

ARKHAM HORROR[®]

THE CARD GAME

THE BLOB THAT ATE EVERYTHING **ELSE!**

It Can Never Be Destroyed!

Investigators must once again confront an uncontrollable alien menace in *The Blob That Ate Everything ELSE!* This set of cards modifies and enhances the classic scenario *The Blob That Ate Everything* with new locations, enemies, story cards, and rewards. It also adds new options for the event organizer(s) in *Epic Multiplayer Mode*, and a new expanded Reality Acid table for even more replayability.

This scenario requires a copy of the original *The Blob That Ate Everything* in order to be played.

Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number.



Contents

This expansion contains several elements that can be used independently from one another (in any combination), or all together.

- ☉ **Subject 5U-21:** Cards #1–5 consist of a brand new investigator and her signature cards. The rules for using this investigator can be found starting on page 3.
- ☉ **New Scenario Content:** Cards #6–9 and #11–21 consist of new content for *The Blob That Ate Everything* scenario. The rules for incorporating this content can be found starting on page 5. This also includes a new, expanded Reality Acid table which can be found on pages 8–20.
- ☉ **New Event Organizer Rules:** All 9 copies of card #10, along with the new rules starting on page 21, can be used to expand the role of the event organizer when playing *The Blob That Ate Everything* in *Epic Multiplayer Mode*.

Subject 5U-21

Read only if “the sample was recovered:”

The few researchers who remain subject the meteorite shard to all kinds of tests. But before they can reach any sort of conclusion, a second creature breaks free from within. Panic erupts throughout the research station, but as the creature does not immediately attack, you wait and observe it closely. It begins to follow you everywhere you go, crawling along the ground like a lost duckling.

That’s how it started. The ooze seemed to be completely severed from the joint consciousness of the rest of Subject 8L-08’s manifold offspring. Instead, it seems to have imprinted onto us. It does not devour on pure instinct, but rather, only when directed or fed. We have given the subject a new designation: 5U-21.

It is a truly human thing to emotionally attach oneself to something so alien. But as 5U-21 grew in size and adapted more and more human mannerisms, it seems to have attached itself to us, as well. It has started to mimic humanity at almost every level. It has changed its shape to that of a human being, right down to adopting the functions of some human organs. Some of the researchers have even begun affectionately calling it by the moniker “Suzi.”

★ ★ ★ Thanks to Suzi's unique physiology, she is capable of speech and has even learned several languages. Unlike Subject 8L-08's other oozelings, Suzi can maintain physical contact with matter without immediately consuming it. That means she can wear clothing, hold and manipulate tools, nearly anything a human can do. Though she cannot truly pass for human, she has exhibited a clear desire to be a part of humanity. ★ ★ ★

We do not believe Suzi holds any ill will toward us. In fact, she seems to be quite affectionate toward most humans, though she can only come close to approximating human empathy. As such, we would be unwise to let our guard down entirely. Since she cannot truly empathize with other living organisms, there is risk in allowing Suzi to operate outside the confines of the QZ. If she turns on us—if her appetite becomes too much to control—she could pose as much danger as 8L-08 itself.

That said, we who have studied Suzi's capabilities and mannerisms vouch for her usefulness and her genuine desire to assist in any way. We believe Suzi can be a valuable asset for the Foundation, so long as she is closely observed.


Subject 5U-21, otherwise known as “Suzi,” is a new neutral investigator for *Arkham Horror: The Card Game*. This investigator can be used in any campaign or standalone scenario, following the standard rules for choosing an investigator when creating a deck.

🕒 **Note:** When resolving Subject 5U-21's Reality Acid weakness, use her Reality Acid reference card, not the Reality Acid table in this rulebook or in the original *The Blob That Ate Everything* rulebook.

New Scenario Content

When setting up *The Blob That Ate Everything*, players (or the event organizer) may choose to add the additional content included in this expansion. In order to do so, set up the scenario using the same guidelines and setup instructions included on pages 13–15 of the original rulebook, with the following modifications:

Setup

- When gathering encounter sets, also gather the new sets included in this expansion: *The Blob That Ate Everything Else* and *Mi-Go Incursion II*. These sets are indicated by the following icons:

- Set aside all cards from the *Mi-Go Incursion II* encounter set, out of play.
- When setting up the locations, shuffle the 4 new Quarantine Zone locations together with the Quarantine Zone locations from the original scenario, then remove 5 of them from the game, instead of only 1. Arrange the locations as normal.
- If you are playing in *Single Group Mode*, remove each copy of *Replicating Aberration* from the game. If you are playing in *Epic Multiplayer Mode*, give each copy of *Replicating Aberration* to the event organizer.
- Set the original rulebook for *The Blob That Ate Everything* aside until the end of the game; its Reality Acid table will not be used during this scenario. (Refer to the rules on page 7 of this rulebook for more information.)

New Rules and Clarifications

- ☉ When you are instructed to randomly draw a **Part 1** story card, include the 3 new story cards in the *Mi-Go Incursion II* encounter set, for a total of 7 possible story cards.
- ☉ Some effects allow investigators to affect investigators in “any group.” If playing in *Single Group Mode*, there is only one group that can be affected (yours). If playing in *Epic Multiplayer Mode*, any group (including your own) can be chosen. Communicate and strategize with the other groups playing in order to make the best use of these abilities.
 - ◆ As a variant rule, in *Epic Multiplayer Mode*, the event organizer may choose to allow the abilities of the Church, Water Tower, Abbatoir, and Old Burial Hill to also function in this way. If so, when an investigator activates one of these abilities, they may choose any group and treat all of that ability’s effects as applying to that group’s game state. (*Note: this only changes the text of the locations’ effects, not their triggering conditions.*) If this variant is used, the event organizer should clearly indicate this before the scenario begins.
- ☉ The new Replicating Aberration enemies are only used in *Epic Multiplayer Mode*, and only at the event organizer’s discretion. (*See page 20 for more information.*)

Expanded Reality Acid Table

When playing *The Blob That Ate Everything ELSE!*, use the table on the following pages instead of the table on pages 16–19 of the original *The Blob That Ate Everything* rulebook.

When resolving Reality Acid in *The Blob That Ate Everything ELSE!*, the order of the tokens pulled matters, unlike in the original. Instead of revealing two tokens simultaneously and finding that combination of tokens in the Reality Acid table, reveal each token one at a time. Find the first token revealed in the leftmost column of the Reality Acid table, then find the second token revealed in the next column over, and resolve the devour effect listed.

- ☉ If you reveal a token that is not listed, ignore it and reveal a new token from the chaos bag to replace that token.
- ☉ If the devour effect listed for your combination of tokens cannot be resolved for any reason, return the revealed tokens to the bag and start the process over.
- ☉ *Example: Suzi draws a Reality Acid treachery and is instructed to reveal two tokens from the chaos bag, one at a time. The first is a token which is not listed in the Reality Acid table, so she ignores it and reveals another token in its place, which is a “-3” token. For her next token, she reveals a “-2.” She locates the row in the Reality Acid table that lists these two tokens in the order she revealed them (-3 in the left column and -2 in the right column), and resolves the devour effect listed there (in this case, her “future”).*









REALITY ACID














SUBJECT 8L-08 OPENS ITS MAW, AND DEVOURS...









(If the combination of chaos tokens revealed is not listed, or if the listed aspect cannot be devoured, reveal two new chaos tokens and consult the chart again.)











1 st Chaos Token	2 nd Chaos Token	Aspect of Reality Devoured
★	★	...the concept of failure. For the remainder of this round, whenever you would fail a skill test, you succeed by 0, instead.
★	◆	...your misfortune. Set this ◆ token aside. The next time you would reveal a chaos token during a skill test, resolve this set-aside ◆ token instead (<i>as if it were just revealed from the chaos bag</i>).
★	+0/+1	...your greatest flaw. Search your deck for any 1 weakness card. It is devoured.
★	☠/☹	...the non- <i>Elite</i> enemy nearest to you.
★	👁/👁	...a treachery at your location.
★	-1/-2	...1 horror and 1 damage from your investigator card.
★	-3 to -5	...1 of your resources. Then, add 2 charges, ammo, secrets, supplies, or evidence to an asset you control.
★	-6 to -8	...any 1 card of your choice from your hand. Then, draw 3 cards.










★	☞	...your fortune. Set this ☞ token aside. The next time you would reveal a chaos token during a skill test, resolve this set-aside ☞ token instead (<i>as if it were just revealed from the chaos bag</i>).
★	☞	...something helpful chosen by the event organizer.
◆	any	...the ◆ token just revealed.
+1	★	...your unpreparedness. Gain 1 countermeasure.
+1	◆	...your disfavor. Search your deck and discard pile for a Blessed card and add it to your hand.
+1	+0/+1	...your player reference card.
+1	☠/☹	...your ignorance. Discover 1 clue at your location.
+1	☠/☞	...1 remaining health from the nearest enemy. (<i>Deal it 1 damage.</i>)
+1	-1/-2	...friendships. Until the end of the round, investigators cannot commit cards to each others' skill tests.
+1	-3 to -5	...your caution. Resolve Reality Acid three more times, ignoring this result.
+1	-6 to -8	...your sense of humor. Until the end of the next round, whenever you laugh, take 1 horror.
+1	☞	...your favor. Search your deck and discard pile for a Cursed card and add it to your hand.












+1		...something of absolutely no consequence chosen by the event organizer.
0		...absolutely nothing, for once.
0		...danger. Until the end of the round, actions you perform do not provoke attacks of opportunity.
0	+1	...your next paycheck. Find each card in your hand that instructs you to gain resources. Those cards are devoured.
0	0	...1  clues from your location.
0		...your voice. Until the end of the round, you cannot speak, make noise, or play cards with quotes in the title.
0		...your group's food and drinks. They cannot be consumed until your group has dealt at least 3 damage to Subject 8L-08.
0		...the concept of language. Until the end of the investigation phase, you can only speak in gibberish.
0		...light. Until the end of the round, investigators must play with all nearby light sources turned off or covered (<i>except for flashlights</i>).
0	-1	...itself, and then regurgitates itself. Deal 1 damage to Subject 8L-08.
0	-2	...the concept of compassion. Until the end of the round, investigators cannot heal one another. (<i>They can still heal themselves.</i>)
0	-3	...all damage on each Manifold enemy.


















0	-4/-5	...something actually nutritious! Heal 3 damage from Subject 8L-08.
0	-6 to -8	...one of your hands. For the remainder of the game, you have 1 fewer hand slot.
0		...mystery. Until the end of the round, play with the top card of your deck revealed.
0		...something of little consequence chosen by the event organizer.
-1		...your investigator mini card. (<i>Use something else to mark your location.</i>)
-1		...your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-1	+1	...your ability to speak truthfully. Until the end of the round, you can only speak falsehoods (unless speaking to the event organizer).
-1	0	...the concept of generosity. Until the end of the round, investigators cannot affect or interact with cards in other investigators' threat areas.
-1		...your hope. Until the end of the next mythos phase, set your base  to 0.
-1		...your curiosity. Until the end of the next mythos phase, set your base  to 0.
-1		...your precision. Until the end of the next mythos phase, set your base  to 0.
-1		...your attention. Until the end of the next mythos phase, set your base  to 0.

























-1	-1	...your versatility. Until the end of the round, you cannot play or use cards that do not match your investigator's class.
-1	-2	...your cell phone.
-1	-3	...the chaos bag. Remove all tokens from it and place them in a different container.
-1	-4/-5	...level 1-5 cards of your choice with at least 5 total levels from among your deck, discard pile, hand, and play area.
-1	-6 to -8	...your spirituality. For the remainder of the game, you have 1 fewer arcane slot.
-1		...your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-1		...1 or more tokens chosen by the event organizer.
-2		...the concept of nomenclature. Until the end of the round, investigators cannot refer to the names of players or card titles.
-2		...your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-2	+1	...all Footwear cards you control and in your hand.
-2	0	...1 clue from your location and each connecting location.
-2		...the top 3 cards of your deck.
-2		...half of the cards in your hand, of your choice.























-2		...1 random card from your hand.
-2		...the top 3 cards of your discard pile.
-2	-1	...your handedness. Until the end of the round, you cannot use your dominant hand.
-2	-2	...the deckbox you store your deck in.
-2	-3	...your investigator's card sleeve.
-2	-4/-5	...your party's teamwork. Each investigator loses 1 action.
-2	-6 to -8	...the concept of a "discard pile." Until the end of the next mythos phase, each card that would be placed in any investigator's discard pile is instead devoured.
-2		...your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-2		...a card chosen by the event organizer.
-3		...your tangibility. Until the end of the round, you cannot physically interact with objects. (<i>You may ask other players to move cards and tokens for you.</i>)
-3		...your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-3	+0/+1	...your past. Find the last card you played or used. It is devoured.
-3	 / 	...each Talent , Connection , or Condition card in your hand.

























-3		...each Talent, Connection, or Condition card you control.
-3	-1	...your present. Randomly choose a card from your hand or play area. It is devoured.
-3	-2/-3	...your future. The next card you play or use this round is devoured (<i>after being played or used</i>).
-3	-4/-5	...your sense of time. Until you advance the agenda, investigators cannot use time-keeping devices, ask about the time, or use abilities on any card with “time,” “watch,” or “chrono” in its title.
-3	-6 to -8	...your superstition. For the remainder of the game, you have 1 fewer accessory slot.
-3		...your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-3		...something harmful chosen by the event organizer.
-4/-5		...your soul. Record in your Campaign Log that <i>you have no soul</i> .
-4/-5		...your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-4/-5	+0/+1	...your plans. For the rest of this round, you cannot perform any action you previously said you were going to perform this round.
-4/-5		...your reflexes. Until the end of the next mythos phase, you cannot trigger  abilities.
























-4/-5		...your boldness. Until the end of the next mythos phase, you cannot trigger  .
-4/-5	-1/-2	... 1 countermeasure.
-4/-5	-3 to -5	...your initiative. Until the end of the next mythos phase, you cannot trigger  .
-4/-5	-6 to -8	...your ability to correctly don clothing. For the remainder of the game, you have 1 fewer body slot.
-4/-5		...your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-4/-5		...something harmful chosen by the event organizer.
-6 to -8		...any hope of rescue. Each investigator reveals cards from the top of their deck until they reveal an Ally asset. Each Ally asset revealed in this way is devoured. Shuffle each investigator's deck.
-6 to -8		...your faith. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-6 to -8	+0/+1	...your house. Search the collection for Your House (Core #124); it is devoured.
-6 to -8	 	...the broken and injured. Find each asset you control with 1 or more damage on it. Those cards are devoured.

-6 to -8	 	...the splintered and fearful. Find each asset you control with 1 or more horror on it. Those cards are devoured.
-6 to -8	-1/-2	...each Clothing or Armor card in your hand.
-6 to -8	-3 to -5	...each Clothing or Armor card you control.
-6 to -8	-6 to -8	...your memory. Until the act advances, cards in your discard pile cannot be retrieved, used, or shuffled into your deck.
-6 to -8		...your doubt. Return this  token to the token pool, reveal another token to replace it, and consult the table again.
-6 to -8		...something of dire consequence chosen by the event organizer.
		...your strategy. Until the end of the round, you cannot suggest any course of action.
		...all Blessed cards in your discard pile.
	+1	...all of the evidence from among assets you control.
	0	...the floor. Until the end of the round, investigators' feet may not touch the floor.
		...all of the supplies from among assets you control.
		...all of the ammo from among assets you control.
		...all of the charges from among assets you control.

		...all of the secrets from among assets you control.
	-1	...each skill card in your hand.
	-2	...each event card in your hand.
	-3	...all of your resources.
	-4/-5	...your classes. Until the end of the round, each of your cards (<i>including your investigator</i>) is considered to be neutral.
	-6 to -8	...each exceptional card you control and in your hand.
		...each Cursed card in your discard pile.
		...something hilarious chosen by the event organizer.
		...anachronism. Until the end of the round, you cannot use any asset that does not (or did not, at some point) exist in real life.
		...each Blessed card in your hand.
	+0/+1	...your self-control. You must spend as many resources as possible this round.
		...the highest-cost Ally asset you control.
		...each card that has been exiled.
		...your identity. Until the end of the round, treat your investigator's text box as if it were blank, including Traits .
		...the concept of speed. Until the end of the round, investigators cannot gain or take additional actions.

	-1	...each Spell or Ritual card in your hand.
	-2/-3	...each Spell or Ritual card you control.
	-4/-5	...your love of animals. Until the end of the current round, you cannot play or use Creature assets, nor can you show anyone pictures of your pets.
	-6 to -8	...each Science card you control and in your hand.
		...each Cursed card in your hand.
		...something weirdly specific chosen by the event organizer.
		...the concept of original ideation. Until the end of the round, you can only speak in memes.
		...each Blessed card you control.
	+0/+1	...your discipline. Until the end of the round, you must commit every eligible card you can to each skill test you perform.
	 / 	...your sense of urgency. Until the end of the round, you cannot move.
	 / 	...your potential. Until the end of the round, your skills cannot be increased.
	-1/-2	...each Charm or Relic card in your hand.
	-3 to -5	...each Charm or Relic card you control.
	-6 to -8	...each Spirit or Tactic card you control and in your hand.

		...something metaphysical chosen by the event organizer.
		...each Cursed card you control.
		...each card in your hand or in play that has been signed by a current or former employee of Fantasy Flight Games.
		...each Blessed card you use or play for the remainder of the round.
	+0/+1	...your sense of direction. Until the end of the round, you must play with your hand upside down.
	 / 	...your uniqueness. Search your deck, hand, discard pile and play area for one of your non-weakness signature cards. It is devoured.
	 / 	...your fundamentals. Until the end of the round, you cannot perform basic actions.
	-1/-2	...each Tool or Weapon card in your hand.
	-3 to -5	...each Tool or Weapon card you control.
	-6 to -8	...your sense of self. For the remainder of the round, you can only refer to yourself or your investigator in the third person.
		...each Cursed card you use or play for the remainder of the round.
		...something tangible chosen by the event organizer.
	any	...the  token just revealed.

		...the  token just revealed.
		...each  token in the chaos bag. At the end of every round, Subject 8L-08 spits 1 of those tokens back into the token pool.
	+1	...the +1 token just revealed.
	0	...the 0 token just revealed.
	 / 	...your turn. Lose all of your actions for this round.
	 / 	...your patience. Place 1 doom on the current agenda.
	-1	...the -1 token just revealed.
	-2/-3	...the concept of success. The next time an investigator would succeed at a skill test by 2 or more, that investigator instead automatically fails.
	-4/-5	...the concept of ease. Until the end of the game, flip the scenario reference card to its Hard/Expert side.
	-6 to -8	...your favorite card that started this scenario in your deck, wherever it may be in all play areas or out-of-play areas.
		...each  token in the token pool. At the end of every round, Subject 8L-08 spits 1 of those tokens back into the token pool.
		... <i>Arkham Horror: The Card Game</i> . Pack it in, everyone. Game's dead.

New Event Organizer Rules and Variants

When playing *The Blob That Ate Everything* or *The Blob That Ate Everything ELSE!* in *Epic Multiplayer Mode*, the role of the event organizer can be expanded to include adversarial elements, allowing the event organizer to act as extensions of Subject 8L-08 itself.

Replicating Aberrations

This expansion includes 9 copies of a new enemy, the Replicating Aberration. These enemies are not used in *Single Group Mode*, and are given directly to the event organizer in *Epic Multiplayer Mode*. If playing with more than 3 groups, there is no need to take all of them; take the Replicating Aberration cards from 3 groups and have the rest set them aside. *(If there is more than one event organizer, each one should choose which groups they wish to cover, and take only the Replicating Aberration enemies from each of those groups.)*

Each of these enemies has a “**Replicate**” ability that allows the event organizer to spawn that enemy if they spot a specific event or circumstance while passing by or watching over a group of investigators. That group may cancel the spawning of that enemy by spending countermeasures as instructed.

- ☉ Triggering the replicate ability of a Replicating Aberration is optional. Event organizers should use their own discretion when determining whether or not to do so. *(For the best experience, do not pick on a group that is struggling. As Subject 8L-08 nears death, feel free to be a bit more cruel and knock those investigators down a peg or two.)*

- ★ ★ ★ Replicating Aberration enemies are returned to the event organizer when they leave play. (Their **Blob X** keyword still triggers if they are defeated.)
- ★ ★ ★ When visiting or passing by a group, take a moment to watch their gameplay and take note of their unique circumstances. There may be a replicate ability that you can trigger!

Expanded Communication and Teamwork

Some of the new cards in *The Blob That Ate Everything ELSE!* allow for increased strategy between groups. Investigators may communicate freely between groups, but at the investigators' request, you may aid them in this endeavor by scouting other groups who may benefit from their actions.

As described on page 6, you may optionally decide to allow the abilities on some locations to affect the game state of other groups. If you choose to do so, make sure to announce this to the investigators before the start of the scenario.

Conflicts between groups are rare, but should be resolved swiftly and with compassion in order to keep the scenario moving and all parties content.

Reality Acid Choices

Be aware that some of the new Reality Acid effects on pages 8–20 allow the event organizer to choose what aspect of reality gets devoured. Try to follow the guidelines presented, but if you cannot think of anything in the moment, you may instruct the players to reveal new tokens instead.

Design Notes

Hah! You thought I was done designing for Arkham, didn't you?

Okay, okay, starting now, I really am. Consider this my encore: a love letter to my favorite scenario, and to you, this game's wonderful fans. I honestly believe that The Blob That Ate Everything is the best "event" scenario we've ever made, so when I was given the opportunity to reinvigorate it with some new content, I was thrilled. I always leave ideas on the cutting room floor when designing scenarios, so it's fun when I get the chance to return to some of those concepts. Having run this scenario numerous times at Gen Con and Arkham Nights as the event organizer, I also wanted to find a few ways to make that experience more engaging—not for future me, but for other players who want to organize blob events at home or at their friendly local gaming store.

We also wanted to find a way to make this experience a memorable set piece even for players who don't get the chance to experience this scenario in epic multiplayer mode. The first thing that popped into my head was "we absolutely need to make a blob investigator." We laughed the idea off like it was a funny joke for about fifteen seconds before realizing it was actually a great idea—which actually echoes the moment this entire scenario was conceived in the first place. And thus, "Suzi" was born.

We hope you enjoy this fun little callback to one of Arkham Horror: The Card Game's most memorable scenarios, and look forward to what's coming next. As you'll soon know, Blackwater's not the only spot where a meal is taking place.

— MJ Newman

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