THE BLOB THAT ATE EVERYTING

- » When gathering encounter sets, also gather the new sets included in this expansion: The Blob That Ate Everything Else and Mi-Go Incursion II. These sets are indicated by the following icons:
- » Set aside all cards from the Mi-Go Incursion II encounter set, out of play.
- When setting up the locations, 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. Arrange the locations as normal.
- » 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.

Reality Acid

- When resolving Reality Acid the order of the tokens pulled matters. Reveal each token one at a time. Find the first token revealed in the left column table, then find the second token revealed in the next column, 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.

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

	Token	
First	Second	Aspect of Reality Devoured
-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	۵	your curiosity. Until the end of the next mythos phase, set your base 🕏 to 0.
-1	8	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	ş	your doubt. Return this & token to the token pool, reveal another token to replace it, and consult the table again.
-1	Ş	1 or more tokens chosen by the event organizer.
-2	食	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 Φ 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	€Ŗ	the top 3 cards of your deck.
-2	۵	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	به	your doubt. Return this & token to the token pool, reveal another token to replace it, and consult the table again.
-2	Ş	a card chosen by the event organizer.
-3	食	your tangibility. Until the end of the round, you cannot physically interact with objects. (You may ask other players to move eards and tokens for you.)
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Creature assets, nor can you show anyone		1/5	
pictures of your pets.	•	-4/-3	Creature assets, nor can you show anyone
			pictures of your pets.



Chaos First	Token Second	Aspect of Reality Devoured
A	-6 to -8	each Science card you control and in
		your hand. each Cursed card in your hand.
A	\$	something weirdly specific chosen by the
۵	₽.	event organizer.
_		the concept of original ideation. Until
S.	*	the end of the round, you can only speak in memes.
S ⁴		each Blessed card you control.
	_	your discipline. Until the end of the
S.	0 / +1	round, you must commit every eligible card you can to each skill test you perform.
•	₽/4	your sense of urgency. Until the end of
		the round, you cannot move your potential. Until the end of the round,
8	₽/*	your skills cannot be increased.
<u>*</u>	-1 / -2	each Charm or Relic card in your hand.
N	-3 to -5	each Charm or Relic card you control.
	-6 to -8	each Spirit or Tactic card you control and in your hand.
M	5	each Cursed card you control.
84	€2	something metaphysical chosen by the
_	-	event organizer each card in your hand or in play that
*	*	has been signed by a current or former
•	7.3	employee of Fantasy Flight Games.
*		each Blessed card you use or play for the remainder of the round.
-		your sense of direction. Until the end of
*	0 / +1	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 Tool or Weapon card in your hand.
*	-3 to -5	each Tool or Weapon card you control.
		your sense of self. For the remainder of
*	-6 to -8	the round, you can only refer to yourself or your investigator in the third person.
*	57	each Cursed card you use or play for the
1.	41	remainder of the round.
*	₽.	something tangible chosen by the event organizer.
Ş	Any	the $ \mbox{\fontfamily} $ token just revealed.
£	齊	the 🆄 token just revealed.
		each � token in the chaos bag. At the
Ş		end of every round, Subject 8L-08 spits 1 of
		those tokens back into the token pool.
€2	+1	the +1 token just revealed.
£	0	the 0 token just revealed.
Ş ≥	₽/\$	your turn. Lose all of your actions for this round.
Ş₂.	₽/*	your patience. Place 1 doom on the
Ş	-1	current agenda. the –1 token just revealed.
*	-1	the -1 token just revealed the concept of success. The next time
€2	-2 / -3	an investigator would succeed at a skill
.Ar	2,-3	test by 2 or more, that investigator instead
	\vdash	automatically fails the concept of ease. Until the end of the
Ş	-4 / -5	game, flip the scenario reference card to its
		Hard/Expert side.
c.	-6 to -8	your favorite card that started this
E	-0 to -8	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
Ş	S	end of every round, Subject 8L-08 spits 1 of
		those tokens back into the token pool.
Ş ≥	₽.	Arkham Horror: The Card Game . Pack it in, everyone. Game's dead.
		in, cveryone. Game s dead.

Chaos First	Token Second	Aspect of Reality Devoured
-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 Talent, Connection, or Condition card in your hand.
-3	₽/*	and Talent Commention on Condition
-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 (after being played or used).
-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	'n	your doubt. Return this & token to the token pool, reveal another token to replace it, and consult the table again.
-3	E	something harmful chosen by the event organizer.
-4 / -5	*	your soul. Record in your Campaign Log that you have no soul.
-4 / -5		your faith. Return this \$\dip\$ token to the token pool, reveal another token to replace it, and consult the table again.
-4 / -5	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.
-4 / -5	₽/\$	your reflexes. Until the end of the next mythos phase, you cannot trigger a abilities.
-4 / -5	₽/₩	your boldness. Until the end of the next mythos phase, you cannot trigger 🚈 abilities.
-4 / -5	-1 / -2	1 countermeasure your initiative. Until the end of the next
-4 / -5	-3 to -5	mythos phase, you cannot trigger ≯ abilities.
-4 / -5	-6 to -8	your ability to correctly don clothing. For the remainder of the game, you have 1 fewer body slot.
-4 / -5	Şı	your doubt. Return this & token to the token pool, reveal another token to replace it, and consult the table again.
-4 / -5	Ş	something harmful chosen by the event organizer.
-6 to -8	N	any hope of rescue. Each investigator reveals cards from the top of their deck until they reveal an Ally asset. Each Ally asset revealed in this way is devoured. Shuffle each investigator's deck.
-6 to -8	\$	your faith. Return this � token to the token pool, reveal another token to replace it, and consult the table again.
-6 to -8	0 / +1	your house. Search the collection for Your House (Core #124); it is devoured.
1		

First	Token Second	Aspect of Reality Devoured
+1		your disfavor. Search your deck and discard pile for a Blessed card and add it to
		your hand.
+1	0/+1	your player reference card your ignorance. Discover 1 clue at
+1	₽/♠	your location.
+1	₽/₩	1 remaining health from the nearest enemy. (<i>Deal it 1 damage</i> .)
		friendships. Until the end of the round,
+1	-1 / -2	investigators cannot commit cards to each others' skill tests.
+1	-3 to -5	your caution. Resolve Reality Acid three more times, ignoring this result.
		your sense of humor. Until the end of
+1	-6 to -8	the next round, whenever you laugh, take 1 horror.
		your favor. Search your deck and
+1	\$	discard pile for a Cursed card and add it to your hand.
+1	Ş	something of absolutely no consequence
		chosen by the event organizer.
0	齊	absolutely nothing, for once danger. Until the end of the round,
0		actions you perform do not provoke attacks of
		opportunity. your next paycheck. Find each card
0	0/+1	in your hand that instructs you to gain
0	0	resources. Those cards are devoured 1 clues from your location.
		your voice. Until the end of the round,
0	₽.	you cannot speak, make noise, or play cards with quotes in the title.
		your group's food and drinks. They
0	4	cannot be consumed until your group has dealt at least 3 damage to Subject 8L-08.
		the concept of language. Until the end of
0	■ 🖍	the investigation phase, you can only speak in gibberish.
		light. Until the end of the round,
0	*	investigators must play with all nearby light
	Ů	sources turned off or covered (except for flashlights).
0	-1	itself, and then regurgitates itself. Deal 1
	70.5	damage to Subject 8L-08.
0	-2	the concept of compassion. Until the end of the round, investigators cannot heal one
		another. (They can still heal themselves.)
0	-3	all damage on each Manifold 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 mystery. Until the end of the round, play
0	'n	with the top card of your deck revealed.
0	Ø	something of little consequence chosen by the event organizer.
-1	會	your investigator mini card. (Use
		something else to mark your location.) your faith. Return this ♦ token to the
-1		token pool, reveal another token to replace
		it, and consult the table again. your ability to speak truthfully. Until
		the end of the round, you can only
-1	+1	speak falsehoods (unless speaking to the