



* Wendy Adams

The Urchin

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3

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4



Drifter. Blessed. Cursed.

Add Tidal Memento to your deck.

After you successfully evade a non-**Elite** enemy: Seal either 1 $\spadesuit$ or $\heartsuit$ token from the chaos bag, or any $\spadesuit$ or $\heartsuit$ tokens revealed from the chaos bag during this test, on that enemy.

$\star$ effect: +2. Search the chaos bag for up to 2 $\spadesuit$ and/or $\heartsuit$ tokens and reveal them, ignoring their effects.

*"The little things are important.
Grown-ups don't see that."*

7

7

* Wendy Adams

The Urchin



Deck Size: 30.

Trait Choice: At deck creation, choose **Blessed** or **Cursed**, or choose both and gain +5 Deck Size.

Deckbuilding Options: Survivor cards (✚) level 0–5, Neutral cards level 0–5, cards of your chosen trait(s) 0–5.

Deckbuilding Requirements (do not count toward deck size): Wendy's Amulet, Abandoned and Alone, 1 random basic weakness.

Mama used to let Wendy play with her necklace when she was small. Mama would tell her stories, and Wendy would spin the necklace and watch as it glittered. Then, word came that her father had been lost at sea, and Mama started acting strange, drawing unusual symbols in chalk all over the house. They took Mama to the asylum, and Wendy went to the orphanage. Before they took her away, Mama gave her the necklace, to “protect her.” Wendy stayed in the orphanage for several years before running away, deciding that she could take better care of herself on her own.



*Tidal Memento



Item. Charm.

Wendy Adams deck only. Permanent.

🌀 When an enemy would ready or doom would be placed on it, release a ⬠ or ♠ token sealed on that enemy: Cancel that effect.

🌀 During a skill test you are performing, when a chaos token would be revealed from the chaos bag: Resolve a ⬠ or ♠ token sealed on an enemy instead.



2

ASSET

*Wendy's Amulet

*Item. Relic.*

Wendy Adams deck only. Advanced.

You may play any event in your discard pile as if it were in your hand.

Forced – After you play an event or discard an event from play: Place it on the bottom of your deck instead of in your discard pile.





TREACHERY

Abandoned and Alone

WEAKNESS

Madness.

Advanced.

Revelation – Remove all non-weakness cards in your discard pile from the game. If no cards were removed by this effect, shuffle this card back into your deck. Otherwise, take 3 direct horror.

I don't need them. I don't need anyone.





Red Tide Rising

EASY / STANDARD



–X. X is half the number of **Suspect** and **Hideout** cards in the victory display (rounded up).



–2 (–4 instead if you are parleying with a **Suspect** enemy or investigating a **Hideout** location).



–3. If you succeed, look at the top card of the Leads deck. You may choose to shuffle the Leads deck.



–1. If you fail, shuffle the top card of the encounter deck into the Leads deck.



Red Tide Rising

HARD / EXPERT



–X. X is the number of **Suspect** and **Hideout** cards in the victory display.



–3 (–5 instead if you are parleying with a **Suspect** enemy or investigating a **Hideout** location).



–4. If you succeed, look at the top card of the Leads deck. You may choose to shuffle the Leads deck.



–2. If you fail, shuffle the top card of the encounter deck into the Leads deck.



The New Girl

You arrive in Innsmouth and immediately set to work asking the townspeople if they've seen your Dad, the place in the photograph, or the man in the derby who dropped off the photo.

Forced – When this agenda would advance by reaching its doom threshold: Instead, remove all doom in play and shuffle a random set-aside **Monster** enemy into the Leads deck. Then, if there are no set-aside **Monster** enemies, advance to agenda 1b.

3





Too Many Questions

You're used to people turning you down and pushing you away, but for some reason, the locals here are even more upset at your prying questions than you could have expected. The last person you speak to is a man who reeks of fish, with pale, sickly skin and strange ridges across his neck. Next thing you know, you are being followed everywhere you go, and the lot of them don't look all too friendly.

Spawn the set-aside Angry Mob enemy at Innsmouth Square, exhausted.

Place 1  clues on each **Suspect** enemy and **Hideout** location in play.



Trail Goes Cold

The longer you stick around and the more questions you ask, the more danger seeks you out. The locals eye you with anger and suspicion, and worse: strange winged creatures prowl about the rooftops, searching for prey... Angry Mob cannot be defeated.

After Wendy Adams evades Angry Mob: She may discover 1 clue from its location.

Each **Suspect** enemy loses a loaf and enters play with +1  clues.

Each **Hideout** location gets +1  clue value.

9





Out of Time

You hide behind a sour-smelling pile of trash and wait for the pounding of heavy steps as the mob searches relentlessly for you. You don't know why they're after you—you were only asking questions!—but it's clear you can't stay here any longer. In Arkham, everyone's gaze passes right over street urchins like you. Suddenly, you wish that were the case here, too.

(→R2)



Searching for Dad

To say that this town is less friendly than even Arkham would be an understatement.

Suspect and **Hideout** cards cannot be added to the victory display except using Mysterious Photo.

Forced – If there are no **Suspect** or **Hideout** cards in play: Wendy Adams must draw cards from the top of the Leads deck until she draws a **Suspect** or **Hideout** card.

Objective – Search for Dad using Mysterious Photo. The fewer cards that remain in the Leads deck, the better. If it is empty, advance.





It's Him!

It's no use. Maybe Dad was in Innsmouth at some point, but he's long gone now. And the townsfolk here don't seem too keen on anybody asking about him. Might be they know more than they're letting on, or it might just be they're protecting other, unrelated secrets. Either way, it's no longer safe to stick around.

But just as you are ready to give up and head back to the bus stop to return to Arkham, you spot a man in a familiar outfit: a long wool coat and a brown derby.

(→R1)



ASSET

Mysterious Photo

All I Have Left of Him



Item.

⚡ Exhaust Mysterious Photo: Either take a parley action on a **Suspect** enemy or flip Mysterious Photo over.

⚡ If there is a **Suspect** enemy with no clues on it at your location, investigators at your location spend 1 🃏 clues, as a group (2 🃏 clues instead if it is agenda 2): “Have you seen my dad?” Add that enemy to the victory display.



ASSET

Mysterious Photo

All I Have Left of Him



Item.

⚡ Exhaust Mysterious Photo: Either take an investigate action at a **Hideout** location or flip Mysterious Photo over.

⚡ If you are at a **Hideout** location with no clues on it, investigators at that location spend clues, as a group, equal to its clue value: “Where is Dad now?” Add that location to the victory display, moving each enemy and investigator there to a connecting location.

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