



STAND-ALONE VI

## THE BLOB THAT ATE EVERYTHING

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Incident Report: 8L-08  
Thursday, 07/05/1928  
Blackwater, MA

0312 hours  
Impact event just outside of Blackwater. Intercepted  
police call, agents sent to investigate. Interviewed  
local farmer, Ron Graham; claims meteor was several  
feet wide, greenish hue. Crater roughly 100 yards in  
diameter. Radiation detected in outlying area. Recom-  
mend immediate quarantine and further observation by  
research team. Situation under control

*Wilson Stewart*  
WILSON STEWART  
Lieutenant, U. S. Army,  
Commanding.

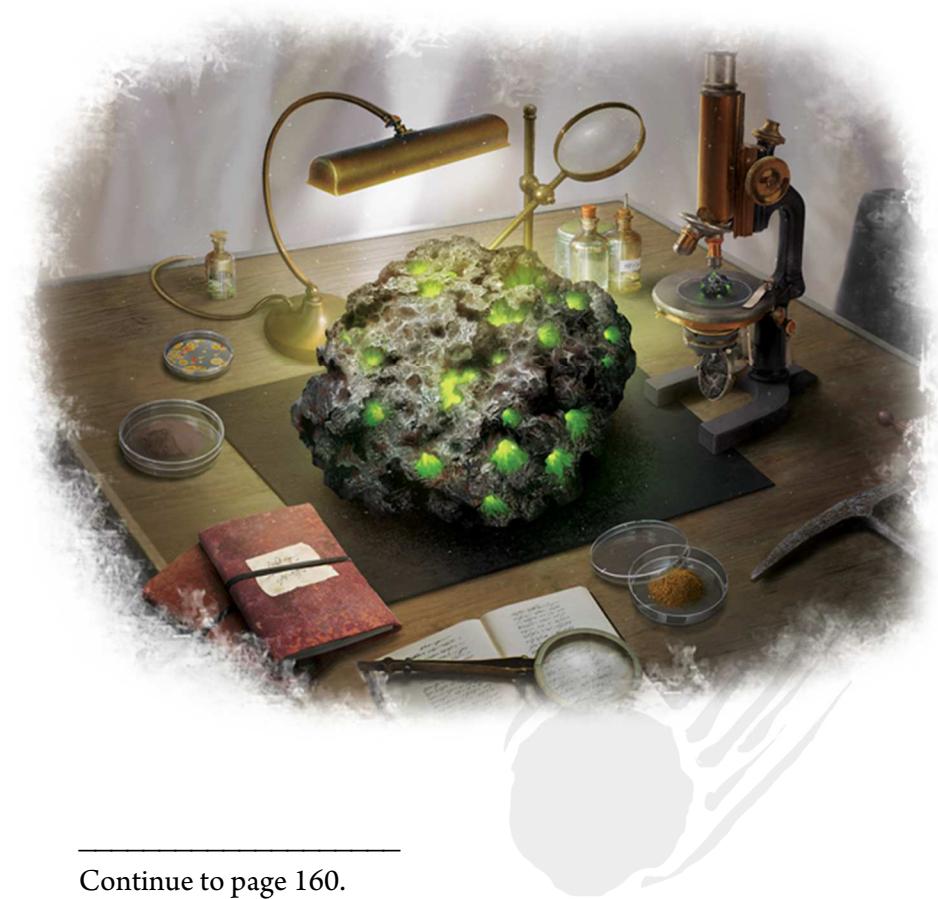
...It wasn't under control.

That was the report the G-men took when they first arrived. For the next few days, the town of Blackwater was on lock-down. The impact was all that was talked about in the papers, but not much was known aside from the enormous crater and the effect it had on the countryside. Nobody was allowed to leave the town, and only those approved by the shadowy government agency were allowed to enter. Those unfortunate few included high-ranking government agents, and a team of researchers from the nearby Miskatonic University, who were summoned to investigate the meteor itself. For the rest of the town's inhabitants, it was a strange occurrence, nothing more... that is, until the meteor hatched.

I saw it with my own eyes. When the anomaly emerged, the first thing it did was devour the team of researchers who had been sent to collect and study samples from the meteor. The next thing it did was devour their lab equipment. Then Ron Graham's tractor. Then his house, in its entirety. It continued to grow and spread, devouring everything in its path. I barely escaped with my life.

When the army arrived, they thought they could kill it with bullets and shells. Everything they threw at the creature was devoured, one round after the next. Then it split into hundreds of smaller pieces of itself, and the army was quickly overwhelmed. While the battle raged on, myself and others back in town saw lights and shapes in the sky above. Something was up there, waiting. Biding time.

The quarantine still holds, and we're stuck in the middle of it. It won't be long before the anomaly has grown large enough to devour everything in Blackwater. And if that happens, who could possibly stop its rampage?



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## Story Cards

Story cards are a new cardtype in this scenario. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.

## Devour

During this scenario, Subject 8L-08 can “devour” a variety of things.

- » If a card is devoured, it is placed beneath Subject 8L-08. Cards beneath Subject 8L-08 are considered out of play. Each devoured card is returned to its owner’s deck at the end of the game. If an investigator is devoured, they are killed.
- » If a token is devoured, it is placed in the token pool.
- » When choosing a location to be devoured, you cannot choose to devour a location if it causes another location to have no valid connections.
- » Subject 8L-08 can also devour certain aspects of reality or metaphysical objects. If it does so, you will be instructed of the consequences.

## Countermeasures

Countermeasures represent supplies, research, or military equipment which may aid the investigators in their survival. Countermeasures may be spent via certain card abilities in order to trigger powerful effects. However, gaining new countermeasures is rare, so be careful how you spend them!

## Blob X

Many of the enemies in this scenario are pieces of the anomaly which have broken apart and have their own sentience. Defeating these enemies damages the anomaly. As an enemy with **Blob X** is defeated, deal X damage to Subject 8L-08.

- » Enemies with **Blob X** are not placed in the victory display when they are defeated unless they also have **Victory X**.

## Subject 8L-08

Subject 8L-08 is an enemy card with a different card template than most other enemies.



*Note: Subject 8L-08 has no fight, evade, damage, or horror values*

## Game Modes

The Blob That Ate Everything and The Blob That Ate Everything ELSE! can be played as either a standalone scenario or as a side-story inserted into any campaign. When played as a standalone scenario, this scenario can be played in one of two ways: with a single group of 1–4 players in Single Group Mode, or with any number of players split into groups of 1–4 players each in Epic Multiplayer Mode.

### Campaign Mode

- » Playing The Blob That Ate Everything side-story costs each investigator **2 experience**.

### Standalone Mode

- » Construct the chaos bag with your chosen difficulty.

#### » Standard:

+1, 0, 0, -1, -2, -2, -3, -4, -5, ♀, ♀, ⚡, ⚡, ⚡, ⚡, ⚡.

#### » Hard:

0, 0, 0, -1, -1, -2, -3, -4, -5, -6, ♀, ♀, ⚡, ⚡, ⚡, ⚡, ⚡, ⚡.

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- » If the investigators are playing in epic multiplayer mode,

Go to page 164.

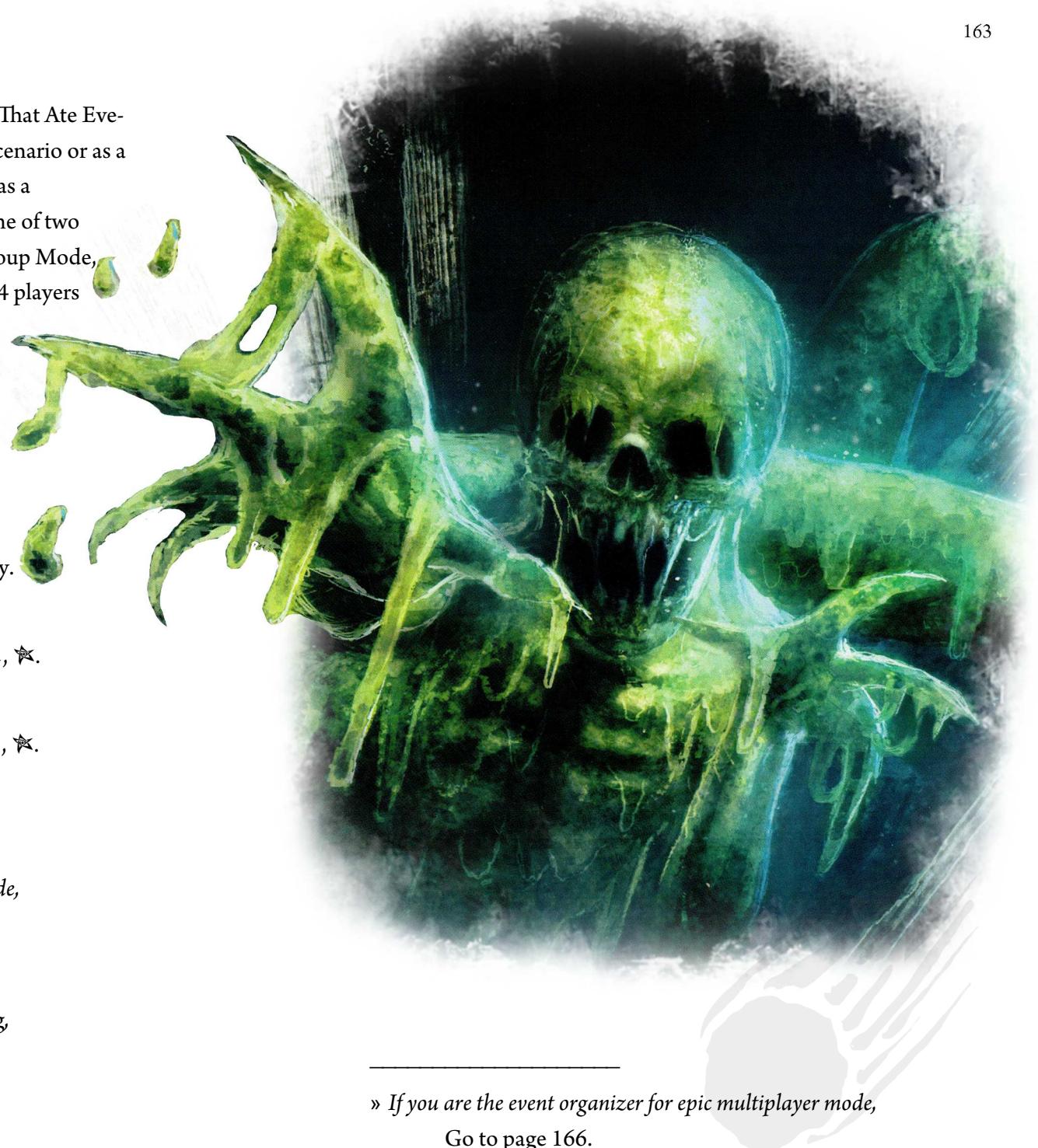
- » If the investigators are playing in single group mode,

- To play the original The Blob That Ate Everything,

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- To play The Blob That Ate Everything ELSE!

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- » If you are the event organizer for epic multiplayer mode,

Go to page 166.

## Epic Multiplayer Mode

To play The Blob That Ate Everything in Epic Multiplayer Mode, first divide the investigators into separate groups. At least 1 investigator must be assigned to each group, and no more than 4 investigators may be assigned to a single group. While it is possible to play with groups of differently numbered players, it is recommended that players be split between groups as evenly as possible. Then, designate one person to be the “event organizer” (see page 166 for details). During gameplay, observe the following additional rules:

- » Each group has its own play area, and plays the game separately from the other groups. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- » Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- » Investigators may freely communicate between groups.
- » Subject 8L-08 has a global health pool which is calculated based on the total number of participating investigators among all groups at the start of the event. **This health value is 15 health per investigator.** This health is shared between all of the groups, and is tracked by the event organizer.
- » Act 1 has a global clue threshold which is calculated based on the total number of participating investigators among all groups at the start of the event. **This clue threshold is 2 per investigator.** This clue threshold is shared between all of the groups, and is tracked by the event organizer.
- » Countermeasures are a shared resource which is calculated based on the total number of participating investigators among all groups at the start of the event. **The number of countermeasures the investigators begin with is equal to half the number of investigators (rounded up).** Countermeasures are shared between all of the groups, and are subtracted from the total num-

ber of available countermeasures when spent. The number of available countermeasures is tracked by the event organizer.

- » When the first group reaches act 3b, it will instruct them to “draw the set-aside story card chosen by the event organizer, resolving the side with the **Part 1** trait.” At this point, the event organizer should choose one of the four story cards at random (Rescue the Chemist, Recover the Sample, Drive Off the Mi-Go, or Defuse the Explosives). Each subsequent group, upon advancing to act 3b and resolving that instruction, should draw that same story card. If any of the groups advance to act 3b a second time, repeat this process.

*For example: 16 total players would be split between 4 groups of 4. At the start of the event, the event organizer sets Subject 8L-08’s health total to 240, the clue threshold for act 1 to 32, and the number of available countermeasures to 8. The event organizer announces these values to the players once they are ready to begin playing, and keeps track of these values as the event progresses. Damage dealt to Subject 8L-08 by any group reduces its health. Clues placed on any group’s copy of act 1a contributes to its clue threshold. Countermeasures spent by any group reduces the total number of countermeasures available.*

### Time Limit

When playing in Epic Multiplayer Mode, the players (or your event organizer) may impose a time restriction for the game. The default time limit is 180 minutes. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. When this time limit is passed, any groups that are still playing must immediately advance to agenda 3b, and face the consequences for their inaction.

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- » *If you are playing the original The Blob That Ate Everything,*  
Go to page 170.

- » *If you are playing The Blob That Ate Everything ELSE!,*  
Go to page 172.

## Tips for the Event Organizer

If you are organizing The Blob That Ate Everything in Epic Multiplayer Mode, here are some tips to help your event run as smoothly as possible.

- » Use dials, a whiteboard, or paper and pencil to keep track of Subject 8L-08's health, the number of clues the investigators have contributed toward act 1, and the number of available countermeasures.
- » Track Subject 8L-08's health by periodically asking each group how much damage has been dealt to their copy of Subject 8L-08. Then, record that damage and remove the damage from that group's copy of Subject 8L-08.
- Periodically inform the investigators how much health Subject 8L-08 has remaining and announce when it reaches certain milestones (like half or one-quarter). When Subject 8L-08 reaches 1 health per investigator, have players announce whenever they deal damage to it, so you know the exact moment when it is defeated. The moment it is defeated, announce that the investigators have won!
- » Track the number of clues that have been spent toward act 1's clue threshold by periodically asking each group how many clues are on their copy of act 1a. Then, record that number and remove the clues from that group's copy of act 1a.
- Periodically inform the investigators how many more clues are required for them to advance act 1. When the global clue threshold has been met, announce that players should advance the act at the start of their next round. Then, reset the global clue threshold. Investigators should take control of any excess clues remaining on their copy of act 1a.

- » When a group spends or gains countermeasures, they should immediately inform the event organizer, so that the event organizer has an accurate total.
- Periodically inform the investigators how many countermeasures are available. If the investigators run out of countermeasures, announce this to the group.
- » If you are playing with 12 or fewer players, it is possible to run the event and also participate. Have one group track Subject 8L-08's health, another group track the number of clues contributed toward act 1's clue threshold, and another group track the number of available countermeasures. Communication is key!
- » If you are playing with more than 12 players, it is recommended that one person be the designated event organizer and keep track of all three values. In particularly large events with more than 48 players, it can be helpful to have more than one event organizer, each keeping track of different values.



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- » *If you are playing The Blob That Ate Everything Else for new rules,*  
Go to page 168.
  - » *Otherwise,*  
Go to page 170.

## New Event Organizer Rules from

### The Blob That Ate Everything ELSE!

When playing The Blob That Ate Everything or The Blob That Ate Everything ELSE! in *Epic Multiplayer Mode*, the role of the event organizer can be expanded to include adversarial elements, allowing the event organizer to act as extensions of Subject 8L-08 itself.

#### Replicating Aberrations

This expansion includes 9 copies of a new enemy, the Replicating Aberration. These enemies are not used in Single Group Mode, and are given directly to the event organizer in Epic Multiplayer Mode. If playing with more than 3 groups, there is no need to take all of them; take the Replicating Aberration cards from 3 groups and have the rest set them aside. (*If there is more than one event organizer, each one should choose which groups they wish to cover, and take only the Replicating Aberration enemies from each of those groups.*)

Each of these enemies has a “**Replicate**” ability that allows the event organizer to spawn that enemy if they spot a specific event or circumstance while passing by or watching over a group of investigators. That group may cancel the spawning of that enemy by spending countermeasures as instructed.

» Triggering the replicate ability of a Replicating Aberration is optional. Event organizers should use their own discretion when determining whether or not to do so. (*For the best experience, do not pick on a group that is struggling. As Subject 8L-08 nears death, feel free to be a bit more cruel and knock those investigators down a peg or two.*)

» Replicating Aberration enemies are returned to the event organizer when they leave play. (*Their **Blob X** keyword still triggers if they are defeated.*)

- » When visiting or passing by a group, take a moment to watch their gameplay and take note of their unique circumstances. There may be a replicate ability that you can trigger!

#### Expanded Communication and Teamwork

Some of the new cards in The Blob That Ate Everything ELSE! allow for increased strategy between groups. Investigators may communicate freely between groups, but at the investigators’ request, you may aid them in this endeavor by scouting other groups who may benefit from their actions.

As described on page 204, you may optionally decide to allow the abilities on some locations to affect the game state of other groups. If you choose to do so, make sure to announce this to the investigators before the start of the scenario.

Conflicts between groups are rare, but should be resolved swiftly and with compassion in order to keep the scenario moving and all parties content.

#### Reality Acid Choices

Be aware that some of the new Reality Acid effects on pages 8–20 allow the event organizer to choose what aspect of reality gets devoured. Try to follow the guidelines presented, but if you cannot think of anything in the moment, you may instruct the players to reveal new tokens instead.



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## Setup for *The Blob That Ate Everything*

» Gather all cards from *The Blob That Ate Everything* encounter set. This set is indicated by this icon:



» If you are playing in *Epic Multiplayer Mode*, gather all cards from the *Epic Multiplayer* encounter set, indicated by this icon. (Remove all cards from the *Single Group* encounter set from the game.)



» If you are playing in *Single Group Mode*, gather all cards from the *Single Group* encounter set, indicated by this icon. (Remove all cards from the *Epic Multiplayer* encounter set from the game.)



» Set all cards from the *Mi-Go Incursion* encounter set aside, out of play. This set is indicated by this icon:



» Search *The Blob That Ate Everything* encounter set for the following encounter cards and set them aside, out of play: Vulnerable Heart, 1 copy of Grasping Ooze, 1 copy of Cubic Ooze, and both copies of Oozewraith.

» Put the Subject 8L-08 enemy into play next to the agenda deck.  
It is not at any location.

» Set up the locations according to the guidelines on page 174.

» If you are playing in *Single Group Mode*, place 1 resource on the scenario reference card, as a countermeasure (2 resources instead if there are 3 or 4 investigators in the game).

» Shuffle the remainder of the encounter cards to form the encounter deck.

» If you are playing in *Epic Multiplayer Mode*, the event organizer calculates and announces Subject 8L-08's total health, the global clue threshold for act 1, and the number of available countermeasures (see pages 166-167 for more details).




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## Setup for *The Blob That Ate Everything ELSE!*

- » Gather all cards from *The Blob That Ate Everything*, and *The Blob That Ate Everything ELSE!* encounter sets. These sets are indicated by the following icons:



- » If you are playing in *Epic Multiplayer Mode*, gather all cards from the *Epic Multiplayer* encounter set, indicated by this icon.

(Remove all cards from the *Single Group* encounter set from the game.)



- » If you are playing in *Single Group Mode*, gather all cards from the *Single Group* encounter set, indicated by this icon. (Remove all cards from the *Epic Multiplayer* encounter set from the game.)



- » Set all cards from the *Mi-Go Incursion*, and *Mi-Go Incursion II* encounter sets aside, out of play. These sets are indicated by the following icons:



- » Search *The Blob That Ate Everything* encounter set for the following encounter cards and set them aside, out of play: Vulnerable Heart, 1 copy of Grasping Ooze, 1 copy of Cubic Ooze, and both copies of Oozewraith.

- » If you are playing in *Single Group Mode*, remove each copy of Replicating Aberration from the game. If you are playing in *Epic Multiplayer Mode*, give each copy of Replicating Aberration to the event organizer.

- » Put the Subject 8L-08 enemy into play next to the agenda deck.

It is not at any location.

- » Set up the locations according to the guidelines on page 174.

- » If you are playing in *Single Group Mode*, place 1 resource on the scenario reference card, as a countermeasure (2 resources instead if there are 3 or 4 investigators in the game).

- » Shuffle the remainder of the encounter cards to form the encounter deck.

- » If you are playing in *Epic Multiplayer Mode*, the event organizer calculates and announces Subject 8L-08's total health, the global clue threshold for act 1, and the number of available countermeasures (see pages 166-167 for more details).

## New Rules and Clarifications

- » When you are instructed to randomly draw a Part 1 story card, include the 3 new story cards in the *Mi-Go Incursion II* encounter set, for a total of 7 possible story cards.

- » Some effects allow investigators to affect investigators in "any group." If playing in *Single Group Mode*, there is only one group that can be affected (yours). If playing in *Epic Multiplayer Mode*, any group (including your own) can be chosen. Communicate and strategize with the other groups playing in order to make the best use of these abilities.

- » The new Replicating Aberration enemies are only used in *Epic Multiplayer Mode*, and only at the event organizer's discretion. (See page 169 for more information.)

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### Reality Acid

Throughout the scenario you will encounter Reality Acid. When you do refer to pages 176 through 179. (If you are playing *The Blob That Ate Everything ELSE!* refer to pages 180 - 192)

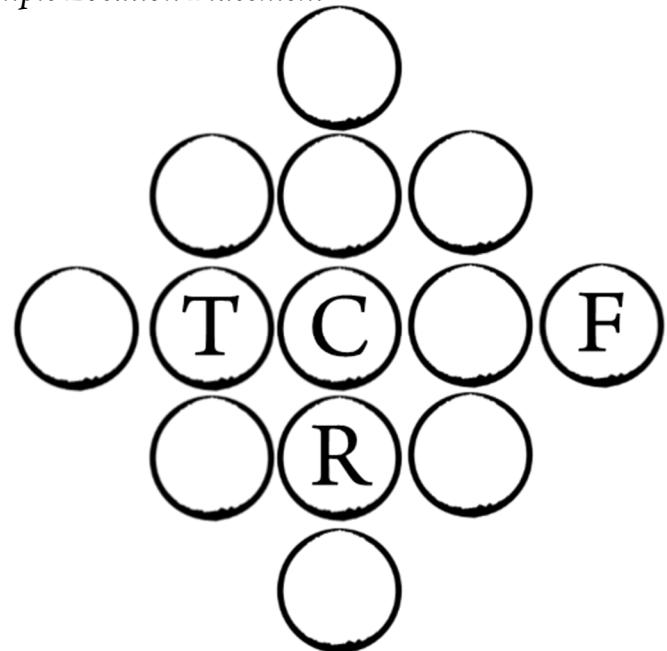
### Location Setup

Set up the locations according to the guidelines below.

- » Shuffle the Quarantine Zone locations together and remove 1 of them from the game.
- If you are playing *The Blob That Ate Everything ELSE!* instead, shuffle the 4 new Quarantine Zone locations together with the Quarantine Zone locations from the original scenario, then remove 5 of them from the game, instead of only 1.
- » Put The Crater into play.
- » Take the Research Site, the Temporary HQ, and 2 random Quarantine Zone locations. Shuffle them and place each of them connected to the Crater, in a random order.
- » Take the Fungus Mound and 3 random Quarantine Zone locations. Shuffle them and place each of them in 1 of the 4 positions in the outer ring, farthest from the Crater.

- » Put the remaining Quarantine Zone locations into play.
- » Each investigator begins play at the Temporary HQ.

### Example Location Placement



All empty circles indicate Quarantine Zones, and the Crater is indicated by (C). The positions of the Research Site (R), Temporary HQ (T), and Fungus Mound (F) may differ from this diagram.

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### When the game is complete:

- » If no resolution was reached (each investigator was defeated)  
Go to page 194.
- » If Resolution 1 (R1) was reached  
Go to page 194.
- » If Resolution 2 (R2) was reached  
Go to page 186.

## Reality Acid

### Subject 8L-08 opens its maw, and devours ...

(If the combination of chaos tokens revealed is not listed, or if the listed aspect cannot be devoured, reveal two new chaos tokens and consult the chart again.)

Chaos Token (in any order)		Aspect of Reality Devoured
★	💀/.Adam	... the non-Elite enemy nearest to you
★	████/蜚	... a treachery at your location.
★	-1 to -8	... 1 horror and 1 damage from your investigator card.
★	0 / +1	... your greatest flaw. Search your deck for any 1 weakness card. It is devoured.
★	⚡	... the ★ token just revealed.
+1	💀/.Adam	... your caution. Resolve Reality Acid three more times, ignoring this result.
+1	████/蜚	... your ignorance. Discover 1 clue at your location.
+1	-1 to -8	... friendships. Until the end of the round, investigators cannot commit cards to each others' skill tests.
+1	0	... your player reference card.
0	0	... 1🎩 clues from your location.
0	💀	... your voice. Until the end of the round, you cannot speak or make noise.
0	.Adam	... your group's food and drinks. It cannot be consumed until your group has dealt at least 3 damage to Subject 8L-08.

0	████	... the concept of language. Until the end of the investigation phase, you can only speak in gibberish.
0	蜚	... light. Until the end of the round, investigators must play with all nearby light sources turned off or covered (except for flashlights).
0	-1/-2	... itself, and then regurgitates itself. Deal 1 damage to Subject 8L-08.
0	-3	... all damage from each Manifold enemy.
0	-4 to -8	... all of the supplies, ammo, charges, and secrets among assets you control.
-1	💀	... your hope. Until the end of the next mythos phase, set your base 💀 to 0.
-1	████	... your curiosity. Until the end of the next mythos phase, set your base █████ to 0.
-1	████	... your precision. Until the end of the next mythos phase, set your base █████ to 0.
-1	蜚	... your attention. Until the end of the next mythos phase, set your base蜚 to 0.
-1	-1	... your versatility. Until the end of the round, you cannot play or use cards that do not match
-1	-2	... your cell phone.
-1	-3	... the chaos bag. Remove all tokens from it and place them in a different container.
-1	-4 to -8	... level 1–5 cards of your choice with at least 5 total levels from among your deck, discard pile, hand, and play area.
-2	💀/.Adam	... the top 3 cards of your deck.

Chaos Token (in any order)	Aspect of Reality Devoured	
-2	 / 	... the top 3 cards of your discard pile.
-2	-2	... the deckbox you store your deck in.
-2	-3	... your investigator's card sleeve.
-2	-4 to -8	... your party's teamwork. Each investigator loses 1 action.
-3	 /   / 	... a Talent, Connection, or Condition asset you control.
-3	-4 to -8	... your sense of time. Until you advance the agenda, investigators cannot use time-keeping devices, ask about the time, or trigger abilities on any card with "time," "watch," or "chrono" in its title.
-4 to -8	 / 	... your investigator mini card. (Use something else to mark your location.)
-4 to -8	 / 	... your house. Search the collection for Your House (Core #124); it is devoured.
-4 to -8	-4 to -8	... your soul. Record in your Campaign Log that <i>you have no soul</i> .
		... the highest-cost Ally asset you control.
		... all event cards in your hand.
		... all of your resources.
		... all skill cards in your hand.
		... all cards that have been exiled.

		... your identity. Until the end of the round, treat your investigator's text box as if it were
		... the concept of speed. Until the end of the round, investigators cannot gain or take additional actions.
		... your sense of urgency. Until the end of the round, you cannot move.
		... your potential. Until the end of the round, your skills cannot be increased.
		... your patience. Place 1 doom on the current agenda.
	 / 	... all Spell and Ritual assets you control.
	 / 	... all Item assets you control.
	+1	... the concept of a "discard pile." Until the end of the next mythos phase, each card that would be placed in any investigator's discard pile is instead devoured.
	0	... one of your hands. For the remainder of the game, you have 1 fewer hand slot.
	-1	... the concept of success. The next time an investigator would succeed at a test by 2 or more, that investigator instead automatically fails
	-2/-3	... 1 countermeasure.
	-4 to -8	... the concept of easiness. Until the end of the game, flip the scenario reference card to its Hard/Expert side.

## Expanded Reality Acid

When resolving Reality Acid in The Blob That Ate Everything ELSE!, the order of the tokens pulled matters, unlike in the original. Instead of revealing two tokens simultaneously and finding that combination of tokens in the Reality Acid table, reveal each token one at a time. Find the first token revealed in the left-most column of the Reality Acid table, then find the second token revealed in the next column over, and resolve the devour effect listed.

- » If you reveal a token that is not listed, ignore it and reveal a new token from the chaos bag to replace that token.
- » If the devour effect listed for your combination of tokens cannot be resolved for any reason, return the revealed tokens to the bag and start the process over.

*Example: Suzi draws a Reality Acid treachery and is instructed to reveal two tokens from the chaos bag, one at a time. The first is a token which is not listed in the Reality Acid table, so she ignores it and reveals another token in its place, which is a “-3” token. For her next token, she reveals a “-2.” She locates the row in the Reality Acid table that lists these two tokens in the order she revealed them (-3 in the left column and -2 in the right column), and resolves the devour effect listed there (in this case, her “future”).*

### Subject 8L-08 opens its maw, and devours...

(If the combination of chaos tokens revealed is not listed, or if the listed aspect cannot be devoured, reveal two new chaos tokens and consult the chart again.)

Chaos Token First	Second	Aspect of Reality Devoured
		... the concept of failure. For the remainder of this round, whenever you would fail a skill test, you succeed by 0, instead.
		... your misfortune. Set this  token aside. The next time you would reveal a chaos token during a skill test, resolve this setaside  token instead ( <i>as if it were just revealed from the chaos bag</i> ).
	0 / +1	... your greatest flaw. Search your deck for any 1 weakness card. It is devoured.
		... the non-Elite enemy nearest to you.
		... a treachery at your location.
	-1 / -2	... 1 horror and 1 damage from your investigator card
	-3 to -5	... 1 of your resources. Then, add 2 charges, ammo, secrets, supplies, or evidence to an asset you control.
	-6 to -8	... any 1 card of your choice from your hand. Then, draw 3 cards.
		... your fortune. Set this  token aside. The next time you would reveal a chaos token during a skill test, resolve this set-aside  token instead ( <i>as if it were just revealed from the chaos bag</i> ).
		... something helpful chosen by the event organizer.
	Any	... the  token just revealed.
+1		... your unpreparedness. Gain 1 countermeasure.

Chaos Token		Aspect of Reality Devoured
First	Second	
+1		... your disfavor. Search your deck and discard pile for a <b>Blessed</b> card and add it to your hand.
+1	0 / +1	... your player reference card.
+1	/	... your ignorance. Discover 1 clue at your location.
+1	/	... 1 remaining health from the nearest enemy. ( <i>Deal it 1 damage.</i> )
+1	-1 / -2	... friendships. Until the end of the round, investigators cannot commit cards to each others' skill tests.
+1	-3 to -5	... your caution. Resolve Reality Acid three more times, ignoring this result.
+1	-6 to -8	... your sense of humor. Until the end of the next round, whenever you laugh, take 1 horror.
+1		... your favor. Search your deck and discard pile for a <b>Cursed</b> card and add it to your hand.
+1		... something of absolutely no consequence chosen by the event organizer.
0		... absolutely nothing, for once.
0		... danger. Until the end of the round, actions you perform do not provoke attacks of opportunity.
0	0 / +1	... your next paycheck. Find each card in your hand that instructs you to gain resources. Those cards are devoured.
0	0	... 1  clues from your location.
0		... your voice. Until the end of the round, you cannot speak, make noise, or play cards with quotes in the title.

0		... your group's food and drinks. They cannot be consumed until your group has dealt at least 3 damage to Subject 8L-08.
0		... the concept of language. Until the end of the investigation phase, you can only speak in gibberish.
0		... light. Until the end of the round, investigators must play with all nearby light sources turned off or covered ( <i>except for flashlights</i> ).
0	-1	... itself, and then regurgitates itself. Deal 1 damage to Subject 8L-08.
0	-2	... the concept of compassion. Until the end of the round, investigators cannot heal one another. ( <i>They can still heal themselves.</i> )
0	-3	... all damage on each <b>Manifold</b> enemy.
0	-4 / -5	... something actually nutritious! Heal 3 damage from Subject 8L-08.
0	-6 to -8	... one of your hands. For the remainder of the game, you have 1 fewer hand slot.
0		... mystery. Until the end of the round, play with the top card of your deck revealed.
0		... something of little consequence chosen by the event organizer.
-1		... your investigator mini card. ( <i>Use something else to mark your location.</i> )
-1		... your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-1	+1	... your ability to speak truthfully. Until the end of the round, you can only speak falsehoods (unless speaking to the event organizer).

Chaos Token		Aspect of Reality Devoured
First	Second	
-1	0	... the concept of generosity. Until the end of the round, investigators cannot affect or interact with cards in other investigators' threat areas.
-1	💀	... your hope. Until the end of the next mythos phase, set your base 🤡 to 0.
-1	🧙	... your curiosity. Until the end of the next mythos phase, set your base 🤡 to 0.
-1	⚡	... your precision. Until the end of the next mythos phase, set your base 🤡 to 0.
-1	🦋	... your attention. Until the end of the next mythos phase, set your base 🤡 to 0.
-1	-1	... your versatility. Until the end of the round, you cannot play or use cards that do not match your investigator's class.
-1	-2	... your cell phone.
-1	-3	... the chaos bag. Remove all tokens from it and place them in a different container.
-1	-4 / -5	... level 1–5 cards of your choice with at least 5 total levels from among your deck, discard pile, hand, and play area.
-1	-6 to -8	... your spirituality. For the remainder of the game, you have 1 fewer arcane slot.
-1	⚡	... your doubt. Return this ⚡ token to the token pool, reveal another token to replace it, and consult the table again.
-1	✳️	... 1 or more tokens chosen by the event organizer.
-2	⭐	... the concept of nomenclature. Until the end of the round, investigators cannot refer to the names of players or card titles.



-2	❖	... your faith. Return this ❖ token to the token pool, reveal another token to replace it, and consult the table again.
-2	+1	... all Footwear cards you control and in your hand.
-2	0	... 1 clue from your location and each connecting location.
-2	💀	... the top 3 cards of your deck.
-2	🧙	... half of the cards in your hand, of your choice.
-2	⚡	... 1 random card from your hand.
-2	🦋	... the top 3 cards of your discard pile.
-2	-1	... your handedness. Until the end of the round, you cannot use your dominant hand.
-2	-2	... the deckbox you store your deck in.
-2	-3	... your investigator's card sleeve.
-2	-4 / -5	... your party's teamwork. Each investigator loses 1 action.
-2	-6 to -8	... the concept of a "discard pile." Until the end of the next mythos phase, each card that would be placed in any investigator's discard pile is instead devoured.
-2	⚡	... your doubt. Return this ⚡ token to the token pool, reveal another token to replace it, and consult the table again.
-2	✳️	... a card chosen by the event organizer.
-3	⭐	... your tangibility. Until the end of the round, you cannot physically interact with objects. (You may ask other players to move cards and tokens for you.)



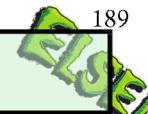
Chaos Token		Aspect of Reality Devoured
First	Second	
-3		... your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-3	0 / +1	... your past. Find the last card you played or used. It is devoured.
-3	/	... each <b>Talent</b> , <b>Connection</b> , or <b>Condition</b> card in your hand.
-3	/	... each <b>Talent</b> , <b>Connection</b> , or <b>Condition</b> card you control.
-3	-1	... your present. Randomly choose a card from your hand or play area. It is devoured.
-3	-2 / -3	... your future. The next card you play or use this round is devoured ( <i>after being played or used</i> ).
-3	-4 / -5	... your sense of time. Until you advance the agenda, investigators cannot use time-keeping devices, ask about the time, or use abilities on any card with "time," "watch," or "chrono" in its title.
-3	-6 to -8	... your superstition. For the remainder of the game, you have 1 fewer accessory slot.
-3		... your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-3		... something harmful chosen by the event organizer.
-4 / -5		... your soul. Record in your Campaign Log that <i>you have no soul</i> .
-4 / -5		... your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.

	0 / +1	... your plans. For the rest of this round, you cannot perform any action you previously said you were going to perform this round.
/		... your reflexes. Until the end of the next mythos phase, you cannot trigger  abilities.
/		... your boldness. Until the end of the next mythos phase, you cannot trigger  abilities.
-1 / -2		... 1 countermeasure.
-3 to -5		... your initiative. Until the end of the next mythos phase, you cannot trigger  abilities.
-6 to -8		... your ability to correctly don clothing. For the remainder of the game, you have 1 fewer body slot.
		... your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
		... something harmful chosen by the event organizer.
		... any hope of rescue. Each investigator reveals cards from the top of their deck until they reveal an <b>Ally</b> asset. Each <b>Ally</b> asset revealed in this way is devoured. Shuffle each investigator's deck.
		... your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
0 / +1		... your house. Search the collection for Your House (Core #124); it is devoured.

Chaos Token		Aspect of Reality Devoured
First	Second	
-6 to -8	💀 / 💀	... the broken and injured. Find each asset you control with 1 or more damage on it. Those cards are devoured.
-6 to -8	💀 / 💀	... the splintered and fearful. Find each asset you control with 1 or more horror on it. Those cards are devoured.
-6 to -8	-1 / -2	... each <b>Clothing</b> or <b>Armor</b> card in your hand.
-6 to -8	-3 to -5	... each <b>Clothing</b> or <b>Armor</b> card you control.
-6 to -8	-6 to -8	... your memory. Until the act advances, cards in your discard pile cannot be retrieved, used, or shuffled into your deck.
-6 to -8	⚡	... your doubt. Return this ⚡ token to the token pool, reveal another token to replace it, and consult the table again.
-6 to -8	⚡	... something of dire consequence chosen by the event organizer.
💀	⭐	... your strategy. Until the end of the round, you cannot suggest any course of action.
💀	✿	... all <b>Blessed</b> cards in your discard pile.
💀	+1	... all of the evidence from among assets you control.
💀	0	... the floor. Until the end of the round, investigators' feet may not touch the floor.
💀	💀	... all of the supplies from among assets you control.
💀	♣	... all of the ammo from among assets you control.
💀	✿	... all of the charges from among assets you control.



💀	蜚	... all of the secrets from among assets you control.
💀	-1	... each skill card in your hand.
💀	-2	... each event card in your hand.
💀	-3	... all of your resources.
💀	-4 / -5	... your classes. Until the end of the round, each of your cards ( <i>including your investigator</i> ) is considered to be neutral.
💀	-6 to -8	... each exceptional card you control and in your hand.
💀	⚡	... each <b>Cursed</b> card in your discard pile.
💀	花	... something hilarious chosen by the event organizer.
💀	⭐	... anachronism. Until the end of the round, you cannot use any asset that does not (or did not, at some point) exist in real life.
💀	✿	... each <b>Blessed</b> card in your hand.
💀	0 / +1	... your self-control. You must spend as many resources as possible this round.
💀	💀	... the highest-cost <b>Ally</b> asset you control.
💀	💀	... each card that has been exiled.
💀	⚡	... your identity. Until the end of the round, treat your investigator's text box as if it were blank, including <b>Traits</b> .
💀	蜚	... the concept of speed. Until the end of the round, investigators cannot gain or take additional actions.
💀	-1	... each <b>Spell</b> or <b>Ritual</b> card in your hand.
💀	-2 / -3	... each <b>Spell</b> or <b>Ritual</b> card you control
💀	-4 / -5	... your love of animals. Until the end of the current round, you cannot play or use <b>Creature</b> assets, nor can you show anyone pictures of your pets.

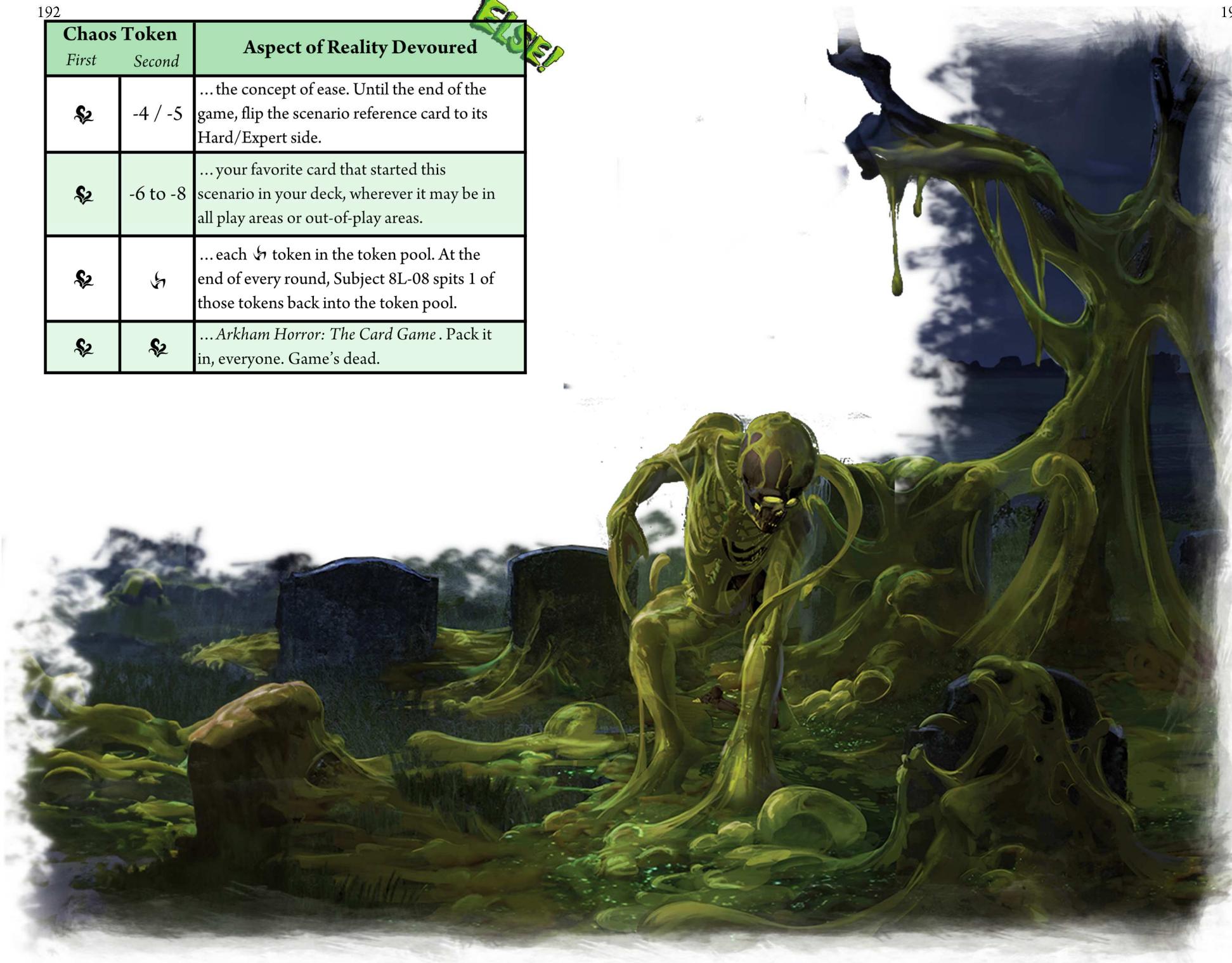


Chaos Token		Aspect of Reality Devoured
First	Second	
	-6 to -8	... each <b>Science</b> card you control and in your hand.
		... each <b>Cursed</b> card in your hand.
		... something weirdly specific chosen by the event organizer.
		... the concept of original ideation. Until the end of the round, you can only speak in memes.
		... each <b>Blessed</b> card you control.
	0 / +1	... your discipline. Until the end of the round, you must commit every eligible card you can to each skill test you perform.
		... your sense of urgency. Until the end of the round, you cannot move.
		... your potential. Until the end of the round, your skills cannot be increased.
	-1 / -2	... each <b>Charm</b> or <b>Relic</b> card in your hand.
	-3 to -5	... each <b>Charm</b> or <b>Relic</b> card you control.
	-6 to -8	... each <b>Spirit</b> or <b>Tactic</b> card you control and in your hand.
		... each <b>Cursed</b> card you control.
		... something metaphysical chosen by the event organizer.
		... each card in your hand or in play that has been signed by a current or former employee of Fantasy Flight Games.
		... each <b>Blessed</b> card you use or play for the remainder of the round.
	0 / +1	... your sense of direction. Until the end of the round, you must play with your hand upside down.

		... your uniqueness. Search your deck, hand, discard pile and play area for one of your non-weakness signature cards. It is devoured.
		... your fundamentals. Until the end of the round, you cannot perform basic actions.
	-1 / -2	... each <b>Tool</b> or <b>Weapon</b> card in your hand.
	-3 to -5	... each <b>Tool</b> or <b>Weapon</b> card you control.
	-6 to -8	... your sense of self. For the remainder of the round, you can only refer to yourself or your investigator in the third person.
		... each <b>Cursed</b> card you use or play for the remainder of the round.
		... something tangible chosen by the event organizer.
	Any	... the  token just revealed.
		... the  token just revealed.
		... each  token in the chaos bag. At the end of every round, Subject 8L-08 spits 1 of those tokens back into the token pool.
	+1	... the +1 token just revealed.
	0	... the 0 token just revealed.
		... your turn. Lose all of your actions for this round.
		... your patience. Place 1 doom on the current agenda.
	-1	... the -1 token just revealed.
	-2 / -3	... the concept of success. The next time an investigator would succeed at a skill test by 2 or more, that investigator instead automatically fails.

<b>Chaos Token</b>		<b>Aspect of Reality Devoured</b>
First	Second	
₡	-4 / -5	...the concept of ease. Until the end of the game, flip the scenario reference card to its Hard/Expert side.
₡	-6 to -8	...your favorite card that started this scenario in your deck, wherever it may be in all play areas or out-of-play areas.
₡	⚡	...each ⚡ token in the token pool. At the end of every round, Subject 8L-08 spits 1 of those tokens back into the token pool.
₡	₡	...Arkham Horror: The Card Game . Pack it in, everyone. Game's dead.

EASE!



...from page 175 (Resolution 1).

Nothing is left of Blackwater now. The quarantine is broken. The anomaly cannot be contained. First it will spread throughout the countryside, devouring all in its path. Soon all of Massachusetts will be devoured. Then the entirety of New England. It has burrowed beneath the ground and cannot be stopped even by the oceans. No continent is safe. Every living organism on the planet will be devoured. And then, so too will the Earth.



...but that won't be the end.

Not even the void of space can stop the creature's growth. In time, it will continue to expand and devour until there is nothing left but the cold emptiness of space and the blob that ate everything.

» In your Campaign Log, record that *Subject 8L-08 devoured the entire universe.*

» The investigators lose the campaign.

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# THE END

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...from page 175 (Resolution 2).

Incident Report: 8L-08, continued  
 Wednesday, 07/11/1928  
 Blackwater, MA

0742 hours - Contact made with [REDACTED] subject. Subject [REDACTED] meteor; researchers are unsure whether meteor served as an avenue for [REDACTED] or as some kind of [REDACTED]. Initiated immediate emergency response procedures. At roughly 0500 hours, subject was eliminated by third party. As per operational protocol, samples have been collected and sent to [REDACTED] for further study. Agents are currently scrubbing remainder of subject's presence from quarantine zone. Strongly recommend immediate expunging of previous conflicting incident report.

Citizens of Blackwater have been informed [REDACTED] quarantine [REDACTED] contagion of airborne virus. Induced several infections [REDACTED]; medical teams en route to confirm.

Agents are attempting to meet with unlicensed combatants for debriefing. Due to sensitive nature of incident, recommend release followed by close observation. Story must be kept [REDACTED]  
 [REDACTED]

Destroy this incident report immediately.

Additional instructions to follow.

» In your Campaign Log, record that *the anomaly was contained*.

» For each of the following assets that are in play (Universal Solvent, Pet Oozeling, Mi-Go Weapon, and Lt. Wilson Stewart), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.

» Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 3 bonus experience as they have saved the fabric of existence.



» *If the sample was recovered,*

Go to page 198.

...from page 197 (Subject SU-Z1).

That's how it started. The oozeling seemed to be completely severed from the joint consciousness of the rest of Subject 8L-08's manifold offspring. Instead, it seems to have imprinted onto us. It does not devour on pure instinct, but rather, only when directed or fed. We have given the subject a new designation: SU-21.

It is a truly human thing to emotionally attach oneself to something so alien. But as SU-21 grew in size and adapted more and more human mannerisms, it seems to have attached itself to us, as well. It has started to mimic humanity at almost every level. It has changed its shape to that of a human being, right down to adopting the functions of some human organs. Some of the researchers have even begun affectionately calling it by the moniker "Suzi."

Thanks to Suzi's unique physiology, she is capable of speech and has even learned several languages. Unlike Subject 8L-08's other oozelings, Suzi can maintain physical contact with matter without immediately consuming it. That means she can wear clothing, hold and manipulate tools, nearly anything a human can do. Though she cannot truly pass for human, she has exhibited a clear desire to be a part of humanity.

We do not believe Suzi holds any ill will toward us. In fact, she seems to be quite affectionate toward most humans, though she can only come close to approximating human empathy. As such, we would be unwise to let our guard down entirely. Since she cannot truly empathize with other living organisms, there is risk in allowing Suzi to operate outside the confines of the QZ. If she turns on us—if her appetite becomes too much to control—she could pose as much danger as 8L-08 itself.

That said, we who have studied Suzi's capabilities and mannerisms vouch for her usefulness and her genuine desire to assist in any way. We believe Suzi can be a valuable asset for the Foundation, so long as she is closely observed.



### Subject SU-21

Subject SU-21, otherwise known as "Suzi," is a new neutral investigator for *Arkham Horror: The Card Game*. This investigator can be used in any campaign or standalone scenario, following the standard rules for choosing an investigator when creating a deck.

**Note:** When resolving Subject SU-21's Reality Acid weakness, use her Reality Acid reference card, not the Reality Acid table in this rulebook.



## OPTIONAL VARIANTS

Optional variants are alternate ways to play the stand-alone scenarios.



### THE BLOB THAT ATE EVERYTHING ELSE!

### INTERDIMENSIONAL HIVE MIND

As a variant rule, in *Epic Multiplayer Mode*, the event organizer may choose to allow the abilities of the Church, Water Tower, Abbatoir, and Old Burial Hill to also function in this way. If so, when an investigator activates one of these abilities, they may choose any group and treat all of that ability's effects as applying to that group's game state. (*Note: this only changes the text of the locations' effects, not their triggering conditions.*) If this variant is used, the event organizer should clearly indicate this before the scenario begins.

## DESIGN NOTES

### THE BLOB THAT ATE EVERYTHING ELSE

Hah! You thought I was done designing for Arkham, didn't you?

Okay, okay, starting now, I really am. Consider this my encore: a love letter to my favorite scenario, and to you, this game's wonderful fans. I honestly believe that *The Blob That Ate Everything* is the best “event” scenario we’ve ever made, so when I was given the opportunity to reinvigorate it with some new content, I was thrilled. I always leave ideas on the cutting room floor when designing scenarios, so it’s fun when I get the chance to return to some of those concepts. Having run this scenario numerous times at Gen Con and Arkham Nights as the event organizer, I also wanted to find a few ways to make that experience more engaging—not for future me, but for other players who want to organize blob events at home or at their friendly local gaming store.

We also wanted to find a way to make this experience a memorable set piece even for players who don’t get the chance to experience this scenario in epic multiplayer mode. The first thing that popped into my head was “we absolutely need to make a blob investigator.” We laughed the idea off like it was a funny joke for about fifteen seconds before realizing it was actually a great idea—which actually echoes the moment this entire scenario was conceived in the first place. And thus, “Suzi” was born.

We hope you enjoy this fun little callback to one of Arkham Horror: The Card Game’s most memorable scenarios, and look forward to what’s coming next. As you’ll soon know, Blackwater’s not the only spot where a meal is taking place.

— MJ Newman

## THE BLOB THAT ATE EVERYTHING ELSE!

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