

Rivertown



LOCATION

Arkham. Central.

The banks of the Miskatonic River are lined with docks, warehouses, and small shops in a district aptly named Rivertown.



Rivertown



1



LOCATION

1 

Arkham. Central.

There is something unsettling about the water of the Miskatonic River tonight. It ripples and bubbles as though something is moving beneath the surface.



Southside



LOCATION

Arkham.

Middle-class houses with gambrel roofs crowd together between the streets of Southside. The neighborhood is known for its cultural and social landmarks, such as South Church, Ma's Boarding House, and the Historical Society.





Southside

Historical Society



3

LOCATION

1 

Arkham.

➔: Draw 3 cards. (Limit once per game.)

The Georgian manor housing the Historical Society is well known for its private library, where local records, maps, and artifacts from Arkham's past hint at secrets better left alone.



Southside



LOCATION

Arkham.

Middle-class houses with gambrel roofs crowd together between the streets of Southside. The neighborhood is known for its cultural and social landmarks, such as South Church, Ma's Boarding House, and the Historical Society.





Southside

Ma's Boarding House



2

LOCATION

1 

Arkham.

➔: Search your deck for an **Ally** asset and add it to your hand. Shuffle your deck. (Limit once per game.)

Ma's is famous for its cheap rooms and Mystery Meat Mondays. A motley variety of characters can be found coming and going at all times of day.



St. Mary's Hospital



LOCATION

Arkham.

Arkham's only hospital, St. Mary's has a twenty-four-hour receiving room and is busy at all hours of the night. Doctor Mortimore and Nurse Sharon have been particularly stressed lately, thanks in part to recent events.



St. Mary's Hospital



2



LOCATION


1

Arkham.


➔: Heal 3 damage. (Limit once per game.)

*An extended stay at St. Mary's can do wonders for the body,
but its effect on one's psyche is unclear.*





Miskatonic University



LOCATION

Arkham.

Miskatonic University is one of the most prestigious colleges in the Northeast. The university library is famous for its collection of occult books maintained by the esteemed Dr. Henry Armitage.



Miskatonic University



4



LOCATION

2

Arkham.

➔: Search the top 6 cards of your deck for a **Tome** or **Spell** card and add it to your hand. Shuffle your deck.

The campus is quiet and lonely. Several of the buildings have been left unlocked for students and faculty working late into the night.

Victory 1.



Downtown



LOCATION

Arkham.

The Downtown area of Arkham is filled with government buildings, including City Hall. The First Bank of Arkham, Independence Square, and Arkham Asylum can also be found in this area. It is the busiest district in the city.

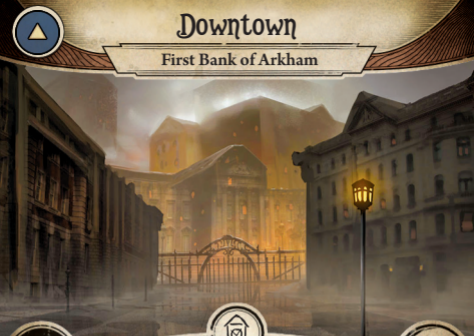


T



Downtown

First Bank of Arkham



3



LOCATION

1

Arkham.

➔: Gain 3 resources. (Limit once per game.)

We'll call this a "loan."



T

Downtown



LOCATION

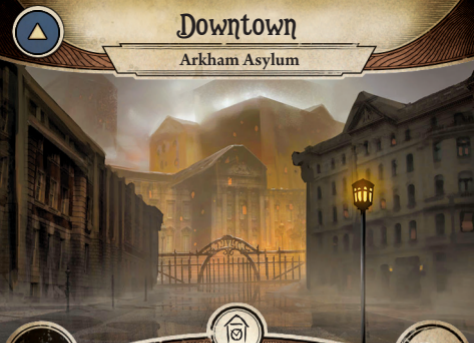
Arkham.

The Downtown area of Arkham is filled with government buildings, including City Hall. The First Bank of Arkham, Independence Square, and Arkham Asylum can also be found in this area. It is the busiest district in the city.



Downtown

Arkham Asylum



4



LOCATION

2

Arkham.

➔: Heal 3 horror. (Limit once per game.)

A refuge for the mind, or a prison for the soul?

Victory 1.



T

Easttown



LOCATION

Arkham.

The Easttown neighborhood, situated on the northern banks of the Miskatonic River, contains lower-class housing, the Arkham Police Station, and popular eateries like Velma's Diner.





Easttown



LOCATION

2

1

Arkham.

While you are in Easttown, reduce the cost of each *Ally* asset you play by 2.



T

Northside



LOCATION

Arkham.

Northside is a commercial district that contains many offices and factories, as well as the train station.



T

Northside



3



LOCATION

2

Arkham.

➔ Spend 5 resources: Gain 2 clues from the token pool. (Group limit once per game.)

In Northside, nothing gets people talking faster than a bit of dough.

Victory 1.





Hunting Shadow

Curse.

Peril.

Revelation – You must either (choose one):
Spend 1 clue or take 2 damage.

A shadowy figure follows you in the rain. When you look at it, your head pounds in agony and your vision blurs.





TREACHERY

Hunting Shadow

Curse.

Peril.

Revelation – You must either (choose one):
Spend 1 clue or take 2 damage.

A shadowy figure follows you in the rain. When you look at it, your head pounds in agony and your vision blurs.





TREACHERY

Hunting Shadow

Curse.

Peril.

Revelation – You must either (choose one):
Spend 1 clue or take 2 damage.


A shadowy figure follows you in the rain. When you look at it, your head pounds in agony and your vision blurs.





TREACHERY

False Lead


Revelation – If you have no clues, False Lead gains surge. If you have 1 or more clues, test  (4). For each point you fail by, place 1 of your clues on your location.





TREACHERY

False Lead

Revelation – If you have no clues, False Lead gains surge. If you have 1 or more clues, test  (4). For each point you fail by, place 1 of your clues on your location.

