





### Store Room



**LOCATION**

The room is a labyrinth of dusty crates, boxes and chests. Almost nothing is labeled and the room is dark.



**Victory 1.**

The room is a labyrinth of dusty crates, boxes and chests. Almost nothing is labeled and the room is dark.

**Forced** – After you enter the Store Room: Discard 1 asset from play at random.

**LOCATION**

**4**

### Store Room



### Curators Office



**LOCATION**

A small office nestles in a dingy corner at the back of the storeroom.



**Victory 1.**

A small office nestles in a dingy corner at the back of the storeroom.

**LOCATION**

**2**

### Curators Office



### Act 1a Cat Burglary

The lobby of the McLellan Institute is cold and smells ancient and musty. The collection here is notorious in certain circles, but the security seems oddly lax.

Victoria Devereux has hired you to recover an item she claims has been stolen from her. An easy job, or an obvious trap?

Only one way to find out...

**ACT 1b**

"Piecing together the scattered records, ancient and modern, anthropological and medical, I found a fairly consistent mixture of myth and hallucination whose scope and wildness left me utterly dazed. Only one thing consoled me—the fact that the myths were of such early existence. What lost knowledge could have brought pictures of the Palaeozoic or Mesozoic landscape into these primitive fables, I could not even guess, but the pictures had been there."

— H.P. Lovecraft, The Shadow Out Of Time (1936)

Spawn **Peter Warren** in the Curators Office.



### Act 2a Out Of Time

A voice echoes in your mind. It is asking you questions. So very many questions. A library's worth of questions. A lifetime's worth of questions. The air around you begins to shimmer. Impossibly tall sandstone columns are faintly visible as the present begins to waiver.

➔ Discard a card to gain a clue token from the pool. May only be used once per turn.

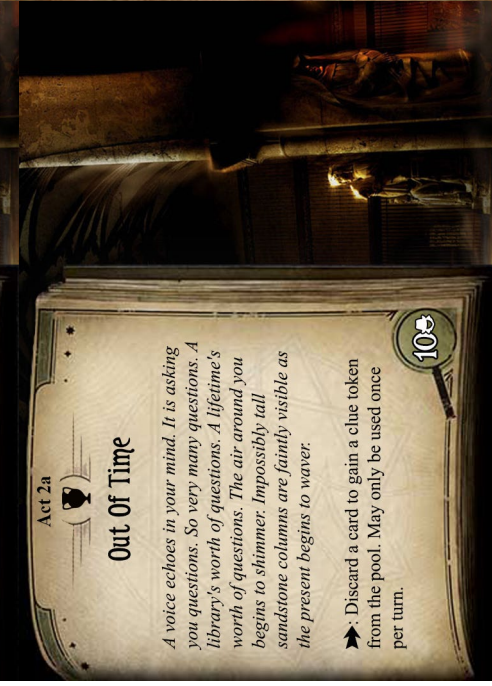
**ACT 2b**

With a final yank, you feel your consciousness tear free of this hideous malevolence that until now gripped it. The museum returns around you, and you collapse to the floor, exhausted but whole.

The Investigators gain experience equal to the Victory X value of each card in the victory display.

The Investigators win!

**Victory 2.**





Agenda 1a

## Night At The Museum

"Something dear to my family has been taken from me," Ms. Devereux's penetrating eyes held yours. "I know it's not your usual line of work," her eye brow arches, "but surely it's not stealing if it was stolen in the first place. Recover this item from the McLellan Private Institute for Esoteric History and you shall be rewarded most handsomely."

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Agenda 3a

## The Shadow Grasps

A powerful mind grips yours with a savage grasp and begins to pull. A voice speaks to you. It proposes a bargain, a journey. You will see things no other man has seen, know what others cannot know, but you cannot return from this journey.

**Forced:** At the end of each round, place 1 doom token on this agenda unless all investigators gained a clue token during that round.

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Agenda 2a

## The Collector

With your head throbbing, and the taste of betrayal in your mouth, you stumble to your feet. The room is dark and unfamiliar. You stumble into heavy objects before discovering the door is locked.

**Forced:** Search the encounter deck and discard pile for a **Locked Door** and play it on the lead investigator's current location. Then shuffle the encounter deck and discard pile together.

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Agenda 1b

## Night At The Museum

*As you turn a dark corner there is a bright and blinding pain in your head. You are knocked to the ground, unconscious. "Such a reliable stooge", "smiles Ms. Devereux. "Really, the best of sorts."*

Place the lead investigator in the Store Room. Spawn **Victoria Devereux** in the Hall Of The Exotic. The lead investigator gains **Amnesia**.

Agenda 2b

## The Shadow Grasps

*With a final yank, you feel your consciousness flung across vast oceans of time. You look with strange prismatic eyes on a sandstone library of colossal and disorienting size. You are not yourself, and you are not alone.*

The lead investigator is **lost in time**. An investigator that is **lost in time** cannot participate in the next 3 games. Mark off the games as they are played.

The Investigators gain experience equal to the Victory X value of each card in the victory display.

The Investigators lose.

Agenda 2b

## The Collector

*There is a scraping and tapping from behind you, and you turn around to see a monstrous apparition.*

Search the encounter deck and discard pile for a **Yithian Observer** and spawn it at the lead investigator's current location. Then shuffle the encounter deck and discard pile together.

## The Collector

STANDARD

-X. X is the number of clue tokens on the current location.

-1. If you fail, discard a card from your hand.

-3. If there is a **Yithian** enemy at your location, take 1 horror.

## The Collector

SETUP

Gather the following card sets and shuffle together to form the encounter deck:

Set aside **Victoria Devereux**, **Peter Warren** and a single copy of **Amnesia**.

Place the six  locations into the play area. The investigators begin in the lobby.