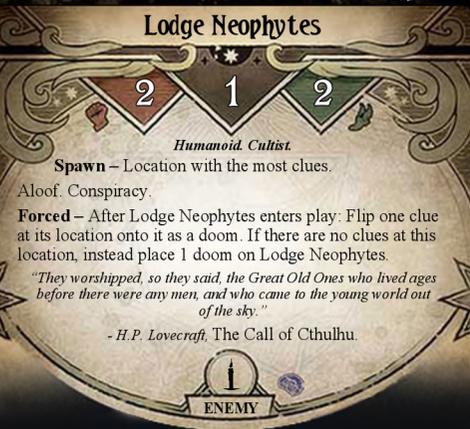
Victory 1.

ENEMY

Illus. A. M. Sartor

2018 FFG

2 / 6



Lodge Neophytes

Humanoid. Cultist.

Spawn – Location with the most clues.

Aloof. Conspiracy.

Forced – After Lodge Neophytes enters play: Flip one clue at its location onto it as a doom. If there are no clues at this location, instead place 1 doom on Lodge Neophytes.

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ENEMY

Illus. Jezebel

4 / 6



Lodge Neophytes

Humanoid. Cultist.

Spawn – Location with the most clues.

Aloof. Conspiracy.

Forced – After Lodge Neophytes enters play: Flip one clue at its location onto it as a doom. If there are no clues at this location, instead place 1 doom on Lodge Neophytes.

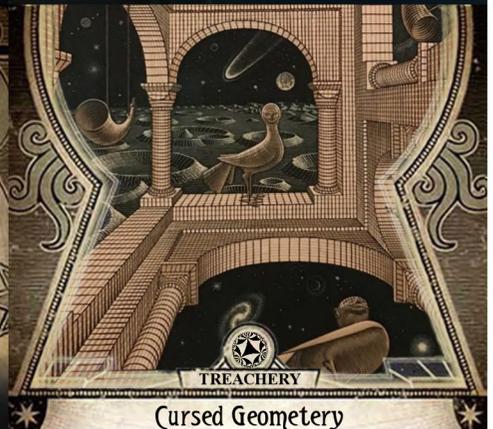
"They worshipped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky."

- H.P. Lovecraft, The Call of Cthulhu.

ENEMY

Illus. Jezebel

5 / 6



TREACHERY

Cursed Geometry

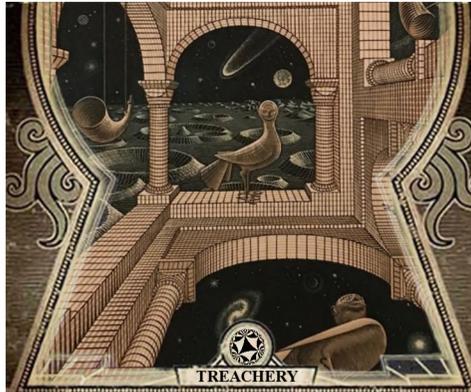
Hazard

Revelation – Test (X). X is equal to your current sanity. If you fail, take 1 horror, then discard cards from the top of the exploration deck until a location is discarded. Put that location into play and move to it. Shuffle the exploration deck.

"Johansen swears he was swallowed up by an angle of masonry which shouldn't have been there; an angle which was acute, but behaved as if it were obtuse."

- H.P. Lovecraft, The Call of Cthulhu

2 / 6



Cursed Geometry

Hazard.

Revelation – Test (X). X is equal to your current sanity. If you fail, take 1 horror, then discard cards from the top of the exploration deck until a location is discarded. Put that location into play and move to it. Shuffle the exploration deck.

“Johansen swears he was swallowed up by an angle of masonry which shouldn't have been there; an angle which was acute, but behaved as if it were obtuse.”
- H.P. Lovecraft, The Call of Cthulhu



Prismatic Distortion

Hex. Hazard.

Revelation – Attach to your location. (Limit 1 per location.)

Forced – At the beginning of the investigator phase: Each investigator here must test (3), or (1) if they are a *Cultist*. For each point failed by, that investigator must either take 1 horror, or lose 1 action.



Prismatic Distortion

Hex. Hazard.

Revelation – Attach to your location. (Limit 1 per location.)

Forced – At the beginning of the investigator phase: Each investigator here must test (3), or (1) if they are a *Cultist*. For each point failed by, that investigator must either take 1 horror, or lose 1 action.



Prismatic Distortion

Hex. Hazard.

Revelation – Attach to your location. (Limit 1 per location.)

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