

MYTHOS CCG - Adventure Repointing & Integrated Errata (v5.0 - MAB 2/10/2007)

Adventures by Set	Printed AP	Δ	Suggested AP	Printed Sanity	Δ	Suggested Sanity
Assault On Y'ha-Nthlei*	12		12	*	4	+1 5
Auction, The	9	-2	7		3	3
Birds and the Byakhees, The	6		6		2	2
Brotherhood Of The Black Pharaoh	9	-3	6		3	3
Cruise, The*	5		5	*	2	2
Curious Parcel, The	6	-2	4	+	2	-1 1
Day in the Life of a Miskatonic University Student, A	8	-3	5	*	2	2
Dunwich Horror, The	15		15	*	5	+1 6
Expedition, The*	11	-3	8	*	3	3
Great Epidemic, The	9		9		4	-1 3
Heroic Rescue, A	7	-2	5		3	-1 2
Interesting Shop, The	5	-2	3	*	1	1
Knee-Deep in Doom	5		5		2	2
Lost in the Catacombs	6	+4	10		2	+1 3
Make Money Fast!	10	+5	15		3	+3 6
On the Edge	6		6		4	-2 2
One Dark and Stormy Night	6		6		2	2
One of the Circle	7		7		2	2
Outsider, The	7	-1	6		3	-1 2
Royal Geographic Society, The	7	+1	8	+	2	+1 3
Save The World!	18	-6	12		3	+1 4
Secret of Power and Glory is Yours, The	6	-2	4		2	2
Secrets of the Silver Twilight	8	-4	4	*	2	-1 1
Seeking Everlasting Life I	5	-2	3	*	1	1
Seeking Everlasting Life II	6	+2	8		3	3
Stand Against the Order	9		9		4	4
Strange Case of Charles Fort, The	11	-2	9		4	-1 3
Summon Great Cthulhu*	13	+1	14		5	+1 6
Sun Worshipper, The	10		10		3	+1 4
Temple, The*	7	+1	8	*	2	+2 4
Theron-Marks Society, The	6	-3	3	*	2	-1 1
Unspeakable Oath, The*	6		6		2	2
Your First Big Story!	6	-1	5	+	2	2

Alone in the World (C)*	7	+1	8	*	2	+1 3
Arkham Horror (S)	8	+1	9		3	3
Mystery At Martin's Beach, The (S)	7	+2	9		2	+2 4
Price, The (C)*	8	+2	10		3	+1 4
Questionable Judgement (C)	5	-1	4	*	1	1
Searching For Laban Shrewsbury (S)	8	+1	9		3	3
Two Cities And A Tale (S)*	5	-1	4		1	1
Whispers in Darkness (C)	8		8		3	3

Armed and Clueless	7	+1	8		3	3
Art of Magic, The*	5	-1	4		2	-1 1
Beyond Your Wildest Dreams	5	+1	6 (7)	*	2	2
Cartier's Quest*	12	+4	16		4	+2 6
Circle and Square	6		6	+	2	2
Days of Wine and Roses	10		10		3	+1 4
Doomed If You Do	8	+2	10		3	-1 2
Even Stranger Case of Charles Fort, The	6		6		2	2
Four-Armed is Forewarned	5		5		2	2
Gathering, The	7	-1	6		2	-1 1
Great Menagerie, The	6		6		2	2
Hero's Journey, The	7	-1	6		2	2
If I Ran the Zoo	13	+5	18		3	+2 5
Lender Be, A	5	+1	6		2	2
Meow Ceremony, The	7	+2	9		2	+1 3
Midsummer Night's Dream, A	8	+2	10		2	+2 4
Moon Quest	8	+3	11		4	4
Perchance...	5	-1	4		1	1
Sorcerer's Apprentice, The	9	+3	12	*	2	+1 3

Ashes, Ashes, Azathoth*	7	+1	8		3	+1 4
Camp Bright Star	6	+1	7		2	2
Dark Horse	9	+1	10	+	3	+1 4
Day the Sun Stood Still	7	+1	8		3	3
Deliverance	6		6		2	2
Different Worlds	6		6		2	2
Link to the Future	8	-1	7		2	+1 3
Make Them Pay!	7	+1	8	+	2	+1 3
Night at the Opera	6		6		1	+1 2
One Small Step	10	+1	11		4	+1 5
Operation Nemesis	7	-1	6		2	2
Out Of My Mind	8	+5	13		2	+3 5
Outbreak	8		8		2	+1 3
Plan 9*	8	-1	7		3	3
Promises, Promises	6		6		2	2
Today's Tabloid Headlines	6	+2	8		2	+1 3
With Neighbors Like These...	7	+3	10		2	+2 4
Yuggoth Attacks!	9	+6	15	*	4	+2 6

Alone in the World - Change 'in **THE FORGOTTEN CRYPT**' to 'in rituals held in **CATACOMBS** or **TOMBS**'.

Assault on Y'ha-Nthlei - A careful reading of the **PONAPE SCRIPTURE**, **R'LYEH TEXT** or **CTHAAT AQUADINGEN (1 of these, in a Language other than English)**, suggests an ancient threat against humanity. Investigating, you discover that the threat is anything but ancient - barely escaping with your life after a cult of **DEEP ONES** (at least 3) attempts to sacrifice you to **FATHER DAGON** or **MOTHER HYDRA**. You convince a **STEADFAST SOLDIER** of this threat, and he calls in the Navy, which dispatches a **U-BOAT** to attack the underwater city of **Y'HA-NTHLEI**, burying the inhuman edifice forever.

Beyond Your Wildest Dreams - Add '(in a Fantastic! Language)' to 'the ancient **TOME**'. Also, add the 'bonus' text, "If the **Castle of the Great Ones on Kadath** is not in your Story deck when you play this Adventure, score an additional 1 AP."

Come Sail Away - Change 'finally made **PORT** at a **DREAMLANDS LOCATION**' to 'finally put in at a **PORT in the Dreamlands**'.

Cruise, The - Beginning in a **CITY/WATER LOCATION**, you **TRAVEL BY SEA** to an **ISLAND** and there speak with its **STEADFAST CHIEF**. Then, braving a **STORM**, again **TRAVEL BY SEA** as you return to a different **CITY LOCATION**.

Curious Parcel, The - Change '(3 cards)' to '(3 different Locations)'.

Dark Horse - Change "Onboard the 747, you accompany your candidate to campaign stops in **THREE different Subregions**," to "You accompany your candidate to campaign stops (**LOCATIONS**) in **3 different Subregions**."

Day in the Life of a Miskatonic University Student, A - The last sentence should read, "Finally, you go on a field trip to a **COUNTRY SITE** to view an **ECLIPSE OF THE SUN**, but only have eyes for an **ALLY of the opposite sex as your Investigator**."

Dunwich Horror, The - Something is amiss in Dunwich. Accompanied by the **PROFESSOR**, you **TRAVEL BY LAND** to **2 different DUNWICH LOCATIONS**. While there, you spot **LAVINIA WHATELEY**, **OLD MAN WHATELEY**, **WILBUR WHATELEY** and the **SON OF YOG-SOTHOTH** on **SENTINEL HILL** during the **FULL MOON**. Things have gone too far! You recover the **NECRONOMICON** and flee with it back to **MISKATONIC UNIVERSITY**.

Expedition, The - Change 'this **MISKATONIC UNIVERSITY Location**' to 'the **UNIVERSITY**'. Capitalize the **SHIPWRECK** already in the text, adding a requirement. Note that this also changes The Expedition's Subtype to 'Quest'.

Interesting Shop, The - Spend the day searching for that just-right knick-knack to adorn your **HOUSE**. Visit **3 different BUSINESSES** and find **1 thing (an ARTIFACT or TOME) that costs Sanity**.

Make Them Pay! - Change '**THREE different CITIES**' to '**3 different CITY LOCATIONS**'.

Questionable Judgement - Add '(in a Language other than English)' to 'that musty **TOME**'.

Royal Geographic Society, The - The first sentence should read, "Tell us tales of a **Lovecraft Country SITE**, a **LOCATION in Europe with Catacombs in its Title**, and a **LOCATION in the Middle East with Tomb in its Title**."

Secrets of the Silver Twilight - Add 'with different Icons' to the '**2 SPELLS**'.

Seeking Everlasting Life I - After **AN UNEXPECTED CALAMITY** claims the life of a **STEADFAST ALLY (he must be in your Story Deck)**, you become obsessed with your own mortality. Ignoring the sage advice of a different **STEADFAST ALLY**, you shun his company and instead fall in with a **CORRUPT ALLY**... (Continue as printed.)

Sorcerer's Apprentice, The - Add '(in Hyperborean)' to 'the **Master's TOME**'.

Temple, The - Add 'in **Atlantean**' to the '**TOME**'.

Theron-Marks Society, The - Add '(in a Language that your Investigator does not know)' to 'that odd **TOME**'.

Your First Big Story - Change '**THREE GATE LOCATIONS** located in three different cities or towns' to '**3 GATE LOCATIONS in different Cities, Towns or Villages**'.

Yuggoth Attacks! - Change '**SIRIUS**' to 'serious', removing both a bad pun and a requirement...

¹ The 'Fantastic' languages are Atlantean, Glyphs and Hyperborean.

² The Special Effects Box text of the Tome 'Azathoth & Others' should also be changed to read '**An Unexpected Calamity** has no effect on Passing (does not end the Round, does not count as a Pass, does not cancel a previous Pass) when played by any player.'