

Creating a Mythos Deck in Lackey

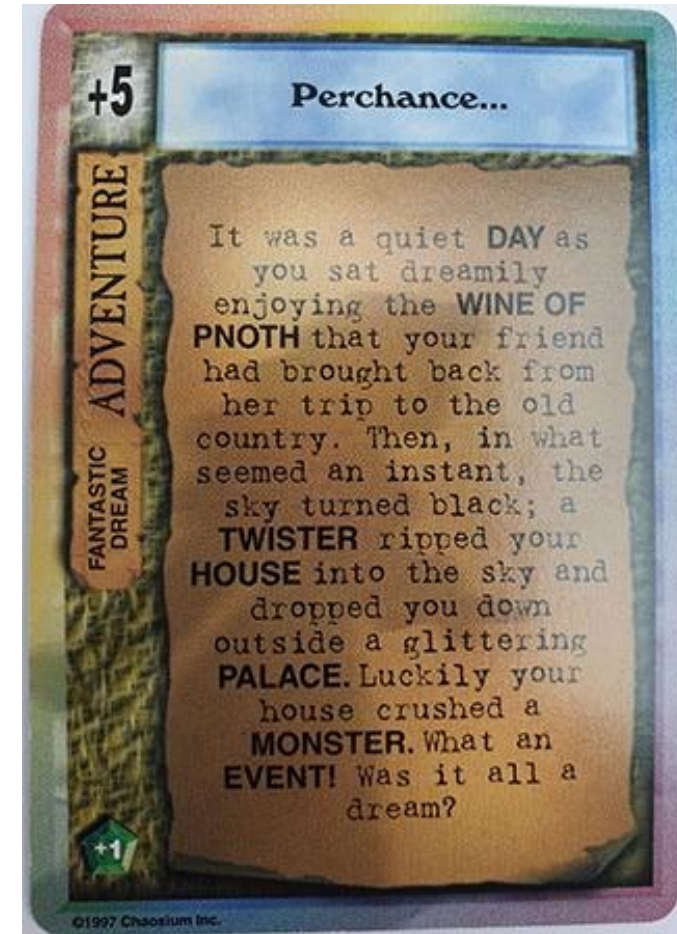
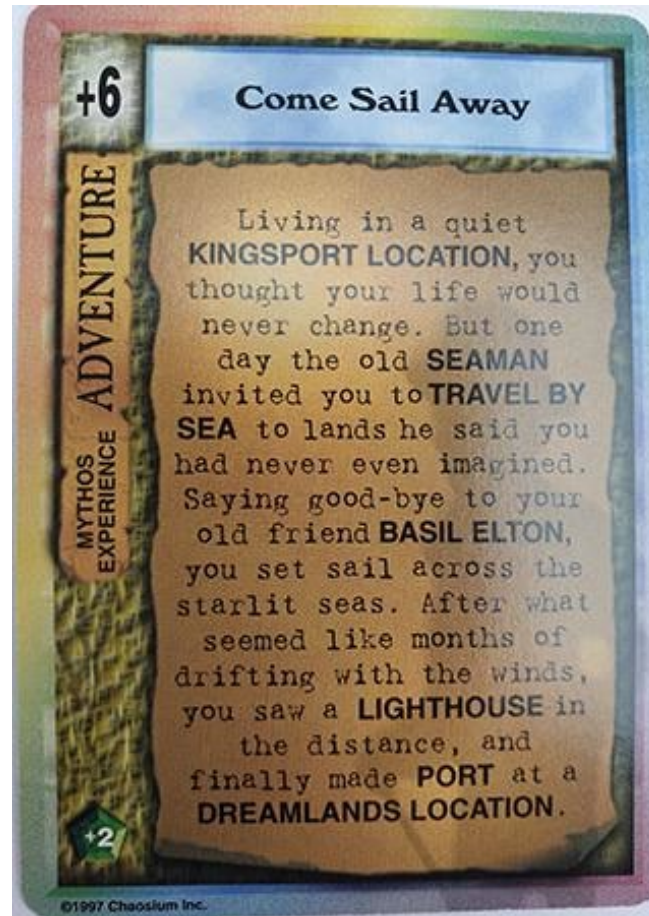
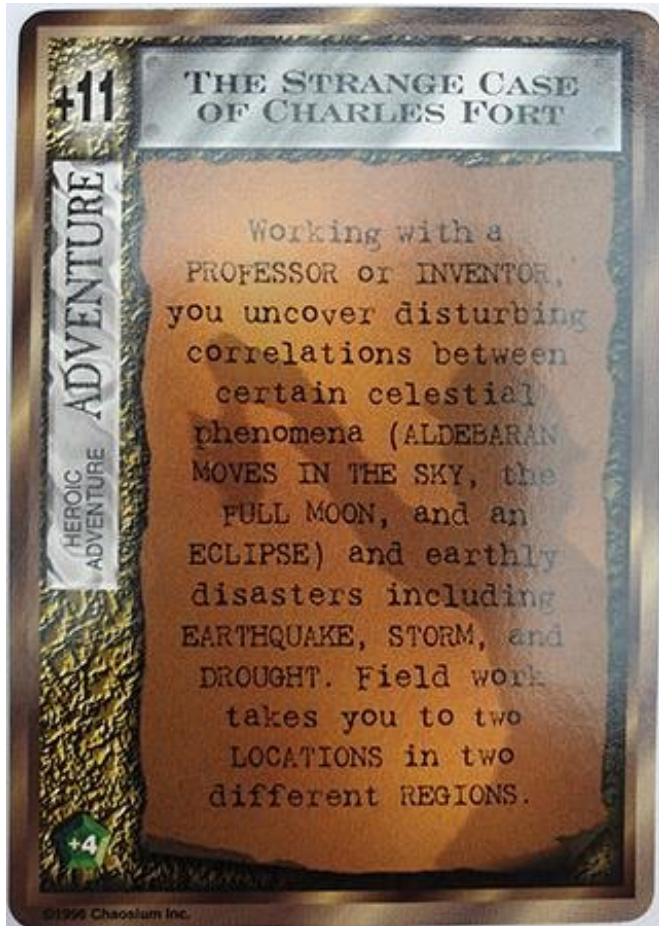
Objectives

1. Create a blank deck
2. Add an investigator
3. Search for Cards and add to deck
4. Filter Cards and add to deck
5. Complex Filter add to deck
6. Save Deck
7. Load deck ready for play

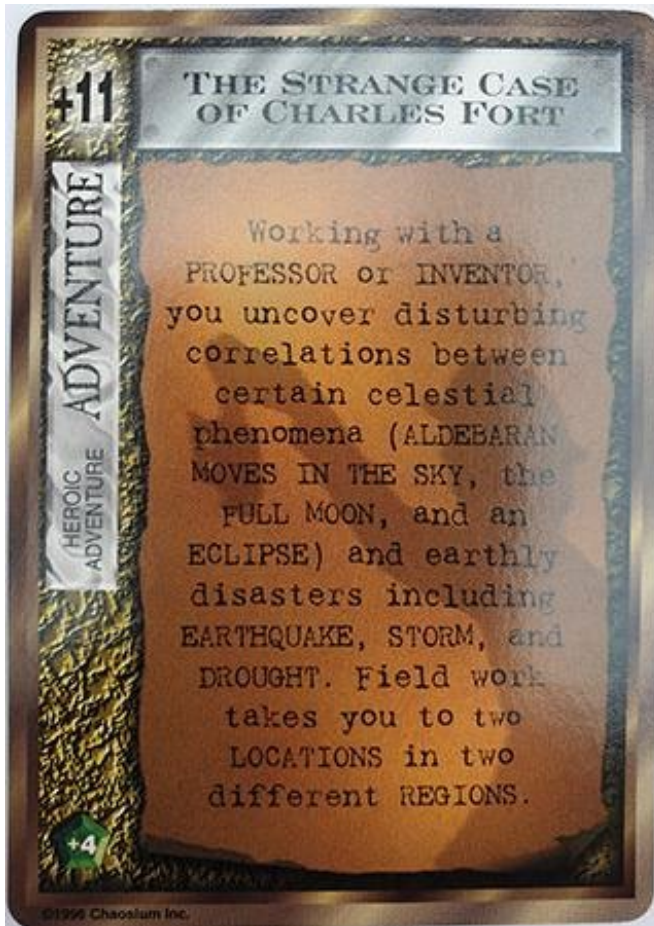
The set up

- Use a predefined set of adventures to demonstrate deck creation in LackeyCCG
- Deck Blatantly taken from <http://www.yxklyx.com/thecolosseum/Mythos/CedricsGuide/mythintr.htm>
- Uses a Kingsport/Dreamland deck

Adventures for 20 Points



The Strange Case of Charles Fort Requirements



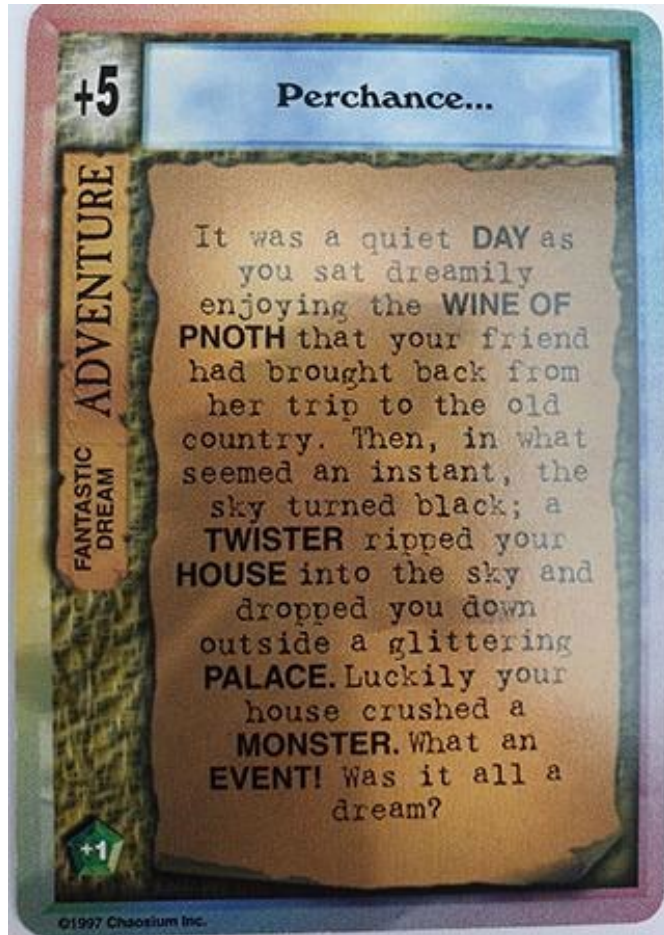
- Professor or Inventor:
- Aldeberan Moves in the Sky
- Full Moon: Full Moon
- Eclipse: Earthquake
- Storm:
- Drought:
- Two Locations in different Regions:

Come Sail Away Requirements



- Kingsport Location:
- **Seaman:** The Captain of the White Ship, Any Water (x2). Optionally, the Terrible Old Man, Kingsport, and Ibbix, Celephais
- **Travel by Sea:** The White Ship, Event (x2 or more)
- **Basil Elton:** Basil Elton, Kingsport (x2)
- **Lighthouse:** North Point Lighthouse, Kingsport (x2)
- **Port:** The Harbor of Celephais, Celephais (x2). The Waking World has no Ports(!)
- **Dreamlands Location:**
- Other Cards
 - The Silver Key, Artifact: This Artifact allows you to travel across dimensions.
 - Gate of Oneirology, Spell, Diamond icon: This Spell allows you to travel across dimensions.

Perchance Requirements



- Day:
- Wine of Pnoth:
- Twister:
- House:
- Palace:
- Monster:
- Event:

Adventure synergy

The Strange Case of Charles Fort calls for two Locations in different Regions -- and that includes those in different dimensions! The two Regions are Kingsport, in the Waking World, and Celephais, in the Dreamlands. Celephais is one of the only Dreamlands Cities with Locations featuring either the Artifact or Tome Attribute.

N'Kai makes a special appearance, since it qualifies as a Region and is easily accessed from Kingsport (to reach N'Kai, your current Location must be Underground; Kingsport has the highest "density" of Underground Locations).

Come Sail Away overlaps with Strange Case in that both can use Locations et al. in Kingsport and Celephais.

Perchance is another Adventure in this deck. It requires both a House and a Palace; although a Palace can only be found in the Dreamlands, Kingsport and Celephais have House Locations.

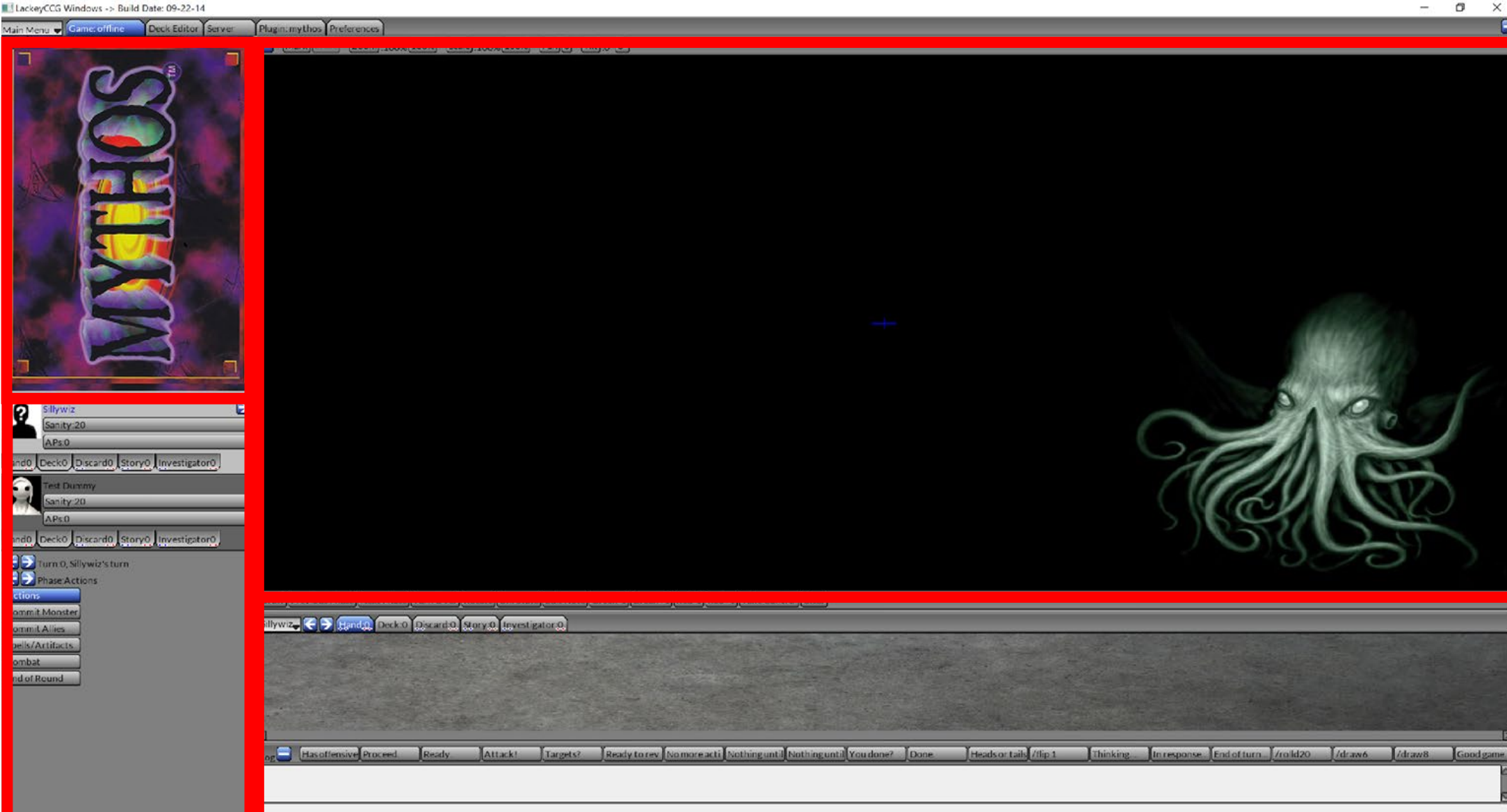
Lackey Outline

Card Play Area

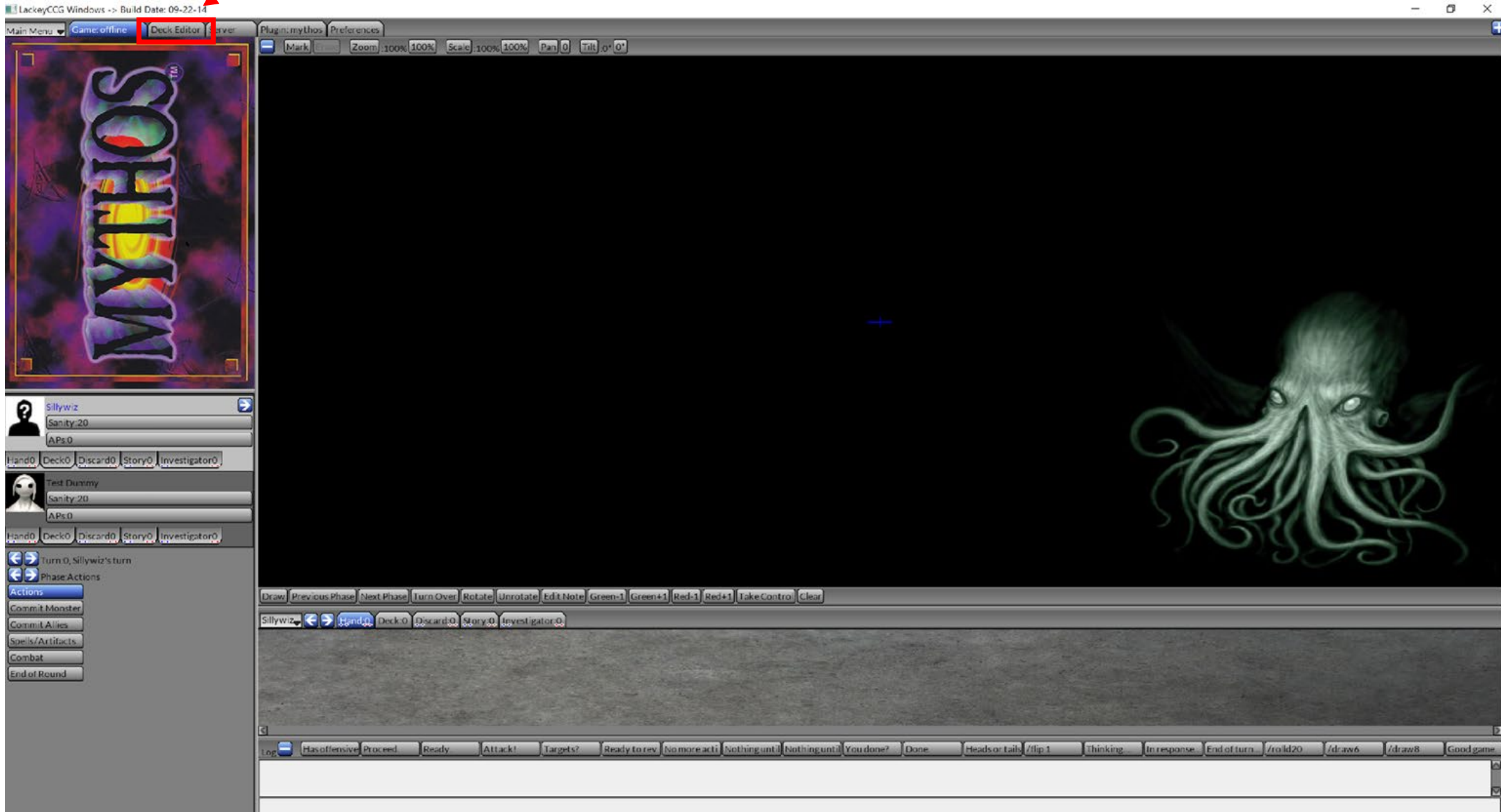
Card Image/
Description

Players &
Turn
Information

Card/Deck
Area



To Create a deck, Select the Deck Editor Tab



Step 1: Creating a new Deck

Deck Content

Card
Image

Card
Database
Filters

LackeyCGG Windows -> Build Date: 09-22-14

Main Menu | Game offline | Deck Editor | Server | Plugins/Mythos | Preferences

new Deck | Open Recent | Kingsport | Browse | Paste

Deck 1 | Investigator: 0 | Deck name: |

#	Name	Set	Type	Attributes	Lang	Val	San	Ua	DL	Regio	City	Gr	Sp	Tr	ML	Ma	Text
1	Come Sail Away	D	Adventu	Mythos Experienc	6	2											"Living in a quiet KINGSPO

+1 +3 +10 -1 -ALL Combine reprints View Filed Savedeck Export as txt Copy Load entire deck to you

Quick Search: |

Name	Set	Type	Attributes	Lang	Val	San	Ua	DL	Regio	City	Gr	Sp	Tr	ML	Ma	Text
"Ashes, Ashes Aza	NA	Adventu	Heroic Adventure	Engl	7	3										"MONSTERS (two) have over run the city. Through the sight of your WEAPON you see a BUSINESS and MUSEUM lying in RUINS, and an Army TANK lies broken and useless. You're on your own. You grab the Joins with Weapons at Artifact Locations
"Delta Green, Alph	NA	Ally	Steadfast Soldier	Engl	3	-1			N	New	Wa					
"Eltdown Shards,	B1	Tome	Eye	Engl	1	-1										
"INTERPOL Headq	NA	Location	"Inside, Artifact, To		-1				N	New	Ro					May play any Police Detective or Corrupt Ally from the New Aeon at this Location. Your Police Detective and Private Eye allies add 1 point to their card value when this is your Current Location.
"Nameless Cults, B	Ltd	Tome	Folk	Engl	2	-1										
"Nameless Cults,	B1	Tome	Eye	Engl	1	-1										
"Necronomicon, D	Ltd	Tome	"Cthulhu, Eye"	Engl	1	-1										
"Necronomicon, D	DL	Tome	"Dream, Eye, Yellow	Glyp	4	-1										
"Ponape Scripture	Ltd	Tome	"Folk, Water"	Engl	1	-1										
"Promises, Promis	NA	Adventu	Corrupt Adventure		6	2										
"R'lyeh Disk, Left P	B2	Artifact			-1	Y										
"R'lyeh Disk, Right	B2	Artifact			-1	Y										
"R'lyeh Disk, Top F	B2	Artifact			-1	Y										
"30/06 Bold-Actio	Std-	Artifact	Weapon		3											
"32 Revolver	Std-	Artifact	Weapon		2	1										
197 E. Pickman Str	Ltd	Location	"Water, Inside, Artif		-1					Love	Ark					
747	NA	Event	Travel by Air		1				N							
A Day In The Life	B1	Adventu	Mythos Experience		8	2										
A Heroic Rescue	Ltd	Adventu	Mythos Experience		7	3										
A Lender Be	DL	Adventu	Fantastic Dream		5	2										
A Midsummer Nig	DL	Adventu	Mythos Experience		8	2										
Abdul Alhazrad	B4	Ally	Corrupt Cultist	Arab	3	-2	Y	P		Midd						
Abigail Winthrop	Ltd	Ally	Steadfast Wife	Engl	2					Love	Inns					
Accourentments of	DL	Artifact			-1											
Acid Rain	NA	Event							N							
Acrophobia	B3	Event	Phobia													

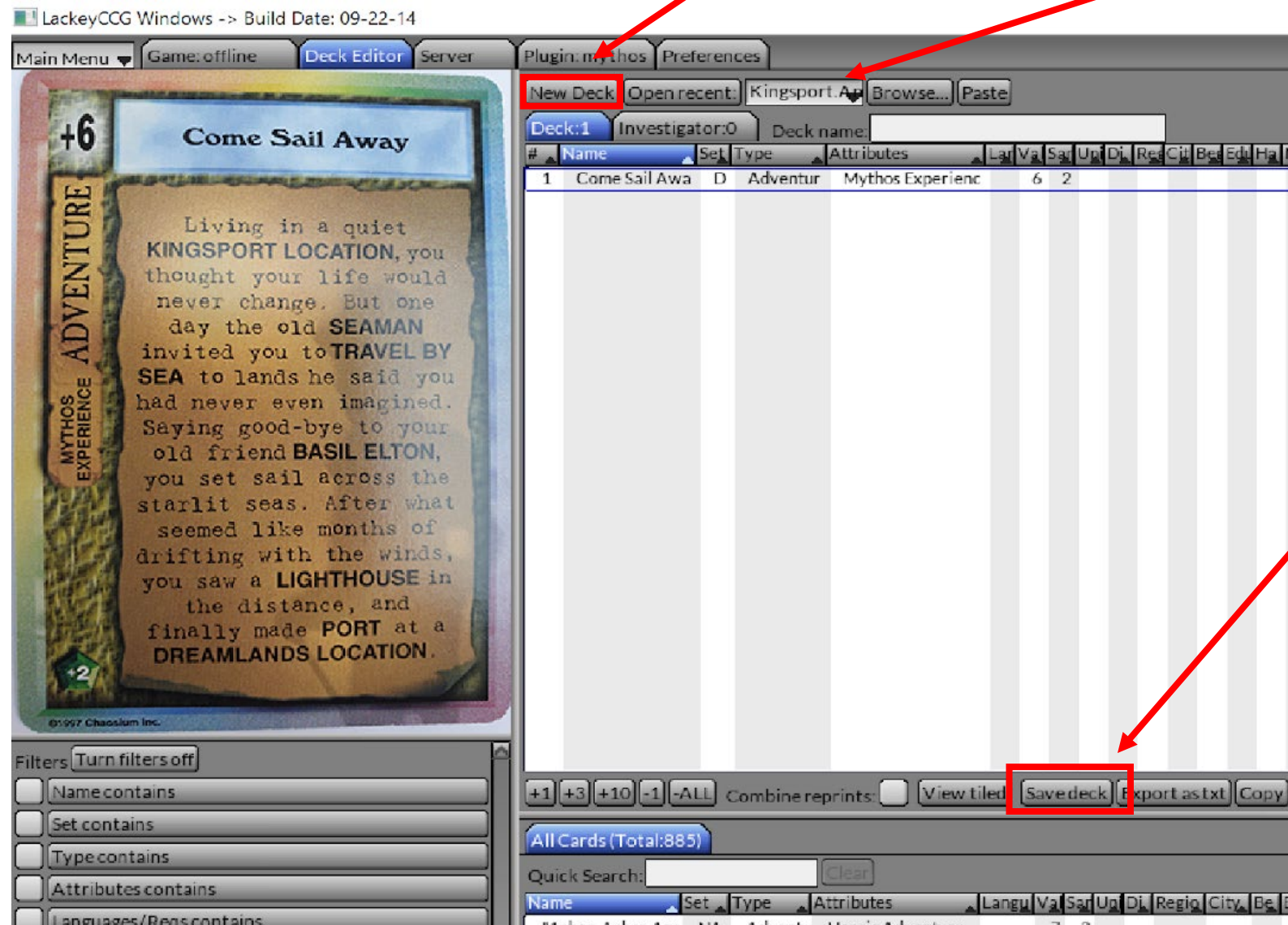
Ignoring doubles: View Filed

Card Database/Information

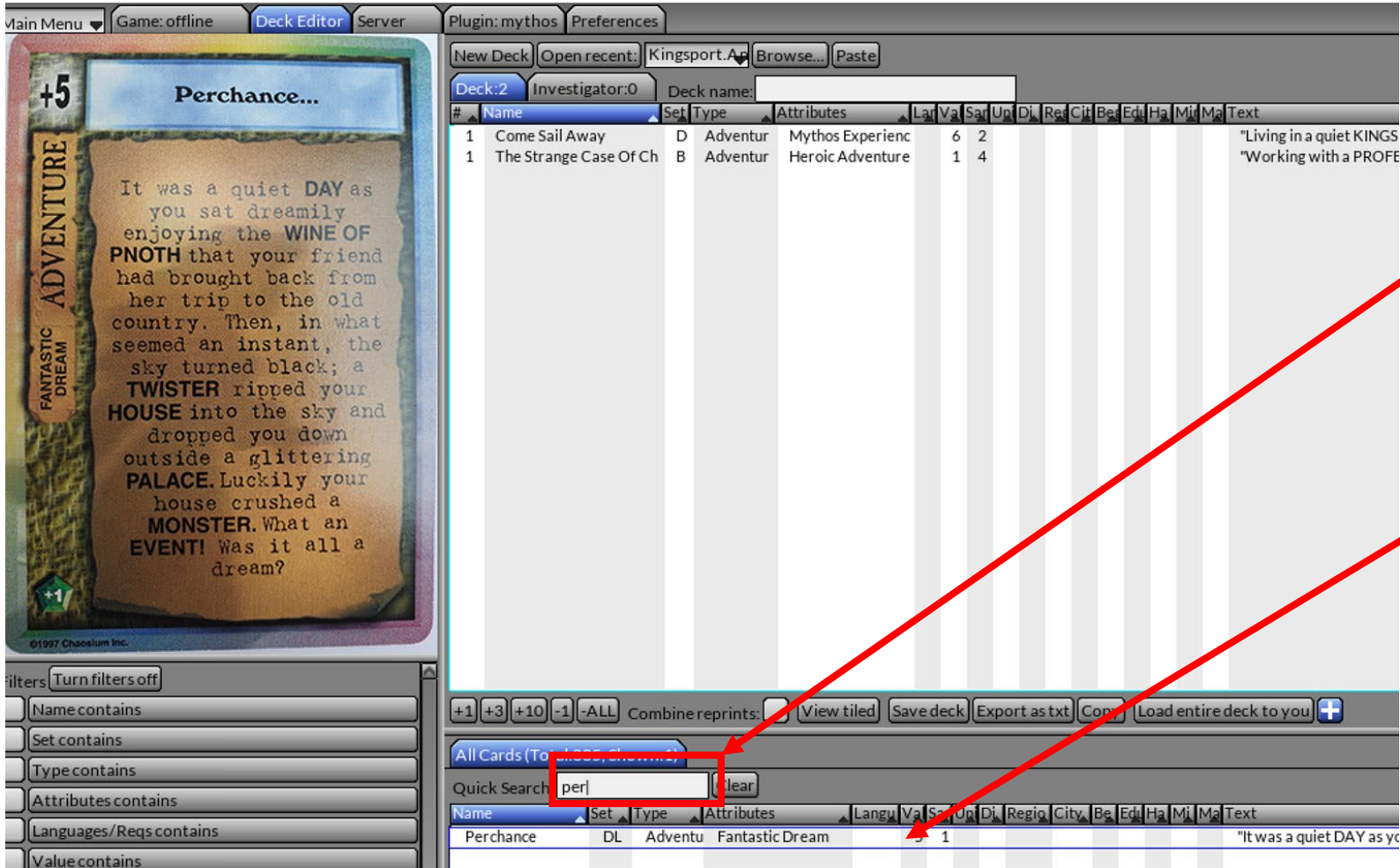
1). Click New Deck

2). Give the Deck a name. I've called mine "Kingsport.And.Back.Again"

3). Click Save Deck (So we don't lose anything, believe me I have lost a lot of details as Lackey **DOES NOT** automatically save deck lists



Simple Card Searching



Lackey Searches are very powerful

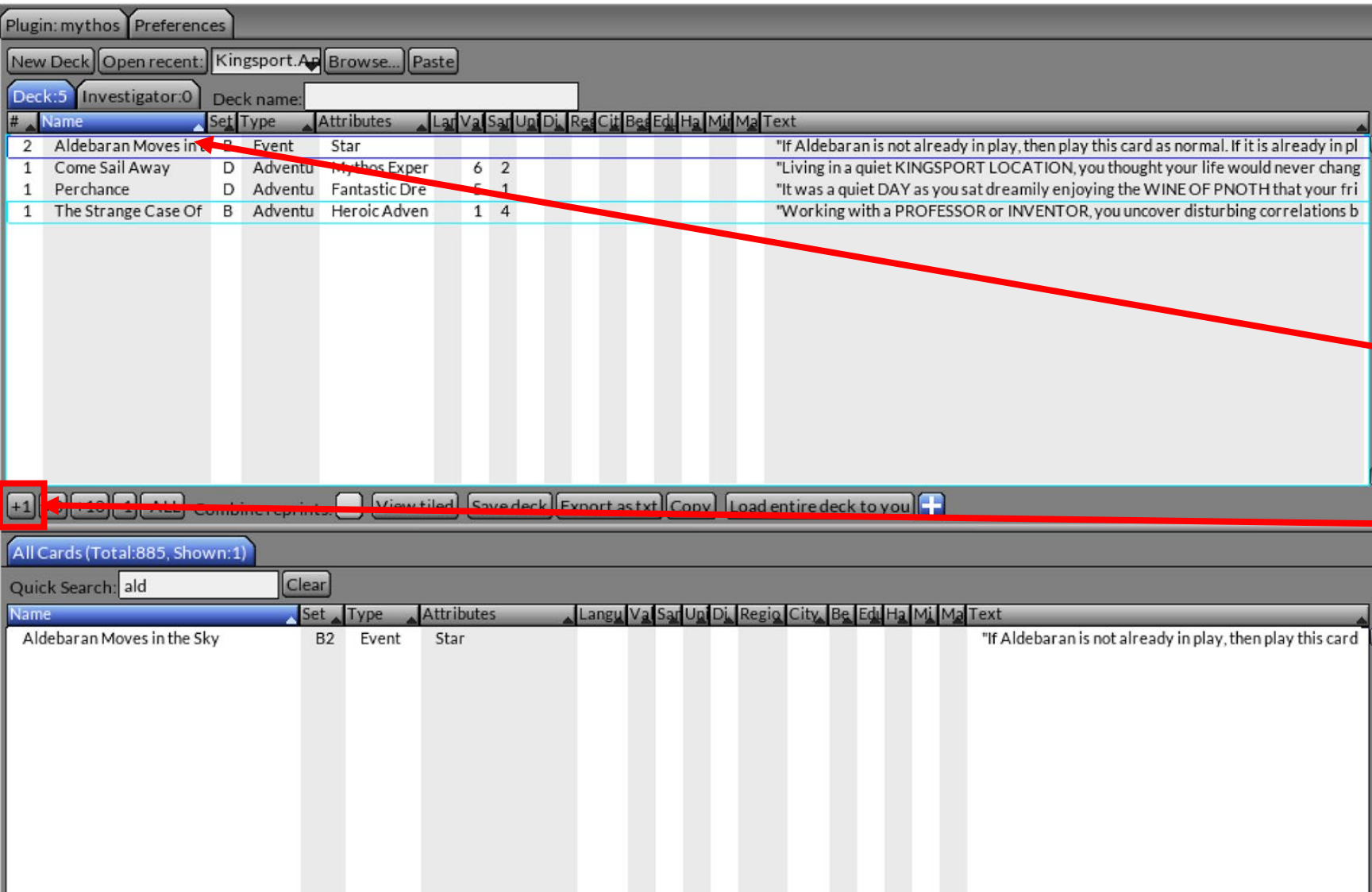
Firstly we will use the simple search option to find the cards we want.

4). In the quick search box type "per" to find the Perchance Adventure.

5). Double click the database entry for the card and one copy should be added to the deck list

6). Repeat using 'Come' and 'The Str' to find our other two adventures and add one of each to the deck (Note this brings up more than one card and you have to select the right one)

Adding multiple copies



7). Aldebaran Moves in the Sky is an essential card for the Charles Fort Adventure. Search for it and add one copy to the deck

8). Select the Card in the Deck list

9). Select the +1 button to add a second copy.

Note you can add and remove using the numbered options.

- All removes all copies from the deck file

Exercise 1

- Use the quick search to add two more copies of the following events that are essential for the Strange Case of Charles Fort Adventure
 - Full Moon:
 - Eclipse of the Sun
 - Earthquake
 - Drought
- Your Deck list should look like this



The screenshot shows the 'mythos' plugin interface with a 'Preferences' tab. The main window displays a deck editor for 'Kingsport Adventure'. The deck name is 'Kingsport Adventure' and the investigator is '0'. The deck list is as follows:

#	Name	Set	Type	Attribute	Lar	Va	Sar	Un	Di
2	Aldebaran Move	B2	Event	Star					
1	Come Sail Away	D	Advent	Mythos		6	2		
2	Drought	Lt	Event						
2	Earthquake	Lt	Event				-1		
2	Eclipse of the Sun	Lt	Event	Day					
2	Full Moon	Lt	Event	Night					
1	Perchance	D	Advent	Fantasti		5	1		
1	The Strange Cas	B2	Advent	Heroic		1	4		

Sorting the Deck

- Our deck list is looking a little messy in alphabetical order as the events are intermixed with the adventures
- 10). Click the 'Type' header to organise our deck by card type.

[illegible]

Whipping up a Storm

- We need two more cards to complete the Charles Fort Adventure requirements, a Storm and Professor or Inventor.
- 11). Select 'Clear' to empty the quick search

The screenshot shows the 'mythos' plugin interface. At the top, there are tabs for 'Plugin: mythos' and 'Preferences'. Below these are buttons for 'New Deck', 'Open recent:', 'Kingsport.A...', 'Browse...', and 'Paste'. A section shows 'Deck: 13', 'Investigator: 0', and a 'Deck name:' field. Below this is a table of cards in the deck.

#	Name	Set	Type	Attribute	Lar	Val	Sar	Un	Di	Re	Cit	Be	Ed
1	Come Sail Away	D	Advent	Mythos		6	2						
1	Perchance	D	Advent	Fantasti		5	1						
1	The Strange Cas	B2	Advent	Heroic		1	4						
2	Aldebaran Move	B2	Event	Star									
2	Drought	Lt	Event										
2	Earthquake	Lt	Event				-1						
2	Eclipse of the Su	Lt	Event	Day									
2	Full Moon	Lt	Event	Night									

Below the table are buttons for '+1', '+3', '+10', '-1', and '-ALL', along with a 'Combine reprints:' checkbox, 'View tiled', 'Save deck', and 'Exp' buttons. A section shows 'All Cards (Total: 355, Shown: 1)'. Below this is a 'Quick Search:' field containing 'Dro' and a 'Clear' button. A red arrow points from the text 'Select 'Clear' to empty the quick search' to the 'Clear' button. Below the search bar is a table showing the search results.

Name	Set	Type	Attributes
Drought	Ltd	Event	

- 14). Repeat the Attribute search using the word 'Professor'
- Your results should look like the ones below
- William Channing Web looks like a good option for our professor as we can find him in Any City. Add x2 to the deck.

All Cards (Total:885, Shown:7)											
Quick Search: <input type="text"/>		<input type="button" value="Clear"/>									
Name	Set	Type	Attributes	Languages/Reqs	Value	Sa	Up	Di	Region	City	B
Albert N. Wilmarth	Ltd	Ally	Steadfast Professor	"English, Latin & Greek"	2				Lovecraft	Ark	
George Gammell Angel	B2	Ally	Steadfast Professor	"English, Glyph"	1				Lovecraft	Pro	
Henry Armitage	B1	Ally	Steadfast Professor	"English, Latin, French & German"	1		Y		Lovecraft	Ark	
Nathaniel Wingate Peaslee	B1	Ally	Steadfast Professor	"English, Glyph & Atlantean"	1				Lovecraft	Ark	
Prof. Wingate Peaslee	B1	Ally	Steadfast Professor	"English, Latin & Chinese"	2				Lovecraft	Ark	
Professor L.N. Isinwyll	NA	Ally	Steadfast Professor & Dre	"English, Latin & Glyph"	1			N	New Aeon	Any	
William Channing Webb	B2	Ally	Steadfast Professor	English & Glyph	2				Any City		

Exercise 2

- 15). Filter using the word 'Lighthouse' in the Attribute field.
- Look at the 'City' field and add x2 Lighthouse in the Kingsport Location.

Perchance: Dual Filter

- Most of the cards for Perchance are now in the deck, however we need to look at Kingsport Locations.
- 16). Filter using the following options
 - Type: 'Location'
 - City: 'Kingsport'
 - Attribute: 'House'

Filters

☒

☒

☒

Quick Search:

Name	Set	Type	Attributes	Languages/Reqs	Value	Sanity	Unique	Dimension	Region	City
Granny Orne's House	Std-S	Location	"Forest, Water, Inside, Artifact, City, House, "						Lovecraft	Kingsport
North Point Lighthouse	DL	Location	"Water, Inside, Artifact, Gate, Country, Lighthouse, "						Lovecraft	Kingsport
Seventh House on the Left	Std-C	Location	"Water, Inside, Tome, Gate, City, House, "			-1			Lovecraft	Kingsport
The House on Water Street	Std-S	Location	"Forest, Water, Inside, Artifact, Gate, City, House, "			-1			Lovecraft	Kingsport
The Strange High House in the Mist	DL	Location	"Water, Inside, Tome, Gate, Country, House, "						Lovecraft	Kingsport

17). Looking at the attributes of the house we have filtered, t Seventh house and House on water street, look like good alternatives giving us options to gain Artifacts and Tomes. Add one of each to the deck.

Exercise 3

18). Change the City filter to 'Cel' and add the House in Celephais

- 19). Change the Attribute filter from 'House' to Palace and remove the City Filter.
- 20). Add x2 Copes of the Palace of Seventy Delights, which should finish the "Perchance" adventure requirements

For each turn that you remain here, you may Bury one Phobia affecting your Investigator.

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Filters: Turn filters off

- Name contains
- Set contains
- ☒ Type contains "Location"
- ☒ Attributes contains "Palace"

All Cards (Total:885, Shown:4)

Quick Search:

Name	Set	Type	Attributes	Languages/Re	Val	Sag	Up	Di	Region	City
Castle of the Great Ones on Kadath	DL	Location	"Outside, Artifact, Tome, Gate, City, Palace, "		-2	D			Exotic	
Serranian	DL	Location	"Outside, Artifact, Tome, Island, Palace, "		1	D			The East	Celephais
The Opal Throne	DL	Location	"Water, Inside, Artifact, City, Palace, "		1	D			The East	liek-Vad
The Palace of Seventy Delights	DL	Location	"Water, Inside, City, Palace, "			D			The East	Celephais

Exercise 4

- 21). “Come Sail Away” requires a Port. Use the Attribute filter, and any others required to find a port in Celephais. Add x2 top the deck
- 22). “Come Sail Away” requires a Seamen. Use the Attribute filter, and any others required to find some Allys add 2 Captains and one other who is not corrupt.

Current Answers

23). Check your deck against mine, change any that are needed.

Main Menu
Game: offline
Deck Editor
Server
Plugin: mythos
Preferences

New Deck
Open recent: Kingsport.d
Browse...
Paste

Deck:26
Investigator:0
Deck name: Kingsport

#	Name	Set	Type	Attributes	Lar	Va	Sar	Un	Di	Region	City	B
1	Perchance	DL	Adventure	Fantastic Dream		5	1					
1	The Strange Case Of Charles	B2	Adventure	Heroic Adventure		1	4					
1	Come Sail Away	DL	Adventure	Mythos Experience		6	2					
2	Captain of the White Ship	DL	Ally	Steadfast Dreamer & Seaman	E	1				Any Water		
2	William Channing Webb	B2	Ally	Steadfast Professor	E	2				Any City		
1	Ibbix the Harbormaster	DL	Ally	Steadfast Seaman	E	2			D	The East	Celephais	
2	Drought	Lt	Event					-1				
2	Earthquake	Lt	Event									
2	Eclipse of the Sun	Lt	Event	Day								
2	Full Moon	Lt	Event	Night								
2	Aldebaran Moves in the Sky	B2	Event	Star								
1	Twister	DL	Event	Storm								
1	The House on Water Street	St	Location	"Forest, Water, Inside, Artifact, Gate, City, House, "				-1		Lovecraft	Kingsport	
2	North Point Lighthouse	DL	Location	"Water, Inside, Artifact, Gate, Country, Lighthouse, "						Lovecraft	Kingsport	
1	Kuran's Manor-House	DL	Location	"Water, Inside, Tome, City, House, "					D	The East	Celephais	
1	Seventh House on the Left	St	Location	"Water, Inside, Tome, Gate, City, House, "				-1		Lovecraft	Kingsport	
2	The Harbor of Celephais	DL	Location	"Water, Outside, Artifact, Gate, City, Port, "				-1	D	The East	Celephais	

1
ALLY
ANY WATER

Captain of the White Ship
Steadfast Dreamer & Seaman,
Knows English

This card can be played in the Dreamlands or in the Waking World. You may play a Travel by Sea Event when

Backup

24). We need to work out how we are going to get from Kingsport into Celephais, in the dream lands. It will probably require a travel event. Filter by Event and Travel by Sea.

The screenshot shows the Chaosium Inc. game interface. On the left, a card titled "The White Ship" is displayed, which is an Event card with the attribute "Travel by Sea". The card text reads: "On a following Turn, play a new Location featuring the Water attribute in a different Region. If you have a Dreamer Ally that Location may be in any Dimension. If you have the Captain of the White Ship in play that Location may be any Exotic Location regardless of travel restrictions or the Water requirement." The card is illustrated by Randy Asplund-Faith.

On the right, a list of cards is shown, filtered by Event and Travel by Sea. The list includes:

#	Name	Set	Type	Attributes	Lar	Va	Sa	Up	Di	Region	City	
1	Perchance	DL	Adventure	Fantastic Dream	5	1						
1	The Strange Case Of Charles	B2	Adventure	Heroic Adventure	1	4						
1	Come Sail Away	DL	Adventure	Mythos Experience	6	2						
2	Captain of the White Ship	DL	Ally	Steadfast Dreamer & Seaman	E	1				Any Water		
2	William Channing Webb	B2	Ally	Steadfast Professor	E	2				Any City		
1	Ibbix the Harbormaster	DL	Ally	Steadfast Seaman	E	2				D The East	Ce	
2	Drought	Lt	Event									
2	Earthquake	Lt	Event									
2	Eclipse of the Sun	Lt	Event	Day								
2	Full Moon	Lt	Event	Night								
2	Aldebaran Moves in the Sky	B2	Event	Star								
1	Twister	DL	Event	Storm								
1	The House on Water Street	St	Location	"Forest, Water, Inside, Artifact, Gate, City, House, "						-1	Lovecraft Kir	
2	North Point Lighthouse	DL	Location	"Water, Inside, Artifact, Gate, Country, Lighthouse, "						-1	Lovecraft Kir	
1	Kuran's Manor-House	DL	Location	"Water, Inside, Tome, City, House, "						D The East	Ce	
1	Seventh House on the Left	St	Location	"Water, Inside, Tome, Gate, City, House, "						-1	Lovecraft Kir	
2	The Harbor of Celephais	DL	Location	"Water, Outside, Artifact, Gate, City, Port, "						-1	D The East	Ce

At the bottom, a "Quick Search" section shows a list of cards with the attribute "Travel by Sea". The card "The White Ship" is highlighted with a red box and a red arrow pointing to it from the text "Add x2 of The White Ship to the deck".

Add x2 of The White Ship to the deck

Exercise 5

- To support our travelling across dimensions there are other cards to help us
- 25). Filter using the following Information:
 - Type = Artifact
 - Text = Dimension
 - Set = DL (Dreamlands)
- 26). Filter using the following Information:
 - Type = Spell
 - Text = Dreamlands
- 27). Add one of each to the deck

Deck Check

Main Menu
Game: offline
Deck Editor
Server
Plugin: mythos
Preferences

New Deck
Open recent: Kingsport.d
Browse...
Paste

Deck:30
Investigator:0
Deck name: Kingsport

#	Name	Set	Type	Attributes	Languages/Reqs	Va	Sar	Up	Di	Region	City	Be
1	Perchance	DL	Adventure	Fantastic Dream		5	1					
1	The Strange Case Of Charles	B2	Adventure	Heroic Adventure		1	4					
1	Come Sail Away	DL	Adventure	Mythos Experience		6	2					
2	Captain of the White Ship	DL	Ally	Steadfast Dreamer & Seaman	English	1				Any Water		
2	William Channing Webb	B2	Ally	Steadfast Professor	English & Glyph	2				Any City		
1	Ibbix the Harbormaster	DL	Ally	Steadfast Seaman	English	2			D	The East	Celephais	
1	The Silver Key	DL	Artifact									
2	Drought	Lt	Event									
2	Earthquake	Lt	Event					-1				
2	Eclipse of the Sun	Lt	Event	Day								
2	Full Moon	Lt	Event	Night								
2	Aldebaran Moves in the Sky	B2	Event	Star								
1	Twister	DL	Event	Storm								
2	The White Ship	DL	Event	Travel by Sea								
1	The House on Water Street	St	Location	"Forest, Water, Inside, Artifact, Gate, City, House, "				-1		Lovecraft	Kingsport	
2	North Point Lighthouse	DL	Location	"Water, Inside, Artifact, Gate, Country, Lighthouse, "						Lovecraft	Kingsport	
1	Kuranes' Manor-House	DL	Location	"Water, Inside, Tome, City, House, "					D	The East	Celephais	
1	Seventh House on the Left	St	Location	"Water, Inside, Tome, Gate, City, House, "				-1		Lovecraft	Kingsport	
2	The Harbor of Celephais	DL	Location	"Water, Outside, Artifact, Gate, City, Port, "				-1	D	The East	Celephais	
1	The Gate of Oneirology	DL	Spell	Folk				-1				

+1 +3 +10 -1 -ALL
Combine reprints:
View tiled
Save deck
Export as txt
Copy
Load entire deck to you



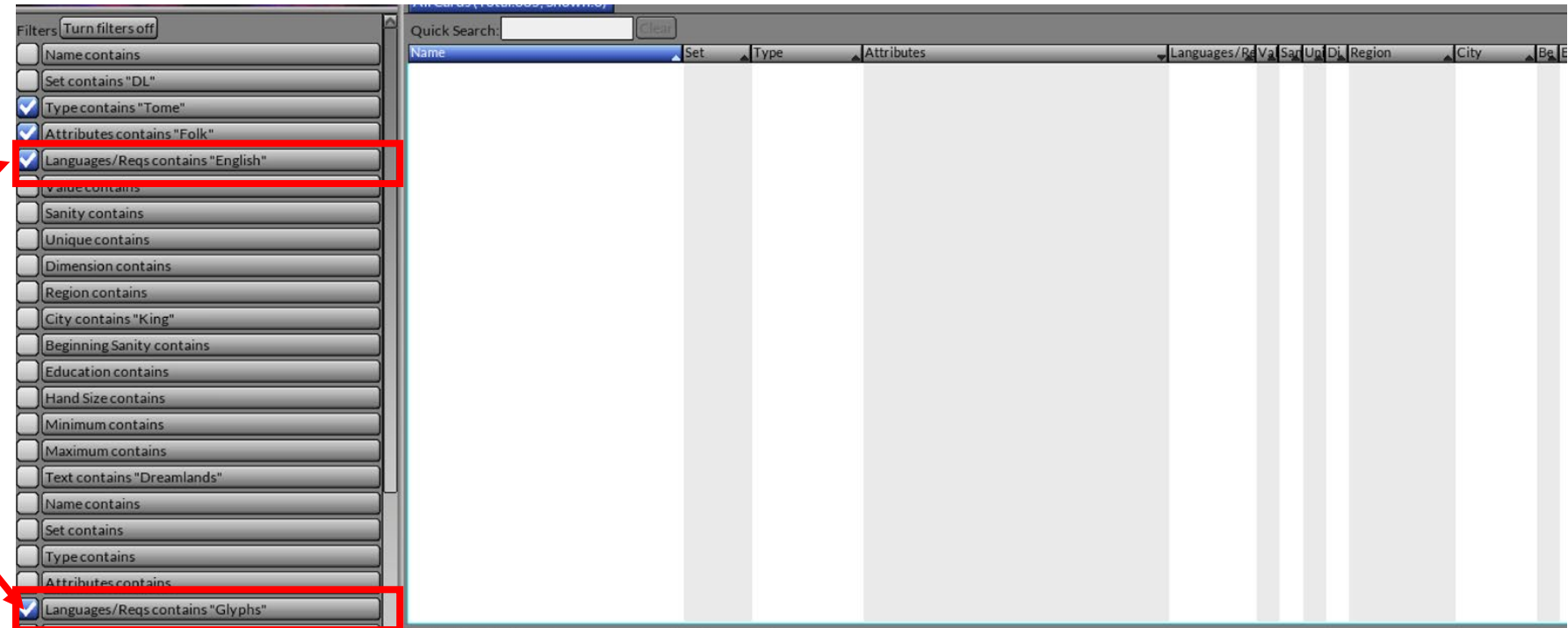
Exercise 6

- Our Spell has the Folk icon, and we have Ally's that can read English and Glyphs.
- 28). Find a suitable Tome.

Struggling to find a Tome

- Unfortunately Lackey doesn't have an easy way to input multiple criteria. E.g. English + Glyphs in the Language filter option
- The best solution is to use the same filter twice.

2x Language filters, one set to English, the other to Glyphs, allowing you to turn one on and off, switching between them



- 29). I'm going to select one with English. Revelations of Gaaki. Add 2x to the deck
- 30). We also need some monsters for Perchance. Filter by:
 - Type: Monster
 - Text: 'Join'

31). Select Servants of Glaaki from the list and add 4 directly to the deck using the button at the bottom

The screenshot shows a card database interface. On the left is a sidebar with various filters. The main area displays a list of cards. A red arrow points from the top-left text to the 'Servants of Glaaki' card in the list, and another red arrow points from the same text to the '+4' button at the bottom. The card 'Servants of Glaaki' is highlighted with a red box. The bottom of the interface features a row of buttons for adding cards to the deck.

Filters: Turn filters on

- Name contains
- Set contains "DL"
- ☒ Type contains "monster"
- Attributes contains "Folk"
- Languages/Reqs begins with "E"
- Value contains
- Sanity contains
- Unique contains
- Dimension contains
- Region contains
- City contains "King"
- Beginning Sanity contains
- Education contains
- Hand Size contains
- Minimum contains
- Maximum contains
- ☒ Text contains "Join"
- Name contains
- Set contains
- Type contains
- Attributes contains
- Languages/Reqs is "Glyphs"
- Value contains

All Cards (Total:885, Shown:26)

Quick Search:

Name	Set	Type	Attributes	Languages/Reqs	Value	Sanity	Uniqueness	Dimension	Region
Man of Leng	DL	Monster	Lesser Independent		1				
Martense Kin	Ltd	Monster	Lesser Independent		2				
Men in Black	NA	Monster	Greater Servitor		3	-1			
Mi-Go	Ltd	Monster	Lesser Independent		2				
Mi-Go	Std-C	Monster	Lesser Independent		2				
Mi-Go	Std-C	Monster	Lesser Independent		2				
Mi-Go	NA	Monster	Lesser Independent		2				
Mother Hydra	Ltd	Monster	Greater Servitor		3	-1			
Mummy	B3	Monster	Lesser Servitor		3	-1			
N'Gah-Kthun	Std-C	Monster	Lesser Independent		2				
Nightgaunts	DL	Monster	Lesser Servitor		2				
Nightgaunts	Ltd	Monster	Lesser Servitor		3	-1			
Pack of Rat Things	Ltd	Monster	Lesser Servitor		2				
Sand Dwellers	B3	Monster	Lesser Servitor		3	-1			
Serpent People	Ltd	Monster	Lesser Independent		3	-1			
Serpent People	NA	Monster	Lesser Independent		3	-1			
Servants of Glaaki	Std-C	Monster	Lesser Servitor		2				
Servants of the Silver Twilight	NA	Monster	Lesser Servitor		2				
Shoggoth	Ltd	Monster	Lesser Servitor		6	-2			
Skeletons	Ltd	Monster	Living Dead		1				
Tcho-Tcho People	DL	Monster	Lesser Servitor		1				
Vampire	Ltd	Monster	Living Dead	Invisible	3	-1			
Voonith	DL	Monster	Lesser Independent		2				
Werewolf	NA	Monster	Lesser Independent		3	-1			
Zombies	Ltd	Monster	Living Dead		1				
Zombies	NA	Monster	Living Dead		2				

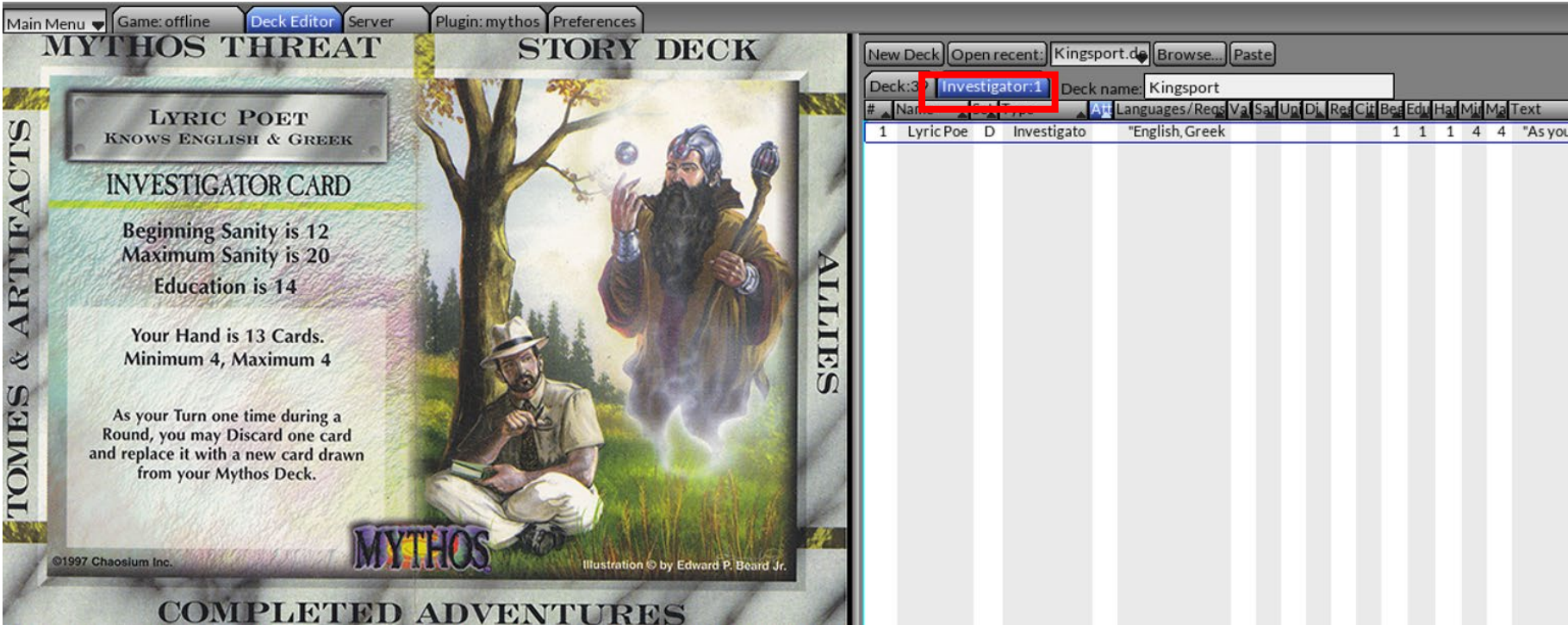
Buttons: +1 +4 10 -1 -ALL Ignoring doubles: ☐ View tiled

Exercise 7

- Add the following cards
- 32). N'Kai (To reach this we need an underground location)
- 33). An x1 Underground Kingsport Location with an Artifact attribute
- 34). An x1 Underground Kingsport Location with an Tome attribute

Adding an Investigator

- 35). Next to the Deck Button is one for an Investigator. Click it to make it active. Filter for investigators and choose one you like. I selected the Lyric poet, because I like the ability to draw a card.
- 36). When you load your deck the investigator is loaded separately to a different area, allowing you to easily find it and put into play




Exercise 8

- 37). Add 2x Wine of Pnoth. Remember to switch back to the deck
- 38). Add 2 x Palace of Seventy Delights and 2x Basil Elton
- 39). At this point the deck is complete, but we are under the 52 card limit. Use the +1/-1 buttons to add more copies of certain cards, or even more of your own choosing, until you are happ-ish with the deck.
- 40). Save the Deck (Very important!)

Opening a Game and loading the deck

41). Here is my final deck listing. Once happy, select the ‘Load entire deck to you” button at the bottom



The Harbor of Celephais
City, Port, Artifact

Spend 2 Sanity points to recover one Artifact from your Story Deck and bring it into play. Ignore Sanity gain/loss for playing Weapon.

New Deck Open recent: Kingsport.d Browse... Paste

Deck: 52 Investigator: 1 Deck name: Kingsport

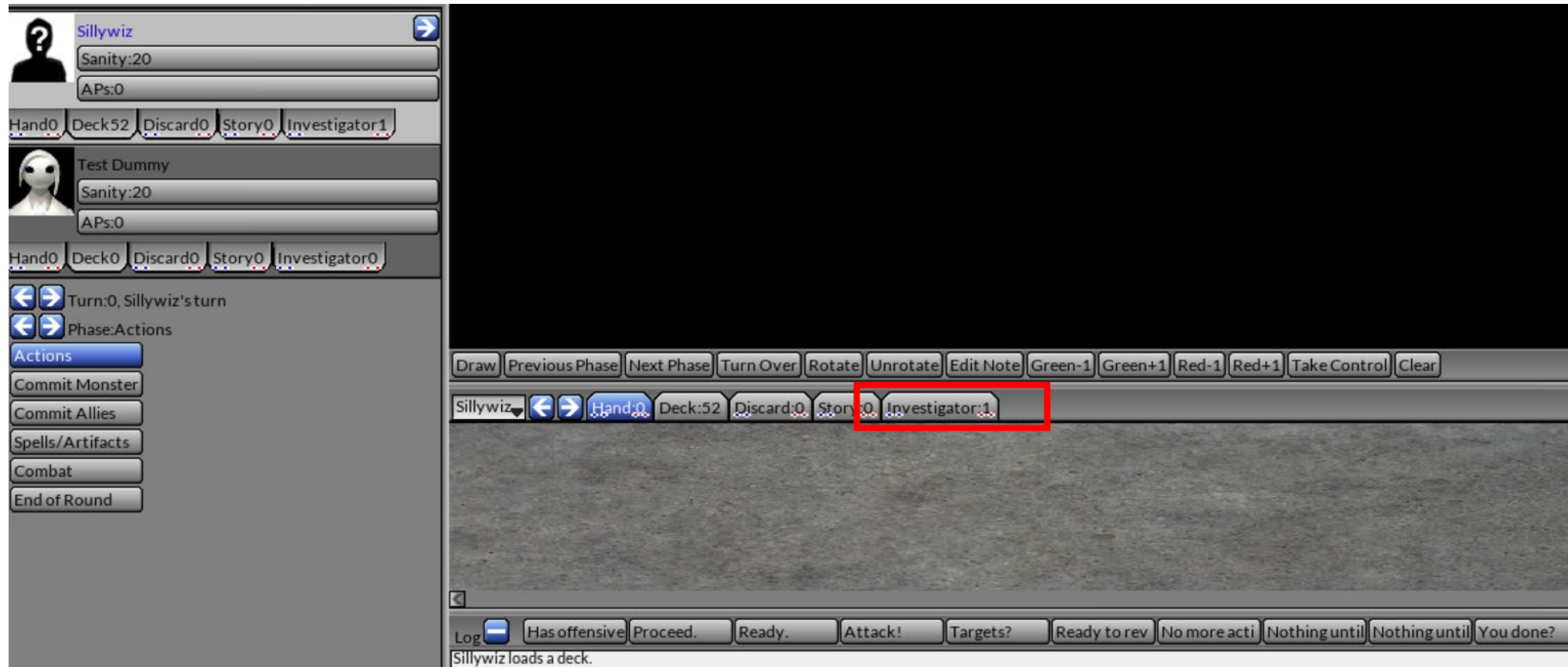
#	Name	Set	Type	Attributes	Languages/Reqs	Va	Sar	Uniqu	Di	Region	City	Be
1	Perchance	DL	Adventure	Fantastic Dream		5	1					
1	The Strange Case Of Charles	B2	Adventure	Heroic Adventure		1	4					
1	Come Sail Away	DL	Adventure	Mythos Experience		6	2					
2	Basil Elton	DL	Ally	Steadfast Dreamer	English	2				Lovecraft	Kingsport	
2	Captain of the White Ship	DL	Ally	Steadfast Dreamer & Seaman	English	1				Any Water		
2	William Channing Webb	B2	Ally	Steadfast Professor	English & Glyph	2				Any City		
1	Ibbix the Harbormaster	DL	Ally	Steadfast Seaman	English	2			D	The East	Celephais	
1	The Silver Key	DL	Artifact									
2	Wine of Proth	DL	Artifact					1				
1	Cast-Iron Skillet	St	Artifact	Weapon		1	1					
2	Drought	Lt	Event									
2	Earthquake	Lt	Event					-1				
2	Eclipse of the Sun	Lt	Event	Day								
2	Full Moon	Lt	Event	Night								
2	Aldebaran Moves in the Sky	B2	Event	Star								
2	Twister	DL	Event	Storm								
4	The White Ship	DL	Event	Travel by Sea								
2	The Forgotten Crypt	St	Location	"Cemetery, Water, Inside, Artifact, Gate, City, Tomb, Underground,"				-1		Lovecraft	Kingsport	
2	Caverns Beneath the Old Ch	St	Location	"Cemetery, Water, Inside, Tome, Gate, City, Underground,"				-1		Lovecraft	Kingsport	
1	The House on Water Street	St	Location	"Forest, Water, Inside, Artifact, Gate, City, House,"				-1		Lovecraft	Kingsport	
1	N'Kai	St	Location	"Outside, Artifact, Tome, Gate, Country, Underground,"				-2	Yes	Exotic		
2	North Point Lighthouse	DL	Location	"Water, Inside, Artifact, Gate, Country, Lighthouse,"						Lovecraft	Kingsport	
2	The Palace of Seventy Deligh	DL	Location	"Water, Inside, City, Palace,"						D	The East	Celephais
2	Kuranes' Manor-House	DL	Location	"Water, Inside, Tome, City, House,"						D	The East	Celephais
1	Seventh House on the Left	St	Location	"Water, Inside, Tome, Gate, City, House,"				-1		Lovecraft	Kingsport	
2	The Harbor of Celephais	DL	Location	"Water, Outside, Artifact, Gate, City, Port,"				-1		D	The East	Celephais
4	Servant of Glaaki	St	Monster	Lesser Servitor				2				
1	The Gate of Oneirology	DL	Spell	Folk				-1				
2	Revelations of Glaaki	St	Tome	Folk	English	1						

+1 +3 +10 -1 -ALL Combine reprints: ☐ View tiled Save deck Export as txt Copy Load entire deck to you +

The Game

- Lackey will automatically start a game with the Test Dummy, if you are not connected to others, or start the game with the person you are playing with.

- 42). Select the Investigator Tab, note the '1' meaning there is 1 card in that container. The Deck has 52 cards, our hand is empty with 0.
- 43). Select your investigator and drag them onto the play area. Then select the 'Hand' tab.



44). Right click on the Deck and select the Shuffle Option.

45). Click on the Draw button to add cards to your hand. Simply drag them onto the board when you play them

