

# GREAT CTHULHU






## UNIQUE ABILITY

**Immortal (Ongoing):** Once Cthulhu has Awakened, he costs only 4 Power each subsequent time he is Awakened. Whenever you Awaken any Great Old One, gain 1 Elder Sign.

**SETUP:** 8 Power, 6 Acolytes, and a Controlled Gate in the Area with this Glyph:



CULTIST

Units <sup>(Total)</sup>	Cost	Combat	Notes
 Acolyte <sup>(6)</sup>	1	0	Spellbook: Dreams
 Deep One <sup>(4)</sup>	1	1	Spellbook: Devolve
 Shoggoth <sup>(2)</sup>	2	2	Spellbook: Absorb
 Starspawn <sup>(2)</sup>	3	3	Spellbook: Regenerate
 Cthulhu	10/4	6	<p><b>How to Awaken Cthulhu:</b></p> <ol style="list-style-type: none"> <li>1) There must be a gate in Great Cthulhu's starting Area (can be abandoned or enemy-controlled).</li> <li>2) If this is first Awakening, pay 10 Power. Otherwise, pay 4 Power.</li> <li>3) Cthulhu appears in its starting Area. (Remember to gain 1 Elder Sign).</li> </ol> <p><b>Devour (Pre Battle):</b> The enemy player chooses and Eliminates one of his Monsters or Cultists in the Battle.</p>

MONSTERS

GREAT OLD ONE

## SPELLBOOKS

Receive this Spellbook in the first Doom Phase. Receive 1 Elder Sign.

This must be the last Faction Spellbook you receive. It must be taken during the Doom Phase. Receive 1 Elder Sign.

Kill and/or Devour an enemy Unit in a Battle.\*

Kill and/or Devour 2 enemy Units in a Battle.\*

\* You may earn both these Spellbooks in a single Battle, if you Kill and/or Devour 3 or more Units.

Control 3 Gates in ocean/sea Areas  
OR  
4 Gates exist in ocean/sea Areas.

Awaken Cthulhu.



# BLACK GOAT

## UNIQUE ABILITY

**Fertility Cult (Ongoing):** When you Summon Monsters you can Summon multiple Monsters of one or more types, from one or several Gates. You still may only Recruit a single Cultist per Recruit Action.

**SETUP:** 8 Power, 6 Acolytes, and a Controlled Gate in the Area with this Glyph:



## SPELLBOOKS

Have Units in 4 Areas.

Have Units in 6 Areas.

Have Units in 8 Areas.

As your Action, Eliminate 2 of your Cultists from any Area(s) on the Map.

Share Areas with all enemies (i.e., both you and the enemy have Units there).

Awaken Shub-Niggurath.

CULTIST

Units <sup>(Times)</sup>

Cost Combat

Notes



Acolyte <sup>(6)</sup>

1

0

Combat is 1 with Frenzy Spellbook.



Ghoul <sup>(2)</sup>

1

0

Cost is 0 with Thousand Young Spellbook.  
Spellbook: Necrophagy



Fungl From Yuggoth <sup>(4)</sup>

2

1

Cost is 1 with Thousand Young Spellbook.  
Spellbook: Ghroth



Dark Young <sup>(3)</sup>

3

2

Cost is 2 with Thousand Young Spellbook.  
Spellbook: The Red Sign

GREAT OLD ONE



Shub-Niggurath

8

?

**How to Awaken Shub-Niggurath:**

- 1) You must have a Controlled Gate and at least 2 Cultists on the Map - they can be in any Area(s).
- 2) Pay 8 Power.
- 3) Remove your 2 Cultists, then place Shub-Niggurath at your Controlled Gate.

**Combat:** Equal to the sum of your Controlled Gates and in-play Cultists. If you have The Red Sign, add another +1 for each Dark Young you have in play.

**Avatar (Action: Cost 1):** Choose an Area and a Faction. Swap the location of Shub-Niggurath with that of a Monster or Cultist in the chosen Area. The owner of the chosen Faction chooses which Unit to relocate.



# OPENER OF THE WAY

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### UNIQUE ABILITY

**The Beyond One (Action: Cost 1):** Select one of your Units with a cost of 3+ in an Area that contains a Gate and no enemy Great Old Ones. Move that Unit, the Gate, and any Controlling Unit to any Area on the Map that does not already have a Gate.

**SETUP:** After all other players have set up: 8 Power, 6 Acolytes, and a Controlled Gate in the empty Area of your choice.

CULTIST

MONSTERS

GREAT OLD ONE



### SPELLBOOKS

There are 8 Gates on the Map.

There are 12 Gates on the Map.  
In a 2-3 player game, only 10 Gates need to be on the Map.

You have Units in at least 2 Areas containing enemy-controlled Gates.

Lose 1 of your own Units in Battle.

Your Great Old One is in the same Area as an enemy Great Old One.

Awaken Yog-Sothoth.

Units <sup>(Total)</sup>	Cost	Combat	Notes
Acolyte <sup>(6)</sup>	1	0	Spellbook: The Million Favored Ones
Mutant <sup>(4)</sup>	2	1	Spellbook: The Million Favored Ones
Abomination <sup>(3)</sup>	3	2	Spellbooks: The Million Favored Ones and Dread Curse of Azathoth
Spawn of Yog-Sothoth <sup>(2)</sup>	4	3	Spellbooks: The Million Favored Ones and Dread Curse of Azathoth
Yog-Sothoth	6	?	<p><b>How to Awaken Yog-Sothoth:</b></p> <p>1) You must have a Spawn of Yog-Sothoth on the map. 2) Pay 6 Power. Replace the Spawn with Yog-Sothoth.</p> <p><b>Combat:</b> Equal to twice the number of enemy-controlled Faction Great Old Ones in play.</p> <p><b>The Key and the Gate (Ongoing):</b> Yog-Sothoth counts as a Gate for every purpose, except for the Beyond One ability. Yog-Sothoth is not Controlled by any Cultist, and he can exist in the same area as another Gate.</p>



# WINDWALKER



## UNIQUE ABILITY

**Hibernate** (Action: Cost 0): Gain 1 Power for each enemy Great Old One in play; in doing so you may not gain more Power than the amount of your current total Power. You may no longer perform Actions during this Action Phase (as though you were at 0 Power). Add your current Power to your total during the next Gather Power Phase.



**SETUP:** After everyone except Opener of the Way has set up: 8 Power, 6 Acolytes, and a Controlled Gate in one of the Areas marked with this Glyph:



CULTIST


Units <sup>Total</sup>	Cost	Combat	Notes
 Acolyte <sup>(6)</sup>	1	0	Spellbook: Cannibalism

MONSTERS

 Wendigo <sup>(4)</sup>	1	1	Spellbook: Cannibalism and Howl
 Gnoph-Keh <sup>(4)</sup>	?	3	Cost: Equal to the number of Gnoph-Keh in your Pool. (i.e., if only one Gnoph-Keh is in your Pool, its cost is 1.) Spellbook: Berserkergang

GREAT OLD ONE

 Rhan Tegoth	6	3	<b>How to Awaken Rhan Tegoth:</b> 1) Pay 6 Power. 2) Rhan Tegoth appears in an Area containing the Windwalker Glyph.
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 Ithaqua	6	?	<b>How to Awaken Ithaqua:</b> 1) Rhan Tegoth has been Awakened (he need not be in play). 2) A Gate must exist in an Area marked with your Glyph. You need not Control the Gate. 3) Pay 6 Power and replace the Gate with Ithaqua. <b>Combat:</b> Equal to half of your opponent's Doom, rounded up.
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**Ferox (Ongoing):** While Ithaqua is in play, your Cultists cannot be Captured by enemy Monsters or Terrors. They are still vulnerable to enemy Great Old Ones.

## SPELLBOOKS

Awaken Rhan Tegoth.

A Gate exists in the Area marked with the Windwalker Glyph and in which you did not start.

You are the First Player.

Another Faction has 6 Spellbooks on their Faction Card.

Take this Spellbook at any time.  
Gain 1 Elder Sign for each enemy player with 6 Spellbooks on their Faction Card, to a maximum of 3 Elder Signs.

Awaken Ithaqua.





### **The Red Sign (Ongoing)**

Dark Young can Create and Control Gates. Each Dark Young adds 1 to Shub-Niggurath's Combat and each provides 1 Power during the Gather Power Phase. They do not act as Cultists with respect to any other purpose.

### **Ghroth (Action: Cost 2)**

Roll a die. If the roll is less than or equal to the number of Areas containing Fungi, your enemies must collectively Eliminate Cultists equal to the die roll. They have 1 minute to decide how to distribute these Eliminations. If time runs out, you choose for them. If the roll is greater than the number of Areas with Fungi, place 1 Acolyte from any Faction's pool anywhere on the map.

### **Passion (Ongoing)**

When one or more of your Cultists are Eliminated by an enemy (Killed, Captured, etc.), gain 1 Power total.

### **He Who is Not to be Named (Action: Cost 1)**

Move Hastur to any Area containing a Cultist of any Faction. You may then take a second, different Action. You may NOT take *The Screaming Dead* as your second Action.

### **The Screaming Dead (Action: Cost 1)**

Move the King in Yellow to an adjacent Area. Any Undead in the same Area can move with him for free. You may then take a second, different Action. You may NOT take *He Who is Not to be Named* as your second Action.

### **Demand Sacrifice (Pre-Battle)**

If Tsathoggua is in play, your enemy chooses ONE of the following options before a Battle with you:

- 1) You gain an Elder Sign.

OR

- 2) All of their Kill results against your Units in this Battle count as Pains instead.

### **Shriving (Pre-Battle)**

Select an enemy Monster or Cultist in the Battle. That Unit is Eliminated and its owner receives Power equal to the Unit's cost.

### **Firestorm (Post-Battle)**

If Cthugha is involved in a Battle, for each Killed enemy Unit you "spare," you also gain 1 Elder Sign.

### **Dreams (Action: Cost 2)**

Choose an Area containing an enemy's Acolyte Cultist. Your enemy must Eliminate one of his Acolyte Cultists from that Area and replace it with one from your Pool.

### **Submerge (Action: Cost 1)**

If Cthulhu is in an ocean or sea Area, remove him from the Map and place him on your Faction Card, along with any or all of your Units in the Area. Later, as a 0-cost Action, you may place Cthulhu, plus all accompanying Units, into any Area.

### **Hierophants (Ongoing)**

Whenever you earn a Faction Spellbook (including this one), place a High Priest at one of your Gates. If there are no High Priests in your Pool, instead advance Ubbo-Sathla's Growth counter by 1. When this Spellbook is first taken, if you are using the High Priests expansion, then all Factions place a High Priest at one of their Gates.

### **Tablets of the Gods (Doom Phase)**

When you perform a Ritual of Annihilation, you also receive 1 additional Elder Sign for each Gate at which you have any High Priests. Then, Eliminate all your High Priests. This is not optional.

### **Cannibalism (Post-Battle)**

After all Battle results have been applied, if one or more enemy Units were killed, you may place a Wendigo or Acolyte from your Pool into the Battle Area. You may do this even if you were not involved in the Battle.

### **Festival (Ongoing)**

Un-Men now cost zero Power to Summon. When you Summon an Un-Man, also select an enemy to gain 1 Power. This is not optional.

### **Brainless (Ongoing)**

Reanimated now cost 1 Power to Summon. They may only Move, Capture, or declare Battle if they share an Area with one or more of your non-Reanimated Units. This is not optional.

### **Extinction (Ongoing)**

Yothans now cost 3 Power to Summon. When a Yothan is Killed or Eliminated, remove it permanently from the game. This is not optional.

**Doom that Came to Sarnath**  
**(Doom Phase)**

At the end of the Doom Phase, select an enemy and one of these two options:

- 1) Your enemy chooses a Monster or Cultist of yours to Eliminate.
- OR
- 2) He chooses one of your Elder Signs to discard.

# BOKRUG



## How to Awaken Bokrug (Cost 4):

- 1) Your Controlled Gate is in an Area with your Great Old One.
- 2) Pay 4 Power, and place Bokrug in the Area containing the Gate.

### Combat: 1

**Ghosts of Ib (Ongoing):** If Bokrug is killed, you do not lose this Loyalty Card. Instead, place Bokrug's figure on this card. At the end of the next Doom Phase, return Bokrug to any Area of the Map that does not contain any enemy Units. If there are no such areas, Bokrug remains on this card until the next Doom Phase.

Take this Loyalty Card and give it to the player of your choice. That player then places Bokrug's Spellbook on this card.



### Execration of Mu (Ongoing)

The Mummify Ability is no longer an Action. It now occurs instantly when any enemy Acolyte Cultists share an Area with Ghatanothoa.

## GHATANOTHOA



### How to Awaken Ghatanothoa (Cost 4):

**1)** Your Controlled Gate is in an Area with your Great Old One.

**2)** Pay **4 Power**, and place Ghatanothoa in the Area containing the Gate.

**Combat:** Equal to the number of Cultists your opponent has on the Map.

**Mummify (Action: Cost 1):** Any enemy Acolyte Cultists sharing an Area with Ghatanothoa are immediately “Mummified.” Lay Mummified Cultist figures on their sides. Such Cultists cannot use the Move Action, do not participate in Battle, and produce no Power during the next Gather Power Phase. During the Doom Phase, stand any Mummified Cultists back up. (A Mummified Cultist can be Captured. If a Cultist Controlled a Gate before becoming Mummified, it retains Control of that Gate.)

**EITHER** you have fewer than 6 total  
Gates and Cultists in the Doom Phase,  
**OR**  
As an Action, pay 4 Power.



# THE DARK DEMON<sup>(9)</sup>



## How to Obtain the Dark Demon Loyalty Card:

In the Doom Phase, when it is your turn to perform a Ritual of Annihilation, you may pay 2 Doom to obtain this Loyalty Card and then place the Dark Demon matching your Faction's color anywhere on the Map. If you wish, you may also perform a Ritual of Annihilation. Each of the other Factions permanently loses an Acolyte from their Pools (or from the Map, if all are in play) and then adds to their Pools a Dark Demon of their Faction's color.

**Crawling Chaos:** If Crawling Chaos obtains this Loyalty Card, the rules above still apply but the Card's cost is now 0 Doom. When the other Factions permanently lose their Acolytes as described above, each also gains 1 Elder Sign.

**Cost: 1**

**Combat: 0**

**The Summons (Ongoing):** Any Faction with a Dark Demon in its Pool cannot take any Action other than Recruiting the Dark Demon. (You can still choose to drop your Power to 0 and take no more Actions this Action Phase instead).

**Metamorph (Ongoing):** Dark Demons are a new type of Cultist and are treated as Cultists in every way, but they produce 0 Power during the Gather Power Phase. They are Recruited rather than Summoned, so a Controlled Gate is not needed to bring them into play. Dark Demons may Create and Control Gates, and they are worth 1 Power when Captured. They can be targeted by any Spellbooks or abilities that reference Cultists, but not Acolytes.



# THE DARK DEMON<sup>(9)</sup>



## How to Obtain the Dark Demon Loyalty Card:

In the Doom Phase, when it is your turn to perform a Ritual of Annihilation, you may pay 2 Doom to obtain this Loyalty Card and then place the Dark Demon matching your Faction's color anywhere on the Map. If you wish, you may also perform Ritual of Annihilation. Each of the other Factions permanently loses an Acolyte from their Pools (or from the Map, if all are in play) and then adds to their Pools a Dark Demon of their Faction's color.

**Crawling Chaos:** If Crawling Chaos obtains this Loyalty Card, the rules above still apply but the Card's cost is now 0 Doom. When the other Factions permanently lose their Acolytes as described above, each also gains 1 Elder Sign.

**Cost: 1**

**Combat: 0**

**The Summons (Ongoing):** Any Faction with a Dark Demon in its Pool cannot take any Action other than Recruiting the Dark Demon. (You can still choose to drop your Power to 0 and take no more Actions this Action Phase instead).

**Metamorph (Ongoing):** Dark Demons are a new type of Cultist and are treated as Cultists in every way, but they produce 0 Power during the Gather Power Phase. They are Recruited rather than Summoned, so a Controlled Gate is not needed to bring them into play. Dark Demons may Create and Control Gates, and they are worth 1 Power when Captured. They can be targeted by any Spellbooks or abilities that reference Cultists, but not Acolytes.



# THE SHADOW PHARAOH<sup>(1)</sup>



## How to Obtain the Shadow Pharaoh Loyalty Card:

In the Doom Phase, when it is your turn to perform a Ritual of Annihilation, pay 2 Doom and 2 Power to obtain this Loyalty Card, then place the Shadow Pharaoh at your Controlled Gate. If you wish, you may still perform a Ritual.

**Crawling Chaos:** In the Doom Phase, when it is your turn to perform a Ritual of Annihilation, pay only 2 Power to obtain this Loyalty Card, then place the Shadow Pharaoh at one of your Controlled Gates. If you wish, you may still perform a Ritual. Each other Faction gains 1 Elder Sign.

**Cost: 4**

**Combat: 2**

**Hebephrenia (Ongoing):** Gates may not be Controlled by any Faction in the Shadow Pharaoh's Area. When the Shadow Pharaoh enters an Area, any occupying Unit immediately Abandons the Gate. (Yog-Sothoth is unaffected.)



# TERRORS

**Terrors are summoned as though they are Monsters, and require a Controlled Gate to be able to enter play. They are equal to Monsters in their ability to Capture Cultists. That is, Monsters can protect Cultists against Terrors (and vice versa), and Great Old Ones can still Capture Cultists protected by Terrors. However, as Terrors are a different type of Unit, they are not vulnerable to abilities that specifically target Monsters.**

**To acquire a Terror, pay 2 Power and 2 Doom when it is your turn to perform a Ritual of Annihilation. You may still perform the Ritual, if you wish. Take your choice of available Terror Loyalty Cards and follow the instructions for placing your new figure on the Map.**

**Players may only purchase a single Loyalty Card in any given Doom Phase, so they may not gain a Neutral Monster in the same Doom Phase in which they acquire a Terror (and vice versa).**

**Once a Terror Loyalty Card has been acquired, it belongs to that player for the rest of the game. Only that player may Summon and control that Terror.**

# THE EIDOLON<sup>(1)</sup>

## CULTIST



Pay 2 Doom to take this Loyalty Card.  
Then place the Eidolon anywhere on the  
Map.

**Cost: 2**, However, once the Eidolon's  
Loyalty card is in play, any player may  
Recruit him.

**Combat: 0**

### **Hierarchy (Ongoing):**

The Eidolon generates 1 Power during the  
Gather Power Phase. He can be Captured  
like any Cultist and is Recruited, rather  
than Summoned. He cannot Create or  
Control Gates.

### **Eldritch Wisdom (Ongoing):**

If the Eidolon is in play, after any player's  
Action you can force each player to write  
down his or her next Action and then flip  
this Loyalty Card face-down. Example:  
an enemy who plans to Move must write  
"Move" but he need not say which Units  
are Moving, nor to where. On each player's  
next Action, they must perform that Action  
unless it is now impossible to do so. In this  
case, another Action may be taken. Flip  
this Loyalty Card faceup in the next Doom  
Phase.



# PHASES OF PLAY

## 1) Action Phase

**Perform 1 Action per turn, beginning with the First Player:**

- ◆ -1 Power to Recruit 1 Cultist (requires Unit)
- ◆ -? Power to Summon 1 Monster (requires Controlled Gate)
- ◆ -? Power to Awaken 1 Great Old One
- ◆ -3 Power to Create 1 Gate (requires Cultist)
- ◆ -1 Power per Unit to Move
- ◆ -1 Power to Battle (requires Unit with at least 1 Combat)
- ◆ -1 Power to Capture 1 Cultist

## 2) Gather Power Phase: for minimum power rule, round up

- ◆ +1 Power per Cultist
- ◆ +2 Power per Controlled Gate
- ◆ +1 Power per Captured Cultist (return to owner's pool)
- ◆ +1 Power per Abandoned Gate
- ◆ +? Power for any Special Abilities
- ◆ Increase to half of the highest Faction's Power total

## 3) Determine First Player Phase

- ◆ Player with most Power becomes First Player
- ◆ First Player decides direction of play

## 4) Doom Phase

- ◆ +1 Doom per Controlled Gate
- ◆ Rituals of Annihilation in player order, earning +1 Doom per Controlled Gate and +1 Elder Sign per Faction Great Old One
- ◆ Special Events and Abilities