

Look to the Future!

EASY / STANDARD



-2. You may discard 2 cards from your deck to treat this token as a 0, instead.



-X. X is the number of Criminal enemies in play (Max 5). If you fail, place 1 clue on the Meeting Hall.



-3. If you fail, test (3), and if you fail move to The Future.

1 / 51 72a

Look to the Future!

HARD / EXPERT



-3. You may discard 3 cards from your deck to treat this token as a 0, instead.



-X. X is the number of Criminal enemies in play (Max 5). After this test ends, place 1 clue on the Meeting Hall.



-4. After this test ends test (3), and if you fail move to The Future.

1 / 51 72b

Locating the Armory

ACT 1b

Making your way through the dingy tunnels you finally emerge into a large room. Racks of guns and ammunition mark this as the Armory. The survey stoneman turns at your query, "Oh?"

After a few minutes of idle talk you've managed to glean some useful information. Deeper tunnels, apparently containing some kind of Power Plan, are locked with a key held in the private quarters of the Brick Annex. You must locate this key if you are to explore further, but perhaps your questioning has aroused suspicion...

Discard cards from the encounter deck until a **Criminal** enemy is discarded, then spawn that enemy at the Armory.

Choose an investigator at the Armory. The chosen investigator must **Parley**: Test (3) or (3). For each point failed by, place one doom on the spawned enemy.

3 / 51 74

Infiltrate the Organisation

Act 1a

Having spent the last few weeks keeping your nose clean, your hear pounds as Slim calls you over. "Say, rookie? Take these down to Otto in the Armory. You'll need this." He throws you a keyring. "And no lounging around down there, you hear me! This is your chance to find out what's really going on.

Remember "We have a Basement Key".

Objective – Only investigators at the Armory may spend the requisite number of clues as a group to advance.

2

3 / 51 74

A Dangerous Gambit

ACT 1b

Following one of the thuggish guards into a side room, you catch the glint of a keyring. With his back turned you deftly lift the keys, hoping to go unnoticed.

Remember "We have a Basement Key".

Choose an investigator that is not at the Meeting Hall. Discard cards from the Encounter deck until a **Criminal** enemy is discarded, then spawn it at the investigators location.

The chosen investigator must test (3). If failed, the spawned enemy immediately engages that investigator.

4

2 / 51 75

A Face in the Crowd

Act 1a

Over a hundred members crowd the Meeting Hall, repeating a nonsense chant led by the mesmerising Lostalus Black. Judging by the number of guards and attendants you guess there must be a sizeable backstage area, perhaps restricted to regular members.

Objective – Only investigators that are not in the Meeting Hall may, as a group, spend the requisite number of clues to advance.

Important Findings

ACT 2b

Prising open a secured lockbox, you discover a strange old tome filled with disturbing drawings: CTHAAT AQUADINGEN is barely legible in faded lettering across the front. With the book are extensive notes and records detailing the mysterious relics pictured within; the Ryeh Disk and the Arc of Vitaeos.

Flipping through the ancient pages you spy crude drawings of the two artifacts, along with suggestive glyphs that hint at their use. These notes purport to hail from Ryeh, an ancient, sunken island continent somewhere in the Pacific Ocean. There lies a great God or Priest, dead but apparently able to reach the world through dreams. The nonsense phrase "Chithin faghn" is repeated across the writings. Shuddering, you stash the book away for later and continue searching.

Finding a glass box with the words "Plant Key" printed across it, you quickly smash it and snatch the key inside. Time to head deeper...

Record in your Campaign Log we learned of the Disk and the Arc. Remember "We have a Plant Key" and add this card to the victory display.

Distrupt 1.

4 / 51 75

Into the Basement

Act 2a

Clutching the key to the basement, you head deeper into the building. Time to discover the true purpose of Look to the Future.

Objective – After a successful investigation at the Storage Room, advance.

4 / 51 75

Act 2a

Find a Plant Key

The private quarters in the Brick Annex hold the key to the deeper tunnels. You must find a way in without being seen.

Objective – Only investigators at the Brick Annex may spend the requisite number of clues, as a group, to advance.

4

5 / 51

Act 3a

Uncover the Cult

Your efforts have already uncovered vital information about the goals of the cult. With the deepest recesses of the lair exposed, you push on into the heart of the facility. Whatever is down there, it must be hidden for a reason.

Objective – Activate the computer to advance.

1

6 / 51

ACT 2b

A Discovery!

Slipping into the private quarters you begin rifling through cabinets and drawers. You soon find a curious book, filled with fantastical drawings, CHAAT AQUADIGEN barely legible in faded lettering across the front. Along with the book are explanatory notes and records detailing several of the relics pictured within.

Two artifacts are described in detail, along with crude drawings and glyphs that hint at their use. The R'lyeh Disk and the Arc of Vlacos purport to hail from R'lyeh, an ancient, sunken island continent somewhere in the Pacific Ocean. There lies a great God or Priest, dead but apparently able to reach the world through dreams, associated with the phrase "Chthulu fighn". Shuddering, you stash the book away for later and continue searching.

Finding a locked desk drawer in Bryan Slim's office, you quickly pry it open to reveal the key you came for. Time to head deeper into the lair...

Record in your Campaign Log we learned of the Disk and the Arc. Remember "We have a Plant Key" and add this card to the victory display.

Disrupt 1.

ACT 3b

Access the Computer

You are confronted by a strange machine, covered in lights and making loud juddering and whirring noises. What mechanical sorcery is this?

A set of lettered keys, seemingly taken from a common typewriter, adorns the front. Gingerly pressing one, a letter suddenly appears on a large glass panel!

After what seems like an age of trial and error you discover that typing certain words provokes a response, letters and symbols appearing across the glass. As you become more bold in your attempts you decide to try the words that have haunted you since you first heard them.

You gingerly press the letters in order "S I L V E R T W I L L I G H T". As you press the final letter, the machine whirs into life...

Return all clues from all investigators to the token pool. Draw the set-aside Activating the Computer Story card.

Activating the Computer

Suddenly, lights flash and a chattering noise emanates from inside the metallic colossus. Startled, you step backwards as a long paper roll emerges from the front of the machine. You skim the last few lines before stuffing the roll into your pack:

□REPORT: R'LYEH DISK BELPHEGOR AIDING WITCHES IN SCOTLAND SEARCHING FOR DISK. MAY BE FORCED TO SLAY MORE INTRUDERS. □

□REPORT: ARC OF VLACTOS LAST KNOWN LOCATION DEVIL'S CANYON, CALIFORNIA. BEWARE THE HUNTERS. □

□REPORT: WATCHER AWAKENING NO RESULTS REPORTED FROM EASTER ISLAND. □

□□□□□□□□ ERROR □□□□□□□□

□ERROR - PLANT SAFETY PROTOCOL DISABLED □

□ERROR - SHUTDOWN INITIATED □

As you read the strange text, a loud alarm pierces the air. From the direction of the Plant comes an ominous metallic CLANG! followed by a surging, liquid roar.

Record in your Campaign Log we have the printout.

Flip this card.

STORY

Act 4a

Reach the Sunlight.

The thing in the power plant has escaped! Formless and fluid, it surges through the tunnels as alarms blare. You must reach the surface before it fills the entire complex!

Forced – At the start of the Enemy phase, discard each *Humanoid* enemy in the same location as a *Shoggoth*.

Objective – If each investigator is not at a *Basement* location, advance.

8 / 51

TREACHERY

Containment Failure!

Blunder.

Revelation – Spawn the set-aside Escaped Shoggoth at the Power Plant.

Add this card to the victory display.

Something is loose! What have you done?

Victory 1.
Disrupt 2.

7 / 51

ACT 4b

Escaping the Horror

You flee up the stairs and out of the dank tunnels, heading into the light and away from the horrors below. Shouts and the crack of gunshots ring out as you emerge into the building and quickly dash towards the entrance doors.

(→R3)

Agenda 1a

Under Their Noses

For the last few weeks you have been infiltrating the organisation. Tonight, as the meeting hall begins to fill with the downtrodden and desperate, you have been assigned to guard the complex.

Humanoid enemies gain Aloof unless another enemy at their location is engaged.

Forced – After you discover a clue or perform a Fight action whilst a ready **Humanoid** enemy is present at your location: Place 1 doom on that enemy.

5



Agenda 1a

The Meeting

Lostalus Black stands at the podium, reciting a sing-song chant while he guides the assembled throng.

As the chant fills the hall, armed guards surreptitiously cast a watchful eye over the proceedings.

Enemies at a non-**Basement** location gain Aloof unless an enemy at that location is engaged.

5



Agenda 1b

Suspicious Mount

The chanting from the main hall continues to increase in volume and intensity, the repeated syllables echoing through the entire building.

"Ong D'actia Linka, Neblod Zin, Yog-Solhoth, Neblod Zin!"

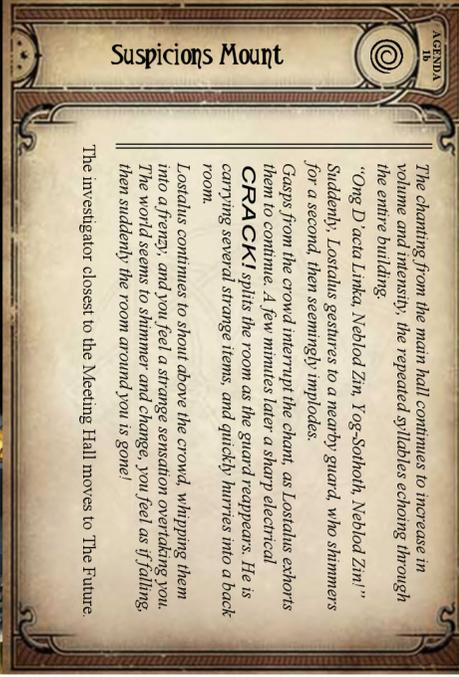
Suddenly, Lostalus gestures to a nearby guard, who shimmers for a second, then seemingly implodes.

Gasps from the crowd interrupt the chant, as Lostalus exhorts them to continue. A few minutes later a sharp electrical **CRACK!** splits the room as the guard reappears. He is carrying several strange items, and quickly hurries into a back room.

Lostalus continues to shout above the crowd, whipping them into a frenzy, and you feel a strange sensation overtaking you. The world seems to shimmer and change, you feel as if falling, then suddenly the room around you is gone!

The investigator closest to the Meeting Hall moves to The Future

10



Agenda 1b

On Guard

Lostalus continues his nonsense chant, increasing in fervour as the hypnotic rhythm settles over the crowd.

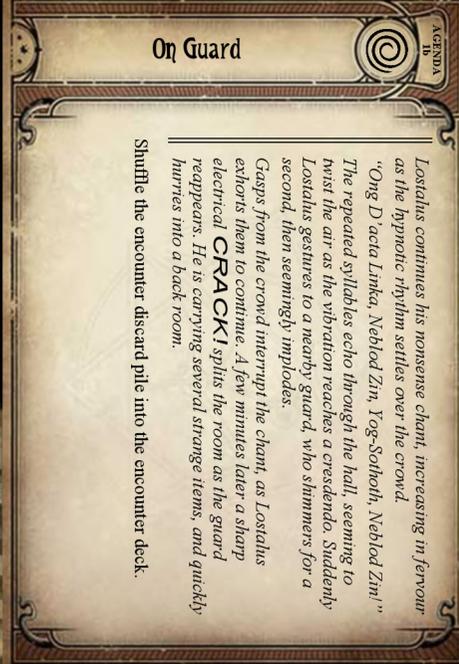
"Ong D'actia Linka, Neblod Zin, Yog-Solhoth, Neblod Zin!"

The repeated syllables echo through the hall, seeming to twist the air as the vibration reaches a crescendo. Suddenly Lostalus gestures to a nearby guard, who shimmers for a second, then seemingly implodes.

Gasps from the crowd interrupt the chant, as Lostalus exhorts them to continue. A few minutes later a sharp electrical **CRACK!** splits the room as the guard reappears. He is carrying several strange items, and quickly hurries into a back room.

Shuffle the encounter discard pile into the encounter deck.

11



Agenda 2a

Back from the Future

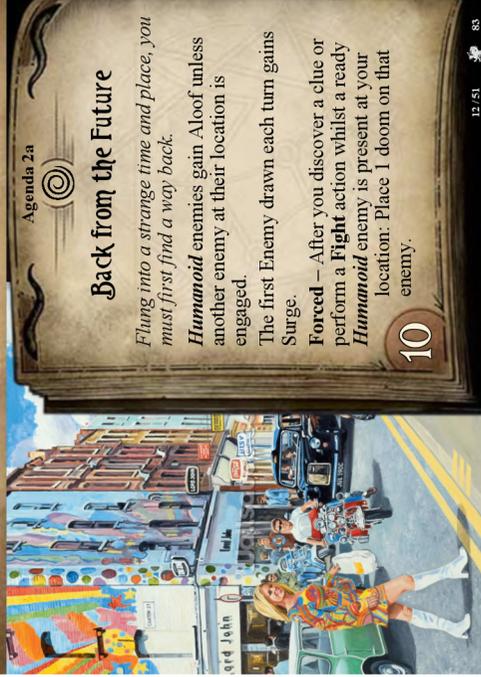
Flung into a strange time and place, you must first find a way back.

Humanoid enemies gain Aloof unless another enemy at their location is engaged.

The first Enemy drawn each turn gains Surge.

Forced – After you discover a clue or perform a Fight action whilst a ready **Humanoid** enemy is present at your location: Place 1 doom on that enemy.

10



Agenda 2a

To the Future!

"My friend had told me of him, and of the impelling fascination and allurements of his revelations, and I burned with eagerness to explore his uttermost mysteries. My friend said they were horrible and impressive beyond my most fevered imaginings."

-H.P. Lovecraft, Nyarlathotep.

Enemies in the Meeting Hall gain Aloof unless another enemy there is engaged.

12



Agenda 2b

Rumbled!

As the meeting ends and the crowds begin to file out of the hall, a red faced guard runs to the podium. Lostalus listens intently, his face turning grim.

Motioning to the other guards, they begin to head for the rear entrance.

Put the set aside Lostalus Black - Ceremony Leader into play at the Meeting Hall and flip him.

Shuffle the encounter discard pile into the encounter deck.

12



Agenda 2b

Meetings End

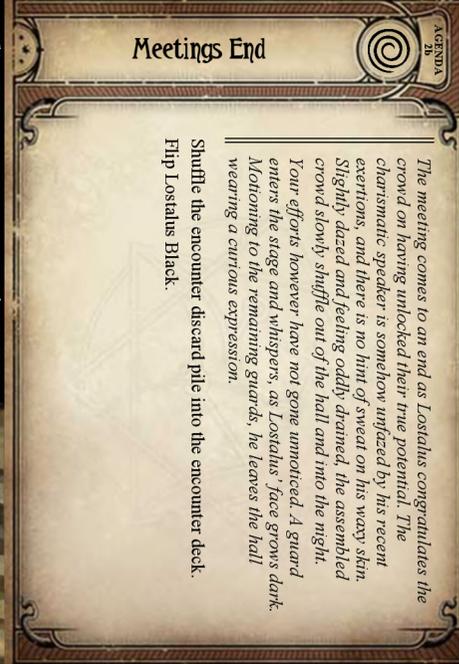
The meeting comes to an end as Lostalus congratulates the crowd on having unlocked their true potential. The charismatic speaker is somehow unafraid by his recent exertions, and there is no hint of sweat on his waxy skin. Slightly dazed and feeling oddly drained, the assembled crowd slowly shuffle out of the hall and into the night.

Your efforts however have not gone unnoticed. A guard enters the stage and whispers, as Lostalus' face grows dark. Motioning to the remaining guards, he leaves the hall wearing a curious expression.

Shuffle the encounter discard pile into the encounter deck.

Flip Lostalus Black.

11



Agenda 3a

Hunted

Lastalus and the guards turn their attention to other matters.

Forced — If all investigators would be defeated: Instead, advance this agenda.

13 / 51 84

Time's Up

Agenda 3b

(→R4)

Time has run out as the forces of the cult close in around you. Trapped in the darkened basement, you find yourself cornered with no escape. "This is it," you think, closing your eyes.

As you wait for the final blow, a sensation not unlike vertigo overtakes you, the noise and darkness quickly receding. With a loud electrical CRACK! you are suddenly far away in space and time...

33 / 51 100a

*Lostalus Black

Guest Speaker

4 6* 4

Avatar. Elite.

Aloof.

Forced — At the start of the Mythos phase: Reveal a random token from the chaos bag. If the revealed token has a ♣, ♠, ♡ or ♢ symbol, place 1 clue at Lostalus Black's location.

Forced — When Lostalus Black takes damage: Flip him, then advance the Agenda to 3a.

ENEMY

Illus. Doug Horne 33 / 51 100a

*Lostalus Black

Avatar of Evil

6 6* 6

Avatar. Elite.

Hunter.

Forced — When Lostalus Black is defeated: Each investigator at this location takes 1 damage and 1 horror.

"He spoke much of the sciences—of electricity and psychology—and gave exhibitions of power which sent his spectators away speechless."

- H.P. Lovecraft, Nyarlathotep.

Victory 2.
Disrupt 2.

ENEMY

Illus. Doug Horne 33 / 51 100b

*Lostalus Black

Ceremony Leader

4 6* 4

Avatar. Elite.

Aloof.

Forced — At the start of the Mythos phase: Place 1 ♣ clues at Lostalus Black's location.

Forced — When Lostalus Black takes damage: Flip him, then advance the Agenda to 3a.

ENEMY

Illus. Doug Horne 32 / 51 99a

*Lostalus Black

Avatar of Evil

6 6* 6

Avatar. Elite.

Hunter.

Forced — When Lostalus Black is defeated: Each investigator at this location takes 1 damage and 1 horror.

"He spoke much of the sciences — of electricity and psychology — and gave exhibitions of power which sent his spectators away speechless."

- H.P. Lovecraft, Nyarlathotep.

Victory 2.
Disrupt 2.

ENEMY

Illus. Doug Horne 32 / 51 99b

*Cthäat Aquadingen

1

ASSET

Item. Tome.

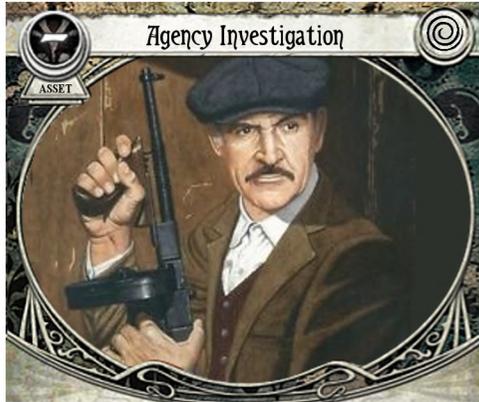
You get -1 ♣ and -1 sanity.

When you perform a skill test, Exhaust Cthäat Aquadingen: You may add your ♣ to your ♣, or vice versa, for the duration of this skill test.

Careful research reveals cryptic descriptions of the R'yeh Disk and the Arc of Vtactos hidden in these pages.

Illus. Zarono 51 / 51 107





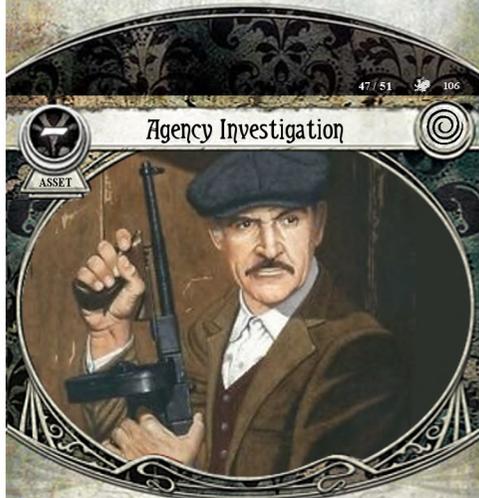
Agency Investigation

Agency. Tactic.

Permanent.

When earning experience during the resolution of a scenario, if a *Cultist* enemy is in the victory display you earn 1 additional experience.

47 / 51 106



Agency Investigation

Agency. Tactic.

Permanent.

When earning experience during the resolution of a scenario, if a *Cultist* enemy is in the victory display you earn 1 additional experience.

48 / 51 106



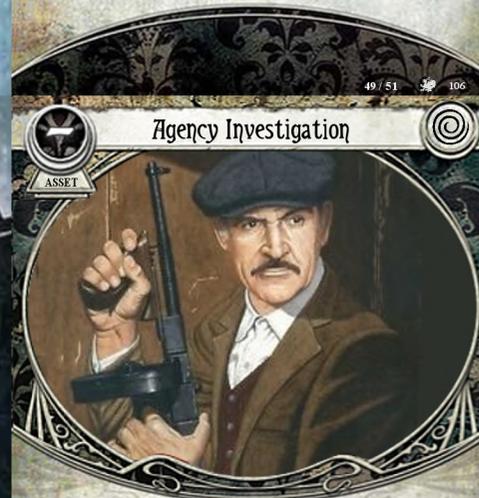
Agency Investigation

Agency. Tactic.

Permanent.

When earning experience during the resolution of a scenario, if a *Cultist* enemy is in the victory display you earn 1 additional experience.

49 / 51 106



Agency Investigation

Agency. Tactic.

Permanent.

When earning experience during the resolution of a scenario, if a *Cultist* enemy is in the victory display you earn 1 additional experience.

50 / 51 106

Armory

3 LOCATION 0

Basement

Choose one:

- Search the top 9 cards of your deck for a **Firearm** asset and draw it (Limit once per game)
- Place 2 ammo on a **Firearm** asset you control (Limit once per game)

Racks of weapons line the walls, including several strange models that don't match anything you have seen before.

14 / 51

Basement

LOCATION

Basement

Investigators cannot move into the Basement unless they have a Basement Key.

15 / 51

Basement Entrance

2 LOCATION 1

Basement

Forced – When Basement Entrance is revealed: Discard cards from the Encounter deck until a **Criminal** enemy is revealed, then spawn it here.

The tunnels below the main hall are dank, the air thick with the smell of grease and something vaguely like rotting vegetables.

Victory 1.

16 / 51

Basement Entrance

LOCATION

Basement

Investigators cannot move into the Basement Entrance unless they have a Basement Key.

Through the locked door, a set of steps leads down to darkness.

17 / 51

Back Room

4 LOCATION 1

Ground Floor.

- tests have +1 difficulty at this location.
- tests have -1 difficulty at this location.

Concealed at the rear of the room you find a locked door marked "Basement".

15 / 51

Back Room

LOCATION

Ground Floor.

Through an unobtrusive side door you find a small storage room.

16 / 51

Brick Annex

3 LOCATION 2

Ground Floor.

Non-**Criminal** investigators at this location do not gain resources during the Upkeep phase.

Several guards frequent the building to keep visitors out of the private quarters. You'd best keep your head down.

Victory 1.

17 / 51

Brick Annex

LOCATION

Ground Floor.

This large red-brick building is attached to the main hall. Guards can frequently be seen entering and leaving.

18 / 51

Computer Room

7 LOCATION **1**

Basement.

►: Investigate. During this investigation, reduce the shroud value of Computer Room by 1 for each card in your hand. If successful, instead of discovering clues remember you “activated the computer.”

An odd contraption dominates the room. Where - or when - has this incredible machine come from?

Restricted area

LOCATION

Basement.

Investigators cannot move into the Restricted Area unless they have a Plant Key.

The Future

2 LOCATION **0**

Future.

You may only move to The Future through an effect on a Scenario card.

►: Choose a card type: Discard cards from the top of your deck until you have discarded a card of the chosen type. For each different card type discarded in this way, gain 1 resource and take either 1 damage or 1 horror. Then, move to the Meeting Hall. (The card types are Asset, Event, Skill, Treachery, Enemy.)

The Future

LOCATION

Future.

You may only move to The Future through an effect on a Scenario card.

Victory 1.

18 / 51

20 / 51

Corridor

3 LOCATION **0**

Basement.

Whilst there is an investigator present at the Corridor, other investigators cannot move to this location.

The cluttered, dark corridor is a tight fit.

19 / 51

Basement

LOCATION

Basement.

Investigators cannot move into the Basement unless they have a Basement Key.

Meeting Hall

Watched at all times

1 LOCATION **1**

Ground Floor.

Forced – At the end of the investigation phase, if there are more than 3 clues here: Place 1 doom on Lostalus Black if present.

The hall is crowded with people. Smartly dressed businessmen rub shoulders with the desperate and downtrodden.

Victory 2.

21 / 51

Meeting Hall

LOCATION

Ground Floor.

“It was in the hot autumn that I went through the night with the restless crowds; through the stifling night and up the endless stairs into the choking room.”

-H.P. Lovecraft, Nyarlathotep.

Meeting Hall
Filled to Capacity

2 LOCATION **3**

Ground Floor.

Forced – After a Fight action is performed here: Place 1 doom on this location.

Smartly dressed businessmen rub shoulders with the desperate and downtrodden in the crowded hall. Lostalus Black leads the mass in a sing-song chant.

Victory 1.

22 / 51

Meeting Hall

LOCATION

Ground Floor.

The spacious Meeting Hall is filled with wooden seats, all arranged to face a large podium.

Victory 1.

22 / 51

Storage Room

6 LOCATION **0**

Basement.

The Shroud value of Storage Room is reduced by 1 for each 1♣ clues at this location.

►: Place 1 of your clues on Storage Room.

Boxes and shelves containing all manner of curious items crowd this dusty room.

Victory 1.

24 / 51

Basement

LOCATION

Basement.

Investigators cannot move into the Basement unless they have a Basement Key.

Victory 1.

24 / 51

Power Plant

1 LOCATION **1**

Basement.

Forced – When Power Plant is revealed: Discard cards from the Encounter deck until a **Criminal** enemy is revealed, then spawn it here unengaged and exhausted.

Forced – After clues are discovered here: Place 1 doom on this location.

A strange organic smell fills this room. Warning signs dot the large, bubbling steel tanks.

Victory 1.

23 / 51

Restricted Area

LOCATION

Basement.

Investigators cannot move into the Restricted Area unless they have a Plant Key.

Victory 1.

23 / 51

*** Escaped Shoggoth**
Expanding Horror

3 **4** **4**

Monster. Shoggoth. Elite.

Massive.

While Escaped Shoggoth is ready, investigators at this location may not perform move actions.

Forced – At the start of the Enemy phase: Heal 1♣ damage from Escaped Shoggoth, then spawn a set-aside Shoggoth Matter in a connecting location that does not contain a **Shoggoth**.

Victory 2.

ENEMY

34 / 51

Trigger-Happy Thug

3 2 2

Humanoid. Criminal.

After Trigger-Happy Thug makes an attack (including an attack of opportunity), exhaust it.

These thuggish men in ill-fitting suits bear strangely advanced weaponry.

ENEMY

25 / 51 96

Trigger-Happy Thug

3 2 2

Humanoid. Criminal.

After Trigger-Happy Thug makes an attack (including an attack of opportunity), exhaust it.

These thuggish men in ill-fitting suits bear strangely advanced weaponry.

ENEMY

27 / 51 96

Guard

3 2 3

Humanoid. Criminal.

Forced – At the start of the Enemy phase, if there is an investigator at a connecting location: Move Guard to one of those locations.

ENEMY

29 / 51 97

*** Bryan Slim**

Head of Security

4 4 3

Humanoid. Cultist. Criminal.

Hunter. Retaliate.

Spawn – Brick Annex.

Forced – After you discover a clue at this location: Bryan Slim engages you.

Victory 1.

ENEMY

Illus. Zach Cohen 31 / 51 98

Trigger-Happy Thug

3 2 2

Humanoid. Criminal.

After Trigger-Happy Thug makes an attack (including an attack of opportunity), exhaust it.

These thuggish men in ill-fitting suits bear strangely advanced weaponry.

ENEMY

26 / 51 96

Guard

3 2 3

Humanoid. Criminal.

Forced – At the start of the Enemy phase, if there is an investigator at a connecting location: Move Guard to one of those locations.

ENEMY

28 / 51 97

Guard

3 2 3

Humanoid. Criminal.

Forced – At the start of the Enemy phase, if there is an investigator at a connecting location: Move Guard to one of those locations.

ENEMY

30 / 51 97

Shoggoth Matter

3 2 4

Monster. Shoggoth.

Shoggoth Matter gets +1 health.

While Shoggoth Matter is ready, move actions at this location cost 1 additional action to perform.

Forced – At the start of the Enemy Phase, heal 1 damage from Shoggoth Matter.

"A shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming."

- H. P. Lovecraft, At the Mountains of Madness

ENEMY

35 / 51 102

Shoggoth Matter

3 2 4

Monster. Shoggoth.
Shoggoth Matter gets +1 health.

While Shoggoth Matter is ready, move actions at this location cost 1 additional action to perform.

Forced – At the start of the Enemy Phase, heal 1 damage from Shoggoth Matter.

“A shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming.”
– H. P. Lovecraft, At the Mountains of Madness

ENEMY

36 / 51

TREACHERY

Draining Chant

Hex

Revelation – Draining Chant gains surge if Lostalus Black is not in play. Attach to the Meeting Hall.

Forced – At the end of the Mythos Phase: Each investigator present tests (4). For each point they fail by they must spend 1 clue, or if they cannot, discard 2 cards from the top of their deck. If any investigator succeeds, discard Draining Chant.

38 / 51

TREACHERY

Draining Chant

Hex

Revelation – Draining Chant gains surge if Lostalus Black is not in play. Attach to the Meeting Hall.

Forced – At the end of the Mythos Phase: Each investigator present tests (4). For each point they fail by they must spend 1 clue, or if they cannot, discard 2 cards from the top of their deck. If any investigator succeeds, discard Draining Chant.

40 / 51

TREACHERY

Into the Future!

Hex.

Peril.

Choose an investigator to move to The Future.

44 / 51

Shoggoth Matter

3 2 4

Monster. Shoggoth.
Shoggoth Matter gets +1 health.

While Shoggoth Matter is ready, move actions at this location cost 1 additional action to perform.

Forced – At the start of the Enemy Phase, heal 1 damage from Shoggoth Matter.

“A shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming.”
– H. P. Lovecraft, At the Mountains of Madness

ENEMY

37 / 51

TREACHERY

Draining Chant

Hex

Revelation – Draining Chant gains surge if Lostalus Black is not in play. Attach to the Meeting Hall.

Forced – At the end of the Mythos Phase: Each investigator present tests (4). For each point they fail by they must spend 1 clue, or if they cannot, discard 2 cards from the top of their deck. If any investigator succeeds, discard Draining Chant.

39 / 51

TREACHERY

Into the Future!

Hex.

Peril.

Choose an investigator to move to The Future.

42 / 51

TREACHERY

Into the Future!

Hex.

Peril.

Choose an investigator to move to The Future.

43 / 51



Into the Future!

Hex.

Peril.
Choose an investigator to move to The Future.

44 / 51 104

Simultaneous Visions

Hex.

Peril.
Choose a card type. Each non-*Clairvoyant* investigator must discard cards from the top of their deck until they have discarded a card of the chosen type, or they have discarded 5 cards. (The card types are *Asset*, *Event*, *Skill*, *Treachery*, *Enemy*.)

Illus. Umberto Bocciani

45 / 51 105



Simultaneous Visions

Hex.

Peril.
Choose a card type. Each non-*Clairvoyant* investigator must discard cards from the top of their deck until they have discarded a card of the chosen type, or they have discarded 5 cards. (The card types are *Asset*, *Event*, *Skill*, *Treachery*, *Enemy*.)

Illus. Umberto Bocciani

46 / 51 105