

# THE BLOB THAT ATE EVERYTHING

ELSE!

» 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		Aspect of Reality Devoured
First	Second	
★	★	...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 (as if it were just revealed from the chaos bag).
★	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 (as if it were just revealed from the chaos bag).
★	👁	...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	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.)

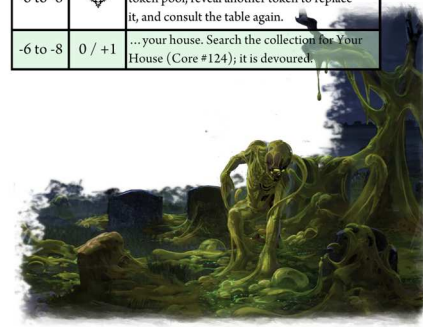


Chaos Token		Aspect of Reality Devoured
First	Second	
-6 to -8	☠ / ⚠	...the broken and injured. Find each asset you control with 1 or more damage on it. Those cards are devoured.
-6 to -8	☠ / 👉	...the splintered and fearful. Find each asset you control with 1 or more horror on it. Those cards are devoured.
-6 to -8	-1 / -2	...each Clothing or Armor card in your hand.
-6 to -8	-3 to -5	...each Clothing or Armor 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 Blessed 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.
☠	👉	...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 (including your investigator) is considered to be neutral.
☠	-6 to -8	...each exceptional card you control and in your hand.
☠	👉	...each Cursed card in your discard pile.
☠	👁	...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 Blessed card in your hand.
⚠	0 / +1	...your self-control. You must spend as many resources as possible this round.
⚠	☠	...the highest-cost Ally 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 Traits.
⚠	👉	...the concept of speed. Until the end of the round, investigators cannot gain or take additional actions.
⚠	-1	...each Spell or Ritual card in your hand.
⚠	-2 / -3	...each Spell or Ritual card you control
⚠	-4 / -5	...your love of animals. Until the end of the current round, you cannot play or use Creature 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.
	-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.
		... <i>Arkham Horror: The Card Game</i> . Pack it in, everyone. Game's dead.

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 you <i>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.
-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  abilities.
-4 / -5	/	... your boldness. Until the end of the next mythos phase, you cannot trigger  abilities.
-4 / -5	-1 / -2	... 1 countermeasure.
-4 / -5	-3 to -5	... your initiative. Until the end of the next 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		... your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-4 / -5		... something harmful chosen by the event organizer.
-6 to -8		... 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.
-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.



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).

