

	Arkham Asylum
6	One of the doctors offers you an expensive, alternative treatment. You may pay six dollars and stay here next turn to discard one of your <i>madness</i> cards. If you don't have a <i>madness</i> , instead regain your maximum Sanity, plus three additional Sanity over the your maximum. You can't regain these extra Sanity once lost.
5	"She turned me into a newt!" One talkative patient was recently committed after claiming to have seen a witch. Gain 2 Clue tokens , and you may immediately move to the Witch House and draw another encounter there.
4	Doctor Mintz gives you a check-up, and you feel well enough for your next appointment. Regain 2 Sanity , and you may immediately move to St. Mary's Hospital.
3	You find a book of helpful notes gathered from inmate interviews. They prove both insightful and reassuring. Regain 1 Sanity and gain 1 Clue token .
2	Doctor Mintz gestures to a few of the orderlies to have you taken into the back and restrained. Pass a Speed (-2) check to move to the street, or you are <i>delayed</i> .
1	Doctor Mintz is experimenting on the mental patients and turning them loose in the streets! Increase the terror level by one, or for the rest of the game, each time an investigator pays to regain Sanity at Arkham Asylum, they lose one Stamina.

	Bank of Arkham
6	You pick up a penny you find on the floor of the bank. You feel a sudden surge of confidence, like you can do almost anything. You may take a <i>Blessing</i> card. If you already have a <i>Blessing</i> , instead gain three dollars.
5	It seems that bank interest rates are especially favorable lately. You may take a <i>Bank Loan</i> if you don't already have one. You gain fifteen dollars instead of ten.
4	"Let me get this one. It'll be my treat." One of the other customers in the bank recognizes you and offers to share a cab with you. You may move to any non-closed, non-restricted location or street area in Arkham or another city.
3	"This is a stick-up, nobody move!" Several men from the Sheldon Gang are robbing the bank! Discard all of your money unless you have a <i>Sheldon Gang Membership</i> , in which case they give you a cut of the take. Gain five dollars.
2	Just ahead of you in line is a little old lady, busily counting out a bag of pennies to deposit. If you help her to count them, make a Speed (-2) check . If you fail the check, or choose not to help, you are <i>delayed</i> .
1	People are withdrawing all of their savings from the bank. Increase the terror level by one, or the Bank of Arkham closes for the rest of the game, and each investigator must discard all of their money and <i>Retainer</i> cards.

X	Independence Square
6	You come across a fortune teller camping in the park. Anna Kaslow introduces herself. Take her ally card if it's available. If not, she offers you a glimpse of your future. Gain two Clue tokens.
5	On a hunch, you dig up a patch of earth in the park where no grass seems to grow. You may stay here next turn to take the first <i>Magical Weapon</i> you find in the Unique item deck.
4	There are gypsies camped in the park, and an old man has spread a number of items out on a blanket. You may draw the top three cards from the Unique item deck and buy any or all of them at one dollar less than their list price.
3	A police officer is patrolling the park for suspicious individuals. Pass a Sneak (-2) check to move to the street or you are <i>arrested</i> .
2	Walking through the park, you see several people cross themselves or spit as though to ward off evil. Draw an undead creature from the cup and immediately fight it . If you're defeated, or if there are no undead creatures in the cup, increase the terror level by one.
1	You touch Founder's Rock on the advice of a local you says it has miraculous powers. Nothing happens at first, but then you receive a vision of the civilizations of elder things from eons past. A gate opens and a monster appears!

X	Hibb's Roadhouse
6	"So, what's your story, friend?" Ryan Dean introduces himself and offers to join you. Take his ally card if it's available. If not, you instead gain 2 Common items .
5	You strike up a conversation with a stranger at the bar, and they offer to buy you a drink. You may search the Common item deck and take a <i>Whiskey</i> card, or gain \$2.
4	The bartender asks you to throw a couple trouble makers outside. If you pass a Speed (-2) check , you easily oust the drunken louts. If not, they land a couple of punches and you lose 2 Stamina. Either way, gain \$2 for your trouble.
3	The Sheldon Gang is recruiting. You may spend five toughness worth of monster trophies to take a <i>Membership</i> card. If you don't have enough trophies, or choose not to spend them, move to the street.
2	You've been asking the wrong kind of questions and the bartender tells you to "take it outside." Draw a maniac from the monster cup and immediately fight him. If you are defeated, or there aren't any maniacs in the cup, increase the terror level by one.
1	Under normal circumstances, the cultists stick to their part of town, and the gangsters stick to theirs. The circumstances tonight are anything but normal. A gate opens and a monster appears!

	Police Station
6	Sheriff Engle understands you're on a mission for the good of his city, and wants to help you out. You may search the Common Item deck and take one <i>Physical Weapon</i> of your choice.
5	Sheriff Engle leaves a case file lying out on his desk for you to look over. You may choose either to search the Common item deck and take a <i>Research Materials</i> card, or gain 2 Clue tokens .
4	"I just got a call to check out the very same place. How about I give you a ride over there now?" You may move to any non-closed, non-restricted location or street area in Arkham or another city.
3	There are several items here that were confiscated during a police raid. You may choose to make a Sneak (-2) check to take one. If you pass, search the Common item deck or Unique item deck and take any one item. If you fail, you're tossed in a holding cell, told to "cool down," and <i>delayed</i> .
2	"I'm going to have to ask you not to leave town for a while. Do we understand one another?" You may choose to discard your <i>Rail Pass</i> . If you choose not to, or don't have one, you are <i>delayed</i> .
1	Sheriff Engle has been neglecting his duties lately. Increase the terror level by one, or remove the Deputy cards from the game and reduce the Outskirts limit by two (minimum zero).

	Velma's Diner
6	Velma tells you about her trouble with some unsavory types. You may spend 5 toughness worth of monster trophies. If you do, for the rest of the game, instead of having an encounter, investigators may gain 1 Stamina and \$1. Otherwise, she gives you \$2 from the tips for listening.
5	"This must be where pies go when they die." You may choose to spend up to four dollars, and regain one point of Stamina or Sanity for each one dollar you spend.
4	Velma says you look skinny, and she just can't have that. You may search the Common item deck and take a <i>Food</i> card, or choose to instead regain 2 Stamina .
3	A couple of thugs are jeering and threatening the other customers and bothering the waitresses. Pass a Speed (-2) check to get the jump on them, and collect a \$2 reward. If you fail, they knock you around and you lose 2 Stamina .
2	You don't remember what you ate, and you didn't recognize it when you saw it again, but whatever it was, it seemed to remember you. You lose 2 Stamina .
1	Velma and the girls are in tears after some thugs trash the diner. Increase the terror level by one, or for the rest of the game, each investigator receives a minus-one penalty to all Arkham location encounter checks.

Curiositie Shoppe	
6	Oliver Thomas is throwing a sale to try and attract more customers to the shop. You may to look at the top 2 items of each of the Common and Unique item decks, and purchase any or none of the items at \$1 less their listed price.
5	It's almost like your legs have a mind of their own! Sitting on the shelf in front of you is exactly what you need. You may search the Unique item deck for an <i>Elder Sign</i> and buy it at its listed price.
4	Oliver Thomas eyes one of your possessions. "I have need of this thing. Will you sell it to me?" You may sell one of your Unique items for twice its listed value.
3	A startled scream comes from the back of the shop, and you look just in time to see a creature rend another customer to pieces. Pass a Speed (-2) check to flee the shop before it grabs you. If you fail, lose 2 Stamina .
2	When you arrive, the police have blocked off the shop. You must pass a Sneak (-2) check and move to the street or you are <i>delayed</i> as they stop you for questioning.
1	Oliver Thomas is aiding the cults and dealing in dark artifacts. Increase the terror level by one, or for the rest of the game, the Clue token cost to seal gates is increased by one.

Newspaper	
6	Doyle Jeffries wants to see some proof of your wild claims. If you spend 5 Clue tokens, for the rest of the game, investigators may trade Clue tokens as though they were items. Otherwise, he hires you for an assignment. Gain \$5 and you may move to any location in Arkham with 2 or more Clue tokens.
5	Doyle Jeffries takes every threat to Arkham seriously and considers you a valuable informant. Take a <i>Retainer</i> card, or gain \$3 if you already have one.
4	Scanning several headlines from the few days, you put two and two together. Gain 2 Clue tokens , and you may move to Arkham Asylum and have another encounter there.
3	"I'll have my best man or women headed to the scene right away!" You may move to any non-closed, non-restricted location or street area in Arkham or another city.
2	The police are questioning people going in and out of the Newspaper following the publication of an article on police corruption. You must pass a Sneak (-2) check or you are <i>delayed</i> .
1	Doyle Jeffries is up to his ears in bad news, and readers are taking to the streets in a rage. Place the 3 Riot spawn monsters in their starting areas, or increase the terror level by one.

Train Station	
6	You may pay \$3 at the lost and found to search the Common item deck or Unique item deck and take any one item of your choice.
5	You notice a man about to jump in front of the train. If you try to stop him, he vanishes into thin air and you find a ticket in your hand. Take a <i>Rail Pass</i> card. If you already have one, you may instead gain 1 Unique item .
4	"It looks like we're headed in the same direction." A stranger at the train station offers you a lift. You may move to any non-closed, non-restricted location or street area in Arkham or another city.
3	The Sheldon Gang is recruiting. You may spend five toughness worth of monster trophies to take a <i>Membership</i> card. If you don't have enough trophies, or choose not to spend them, move to the street.
2	You see an unattended crate in an innocuous place. If you choose to pry it open, gain 2 Common items, but pass a Sneak (-2) check or you're caught and <i>arrested</i> .
1	"There's no escaping this thing." Joey "The Rat" is in the shadows nearby, rocking back and forth. Increase the terror level by one, or during the Final Battle , each doom token requires one extra success to remove from the Ancient One.

	River Docks
6	"You look like you have troubles," says the man in the trench coat. "Lucky for you, I'm a trouble shooter." You may pay six dollars to claim one monster in Arkham or the Outskirts as a trophy.
5	The dock workers are short-handed and offer you a temporary job. If you accept, gain four dollars and you may move to Hibb's Roadhouse and have another encounter there.
4	The ferry is about to leave. You may choose to immediately move to the Unvisited Isle or another non-restricted aquatic location and have an encounter there.
3	"Whoever said crime doesn't pay never worked a town like this." You may spend five toughness worth of monster trophies to take a <i>Membership</i> card. If you don't have enough trophies, or choose not to spend them, move to the street.
2	A horrible creature emerges from the water and lumbers toward you! Draw an aquatic creature from the cup and immediately fight it. If you're defeated, or if there are no aquatic creatures in the cup, increase the terror level by one.
1	"I'm in over my head this time." Joey "The Rat" is in the shadows nearby, rocking back and forth. Increase the terror level by one, or during the Final Battle , each doom token requires one extra to remove from the Ancient One.

X	The Unnameable
6	You bump into Eric Colt . He tests your knowledge of the Mythos. Take his ally card if it's available. If not, his knowledge still proves helpful. Gain 2 Clue tokens.
5	Poking through the house after several hours, you notice a crack in a wall of an upstairs bedroom. You're able to work open a hidden cache, where you find some old mementos. Gain 1 Unique item.
4	In a dusty and decaying roll-top desk, you find a tattered old manuscript. If you choose, you stay here next turn to study it and gain two Clue tokens. If not, any attempt to remove it from the desk causes it to disintegrate.
3	Rats! Thousands of them! You hear them scurrying and squeaking in the walls and you realize they're headed toward you! You must pass a Fight (-2) check to wade through them and escape through the door or you are <i>Lost in Time and Space</i> .
2	Chess pieces start to move on their own, and with a shudder you realize you're no longer alone. Draw a ghost from the monster cup and immediately fight it. If you are defeated, or there aren't any ghosts in the cup, increase the terror level by one.
1	You're exploring the attic when you hear an old phonograph begin to play. You search for it among the objects frantically and then you realize it's too late. A gate opens and a monster appears!

X	Unvisited Isle
6	You find a man examining some old bones and he compliments your skill. John Legrasse introduces himself. Take his ally card if it is available. If not, he shares what he knows. Gain 2 Clue tokens.
5	Looking up at the night sky, you see stars and constellations you don't recognize. Their unnatural configurations fill your thoughts with knowledge. Gain 1 Spell.
4	The old man motions for you to climb onto his raft. You may move to the River Docks or another non-restricted aquatic location and have an encounter there.
3	You've found a meeting place for the fanatic Cult of One Thousand! You may lose three Stamina or discard an ally of your choice to take a <i>Membership</i> card. If you choose not to join, you must pass a Will (-2) check or move to the street and take a <i>Curse</i> card.
2	Watching the waves, you notice a disturbance on the surface as something moves in your direction. Draw an aquatic creature from the cup and immediately fight it. If you're defeated, or if there are no aquatic creatures in the cup, increase the terror level by one.
1	Setting foot on the isle was just supposed to be another step in your investigation. As it turns out, you were closer to answers than you might have expected, but falling into a rift in space-time is more of a step backward. A gate opens and a monster appears!

X	Black Cave
6	You're attacked by a creature but a big man leaps to your defense. Tom "Mountain" Murphy offers to join you, and you can take his ally card if it's available. If not, he gives you something to defend yourself. Take the first <i>Weapon</i> from the Common item deck.
5	You are in a maze of twisty passages, all alike. Stumbling into one chamber, and trip over a musty spellbook. Draw 2 Spells , keep one, and discard the other.
4	The remains of an expedition are here, including tools, notes, and shreds of clothing. If you choose, you may take a <i>Map of Arkham</i> from the Common item deck, then move to the Science Building and have another encounter there.
3	You've found a meeting place for the fanatic Cult of One Thousand! You may lose three Stamina or discard an ally of your choice to take a <i>Membership</i> card. If you choose not to join, you must pass a Will (-2) check or move to the street and take a <i>Curse</i> card.
2	You see several figures in dark robes running straight at you! Draw a cultist from the monster cup and immediately fight him. If you're defeated, or if there are no cultists in the monster cup, increase the terror level by one.
1	You sense a sinister, lurking presence in the dark. It pursues you until you are lost and out of breath. Only then do you realize you're no longer underground. A gate opens and a monster appears!

	General Store
6	"You're here to help everyone, but who is helping you? Take this." The Shopkeeper calls out as you are leaving the store. Before you say anything, he puts something in your hands and hurries you out the door. Search the Common item deck and take one card of your choice.
5	"Would you be willing to watch the shop? I have something I must do. I can pay you for your trouble." You may stay here next turn . If you do, gain \$2 and 1 Common item .
4	"I've been looking for one of those, will you sell it to me?" The shopkeeper indicates to an object you're carrying. You may choose to sell one of your Common items for twice its listed price.
3	Several men wearing strange masks and dressed in robes come in and start demanding money. You must pass a Fight (-2) check to chase them off, or they unleash a spell in the shop and you lose 2 Sanity .
2	The Shopkeeper is lying on the floor unconscious when you walk in, you catch sight of a couple thugs fleeing the scene! Pass a Will (-2) check to convince the police of what happened, or you are <i>arrested</i> by mistake!
1	The Shopkeeper can't afford to keep paying for "protection." Increase the terror level by one, or for the rest of the game, each time an investigator buys an item from the General Store, they must pay an extra \$3 or lose 2 Stamina.

X	Graveyard
6	You find a man painting a picture of one of the horrible gargoyles. Richard Upton Pickman offers to join you. Take his ally card if available. If not, he teaches you a ritual. Gain 2 Spells .
5	Walking among the tombstones, you make a connection between several names. Gain 2 Clue tokens , and you may choose to immediately move to the Historical Society and have another encounter there.
4	You stumble across a half-buried corpse. Draw a monster from the monster cup and claim it as a trophy. Make a Fight (-2) check to escape the graveyard with your prize and move to the street. If you fail, you are <i>arrested</i> .
3	Descending into a dark mausoleum, you find a vampire rising to feed, and you must fight for your life! Pass a Fight (-3) check to move to the street and gain 1 Unique item. If you fail, lose 3 Stamina and you are <i>Lost in Time and Space</i> .
2	You have a bad feeling about this. Draw an undead creature from the cup and immediately fight it. If you're defeated, or if there are no undead creatures in the cup, increase the terror level by one.
1	Graves erupt around you, spraying you with clumps of grass and dirt, and a scream escapes your lips as horrible clawed hands drag you beneath the earth! A gate opens and a monster appears!

St. Mary's Hospital	
6	One of the doctors offers you an expensive, alternative treatment. You may pay six dollars and stay here next turn to discard one of your <i>injury</i> cards. If you don't have an <i>injury</i> , instead regain your maximum Stamina, plus three additional Stamina over the your maximum. You can't regain these extra Stamina once lost.
5	Nurse Sharon looks the other way, giving you have a chance to peek at the records for a patient who was involved in an occult ritual. Gain 2 Clue tokens.
4	Nurse Sharon gives you a check-up, and you feel ready for your next appointment. Regain 2 Stamina, and you may move to Arkham Asylum.
3	One of the staff physicians talks some sense into you. You must succeed on a Will (-2) check or you're disabused of certain crazy but accurate notions and must discard half of your Clue tokens.
2	The body you're examining isn't dead! It grabs you by the throat and begins to strangle you! You must pass a Fight (-2) check to subdue the creature, or you lose consciousness and are <i>delayed</i> .
1	Nurse Sharon is assaulted by one of the dead bodies in the morgue. Increase the terror level by one, or for the rest of the game, each time an investigator pays to regain Stamina at St. Mary's Hospital, they lose one Sanity.

X Woods	
6	You come across a whimpering dog. If you approach him, you can see the name on his collar is Duke . Take his ally card if it's available. If not, gain \$3 when you return him to his owner.
5	Wandering through the woods, you trip over an object which turns out to be a rusty footlocker. If you open it, gain 1 Common item.
4	There's a burnt journal here that may have the answers you've been looking for, if only you dare to read it. Take an <i>Old Journal</i> from the Common item deck, and if you choose, move to the Black Cave and have another encounter there.
3	You've found a meeting place for the fanatic Cult of One Thousand! You may lose three Stamina or discard an ally of your choice to take a <i>Membership</i> card. If you choose not to join, you must pass a Will (-2) check or move to the street and take a <i>Curse</i> card.
2	You see several figures in dark robed running straight at you! Draw a cultist from the monster cup and immediately fight him. If you're defeated, or if there are no cultists in the monster cup, increase the terror level by one.
1	Following your investigation you watch as a group of cultists open a gate to another dimension. It quickly escapes their control and swallows them, then pulls you in before you can escape. A gate opens and a monster appears!

Ye Olde Magick Shoppe	
6	Miriam Beecher offers to sell you an old, locked trunk for \$5. If you buy it, it proves difficult to open. After trying everything you can think of, the lock pops open unceremoniously. Draw 3 Unique items, keep 2, discard the other.
5	Miriam Beecher leaves a book open on the counter when she goes to fetch something from the stock room. A wind blows the door open and turns the page open to a page covered in strange symbols. If you examine it, gain 1 Spell.
4	You realize one of the artifacts marked for sale is ridiculously under-priced. You may draw the top card from the Unique item deck and buy it for half its list price.
3	You examine a mummified head in the shoppe, and are horrified to realize it's staring back at you! Pass a Will (-2) check or you must take a <i>Curse</i> card.
2	Admiring yourself in an antique mirror, you notice a slight delay in movement. When you lean closer to examine your reflection, it reaches out and grabs you! Pass a Fight (-2) check to escape, or you are <i>Lost in Time and Space!</i>
1	Miriam Beecher warns you that a dark presence is tempting magic practitioners all over Arkham. Increase the terror level by one, or for the rest of the game, the Sanity cost for all Spells is increased by one.

Administration Building	
6	You may pay \$6 to enroll yourself for the current term. If you pay, stay here next turn and you may search the Skill deck and take one Skill of your choice.
5	The Dean is impressed and offers you a stipend for you to continue your research. Take a <i>Retainer</i> card. If you already one, you may instead gain 1 Clue token .
4	The Dean has an opening for a guest lecturer on recent rises in occult activities and unexplained events. You can spend up to three Clue tokens to gain \$2 each.
3	Campus security overhears you discussing strange phenomenon and decides you must be crazy. Pass a Lore (-2) check to convince them not to haul you away. If you fail or decide to play along, move to Arkham Asylum and have another encounter there.
2	A group of students and teachers is protesting several cuts to the curriculum. The police have been called to sort things out and the situation has become tense. You must pass a Luck (-2) check or you're <i>arrested</i> in the confusion.
1	The Dean is under pressure from all sides and has finally cracked. Increase the terror level by one, or for the rest of the game, each investigator may only refresh one card during the Upkeep.

Library	
6	Abigail Foreman approaches you about a acquiring a book. If you discard a <i>Unique Tome</i> item, for the rest of the game, instead of having an encounter here, you may pay 1 Sanity to gain 1 Clue token. Otherwise, she shows you the rare books and you gain 2 Clue tokens .
5	Abigail Foreman is called away before you can ask for help, but you slip into a section of the library for restricted books and find several rare books on the occult. Most are utter nonsense, but one has useful notes written in the margins. Gain 1 Spell .
4	Searching through the newspaper archives, you make several grisly connections. Gain 2 Clue tokens and you may choose to immediately move to the Graveyard and have another encounter there.
3	The library's records indicate that you owe a sizable overdue fine. You may choose to lose \$4 , and if you can't pay, or choose not to, you're asked to leave and must move to the streets.
2	"No harm ever came from reading a book." At least, you might have thought that before you read this particular book. Lose 2 Sanity and move to the street.
1	Abigail Foreman is lost somewhere in the stacks and accidentally opening gates to other worlds! Increase the terror level by one, or for the rest of the game, the gate limit is reduced by one.

X Science Building	
6	You see a muscular man who looks very bored and very out of place. Sir William Brinton introduces himself and inquires about your adventures. Take his ally card if it's available. If not, he gives you \$5 for an amusing tale.
5	While you're ultimately unable to identify the thing you see under the microscope, it leaves you with a mystery to ponder for the rest of your days. Gain 2 Clue tokens .
4	The display case refers to the object as "extraterrestrial," but it seems familiar to your touch. If you choose, you may take the first <i>Magical Weapon</i> you find in the <i>Unique</i> item deck.
3	The janitor catches you in one of the restricted areas and wants to escort you off the premises. Pass a Lore (-2) check to convince him you belong, or move to the street.
2	"They called me mad! But I'll show them! I'll show them all!" Before you can stop him, the professor quaffs the the terrible potion. Draw a maniac from the monster cup and immediately fight him . If you are defeated, or there aren't any maniacs in the cup, increase the terror level by one.
1	You peer through the telescope, and the stars seem much, much too close. You feel like you're being stretched as you're drawn closer to the star you see. A gate opens and a monster appears!

X	The Witch House
6	"Excuse me, have you seen this symbol?" A man introduces himself as Thomas F. Malone , a detective visiting Arkham on a case. He's impressed and offers to join your investigation. Take his ally card, if available. If not, he shares information. Gain 2 Clue tokens.
5	You hear the voices of witches long dead, offering dark secrets. If you listen to them, stay here next turn , and you may search the Spell deck and take one Spell of your choice.
4	From a musty old book you find in the attic, you learn the terrible history of the house and a dire prophesy. Gain 1 Spell , and you may choose to immediately move to the Newspaper and have another encounter there.
3	Walking down the stairs, you find a strange feast prepared for you and are compelled to eat. Make a Luck (-2) check to stop yourself before it's too late! If you fail, take a <i>Curse</i> card.
2	Blood drips from the walls, and a witch re-enters the living world. Draw a witch from the monster cup and immediately fight her. If you are defeated, or if there are no witches in the monster cup, increase the terror level by one.
1	You hear a howling wind but must press on. The wind intensifies. You feel the house breathing, and then realize it's been whispering your name, calling to you. A gate opens and a monster appears!

X	Silver Twilight Lodge
6	Wandering into a study, you catch a thief before she can make her getaway. Ruby Standish explains herself and suggests an alliance. Take her ally card if available. If not, she offers to buy your silence, gain 1 Unique item.
5	You discover a ledger with some notes about payments to cultists relevant to your investigation. Gain 2 clue tokens , and you may move to the Bank of Arkham and have another encounter there.
4	One of the Lodge members offers you an apprenticeship. You may take a <i>Membership</i> card. If you're already a member, you may instead choose to stay here next turn to gain 2 Clue tokens.
3	"Care to join the Order?" asks Carl Sanford . You may pay \$3 to take a <i>Membership</i> card. If you decline to join or can't afford it, move to the street.
2	A Lodge member asks to speak in private and shows you to a secret room before suddenly attacking! Draw a warlock from the monster cup and immediately fight him. If you're defeated, or there are no warlocks in the monster cup, increase the terror level by one.
1	Carl Sanford calls you into his study and you feel the creep of dread as the two of you talk. His hypnotic voice lulls you into a trance. When you leave the study, you find to your horror that time and space have been warped. A gate opens and a monster appears!

X	MEMBERS ONLY- Inner Sanctum
6	You are invited to participate in the Order's gating ceremony. If you agree, spend 2 Clue tokens to make a Lore (-2) check . If you pass, close one gate of your choice and claim it as a trophy.
5	Carl Sanford invites you to join in a binding ritual. If you join them, spend 1 Sanity to make a Lore (-2) check . If you succeed, claim one monster in Arkham or in the Outskirts as a trophy.
4	You're trusted with the password to the Vault of Silver Secrets. Make a Lore (-2) check to break the seal on a valuable artifact. If you pass, gain 1 Unique item , if not, you're caught and expelled from the Order! Discard your <i>Silver Twilight Lodge Membership!</i>
3	It's time to pay your dues to the order. Pay \$3 or discard your <i>Silver Twilight Lodge Membership</i> .
2	Carl Sanford fixes you with a deadly glare and spits a curse. Pass a Lore (-2) check to utter a quick prayer in defense. If you fail, take a <i>Curse</i> card.
1	Cultists have infiltrated the Order and seek to corrupt it from within. You confront one of them. Draw a cultist from the monster cup and immediately fight him. If you're defeated, or there are no cultists in the monster cup, increase the terror level by one.

X	Historical Society
6	A friendly older gentleman from the university introduces himself as Professor Armitage , and offers to join forces. Take his ally card if it's available. If not, he offers to waive the tuition for a course at the university. Choose one investigator to gain 1 Skill.
5	Exclusive access to a collection of rare, first edition volumes will cost you a paltry sum of \$3. If you pay, stay here next turn to gain 2 Spells and 1 Clue token, or you may draw 2 Skills, keep one, and discard the other.
4	You settle into a comfortable chair and feel a foreign object poking you in the backside. You find a large scroll tucked into the cushion. Gain 1 Spell.
3	Perusing the county records, you learn something horrifying about your family tree. Lose 2 Sanity.
2	With dawning horror, you realize the man you've been talking to is a warlock of dark power. Sensing your revelation, he attacks you! Draw a warlock from the monster cup and immediately fight him. If you're defeated, or there are no warlocks in the monster cup, increase the terror level by one.
1	You're overcome by a feeling of dread as you leave the building. You're startled when a wizard leaps from the shadows, and you fall under his terrible curse. A gate opens and a monster appears!

	Ma's Boarding House
6	Ma Mathison organizes a big meet and greet for everyone she knows from out of town. For this turn, investigators in the same street area or location may trade ally cards as though they were items.
5	Ma Mathison serves her famous soup and everyone shows up for a bowl! Each investigator in Arkham may regain up to four points divided however they choose between Stamina and Sanity.
4	There's a shortage of rooms, but your roommate proves knowledgeable about the movements of local cults and gangs. Gain 2 Stamina , and you may choose to immediately move to the River Docks and have another encounter there.
3	"Sure, I'm headed out that way." You may move to any non-closed, non-restricted location or street area in Arkham or another city.
2	Unwholesome screams from one of the rooms wake you during the night, but no one can determine where they came from. You are unable to get back to sleep and are consequently <i>delayed</i> .
1	Ma Mathison has found evidence of devil worship in her home, which she simply won't abide. Increase the terror level by one, or Ma's Boarding House is closed for the rest of the game, and all allies are removed from the game.

	South Church
6	Father Michael welcomes you to join the congregation, and you find yourself in tears. You may choose to spend 1 Clue token to ask for heavenly aid. If you do, roll a die. On a success, remove one doom token from the doom track. Whatever the result, you feel renewed. Regain 1 Sanity.
5	Father Michael knows you're doing God's work, and blesses you. Take a <i>Blessing</i> card. If you already have a <i>Blessing</i> card, you may instead search the Common item deck for a <i>Cross</i> or the Unique item deck for a <i>Holy Water</i> card.
4	No matter how bad things may seem for you, there are always others who fare worse. Pay up to \$4 and regain 1 Sanity per \$1 spent.
3	Setting foot on holy ground, you feel unclean. Sensing the taint of your unwholesome experiences, others stare at you. You depart in shame. Move to the street.
2	You stay for the Sunday service, but the message only fills you with a sense of doom and gloom. Your mission to stop the forces threatening Arkham feels like a fool's errand. Lose 2 Sanity.
1	Father Michael is being attacked by a terrible beast! Increase the terror level by one, or for the rest of the game, each investigator discards a <i>Blessing</i> on the roll of one to five.