

Tout COC ccg

Rareté : (C)ommun, (R)are, (U)ncommon

Séries : unspt → Unspeakable Tales

	Type	Faction	Coût	Comp.		Série	
.45 Pistols	Support	Neutral	0		Attachment. Item. § Attach to a character. § Attached character gains a <i>combat</i> icon.	C Andrew Johansen	arkham 217
A Higher Purpose	Support	Neutral			Attachment. § Attach to a character. § Attached character gets +3 skill. § What was there to fight for anymore? He knew the answer, even if he could never explain it.	C Tyler Walpole	unspt 135
A Time to Reap	Event	Shub-Niggurath			Action: refresh all Domains. § "It is the cycle of the Mother," Lily told her sisters. § "First, the time of sowing, and then the time of growth. The harvest is upon us now, but after this comes the burning, and those who are not ready shall be consumed."	C Jean Tay	unspt 116
A Time to Sow	Event	Shub-Niggurath			Encounter. § Action: destroy all Encounter characters. Then, put A Time to Sow and all copies of this card in your discard pile into play, each as a <i>Cark Young</i> character with 2 skill and a <i>combat</i> icon. At the end of the phase, sacrifice all copies of A Time to Sow.	R Daarken	unspt 117
Academy of the Mad	Support	Hastur	1		Location. § Academy of the Mad enters play exhausted. § Action: exhaust to lower the cost of the next <i>hastur</i> character you play this phase by 1 (to a minimum of 1).	C Jarno Kantelinen	arkham 144
Academy Patron	Character	Hastur	2	1	Cultist. § Action: exhaust to choose and ready a character.	C Guy Gentry	arkham 122
Academy Prodigy	Character	Hastur			Cultist. § Academy Prodigy gains <i>terror terror</i> while there is at least 1 Environment card in play.	C Sedone Thongvilay	unspt 74
Adult Chthonian	Character	Shub-Niggurath	5	6	Independent. § Toughness +3. § Again the stone shuddered. "For the love of God, get out!" screamed Erickson. "It's here!" The basement floor erupted, and I fled. § <i>terror combat combat combat</i>	C James Ryman	arkham 182
Adult Deep One	Character	Cthulhu	3	1	Deep One. § Disrupt: pay 2 to cancel a card effect that chooses Adult Deep One as a target. § <i>combat combat arcane</i>	U Rob Thomas	arkham 92
Against the Darkness	Event	Miskatonic University	2		Action: choose and discard 1 of your opponent's success token from each story card.	R Torstein Norstrand	arkham 45
Agency Stakeout	Support	The Agency	2		Attachment. Location. § Attach to one of your Domains. § Action: drain attached Domain to choose and wound a character with skill lower than the number of <i>agency</i> resources attached.	R Tyler Walpole	arkham 23
Agent Jerry Holland	Character	The Agency			Heroic. § Characters gain Willpower while committed to the same story as Agent Jerry Holland. §	R Roberto Campus	unspt 1
Agoraphobia	Event	Hastur	2		Madness. § Action: choose a character without any <i>terror</i> icons. Return that character to its owner's hand.	U Jarno Kantelinen	arkham 134
Albino Goat-spawn	Character	Shub-Niggurath			Monster. § Toughness +2. § Forced Response: after a Day card enters play, wound Albino Goat-Spawn. § "Only here are you safe, little sister. Only here, and only in the dark."	U Katherine Dinger	unspt 110
Aldebaran Ascendant	Support	Hastur			Night. § Forced Response: after Aldebaran Ascendant enters play, destroy all Day cards. § It is Night. § Disrupt: exhaust and pay 3 to cancel a triggered effect.	R Kyri Koniotou	unspt 86
Alhazred Lamp	Support	The Syndicate			Attachment. Item. § Attach to a character. § Attached character gains <i>terror combat arcane investigation</i> .	C Mike May	unspt 50
Alien Excavation	Event	Shub-Niggurath			Action: until the end of the phase, your Mi-Go characters get +4 skill. § Simon wondered what they could be digging for. What type of ore could be found on earth that couldn't be more easily acquired elsewhere?	R Guy Gentry	unspt 118

Altar of the Blessed	Support	Shub-Niggurath	1		Location. § Characters you control get +1 skill. § The moon shone on the path, and lo, the side of the hill did open, and behold, the Mother emerged to love us, her children.	R	Charles Mrow	arkham	205
Ancient Deep One	Character	Cthulhu	5	5	Deep One. § Villainous. Fast. § Disrupt: pay 2 to cancel a card effect that chooses a Deep One character as a target. § <i>combat combat arcane</i>	R	Tyler Walpole	arkham	93
Antiquities Consultant	Character	Miskatonic University			Government. § Old man Waite had quite the collection. At the estate auction were representatives of half a dozen countries at least. Franks was outbid on the Assyrian lot by an obsequious little fellow with a hunched back and a soft voice, like a woman's.	C	John Donahue	unspt	20
Aquatic Ambush	Event	Cthulhu			Encounter. § Play during a story phase. § Action: destroy all Encounter characters. Then, put Aquatic Ambush into play as a Deep One character with 2 skill and <i>combat combat arcane</i> . At the end of the phase, sacrifice Aquatic Ambush.	R	Franz Vohwinkel	unspt	62
Arcane Initiate	Character	Yog-Sothoth			Cultist. § Villainous. Willpower. § The next morning she felt weak and hollowed out, as if she had attended a debauch. Nothing she did that day could she afterward remember. When the call came in the evening, she rushed out, never pausing even to don her coat.	C	Szymon Kudranski	unspt	92
Arcane Insight	Event	Miskatonic University			Action: choose a character. Until the end of the phase, that character gains <i>arcane investigation investigation</i> . § "He might be able to help you, if you can get him to speak. But he hasn't managed that in fifteen years."	C	Guy Gentry	unspt	26
Arise, Children of Dagon!	Event	Cthulhu			Action: choose and destroy a character or support card with cost equal to or lower than the number of Deep One characters in play. § It was like a vision of that day we all await. All that was sunken was made to rise, and our water swept clean the lands. It was glorious.	C	Daarken	unspt	63
Arkham Advertiser	Support	The Syndicate	4		Location. § Response: after you succeed at a story, put 1 success token on that story card.	U	Roberto Marchesi	arkham	83
Arkham Asylum	Support	Neutral	2		Location. § Action: pay 1 to choose an insane character. Restore and ready that character.	C	Roberto Marchesi	arkham	218
Arkham Docks	Support	The Syndicate	1		Attachment. Location. § Attach to one of your Domains. § Action: drain attached Domain to choose and exhaust a character with skill lower than the number of <i>syndicate</i> resources attached.	R	Patrick McEvoy	arkham	84
Arkham Historical Society	Support	Neutral			Location. § Action: exhaust to lower the cost of the next support card you play this phase by 1 (to a minimum of 1).	U	Andrew Hall	unspt	136
Arkham Library	Support	Neutral			Location. § Arkham Library enters play exhausted. § Action: exhaust to lower the cost of the next card you play this phase by 2 (to a minimum of 1).	R	Michel Koch	unspt	137
Arkham Psychologist	Character	Miskatonic University	3	2	Scientist. § Disrupt: exhaust to cancel a card effect if that effect would cause a character to go insane. § <i>arcane investigation</i>	U	Anders Finer	arkham	33
Artist in Residence	Character	Hastur			Cultist. § Fast. § "They talk about modernism but don't know what it means. What is actually modern has never changed. It renews perpetually, even as it passes into history."	C	Sedone Thongvilay	unspt	75
Assassination Contract	Support	The Syndicate	1		Attachment. § Attach to an opponent's character. § Response: after attached character is destroyed, put 1 success token on each story card.	U	Glen Ostrander	arkham	85
Atwood Science Hall	Support	Miskatonic University			Location. § Characters you control get +1 skill for each <i>investigation</i> icon they have. § "Fine mid-century design, wouldn't you say? You'd have to go to Kingsport to find another one as grand."	U	Terry Wolfinger	unspt	32
Back Alley Sawbones	Character	The Agency			Investigator. § Action: sacrifice Back Alley Sawbones to choose and ready a character. Then, discard all wounds on that character.	R	Rafal Hryniewicz	unspt	3
Backup	Event	The Agency			Encounter. § Play during a story phase. § Action: destroy all Encounter characters. Then, put Backup into play as an Investigator character with 4 skill and <i>combat combat combat</i> . At the end of the phase, sacrifice Backup.	R	Rafal Hryniewicz	unspt	8

Bag Man	Character	The Syndicate			Criminal. § Fast. § O'Bannion sent Charlie around to collect what was owed him. Charlie was good at his job. He was never late and never short. So when the strangers moved in on High Street, it was up to Charlie to check them out.	C	Bob Stevlic	unspt	37
Beat Cop	Character	The Agency	2	2	Government. § Action: pay 2 to choose and exhaust a Location card. § <i>combat</i>	U	Kyri Koniotou	arkham	2
Behind Closed Doors	Event	The Syndicate	2		Action: shuffle your hand into your deck. Then draw that many cards plus one. § O'Bannion shook the old man's hand and suppressed a shiver. § "It's a deal," smiled Harrington."	U	Torstein Norstrand	arkham	74
Behind the Pallid Mask	Event	Hastur	X		Action: reveal and discard the top X cards of your deck. For each <i>hastur</i> card you reveal in this way, each opponent must either discard 1 card from his hand (if able) or discard the top 4 cards of his deck.	R	Samuel Araya	arkham	135
Beneath the Burning Sun	Support	The Agency			Day. § Forced Response: after Beneath the Burning Sun enters play, destroy all Night cards. § It is Day. § <i>agency</i> characters gain a <i>combat</i> icon.	R	Rafal Hryniewicz	unspt	14
Beyond the Gates	Support	Yog-Sothoth			Attachment. Environment. § Attach to a story card. § Forced Response: after attached story is resolved, each player who lost 2 or more icon struggles at this story must sacrifice a character.	U	Szymon Kudranski	unspt	104
Binding	Event	Miskatonic University	1		Spell. § Action: choose a character. Until the end of the phase, that character loses all of its printed icons.	C	Thomas Denmark	arkham	44
Birthing a Thousand Young	Event	Shub-Niggurath	5		Action: search your deck and discard pile for up to 3 <i>shubniggurath</i> characters with printed cost 2 or lower and put them into play. Then shuffle your deck.	R	Thomas Denmark	arkham	195
Blackmoor Estate	Support	Yog-Sothoth	3		Location. § Action: exhaust and pay X to discard the top X cards from a player's deck.	R	Mike Yamada	arkham	173
Blackwood Associate	Character	The Agency	1	1	Investigator. § He rubbed his swollen knuckles and tried to forget the thing in the sewers. No such luck. he poured another drink. § <i>combat</i>	C	Steve Ellis	arkham	3
Blackwood Detective	Character	The Agency	3	3	Investigator. § While it is Day, Blackwood Detective gains <i>combat combat</i> . § Norman pored over his father's notes for weeks, searching for clues to his disappearance. What he found made him wish he'd never come home. § <i>investigation investigation</i>	U	Katherine Dinger	arkham	4
Blackwood File Clerk	Character	The Agency	2	3	Investigator. § "Didn't you used to work at city hall?" asked Norman. § "Used to," she said, and gave him a look that told him she didn't want to talk about it. § <i>investigation</i> "	C	Katherine Dinger	arkham	5
Blackwood Office	Support	The Agency	3		Location. § Characters enter play exhausted. § "Where do I sit?" asked Norman. § No one said anything, but all eyes went to the desk left empty since Harvey went missing."	U	Andrew Hall	arkham	24
Blackwood Safehouse	Support	The Agency			Location. § You may choose not to ready Blackwood Safehouse during your refresh phase. § Action: exhaust to choose a character. That character gains Toughness +1 while Blackwood Safehouse remains exhausted.	R	Rafal Hryniewicz	unspt	15
Blasted Heath	Support	Neutral	2		Location. § Response: after an opponent plays an event card, pay 1 to attach a card from your hand to one of your Domains as a resource.	R	Matt Dixon	arkham	219
Blessing of Cthulhu	Support	Cthulhu	0		Attachment. § Attach to a <i>cthulhu</i> character. § Disrupt: pay 2 to cancel 1 wound to attached character.	U	Michael May	arkham	113
Blind Spots	Support	Neutral			Attachment. Environment. § Attach to a story card. § Action: pay 2 to name an icon. Until the end of the phase, all characters committed to this story lose 1 of the named icon.	C	Szymon Kudranski	unspt	138
Bloated Star Vampire	Character	Yog-Sothoth	3	4	Servitor. § Her screech still rang in my ears; But even worse had been the soft pat-pat-pat of her blood, as it dripped from those hideous mouths. § <i>combat combat combat</i>	U	Matt Dixon	arkham	152
Boarding House	Support	Shub-Niggurath			Location. § Action: exhaust to choose a character. Until the end of the phase, that character gains a <i>terror</i> icon.	C	Andrew Hall	unspt	122

Book of Dzyan	Support	Neutral	1		Response: after resolving a story in which a player has placed more than 1 success token on a story card, exhaust and pay 1 to choose and exhaust a character controlled by that player.	P	John Goodenough	promo	5
Book of Eibon	Support	Miskatonic University	2		Tome. § Action: exhaust to attach Book of Eibon to a character. While book of Eibon is attached, attached character gains an <i>investigation</i> icon. § Action: unattach Book of Eibon.	R	John Goodenough	arkham	53
Bound by the Black Mother	Event	Shub-Niggurath	1		Action: Until the end of the phase, your opponent's characters each lose a <i>combat</i> icon.	U	Linda Bergkvist	arkham	196
Bound Byakhee	Character	Hastur			Servitor. § When it lifted me into the sky I thought I would collapse from ecstasy. My steed, my joy!	C	Thomas Denmark	unspt	76
Breakthrough!	Event	Miskatonic University			Response: after you win 2 or more icon struggles at a story card, put a success token on any story card. § If it wasn't for Blackwood's notes we never would have made the connection.	U	Rafal Hrynkiwicz	unspt	27
Bred to Survive	Event	Shub-Niggurath			Action: until the end of the phase, your characters gain Invulnerability. § \Bullets don't stop them! Nothing stops them!"	U	John Gravato	unspt	119
Burning the Midnight Oil	Event	The Syndicate	3		Play during your story phase. § Action: take another story phase after this one.	R	Torstein Norstrand	arkham	75
Burnout	Event	Yog-Sothoth	2		Action: move 1 of a player's success tokens from 1 story card to another. The controller of the success token does not change.	R	Shane Watson	arkham	164
Burrowing Beneath	Event	Shub-Niggurath	2		Action: choose and destroy a support card. § For days he would not leave his house. We thought it just another sign of his eccentricity. But all the while he could feel it approaching through the earth, and though he was overwhelmed with terror, he found himself unable to step outside his door.	C	Thomas Denmark	arkham	197
Byakhee Attack	Event	Hastur	2		Play during your operations phase. § Action: each opponent chooses and discards 2 cards from his hand, if able.	U	Steve Ellis	arkham	136
Byakhee Raider	Character	Hastur	3	3	Servitor. § Fast. § Victoria sang louder, but could not drown out the sounds of flapping wings, rending flesh, and gurgling screams. § <i>terror arcane arcane</i>	U	Andrew Johansen	arkham	128
Byakhee Servant	Character	Hastur	3	3	Servitor. § Fast. § On the roof they discovered a puddle of a bilious liquid, as if something had perched there, dripping its putrescence, all though the night. § <i>terror combat combat</i>	U	Tyler Walpole	arkham	123
Cabala of Saboth	Support	Yog-Sothoth			Tome. § Response: after you play a Spell card from your hand, exhaust to put that card on the bottom of your deck.	R	John Goodenough	unspt	105
Calling down the Ancients	Event	Yog-Sothoth			Spell. § Action: choose and destroy a character with the lowest skill. § We reject the tyranny of Time. With our Words we arm and armor ourselves, by our Will we travel like flame across the dry earth.	C	Daarken	unspt	98
Calling in the Feds	Event	The Agency			Action: destroy all Environment cards. § Norman pulled the blood-stained business card from his wallet and reached for the phone. He'd promised himself never to use the number, but that was before the warehouse, the screaming, and the things he forced himself to forget.	U	Torstein Nordstrand	unspt	9
Campus Security	Character	Miskatonic University			Government. § Action: exhaust to choose one of your committed characters. Ready that character, and remove it from the story.	R	John Donahue	unspt	21
Carcosa	Support	Hastur	3		Location. § Action: exhaust and pay 2 to choose a player. That player must either choose and discard 1 card from his hand (if able) or discard the top 5 cards of his deck.	R	Roberto Marchesi	arkham	143
Caught in the Dreamlands	Event	Shub-Niggurath	1		Action: Until the end of the phase, your opponent's characters each lose a <i>terror</i> icon.	U	Torstein Norstrand	arkham	198
Celaeno Fragments	Support	Miskatonic University	3		Tome. § Action: exhaust and pay X to choose a committed character with cost X or lower. Remove that character from the story.	U	John Goodenough	arkham	56
Clover Cartage Co.	Support	The Syndicate	1		Location. § Clover Cartage Co. enters play exhausted. § Action: exhaust to lower the cost of the next <i>syndicate</i> character you play this phase by 1 (to a minimum of 1).	C	Patrick McEvoy	arkham	86
Clover Club Bouncer	Character	The Syndicate	1	1	Criminal. § Action: exhaust to choose a character. Until the end of the phase, that character gets -1 skill.	C	Patrick McEvoy	arkham	61

Clover Club Torch Singer	Character	The Syndicate			Criminal. § Action: pay 1 to choose a character. Until the end of the phase, that character gets -2 skill.	C	Bob Stevlic	unspt	38
Come to a Ghastly End	Event	Neutral			Action: choose either character cards or support cards. Each player must sacrifice a card of the chosen card type, if able.	P	Roberto Marchesi	promo	3
Committed	Event	Hastur	2		Action: choose a character with skill 2 or lower. That character goes insane. § Ms. Glasser's been real good to us. She visits every Sunday, and sometimes brings us paint. But she won't talk about the party, or the thing flapping on the roof."	C	Roberto Marchesi	arkham	137
Consecrated Lands	Support	Shub-Niggurath			Attachment. Environment. § Attach to a story card. § Characters get -1 skill while committed to this story.	U	Andrew Hall	unspt	123
Country Store	Support	Neutral	2		Location. § Response: after an opponent plays a support card, pay 1 to attach a card from your hand to one of your Domains as a resource.	R	Matt Dixon	arkham	220
Courier	Character	The Syndicate	1	1	Criminal. § Action: exhaust to lower the cost of the next support card you play this phase by 1 (to a minimum of 1).	R	Bob Stevlic	arkham	62
Crafting the Elder Sign	Event	Miskatonic University	1		Spell. § Action: choose a character. Until the end of the phase, that character gains Willpower and Invulnerability.	U	Franz Vohwinkel	arkham	46
Crimson Dawn	Support	Neutral	2		Day. § Forced Response: after you play this card, destroy all Night cards in play. § It is Day. § Each Heroic character you control gains <i>combat combat</i> .	U	Michael May	arkham	221
Cryptozoologist	Miskatonic University	Character			Investigator. § The trustees cannot continue to support these outlandish pursuits. Fish-men and giant beasties indeed! The university must uphold a certain reputation." § "I thought you might feel that way. That's why I brought this sample case. Please, allow me."	C	Patrick McEvoy	unspt	22
Cthaat Aquadingen	Support	Cthulhu	2		Tome. § Response: after a character is destroyed, look at the top 2 cards of your deck. Put one of those cards on the bottom of your deck, and the other on the top.	R	John Goodenough	arkham	114
Cthulhu	Character	Cthulhu	6	8	Ancient One. § Villainous. Loyal. Invulnerability. § Forced Response: after a player draws cards during his draw phase, he must sacrifice a character, if able. § <i>terror terror combat combat arcane</i>	R	James Ryman	arkham	91
Cthulhu	Character	Cthulhu			Ancient One. § Villainous. Invulnerable. § All other characters lose a <i>terror</i> icon. § While Cthulhu is committed to a story, it gains \Action: pay 1 to have all characters at this story go insane."	R	Patrick McEvoy	unspt	55
Cthulhu for President	Event	Neutral	2		Play during your operations phase. § Action: search your deck for an Ancient One character, reveal that character to all players, and put it into your hand or discard pile. Then shuffle your deck. § Why vote for the lesser evil?"	P	Matt Dixon	promo	2
Curiosity Shoppe	Support	Neutral	1		Attachment. Location. § Attach to a story card. § <i>arcane</i>	U	Alan Dillingham	arkham	222
Curiosity's Price	Event	Shub-Niggurath			Action: name a struggle icon. Until the end of the phase, remove one of that struggle icon from all story cards. § She simply had to know who was buried in that tomb. If the stories were true, it would change everything, and she couldn't wait until daylight to find out.	C	Mike May	unspt	120
Cyclopean Dhole	Character	Shub-Niggurath	6	3	Monster. § Action: sacrifice Cyclopean Dhole to destroy all Location cards. § Action: exhaust and pay 3 to choose and destroy a Location card. § <i>terror terror combat combat</i>	R	Roberto Marchesi	arkham	183
Dabbler in the Unknown	Character	Neutral			Cultist. § Action: sacrifice Dabbler in the Unknown to put a success token on a story card with no success tokens. § I love the neophytes," he mused, twirling his cane. "They're just so eager."	R	Roberto Campus	unspt	127
Dagon	Character	Cthulhu			Ancient One. § Villainous. Invulnerability. § Disrupt: pay 1 and sacrifice a Deep One character to cancel the effects of an event that would destroy Dagon.	R	John Gravato	unspt	56
Dangerous Experiment	Event	Miskatonic University	0		Action: sacrifice a <i>miskatonic</i> character, then remove it from your discard pile and attach it to one of your Domains as a resource.	R	Torstein Norstrand	arkham	47

Daughter of the Goat	Character	Shub-Niggurath	2	2	Cultist. § His wife, he told me, would often not come home at night, but the next morning would return wild-eyed, smelling of earth and the pungent scent of beasts. § <i>terror combat</i>	C	Linda Bergkvist	arkham	184
Dead Man's Alley	Support	The Agency	2		Attachment. Location. § Attach to a story card. § <i>combat combat</i>	U	Tabitha Heidkamp	arkham	25
Deep One Assault	Event	Cthulhu	X		Loyal. § Action: choose and destroy a character or support card with cost X or lower.	R	Toren Atkinson	arkham	104
Degenerate Ghoul	Character	Shub-Niggurath	1	0	Independent. § We had disturbed something with our light. I caught a glimpse of a rubbery, canine face-and then the thing was gone, with a scuttle of bones and a heavy thump as poor Martin's body hit the floor. § <i>terror combat</i>	C	Thomas Denmark	arkham	185
Desperation	Event	The Syndicate	0		Action: choose a <i>syndicate</i> character committed to a story. Until the end of the phase, that character gets +4 skill.	C	Bob Stevlic	arkham	76
Dimensional Rift	Support	Neutral	4		Location. § Action: exhaust, pay 3 and sacrifice Dimensional Rift to destroy all characters and support cards in play.	R	Gerardo Garza	arkham	223
Disciple of the Gate	Character	Yog-Sothoth	2	X	Cultist. § Villainous. § X is at all times equal to the number of <i>yogsothoth</i> characters in play. § <i>combat combat</i>	C	Chris Dien	arkham	154
Discreet Physician	Character	The Syndicate	2	1	Scientist. § Action: exhaust to choose a character. Until the end of the phase, that character gains an <i>investigation</i> icon.	C	Anders Finer	arkham	63
Dockside Speakeasy	Support	The Agency	2		Location. § Action: exhaust to choose a resource attached to a Domain. Move that resource to another Domain controlled by the same player.	R	Ted Pendergraft	arkham	26
Double-Cross	Event	The Syndicate			Encounter. § Play during a story phase. § Action: destroy all Encounter characters. Then, put Double-Cross into play as a Criminal character with 1 skill and a <i>combat</i> icon. At the end of the phase, sacrifice Double-Cross.	R	John Donahue	unspt	44
Dread Curse of Azathoth	Event	Yog-Sothoth	1		Spell. § Action: discard the top X cards of an opponent's deck, where X is the number of characters he controls.	U	Felicia Cano	arkham	165
Dream Messenger	Event	Yog-Sothoth	1		Spell. § Disrupt: before an Action or Response resolves, choose a card in play. That card gains one Subtype of your choice.	R	Franz Vohwinkel	arkham	166
Dreams of a Sunken City	Event	Cthulhu	2		Play during a story phase before any characters are committed. § Action: choose a story and name an icon. All characters with the named icon must commit to that story, if able.	U	Mike Yamada	arkham	105
Dreams of the Great Old One	Event	Neutral			Action: exhaust all characters in play. Any opponent may cancel this effect by discarding the top 10 cards of his deck.	P	Paul Carrick	promo	4
Dreams of the Sleeping Priest	Support	Cthulhu			Attachment. Environment. § Attach to a story card. § All characters committed to this story lose an <i>investigation</i> icon.	U	Samuel Araya	unspt	68
Driven by Madness	Event	Cthulhu	1		Action: choose a Cultist character. Until the end of the phase, that character gets +10 skill. At the end of the phase, that character goes insane.	R	Jeremy Gordon	arkham	106
Dusty Manuscripts	Support	Miskatonic University			Tome. § Disrupt: pay 1 and sacrifice Dusty Manuscripts to cancel an effect that would destroy a Tome you control.	U	John Goodenough	unspt	33
Elder Shoggoth	Character	Cthulhu	4	3	Monster. § <i>terror terror</i>	C	Guy Gentry	arkham	94
Elder Sign Pendant	Support	The Syndicate	1		Attachment. § Attach to a character you control. § Action: exhaust attached character to choose a character. Until the end of the phase, that character loses all of its printed <i>terror</i> icons.	R	John Goodenough	arkham	87
Eldritch Nexus	Event	Neutral	1		Action: gain a Domain, then attach the top card of your deck to it as a resource.	C	Matthew Dixon	arkham	235
Embracing the Abyss	Event	Hastur			Action: discard exactly 3 success tokens from a story. § The children skipped and chanted this rhyme: § \Veronica, Victoria, Vincent, Vance § "Knew that destiny was chance § "Vanya, Victor, Violet, Vaughn § "Once were here but now are gone."	C	Sedone Thongvilay	unspt	80
Ethnobiologist	Character	Miskatonic University	3	3	Scientist. § "Professor, will you come into my office for a minute?" § "I'm just heading to class." § "I think you'll want to see this. They found it at the shore, but I don't think you could quite call it aquatic." § <i>arcane arcane</i>	C	Anders Finer	arkham	34

Even Death May Die	Event	Neutral	3		Play only if it is Night. § Action: choose a Villainous character from your discard pile and put it into play.	R	Andrew Hall	arkham	211
Expedition Leader	Character	Miskatonic University	2	1	Sorcerer. § Action: pay 1 to choose a character. Until the end of the phase, that character loses a <i>combat</i> icon. § <i>investigation</i>	R	Sedone Thongvilay	arkham	35
Exposed!	Event	The Syndicate	2		Action: choose a story. Until the end of the phase, lower the printed skill of all opponent's characters committed to that story to 0.	U	Glen Ostrander	arkham	77
Extortion	Event	The Syndicate	X		Loyal. § Play during your operations phase. § Action: choose and exhaust X characters without any <i>arcane</i> icons.	U	Andrew Hall	arkham	78
Fear of God	Event	The Agency			Action: choose a character. Until the end of the phase, that character loses Willpower and Invulnerability.	C	Thomas Denmark	unspt	10
Federal Agent	Character	The Agency	1	1	Government. § Lower the cost for you to play Government characters by 1 (to a minimum of 1). § \I was the friend of your father's. There are some people I'd like you to meet."	R	Ted Pendergraft	arkham	6
Fertility Rites	Event	Shub-Niggurath	4		Action: attach the top 2 cards of your deck, as resources, to 1 of your Domains.	U	Matt Dixon	arkham	199
Field Office	Support	The Agency			Location. § Action: exhaust to choose a character. Until the end of the phase, that character gains a <i>combat</i> icon.	C	Kory Heinzen	unspt	16
Field Researcher	Character	Miskatonic University	2	1	Investigator. § Response: after Field Researcher is placed in your discard pile from play, ready all characters and support cards you control. § <i>investigation</i>	U	Sedone Thongvilay	arkham	36
Fighting Blind	Event	Neutral			Play during a story phase. § Action: choose a story card. Until the end of the phase, each character committed to this story loses all of its printed icons.	C	Samuel Araya	unspt	132
Find Gate	Event	Miskatonic University	3		Spell. § Play during your operations phase. § Action: choose a story card in play, place it in the story deck, then replace it with a story card of your choice from the story deck and shuffle the story deck. Success tokens remain in place.	R	Torstein Norstrand	arkham	48
Fire Vampire Swarm	Character	Yog-Sothoth	4	3	Monster. § Fast. Toughness +1. § He would have screamed, but that his throat had been seared away. § <i>combat arcane arcane</i>	C	Shane Watson	arkham	156
First Bank of Arkham	Support	The Syndicate	2		Location. § During your resource phase, you may attach an additional resource from your hand to 1 of your Domains.	R	Tabitha Heidkamp	arkham	88
Flying Polyp Scout	Character	Shub-Niggurath	3	2	Independent. § Fast. § While Flying Polyp Scout is committed to a story, your opponent's characters committed to that story each get -1 skill. § <i>combat combat</i>	U	Thomas Denmark	arkham	186
Forbidden Shrine	Support	Yog-Sothoth			Location. § Your characters get +1 skill while committed to a story. § The initiate screamed when he saw the altar. The women caressed his hair and, to soothe him, quietly cooed.	U	Andrew Hall	unspt	106
Forced Entry	Event	Tha Agency			Play during your operations phase. § Action: choose and wound a character with skill 3 or lower. § \We go in shooting," Norman said, and silently hoped that bullets would be enough for what lurked inside."	C	Torstein Nordstrand	unspt	11
Forced Foreclosure	Event	The Syndicate	2		Play during your operations phase. § Action: attach Forced Foreclosure to a Location card. While Forced Foreclosure is attached, you gain control of attached Location.	R	Ted Pendergraft	arkham	79
Forest Sister	Character	Shub-Niggurath			Cultist. § Disrupt: pay 1 to cancel a wound to Forest Sister. § \In the city you can't feel it. It's only out here that the spirit is manifest. You can taste it like a liquor for a soul."	C	Katherine Dinger	unspt	111
Forgotten Isle	Support	Cthulhu			Location. § You may choose not to ready Forgotten Isle during your refresh phase. § Action: exhaust to choose a character. Treat that character as though its text box were blank while Forgotten Isle remains exhausted.	U	Roberto Marchesi	unspt	69
Forgotten Temple	Support	Neutral	0		Location. § While you control more Cultist characters than any other player, lower the cost for you to play Ancient One and Servitor characters by 1 (to a minimum of 1).	U	Torstein Norstrand	arkham	224
Foul Dimensional Shambler	Character	Yog-Sothoth	5	5	Independent. § Toughness +2. § Forced Response: after a resolving a story in which Foul Dimensional Shambler was wounded, choose and wound a character. § <i>combat combat</i>	R	James Ryman	arkham	153

Framed!	Event	The Syndicate			Action: choose a character. Until the end of the phase, that character gains Villainous. § \For the love of God, we're on the same side!" protested Frances as they bundled her into the sedan. § The cops glanced at each other and chuckled."	R	John Gravato	unspt	45
Freelance Agent	Character	Neutral			Investigator. § Fast. § While Freelance Agent is committed to a story, it gains <i>combat combat</i> for each character with lower skill committed by your opponents.	U	Paul Allen Ballard	unspt	128
Freelance Occultist	Character	The Agency	3	2	Investigator. § Fast. § He mopped the sweat off his brow and replaced his handkerchief. \You know, it's not really all done with mirrors." § <i>combat arcane</i> "	C	Patrick McEvoy	arkham	7
Freelance Photographer	Character	The Syndicate			Investigator. § Action: pay 1 to ready Freelance Photographer. § Parker's last job was in the war, snapping shots behind enemy lines. Shooting pics or shooting guns, it was all the same to him.	R	Patrick McEvoy	unspt	39
Freelance Reporter	Character	The Syndicate	2	2	Investigator. § She didn't want to cover the story at first. But after the second body was found and the police stopped talking, she decided to accept Harrington's offer after all. § <i>investigation</i>	C	Steve Ellis	arkham	64
From Beneath	Event	Shub-Niggurath	4		Disaster. § Play during your operations phase. § Action: destroy all support cards.	R	Jesper Ejsing	arkham	200
Gangster's Moll	Character	The Syndicate	3	3	Investigator. § Action: pay 2 to give each character controlled by an opponent -1 skill until the end of the phase. § <i>investigation</i>	R	Anders Finer	arkham	73
Gate Box	Support	Yog-Sothoth			Attachment. Item. § Attach to a support card. § Action: pay 2 to ready attached support card.	C	John Goodenough	unspt	107
Gathering at the Stones	Event	Yog-Sothoth	2		Play during your operations phase. § Action: choose a card in your discard pile and put it into your hand.	U	Shane Watson	arkham	167
Gentleman's Club	Support	Neutral	2		Location. § Action: exhaust and pay 2 to draw a card.	U	Tabitha Heidkamp	arkham	225
Ghost	Character	Hastur	1	1	Monster. § While Ghost is committed to a story, it gains Invulnerability. § Good lord - that pale figure, that breath of foul air! Was this the spirit of the man I had called a friend? There was no friendship in him now.	R	Steve Ellis	arkham	124
Ghoul Warrens	Support	Neutral	1		Attachment. Location. § Attach to a story card. § <i>combat</i>	U	Torstein Norstrand	arkham	226
Ghoulish Growth	Support	Shub-Niggurath			Attachment. § Attach to a character. § While it is Night, attached character gets +4 skill and gain Willpower.	U	Rafal Hrynkiewicz	unspt	124
Glasser Art Gallery	Support	Hastur	1		Location. § Action: exhaust to choose an opponent. Look at that opponent's hand.	U	Bob Stevlic	arkham	145
G-Men	Character	The Agency	6	6	Government. § Heroic. Toughness +3. Willpower. § The man looked like a Jersey bull in a tight gray suit. Then the rest of the herd climbed out of the car, and Norman realized how high the stakes really were. § <i>combat combat combat combat combat</i>	R	Steve Ellis	arkham	8
Government Grant	Support	Miskatonic University			Attachment. § Attach to one of your characters. § Action: pay 1 to give attached character <i>investigation</i> until the end of the phase.	C	Roberto Campus	unspt	34
Grizzled Vet	Character	The Agency	3	2	Investigator. § Heroic. § While it is Day, Grizzled Vet does not exhaust when committing to a story. § <i>combat investigation</i>	R	Steve Ellis	arkham	9
Guardian Elder Thing	Character	Yog-Sothoth	5	3	Independent. § Toughness +2. § While Guardian Elder Thing is committed to a story, it gains: \Action: pay 2 to wound all characters committed to this story." § <i>arcane arcane arcane</i> "	U	James Ryman	arkham	155
Guardian Shoggoth	Character	Cthulhu			Monster. § Toughness +2. § In the caves they found the crates of liquor and the ruined bodies of the cops. § \You'd think they would've left some more protection," said Charlie, and died."	C	Lars Simkins	unspt	57
Hair of the Worm	Event	The Agency	1		Disrupt: cancel a card effect that would cause an <i>agency</i> character to go insane.	U	Alan Dillingham	arkham	14
Hardboiled Detective	Character	The Agency	2	2	Government. § Heroic. Fast. Loyal. § Hank was different after his time in the military. He talked less, drank more, and always asked for the tough assignments. § <i>combat investigation</i>	C	Roberto Marchesi	arkham	10

Hastur	Character	Hastur	6	6	Ancient One. § Villainous. Loyal. Toughness +4. § Action: pay 3 to choose a character. That character goes insane. § <i>terror terror terror arcane arcane</i>	R	Camille Kuo	arkham	121
Hastur	Character	Hastur			Ancient One. § Villainous. Toughness +4. § Action: exhaust and pay 1 to look at an opponent's hand, then choose and discard one non-character card from that hand.	R	Patrick McEvoy	unspt	73
Haunted Graveyard	Support	Yog-Sothoth	2		Attachment. Location. § Attach to a story card. § <i>terror terror</i>	U	Roberto Marchesi	arkham	174
Haunter of the Dark	Character	Cthulhu	2	1	Monster. § While it is Night, Haunter of the Dark gains <i>combat combat combat combat</i> .	U	Roberto Marchesi	arkham	95
Helpless, Hopeless, and Doomed	Event	Cthulhu	2		Action: destroy all Attachment cards. § There was nothing left even to burn or bury.	C	Thomas Denmark	arkham	107
High Priest of Hastur	Character	Hastur	3	3	Cultist. § Action: spend 5 and sacrifice High Priest of Hastur to copy and enact the effects of a story card in play. § <i>arcane arcane</i>	R	Guy Gentry	arkham	125
High Priest of the Key	Character	Yog-Sothoth	3	2	Cultist. § Action: pay 2 and sacrifice a Cultist character to choose and wound a character. § <i>arcane arcane</i>	R	Chris Dien	arkham	157
Hired Muscle	Character	The Agency	3	3	Criminal. § Toughness +1. § "I work for Harvey Blackwood," he grunted. § "Harvey's gone, but I'm his son. You want to work for the Blackwood Agency, you can work for me." § <i>combat combat combat</i>	C	Steve Ellis	arkham	11
Hired Mystic	Character	The Syndicate	3	0	Sorcerer. § The boys didn't know what to make of O'Bannion's friend from out of town, but they knew better than to make him angry. § <i>terror combat arcane investigation</i>	R	Patrick McEvoy	arkham	65
Hit List	Support	The Syndicate	2		Item. § Response: after an opponent's character is destroyed, pay 1 to draw a card.	U	Patrick McEvoy	arkham	89
Hit Squad	Character	The Syndicate	4	3	Criminal. § Hit Squad does not exhaust when committed to a story. § <i>combat combat</i>	U	Bob Stevlic	arkham	66
Horns of the Black Goat	Event	Shub-Niggurath	1		Action: Until the end of the phase, your opponent's characters each lose an <i>arcane</i> icon.	U	Michael Komarck	arkham	201
Horrid Mutation	Event	Shub-Niggurath	1		Action: Until the end of the phase, each committed character you control gains a <i>terror</i> icon. § Her beauty gave me strength. I felt the swelling of love in my chest, like a new-born life.	C	Linda Bergkvist	arkham	202
Hound of Tindalos	Character	Yog-Sothoth	4	2	Independent. § Fast. § Action: attach Hound of Tindalos to a character. While Hound of Tindalos is attached, attached character gets -4 skill. § Action: pay 1 to unattach Hound of Tindalos. § <i>combat combat arcane arcane</i>	R	Toren Atkinson	arkham	158
Hungry Dark Young	Character	Shub-Niggurath	3	2	Servitor. Dark Young. § Response: after Hungry Dark Young enters play, put into play from your hand or discard pile a character with printed cost 2 or lower. § <i>terror combat</i>	C	Shane Watson	arkham	187
Independence Square	Support	Neutral	3		Location. § Action: exhaust and pay 2 to attach the top card of your deck to one of your Domains as a resource.	C	Gerardo Garza	arkham	227
Infested Cemetery	Support	Neutral	1		Attachment. Location. § Attach to a story card. § <i>terror</i>	U	Roberto Marchesi	arkham	228
Inside Information	Event	Neutral	2		Action: Choose a story. Until the end of the phase, that story loses a struggle icon of your choice.	C	Glen Ostrander	arkham	212
Inspector John Legrasse	Character	The Agency			Investigator. § Loyal, Heroic, Willpower. § Inspector John Legrasse cannot be committed to a story unless you have 3 or more cards in your hand.	U	Eric Wilkerson	unspt	2
Intimidate	Event	The Syndicate	1		Action: choose and exhaust a non-Ancient One character.	C	Kory Heinzen	arkham	80
Investigative Reporter	Character	The Syndicate	4	6	Investigator. § "Mary, don't hang up! You've got to go on the record with this. What's that? Who's coming? Mary, hello? Hello?" § <i>investigation investigation</i>	U	Samuel Araya	arkham	67

Investigators Domain	Domain					F	Matt Dixon	arkham_f	11
Investigators Domain	Domain					F	Matt Dixon	arkham_f	12
Investigators Domain	Domain					F	Matt Dixon	arkham_f	13
Keeper of the Golden Path	Character	Cthulhu	2	3	Cultist. § Villainous. § Old Father, accept this our offering. The dream in the dark, the terror in the tear, the ocean in the lung. § <i>terror terror</i>	U	Michael May	arkham	96
Keeper of the Yellow Sign	Character	Hastur	2	1	Cultist. § Action: pay 2 and sacrifice Keeper of the Yellow Sign to discard up to 2 success tokens from a story card. § <i>arcane</i>	C	Guy Gentry	arkham	126
Key of Tawil At-Umr	Support	Yog-Sothoth	1		Attachment. Item. § Attach to a character. § While committed to a story, attached character gets +2 skill and gains <i>arcane arcane arcane</i> .	C	Matt Dixon	arkham	175
Knight of the Void	Character	Cthulhu	1	0	Cultist. § Old Father, old Despoiler, stand me now and ever in good stead. § <i>combat combat</i>	C	Tyler Walpole	arkham	97
Laboratory Assistant	Character	Miskatonic University	1	1	Scientist. § She never forgot the time West slapped the reagent out of her hand. It shattered on the floor. § \Look what you made me do," he hissed. "That was supposed to go to Pathology." § <i>investigation</i> "	C	Steve Ellis	arkham	37
Lair of the Deep Ones	Support	Cthulhu			Location. § Forced Response: after you draw cards in the draw phase, choose and destroy a character with the lowest skill, if able.	R	Roberto Marchesi	unspt	70
Like a Moth	Event	The Syndicate			Action: choose a character. Until the end of the phase, lower that character's printed skill to 0. § \I can't find it out. As long as he's a man. I can get it from him." § "A man? That's still an open question, doll.""	C	Jean Tay	unspt	46
Local Historian	Character	Miskatonic University			Investigator. § <i>investigation</i>	U	Eric Wilkerson	unspt	23
Lord of Y'ha-nthlei	Character	Cthulhu			Deep One. § Action: pay 1 to choose and ready a Deep One character.	U	Lars Simkins	unspt	58
Lore Keeper	Character	Neutral			Sorcerer. § Your opponents cannot play support cards. § Action: discard 2 support cards from your hand to destroy Lore Keeper. Any player may trigger this ability.	R	Roberto Campus	unspt	129
Lucky Cigarette Case	Support	The Syndicate	1		Attachment. Item. § Attach to a character. Attached character gains Toughness +2.	C	John Goodenough	arkham	90
Lunatic Shade	Character	Hastur			Monster. § Action: exhaust and pay 2 to choose and exhaust a character with fewer <i>arcane</i> icons than Lunatic Shade.	U	Guy Gentry	unspt	77
Lurking Star Spawn	Character	Cthulhu	4	6	Servitor. § Villainous. Fast. § While it is Day, Lurking Star Spawn cannot be readied. § <i>terror combat combat arcane</i>	R	James Ryman	arkham	98
M.U. Administration Building	Support	Miskatonic University	1		Location. § M.U. Administration Building enters play exhausted. § Action: exhaust to lower the cost of the next <i>miskatonic</i> character you play this phase by 1 (to a minimum of 1).	C	Mike Yamada	arkham	57
M.U. Science Building	Support	Miskatonic University	2		Location. § Action: pay 2 to choose a character or support card. Until the end of the phase, that card gains a Subtype of your choice.	U	Mike Yamada	arkham	58
Mad Artist	Character	Hastur	2	2	Cultist. § \There is nothing else to life, or lifelessness," he told the assembled throng, "than the supreme note of art." § <i>combat arcane</i> "	C	Jarno Kantelinen	arkham	127
Mad Genius	Character	Miskatonic University	2	2	Investigator. § Response: after Mad Genius is restored, choose a story card. Put 1 success token on that story card.	R	Sedone Thongvilay	arkham	38
Madness Takes Its Toll	Event	Hastur			Disaster. § Action: choose and destroy an insane character. § She learned too late that the imagination has a terrible force, one not always benign.	C	Guy Gentry	unspt	81
Marked by the Ancients	Support	Cthulhu	2		Attachment. § Attach to a character. § Attached character gets +4 skill and gains <i>terror terror terror</i> .	R	Ted Pendergraft	arkham	115
Marital Law	Support	The Agency			Attachment. Environment. § Attach to a story card. § Response: after this story is resolved, pay 2 to wound all characters committed to this story.	U	Andrew Hall	unspt	17
Mass Hysteria	Event	Hastur	3		Madness. § Action: choose and destroy any number of support cards with a combined printed cost equal to or less than the number of insane characters in play. You may not choose cards with printed cost 0.	R	Guy Gentry	arkham	138
Master of Silver Twilight	Character	Cthulhu			Cultist. § Action: sacrifice Master of Silver Twilight to choose and destroy an Attachment card.	C	Patrick McEvoy	unspt	59

Master Plans	Support	Neutral			Item. § Action: sacrifice Master Plans to put into play a Location card from your discard pile.	U	Szymon Kudranski	unspt	141
Mature Deep One	Character	Cthulhu	4	3	Deep One. § Action: pay 3 to choose and destroy an Attachment card. § Marsh could barely remember his old life, arid and sick, unmindful of the master's grace. § <i>combat combat arcane</i>	U	Tyler Walpole	arkham	99
Mayor's Office	Support	The Agency	4		Location. § Action: exhaust and pay 2 to choose and destroy a Location card.	R	Bob Stevlic	arkham	27
Mi-Go Commander	Character	Shub-Niggurath	4	4	Mi-Go. § All Mi-Go characters gain a <i>combat</i> icon. § A line of electricity lashed out, and Smith fell, struck dead. The thing lifted further into the air and turned its attention to us. § <i>combat arcane arcane</i>	U	Tyler Walpole	arkham	188
Mi-Go Scientist	Character	Shub-Niggurath	4	1	Mi-Go. § Action: exhaust and pay 2 to choose a ready character. That character's controller either gives you control of that character until the end of the phase, or returns that character to his hand. § <i>investigation investigation</i>	R	Tyler Walpole	arkham	189
Mi-Go Scout	Character	Shub-Niggurath			Mi-Go. § All Mi-Go characters gain an <i>investigation</i> icon. § It had no capacity for regret, but there was something about this planet that it cared little for. Compared to the icy spires of Yuggoth, this place blossomed with unreason.	R	Alejandro Diaz	unspt	112
Mi-Go Warrior	Character	Shub-Niggurath	3	3	Mi-Go. § Disrupt: exhaust to cancel 1 wound to a character. § <i>combat</i>	U	Tyler Walpole	arkham	190
Mi-Go Worker	Character	Shub-Niggurath	2	1	Mi-Go. § Action: sacrifice Mi-Go Worker, then remove it from your discard pile and attach it to one of your Domains as a resource. § <i>investigation</i>	C	Tyler Walpole	arkham	191
Military Advisor	Character	Neutral			Government. § Toughness +2. § Response: after Military Advisor is wounded, pay 2 to choose and wound a character with skill lower than Military Advisor.	U	Rafal Hryniewicz	unspt	130
Mindblast	Event	Hastur			Spell. § Disrupt: cancel a triggered character ability. That character goes insane.	U	Kyri Koniotou	unspt	82
Miskatonic Antiquities Collection	Support	Neutral	1		Attachment. Location. § Attach to a story card. § <i>investigation</i>	U	John Goodenough	arkham	229
Miskatonic Commons	Support	Miskatonic University	2		Attachment. Location. § Attach to one of your Domains. § Action: drain attached Domain to draw a card for every 2 <i>miskatonic</i> resources attached to it.	R	Mike Yamada	arkham	59
Miskatonic Library	Support	Miskatonic University	1		Location. § Action: exhaust and pay 2 to search your deck for a Tome card, reveal that card to all players, and put it into your hand. Then shuffle your deck.	U	Jeremy Gordon	arkham	60
Mob Lieutenant	Character	The Syndicate	2	2	Criminal. § Response: after a Criminal character is destroyed, discard 1 success token from a story with 4 or more total success tokens. § <i>combat</i>	U	Bob Stevlic	arkham	68
Motorcycle	Support	Neutral			Attachment. Vehicle. § Attach to a character. § Attached character gains a <i>combat</i> icon and Fast.	U	Kory Heinzen	unspt	142
Mysterious Benefactor	Character	Miskatonic University	1	1	Government. § Action: exhaust to put one of your resources into your hand. § "Fundind shall no longer be an issue," he said with a very smile. § "But who are you?" demanded Armitage."	R	Anders Finer	arkham	39
Mystic Backlash	Event	Yog-Sothoth	2		Spell. § Disrupt: cancel the effects of a Spell event just played, then return Mystic Backlash to your hand.	R	Shane Watson	arkham	168
Mystic Courage	Event	The Agency	1		Action: choose a character committed to a story. Until the end of the phase, that character gets +2 skill and gains Willpower.	C	Patrick McEvoy	arkham	15
Mythos Domain	Domain					F	Michael Komarck	arkham_f	14
Mythos Domain	Domain					F	Michael Komarck	arkham_f	15
Mythos Domain	Domain					F	Michael Komarck	arkham_f	16
Nightgaunt Sentry	Character	Yog-Sothoth	3	2	Servitor. § Fast. § Exhausted and drained of terror, I turned to face my pursuer. But my pursuer had no face to show me. § <i>terror combat</i>	C	Rob Thomas	arkham	159
Nightgaunt Servant	Character	Yog-Sothoth			Servitor. § Loyal. Fast. § In the dream I could see a cloud of dark wings, flapping like sheets of leather. I could see curled horns lifting and bowing, and long fingers stroking. And every one of these creatures was my slave.	C	Matt Dixon	unspt	93

Nightmare Hours	Support	Neutral	3	Night. § Forced Response: after you play this card, destroy all Day cards in play. § It is Night. § Opponents need an additional success token in order to win a story.	R	Guy Gentry	arkham	230
North Church	Support	Neutral	3	Location. § Action: pay 1 to exchange a card in your hand with a resource attached to one of your Domains.	R	Gerardo Garza	arkham	231
Nosy Columnist	Character	The Syndicate		Investigator. § Action: exhaust to choose and exhaust a support card. § \They all have ambitions to move to New York. But what's in New York? There's plenty in Arkham to keep a fella busy.""	C	Patrick McEvoy	unspt	40
O'Bannion Enforcer	Character	The Syndicate	4	3 Criminal. § Fast. § Action: pay 2 to give O'Bannion Enforcer <i>combat combat</i> until the end of the phase. § <i>combat combat</i>	C	Anders Finer	arkham	69
O'Bannion Gunsels	Character	The Syndicate	3	3 Criminal. § Willpower. § \This is bigger than the Italians, boys. These torpedoes don't want our money." § "It's the Big Zero they're after, Sam. The Bigger Bang." § <i>combat combat</i>	C	Kory Heinzen	arkham	70
O'Bannion Thug	Character	The Syndicate		Government. § Response: after O'Bannion Thug commits to a story, pay 1 to draw a card. § \Charlie's missing. Take a couple of the boys and check out High Street. And take that camera guy from the paper with you.""	U	Bob Stevlic	unspt	41
O'Bannion Warehouse	Support	The Syndicate		Location. § You may choose not to ready O'Bannion Warehouse during your refresh phase. § Action: exhaust to choose a character. That character cannot ready while O'Bannion Warehouse remains exhausted.	U	Andrew Hall	unspt	51
Occult Shop	Support	Neutral		Location. § Action: pay X and sacrifice Occult Shop to return to their owner's hands all characters with skill lower than X.	R	Shane Watson	unspt	139
Off-Duty Patrolman	Character	The Agency		Government. § When his shift ended at midnight, Finn gulped down half a sandwich and a shot of whiskey, then headed back onto the street. Harvey's kid had a lead on what happened to his old man. He might not know it yet, but he was going to need Finn's help.	C	Patrick McEvoy	unspt	4
On Byakhee Wings	Event	Hastur		Encounter. § Play during a story phase. § Action: destroy all Encounter characters. Then, put On Byakhee Wings into play as a Cultist character with 3 skill and <i>terror combat arcane</i> . At the end of the phase, sacrifice On Byakhee Wings.	R	Thomas Denmark	unspt	83
On Ice	Event	The Agency		Action: choose a story card. Put that story card on the bottom of the story deck and replace it with the next story card from the story deck.	R	Thomas Denmark	unspt	12
Open Gate	Event	Miskatonic University		Spell. § Play during your operations phase. § Action: search your deck or discard pile for an Environment card and put that card into play. Then shuffle your deck.	R	Franz Vohwinkel	unspt	28
Opening the Limbo Gate	Event	Yog-Sothoth		Spell. § Play during your operations phase. § Action: choose and put into play one character from each player's discard pile.	R	Torstein Nordstrand	unspt	99
Opening the Third Eye	Event	Yog-Sothoth		Spell. § Action: choose a character. Until the end of the phase, that character gains <i>arcane arcane arcane arcane</i> .	C	Matt Dixon	unspt	100
Packard	Support	Neutral	1	Attachment. Vehicle. § Attach to a character. § Attached character gains Fast and Toughness +1.	C	Kevin Wasden	arkham	232
Pallid Mask	Support	Hastur	1	Attachment. Item. Attach to a character. Attached character gains <i>terror arcane</i> .	C	John Goodenough	arkham	146
Panic	Event	The Syndicate		Loyal. § Action: exhaust all characters with skill lower than X. § He ran blindly through the streets. The moonlight was yellow, and the bricks and cobblestones too. The faces that leered from the windows were every one the same.	U	Tyler Walpole	unspt	47
Paranormal Specialist	Character	The Agency		Government. § While it is Day, Paranormal Specialist gains \Action: exhaust and pay 1 to choose a Villainous character. Return that character to it's owner's hand.""	U	Guy Gentry	unspt	5
Patrol Wagon	Support	The Agency	1	Attachment. Vehicle. § Attach to a character. § Attached character gains Toughness +1. § Disrupt: pay 2 to cancel 1 wound to attached character.	U	Roberto Marchesi	arkham	28
Peer Into The Future	Event	Yog-Sothoth		Spell. § Action: sacrifice a non-Ancient One character to draw X cards. X is that character's printed skill.	U	Samuel Araya	unspt	101

Persuasive Friends	Event	The Syndicate	0		Action: lower the cost of the next <i>syndicate</i> card you play this phase by 2 (to a minimum of 1).	C	Kory Heinzen	arkham	81
Plague of Madness	Support	Hastur			Attachment. Environment. § Attach to a story card. § Response: after you succeed at this story, each opponent must choose and discard 1 card from his hand.	U	Samuel Araya	unspt	87
Playing with Fire	Event	The Agency	3		Action: wound all characters with skill 2 or lower.	U	Thomas Denmark	arkham	16
Pnakotic Manuscripts	Support	Yog-Sothoth	3		Tome. § Action: exhaust and pay 3 to search your deck for a <i>yogsothoth</i> card, reveal that card to all players, and put it into your hand. Then shuffle your deck.	U	John Goodenough	arkham	176
Police Raid	Event	The Agency	1		Action: choose and destroy an Item or Tome card.	C	Kevin Wasden	arkham	17
Police Station	Support	The Agency	1		Location. § Police Station enters play exhausted. § Action: exhaust to lower the cost of the next <i>agency</i> character you play this phase by 1 (to a minimum of 1).	C	Mike Yamada	arkham	29
Powder of Ibn-Ghazi	Event	Miskatonic University	0		Spell. § Action: choose a <i>miskatonic</i> character committed to a story. Until the end of the phase, that character gains <i>investigation investigation</i> .	C	Matt Dixon	arkham	49
Power Drain	Event	Hastur	2		Spell. § Disrupt: cancel an Action or Response just played or used.	U	Kyri Koniotou	arkham	139
Pray for Dawn	Event	The Agency			Play during your operations phase. § Action: put a Day card from your discard pile into play. § Norman huddled in the corner of the warehouse while the scratching at the door intensified. Through the barred window crept the first gray touches of sunlight.	U	Mike May	unspt	13
Preemptive Strike	Event	The Agency	3		Play during your operations phase. § Action: choose and destroy a resource attached to a Domain.	U	Kevin Wasden	arkham	18
Priestess of the Yellow Sign	Character	Hastur	3	3	Cultist. § Villainous. § Action: exhaust and pay 2 to reveal and discard the top card of your deck. If it is a <i>hastur</i> card, each opponent must discard a card from his hand. § <i>terror arcane</i>	U	Guy Gentry	arkham	129
Primal Fear	Event	Cthulhu	1		Action: choose a character without any <i>terror</i> icons. Until the end of the phase, treat that character's text box as though it were blank.	C	Felicia Cano	arkham	108
Private Charter	Support	Neutral			Vehicle. § Action: exhaust to put the top 3 cards of your discard pile on the bottom of your deck in any order.	U	Kory Heinzen	unspt	143
Private Studio	Support	Hastur			Location. § Cultist characters you control gain an <i>arcane</i> icon. § Victoria patronized sculptors, poets, novelists and musicians, but she loved her painters best of all.	R	Andrew Hall	unspt	88
Professor Armitage	Character	Miskatonic University	4	3	Investigator. § Heroic. Willpower. § Action: pay 1 to choose and ready an exhausted Tome card. § <i>investigation investigation investigation</i>	U	Anders Finer	arkham	31
Professor of Metaphysics	Miskatonic University	Character			Investigator. § Your opponents must play with their hands revealed. § "So where did you teach before?" § He smiled nervously and glanced away. "You wouldn't have heard of it."	U	Patrick McEvoy	unspt	24
Prophecies Fulfilled	Event	Neutral			Action: until the end of the phase, lower the cost for you to play Environment cards by 1 (to a minimum of 1). § "They like to call it fate. I call it proper planning."	R	Tyler Walpole	unspt	133
Prophecies Revealed	Event	Cthulhu			Action: reveal the top 4 cards of your deck to all players. Put any Environment cards thus revealed into your hand, and discard the rest. § The wind, the fire and the child. Never to be found in our home, but in this alien land they revealed themselves and we knew them to be filled with truth.	C	Michel Koch	unspt	64
Proto-Shoggoth	Character	Cthulhu	3	1	Monster. § Action: pay 2 and sacrifice Proto-Shoggoth to search your deck for a non-Ancient One character and put that character into play, exhausted. Then shuffle your deck.	R	Steve Ellis	arkham	100
Psychotic Break	Event	Hastur			Madness. § Play during your operations phase. § Action: choose an insane character. Take control of that character.	U	Sedone Thongvilay	unspt	84
Purification	Event	Miskatonic University			Spell. § Action: choose a character. Destroy all Attachment cards on that character. § When we doused the idol in the water it cracked in half. At once the clutch of dread released my heart and I could breathe again.	C	Franz Vohwinkel	unspt	29

Radical Therapy	Event	Miskatonic University	2		Action: restore and ready all of your insane characters.	C	Andrew Hall	arkham	50
Rampaging Dark Young	Character	Shub-Niggurath	5	5	Servitor. Dark Young. § Toughness +2. § Response: after Rampaging Dark Young is placed in the discard pile from play, put into play a character with printed cost 3 or lower from your hand or discard pile. § <i>combat</i>	R	James Ryman	arkham	192
Rare Book Researcher	Character	Miskatonic University	4	3	Sorcerer. § Rare Book Researcher gets +1 skill for each Tome card you control. § <i>combat combat investigation</i>	C	Patrick McEvoy	arkham	40
Ravager from the Deep	Character	Cthulhu			Deep One. § Villainous. Toughness +1. § Forced Response: after Ravager from the Deep is committed to a story, wound all other characters at that story.	C	Lars Simkins	unspt	61
Realms Beyond Reason	Support	Miskatonic University			Attachment. Environment. § Attach to a story card. § Characters with skill 2 or lower cannot commit to this story.	U	Rafal Hryniewicz	unspt	35
Reclusive Researcher	Character	Miskatonic University			Investigator. § Forced Response: after Reclusive Researcher enters play, choose and exhaust a character you control, if able.	C	Rafal Hryniewicz	unspt	25
Red Gate Mound	Support	Yog-Sothoth	3		Location. § Raise the cost to play all cards by 1.	U	Shane Watson	arkham	177
Regeneration	Event	Shub-Niggurath	1		Disrupt: cancel 1 wound to a character you control. § This flesh is yours, O Mother. This flesh bends for You and in its adoration weeps for You.	C	Shane Watson	arkham	203
Render of Veils	Character	Yog-Sothoth	1	1	Cultist. § Speak the words and howl the rites at their seasons. In the darkness invoke the Name and ye shall be the next day delivered. § <i>terror</i>	C	Chris Dien	arkham	160
Rending the Veil	Event	Yog-Sothoth	4		Spell. § Play during your operations phase. § Action: choose and destroy up to 2 Location cards.	U	Roberto Marchesi	arkham	169
Research Expedition	Event	Miskatonic University			Encounter. § Play during a story phase. § Action: destroy all Encounter characters. Then, put Research Expedition into play as an Investigator character with 6 skill and <i>investigation investigation investigation</i> . At the end of the phase, sacrifice Research Expedition.	R	Terry Wolfinger	unspt	30
Restless and Wary	Event	Miskatonic University			Action: ready all exhausted characters. § She slept lightly, when she slept at all, for the nightmares kept her ever anxious and on the edge of some nameless panic. Even after waking in the dead of night, she could not be certain the inhuman shapes and sounds that haunted her mind were merely dreams.	R	Xia Taptara	unspt	31
Rite of Rebirth	Support	Shub-Niggurath	2		Attachment. § Attach to a story card. § Response: after attached story is resolved, and you have won at least 2 of the icon struggles, put 1 success token on each other story card.	C	Thomas Denmark	arkham	206
Rite of the Broken Stone	Event	Yog-Sothoth	1		Action: choose a character committed to a story. Until the end of the phase, that character gets +1 skill for each committed character in play.	C	Shane Watson	arkham	170
Rite of the Chosen One	Event	Cthulhu			Action: sacrifice any number of Cultist characters to choose a character. Until the end of the phase, that character gains an icon of your choice for each Cultist sacrificed.	U	Rafal Hryniewicz	unspt	65
Ritual Sacrifice	Event	Cthulhu	X		Action: sacrifice X Cultist characters. For each character thus sacrificed, draw 2 cards.	R	Francis Tsai	arkham	109
R'lyeh, City of Dreams	Support	Cthulhu	3		Location. § Opponents cannot play Day cards. § Response: after a Night card is played, pay 2 to choose a character. That character goes insane.	U	Mike Yamada	arkham	116
Sacrificial Gate	Event	Yog-Sothoth	3		Action: choose and destroy a character without any <i>arcane</i> icons.	C	Rafal Hryniewicz	arkham	171
Sacrificial Offerings	Event	Cthulhu			Action: choose and wound a character. Then, that character's controller chooses and wounds a character. § On the pile of ruined packing crates lay those who had given their lives for the Master, both friend and foe.	U	Daarken	unspt	66
Scurrying Rat-Thing	Character	Neutral			Monster. § Your opponents cannot play event cards. § Action: discard 2 event cards from your hand to destroy Scurrying Rat-Thing. Any player may trigger this ability.	R	Szymon Kudranski	unspt	131
Seal of Isis	Event	Yog-Sothoth			Spell. § Action: until the end of the phase, the effects of events cannot be cancelled. § By the Key and the Gate we declare these events to be inviolate, as once they have occurred, ever it be so.	U	Torstein Nordstrand	unspt	102
Search Warrant	Event	The Agency	2		Play during a story phase. § Action: name a card. Then look at each opponent's hand and discard all copies of the named card from those hands.	R	Kevin Wasden	arkham	19

Sedated	Support	Hastur			Attachment. § Attach to an insane character. § Attached character cannot be restored. § "He'll sleep for a while." § "How long? We have to know how long."	C	Rafal Hryniewicz	unspt	89
Servant from Out of Time	Character	Yog-Sothoth			Cultist. § Forced Response: after Servant from Out of Time enters play, sacrifice a resource attached to one of your Domains, if able.	R	Matt Dixon	unspt	94
Servant of the Key	Character	Yog-Sothoth	2	1	Cultist. § <i>arcane</i> § <i>arcane arcane</i>	U	Chris Dien	arkham	161
Shadowed Reef	Support	Cthulhu	1		Location. § Deep One characters gain a <i>terror</i> icon.	U	Alan Dillingham	arkham	117
Shadowed Woods	Support	Shub-Niggurath	1		Location. § Response: after you play a <i>shubniggurath</i> character from your hand, pay X to choose and return a character with cost X or lower from your discard pile to your hand.	U	Andrew Hall	arkham	207
Shadows Fall	Support	Neutral	0		Night. § Forced Response: after you play this card, destroy all Day cards in play. § It is Night.	C	Guy Gentry	arkham	233
Shadows Melt Away	Support	Neutral	0		Day. § Forced Response: after you play this card, destroy all Night cards in play. § It is Day.	C	Rafal Hryniewicz	arkham	234
Shakedown!	Event	The Agency	1		Action: drain all Domains controlled by opponents. § "Tell me what you found by the docks," he snarled, "Or they're gonna be scraping you off the street come morning!"	R	Andrew Hall	arkham	20
Shambling Zombie	Character	Yog-Sothoth	2	2	Monster. § "They are life without mind," explained the old man. "They are the reminder of our inevitable fate, walking abroad." § <i>combat combat</i>	C	Steve Ellis	arkham	163
Shocking Transformation	Event	Shub-Niggurath			Action: sacrifice one of your characters to search your deck for a non-Ancient One character and put it into play. Then shuffle your deck. § He felt he could breathe in the very earth like air, and breathe it out again as fire.	U	Rafal Hryniewicz	unspt	121
Shoggoth Unbound	Character	Cthulhu	4	3	Servitor. § Toughness +2. § Below us, echoing up the shaft, rose the terrible mindless cry: "Tekeli-li! Tekeli-li!" § <i>terror terror terror</i>	C	Thomas Denmark	arkham	101
Short Fuse	Event	The Agency	3		Play during your operations phase. § Action: choose a character. Give that character 7 wounds.	R	Kevin Wasden	arkham	21
Shotgun	Support	The Agency			Attachment. Weapon. § Attach to a character. § While attached character is committed to a story, it gains "Action: pay 1 to choose and wound a character committed to this story."	U	John Goodenough	unspt	18
Shotgun Blast	Event	The Agency	X		Action: choose and wound a character with skill X or lower.	C	Alex Dai	arkham	22
Shub-Niggurath	Character	Shub-Niggurath	7	7	Ancient One. § Villainous. Loyal. Toughness +4. § Response: after Shub-Niggurath commits to a story, remove all other characters from that story. Characters cannot be further committed to that story this phase. § <i>terror terror terror arcane arcane</i>	R	John Matson	arkham	181
Shub-Niggurath	Character	Shub-Niggurath			Ancient One. § Villainous. Invulnerable. § Action: pay 3 to search your deck for a Dark Young character and put that character into play. Then shuffle your deck.	R	Patrick McEvoy	unspt	109
Silver Twilight Lodge	Support	Cthulhu	1		Location. § Silver Twilight Lodge enters play exhausted. § Action: exhaust to lower the cost of the next <i>cthulhu</i> character you play this phase by 1 (to a minimum of 1).	C	Michael May	arkham	118
Sir William Brinton	Character	Miskatonic University	5	4	Investigator. § Heroic. § While Sir William Brinton is committed to a story, your opponent's characters committed to that story each lose a <i>terror</i> icon. § <i>combat combat investigation investigation</i>	R	Sedone Thongvilay	arkham	32
Slander and Libel	Support	The Syndicate			Attachment. Environment. § Attach to a story card. § Response: after this story is resolved, each opponent that committed no characters to this story must discard the top 4 cards of his deck.	U	Ryan Portillo	unspt	52
Slavering Gug	Character	Shub-Niggurath	5	4	Monster. § Action: pay 4 to choose and wound a character. § "Nurse, sedate him." § "Please, no-it waits for me! I can't go to sleep - Its terrible size - The awful slit of its dripping maw!" § <i>combat combat combat</i>	R	Tyler Walpole	arkham	193

Slithering Formless Spawn	Character	Shub-Niggurath	3	X	Monster. § X is at all times equal to the number of <i>shubniggurath</i> resources attached to your Domains. § Slick as oil, the creature gleamed. Then with a sound like cracking branches, Amos was gone. § <i>terror combat combat</i>	U	Thomas Denmark	arkham	194
Sneak Thief	Character	The Syndicate			Criminal. § Action: exhaust and pay 2 to choose and discard a success token from a story card.	R	John Gravato	unspt	42
Sniper Rifle	Support	Neutral			Attachment. Weapon. § Attach to a character. § Action: exhaust attached character to choose and wound a character with lower skill.	U	John Goodenough	unspt	144
Son of the Sleeper	Character	Cthulhu	3	1	Cultist. § Villainous. § Action: exhaust and pay 2 to choose and wound a character with skill 2 or lower.	C	Tyler Walpole	arkham	102
Song of Hastur	Event	Hastur	1		Spell. § Disrupt: cancel a character or support Action just used.	C	Guy Gentry	arkham	140
Spawn of Hastur	Character	Hastur			Monster. § Disrupt: before an action resolves, return Spawn of Hastur to its owner's hand. § Dimly we spied it scuttling, erratic, over the broken rocks of the shore. This lake might have reminded it of home.	R	Sedone Thongvilay	unspt	78
Special Operations Team	Character	The Agency			Government. § Fast. § While Special Operations Team has a Vehicle attached, it gains Invulnerability.	C	Torstein Nordstrand	unspt	6
Special Operative	Character	The Agency	3	2	Government. § Action: exhaust and pay 3 to choose and destroy a Villainous character. § <i>combat</i>	R	Felicia Cano	arkham	12
Spell-bound Shoggoth	Character	Yog-Sothoth			Servitor. § All other characters get -1 skill. § "Even Alhazred lies," explained Vaughn to the weeping man in the corner. "It's best to confirm these things with your own eyes." § The thing in the circle quivered, perhaps in fury."	U	Matt Dixon	unspt	95
Spinning the Story	Event	The Syndicate			Action: choose two story cards. Move any number of Attachment cards from one of those story cards to the other.	U	Guy Gentry	unspt	48
Star Spawn Priest	Character	Cthulhu			Servitor. § Action: sacrifice a character to give Star Spawn Priest +1 skill and an icon of your choice until the end of the phase.	U	Tim Yi	unspt	60
Startling Discovery	Event	Neutral	3		Response: after you succeed at a story, put 1 success token on that story card for each icon struggle you won.	C	John Goodenough	arkham	213
Steve Clarney	Character	Miskatonic University			Investigator. § Heroic. Willpower. § While Steve Clarney is committed to a story, all characters lose all Toughness.	R	Eric Wilkerson	unspt	19
Strange Inheritance	Event	Neutral			Play during your resource phase. § Action: choose one of your Domains with 3 or more resources attached. Then, attach Strange Inheritance to that Domain as a resource.	R	Mike May	unspt	134
Strange Librarian	Character	Miskatonic University	2	1	Investigator. § Action: exhaust to look at the top 3 cards of any player's deck. Put one of those card on the bottom of his deck, and the other two back on top in any order. § <i>arcane</i>	C	Sedone Thongvilay	arkham	41
Street Scholar	Character	Hastur	1	1	Criminal. § Though her society friends shook their heads, Victoria Glasser persisted in her literacy project. "If we can get them reading," she insisted, "New worlds will open up to them." § <i>combat</i>	C	Jarno Kantelinen	arkham	130
Street-Smart Rookie	Character	The Agency			Investigator. § Toughness +1. § "He's just a kid!" Braxton was incensed. § Norman wouldn't be swayed: "That kid has seen more action than half of your department."	C	Eric Wilkerson	unspt	7
Swallowed by the Sea	Event	Cthulhu			Disaster. § Play during your operations phase. § Action: each player chooses one of his Domains. Destroy all resources attached to all other Domains.	R	Tim Yi	unspt	67
Sword of Ramasekva	Support	Neutral	1		Attachment. Item. Attach to a Cultist character. Attached character gains +3 skill and gains <i>combat combat combat</i> .	U	John Goodenough	arkham	236
Syndicate Agent	Character	The Syndicate	4	3	Government. § Disrupt: pay 3 to cancel 1 wound to Syndicate Agent. Then choose and wound a character. § <i>combat combat investigation</i>	R	Torstein Norstrand	arkham	71
Syndicate Liaison	Character	The Syndicate			Criminal. § Forced Response: after Syndicate Liaison enters play, choose and exhaust a ready character, if able. § He patted the briefcase gently. § "It's from Harrington," he said."	U	Bob Stevlic	unspt	43

Syndicate Support	Support	The Syndicate			Environment. § Sacrifice Syndicate Support at any time it is not Day or Night. § While it is Day or Night, characters you control gain <i>combat arcane</i> .	R	Xia Taptara	unspt	53
Syndicate Troubleshooter	Character	The Syndicate	3	2	Sorcerer. § Response: after Syndicate Troubleshooter is placed in your discard pile from play, attach it to one of your Domains as a resource. § <i>arcane arcane</i>	U	Patrick McEvoy	arkham	72
Task Force	Character	The Agency	5	3	Government. § Fast. Toughness +2. § While Task Force is committed to a story, it gains Willpower and that story loses an <i>investigation</i> struggle icon until the end of the phase. § <i>combat combat combat</i>	U	Kyri Konioutou	arkham	13
Temple of Dagon	Support	Cthulhu			Location. § Action: exhaust and sacrifice one of your characters to choose and refresh a Domain.	R	Roberto Marchesi	unspt	71
Temple of Ramasekva	Support	Yog-Sothoth	1		Location. § Forced Response: after a character is wounded, it is destroyed.	R	John Goodenough	arkham	178
Temple of Yog-Sothoth	Support	Yog-Sothoth	1		Location. § Temple of Yog-Sothoth enters play exhausted. § Action: exhaust to lower the cost of the next <i>yogsothoth</i> character you play this phase by 1 (to a minimum of 1).	C	Matt Dixon	arkham	179
Terrors in the Dark	Support	Neutral	2		Night. § Forced Response: after you play this card, destroy all Day cards in play. § It is Night. § Response: after an opponent plays a card from his hand, he or she must discard the top card of his deck.	U	Samuel Araya	arkham	237
Thaumaturgical Prodigies	Support	Miskatonic University	2		Tome. § Action: exhaust and pay 2 to put 1 success token on a story card that you have 2 or fewer success tokens on.	C	John Goodenough	arkham	54
The Arkham Willows	Story				Each player discards the top 10 cards of his deck.	F	Michael Komarck	arkham_f	3
The Charnel Gate	Support	Shub-Niggurath	2		Location. § Response: after a <i>shubniggurath</i> character you control with printed cost 4 or higher is destroyed, attach it as a resource to one of your Domains.	R	Roberto Marchesi	arkham	208
The Crooked Manse	Story				Each player gains a new Domain with the top 4 cards of his deck attached to it as resources.	F	Matt Dixon	arkham_f	10
The Darkness Recedes	Support	Neutral			Attachment. Environment. § Attach to a story card. § Players need 1 fewer success token in order to win this story.	U	Mike May	unspt	140
The Doors of Time	Support	Yog-Sothoth			Environment. § Action: exhaust and pay 1 to choose and destroy a Day card. § We adoreth you, Ament-Isis, secret Queen, and know through thee the paths through many gates.	R	Torstein Nordstrand	unspt	108
The Dreams of Kingsport	Story				After you win this story, choose Day or Night. Each player searches his deck for a card with that subtype, puts that card into play, then shuffle his deck.	F	Michael Komarck	arkham_f	1
The Forgotten Sepulchre	Story				Each player searches his deck for one character card and one non-Day or non-Night support card and puts them into play. Then each player shuffles his deck.	F	Michael Komarck	arkham_f	4
The Great Old One Rises!	Event	Cthulhu	4		Play during a story phase after all players have committed their characters. § Action: choose a story. Destroy all characters committed to that story.	U	Matt Dixon	arkham	110
The Horror of the Past	Story				Each player shuffles his discard pile into his deck.	F	Michael Komarck	arkham_f	2
The Innsmouth Look	Support	Cthulhu	0		Attachment. § Attach to a character. § Attached character gets +2 skill and gains the Deep One subtype.	C	Rafal Hrynkiewicz	arkham	119
The Innsmouth Threat	Story				Discard all success tokens from all story cards.	F	Matt Dixon	arkham_f	7
The King in Yellow	Support	Hastur	3		Tome. § Action: exhaust and pay X to choose a character with printed cost X or lower. That character goes insane. While The King in Yellow is exhausted, that character cannot be restored.	U	John Goodenough	arkham	147
The Light of Reason	Support	Miskatonic University			Day. § Forced Response: after The Light of Reason enters play, destroy all Night cards. § It is Day. § Response: after you win 2 or more icon struggles at a story card, draw a card.	R	Rafal Hrynkiewicz	unspt	36
The Mother's Messenger	Character	Shub-Niggurath			Dark Young. § Fast. § The thing spoke in groans and growls, moaning a message of growth beyond nature - beyond humanity itself - and the doom soon to follow.	C	Jean Tay	unspt	113
The Mother's Womb	Support	Shub-Niggurath			Location. § Response: after a Dark Young character enters play, put the top card of your discard pile on the bottom of your deck.	R	Alejandro Diaz	unspt	125
The Nameless City	Story				Players need 10 success tokens in order to win this story. If you win this story, you win the game.	P	Alan Bednar	promo	10

The Necronomicon	Support	Miskatonic University	4		Tome. § Action: exhaust and pay 3 to choose a character. Take control of that character until the end of the phase.	R	John Goodenough	arkham	55
The Orient Express	Support	Neutral	2		Vehicle. § Action: exhaust and pay 1 to choose and ready a character.	U	Roberto Marchesi	arkham	238
The Rip-Off	Event	The Syndicate	4		Play during your operations phase. § Action: choose an opponent. Choose and destroy a resource attached to each of that opponent's Domains.	R	Ted Wing	arkham	82
The Secret of the North Woods	Story				Put into play all characters from all discard piles.	F	Michael Komarck	arkham_f	6
The Stars are Right	Event	Neutral	0		Action: lower the cost for you to play Ancient One characters this phase by 2 (to a minimum of 1).	R	Patrick McEvoy	arkham	214
The Terror out of Dunwich	Story				Each player chooses one resource attached to each of his Domains. All other resources are destroyed.	F	Michael Komarck	arkham_f	8
The Thing at the Gate	Story				Each player sacrifices all of his characters.	F	Matt Dixon	arkham_f	5
The Unnamable House	Support	Hastur	1		Location. § Action: exhaust to move a wound token from a character you control to another character you control.	R	Roberto Marchesi	arkham	148
The Well	Story				Each player chooses one story card which he has won (except this one) and shuffles it into the story deck. Then destroy all Day and Night cards in play.	F	Matt Dixon	arkham_f	9
The Witch House	Support	Shub-Niggurath	1		Location. § The Witch House enters play exhausted. § Action: exhaust to lower the cost of the next <i>shubniggurath</i> character you play this phase by 1 (to a minimum of 1).	C	Andrew Hall	arkham	209
Thomas F. Malone	Character	The Agency	4	5	Investigator. § Heroic. § Response: after resolving a story to which Thomas F. Malone is committed, choose and destroy an opponent's Villainous or Cultist character that was committed to that story. § <i>combat combat</i>	U	Anders Finer	arkham	1
Thrall of Cthulhu	Support	Cthulhu			Attachment. § Attach to a character. § Attached character gains <i>terror terror</i> and Fast.	C	Tim Yi	unspt	72
Thrill Killer	Character	Hastur	2	2	Investigator. Criminal. § Fast. § "Where have you been?" asked Victoria. "Out," said Emily, and that was all she would say on the matter. § <i>combat</i> "	C	Patrick McEvoy	arkham	131
To See Another Day	Support	Neutral	3		Day. § Forced Response: after you play this card, destroy all Night cards in play. § It is Day. § Draw an additional card each draw phase.	R	Bob Stevlic	arkham	239
To the Last Breath	Event	Neutral	1		Play only if it is Day. Action: choose a Heroic character. Until the end of the phase, that character gets +3 skill and gains Willpower and <i>combat combat arcane arcane investigation investigation</i> .	R	Andrew Johansen	arkham	215
Tommygun	Support	The Agency	1		Attachment. Item. § Attach to a character. § Attached character gains <i>combat combat combat</i> .	C	Alex Dai	arkham	30
Touched by the Sleeper	Event	Cthulhu	0		Action: choose a <i>cthulhu</i> character. Until the end of the phase, that character gains <i>terror terror</i> .	U	Jesper Ejsing	arkham	111
Trapped in the Labyrinth	Event	Shub-Niggurath	1		Action: Until the end of the phase, your opponent's characters each lose an <i>investigation</i> icon.	U	Guy Gentry	arkham	204
True Magick	Support	Neutral	2		Tome. § Response: after you succeed at a story with double the total skill of the opposing player, exhaust to put a success token on that story.	R	John Goodenough	arkham	240
Two-fisted Archeologist	Character	Miskatonic University	3	6	Investigator. Scientist. § Heroic. Fast. § He caught more than malaria in that jungle. Often I noticed his eyes would dart about, as if he was nervously expecting to be interrupted.	C	Steve Ellis	arkham	42
Two-Player Demo Deck					To assemble these two demo decks: § 1. Put all the brown Miskatonic (<i>miskatonic</i>) and blue Agency (<i>agency</i>) cards into one deck. § 2. Put all the green Cthulhu (<i>cthulhu</i>) and purple Yog-Sothoth (<i>yogsothoth</i>) cards into another deck. § 3. Each player takes one deck and three domain cards. Shuffle the story cards into a story deck. You are now ready to play.	P		promo	6
Unaussprechlichen Kulten	Support	Hastur	2		Tome. § All Cultist characters you control gain Fast.	R	John Goodenough	arkham	149

Under the Cloak of Darkness	Support	Shub-Niggurath			Night. § Forced Response: after Under the Cloak of Darkness enters play, destroy all Day cards. § It is Night. § Characters you control with skill 4 or higher gain Invulnerability.	R	Daarken	unspt	126
Undersea Treasures	Support	Cthulhu	2		Item. § Action: exhaust to choose a support card. Ready that support card.	R	John Goodenough	arkham	120
Underworld Contacts	Event	The Syndicate			Action: choose a character committed to a story. Until the end of the phase, that character gains <i>terror combat arcane</i> .	C	John Donahue	unspt	49
Undocumented Expedition	Event	Miskatonic University	1		Action: either choose and ready an exhausted support card or refresh a Domain.	U	Torstein Norstrand	arkham	52
Unearthing the Ancients	Event	Miskatonic University	3		Play during your operations phase. § Action: draw 3 cards.	U	Jesper Ejsing	arkham	51
Unhealthy Curiosity	Event	Neutral	2		Action: Choose a story. Until the end of the phase, that story gains a struggle icon of your choice.	C	Tabitha Heidkamp	arkham	216
Unnatural Stealth	Event	Cthulhu	1		Action: choose a character committed to a story. Until the end of the phase, that character gets +2 skill and gains Invulnerability.	C	Michael May	arkham	112
Unspeakable Oath	Event	Hastur			Spell. § Play during your operations phase. § Action: copy and enact the effects of a story card you have won.	R	Daarken	unspt	85
Unspeakable Revelations	Event	Hastur	3		Madness. § Play during your operations phase. § Action: all characters in play go insane.	R	Andrew Johansen	arkham	141
Unspeakeable Resurrection	Event	Yog-Sothoth	X		Spell. § Action: choose a character in your discard pile with cost X or lower. Put that character into play.	C	Shane Watson	arkham	172
Unstoppable Hound	Character	Yog-Sothoth			Monster. § Disrupt: before a card effect that would wound or destroy Unstoppable Hound resolves, return Unstoppable Hound to its owner's hand.	C	Thomas Denmark	unspt	96
Vampire Stalker	Character	Yog-Sothoth	3	3	Monster. § While it is Night, Vampire Stalker gets +2 skill and gains Fast. § <i>combat combat arcane</i>	U	Samuel Araya	arkham	162
Velma's Restaurant	Support	The Syndicate			Location. § Raise the cost for your opponents to play support cards by 1. § Velma served awfully good coffee, especially in the back room.	R	Roberto Marchesi	unspt	54
Vessel of Hastur	Character	Hastur			Servitor. § Fast. § It felt like a whisper of music, or the memory of a painting he'd once seen. Was it a man? He couldn't remember. But it had talked to him, and he was enrapt.	U	John Gravato	unspt	79
Victoria's Ballroom	Support	Hastur			Location. § Response: after a character goes insane, pay 2 to put 1 success token on a story card.	U	Roberto Campus	unspt	90
Victoria's Loft	Support	Hastur	3		Location. § During the refresh phase, insane characters cannot be restored.	U	Jarno Kantelinen	arkham	150
Visiting Professor	Character	Miskatonic University	4	3	Government. § Heroic. § While it is Day, Visiting Professor gets +2 skill and gains <i>combat combat combat</i>	U	Sedone Thongvilay	arkham	43
Warded Flesh	Support	Yog-Sothoth	2		Attachment. § Attach to a character you control. § Disrupt: before a card effect resolves, return attached character and Warded Flesh to their owner's hands.	R	Roberto Marchesi	arkham	180
Warping of Time	Event	Yog-Sothoth			Spell. § Action: rearrange any number of resources attached to your Domains. § When he taught at the University, Vaughn often dreamt of these days. Now he could ne longer distinguish between that time and now, or between life and dream.	R	Samuel Araya	unspt	103
Watcher of the Woods	Character	Shub-Niggurath			Dark Young. § Watcher of the Woods enters play exhausted if you control no support cards.	U	Daarken	unspt	114
Werewolf	Character	Hastur	3	2	Monster. § Villainous. § While it is Night, Werewolf gains Invulnerability. § <i>combat combat</i>	U	Mike Yamada	arkham	132
Wily Goat-spawn	Character	Shub-Niggurath			Monster. § Toughness +3. § "Why, I swear, mister! The little dame jumped clear over the barn and ran away into the woods!" § Norman nodded. This wasn't the first story he'd heard of strange goings-on around the boarding house."	C	Katherine Dinger	unspt	115
Witch-Mark	Support	Shub-Niggurath	1		Attachment. § Attach to a character. § While it is Night, attached character gains <i>terror terror combat combat</i> .	R	Patrick McEvoy	arkham	210
Wizard of Yog-Sothoth	Character	Yog-Sothoth			Cultist. § Villainous. § While it is Night, Wizard of Yog-Sothoth gains <i>terror arcane arcane</i> and Toughness +2.	U	Matt Dixon	unspt	97

Xanthophobia	Event	Hastur	0		Madness. § Action: choose a character. Until the end of the phase, that character gets -3 skills	C	Rafal Hryniewicz	arkham	142
Yellow Muse	Character	Hastur	4	3	Cultist. § Fast. § While Yellow Muse is committed to a story, all other characters committed to the same story lose Fast. § <i>terror combat combat</i>	R	Toren Atkinson	arkham	133
Yog-Sothoth	Character	Yog-Sothoth	7	7	Ancient One. § Villainous. Loyal. Invulnerability. § Response: after you play a Spell card, pay 1 to draw a card. § <i>terror terror combat combat arcane</i>	R	John Matson	arkham	151
Yog-Sothoth	Character	Yog-Sothoth			Ancient One. § Villainous. Invulnerable. § Lower the cost to play Yog-Sothoth by 1 for each Spell card in your discard pile (to a minimum of 1).	R	Patrick McEvoy	unspt	91
Young Deep One	Character	Cthulhu	2	0	Deep One. § Too many of the town's inhabitants seemed to hunch unnaturally within their coats, or shuffle too slowly down the street, as if unused to such a method of movement. § <i>combat combat arcane</i>	C	Tyler Walpole	arkham	103