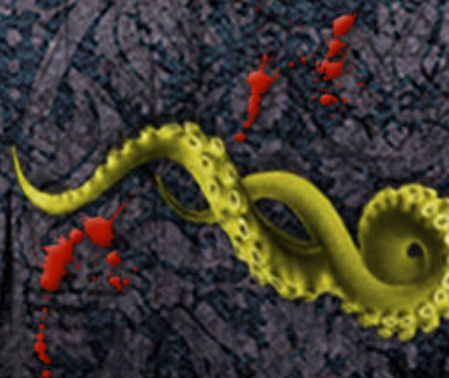




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ARKHAM NIGHTS 2011





DAOLOTH

Render of the Veils

Each time a monster is added to the bottom of an adventure, the players must discard an Other World adventure from play, or choose an investigator to be devoured.



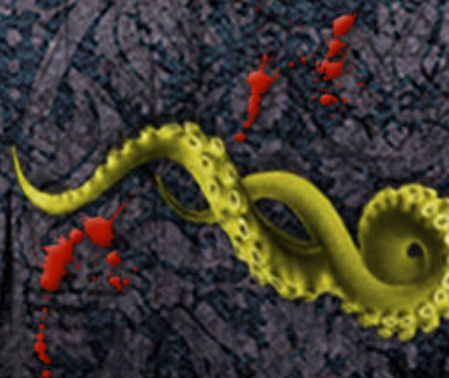
Attack

When Daoloth attacks, lock a green die. When all of the green dice are locked (even if it is Sister Mary's turn), the investigators lose the game.



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SHUB-NIGGURATH

A Thousand Young

When a player resolves an adventure, a monster appears. Monsters with a trophy value of 1 cannot be kept as trophies. They are returned to the monster cup after being defeated.



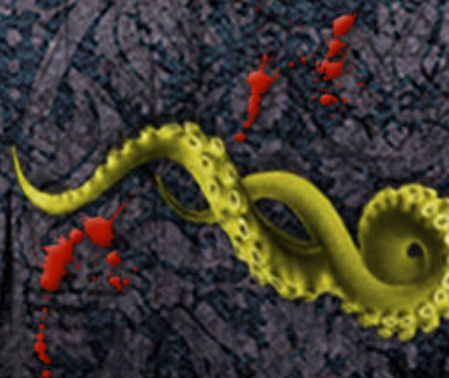
Attack

When Shub-Niggurath attacks, each investigator must either discard 1 trophy or be devoured.



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ARKHAM NIGHTS 2013





YOG-SOTHOOTH

The Beyond One

When a doom token is placed on a space with a gate icon, draw and place an Other World card as if a player received a Gate reward. Then, each investigator must either discard 1 trophy or be devoured.

13



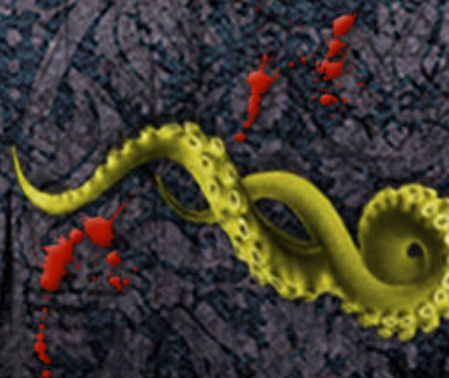
Attack

When Yog-Sothoth attacks, each investigator must either discard 1 trophy or be devoured.



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ARKHAM NIGHTS 2014





THE DARK GOD

Primordial Evil

At the start of an investigator's resolution phase, he must either lose 1 Stamina and 1 Sanity or lock 1 green die for the remainder of his turn.



Attack

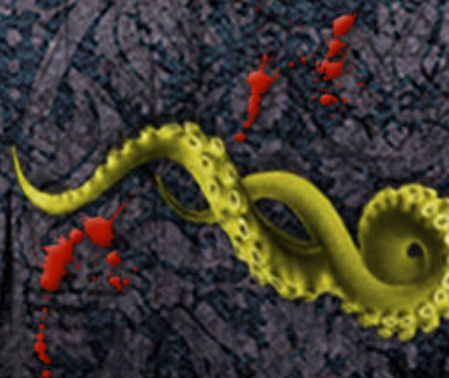
When the Dark God attacks, lock 1 green die. When the sixth green die is locked, the investigators lose the game.





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UBBO-SATHLA

Unbegotten Source

At Midnight: A monster appears!

Whenever an investigator defeats a monster by spending a  result, add 1 doom token to the doom track.



Attack

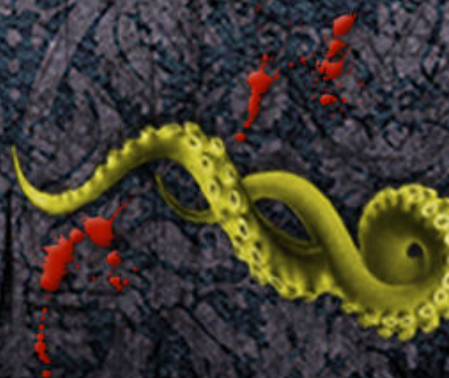
When Ubbo-Sathla awakens, each investigator loses 1 Stamina or 1 Sanity for each monster in play

When Ubbo-Sathla attacks, each investigator loses 1 Stamina and 1 Sanity.

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ARKHAM NIGHTS 2016





HASTUR

The Third Act

Each time an investigator spends trophies, that investigator must either lose 1 Sanity or 1 Stamina.

Investigators cannot choose to stay on the entrance during the movement phase; investigators must move to an adventure.

15

16

Attack

When Hastur awakens, do not resolve the normal steps for awakening the ancient one (Hastur still attacks at midnight). For each doom token that cannot be added to the doom track, advance the clock.

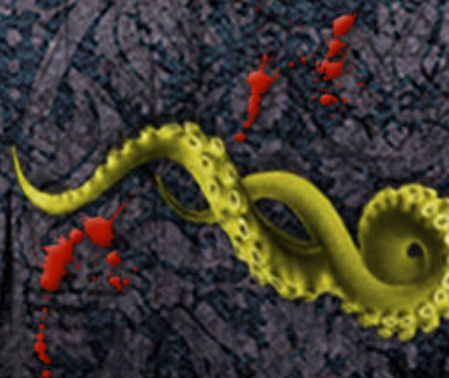
When Hastur attacks, each investigator that is not on the entrance is devoured; that player does not select a new investigator.





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Monterey Jack
The Archeologist



Egyptology

Each time Monterey gains 1 or more unique items or relics after setup, he either gains 1 extra unique item or he spends 2 stamina to gain 1 relic.

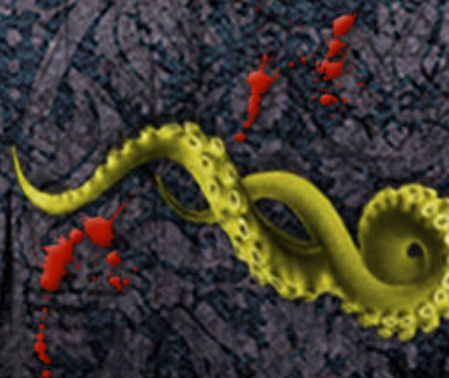
Starting Items





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ARKHAM NIGHTS 2017





Ursula Downs

The Explorer



Pathfinder

Once per day, when Ursula successfully resolves an Adventure, before placing a new Adventure, she may look at the top card of the Adventure deck and choose to discard it.

Each time Ursula uses a relic, she regains 1 sanity.

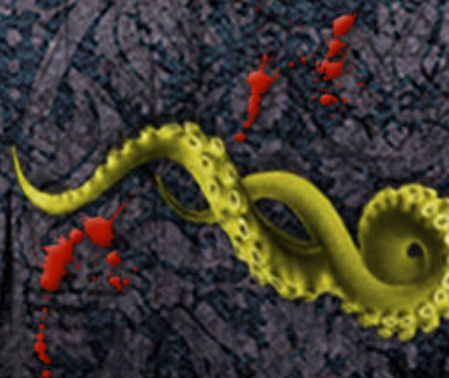
Starting Items





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ARKHAM NIGHTS 2018





Daniela Reyes
The Mechanic



Labor of Love

Once per day, when Daniela spends any number of trophies on the entrance, she chooses one investigator to regain 2 sanity.

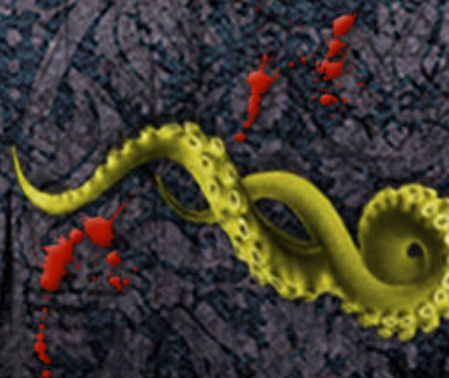
Starting Items





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ARKHAM NIGHTS 2021





Dexter Drake
The Magician



Magical Gift

Whenever Drake gains 1 or more
Spells after setup, he receives 1 extra
Spell.

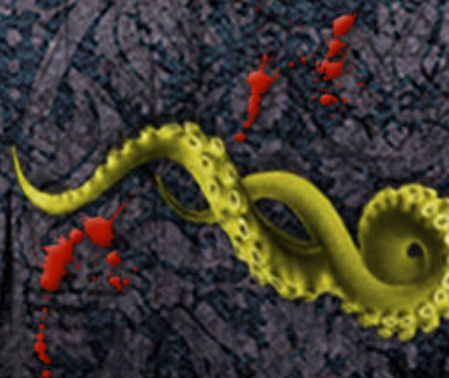
Starting Items





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ARKHAM NIGHTS 2021





Jim Culver
The Musician



Strange Luck

Once per turn, Jim may focus or assist even after a roll in which a task is successfully completed.

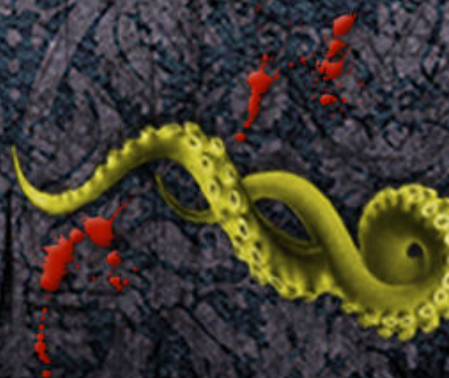
Starting Items



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ARKHAM NIGHTS 2021





Kate Winthrop
The Scientist



Science!

Monsters cannot appear during Kate's turn. In addition, she is immune to all Terror effects.

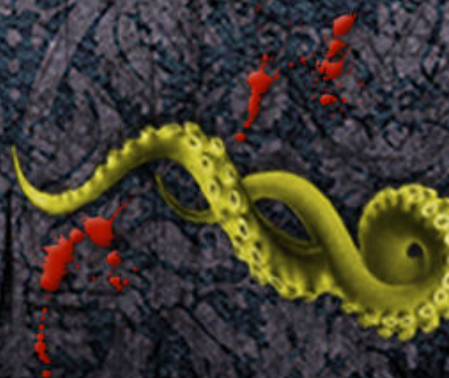
Starting Items



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ARKHAM NIGHTS 2021





Rex Murphy
The Reporter



Search for Proof

When 1 or more doom tokens are added to the doom track, Rex gains 1 clue. Once per game, Rex may spend 4 clues to remove 1 doom token from the doom track.

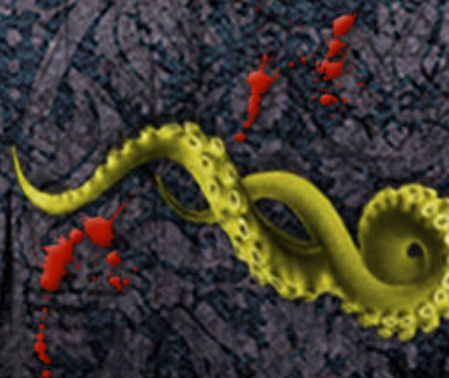
Starting Items





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Rita Young
The Athlete



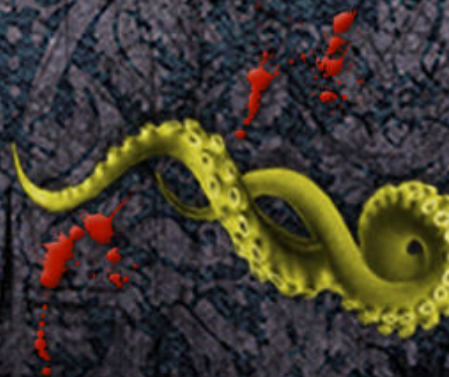
Resilience

When completing a task, Rita ignores any sanity or stamina requirements.

Starting Items



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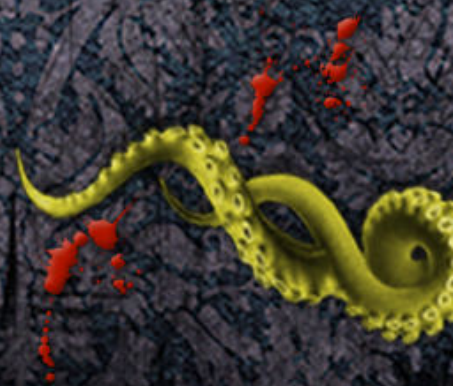


4

THE LOG OF THE PERSEPHONE

MY RESEARCH HINTED THAT THE SHIP SANK WITH A HORRIBLE RELIC LOCKED IN ITS HOLD.







1

THE HAND OF SOLACE

THEY TOLD ME MY SUFFERING
COULD BE ERASED. THEY SAID
THEY COULD MAKE THE NIGHTMARES END.

Terror: Discard a Clue token, if you have any.

