



The Card Files: Travel to & From Exotic Locations

by Guy Hail

Each Exotic Location will be addressed in turn, followed by a explanation of the means to arrive at and to leave from that Location. The Locations are listed alphabetically. This essay is complete for all Exotic Locations and all means of travel and all means of changing a player's Current Location through the New AEon edition of Mythos.

All Exotic Locations require some special procedure before playing that Location. In the New AEon rulesbook, page 36, the general rule for travel to and travel from Exotic Locations is given: *You must Travel Through Space, Travel Underwater, or travel as otherwise indicated in the Special Effect Box both to and from an Exotic Location. Some Exotic Locations have other special requirements which must be met before they can be played.* This rule means you must.

- Travel in Space to or from Space Locations
 - Celaeno
 - Cykranosh
 - DBZ Spacelab
 - Far Side of the Moon
 - Tycho Base
 - Yuggoth
- Travel Underwater both to and from underwater Locations
 - Lost Temple of Atlantis
 - Y'ha-Nthlei
- Travel by Air both to and from Locations whose Special Effect Box specifies Travel by Air
 - Castle of the Great Ones on Kadath
- Walk both to and from Locations whose Special Effect Box specifies that you must walk
 - N'Kai
 - Splendid Cathuria
- Travel to or from an Island by those means permissible for Island travel
 - R'lyeh

General Notes on Travel to and from Exotic Locations

The general notes on travel which follow are applicable to all Exotic Locations.

Subtleties

There is a difference between *Walking* and *as if Walking*. For both a Location card is played sideways across your Story Deck, then on a later turn rotated right-side-up. Unless a the Special Effect Box of an Artifact or of a Location permits it, Walking is forbidden as a means to play Exotic Locations or to leave an Exotic Location. Those Artifacts, Events, or Spells that use the phrase *as if Walking* are not forbidden by the rules that forbid Walking.

A *Travel Requirement* requires that a specific card or type of card must be your Current Location before the Exotic Location may be played. In most cases, this is a Travel Event. (Recall that a Travel Event becomes your Current Location when it is the top card of your Story Deck; pages 27-28 of the New AEon rulesbook.). For some Exotic Locations, the Travel requirement is Location card, for examples see Splendid Cathuria and N'Kai. A *Special Requirement* is a requirement for a card or cards to be in play, for examples see R'lyeh and Castle of the Great Ones on Kadath.

In general *Transdimensional Travel* does not circumvent Travel Requirements for going to Exotic Locations. It never circumvents Special Requirements. Only Travel Events that specifically allow travel to Exotics may be used. A few of these (Cats of Ulthar, The White Ship) may ignore Travel requirements due to their special effect boxes.

When leaving an Exotic Location, the Travel Requirements for traveling from that Exotic Location are superceded by the Special Effect Box of the card used to Travel between Dimensions--due to the card conflict order.

becomes your Current Location. This is not travel. It is unaffected by all travel restrictions. Moving a card from your Story Deck to become your Current Location is playing the card. For this reason you must still meet special requirements.

Allies

At the Cavern of Flame, **Nasht & Kamen-Thah** may not be used to play an Exotic Location.

Artifacts

When there is a conflict between two card's special effect boxes, the last card played or used as a player's action takes precedence. You may use **Silver Key** to travel from an Exotic Location to a Location in another Dimension. Silver Key requires the use of a Gate, so if you've used the Exotic Location's gate to play a Monster, you may not use Silver Key. Some Exotic Locations have multi-use gates, however. Silver Key prohibits walking to Exotic Locations. You may use **Time Machine** to walk from an Exotic Location to a Location in another dimension. The Time Machine prohibits walking to Exotic Locations. These two Artifacts are exceptions to the rules that forbid Walking *from* because they require transdimensional travel.

Unless otherwise forbidden, the **Sphere of Nath** may be used to remove an Exotic Location from atop your Story Deck. You may not play the Sphere of Nath on yourself. See page 32 of the New AEon rulesbook for the consequences of having your Current Location buried or discarded.

You may bury **Carter's Clock** to re-play any Location buried in your Story Deck. Carter's Clock may be used to leave and to arrive at an Exotic Location. See page 37 of the New AEon rulesbook for how to move a Location from your Story Deck to become your Current Location. When you're moving a card from your story deck and putting it back into play, you're playing it anew. Because of this, Carter's Clock has some restrictions on which Exotic Locations may be played. See [Castle of the Great Ones on Kadath](#) and [R'lyeh](#). Other than these two, any Exotic Location may be played without restriction. Playing an Exotic Location by burying Carter's Clock does not cost Sanity, as explained in the Special Effect Box of the Carter's Clock card. The **Zanthu Tables: A Conjectural Translation** does not forbid your use of Carter's Clock because of the phrase *may not be used against you* found in its Special Effect Box.

Events

You may travel to or travel from an Exotic Location by play of **The Cat Chieftan & The Cats of Ulthar** combination. You may travel to or travel from an Exotic Location by play of **The Captain of the White Ship & The White Ship** combination. The Cats of Ulthar may be played only when your Current Location is in the Dreamlands. The White Ship may be played in any Dimension. These two Travel Events override the normal Travel Requirements for an Exotic Location (see *transdimensional travel*, above for why). They do not override the Special Requirements for an Exotic Location.

Without the Captain of the White Ship in play, the White Ship is a Travel by Sea Event. When the White Ship is played in combination with a Dreamer Ally, you may travel between Dimensions. Its destination, even with a Dreamer Ally, must be Water Location reachable by a Travel by Sea Event. Of all the Exotic Locations only R'lyeh may be reached by a Travel by Sea Event. See [R'lyeh](#).

Although they aren't Travel, some cards may change the top card or Current Location of your Story Deck. Exotic Locations are not affected by Events or Spells that directly affect your Current Location or the Top Card of your Story Deck (page 32 of the New AEon rulesbook). The **Cthulhu Rising** Event may not remove an Exotic Location from the top of your Story Deck. Neither may the **Earthquake** Event.

Rude Awakening is not an Event that directly affects the top card of your Story Deck. You may not play Rude Awakening on yourself. When Rude Awakening is played on you, you may play a Waking World Location as your next Location. Any Waking World Location that does not have Travel Restrictions may be played. Special Requirements must also be met. In effect, the only Exotic Location that may be played when you are rudely awakened is R'lyeh (due to the fact that it is an Island, and thus only forbids certain types of Travel, including walking and Travel by Air), and then only if you have all three pieces of the R'lyeh disk in play. Rude Awakening may be played only on an opponent in the Dreamlands. See [R'lyeh](#).

Locations

The Wreck of the Hellene may not be used to play Exotic Locations. The **Basalt Pillars of the West** may be used to play Dreamlands-Dimension Exotic Locations with the Space attribute; see [Cykranosh](#), [Far Side of the Moon](#), and [Yuggoth](#).

Monsters

When **Hastur** is in play, all Locations are treated as if they belong to same Region. Hastur does not create a single "Hasturian" region, nor does it change the Region of every Location into Lovecraft Country, New AEon, The Underworld, etc. The effects of Hastur are limited to the dimension you're in. The effects are not limited to the dimension the player of Hastur is in.

Hill Location, may walk to any Waking World Location that does not have travel restrictions or special restrictions.

No Investigator may use Hastur's presence to walk from one dimension to another. Hastur does not change how to travel between dimensions. Hastur does not remove any requirements for travel to or travel from a specific Location. While Hastur is in play, the region of an Exotic Location remains Exotic, the subregion remains Exotic, the Special Effect Box is unchanged, and the Dimension is unchanged. If an Exotic Location is an Island, the restrictions on Travel to Islands are still in effect. If an Exotic Location requires Travel by Air, then to travel to or from that Exotic Location still requires a Travel by Air card. Hastur will not help you travel to Exotic Locations because most Exotic Locations have travel requirements or special requirements that must be met before the Exotic Location may be played. These requirements are in the Special Effect Box of the Exotic Location and are unaffected by Hastur.

An Aside: What Hastur is Good For

After all that, you're probably asking when Hastur's Special Effect is useful. *All Locations are treated as if they belong to same Region* primarily affects the play of Allies, Travel Events, and Events and Spells which affect the play of Allies and Travel Events. For example, the Spell Keeness of Two Alike allows play of an Ally from the same Region. While Hastur is in play, an Ally from any Region in the same Dimension as your Current Location can be played by casting Keeness of Two Alike. While Hastur is in play, you may walk between Locations in different Regions, for example from Sarkomand to the Cavern of Deeper Slumber. Hastur will prevent the play of Travel Events that require play of a new Location in a different region, for example, Ship of Clouds or Titanic.

When **Yog-Sothoth** is in play, all Locations in all Dimensions are treated as if they belong to the same Region. Yog-Sothoth does not create a single "Yog-Sothothian" region, nor does it change the Region of every Location into Lovecraft Country, New AEon, The Underworld, etc. Yog-Sothoth does not remove travel or special requirements for the play of any Location. When Yog-Sothoth is in play, Investigators may walk to Locations in different dimensions. Yog-Sothoth does not remove any requirements for travel to or travel from a specific Location.

Spells

The **Fly** Spell may not be used to travel to an Exotic Location with one exception. The Fly Spell is not Travel by Air, Travel Underwater, Travel in Space, Travel by Sea, or Travel Underground or any other specific means of travel. It may not be used to travel to or travel from an Exotic Location which requires a specific means of travel. Of the Exotic Locations, R'lyeh alone, because it uses the Island travel rules, may be traveled to and traveled from by use of the Fly Spell.

Exotic Locations are not affected by Events or Spells that directly affect your Current Location or the Top Card of your Story Deck (page 32 of the New AEon rulesbook). Your opponents may not remove an Exotic Location from on top of your Story Deck, whether it is sideways or right-side-up by casting the **Green Mist of Doom** or **Wave of Oblivion** Spell.

Create Time Warp does not directly affect the Top Card or Current Location of your Story Deck. It may be used to re-play any buried Location. Create Time Warp may be used to leave and to arrive at an Exotic Location. See page 37 of the New AEon rulesbook for how to move a Location from your Story Deck to become your Current Location. This card has some restrictions on which Exotic Locations may be played. See Castle of the Great Ones on Kadath and R'lyeh for those restrictions. Otherwise, any Exotic Location may be played from your Story Deck by Create Time Warp. Playing an Exotic Location by casting Create Time Warp costs Sanity for the costing of the Spell but does not cost Sanity for re-playing the buried Location. Spells may be cast at no Sanity cost by a variety of means: when Nyarlathotep is play, when cast by an Ally, when cast from an Artifact, etc.

Should an opponent cast **The Vortex of Far Journeying** upon you, when you turn over the top card of your Mythos Deck, if that card is an Exotic Location, it becomes your Current Location. The placement of an Exotic Location atop your Story Deck by the Vortex of Far Journeying is not affected by Travel Requirements or Special Requirements. You must pay the Sanity cost (or delight in the Sanity gain) for any Location played by the Vortex of Far Journeying.

Monatomic Translocation is transdimensional travel. It does not directly affect the top card of your Story Deck. It may be used to leave an Exotic Location. The Special Effect Box of Monatomic Translocation forbids play of Exotic Locations. **Gate of Oneirology** may not be used to play an Exotic Location. It may be used to leave an Exotic Location.

Tomes

The **Necronomicon, Dreamlands Edition** permits your Investigator to Walk between Waking World Locations and Dreamlands Locations as if two Locations were in the same Region. It does not alter the travel restrictions or special restrictions for travelling to or from a Location. Unlike other methods of travelling between dimensions, the Necronomicon, Dreamlands Edition does not have the *except Exotic* restriction. However, no Exotic Locations in the Dreamlands permit an Investigator to Walk to them except Splendid Cathuria, which may be Walked to only from Basalt Pillars of the West. Every Exotic Location in the Waking World has travel restrictions that the phrase *as if they were in the same region* does not over-ride. The Necronomicon, Dreamlands Edition may not be used to Walk to or from any New AEon Dimension Location. See N'Kai.

Castle of the Great Ones on Kadath

Title: Castle of the Great Ones on Kadath

Attributes: Artifact, City, Gate, Palace, Tome

Region & Subregion: Exotic

Public Attributes: Outside

Sanity: -2

Dimension: Dreamlands

Unique: No

Edition: Dreamlands

Special Effect Box: *There must be a Star Event in play to play this card. You must travel by Air to reach Castle of the Great Ones on Kadath and Travel by Air to leave it. While this is your Current Location, all Spells cost no Sanity for your Investigator to cast.*

Castle of the Great Ones on Kadath does not specify who must have played the Star Event. Unlike the play of Great Old Ones and Outer Gods, to fulfill the Star requirement for Castle of the Great Ones on Kadath, the Star Event may have been played by any Player, and it must still be in play when you play Castle of the Great Ones on Kadath card. *Mythos* Star Events are: Aldebaran Moves in the Sky, Algol, Cthulhu For President, Nemesis, Polaris, Sirius, and The Stars are Right.

Artifacts

You may use **Anti-Gravity Harness** to travel from but not travel to Castle of the Great Ones on Kadath. With **Anti-Gravity Harness** you may walk to any non-Exotic Dreamlands Location or to any Exotic Dreamlands Space Location: Far Side of the Moon, Yuggoth, or Cykranosh. Unlike Silver Key, **Anti-Gravity Harness** is *as if Walking* and so may be used to travel to Islands.

Carter's Clock may be used to play Castle of the Great Ones on Kadath. When using Carter's Clock, Castle of the Great Ones on Kadath may not be played from your hand. It must be played from your Story Deck. When you're moving a card from your story deck and putting it back into play, you're playing it anew. Because of this, a Star Event must be in play when using Carter's Clock to play Castle of the Great Ones on Kadath from your Story Deck.

You may use Silver Key or Time Machine to leave Castle of the Great Ones on Kadath.

Events

Castle of the Great Ones on Kadath may be reached by Travel by Air Events which are playable in the Dreamlands. These Travel by Air Events are: **Closed-Cockpit Monoplane**, **Dirigible**, **Seaplane**, **Ship of Clouds**, and **Sky Galleon**. 747 or Helicopter cannot be used because they may be played only in the New AEon Dimension, and neither permits changing Dimension from New AEon to Dreamlands. You may not use **UFO** to travel to Castle of the Great Ones on Kadath because it is not a Space Location. You may not use UFO to travel from Castle because it is not a New AEon Location.

The sentence *There must be a Star Event in play to play this card* is a special restriction on play of Castle of the Great Ones on Kadath. This is not a travel requirement that some travel cards override. To travel to Castle of the Great Ones on Kadath by either The Captain of the White Ship & The White Ship combination or The Cat Chieftan & The Cats of Ulthar combination requires a Star Event in play. See The White Ship and the Cats of Ulthar for use of these cards to travel to or from Castle of the Great Ones on Kadath.

Rude Awakening requires an Investigator to leave Castle of the Great Ones on Kadath for a Waking World Location. This card does not directly affect the Top Card or Current Location of your Story Deck, so it may be played on you when your Current Location or Top Card is Castle of the Great Ones on Kadath.

Locations

You may not walk from Basalt Pillars of the West to Castle of the Great Ones on Kadath because it is not a Space Location.

Monsters

You may travel to or travel from Castle of the Great Ones on Kadath by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they are Travel by Air Events are: Byakhee (Limited Edition), Nightgaunts (Dreamlands Edition), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from Castle of the Great Ones on Kadath.

and putting it back into play, you're playing it new. Because of this, a Star Event must be in play when using Create Time Warp or Carter's Clock to play Castle of the Great Ones on Kadath from your Story Deck.

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Celaeno

Title: Celaeno (the card is misprinted Celeano)

Attributes: Gate, Library, Site, Space, Tome

Region & Subregion: Exotic

Public Attributes: Inside

Sanity: -2

Dimension: Waking World

Unique: Yes

Edition: Limited Edition Cthulhu Rising

Special Effect Box: *Beginning each Turn, you must be able to Survive in Space or lose 5 points of Sanity. **Celaeno** is not affected by Events or Spells that directly affect the top Location card of your Story Deck. May use this Gate more than once, but must pay this card's Santiy cost for each subsequent Gate use.*

Artifacts

You may use **Anti-Gravity Harness** to travel to and travel from Celaeno. You may use [Silver Key](#) or [Time Machine](#) to leave Celaeno. [Carter's Clock](#) may be used to play Celaeno from your Story Deck, or play another Location atop Celaeno.

Events

Celaeno may be reached by Travel by Space Events which are playable in the Waking World. There are no such Events. **Shuttle Icarus** is a New AEon Event. **UFO** may be used to travel to Celaeno from a New AEon Location. See [The White Ship](#) and the Cats of [Ulthar](#) for use of these cards to travel to or from Celaeno.

Locations

You may not Walk from Basalt Pillars of the West to the Celaeno because it is not a Dreamlands Location. Silver Key may not be used to change dimensions at Basalt Pillars of the West then walk to Celaeno because it may not be used to Walk to Exotic Locations. You may walk to Celaeno from any Great Library of the Dreamlands Location. Celaeno does not permit you to walk from Celaeno to any Great Library of the Dreamlands Location. By Walking from a Great Library of the Dreamlands Location to Celaeno, your Investigator has moved from the Dreamlands to the Waking World. The Investigator will need the Silver Key or other means to return to the Dreamlands.

Monsters

You may travel to or travel from Celaeno by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from Celaeno.

Spells

You may use [Create Time Warp](#) to arrive at or leave Celaeno.

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30 captures

9 Mar 2001 - 13 Dec 2013

Attributes: Artifact, Country, Gate, Space, Tome, Underground

Region & Subregion: Exotic

Public Attributes: Water, Outside

Sanity: -2

Dimension: see Special Effect Box

Unique: No

Edition: New AEon

Special Effect Box: Saturn. *May play this card in any Dimension; assumes the Dimension Indicator of previous Current Location. Beginning each Turn you must be able to survive in Space or lose 5 points of Sanity. Increase the value of your **Formless Spawn** by one point. This card also fulfills the **Blackout** requirement for playing **Tsathoggua**.*

Artifacts

You may use **Anti-Gravity Harness** to travel to and travel from Cykranosh. You may use Silver Key or Time Machine to leave Cykranosh. Carter's Clock may be used to play Cykranosh from your Story Deck. When Carter's Clock is used to play Cykranosh from your Story Deck, Cykranosh adopts the Dimension of the prior Location atop your Story Deck. It does not recover its former Dimension. Carter's Clock may be used play another Location over Cykranosh.

Events

Any Travel in Space Event that is legal to play at your Current Location may be used to travel to Cykranosh. In the Dreamlands, this Event is the **Sky Galleon**. In the New AEon these Events are **Shuttle Icarus** and **UFO**. Once played, Cykranosh acquires the Dimensional indicator of your previous Current Location. When a travel event is played atop your Story Deck, it becomes your Current Location. Cykranosh assumes the dimensional indicator of the travel event used to reach Cykranosh.

When using the Alternative First Card rule (page 57 of the New AEon rulesbook), you may begin play of a game of *Mythos* with a card other than a Location. If the first card you play is a Sky Galleon, and it is used to travel to Cykranosh, then Cykranosh becomes a Dreamlands Location. If the first card you play is Shuttle Icarus, and it is used to travel to Cykranosh, then Cykranosh becomes a New AEon Location.

See The White Ship and the Cats of Ulthar for use of these cards to travel to or from Cykranosh.

When Cykranosh is a Dreamlands Location, Rude Awakening requires an Investigator to leave Cykranosh for a Waking World Location. This card does not directly affect the Top Card or Current Location of your Story Deck, so it may be played on you when your Current Location or Top Card is Cykranosh.

Locations

The Special Effect Box of Basalt Pillars of the West overrides the normal Island travel restrictions printed in the rulesbook. You may Walk from Basalt Pillars of the West to the Cykranosh. Cykranosh then becomes a Dreamlands Location.

Monsters

You may travel to or travel from Cykranosh by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from the Cykranosh.

Spells

You may use Create Time Warp to arrive at or leave Cykranosh. When Create Time Warp is used to play Cykranosh from your Story Deck, Cykranosh adopts the Dimension of the prior Location atop your Story Deck. It does not recover its former Dimension.

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DBZ Spacelab

30 captures

9 Mar 2001 - 13 Dec 2013

Sanity: -2

Dimension: New AEon

Unique: No

Edition: New AEon

Special Effect Box: Space Station. *Your Investigator automatically survives in Space at this Location. You may play this card immediately after playing **Shuttle Icarus**. You may Walk to **Tycho Base**.*

Artifacts

You may use **Anti-Gravity Harness** to travel to and travel from DBZ Spacelab. You may use Silver Key or Time Machine to leave DBZ Spacelab. Carter's Clock may be used to play DBZ Spacelab from your Story Deck or play another Location atop DBZ Spacelab.

Events

You may travel to DBZ Spacelab with any Travel in Space Event playable in the New AEon Dimension. These Events are **Shuttle Icarus** and **UFO**. See The White Ship and the Cats of Ulthar for use of these cards to travel to or from DBZ Spacelab.

Locations

The Special Effect Box of Basalt Pillars of the West permits Walking to any Space Location, but does not permit changing your Dimension. You *may not* Walk to DBZ Spacelab from Basalt Pillars of the West. You may not combine Basalt Pillars of the West with Silver Key to Walk to DBZ Spacelab. Silver Key would be played (used as your action) after play of Basalt Pillars of the West. Its Special Effect Box would supersede the Special Effect Box of Basalt Pillars of the West. Silver Key may not be used to Walk to Exotic Locations.

You may walk to Tycho Base from DBZ Spacelab (and vice-versa).

Monsters

You may travel to or travel from DBZ Spacelab by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from DBZ Spacelab.

Spells

You may use Create Time Warp to arrive at or leave DBZ Spacelab.

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Far Side of the Moon

Title: Far Side of the Moon

Attributes: Artifact, Gate, Space, Site, Tome

Region & Subregion: Exotic

Public Attributes: Inside

Sanity: -2

Dimension: Dreamlands

Unique: No

Edition: Dreamlands

Special Effect Box: *Beginning each Turn, you must be able to Survive in Space or lose 5 points of Sanity. You may reuse this Gate. For each Turn that you remain here you may Bury one Star Event. You must Travel by Air to Leave this Location.*

Artifacts

Events

Far Side of the Moon may be traveled to by Travel in Space Events which are playable in the Dreamlands. There is only one of these, **Sky Galleon**, whose Special Effect Box permits Travel in Space. You may use **UFO** to travel to Far Side of the Moon from a New AEon Location.

You must travel from Far Side of the Moon by Travel by Air Events which are playable in the Dreamlands. These Travel by Air Events are: **Closed-Cockpit Monoplane**, **Dirigible**, **Seaplane**, **Ship of Clouds**, and **Sky Galleon**. 747 or Helicopter cannot be used because they may be played only in the New AEon Dimension, and neither permits changing Dimension from New AEon to Dreamlands. You may not use Closed-Cockpit Monoplane, Dirigible, Seaplane, or Ship of Clouds to travel to Far Side of the Moon because these Travel Events do not permit travel to Space Locations. You may not use UFO to travel from Far Side of the Moon because it is not a New AEon Location. See [The White Ship and the Cats of Ulthar](#) for use of these cards to travel to or from Far Side of the Moon.

[Rude Awakening](#) requires an Investigator to leave Far Side of the Moon for a Waking World Location. This card does not directly affect the Top Card or Current Location of your Story Deck, so it may be played on you when your Current Location or Top Card is Far Side of the Moon.

Locations

You may Walk from Basalt Pillars of the West to Far Side of the Moon.

Monsters

You may travel to, but not from, Far Side of the Moon by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition).

You may travel from, but not to, Far Side of the Moon by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they are Travel by Air Events are: Byakhee (Limited Edition), Nightgaunts (Dreamlands Edition), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition).

Spells

You may use [Create Time Warp](#) to arrive at or leave Far Side of the Moon.

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Lost Temple of Atlantis

Title: Lost Temple of Atlantis

Attributes: Gate, Site, Tome, Underwater

Region & Subregion: Exotic

Public Attributes: Forest, Outside, Water

Sanity: -2

Dimension: Waking World

Unique: Yes

Edition: Limited Edition Cthulhu Rising

Special Effect Box: *Beginning each turn, your Investigator must be able to breathe Underwater or lose 5 points of Sanity. **The Lost Temple** is not affected by Events or Spells that directly affect the top Location of your Story Deck. May use this Gate more than once, but must pay the card's Sanity cost for each subsequent use.*

Atlantis. Only one Travel Underwater Event exists, **U-Boat**. No Monsters may be used to Travel Underwater. No Ally, Artifact, or Spell can be used as a Travel Underwater Event. The only other means to travel to and from Lost Temple of Atlantis are The White Ship and the Cats of Ulthar. Both Carter's Clock and Create Time Warp may be used to play and to bury Lost Temple of Atlantis.

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N'Kai

Title: N'kai

Attributes: Artifact, Country, Gate, Tome, Underground

Region & Subregion: Exotic

Public Attributes: Outside

Sanity: -2

Dimension: Waking World

Unique: Yes

Edition: Mythos Standard Game Set

Special Effect Box: *You may play this card only if your Current Location is Underground. You must Walk out of N'kai. While at N'kai, all Monsters in your Threat function as if it is Night.*

There is a [Card File for N'kai](#) written by Shannon Appel. Most of the information here on N'kai is taken from that card file.

Because N'Kai is in the Country, you must walk to it. You can't use a Car, Train, or other mode of transportation because of the stipulation *You may play this card only if your Current Location is Underground*. When you play a Travel Event, it goes to the top of your deck, and becomes your Current Location. Thus, by the time you're ready to play N'Kai (even if you just played a Car), your Current Location is not Underground, and thus the play is illegal.

Note that N'Kai places no stipulations on where you must exit to. You must walk, but can go to any subregion or region in your current Dimension. The Location you're walking to doesn't even have to be Underground. You could enter N'Kai from Pickman's Apartment, and exit to The Office of Dr. Freud. This, of course, doesn't override regular restrictions on Locations (for example, you couldn't exit to Celaeno, which requires you to Travel through Space, or to any Island).

Artifacts

You may use [Silver Key](#) or [Time Machine](#) to leave N'kai. [Carter's Clock](#) may be used to play N'Kai from your Story Deck or play another Location atop N'Kai.

Events

See [The White Ship and the Cats of Ulthar](#) for use of these cards to travel to or from N'Kai. No other Events may be used to Travel to N'kai.

Monsters

You may not use any Monsters to travel to or from N'kai. No Monster has the Underground Attribute. A **Dhole** may not be used to Travel to N'kai.. When you play a Dhole as a Travel Underground Event, it is placed on the top of your deck, and becomes your Current Location. Thus, by the time you're ready to play N'Kai, your Current Location is not Underground, and thus the play is illegal.

Tomes

The **Necronomicon, Dreamlands Edition** permits your Investigator to Walk between Waking World Locations and Dreamlands Locations as if two Locations were in the same Region. N'kai requires an Investigator to Walk to it from an underground Location.

The Necronomicon, Dreamlands Edition permits you to walk from any underground Dreamlands Location to N'kai, a Waking World Location. There are many underground Dreamlands Locations: Cavern of Flame, City of Gugs, Crag of Ghouls, Great Abyss, Peaks of Thok, Tower of Koth, Vale of Pnoth, and Vaults of Zin.

The Necronomicon, Dreamlands Edition permits you to walk from N'kai to any non-Exotic Location in the Dreamlands. This, of course, doesn't override regular restrictions on Locations (for example, you couldn't exit to Serranian, because it is an Island).

R'lyeh

Title: R'lyeh

Attributes: Gate, Island, Tome

Region & Subregion: Exotic

Public Attributes: Cemetery, Forest, Outside, Water

Sanity: -2

Unique: Yes

Dimension: Waking World

Edition: Limited Edition Cthulhu Rising

Special Effect Box: *You can only play this card if your Investigator has all three pieces of the R'lyeh Disk. You must use a Travel by Sea card to get to this Location. May use the Gate more than once, but must pay this card's Sanity cost for each subsequent Gate use.*

Errata: R'lyeh is an Island. The sentence *You must use a travel by Sea card to get to this Location* has been changed to conform to the the Travel to Islands rule on page 35 of the New AEon rulesbook: *Islands are special Locations found within Regions. You can not **Walk** or use **Travel by Land** or **Travel by Air** cards to go to, from, or between Islands unless the Special Effect says otherwise.*

R'lyeh is the only Exotic Location that follows the Island travel rule. Instead of requiring a special means to travel to and travel from R'lyeh, three means are forbidden. All other travel cards are acceptable cards subject to their own restrictions.

R'lyeh has a special requirement before it may be played: your Investigator must have *in play* (not in your Story Deck, or in your Mythos Deck, and not in your Hand) all three pieces of the R'lyeh disk before R'lyeh may be played. The requirement for all three pieces of the R'lyeh disk **is not a travel requirement** that some travel cards override. By itself, neither The White Ship or the Cats of Ulthar permits play of R'lyeh. To travel to R'lyeh by The White Ship or the Cats of Ulthar requires your Investigator have in play all three pieces of the R'lyeh disk.

Artifacts

Carter's Clock may be used to play R'lyeh. When using Carter's Clock, R'lyeh may not be played from your hand. It must be played from your Story Deck. When you're moving a card from your story deck and putting it back into play, you're playing it anew. Because of this, the three peices of the R'lyeh must be in play when using Carter's Clock to play R'lyeh from your Story Deck. You may leave R'lyeh by burying Carter's Clock to play a former Location. You may use Silver Key or Time Machine to leave R'lyeh.

Events

You may use a Waking World Travel by Sea Event to travel between R'lyeh and a Waking World Location. These Events are: **Mauritania**, **Titanic**, **Tramp Steamer**, and **The White Ship**. If a Dreamer Ally is in play when you play The White Ship, you may travel to R'lyeh from a Dreamlands or New AEon Location, or you may travel from R'lyeh to a Water Location in the Dreamlands dimension or in the New AEon dimension. You may use a **U-Boat** to travel to R'lyeh. A U-Boat is Travel Underwater, which is not forbidden by the Island travel rule. You may not travel to R'lyeh from a New AEon Location by **UFO**. UFO requires the destination be a Space Location. R'lyeh is not a Space Location. See The White Ship and the Cats of Ulthar for use of these cards to travel to or from Celaeno.

Locations

You may play R'lyeh right-side-up on your Story Deck if your Current Location is Splendid Cathuria. This play, which uses Splendid Cathuria's Special Effect Box, is not forbidden by the Island travel rule. The three pieces of the R'lyeh disk are still required.

Monsters

You may use a **Dhole** to travel from R'lyeh. A Dhole requires the destination be Underground. Travel Underground is not forbidden by the Island travel rule. The Dhole card requires no specific attributes for your Current Location. You may not use a **Dhole** to travel to R'lyeh. A Dhole requires the destination be underground. R'lyeh is not Underground.

You may use a **Shantaks** (Limited Edition) to travel to or travel from R'lyeh. The Shantak may be used as a Travel by Sea Event. Travel by Sea is not forbidden by the Island travel rule. The three pieces of the R'lyeh disk are still required.

The Island travel rule forbids use of any Monster whose Special Effect Box indicates it is solely a Travel by Air Event. You may not travel to or travel from R'lyeh by use of these Monsters.

is played from your Story Deck. When you're moving a card from your story deck and putting it back into play, you're playing a new. Because of this, the three peices of the R'lyeh must be in play when using Create Time Warp to play R'lyeh from your Story Deck.

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Splendid Cathuria

Title: Splendid Cathuria

Attributes: Artifact, Country, Site, Tome

Region & Subregion: Exotic

Public Attributes: Forest, Outside, Water

Sanity: -2

Unique: No

Dimension: Dreamlands

Edition: Limited Edition Dreamlands

Special Effect Box: *Spend a turn in **Splendid Cathuria** to gain 1 Sanity point. You must play a Waking World Location right-side-up on top of your Story Deck as your next Location.*

You may use Splendid Cathuria's Special Effect Box to play a Waking World Location. You may play a Waking World island when leaving Splendid Cathuria. The play of a Waking World Location required by the Special Effect Box of Splendid Cathuria is not walking, and therefore it is permissible to play an island right-side-up on your Story Deck.

Artifacts

[Carter's Clock](#) may be used to play Splendid Cathuria from your Story Deck or play another Location atop Splendid Cathuria. You may not use [Silver Key](#) to leave Splendid Cathuria: it has no Gate. You may use [Time Machine](#) to leave and may walk to a Location in any Dimension.

Events

When leaving Splendid Cathuria, its Special Effect Box prohibits play of all Travel cards except two. Once played atop your Story Deck, a travel card becomes your Current Location. Splendid Cathuria's Special Effect Box requires that your next card be a Waking World Location. There are no Travel Events with a Waking World Dimension symbol, so none are permitted. See [The White Ship and the Cats of Ulthar](#) for use of these cards to travel to or from Splendid Cathuria.

[Rude Awakening](#) requires an Investigator to leave Splendid Cathuria for a Waking World Location. This card does not directly affect the Top Card or Current Location of your Story Deck, so it may be played on you when your Current Location or Top Card is Splendid Cathuria.

Locations

You may walk to Splendid Cathuria from Basalt Pillars of the West. The Special Effect Box of Basalt Pillars of the West overrides the normal Island travel restrictions printed in the rulesbook.

Monsters

You may not use any Monsters to travel to or from Splendid Cathuria.

Spells

You may use [Create Time Warp](#) to arrive at or leave Splendid Cathuria.

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Attributes: City, Gate, Space, Tome, University
Region & Subregion: Exotic
Public Attributes: Inside
Sanity: -2
Dimension: New AEon
Unique: No
Edition: New AEon

Special Effect Box: Space Station. *Your Investigator automatically survives in Space at this Location. For each Turn spent on **Tycho Base** doing nothing else, gain 1 Sanity point. You may Walk to **DBZ Spacelab**.*

Artifacts

You may use **Anti-Gravity Harness** to travel to and travel from Tycho Base. You may use [Silver Key](#) or [Time Machine](#) to leave Tycho Base. [Carter's Clock](#) may be used to play Tycho Base from your Story Deck or play another Location atop Tycho Base.

Events

You may travel to Tycho Base by any Travel in Space Event playable in the New AEon Dimension. These Events are **Shuttle Icarus** and **UFO**. See [The White Ship and the Cats of Ulthar](#) for use of these cards to travel to or from Tycho Base.

Locations

You *may not* Walk to Tycho Base from Basalt Pillars of the West. The Special Effect Box of Basalt Pillars of the West permits Walking to any Space Location, but does not permit changing your Dimension. You may not combine Basalt Pillars of the West with Silver Key to Walk to Tycho Base. Silver Key would be played (used as your action) after play of Basalt Pillars of the West. Its Special Effect Box would supersede the Special Effect Box of Basalt Pillars of the West. Silver Key may not be used to Walk to Exotic Locations.

You may walk to Tycho Base from DBZ Spacelab (and vice-versa).

Monsters

You may travel to or travel from Tycho Base by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from Tycho Base.

Spells

You may use [Create Time Warp](#) to arrive at or leave Tycho Base.

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Y'ha-Nthlei

Title: Y'ha-Nthlei
Attributes: Gate, Site, Underwater
Region & Subregion: Exotic
Public Attributes: Forest, Inside, Water
Sanity: -2
Unique: Yes
Dimension: Waking World
Edition: Limited Edition Cthulhu Rising

Special Effect Box: *Beginning each turn, your Investigator must be able to breathe Underwater or lose 5 points of Sanity. **Y'ha-Nthlei** is not affected by Events or Spells that directly affect the top Location of your Story Deck. May use this Gate more than once, but must pay the*

Artifacts

Carter's Clock may be used to play Y'ha-Nthlei from your Story Deck or play another Location atop Y'ha-Nthlei. You may use Silver Key or Time Machine to leave Y'ha-Nthlei.

Events

You must Travel Underwater to and from Y'ha-Nthlei. Only one Travel Underwater Event exists, **U-Boat**. No Monsters may be used to Travel Underwater. No Ally, Artifact, or Spell can be used as a Travel Underwater Event. See The White Ship and the Cats of Ulthar for use of these cards to travel to or from Y'ha-Nthlei.

Locations

You may walk to Y'ha-Nthlei from Devil Reef. You may not walk to Devil Reef from Y'ha-Nthlei.

Spells

You may use Create Time Warp to arrive at or leave Y'ha-Nthlei.

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Yuggoth

Title: Yuggoth

Attributes: Artifact, Country, Gate, Library, Space, Tome

Region & Subregion: Exotic

Public Attributes: Cemetery, Outside

Sanity: -2

Dimension: see Special Effect Box.

Unique: No

Edition: New AEon

Special Effect Box: Pluto. *May play this card in any Dimension; assumes the Dimension Indicator of previous Current Location. Beginning each Turn you must be able to survive in Space or lose 5 points of Sanity. For each Turn spent on **Yuggoth** doing nothing else, may draw two cards from your Mythos Deck.*

Artifacts

You may use **Anti-Gravity Harness** to travel to and travel from Yuggoth. You may use Silver Key or Time Machine to leave Yuggoth. Carter's Clock may be used to play Yuggoth from your Story Deck. When Carter's Clock is used to play Yuggoth from your Story Deck, Yuggoth adopts the Dimension of the prior Location atop your Story Deck. It does not recover its former Dimension. You may bury Carter's Clock to play a former Location when you are at Yuggoth.

Events

Any Travel in Space Event that is legal to play at your Current Location may be used to travel to Yuggoth. In the Dreamlands, this Event is the **Sky Galleon**. In the New AEon these Events are **Shuttle Icarus** and **UFO**. Once played, Yuggoth acquires the Dimensional indicator of your previous Current Location. When a travel event is played atop your Story Deck, it becomes your Current Location. Yuggoth assumes the dimensional indicator of the travel event used to reach Yuggoth.

When using the Alternative First Card rule (page 57 of the New AEon rulesbook), you may begin play of a game of *Mythos* with a card other than a Location. If the first card you play is a Sky Galleon, and it is used to travel to Yuggoth, then Yuggoth becomes a Dreamlands Location. If the first card you play is Shuttle Icarus, and it is used to travel to Yuggoth, then Yuggoth becomes a New AEon Location.

See The White Ship and the Cats of Ulthar for use of these cards to travel to or from Yuggoth.

Locations

You may Walk from Basalt Pillars of the West to Yuggoth. Yuggoth then becomes a Dreamlands Location. The Special Effect Box of Basalt Pillars of the West overrides the normal Island travel restrictions printed in the rulesbook.

Monsters

You may travel to or travel from Yuggoth by using the Special Effect Box of some Monsters. These Monsters may be used with the sub-type specific Summon & Control Spell (for example, Angles of Tagh Clatur) or by the Song of the Stellar Larvae, which is **not** a Summon spell but does permit use of a Monster's travel abilities. The Monsters whose Special Effect Box states that they may be used to Travel to a Space Location are: Byhakee (Limited Edition), Larvae of the Other Gods, First Stage (New AEon), Shantaks (Limited Edition), and Shantaks (Dreamlands Edition). No other Monsters may be used to travel to or travel from the Yuggoth.

Spells

You may use Create Time Warp to arrive at or leave Yuggoth. When Create Time Warp is used to play Yuggoth from your Story Deck, Yuggoth adopts the Dimension of the prior Location atop your Story Deck. It does not recover its former Dimension.

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