



RISE^{OF} MYTHS

CTHULHU

EXPANSION RULEBOOK

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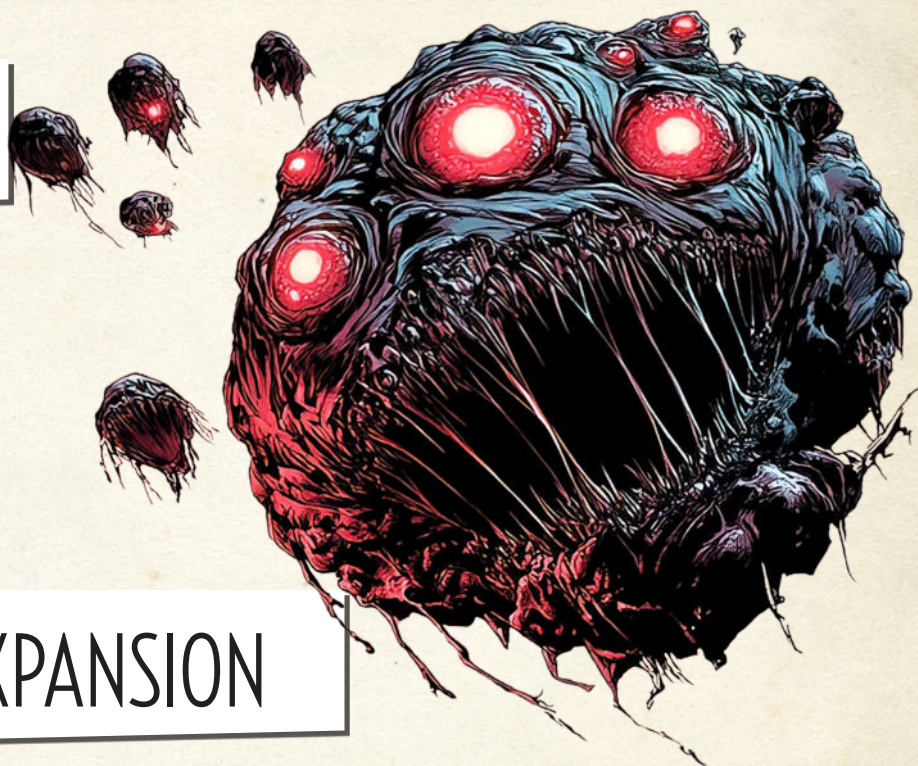
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ADDITIONAL CONTENT

There are 3 expansions for *Rise of Myths: Cthulhu*. *Echoes of Darkness*, *Nightmare Mode* and *Call of the Old Ones*. They add new Characters, Enemies, Locations, game modes and effects that create even a more epic experience.

In this rulebook you will find the content and how to use it for each of them.



ECHOES OF DARKNESS EXPANSION

This expansion adds new Characters, Locations, Enemies and effects to the base game. Enemies are location-specific, but there are no

restrictions on combining Characters with those included in *Rise of Myths: Cthulhu*.

COMPONENTS



38 Enemy cards for each Location
(Kingsport and Plateau of Leng)

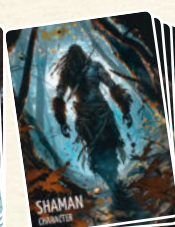
2 Great Old One decks
(1 × 9 and 1 × 17 cards)



1 Great Old One 2-sided Board
(Yog-Sothoth and Atlach-Nacha)



6 Tokens for each Character



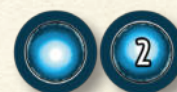
4 Character decks with 264 cards (3 × 65 and 1 × 69)



14 Alternative
Exploration cards



14 Additional
Event cards



4 Astral Tokens

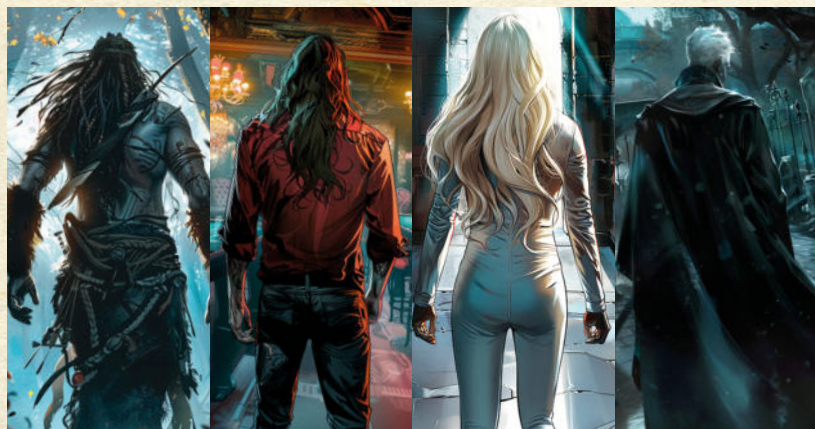


8 Replica Tokens



1 Luck Token and
2 Luck Dice

NEW CHARACTERS



SHAMAN

GAMBLER

ENTITY

NECROMANCER

NEW LOCATIONS

The Characters, including the 4 new additions, will be able to delve into mysteries that lie beyond reality, seeking to survive by exploring a new location, the Plateau of Leng, stalked by the Great Old One, Atlach-Nacha.

They will also be able to investigate the horrors hidden in the town of Kingsport, on their way to confronting another Great Old One, Yog-Sothoth.

Each new location has new unique Enemies to face.



NEW EFFECTS

ASTRAL



The Astral effect allows a Character to be strengthened by obtaining Astral Tokens (●). Each time a card with the Astral effect is played, an Astral Token is placed on the Character receiving the effect. For each token, the Character adds 1 Attack or 1 Defense to all their cards during their turn. This effect is decided card by card; it is always applied last and can only be applied to each card once.

Astral Tokens **ARE NOT DISCARDED** at the end of the Character's turn, but are discarded at the end of a Combat.

At the start of their turn, each Character must discard from the cards they draw the first cards they draw equal to the amount of Astral Tokens they have. These are considered **ASTRAL DISCARDS** and each Character gains Energy as if they were discarded for that purpose. After doing so, each Character discards their Astral tokens.



The Shaman ends his turn with 2 Astrals, that allowed him to empower their Attack and Defense cards during that turn.

At the start of his next round, he draws 6 cards, but must discard the first 2 of them as Astral Discards, gaining their corresponding Energy (2).

Then, he discards his Astral Tokens and can play the remaining 4 cards on his hand normally, having available the Energy (2) he gained from the Astral Discards.



The Shaman's Class Relic, Totem of Power, allows him to gain 1 Astral Token in exchange for losing 1 Sanity Point at the start of each of his turns. This Totem of Power effect occurs **AFTER** the Astral Discards, so this new Astral Token is not discarded during this turn and can be used immediately to boost the cards that he does intend to play that turn. It also indicates the maximum amount of Astrals each Character may have.

LUCK



At the start of each round, as indicated by his "Amulet of Fortune" Class Relic, the Gambler does a Lucky Roll with his two Luck Dice:

- * If the result of the roll is between 7 and 10 (inclusive) the Gambler is **LUCKY**.
- * Any other result means the Gambler is **JINXED**.

Place the Luck Token on his Class Relic, with the appropriate side face up to show his Luck.

Luck influences certain effects of the Gambler's cards, so his actions become less predictable and more risky. If a card enables him to change his Luck, turn over the Luck Token from Lucky to Jinxed, or vice versa, and immediately apply the new status to any card that requires it from that point onwards.

Being Lucky or Jinxed are exclusive effects for the Gambler, and only he can take advantage of or suffer their modifiers. Therefore, if a Gambler's card has a Lucky/Jinxed effect, this effect would not apply if it is played for another Character. However, if the card also has extra effects (for example, increasing their Attack), non linked to the Lucky or Jinxed status, they could be applied to the target Character.

BETS

The cards that include the Bet effect offer the option to take a risk in order to gain more powerful effects. The Gambler can play these cards for another Character. When playing them, the Character receiving the effect must decide whether to accept the base effect or to bet trying to improve the effects. There are two types of Bets: Simple Bets and Risky Bets.



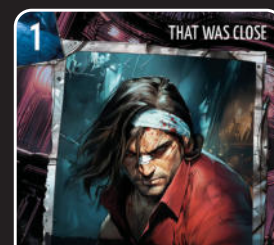
SIMPLE BET

With a Simple Bet, the Character can:

1. Apply the initial effect of the card, without any additional risk.
2. Place the Bet by rolling the Luck Dice. Depending on the result:
 - * If the result falls within the Window of Success (●●), including both boundary values, the Bet is considered successful. If so, the success effect replaces the initial effect, providing a greater benefit.
 - * If the result does not fall within the Window of Success (●●), the Bet loses and the Failure effect replaces the initial effect. This generally implies a disadvantage or lesser benefit.

The Gambler plays the That Was Close Card, and gains 1 Defense initially, but decides to take a risk by making the Simple Bet, meaning he no longer gets the Defense 1 effect.

When rolling the Luck Dice, he gets a total of 3 and loses the Bet, causing his Luck to change to Jinxed, if it was not already, and losing 1 Sanity Point but gaining 1 Energy.



Defense 1.
(4-10) Attack 1 and Defense 1.
Switch to **Jinxed**, **gain 1 Energy** and **lose 1 Sanity**.

RISKY BET

The Risky Bet is a bolder option, as there is no guaranteed initial effect, and the only way to get the effect of the card is to bet.

FIRST BET:

- * The Character rolls the dice, and if the result is within the Window of Success (●●), including both limit values, the Bet is considered successful and the corresponding effect is applied, unless the Character choose to take another risk.
- * If the result does not fall within the Window of Success (●●), the Bet loses and the Failure effect applies, unless the Character chooses to take another risk.

SECOND BET:

- * If the Character chooses to take the risk, a second roll must be done. The Windows of Success (●●) and its effects, indicated in the lower section of the card, completely replace the previous ones. Placing a second Bet implies that the previous one has not been completed and therefore has neither failed nor succeeded.

RETAINABLE

Cards with the Retainable effect may be kept for future turns. When a Character decides to keep a Retainable card, it remains in their hand at the end of their turn.

During the upcoming Upkeep phase, these cards do not count within the regular card limit. Therefore that Character would start their next turn with more than 6 cards available.

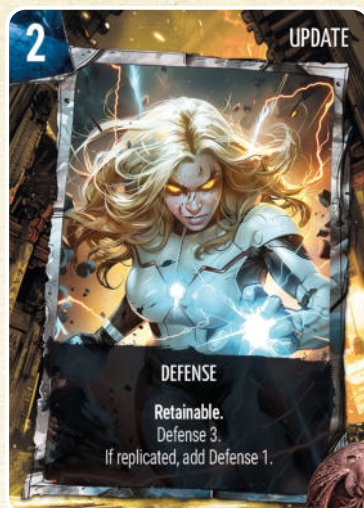
TEMPORARY

Cards with the Temporary effect start outside the Character's deck and cannot be chosen as Rewards, because they are only added to the deck through the effects of other cards. Place them next to the Character's play area.

After being played, discarded, at the end of a Combat Encounter, these cards do not go to the Discard pile, separate them and place them next to the play area. However, they may be earned again in future Combat Encounters, as long as a card allows it.

FLARE

Flare Cards are an example of Temporary Cards. These cards are part of an auxiliary deck. At the end of a turn in which they have been played or discarded, or at the end of each Combat Encounter, they return to their deck, available to be added again to the Entity's hand. There is a limit to the number of Flare Cards the Entity can play during a single turn, which is indicated on her Class Relic.



NEW CARD TYPES

REPLICA



When playing a Replica Card, choose a card that has already been played and that has not been replicated, then place a Replica Token on it. It then applies its effects as if the text were from the replicated Card, but played by the Entity. Replica Cards cannot be replicated or played for other Characters. There is a limit of 8 Replica Tokens in play. When the replicated card is discarded, return the Replica Token to its supply. If there is any Replica Token in play by the end of the round, discard it as well.



The effects of certain cards cannot be replicated; the same ones that cannot be played for other Characters:

- * The Discharge/Reload effects and any that require the Detective's Ammo.
- * The Gambler's Lucky/Jinxed effects.

All other effects, including Divination, Astral and Sacrifice, can be replicated normally. Flare cards are considered Starter Cards when being replicated. When replicated, consider a Flare as played again, and part of the turn limit of 4 per turn.

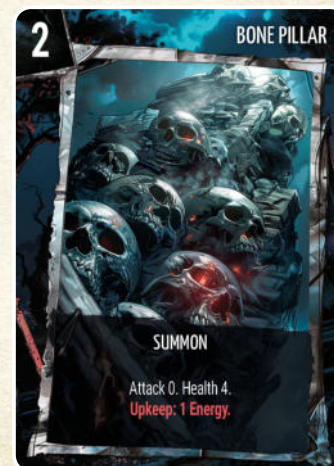
Remember, although the general rules of the game state that a card that has already been replicated cannot be replicated again, there are exceptions if the component so indicates. For example, the "Chain Replica" Card allows a card to be replicated again.

SUMMON

Playing a Summon Card creates an Ally who teams up with the Character receiving the effect of the card. This Ally has initial Attack and Health values, as well as an Upkeep value. Add Health Tokens equal to the value shown on its card.

The Character paired with the Summon may use it to either Attack or Defend during their turn.

- * **ATTACK:** the Summon attacks an Enemy, applying its Attack value.
- * **DEFEND:** the Summon defends the corresponding Character, reducing Attacks sustained. The Summon's Defense is fully applied before the paired Character receives any Attack. If the Summon's Health reaches 0, it is discarded and the excess attack received is applied to the paired Character, who then becomes the target of the Attack, including being subject to any extra effects or Conditions inflicted by it.



Attack and Defense performed by the Summon are not deemed to have been performed by the corresponding Character, in terms of effects or skills. This means that:

- * If the Character the Summon is paired with has effects such as Astral or other that modify their Attack or Defense, they do not apply to the Summon.
- * If an Enemy inflicts a Condition when attacking a Summon, the corresponding Character will not be affected. The Summon is treated as a separate Creature when applying Conditions.

If an Enemy preforms an Area Attack, Summons used to defend will also be targeted by it.

SUMMONS UPKEEP

Summons remain in play during round, and up to the Combat's end, as long as their Upkeep is paid. Each Summon has its corresponding Upkeep value, which may require one or several resources, which must be obtained from the paired Character. The Character may have to pay for Upkeep by discarding cards for Energy or reducing their Health or Sanity, depending on the Summon. This step is performed during the Upkeep phase that takes place at the start of each round, before the Characters' turn.

If the Character paired with the Summon cannot –or does not wish to– pay for its Upkeep, they are discarded.

If any effects modify the Upkeep of a Summon without indicating the resource (Health, Sanity or Energy) the corresponding Character decides which one.

MAGIC ATTACK

These cards have effects that can be boosted if certain requirements are met, such as discarding cards or spending extra Energy.

NEW TYPE OF COST

A new type of Cost is added, indicated by an "X". Unless the effects of the card specify otherwise, cards with an "X" in their Cost are considered to have a Cost of 0, so no Energy is gained when discarding them for that use. If the card indicates a specific Cost, that amount of Energy will also be gained when discarded for that use. When replicated, unless indicated, X is considered to be equal to the Cost of the Replica card.

NEW EFFECTS OF INSANITY



SHAMAN

When the Shaman is Insane, other Characters reduce the amount of Astral Token they may have by 1.



GAMBLER

If the Gambler is Insane, if both his Luck Dice show the same number when gambling, he gains Prison 1.



ENTITY

If the Entity is Insane, her Class Item, if she has one, does not apply its effect.



NECROMANCER

If the Necromancer is Insane, he must add 1 Energy to the Upkeep Cost of each of his Summons. Remember that to add an effect, the card must already have it. Summons that do not require an Energy Upkeep Cost are not affected.



NIGHTMARE MODE EXPANSION

Compatible with the rest of the game's content, this expansion adds a new game mode that provides an even greater challenge, as well as new Rewards.

COMPONENTS



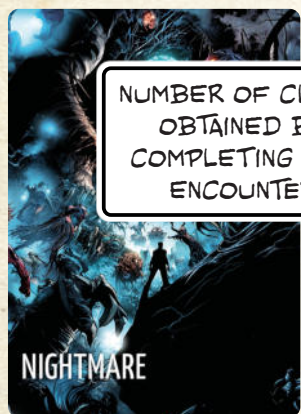
20 Nightmare Cards



8 Special Class Relics

CLUES

At the start of each Combat Encounter in a Nightmare Mode game, the Characters turn over a single card from the Nightmare deck.



NUMBER OF CLUES
OBTAINED BY
COMPLETING THE
ENCOUNTER



EXTRA
EFFECT

The Characters decide whether or not to apply the card. If they decide to do so, the effect will be applied during all rounds of that Encounter and will grant the amount of clues indicated on the card. Characters retain completed Nightmare Cards so they know how many clues they have obtained in total. If they decide not to apply the effect, the card is shuffled back into the Nightmare deck and the Encounter has no extra effects.

CLUE USE AND GREAT OLD ONE EXTRA EFFECTS

During Nightmare Mode games, the Great Old Ones add extra effects indicated on their board, which can be canceled using collected clues.

Before beginning the Battle against the Great Old One, Characters may spend as many clues from their supply to cancel any of the extra effects applied by the Great Old One.

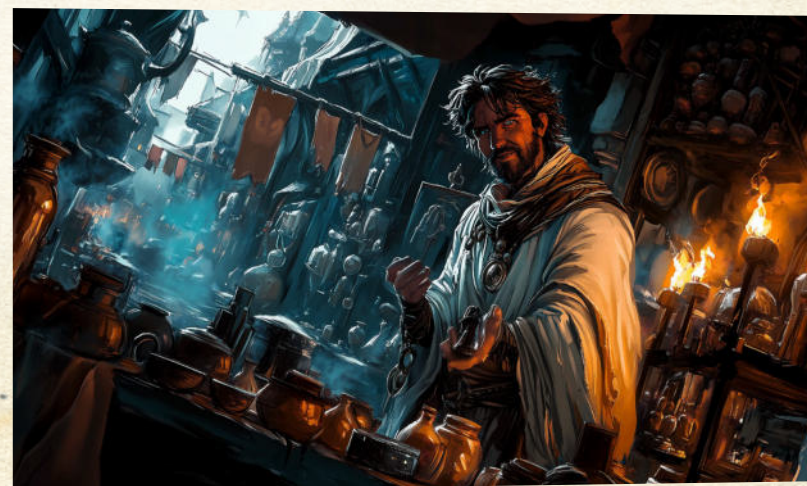
Each Great Old One has two additional effects. The first effect is less significant and requires fewer clues to nullify, while the second effect is more dangerous and harder to nullify.

Clues that are not spent are not discarded when completing a location, but they are discarded once the game session ends.



EXTRA
EFFECTS

NECESSARY
CLUES TO
NULLIFY EXTRA
EFFECTS



5 CLUES

NULLIFY THE UPPER EFFECT= 3 CLUES
NULLIFY THE LOWER EFFECT= 6 CLUES

The Detective and the Seer have decided to embark on their adventure in Nightmare Mode, and have reached the Combat against Cthulhu, the Great Old One of Arkham. They have obtained 5 clues during the course of the game, coming through several Combats with extra effects from the Nightmare deck. Although they would like to nullify the second extra effect, which reduces the Maximum Threat by 4, this would require 6 clues, 1 more than they have available. At least they can spend 3 clues to nullify Cthulhu from revealing 1 Curse in rounds 2, 4, and 6.

SPECIAL CLASS RELICS



This expansion also includes a new Class Relic Card for each Character, which is obtained as a Reward the first time the Character successfully completes a location in Nightmare Mode. Once unlocked, it will be available for any game with that Character.

ADDITIONAL RULES

Nightmare Mode is **NOT** compatible with the modifiers to decrease difficulty.

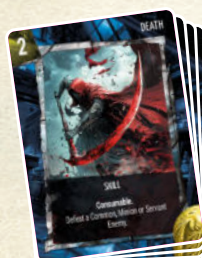


CALL FROM THE OLD ONES EXPANSION (ACT 2)

This expansion allows you to extend the game experience by completing one location and continuing with a second one. When playing in this mode, Locations are considered Acts. The first location is Act 1 and the second is Act 2.

If you are playing in Nightmare Mode, at the end of an Act, do not discard the Clues you have obtained so far.

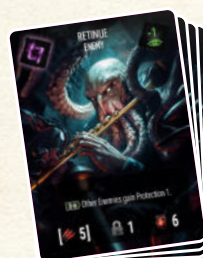
COMPONENTS



80 Rare Cards
(10 per Character)



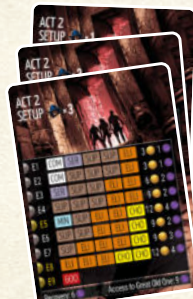
2 Great Old One Boards
(Azathoth and Shub-Niggurath /
Hastur and Nyarlathotep)



56 Great Old Ones
Cards



15 Enemy Cards
(3 Chosen per location)



3 Combat
Setup Cards

SETUP

In order to play Act 2, you must first have completed Act 1 in any of its Locations.

Upon successfully completing Act 1, Characters keep their decks and upgrades, and recover their Health, Sanity, and Ammo up to their current maximum level. Remember, also, that after defeating the Great Old One, they receive the corresponding Reward in Progress Points, Coins and a Rare Card to add to their deck.

To continue with Act 2, choose a Location different from the one played in Act 1 and replace the Combat Encounter setup card with the one for Act 2, which includes new Encounter setups and also introduces the Chosen, a new Power Level Enemy tier.

Finally, one of the Great Old Ones from Act 2 must be chosen to replace the usual one of the chosen Location. It is possible to freely combine any Act 2 Great Old One with any of the available Locations. As in Act 1, when the Characters reach 6 Progress Points during Act 2, each Character gains 5 Recovery points, and upon reaching 9 Progress points, the Great Old One card is revealed and connected.

NEW ENEMY TYPE

A new Enemy Power Level is added – the Chosen. These are considered superior to Elites and inferior to Great Old Ones.



NEW RARITY LEVEL FOR CARDS

This expansion includes 10 RARE-LEVEL Cards for each of the 8 Characters available in the game (the 4 included in the base game and the 4 included in the Echoes of Darkness expansion).

Rare cards are 1 level higher than Uncommon Cards, identified by a golden Emblem at their low-right corner, and are obtained as a Reward upon defeating a Great Old One, and sometimes, upon defeating a Chosen Enemy.



GREAT OLD ONES

ATLACH-NACHA (THE PLATEAU OF LENG)

On the remote Plateau of Leng, the world no longer follows familiar rules. The sky stands still. The mountains shift shape. Footsteps sometimes leave no trace. There, the investigators have found the web—vast, expanding, and woven by something not born of waking life.

Atlach-Nacha does not remain constant. It shifts between the physical and the dream world. One moment, its body devours stone and earth. The next, it fades like a forgotten thought within a nightmare. This transition makes it unpredictable—but not invincible.

The investigators must act across both planes. Sometimes they are bodies walking through ruins; other times, shadows navigating a world of symbols and shifting meaning. They must find and destroy the key nodes of the web before the bridge between realms is complete. But every time Atlach-Nacha changes form, space distorts. And in Leng, getting lost is easier than returning.

The Mother of Spiders is the final and greatest obstacle the Characters must confront in their perilous journey through the Plateau of Leng. A Combat that will push them to their limits, shifting between the Physical and Dream Worlds as they strive to stop Atlach-Nacha from completing its web. And, of course, survive to tell the tale.

COMPONENTS



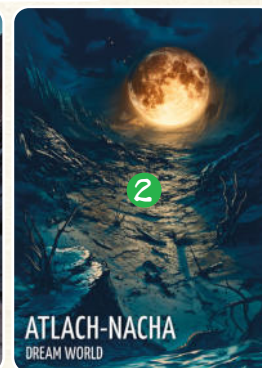
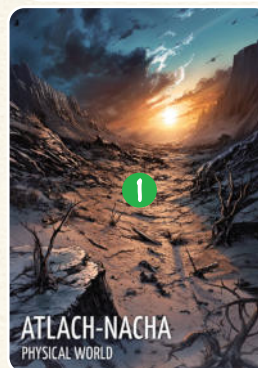
GREAT OLD ONE BOARD

- 1 Name.
- 2 Health Counter.
- 3 Maximum Health according to the number of Characters.
- 4 Sequences.
- 5 Nightmare Mode Effects (Expansion).



GREAT OLD ONE CARD

- 1 Name.
- 2 Extra effects (Physical World).
- 3 Continuous effect.
- 4 Extra effects (Dream World).
- 5 Enhance effect.
- 6 World Shift effect.



WORLD CARD

- 1 Physical World.
- 2 Dream World.

OBJECTIVE

Defeat Atlach-Nacha within 6 rounds of Combat, by reducing its Health to 0.

SETUP

Place cubes on the Health Counter of Atlach-Nacha, based on the number of Characters. Place the Great Old One cards deck next to its Board, together with the World Card.

Atlach-Nacha is the only Enemy and cannot have more than 4 Conditions. Whenever it sustains Damage, reduce its Health on its Counter.

ADDITIONAL INSTRUCTIONS

UPKEEP

If it is the first round, place the World Card with the Physical World face up. Start each subsequent round with the side that was facing up at the end of the previous round.

Discard any Great Old One Cards from the previous round, if there are any. Roll a die to determine which sequence on the Great Old One Board will be performed by Atlach-Nacha during its turn. Its initial target will be the last Character to have attacked it. However, it is not immune to effects that change its target, such as Stun.

Play 1 Great Old One Card; this will apply effects to the current Sequence based on the World Card currently in play. These cards are not considered Enemies and cannot be targeted by any effects. If there are not enough Great Old One Cards in the draw deck, shuffle all the previously discarded cards and create a new Great Old One Card.

CHARACTERS' TURN

Each time Atlach-Nacha sustains Damage, flip the World Card and turn over a new Great Old One Card, applying the effect depending on the current World.

ENEMIES' TURN

Atlach-Nacha performs the sequence indicated by the die roll during Upkeep, including any extra effects from her Great Old One Cards. Its target will be the last Character to attack it.

GREAT OLD ONE CARDS

Great Old One Cards apply effects depending on the World Atlach-Nacha is in when they are turned over: a black background for the Physical World and a blue background for the Dream World.

Once a Great Old One Card applies an effect, it does not change even if Atlach-Nacha shifts Worlds during the round.

Create a horizontal line aligning the accumulated effects during the round to quickly see the effects Atlach-Nacha's sequence will gain.

On some Great Old One cards, extra icons appear (♥, ☠ and ♻). Apply their effects if the following conditions are met:

Enhance effect (♥): applies if Atlach-Nacha's Health is lower than half of its Maximum Health.

Web (☠): applies as a continuous effect while the sequence is in play.

World Shift (♻): applies if Atlach-Nacha has changed to this World when revealing the card. If the icon appears on the first card of the round, ignore it.

1 CHARACTER: Atlach-Nacha can only shift Worlds once per round, and its sequence will apply the effects of a maximum of 2 Great Old One Cards per round.

2 OR 3 CHARACTER: Atlach-Nacha will shift Worlds each time it sustains Damage, with there being no limit to the amount of times, and its sequence will apply the effects of all Great Old One Cards revealed.

VICTORY AND DEFEAT CONDITIONS

Victory: if the Health of Atlach-Nacha is reduced to 0 before the end of the round 6, and no Characters have been defeated, the Great Old One will stop the Combat and retreat indefinitely to the Dream World, leaving the Characters in the Physical World, free and victorious.

Defeat: otherwise, they are defeated.



At the start of Round 3, Atlach-Nacha has 29 Health Points out of a maximum of 50 while confronting two Healthy Characters. When rolling a die to determine its sequence for this round, as indicated on its board, it gets a 2 ①. Round 2 ended with Atlach-Nacha in the Dream World, therefore in Round 3 it begins in the same World ②. Atlach-Nacha reveals its first Great Old One card, so no additional world-changing effects (♻) are applied ③. The Characters overcome the initial Defense 3 and deal 3 Damage to Atlach-Nacha, reducing its Health from 29 to 26, which causes it to switch to the Physical World ④, reveal a new card, and apply its Physical World effects ⑤: from now on, each time it takes Damage it will add Defense 2 due to its new continuous effect (☠). The effect indicated with (♥) is ignored because Atlach-Nacha's Health is not below half of its maximum value. Next, the Characters deal 3 more Damage to Atlach-Nacha, which causes it to switch to the Dream World ⑥, add Defense 2 (☠), reveal a new card, and apply its Dream World effects ⑦: modifying its Attack sequence for the current round. In addition, since its Health is now below half (23 out of 50), the effect indicated with ♥ is also applied (Add Defense 1, and so now it has Defense 3). After the Characters' turn, Atlach-Nacha performs its Attack, adding to its initial sequence the effects from the Great Old One cards (highlighted in the red box ⑧): it performs an Attack 5 (initial Attack 3 + Attack 2 since there are 2 Healthy Characters in play) against its target, and inflicts Weakness 1.

YOG-SOTHOTH (KINGSPORT)

Something has broken in Kingsport. It's not just the sky, now covered with formless clouds, or the clocks that have stopped marking time. It's matter itself, behaving in unnatural ways. Yog-Sothoth has crossed the threshold—not as a shape, but as a presence. And now, everything that exists is within reach.

The investigators cannot stop it. Their only goal is to escape. But the way out of the city is far from simple. Uprooted trees block entire roads. Stones from crumbling buildings have turned open squares into fields of rubble. Familiar routes end in newly formed walls or dead ends that didn't exist before.

Every choice matters. Every turn is a risk. Yog-Sothoth doesn't chase with speed but with certainty. The longer they take, the closer it gets. They must find a way through, overcome the debris and collapsed paths, and flee before all of Kingsport becomes part of its infinite network.

This Great Old One claims Kingsport for itself, destroying the city and everything in its path. The fauna, the flora, and the inhabitants have become ferocious enemies, twisted by the power of the Great Old One. The Characters must escape before time runs out and the city fades away. However, every corner hides horrors that defy sanity, and the very fabric of reality begins to unravel. Those who fail will not only perish but will also be trapped in an eternity of shadows under the gaze of the ancient being.

COMPONENTS



GREAT OLD ONE BOARD

- 1 Name.
- 2 Escape Counter.
- 3 Maximum Escape according to the number of Characters.
- 4 Nightmare Mode Effects (Expansion).



GREAT OLD ONE CARD

- 1 Name.
- 2 Penalty.
- 3 Extra effects.
- 4 Enhance effect.
- 5 Unique Sequence.
- 6 Health.



OBSTACLE CARD

OBJECTIVE

Survive 6 rounds of Combat against Yog-Sothoth.

SETUP

Use the cubes to indicate the starting value on the Escape Counter on the Great Old One Board, depending on the number of Characters. Create drawing decks of Great Old One Cards and Obstacle Cards near the Great Old One Board.

Each face up Great Old One Card represents a different Enemy and cannot have more than 4 Conditions. If the Health of a Great Old One Card reaches 0, it is discarded.

Each Obstacle Card has a total Energy Value that Characters will need to spend during their turn in order to be able to discard it.

ADDITIONAL INSTRUCTIONS

UPKEEP

Place Great Old Cards until each Character has 2 assigned to each of them, one face down and the other on top of it, face up. These cards are not immune to effects that alter their target, such as Stun. In addition, place 1 Obstacle card for each Character in play.

From round 3, Great Old One Cards gain the enhance effects next to the 3-6 icon.

3 CHARACTERS. Assign only 1 Great Old One to the Leader Character, face up, instead of 2. Place a total of 2 Obstacle cards.

CHARACTERS' TURN

During their turn, the Characters may gain Energy and use it jointly to discard Obstacles.

They may attack any face up Great Old One card; if its Health is reduced to 0, it is discarded.

If there is another face down Great Old One card beneath the discarded one, that card is immediately flipped face up, revealing a new Enemy, that enters into play and gains its Defense.

ENEMIES' TURN

Reveal the face down cards, if any, and resolve the sequences of the Great Old One cards in play against their targets.

Reduce the Escape Counter according to the penalties (🕒) of the Great Old One and Obstacle cards that remain in play.

After this, discard the Great Old One and Obstacle cards, as well as any Permanent Skills, cards with Uses, and Summons in play.

VICTORY AND DEFEAT CONDITIONS

Victory: if the Characters survive 6 rounds before the Escape Counter reaches 0, they will have successfully escaped Kingsport, emerging victorious from the Combat.

Defeat: otherwise, they are defeated.

AZATHOTH (ACT 2)

Far beyond matter, at the center of an expanding cosmos, a mindless core pulses in sleep. Azathoth, the engine of existence, dreams. Through its dreams, worlds take form. Laws emerge. Life arises. But some have found ways to draw closer to that center. They want to awaken the blind god.

The investigators uncover a series of synchronized rituals. All working toward the same end. If they succeed, if they catch Azathoth's attention even for an instant, everything will be erased—not in anger, but by accident.

There can be no confrontation. No negotiation. The only option is to disrupt the preparations: break the rhythm, dismantle the patterns, destroy the symbols. Time is short. The risk is absolute. And if they fail, no one will remember—because nothing will remain.

COMPONENTS



GREAT OLD ONE BOARD

- 1 Name.
- 2 Awakening Counter.
- 3 Rune combinations.
- 4 Maximum Awakening according to the number of Characters.
- 5 Nightmare Mode Effects (Expansion).



COHORT CARDS

- 1 Rune.
- 2 Awakening effect.
- 3 Extra effects.
- 4 Enhance effect.
- 5 Unique sequence.
- 6 Health.



RETINUE CARDS

- 1 Rune.
- 2 Awakening effect.
- 3 Enhance effect.
- 4 Unique sequence.
- 5 Health.

OBJECTIVE

Survive 6 rounds of Combat and prevent the Awakening Counter from reaching its limit.

SETUP

Use the cubes to indicate the starting value on the Awakening Counter on the Great Old One Board, starting at half the Maximum Awakening value based on the amount of Characters. Create the drawing deck of Great Old One Cards. Each Great Old One Card represents a different Enemy and cannot have more than 4 Conditions.

There are 2 types of Great Old One Cards in this Combat: Cohort, which increase the Awakening Counter at the end of the round, and Retinue, which decrease it.

If the Health of a Great Old One Card reaches 0, they are discarded and become Runes that go into a general supply. There can only be a maximum of Runes equal to the amount of Characters plus 1 in the supply at any time.

ADDITIONAL INSTRUCTIONS

UPKEEP

Place Great Old Cards into play until each Character has 2 assigned to them. These cards will target its assigned Character. These cards are not immune to effects that alter their target, such as Stun.

Starting from round 3, Great Old One cards gain the effects indicated with the 3-6 icon.

CHARACTERS' TURN

Characters may exchange Runes at any time during their turn, in order to apply extra effects indicated on the Great Old One Board.

>> EXCHANGING RUNES

There are 4 different color Runes: yellow, purple, blue, and white. White Runes can be used as any other color, and 2 Runes of the same color can be used as 1 White Rune as well.

If Characters have the Runes required in their supply, they may activate, once per turn, one single combination on Azathoth's Board. After the combination effect has been applied, discard the Great Old One Cards used.

ENEMIES' TURN

After finishing their turn, Enemies in play apply their Awakening effect on the Awakening Counter. Then, discard all Great Old One cards in play.

Increase the Awakening Counter by 1

VICTORY AND DEFEAT CONDITIONS

Victory: if the Characters survive 6 rounds before the Awakening Counter reaches the limit indicated on the Great Old One Board, they will be victorious.

Defeat: otherwise, they are defeated.

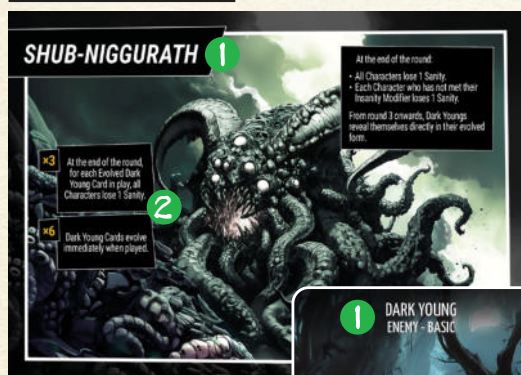
SHUB-NIGGURATH (ACT 2)

The seasons have turned strange. Plants grow where nothing should bloom. But the growth follows no known pattern. It spreads with violent force. In the forest, something ancient has been summoned. The investigators receive reports of rituals held by groups who speak of a Mother God. They say she has returned. They say she is giving life. Shub-Niggurath does not strike quickly. Her power spreads through births. Each new creature is a message, a sign that something older than the world is awakening.

The investigators must find the sites of these summonings and halt the spread of her spawn before the world is overrun by a form of life not meant for it. Destruction alone won't be enough—they must understand the rhythm behind it. For where everything grows, everything may also decay.

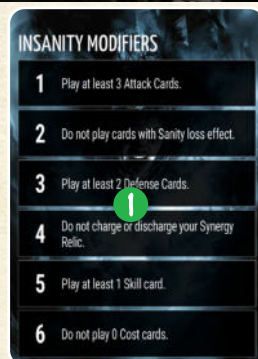
Survive while the influence of Shub-Niggurath corrupts the land and spawns unnameable horrors in every corner. The Mother of a Thousand Young sows creatures that devour, multiply, and warp all living things, turning the world into a dark, overflowing womb. Your only hope is to flee before her progeny claims you as an offering.

COMPONENTS



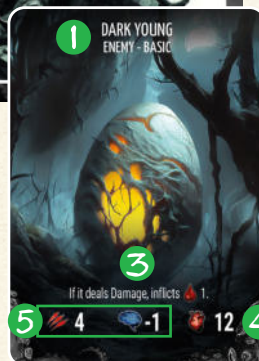
GREAT OLD ONE BOARD

- 1 Name.
- 2 Nightmare Mode Effects (Expansion).



INSANITY MODIFIERS

- 1 Extra Insanity Effects.



GREAT OLD ONE CARDS

- 1 Basic Form.
- 2 Evolved Form.
- 3 Extra effects.
- 4 Health.
- 5 Unique sequence.
- 6 Health Increase.

OBJECTIVE

Survive 6 rounds.

SETUP

Each Character draws 1 Insanity Modifier card, which they will use throughout the entire combat.

If a Character begins their turn while Insane, they roll a die and add the indicated effect to their own.

Create a the drawing deck of Great Old One Cards with their Basic side face up. Each Great Old One Card has a Basic side and an Evolved side. Each Great Old One Card represents a different Enemy and cannot have more than 4 Conditions. If the Health of a Great Old One Card reaches 0, discard it.

ADDITIONAL INSTRUCTIONS

UPKEEP

Place 1 new Basic Great Old One card into play in front of each Character. A Character may have a maximum of 2 cards assigned.

Each of these cards will target its corresponding Character.

They are not immune to effects that modify their target, such as Stun.

Each Insane Character rolls a die, then checks the table on their Insanity Modifier card. The effect corresponding to the roll applies during this round, in addition to the Character's own.

From round 3, Great Old One Cards immediately evolve when revealed, gaining the amount of Health indicated, over the value indicated on its Basic Form.

3 CHARACTERS. From round 3, only the Great Old One card that targets the Leader Character immediately evolves when revealed.

ENEMIES' TURN

At the end of the turn, each Basic Great Old One Card in play evolves. Turn over the card to its Evolved Form, which gains the amount of Health indicated on its card. This could leave its current Health over its starting value.

Characters who have not fulfilled their Insanity Modifier requirement lose 1 Sanity.

Then, all Characters lose 1 Sanity.

ADDITIONAL INFORMATION

INSANITY EFFECTS AND MODIFIER CARDS

In this Combat, if Characters reach 0 Sanity, the game does not end.

If any effect reduces a Character's Sanity below 0, they lose Health instead.

VICTORY AND DEFEAT CONDITIONS

Victory: if all Characters survive by the end of round 6, they are victorious.

Defeat: otherwise, they are defeated.

HASTUR (ACT 2)

At the edges of reason, someone has staged the play again. The King in Yellow, long lost and forbidden, is circulating once more. Readers, unaware of its danger, repeat its lines thinking it's just literature. But the words open doors. Chaos spreads as confusion, lost identity, and shared dreams.

The investigators follow the clues to a city that no longer knows its name. Paintings change, faces repeat. An impossible lake appears on old maps. All signs point to Hastur. His influence doesn't impose, it seeps in. Madness comes disguised as inspiration.

To stop him, investigators must seal the places where his presence is strongest. But doing so means seeing what should remain unseen and speaking what should not be spoken. The battle is not physical but mental, and not all who enter this struggle will return with their will intact.

Survive while Hastur's influence spreads like an invisible poison, breaking wills and sowing despair. The King in Yellow whispers from the shadows, and every gaze, every word, every symbol is a trap leading to madness.

COMPONENTS



GREAT OLD ONE BOARD

- 1 Name.
- 2 Health Counter.
- 3 Maximum Health according to the number of Characters.
- 4 Nightmare Mode effects (Expansion).



GREAT OLD ONE CARDS

- 1 Energy required.
- 2 Extra effect.
- 3 Enhance effect.
- 4 Unique sequence.

OBJECTIVE

Defeat Hastur by reducing its Health to 0 before the end of round 6.

SETUP

Place cubes on the Health Counter of Hastur, based on the number of Characters. Place the Great Old One cards deck next to its Board. Hastur is considered the only enemy and can have up to 4 Contidions. Any Damage sustained by Hastur (whether by overcoming the Defense of any Great Old One cards, through effects, or through Conditions) is subtracted from the Great Old One's Health, which is tracked on its board's Counter.

ADDITIONAL INSTRUCTIONS

UPKEEP

Each turn, Hastur has 3 Energy (per Character) to play up to 2 cards assigned against each Character. Each of these cards will target its assigned Character. If Hastur does not have enough Energy to play the second card, the card is discarded, and the target Character must discard the top card of their draw deck for the rest of the combat, without looking at it. Additionally, Hastur will gain 1 extra Energy to play cards against that Character for the next round.

CHARACTERS' TURN

Each Character can only play Attack cards against their assigned Great Old One cards, adding all their defense into one. Other type of cards may be played for another Character in the usual manner.

ENEMIES' TURN

Perform a single sequence against each Character, adding the values and additional Effects of all cards targeting them.

If the Great Old One's Health is lower than half its maximum value, its cards gain the Enhance effect with the (♥) icon. Remember that Defense is added during the Upkeep Phase, but the Attack is applied during the Enemies' turn. If during the Characters' turn a Great Old One's Health falls below half of its maximum, it will include the Enhance effect as well.

Finally, discard all Great Old One cards in play.

VICTORY AND DEFEAT CONDITIONS

Victory: if Hastur's Health is reduced to 0 before the end of round 6, and none of the Characters has been defeated, they are victorious.

Defeat: otherwise, they are defeated.

NYARLATHOTEP (ACT 2)

There are no warnings. No prophecies. Nyarlathotep does not announce his arrival. He simply appears—in lectures, in dreams, in nameless crowds. He takes human shapes. He speaks with charm. He promises power, order, understanding. And the more he is heard, the more the world begins to shift.

The investigators try to trace him, but his path blends with those of leaders, scientists, artists. Truth is hidden beneath eloquent lies. Chaos doesn't erupt—it infiltrates.

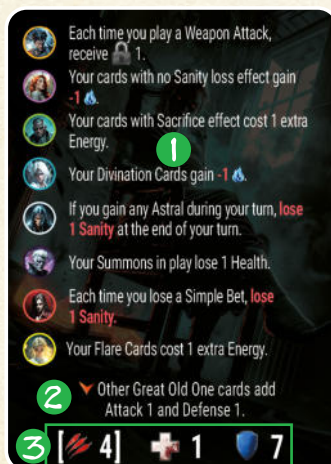
The enemy isn't in one place. He is everywhere. Worse still, he knows exactly who stands against him. The investigators must tread carefully. They can't trust anyone. The only certainty is that the deeper they uncover his plan, the more their own minds begin to unravel. The threat isn't his form—it's his reach. And every decision may be their last.

Endure while Nyarlathotep reveals his countless masks and manipulates the will of mortals. The Crawling Chaos does not strike with brute force, but with deceit, whispers, and visions that tear at sanity. Your only hope is to escape before his voice consumes you and your soul becomes trapped in his eternal conspiracy.

COMPONENTS



GREAT OLD ONE BOARD



GREAT OLD ONE CARDS

- ① Extra effects.
- ② Enhance effect.
- ③ Unique sequence.

OBJECTIVE

Defeat Nyarlathotep by reducing his Health to 0 before the end of round 6.

SETUP

Use cubes to indicate the starting Health of the Great Old One, depending on the number of Characters. Create the drawing deck of Great Old One Cards near Nyarlathotep's Board. Nyarlathotep is considered the only enemy and can have up to 4 Conditions. Any Damage sustained by the Great Old One (whether by overcoming the Defense of any Great Old One cards, through effects, or through Conditions) is subtracted from the Great Old One's Health, which is tracked on its board's Counter.

ADDITIONAL INSTRUCTIONS

UPKEEP

Place and assign 1 new Great Old One card into play in front of each Character. Nyarlathotep activates the effect indicated on that card, applying it to the Character identified by the corresponding icon.

CHARACTERS' TURN

Each Character can only play Attack cards against their assigned Great Old One card. Other type of cards may be played for another Character in the usual manner.

ENEMIES' TURN

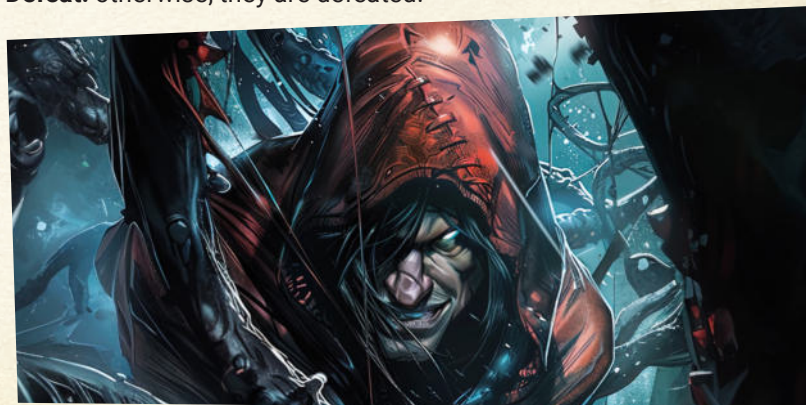
If the Great Old One's Health is lower than half its maximum value, its cards gain the Enhance effect with the (♥) icon. Remember that Defense is added during the Upkeep Phase, but the Attack is applied during the Enemies' turn. If during the Characters' turn a Great Old One's Health falls below half of its maximum, it will include the Enhance effect as well.

2 CHARACTERS. When playing with 2 Characters only, apply the Enhance effects from the start of the combat, no matter Nyarlathotep's Health. At the end of the turn, discard all Great Old Ones cards in play.

VICTORY AND DEFEAT CONDITIONS

Victory: if Nyarlathotep's Health is reduced to 0 before the end of round 6, the Characters are victorious.

Defeat: otherwise, they are defeated.



GLOSSARY

ASTRAL: allows a Character to strengthen by obtaining Astral Tokens. These add +1 to the Attack, or Defense, value of any card the Character plays. However, their downside is that they lead to Astral Discards (*page 4*).

ASTRAL DISCARD: Character must discard to gain Energy their first drawn cards during their turn in equal number as their Astral Tokens. Then, discards all their Astral Tokens (*page 4*).

BET: keyword for the Gambler Character. This effect offers an opportunity to take a risk in order to obtain more powerful effects. When playing, a decision must be made as to whether the Gambler places a Bet or not (*page 5*).

CHOSEN: an Enemy superior to Elites and inferior to Great Old Ones. For more information on Enemy Levels, see *page 10 of the basic rulebook* and *page 10 of the expansion rulebook*.

CLUES: resources obtained by successfully completing Combat Encounters including Nightmare mode modifiers. Before facing a Great Old One during Nightmare mode they can be used to remove several modifiers, depending on the amount showed on its board (*page 8*).

COHORT / RETINUE: types of Azathoth Great Old One Cards (*page 14*).

COST X: the Cost of a card is considered to be 0, unless the text on the card says otherwise (*page 7*).

INSANITY: if a Character's Sanity is 5 or below, they become Insane and must apply the effects described in the rules (*pages 24 of the basic rulebook, page 7 of the expansion rulebook*).

JINXED: status for the Gambler, that may affect some of his cards. It is applied if he fails on his Lucky Roll at the start of each of his turns (*page 5*).

LUCK: keyword for the Gambler's Character, which determines whether he is Jinxed or Lucky during the turn (*page 5*).

LUCKY: status for the Gambler, that may affect some of his cards. It is applied if he succeeds on his Lucky Roll at the start of each of his turns (*page 5*).

MAGIC ATTACK: type of Attack Card, the effects of which can be boosted if certain requirements are met, such as discarding cards or spending extra Energy (*page 7*).

NIGHTMARE MODE: new game mode (*page 8*).

OBSTACLE: card that hinders Combat against Yog-Sothoth and requires Energy from the Characters in order to be discarded (*page 13*).

PHYSICAL / DREAM WORLD: spaces between which Atlach-Nacha moves and which provide extra effects to her attacks (*page 11*).

RARE LEVEL: the highest Rarity level of cards, which are available for each Character and are marked with a gold emblem in the bottom-right corner. These cards are obtained by completing Combats against Chosen or Great Old One Enemies (*page 10*).

REPLICA: allows the Entity to duplicate the effects of a card played previously. Each card can only be replicated once and a Replica cannot be replicated (*page 6*).

RETAINABLE: effect on certain Action Cards. These cards may be kept in a Character's hand between rounds –without being played or discarded– and do not count towards the hand limit (*page 6*).

RISKY BET: keyword for the Gambler's cards. The only way to be able to apply the effects of the card is to place a bet. Up to 2 Bets can be placed, taking more risk on the second Bet to get better effects (*page 5*).

RUNES: resources obtained by defeating Azathoth's Cohorts and Retinues. These resources can be spent by Characters to create runic combinations and obtain effects (*page 14*).

SIMPLE BET: keyword for the Gambler's cards. When deciding to place a Bet, the Gambler rolls the Luck Dice and, depending on the result, applies the effect of the card. Each card gives a Window of Success and Failure and the corresponding effects (*page 5*).

SPECIAL RELIC: Class Relic Card obtained by conquering a location in Nightmare Mode for the first time. Once unlocked, it becomes available for future games with that Character (*page 9*).

SUMMON: creates an Ally with Attack, Health and Upkeep that acts independently. It can attack or defend and its actions are not deemed to have been performed by the paired Character, nor are these actions affected by their effects or Skills. Requires Upkeep (page 6).

TEMPORARY: cards that cannot be chosen as a Reward, they are obtained through the effects of other cards. They are kept aside once

they have been played, discarded or at the end of Combat, but can be won back if an effect allows it (page 6).

UPKEEP (SUMMON): amount of resources required to keep a Summon in play during the Upkeep phase, so it can carry on in the game (page 6).



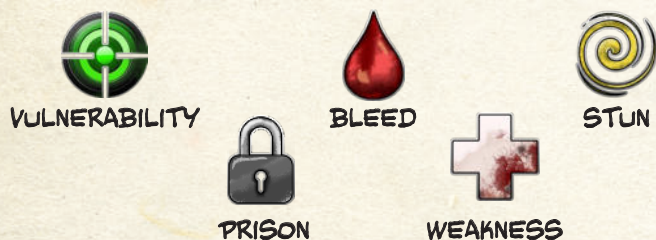
ICONOGRAPHY



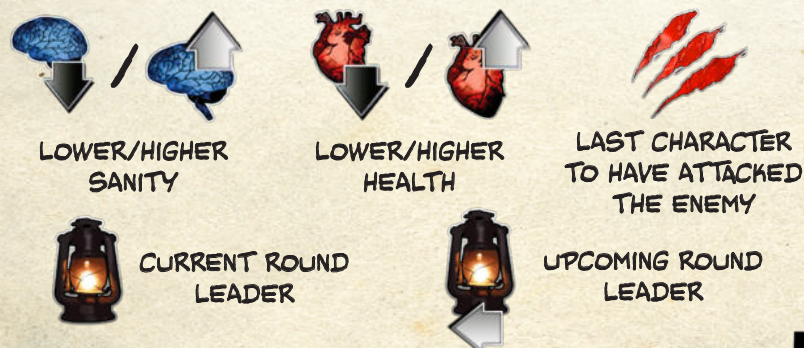
EXPLORATION



CONDITIONS



PRIORITY



AZATHOTH



ATLACH-NACHA



YOG-SOTHOTH



PROGRESS

PROGRESS POINTS

(MAXIMUM 25 PER CHARACTER)

