

* Subject 5U-21

The Anomaly

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Manifold.

You begin the game with Ravenous (*Controlled Hunger*) in play.

During each upkeep phase, draw 1 additional card and devour a non-weakness player card in your hand.

⚡: Devour a non-story card controlled by an investigator at your location. (Limit once per round.)
⚡ effect: +2. After this test ends, you may add a devoured card to its owner's hand.

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Deck Size: 50.

Deckbuilding Options: Neutral cards level 0-5, cards from any class level 0.

Deckbuilding Requirements (do not count toward deck size): Ravenous, 3 copies of Regurgitation, 3 copies of Reality Acid, 2 random basic weaknesses.

Deckbuilding Restrictions: No permanents except story and signature permanents.

Additional Requirements: Your deck must include at least 7 cards from each class (♣, ♠, ♦, ♠, and ♣).

Additional Upgrade Options: After each scenario ends, separate each card you devoured (*beneath Ravenous and set-aside*) by class. Before the next scenario in this campaign, you may spend experience to purchase or upgrade 1 or more cards of any level from the class with the most devoured cards (if there is a tie, choose one).



Ravenous

Controlled Hunger

ASSET



Talent.

Subject 5U-21 deck only. Permanent.

Each time you devour a card, place it facedown beneath Ravenous. You get +1 to each of your skills for each card beneath Ravenous (max +5).

Forced – If there are 5 or more cards beneath Ravenous: Flip it over.

Ravenous

Uncontrolled Hunger

ASSET



WEAKNESS

Flaw.

Subject 5U-21 deck only. Permanent.

Each time you devour a card, set it aside, out of play. You get +1 to each of your skills for each card beneath Ravenous (max +5).

Forced – At the end of your turn: Devour a non-story card beneath Ravenous or controlled by an investigator at your location. If there is nothing beneath Ravenous, flip it over.

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EVENT

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Regurgitation

Power.

Subject 5U-21 deck only.

Fast. Play only during your turn.

If Ravenous (*Uncontrolled Hunger*) is face up, flip it over. Choose and return up to 3 cards you devoured (*beneath Ravenous or set-aside*) to their owners' hands. For each card returned in this way, heal 1 damage or 1 horror.



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TREACHERY

Reality Acid

WEAKNESS

Power.

Revelation – If Ravenous (*Controlled Hunger*) is face up, flip it over. You devour a random aspect of reality. Reveal a random chaos token from the chaos bag and consult the Reality Acid reference card to determine what you devoured.





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TREACHERY

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Reality Acid

SUBJECT SU-21 DEVOURS...

(If the chaos token revealed is not listed, or if the listed aspect cannot be devoured, reveal a new chaos token and consult the list again.)

- ◆ ☆: ...a non-**Elite** enemy or treachery, at your location and worth no victory points.
- ◆ +1: ...the top card of each investigator's discard pile.
- ◆ 0: ...the top card of each investigator's deck.
- ◆ -1: ...1 card at random from your hand.
- ◆ -2: ...a non-story, non-weakness asset controlled by an investigator at your location.
- ◆ -3: ...a player card attached to your location, or attached to an encounter card at your location.
- ◆ -4: ...the top 2 cards of each investigator's deck.
- ◆ -5: ...3 cards of your choice from your hand.

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- ◆ -6: ...all events from each investigator's hand.
 - ◆ -7: ...1 non-story, non-weakness asset from each investigator's play area.
 - ◆ -8: ...a non-weakness signature card in any player's deck, hand, discard pile, or play area.
 - ◆ : ...1 card beneath Ravenous, at random.
 - ◆ : ...each card committed to each skill test at your location (*after the test ends*), until the end of the next investigation phase.
 - ◆ : ...each event played by investigators at your location, until the end of the next investigation phase.
 - ◆ : ...the player card at your location with the most evidence, supplies, ammo, charges, or secrets on it.
 - ◆ : Reveal 3 more chaos tokens and resolve each of those devour effects.

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