Museum Lobby

The museum at night is eerily quiet. Time to get to work...

Hall Of Prehistory

A huge stuffed replica of a wooly mammoth towers over a collection of bizarrely carved prehistoric ritual-stones and a diorama of a early shaman.

Hall Of Antiquity

Lurid inscriptions on papyrus and colossal painted vases weave images of a time when the edges of the world were yet to be described.

Hall Of The Exotic

More recent, but no less macabre exhibitions, brought back from the uncanny islands of the South Seas.
Night At The Museum

"Something dear to my family has been taken from me." Ms. Devereux's penetrating eyes hold yours. "I know it's not your usual line of work," her eye brow arches, "but surely it's not stealing if it was stolen in the first place. Recover this item from the McCollan Private Institute for Exotic History and you shall be rewarded most handsomely."

As you turn a dark corner there is a bright and blinding pain in your head. You are knocked to the ground, unconscious. "Such a reliable stooge" smiles Ms. Devereux. "Really, the best of sorts."

Place the lead investigator in the Store Room. Spawn Victoria Devereux in the Hall Of The Exotic. The lead investigator gains Amnesia.

The Shadow Grasps

A powerful mind grip yours with a savage grasp and begins to pull. A voice speaks to you. It proposes a bargain, a journey. You will see things no other man has seen, knows what others cannot know, but you cannot return from this journey.

Forced: At the end of each round, place 1 doom token on this agenda unless all investigators gained a clue token during that round.

With a final yank, you feel your consciousness fling across vast oceans of time. You look with strange prismatic eyes on a sandstone library of colossal and disorienting size. You are not yourself, and you are not alone.

The lead investigator is lost in time. An investigator that is lost in time cannot participate in the next 3 games. Mark off the games as they are played.

The Investigators gain experience equal to the Victory X value of each card in the victory display.

The Investigators lose.

The Collector

With your head throbbing and the taste of betrayal in your mouth, you stumble to your feet. The room is dark and unfamiliar. You stumble onto heavy objects before discovering the door is locked.

Forced: Search the encounter deck and discard pile for a Locked Door and play it on the lead investigator’s current location. Then shuffle the encounter deck and discard pile together.

There is a scraping and tapping from behind you, and you turn around to see a monstrous apparition.

Search the encounter deck and discard pile for a Vidian Observer and spawn it at the lead investigator’s current location. Then shuffle the encounter deck and discard pile together.

The Collector

STANDARD

- X: the number of clue tokens on the encounter deck.
- If you        discard a card from your hand.
- 2: Victoria Devereux, a helpful enemy in your area. The investigators begin in the lobby.
- 5: Victoria Devereux, Peter Warra, and a single copy of Amnesia. Place the six locations into the play area. The investigators begin in the lobby.