

# Mythos Problems

These include both Problem cards that come with Setbacks from:

- Fighting Challenges, resulting in physical injuries
- Stability Challenges, resulting in emotional or philosophical stress.

## Byakhee

Fighting Challenge

**PROBLEM**

### Bruising Bite

*Something about the way that bat-winged monstrosity beak clamped into your flesh makes you think the damage hasn't stopped. You're not a doctor, but that hideously spreading bruise might be your first clue.*

Each time you get a core clue, roll a die. On an odd result, place a tick mark on this card. Erase a tick mark by Taking Time. If you end the scenario with three or more tick marks on the card, your character dies from a cranial blood clot.



Stability Challenge

**PROBLEM**

### Fear the Skies

*Those awful flapping things could come back at any moment. They could tear you limb from limb. How do you defend yourself against something like that?*

Put a tick mark on this card. Each time you move about in an isolated outdoors location rendering you vulnerable to aerial attack, add another tick. Take a penalty to Stability tests equal to the number of ticks. Take a penalty to Sense Trouble tests equal to the number of ticks— except when the danger actually comes from the sky, in which case, gain a bonus equal to the number of ticks.



## Dark Young of Shub-Niggurath

Fighting Challenge

**PROBLEM**

### Trampling Hooves

*You didn't know what to expect from a walking tree, even when you got closer and saw that the branches were really tentacles. But being trampled under giant hooves? Not what you anticipated.*

Until you Take Time to recuperate, -3 to all Physical / General tests and -1 to all Physical / Manual tests. After that, -1 to all Physical / General tests. Discard when you solve the central mystery.



Stability Challenge

**PROBLEM**

### The Trees are Watching

*You know those things weren't trees, but out of the corner of your eye trees sure look like those things.*

Whenever you can see a tree in the distance, you are unable to make Pushes and take a -1 penalty to Physical / Manual tests. You may attempt to discard by Taking Time to visit your shrink contact. Then roll a die; on an even result, discard. On an odd result, this becomes a Continuity card.



# Dimensional Shambler

Fighting Challenge

**PROBLEM**

## Clawed

*That ape-insect thing raked through your clothing to lacerate your arm. The black goo weeping from the wound strikes you as something to get looked at. Or to try desperately to put out of your mind. One or the other.*

Discard by Taking Time to visit your scientific or medical Contact. If still in hand at end of scenario, you die from blood poisoning.



Stability Challenge

**PROBLEM**

## Dimensional Awareness

*Ever since you saw that insect-ape thing, weird images have spun through your mind, of other spheres, other realities. Each one more appalling and predatory than the last.*

In ordinary circumstances, -1 to Physical / Mental tests.

In the presence of a Mythos creature or manifestation, -2 to Physical / Mental tests and -1 to Physical / Manual tests.

Discard by destroying a Dimensional Shambler.



# Flying Polyp

Fighting Challenge

**PROBLEM**

## Banged Up All Over

*That airborne jellyfish summoned a blast of wind that hit you like a tornado. You can't decide which part of you hurts worse.*

-2 to Fighting and -1 to all other General / Physical tests. Discard when you score a Hold or better on a General / Physical test.



Stability Challenge

**PROBLEM**

## Invisible Foes

*The creature came out of nowhere, like it was invisible. That means there could be a creature watching you, right now. You can't help it if that leaves you looking a little twitchy.*

To make an Interpersonal Push, you must first succeed at a Difficulty 5 Cool test, which then permits you to discard this card.

