

# Mythos Rules V5.0

October 27, 2001

*These rules are almost identical to those found in the Mythos: The NEW AEON set, with the following exceptions:*

- 1) Some of the examples from DREAMLANDS rules have been retained, as those cards are generally more available*
- 2) Not all of the graphics in the printed rulebook are available.*

*This document has not been officially approved by Chaosium, but it is an almost identical reproduction of the latest set of rules published for the game. So any errors are my fault!*

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MYTHOS is a collectable card game based on the extraordinary tales of horror written by Howard Phillips Lovecraft and other authors of the 1920s and 1930s. H. P. Lovecraft was a native of Providence, Rhode Island. He wrote or collaborated on more than 65 tales during the '20s and '30s, using those years as the background for most of his stories. In the Call of Cthulhu roleplaying game, Chaosium has further explored Lovecraft Country (the New England region in which most of Lovecraft's tales are set) and other areas of the world.

In MYTHOS, each player portrays an ordinary person living an ordinary life. Your world is safe, sane, and well ordered. During the course of play this ordinary person, called an Investigator, discovers dark secrets about the world. Horrible creatures live in the most remote, inaccessible corners of the earth. They came here millions of years ago, and once they ruled. Humanity rose after their downfall. Now they sleep and dream of the demise of humankind, awaiting the day when they will again rule the earth.

## COMPATIBILITY WITH OTHER EDITIONS

The cards provided in MYTHOS: THE DREAMLANDS (hereafter referred to as simply THE DREAMLANDS) are in all ways compatible with MYTHOS LIMITED EDITION cards (our original MYTHOS release), MYTHOS STANDARD EDITION cards, and cards to come in future sets. In the Advanced Mythos Rules given at the end of this booklet are instructions for creating customized decks to challenge your opponent(s). You may use cards from any MYTHOS set when building a new deck. Every MYTHOS card is printed with the same back design.

There are some differences in the appearance of the face of the cards, but this does not affect card play. In THE DREAMLANDS the rainbow-colored card border is different, to help you tell which set the card came from. The Title Bar and special effects box also have a slightly different look, as do certain other elements.

There are also other elements included in THE DREAMLANDS to enhance playability with other card sets. There are references to certain Languages, attributes, effects, or specific cards that are not included in this set, but make customizing decks with the Advanced Rules more fun. These references in no way affect the playability of THE DREAMLANDS.

## HOW TO BEGIN

In the MYTHOS: THE DREAMLANDS starter box you received this rules book, double-sized Investigator Card, and a deck of 60 playing cards. Each Investigator Card features two Investigators, printed front and back; there are five different Investigator Cards.. You and your opponent will each use one Investigator when you play. You may both use the same Investigators.

Take a few moments to look through the cards in your DREAMLANDS deck. Each of the eight different types of cards included in this game are covered in detail shortly. Every card features a Card Type, Name, a few other words, a big picture, and some small symbols. Locations are the key cards in the game. Many of the other cards can be played only if you are at an appropriate Location. Being "at" a Location means that the card is on top of, and right-side-up on, your Story Deck.

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## YOUR INVESTIGATOR

In MYTHOS you play an Investigator, a person from the 1920s and '30s who forms the center of your activities during a game. The Investigator card describes the abilities of your Investigator: your beginning and maximum Sanity points (very important numbers), your years of formal Education, the Languages you know, and how many cards you may hold at the end of a Round.

Each player should use an Investigator featuring different Education values during any one game. If two or more players demand to use an Investigator with the same Education, each should roll a die. High roller has more "semesters" of Education. This is important only when determining which Investigator goes first at times when two or more Investigators have the same Sanity value.

Use your Investigator Card to organize your cards as they are played. Build your Story Deck next to the words "Story Deck" on the upper right. Your Story Deck will include the Location cards that you play, Events whose effects have ended, Allies who are buried for one reason or another, and Artifacts, Spells, and Tomes that are buried. Monsters are also buried in your Story Deck at the end of Combat. Cards belonging to an opponent are never buried in your Story Deck.

Monsters that you play are placed face-down in your **Mythos Threat** next to those words on the upper left. During combat, you will move your Threat to the center of the table, directed at the opposing Investigator that you will attack. In multi-player games, you can split up your Threat as you wish, with each portion pointed at a different Investigator, creating separate **Directed Threats**.

Find the words "Tomes & Artifacts," "Allies," and "Completed Adventures" also located around the rim of your Investigator Card. Those cards are placed to one side or the other of your Investigator when played.

Play most Event cards just outside of the cards surrounding your Investigator, oriented so that the Investigator who is affected by the Event can easily read it.

A few Event cards are played differently. Travel Events are played face-up, right-side-up on your Story Deck. Certain other events take effect immediately, and are then buried at the bottom of your Story Deck.

The remainder of your playing cards, your face-down **Mythos Deck** should be placed near at hand within easy reach should you need to draw cards. Discards will form a face-up **Discard Pile** beside it.

## SANITY

Your Investigator's Sanity is the most important value in the game. Sanity Points reflect your Investigator's capacity to withstand the shock of encountering the unutterable horrors that comprise the Cthulhu Mythos. Each Investigator begins a MYTHOS game with the number of Sanity points indicated on his or her Investigator card.

Use some means of keeping track of your Investigator's Sanity: a 20-sided die, a piece of scratch paper, pennies or other coins, or our favorite, a bag of 20 marbles.

Sanity will be gained and lost during the course of play. The Sanity cost or benefit of playing a particular card appears in the lower left corner of the card, in a small **Sanity pentagram**. Green pentagrams indicate Sanity gains, red pentagrams a Sanity loss, and yellow the cost for when a Spell is cast.

Apply Sanity effects for a Location only when you arrive at that Location, not while you are walking to it. A Location card is not considered to be in play, and does not count for an Adventure, until it is turned right-side-up, becoming your **Current Location**.

Always tally Sanity point additions before taking Sanity losses when more than one card affects your Investigator at the same time.

No Investigator may gain more than 20 marbles, nor may an Investigator lose more than "all his marbles." Any points gained above 20 are lost, and points below zero are ignored.

## THE HAND, TURN & ROUND

Your **Hand** is the cards from which you will choose to play. Your **Turn** is your opportunity to play one card from your hand. A **Round** is a sequence of player Turns, continuing until there are two consecutive Passes

At the beginning of the game, and again at the beginning of each Round, you draw cards from your Mythos Deck until you have the number of cards listed for Your Hand on your Investigator Card (usually 13 cards). You may look at them. You will usually not draw any additional cards until the beginning of the next Round.

On your Turn you play one card from your Hand to the table top in front of you, or use a card that you already have in play, or Pass. On subsequent Turns you choose either again to play a card from your Hand, use a card already on the table, or Pass.

At the end of the Round, after Combat has been resolved, you go through a Discard phase. Whether you may or must discard any cards is determined by the Minimum and Maximum values listed on your Investigator card. If you have more cards in your Hand than your Maximum, you must discard any cards you choose so that you have no more than your Maximum number remaining. You may discard down to your Minimum. You must keep your Minimum number of cards.

However, if during card play you happen to end the Round with fewer cards in your Hand than your Minimum, then you must keep all cards that remain. You may not discard any.

At the beginning of the next Round, you refill your Hand to the number of cards given on your Investigator Card.

## **THE STORY DECK**

Your Story Deck provides a history of the places visited and the things that happened while trying to complete an Adventure.

Buried cards are placed at the bottom of your Story Deck. Cards that have been Buried in your Story Deck are not considered to be in play, though they still count toward the completion of Adventures. All cards revert to their natural attributes once buried (i.e., a Corrupt Ally that was made Steadfast through card play becomes Corrupt again once buried).

Conversely, some cards will force other cards to be discarded (placed on your Discard pile). They are out of your story until they are again brought into play.

Before you play your Adventure card, you must have already played all of the listed cards, and they must now be located either in play around your Investigator card or in your Story Deck. Briefly but colorfully narrate the essential details of your Adventure, displaying the required cards in your Story Deck and arrayed in play around your Investigator. Score the points listed on the Adventure card. Imagine this as completing a chapter in a horror story.

## **BEGINNING PLAY**

To begin playing a game of MYTHOS, first choose an Investigator. Then shuffle your deck well, and offer your opponent (or the opponent to your right in a multiplayer game) the opportunity to cut your deck. Your opponents do the same.

### **WHO GOES FIRST**

Each player should use an Investigator featuring different Education values during any one game. Education reflects the amount of formal schooling, training, and experience that your Investigator has. If two or more players demand to use an Investigator with the same Education, each should roll a die or flip a coin. The winner has more "semesters" of Education. This is important only when determining which Investigator goes first at times when two or more Investigators have the same Sanity value.

The Investigator with the lowest Sanity begins play, which then proceeds to the left. If more than one Investigator in the game has equal Sanity values, then the Investigator with the highest Education (of those tied) goes first.

At the beginning of each game, and until the first Location card is played, an Investigator and his or her Allies are considered to be OUTSIDE during the DAY. No other attributes apply. Your Region and Dimension are determined by the first Location card that you play. Until you play a Location, you may not play any cards that depend upon your Investigator being at or in certain Locations or Regions.

### **THE FIRST CARD YOU PLAY**

In MYTHOS, you must play a Location card (in any Region or Dimension) as your first play. After all, all good stories begin somewhere. Place it face-up, right-side-up as the first card of your Story Deck. You must obey all instructions in the Special Effects box on that Location card.

Most other cards can only be played if your Investigator is in the proper Location (i.e., if the proper card is your current right-side-up Location).

### **THE NEXT CARD YOU PLAY**

Following the play of your first card, you then have more options on your next Turn. If you have an Ally card in your hand that comes from your Current Location (i.e. both cards have the same subregion listed in the same Region Color Bar), you may play him or her beside your Investigator. If the Location features the Artifact or Tome attributes, then you can play an Artifact or Tome, as appropriate, on your Turn.

Events are more flexible. You can generally play Event cards while your Investigator is at any Location. There are some Events that provide specific instructions in their special effects box. Follow them.

## GOALS

The goal of each Investigator is to complete an Adventure. There are over seventy Adventure cards currently available in the MYTHOS card array. Each Adventure card lists cards that your Investigator must either have played and are either around your Investigator Card or in your Story Deck before the Adventure card may be played and the victory points for that Adventure are earned. The order in which these cards are brought into play does not matter.

A basic game of MYTHOS ends exactly the moment that one Investigator completes an Adventure, or the moment that one Investigator loses all Sanity points, whichever occurs first.

Add the value for the Investigator's completed Adventure and the value of any remaining Sanity points. Any other players merely total their Sanity points. The highest value wins the game. If there is a tie and one of the tied players has completed an Adventure, that player wins. Otherwise, it is a tie.

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## THE CARDS

There are eight types of MYTHOS playing cards. The diagram on the facing page and the notes below explain particular card features. Pull out any one card and take a look at it. Note which of the following features the card you selected has.

### TITLE BAR



Across the top is the Card Title. The Title is the formal name of the card. When rules discuss having one or more copies of 'a card' or 'the same card,' refer to the Card Title. There are sometimes cards with the same Card Title that have different effects.

*Example: In the different Mythos card sets there are several different MI-GO cards, with differing abilities and artwork. You could have four of the same MI-GO cards, or four different MI-GO cards, but a total of only four regardless of the set from which they came.*

### CARD VALUE

The upper left corner sometimes contains a number which represents either the Card Value (for Allies, Monsters and some Artifacts), the number of Spells found in a Tome, or the Victory Point value of an Adventure. Some Location cards feature a swirl in this corner, indicating that the Location is a Gate at which Monster cards may be played. Events feature an exclamation point in this position, and Great Old Ones and Outer Gods feature an Elder Sign here (presumably to protect us from them). Spells feature Spell Icons, indicating which Tomes they can be found in.

### CARD TYPE

This is where the word LOCATION, ALLY, ARTIFACT, TOME, SPELL, MONSTER, EVENT, or ADVENTURE is found, in a bar on the left. Next to the Card Type, many cards feature a subtype. For Locations this is referred to as a subregion. For example, there are many Locations in Kingsport, a city in Lovecraft Country. On a Kingsport Location card, the subregion "Kingsport" is found in a bar of green (for Lovecraft Country) next to the word "Location." Similarly, "Weapons" and "Enchanted Weapons" are subtypes of Artifacts, "Phobias" are subtypes of Events, and so forth.

### ATTRIBUTES

Attributes are features of a card that define additional characteristics of a card.

Toward the lower left of some cards, especially on Locations, are small white circles with pictures inside them. These are the Public Attributes - generalized topographical features of that Location. There are five Public Attributes: Water, Forest, Cemetery, Inside, and Outside. A Location will always be either Inside or Outside, never both. The public attributes of the top card always affect an Investigator, except that when Walking, an Investigator is always considered to be Outside (even if the card indicates Inside).

Location cards also feature Location attributes within the Title Bar below the Card Title. Thus a card might also be defined as being a City, Library, Tome, meaning that that Location is in a city, functions as a library, and that Tome cards may be played while your Investigator is at that Location.

The Gate symbol, found in place of a Card Value, is also a Location attribute.

Ally cards feature Ally attributes in this position, Tome cards indicate the language that the Tome is written in, and Event and Spell cards reveal the card's target here.

## SANITY GAIN/LOSS PENTAGRAM

In the very lower left corner of many cards is a pentagram of either red, yellow, or green. Inside the pentagram is a +/- number. For red and green pentagrams this is the Sanity points gained or lost when playing the card. Your Investigator must be able to immediately pay the Sanity point cost to play a card, or the card may not be played. If paying the Cost drops your Sanity to 0, the game ends at once, and the Card does not take effect. Cards with a yellow pentagram are Spells. The cost for a Spell is paid when the spell is cast, not when the card is played. There is no cost to play a Spell card.

## SPECIAL EFFECT BOX

This box provides the special rules that take effect while this card is in play. It may also contain background or flavor information drawn from Lovecraft's stories. When more than one card provides for overlapping special effects, the latest card played has the dominant effect (though consult the Great Old One & Outer God rules).

## DIMENSIONAL INDICATOR

All Mythos System cards belong to one Dimension or another. Earlier expansions explored the Waking World, our Earth of the 1920s and 1930s. Waking World cards lack a Dimension Indicator.

With the release of the THE DREAMLANDS and now NEW AEON, we have introduced two new Dimensions to explore. In NEW AEON, many cards bear a small yellow & red atom symbol near the lower left corner of the card, between the Sanity Gain/Loss and the Special Effect Box, while DREAMLANDS cards contain a small blue star. Cards featuring a Dimension Indicator belong to that dimension, and can only be played while your Current Location is a Location in that dimension. Cards other than Allies or Locations which do not possess a Dimension Indicator may be found in any dimension.

A Dimension Indicator is not considered an attribute, and is not negated by other cards whose Special Effects ignore attributes.

## UNIQUENESS DOT

Some cards feature a small red Uniqueness Dot located in the lower right corner. If the dot is present, you may have only one copy of that card in your deck.

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# THE TYPES OF CARDS

The following are complete summaries of the eight different types of playing cards found in MYTHOS.

## ADVENTURE CARDS

Adventure cards provide a recipe of cards that you must play in order to qualify to play the Adventure and score the Victory Points on the card. This recipe is provided in the form of a narrative, with certain words capitalized and in bold type.

The capitalized words form a list of cards that you need to play. The words may refer to attributes, types, subtypes, public attributes, or specific card titles. You do not need to play the cards in the order listed, but you must have all of them either in your Story Deck or in play around your Investigator Card before you can score the points on the Adventure. Cards in your Threat (except for Great Old Ones/Outer Gods) do not count until they become part of your Story Deck. Part of a card title may not be used to fulfill the requirement of an attribute.

Uncapitalized words in bold are modifiers to the cards needed.

*EXAMPLE: In the "Come Sail Away" Adventure, the Adventure card reads, in part, "...you saw a **LIGHTHOUSE** in the distance, and finally landed at a **PORT** in a **DREAMLANDS LOCATION**." You must have played three different cards to satisfy this portion of the Adventure: any Lighthouse, any Port, and any Dreamlands Location. Despite the story's phrasing, the Port does not need to be in the Dreamlands. If a hypothetical Adventure required a Port in the Dreamlands, it would read "**PORT** in the Dreamlands." Finally, the three cards above may be played in any order.*

The cards played to satisfy Adventure requirements must be your cards, not the cards played by another player. The list sometimes includes very specific cards (THE KING OF ILEK-VAD), cards from a general area (ULTHAR), or cards with certain attributes (A WATER LOCATION).

Each capitalized word in an Adventure must be matched by a separate card. One card can not meet two requirements on the same Adventure card, but it could meet different requirements of different Adventure cards. Multiple copies of the same card may each be used to satisfy different requirements on the same Adventure card.

You must come across the Adventure card during the game, have it in your Hand, and play it as a Turn. Score your points and gain Sanity at the moment that you play this card. In the Basic Game, this ends the game.

You may not complete the same Adventure more than once in any particular Advanced Mythos game.

## ALLY CARDS

Ally cards represent personalities who aid your Investigator in the course of a MYTHOS game. Allies are found only in particular places as indicated by the Ally card Region and subregion. Allies are always tied to Dimensions unless the special effects dictate otherwise. If there is no Dimension indicated, then that Ally can only be played if your Current Location is in the Waking World.

*EXAMPLE: BARZAI THE WISE can only be played if an ULTHAR card in the West (of the Dreamlands dimension) is your Current Location.*

There are a few Allies who can be played in special circumstances, such as when your Investigator is OUTSIDE, at a SITE or a HOUSE, or so forth. Some of these allies may be found in all Regions, as indicated by an uncolored Region color bar. Finally, we have published a few powerful Allies who are found in specific Locations in the PAST. These appeared in LIMITED EDITION MYTHOS and are mentioned only for completeness' sake.

Allies are always labeled as being either STEADFAST or CORRUPT. Steadfast Allies are generally working against the effects of the Mythos forces, while Corrupt Allies generally use the powers of the Mythos for their own ends. It does not matter if your Investigator employs Steadfast or Corrupt Allies. Sometimes, though, one or the other (or both) are called for as part of an Adventure Card. Note that these are opposites; if a Steadfast Ally becomes Corrupt, he or she loses the Steadfast attribute. An occupation or special interest is also given. This is used in Adventures, and to provide color in the game.

Allies frequently know Languages, sometimes very esoteric languages. Investigators are always considered to be able to communicate with their Allies, even if both know different languages. The languages listed on Ally and Investigator cards imply the deep understanding of that language needed to glean the horrible knowledge from Mythos Tomes written in that Language. Allies may have other special abilities, as described in the special effects box on the card.

If an Ally can know a Spell, it can be any Spell and is not limited to Spell icon restrictions. A Spell may be given to an Ally on any Turn after the Ally has been played. Spells cast by Allies do not cost your Investigator Sanity, but the spell is buried once cast. A Spell-casting Ally may later be given another Spell as your Turn.

All Allies are considered to be in the same Location as your Investigator and they travel with your Investigator.

Allies that have current value of zero or have no listed value are immediately buried in your Story Deck.

**CULTISTS:** Allies featuring the CULTIST attribute may be played normally alongside your Investigator as an Ally. A Cultist can also be played as a Monster face-down in your Mythos Threat, using a Gate at an appropriate Location. Once played as a Monster, the card acts in all respects as a Monster. Ignore the special effects of Allies played as Monsters. Allies played as Monsters are always considered to be Lesser Independents (a class of Monster) unless the card classifies them differently (there are several Living Dead Allies).

Some Allies may allow Joining. This means that they may be played from your hand at the same time as long as all cards are still legal plays.

*EXAMPLE: Brian has the MERCHANT OF ILL REPUTE in his hand. This is a Cultist that can be found in Dylath-Leen. Since the STREET OF TEARS is in Dylath-Leen, and has a Gate, Brian can play the MERCHANT into his threat there. This uses the gate. The MERCHANT OF ILL REPUTE now counts as a Lesser Independent until buried after Combat.*

## ARTIFACT CARDS

Artifacts are special, sometimes magical, devices, machines, sculptures, and equipment. You may play Artifacts if your Current Location lists ARTIFACT among its attributes.

Most Artifacts are played to the left of your Investigator, as indicated on your Investigator card. Some Artifacts are played on already-played Ally cards. This is indicated by the Artifacts Special Effects box saying "Give this card to an Ally in play." Some Allies say "you may later assign ... one Artifact card." In both of these cases, you assign the Artifact to an Ally in play, and they act as one card for all purposes. Some Allies Join with Artifacts, and some Locations allow Artifacts to be Joined. Joined cards are played from your Hand together.

Artifacts can have many special effects. If noted in the Special Effects box, Artifacts can function as Spell-casters, or can mimic the effects of Spells in their own right. When an Artifact can be used for Spell-casting, any Spell can be placed beneath the Artifact as your play on your Turn; there are no icon limitations to the Spell held by any Artifact. As with Spells cast by Allies, Spells cast by Artifacts do not cost your Investigator Sanity to cast, but the Spell cards themselves are buried after use. An Artifact may later be given another Spell.

To use an Artifact, it must first be in play. On a following Turn, you indicate the Artifact you wish to use, and Bury it, flip it, or use it as indicated in the card's Special Effects box. Remember, many Artifacts simply add effects to another card in play, so their use is inherent in

their play.

## WEAPONS

Artifacts described as Weapons must be assigned to an Investigator's Ally. Each Ally may have only one Weapon. The two cards, Weapon and Ally, then function as one card and their values are added together. If the Ally bearing the Weapon is buried or discarded, the Weapon suffers the same fate.

## ENCHANTED WEAPONS:

These are special Weapons counted in all ways as Weapons. An Ally bearing an Enchanted Weapon may be placed, face-down, either atop any of your existing Directed Threats (adding to its strength) or may create a new Directed Threat, when Allies are committed in Combat. The Allies lose any special effects listed on them (Weapon special effects are not affected), and are buried at the end of Combat. They count as Lesser Independent Monsters unless they already have as an attribute one of the Monster Types, such as Living Dead. Even when in the Threat, the Weapon and Ally act as one card for all purposes.

Defending Allies bearing Enchanted Weapons can see, and defend against, Invisible Monsters.

## EXAMPLE:

*Brian has assigned THE WINE OF PNOTH to THE OLD WOMAN OF THE ENCHANTED WOOD. After Austin hits Brian's Allies with a BASILISK during combat, THE OLD WOMAN is flipped face-down. Because THE WINE OF PNOTH and THE OLD WOMAN act as one card, the WINE is flipped face-down as well.*

Other Artifacts work in a variety of ways. Most cost no Sanity, but a few say "Cost X points of Sanity to use." Some Artifacts have limited uses. They may say "Flip this card when used," "Rotate this card when used," or "Bury this card when used." A few Artifacts will constantly function as long as they are face-up. These say "This artifact has constant effect." Refer to the special effect box on an Artifact for specific rules regarding it.

## EVENT CARDS

Event Cards feature an exclamation point in the upper left, and include a panoply of various effects with certain common characteristics. Each effect is applied as described in the card's special effect box. No player can be affected by more than one of the same Event card at the same time. An Event that requires a target must have a legitimate target in order to be played.

If one Event adds to a particular card's value, and a different Event subtracts from the value of the same card, always apply the addition before applying the subtraction.

Each Event special effect description follows a similar format. The Event first notes the Event effect. Then it describes the means of ending the Event. Some take effect and are then immediately Buried. Some remain in effect until certain other cards are played, and are then Buried.

Travel Events (e.g., SKY GALLEON and YAK) are played on top of your Story Deck, face-up and right-side-up. Some Travel Events allow you immediately to play another card, as described in the special effects box. Others become your Current Location. The SKY GALLEON card, for example, is played on top of your Story Deck. On a following Turn you can play a new Location, but while the Sky Galleon is your top card it is your Current Location. A Travel Event assumes the Dimension Indicator of the Location at which the Travel Event was played.

Threat Events are cards played face-down to your Threat, and require the use of a Gate. Threat Events are treated as Monsters of no subtype while in your Threat.

Bury Events at the bottom of your Story Deck when their effects cease. When removing a Phobia that affects your Investigator, the opponent that played the Phobia buries that card in his or her own Story Deck.

## LOCATION CARDS

Locations Cards represent particular cities, sites, and places important to Investigators of the Cthulhu Mythos. Locations are key cards in any game of MYTHOS. Other types of cards that you later play usually depend on the appropriate Location being the top, right-side-up card of your Story Deck. A Location Card is not considered to be in play, and does not count for an Adventure, until it is turned right-side-up, becoming your Current Location.

Locations are organized into groups, identified and distinguished by the Dimension Indicator, the Region color bar, and a word or phrase contained therein. These groups or Locations are referred to as **Regions, Subregions, and Dimensions**. The color describes the Region and the phrase the Subregion to which the Location card belongs. The Dimension Indicator describes the card's Dimension.

A Region is a large area of the world. Once you play a Location in one Region, subsequent Location cards that you play must also be in that Region unless you play special cards (e.g. Travel By Sea or Travel By Air Event cards) in order to later play a Location card in a different Region. Regions are further organized into Subregions - those cities, towns, valleys, and countryside that make up the character of the

Region. A summary of all Regions introduced in all Mythos games is provided below. All Locations (except for Exotic Locations) within the same color group are considered to be in the same Region.

In addition to various places in the world, Lovecraft and other Mythos authors also described places in other worlds or dimensions. Dimensions are represented in Mythos games as special groups of Regions identified and distinguished by the presence, or lack of, a Dimension Indicator.

Location cards lacking a Dimension Indicator belong to 1920s Earth, also called the Waking World. Location cards bearing a red and yellow atom symbol belong to the New Aeon - the modern-day reality with which we are all familiar. If the Dimension Indicator is a blue star symbol, then that Location belongs to the Dreamlands dimension.

Within the Waking World and within *The Dreamlands* are a number of Regions; between which special Travel Events must be used. In *New Aeon*, all Locations (except Exotic Locations) are in the same Region. This represents the relative ease of travel in the modern day.

#### *Example*

*Using a deck of Mythos Limited Edition cards, Meghan's Investigator is currently at the ARKHAM HISTORICAL SOCIETY, in Arkham. To travel to the BRITISH MUSEUM in London, Meghan must use a Travel by Air or Travel by Sea Event card. If Meghan instead uses a New Aeon deck, her Investigator may walk from the UNITED NATIONS in New York to the EIFFEL TOWER in Paris, not needing to use a Travel Event.*

Locations feature attributes - particular qualities important to that place. Certain Locations bear a swirl in the upper left corner. This indicates that the Location features the GATE attribute. Gates are special places where the barriers between humanity and the horrors of the Mythos are weak. You may play a Monster card only when your Investigator is at a Location featuring the Gate attribute. Gates are one-use. Each player may add to his or her Mythos Threat only one time at each Location featuring the Gate swirl in the upper left corner; pay any listed Sanity point cost on the Monster or Cultist card as it is played. As a reminder that the Gate has been used, rotate your top Location card so that it faces your opponent. This rotated card is still your Current Location, and still counts toward the completion of Adventures. It does not count as the "orientation change" referred to in some card special effects.

You also might be able to discover one or more TOMES, ARTIFACTS, or ALLIES at Locations. Only one Tome, Artifact, or Ally may be played per turn.

Many Locations feature special effects that affect other cards in play. Such benefits only affect your own cards, not the cards of your opponents, unless otherwise noted in the special effects box.

Islands are special Locations found within Regions. You can not walk or use Travel By Land or Travel by Air cards to go to, from or between Islands, unless special effects say otherwise.

Exotic Locations are the most mysterious places in the Mythos, and are sometimes located on other planets or in other dimensions. Each Exotic Location is a separate Region. All Exotic Locations require some special procedure before playing that Location card. For example, you may play the CASTLE OF THE GREAT ONES ON KADATH location Card only if your Investigator uses a TRAVEL BY AIR card while a STAR EVENT is in play. Exotic Locations are not affected by Events or Spells that directly affect the top card of your Story Deck. You might find some Allies, Artifacts or Tomes that are found in Exotic Locations. These items may not be brought into play from your Hand via the Special Effects of other cards.

If your Current Location is ever discarded or buried, examine the card beneath. If it is not a Location, bury it. Continue to bury cards until a Location is revealed. This is now your new Current Location; ignore any Sanity gain or loss indicated on that card, though you may use the Gate (if present). If there are no Location in your Story Deck, your Investigator reverts to being Outside.

#### **Travel Within A Region**

An Investigator can walk between Locations within the same Region. Play the new Location sideways, across the Story Deck, to indicate that your Investigator is walking. When you are walking, your card loses the INSIDE but gains the OUTSIDE attribute (if applicable). Otherwise all other public attributes of the new Location apply to your Investigator, as does the Region Color Bar (but not subregion) and the Dimension Indicator. On a later Turn you must rotate the Location card to the right-side-up position to indicate arriving at (bringing into play) that Location. Your Investigator may now use the Location attributes, including the Gate (if any), and may now find Allies in that place if the Ally card is in your hand. Note that the top card of your Story Deck does not become your Current Location until it is rotated right-side-up.

You must walk from, to, or between Locations in the COUNTRY, such as those in the Catskills. If you walk between Locations found in the same subregion, both possessing the CITY attribute, then play the new Location right-side-up immediately. City travel is quicker. You must walk between Locations in different subregions.

*EXAMPLE: Meghan is traveling from THE STREET OF PILLARS in Celephais to the TEMPLE OF THE GREAT ONES in Rinar. Since Celephais and Rinar are different subregions, she must walk, and so places the TEMPLE sideways. She will not arrive until she takes an action to rotate the TEMPLE right-side-up, probably on her next Turn. On his Turn, Brian travels from THE GATE OF DEEPER SLUMBER to THE ENCHANTED WOOD. Though the cards are both the same subregion (the Oukranos Wilds), they are both Country, so he must also walk (Brian would have had to walk even if only one of his Locations was Country). A few Turns later, Meghan travels from the TEMPLE OF THE GREAT ONES to HESPER PAYNE'S HOUSE. These Locations are both the same subregion (Rinar) and are both City, so Meghan does not have to walk. She plays HESPER'S HOUSE face-up, right-side-up on her Story Deck.*



You may play Event cards, cast Spells, find certain Allies, and use Artifacts while walking. You may not use the attributes of a Location listed under the card name, however, until the Location card is rotated right-side up.

While walking to one Location you might wish to play a different Location card instead. Your previous card never became your Current Location, and is discarded. It is not part of your Story. You must play your new Location crosswise on top of your Story Deck, replacing your previous card. This new Location must be a legal play from your previous Current Location.

*EXAMPLE: While walking to the NORTH POINT LIGHTHOUSE, Meghan realizes that she meant to play the OLD BRICK POWDERHOUSE instead. Rather than wasting a Turn getting to the LIGHTHOUSE, she discards that card and plays the POWDERHOUSE crosswise on top of her Story Deck.*

If you play a Travel card intending to go to a different Region, and wish to change your mind about playing a card in that new Region, you may Discard your Travel card and play a new Location in your previous Region, crosswise on top of your Story Deck.

*EXAMPLE: After boarding THE SHIP OF CLOUDS (a Travel by Air card) at THE GREAT BAZAAR (in The East region of the Dreamlands), Meghan realizes that her hand lacks a Location card in a different Region. As her Turn, she discards THE SHIP OF THE CLOUDS, and plays a new Location in The East crosswise on top of her Story Deck.*

You can also use a Travel by Land card to travel between Locations within the same Region (i.e., within the same color group, except Islands), following the instructions given on the Travel Card. Travel cards feature their own attributes that affect your Investigator, and are always played right-side-up on the top of your Story Deck.

### **Travel Between Regions**

Your Investigator can travel between Regions through the use of certain Event cards such as Travel by Air, Travel by Sea, certain Monsters, and certain Spells. Investigators can not walk from one Location to another in a different Region. Instructions on the Travel cards tell you when you may play your new Location card and whether you may or may not play Locations in a new Region.

### **Travel To Islands**

Islands are special Locations found within Regions. You can not walk or use Travel By Land or Travel by Air cards to go to, from, or between Islands, unless special effects say otherwise.

**Travel To Exotic Locations:** Each Exotic Location is distinct and unique. Exotic Locations do not together form a Region; treat each as its own Region for all purposes. You must Travel through Space, Travel Underwater, or travel as otherwise indicated in the Special Effects box both to and from an Exotic Location. Some Exotic Locations have other special requirements which must be met before they can be played.

*EXAMPLE: Meghan wishes to play her FAR SIDE OF THE MOON card, an Exotic Location. This card's Location Attributes tell her that the MOON is in Space, so she must use some means of Traveling in Space to get there (e.g., Summoning a Shantak). The MOON's Special Effects box also states that Meghan's Investigator may walk there if she has the BASALT PILLARS OF THE WEST as her current Location, a second option for the play of that Exotic Location card. She is still faced with the problem of how to survive in Space, once the FAR SIDE OF THE MOON becomes her Current Location.*

### **Travel Between Dimensions**

In order to travel from one Dimension to another you must first play a card that specifically allows you to play a Location in that new Dimension.

Allies, Locations, Tomes, Artifacts, Monsters, Events, and Spells belonging to a particular Dimension can be played only while the top card of your Story Deck is also of that Dimension. Tomes, Artifacts, Monsters, Events, and Spells lacking a Dimensional Indicator can be played in any Dimension.

*EXAMPLE: Austin has built a MYTHOS deck using cards from both the LIMITED and DREAMLANDS editions. His Investigator's Current Location is the STRANGE HIGH HOUSE IN THE MIST. He has the DISCOVER SECRET CACHE and PAPYRUS OF ILARNEK cards in his hand. The SECRET CACHE allows you to play Tomes or Artifacts at a Location regardless of that Location's attributes. However, the PAPYRUS is a Tome that can only be found in the Dreamlands (it has the Dreamlands dimension indicator). Austin can not find the PAPYRUS, even using the DISCOVER SECRET CACHE, as long as his top Story Deck card is not a Dreamlands Location.*

### **Moving Locations In Your Story Deck**

Some cards allow you to move a Location Card from within your Story Deck to the top, becoming your Current Location. Ignore any Sanity gains or losses listed on such Locations unless otherwise specified on the card allowing you to alter your Story Deck. Gates on Locations moved to the top of your Story Deck may be used again.

## **MONSTER CARDS**

Monster cards represent the creatures of the Cthulhu Mythos. During a Round you may accumulate a pile of face-down Monster cards representing the Threat that will have to be faced by your opponents in Combat. Monster cards can be played only at Gate Locations. You must pay the Sanity point cost for the Monster card before you play it to your Threat.

Many Monsters have special effects that affect an opponent in some way (e.g., the LENG SPIDER eats Lesser Monsters). These may only be used against the opponent that the Monster is directed towards, unless otherwise noted. Great Old Ones and Outer Gods are the exceptions, since they typically affect all players.

Some Monsters only affect opponents if they "survive the Cosmic Battle." These powers may not be used if the Monster is summoned by a Summon/Control Spell, since there is no Cosmic Battle.

Monsters featuring multiple card values in the upper left corner of the card always count the higher value for purposes of completing Adventures. (There are none in *NEW AEON* or *THE DREAMLANDS*, but they do exist in *MYTHOS LIMITED*, and may appear in future sets.)

You will sometimes have the opportunity to play Monster cards as Allies. This will usually use a Gate, though specific rules will be on the special cards which allow this. Monsters played as Allies are placed face-up beside your Investigator card where Allies usually go, and function thereafter in all ways as Allies. Monsters played as Allies are initially considered to be Corrupt. Monster abilities provided in the Special Effects box are not available to Monsters played as Allies.

**GREAT OLD ONES & OUTER GODS:** Monster cards featuring an Elder Sign in the upper left corner instead of a number are Great Old Ones or Outer Gods. These are the most powerful entities in the Cthulhu Mythos, and are beyond mere card values. They feature special powers affecting every Investigator in the game. Both Great Old Ones and Outer Gods are treated identically in this game, and are collectively abbreviated 'GOO.'

To play a GOO you must have in play and active (not just buried in your Story Deck) the two cards listed just below the card title, and your current Location must feature the Gate icon. Place the GOO face-up beside your Threat. This uses the Gate. Only one GOO can manifest in any one Threat at a time. Apply each GOO's effects immediately to every Investigator in the game. GOO effects override the effects on any other card in the game. The effect remains as long as the card is in play. GOOs may be used for Adventures as soon as they enter play, unlike other Threat cards.

*EXAMPLE: Brian's Investigator is in the CAVERN OF FLAME, which is an Underground Gate Location. He currently has POLARIS, a Star card, in play. Thus, he can summon NODENS, who has Underground and Star as requirements. This uses the Gate. If Brian's opponent, Meghan, had a Star card out, but Brian did not, he could not have summoned NODENS. The required cards must be put in play by the investigator trying to summon the GOO.*

At the end of Combat in the Round in which the GOO is played, keep it out when all other Monsters are buried. Rotate the card to face your opponent to indicate this. Bury the GOO card at the end of Combat in the next Round.

### Invisible Monsters

These entities bypass any Allies committed to defending your Investigator, unless those Allies have some way of seeing invisible things (e.g., by using Enchanted Weapons). Invisible monsters will not bypass Monsters in your Threat. Bypassed Allies are not Buried, and return to your Investigator's side.

### Monsters That Bypass

Some Monsters bypass certain stages of Combat, as described in their Special Effects box. Bypassing Monsters do not participate in that stage of Combat, neither inflicting nor absorbing Sanity loss.

### Monsters That Join

Monsters that Join can be played together from your hand, as one play during one Turn, at the player's option. Monster cards list the other Monsters with which they Join. Joined Monsters can be divided as you like against your opponent(s) in Combat.

*EXAMPLE: Brian has two LESSER SHANTAKS in his hand. He may play both Monster cards to his Threat at the same time, because they Join (as described in their special effects box). Let us assume that he also had THE OLD WOMAN OF THE ENCHANTED WOOD (a Corrupt Cultist) in his hand. All three cards could be played at the same time even though her card says nothing about Joining, because the LESSER SHANTAK special effect box says "Joins with Lesser Shantaks and Corrupt Cultists," and each two-card pair of the three cards can also legally Join. If Brian had two Corrupt Cultists in his hand he could not play four cards at once, because the Cultist-Cultist pair does not legally Join.*

## SPELL CARDS

Spell cards represent the use of magical energy, knowledge, chant, and motion to create changes in the world. Spells are generally found in Tomes. Some Allies and Artifacts have the special ability of knowing a Spell without the use of a Tome.

Each Spell is coded with one Spell Icon. Each Tome is also coded with one or more Spell icons. Match the icons on the Spell with the icons on a Tome to discover if a particular Spell can be contained within. You do not need to memorize the meanings of the icons, just match them.

*EXAMPLE: If a Spell bears the Eye icon, that Spell could be found in (played and slid underneath) any Tome also bearing the Eye icon, even if that Tome also bears other icons.*

At the moment that you play a Tome card, you may Join appropriate Spells with it. You can also play a Tome, and then later spend a Turn and play a Spell card in that Tome as long as the Spell icons match. Once Spells are played, they cannot be returned to your Hand or transferred to another Tome or Ally.

Do not pay Spell Sanity costs (yellow pentagrams) when the Spell is played from your Hand to the Tome (or to an Ally or Artifact). Spell Sanity costs are paid each time the Spell is cast.

Before a Spell can be cast, it must be in play. On a following Turn, instead of playing a card, your Investigator can cast a Spell or have an Ally or Artifact cast a Spell. A Spell that requires a target must have a legitimate target in order to be played.

If your Investigator does the casting (using a Tome), at the moment of casting your Investigator must spend the Sanity points indicated on the Spell card, indicate the target of the Spell, apply the Spell's effect, and then flip the Spell card over to show that it has been cast. Leave the Spell under the Tome card. At the end of the Round, flip all face-down Spells to the face-up position.

Spells that are cast by Allies or Artifacts are one-use; they are buried after being cast. There is no Sanity cost to the Investigator for Spells cast by Artifacts or Allies.

Some spells have an instant effect, and others have an effect that continues over time. If a spell featuring an instant effect is later cancelled (by means of another card), then that instant effect is undone. If a continuous-effect spell is cancelled, its effect ceases at the moment of cancellation.

### Summon/Control Spells

Each of these Spells works on a specific class of Monsters and can be used to either Summon or Control one Monster card. The Monster classes are: LIVING DEAD, LESSER INDEPENDENT, GREATER INDEPENDENT, LESSER SERVITOR, and GREATER SERVITOR. You may use a Summon/Control spell in one of these two ways:

**Summon:** Cast the spell on your turn to play an appropriate Monster (not Ally) from your hand. Pay the Sanity cost for the Spell and for playing the Monster (if any). The Monster then immediately attacks an opponent, who may use Allies, but not Spells, Artifacts, or Threat, to defend. If the Monster may be used for travel, as indicated in the Special Effects box, it may instead be placed right-side-up on your Story Deck. A Location appropriate to the Monster's ability is then immediately played to your Story Deck as your current Location. Summon may only be used during standard card play, not Combat.

Certain special Locations (Lairs) allow immediate Summonings, and function as described above.

*EXAMPLE: Brian has EMBODY CHARNAL ODOR OF XURA in play, and wants to use it to Summon a Monster. He casts the spell, spending the SAN and flipping it face down. He immediately brings a LESSER SHANTAK, a 2 point Monster, into play. If the LESSER SHANTAK had a Sanity cost, Brian would also have had to pay that. The LESSER SHANTAK immediately attacks Brian's opponent, Meghan. Meghan gets no chance to cast Spells or use Artifacts, and she may not block with Monsters. She is allowed to block with Allies, and announces that THE CAPTAIN OF THE WHITE SHIP will block. THE CAPTAIN stops one point of damage (and is buried), and Meghan's Investigator loses the remaining point. Then the Monster is buried.*

**Control:** Cast the Spell during Combat and hope that the correct Monster class is in an opponent's Directed Threat. If so, you gain control of a random Monster of that class. Add the Monster card to your own Threat (place it crosswise). Return the card to your opponent for Burial at the end of Combat. Control may only be used during Combat.

*EXAMPLE: Brian has EMBODY CHARNAL ODOR OF XURA in play. It allows him to Summon or Control a Lesser Servitor Monster. Meghan is getting ready to attack him with a mass of Monsters, so Brian casts the Spell to Control a Monster, spending the 1 SAN and flipping it face down. Meghan announces that there are two Lesser Servitor Monsters in her Threat. Brian randomly takes one, discovers it is a NIGHTGAUNT, and places it sideways in his own Threat. If Meghan had had no Lesser Servitors in her threat, Brian would have wasted his Spell.*

### TOME CARDS

Tomes are books that contain knowledge "that man was not meant to know." In MYTHOS, Tomes represent your Investigator's accumulated knowledge of the Cthulhu Mythos. Tomes are played on the table face-up, to the left of your Investigator. To play a Tome your Investigator must be in a location displaying the TOME attribute.

Playing a Tome requires that your Investigator or an Ally be able to read the language that the Tome is written in. The language that a Tome is written in is listed on the individual Tome card. There are a few Tomes in the DREAMLANDS card array that utilize more than one language. If, for example, a Tome is written in GREEK & LATIN, then your Investigator and his or her Allies must among them know both Greek and Latin to play that Tome. If, on the other hand, a Tome is written in ATLANTEAN OR HYPERBOREAN, then knowing either language allows you to play that Tome.

The Card Value of a Tome is the number of spells that the Tome may contain (its **Spell Capacity**). A Tome may not contain more Spells than its Spell Capacity.

Once a Tome is in play, it is always available (Spells may be cast and added) to the Investigator, even if the Ally who translated the book is later lost.

Some Tomes provide additional special effects while they are in play, as listed on the Tome card. Tome benefits are never cumulative.

Some Allies say "you may later assign ... one Tome card." In this case, you assign the Tome to an Ally in play, and they act as one card for all purposes, just as Allies with Weapons do. Spells may be added to this Tome as per the normal rules.

**JOINING TOMES AND SPELLS:** Any time that a Tome is played, appropriate Spells may be Joined with it. This means that Spells in your Hand that match the Tome's Spell icons can be brought into play at the same time (i.e., a Tome can be played with Spells already in it). You may later add Spells to a Tome, up to the Spell capacity listed in the upper-left corner of the Tome card, one Spell per Turn, counting as your play for that Turn.

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## ACTIONS DURING A TURN

Each player is entitled to one play during his or her Turn. A play is defined as one of the following actions:

€ **PLAY A CARD** (or Joined cards) from your Hand and lay it on the table in front of you in the proper place around your Investigator Card;

€ **ROTATE A LOCATION** card from a crosswise orientation on your Story Deck to a right-side-up orientation. At this moment, apply Sanity gains or losses;

€ **USE ONE ARTIFACT** as described in the card's Special Effects box;

€ **CAST ONE SPELL** by spending the Sanity points indicated, naming the target, applying the Spell's effect, and flipping the Spell card face-down;

€ **FOLLOW CARD INSTRUCTIONS** requiring your Investigator to lose a turn;

€ **TAKE ANY ONE CARD ACTION** requiring a Turn (i.e., Bury a Phobia at an appropriate Location);

€ **FLIP ONE FACE-DOWN CARD** face-up, right-side-up, except Spells;

€ **PASS.**

*EXAMPLE: Meghan goes to THE TEMPLE OF BOKRUG to get rid of her BATOPHOBIA. Upon arriving she gains 5 Sanity and then loses her next Turn (even if it is not during this Round). Following her lost Turn, she may spend an additional Turn to bury a Phobia. Burying the Phobia is an action, costing Meghan her Turn, and she may not take any other actions during that turn. In total, Meghan spent three Turns: one arriving at THE TEMPLE, one performing the appropriate rites, and one burying BATOPHOBIA.*

## JOINING CARDS

You can sometimes play more than one card during your Turn. Cards that Join can be played together, as one play during one Turn. You must still meet all the normal conditions for playing these cards. Joining has no effect once cards are in play, and the two formerly Joined cards may be separated unless other rules supersede this (e.g., Tomes and Spells must be kept together, as must Weapons and Allies). Two cards may Join as long as one of them allows this in its Special Effects box. More than two cards may Join as long as every combination of two cards in the group Joins.

## PAYING SANITY COSTS

Pay the Sanity cost, or receive the Sanity bonus, at the moment that you play a card right-side-up. You must be able to pay the entire cost. If you play a card that drives your Investigator's Sanity to zero, the card does not take effect, and the game immediately ends.

**NOTE:** *Spell cards feature yellow pentagrams. A Spell's Sanity cost is not paid until the Spell is cast. Other cards may also require you to spend Sanity points to activate the card, as indicated in the special effects box.*

## RESTRICTIONS ON CARDS IN PLAY

You may have only one copy of a specific card of the following card types in play at any one time: Allies, Locations, Great Old Ones/Outer Gods, and Adventures. Additionally, each Investigator may be affected by only one card of any specifically titled Event at a time. Cards buried in your Story Deck are not in play, though they can be used to complete Adventures. It does not matter what cards your opponent has in play—in the case of Allies, for example, assume that you have a similar circle of friends.

*EXAMPLE: If your Mythos Deck includes four copies of RANDOLPH CARTER, only one of those cards may be in play around your Investigator at any one time. If RANDOLPH CARTER is somehow lost (Buried in your Story Deck, or Discarded), you may play another copy of RANDOLPH on a later Turn.*

## Default Target of Card Effects

If a card's Special Effect does not specify a specific target, then it only applies to your cards and cards affecting your Investigator, Allies,

Artifacts, or Tomes.

### Card Rules Priority

Any information or rules printed on a MYTHOS card supersedes the rules given in this rules book. In the event that one or more cards in play modify similar aspects of the game, the last card played has the dominant effect. The effects of Great Old Ones and Outer Gods, however, override the effects of any other cards in play, though a card could be played while a Great Old One or Outer God is in play that modifies the effect of that Great Old One or Outer God.

**Cumulative Effects:** Card benefits are only cumulative for one of each card subtype affecting a particular card, unless otherwise noted.

*EXAMPLE: When combat begins Brian's Threat includes a GUG. He is facing a Directed Threat containing both a GHOUL and a GHAST. Brian's GUG gains a +1 bonus, not +2, because both GHOULS and GHASTS are the same subtype (Lesser Independent Monsters). If either Brian or his opponent was at an Underground Location, then Brian's GUG would gain an additional +1 bonus (for a total card value of 5).*

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## PASSING

If you have no cards to play, or if you want to try to thwart an opponent's powerful Hand, you may Pass. You may Pass at any time to try to end a Round, but your opponent may have the opportunity for one more play.

Card play ends, and Combat begins, either when one player Passes twice on consecutive Turns, or if one player Passes and a second player Passes before the first Passing player gets another Turn (i.e., one player Passes and another player Passes that same Round before the Turn comes back to the first player to Pass). Passing one time does not force the second Pass on the part of that player.

A player must Pass if unable to play a card.

*EXAMPLE: Brian, Meghan, and Austin are near the end of a MYTHOS Round and Brian Passes. Meghan now has the option of either Passing or playing. If she Passes, Combat begins. If she plays, then Austin can either Pass or play. If he Passes, Combat begins. If he plays, the option goes back to Brian. If he does not Pass, the Round will continue and now requires two fresh successive Passes to end.*

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## THE MYTHOS THREAT

In addition to your Investigator, each player also represents an aspect of the Mythos that opposes the other player(s). During the course of each Round, you may build a Mythos Threat. Cards played to your Threat are not controlled by your Investigator, though certain Spells allow your Investigator to take control of certain Monsters in your opponent's Threat.

Your Threat is unleashed against the other player(s) at the end of the Round, during Combat. You are free to divide the Monsters in your Threat against your opponent(s) as you see fit, though any one Monster card may only attack one opponent's Investigator.

All Monsters, except for Outer Gods and Great Old Ones, are played to the Threat face-down - hidden from the other players and dormant until the end of the Round.

Allies bearing Enchanted Weapons may be placed, face-down, atop a Directed Threat when Allies are committed in Combat, adding to its value. The Allies lose any Special Effects listed on them (Weapon Special Effects are not affected), and are Buried at the end of Combat. They count as Lesser Independents unless they already have one of the Monster Types, such as Living Dead. Even when in the Threat, the Weapon and Ally act as one card for all purposes.

A player's Threat never attacks his or her own Investigator unless forced to through the use of a Spell or Event.

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## COMBAT

Once card play has ended by Passing, Combat begins, even if there are no Threats present at the start of the Combat phase. Combat consists of several steps which occur in the order listed.

Combat starts with the Investigator with the lowest current Sanity (or high Education if Sanity is equal) and then proceeds to the left. Combat proceeds with the following steps:

## COMMIT MONSTERS

Commit Monster cards to attack your opponent. All Monsters in a Threat must be used. Place these Monsters face down, aimed toward your target. If playing against more than one opponent, the player chooses how his or her Monsters are allotted against the opponents. Monsters played to the Threat as a group can be split up. A group of Monsters allotted against an opponent is called a Directed Threat.

## **COMMIT ALLIES**

Once all players have committed their Threats, then each commits Allies to defend against a Directed Threat. These are your Defending Allies. Place Defending Allies face-up, in a stack behind your attacking Monsters. You may also add Allies with Enchanted Weapons to Directed Threats at this time.

If playing against more than one opponent, you must choose which Directed Threat each Ally will defend against. Allies will not absorb damage from Directed Threats they do not oppose.

## **CAST SPELLS/USE ARTIFACTS**

Once all Monsters and Allies have been committed, each player can cast any one Spell or use an Artifact that is currently available (is face-up and right-side-up). When all Investigators have had a chance to cast one Spell or use one Artifact, then each gets a second chance, then a third, in order and so on until no Investigator chooses to cast any more Spells or use any more Artifacts.

## **REVEAL MONSTERS**

Monsters and Allies are now faced off against each other on the table, and are divided into separate Battles. Resolve Battles beginning with the Investigator with the lowest Sanity. Each player resolves all Battles that involve him, even those in which he does not have any Monsters committed, one at a time, in an order of his choice. Once one Battle is resolved, the Investigator whose turn it is then chooses another Battle that he is involved in. If none, then play passes to the left.

The players involved in a Battle look at their Monsters, and arrange them in any order from left to right. Lay down your Threat so everyone can see, immediately declaring for Monsters that can be either visible or invisible, and resolving immediately the effects of Events in play on the Monsters revealed. If questions about the sequencing of Monster Special Effects arise, resolve these in order of low-sanity first, with order of individual's Monsters determined by the controlling Investigator.

## **COSMIC BATTLE**

The Monsters then engage in the Cosmic Battle, fighting one another, outside the scope of normal human perception. Once resolved, the remainder of the victor's Directed Threat value passes to the human plane of existence to do Sanity damage to the loser's Defending Allies and Investigator.

Tally the value of your Threat, using the values in the upper left corner of your Monster cards plus any bonuses due to Special Effects. Tell your opponent this value. Each Monster in your Threat absorbs Sanity loss done by the Monsters it is battling, one point per point-value listed on the Monster card. First lose points added to your Threat because of cards that you have in play around your Investigator (e.g., Tomes that add to the value of your Threat if certain Monsters are included). Then, determine the order in which the Monsters in your Threat absorb the Sanity loss from your opponent. A Monster chosen to defend against an opponent's attack counters as much of that attack as possible. Any remaining points, even from Monsters that have taken some Sanity loss, now affect Defending Allies or the Investigator.

## **ALLIES DEFEND**

If your Threat has not been able to counter all of your opponent's attack, then Allies defending against that opponent will now, in turn, absorb one point per point-value listed on the Ally card. You determine the order in which your Defending Allies absorb the Sanity loss from an attacker's Threat. An Ally absorbs as much as it can before Sanity loss can be applied to another Ally.

**ASSAULT:** If your opponent's Investigator is in the exact same Current Location (identical Card Titles, in the same subregion) as your Investigator, then Allies defending against that opponent must attack as well. These assaulting Allies are not considered to be a part of the respective Threats.

Total any remaining point value from each Threat after the Cosmic Battle, and add it to the value of the Defending Allies of the appropriate player. Compare totals of both players. Monsters and Allies now in turn absorb one point per point of opposition, as normal.

## **LOSE SANITY**

Any remaining damage (including Sanity loss inflicted by Monsters who avoided combat with Allies) is taken from the losing Investigator. Subtract the remaining point-value from your Investigator's current Sanity.

## **RESOLVE ADDITIONAL EFFECTS**

Certain Monsters might also have another effect, listed in its Special Effects box, such as the MINION OF KARAKAL who will take (cause to be Buried) one Artifact per MINION card.

## **BURY THE LOST**

Bury in your Story Deck all cards from your Threat including Monsters, Cultists, and Allies bearing Enchanted Weapons, whether or not they were eliminated during Combat. Your opponent(s) do the same. Bury any Allies who absorbed any amount of Sanity loss.

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## **THE END OF THE ROUND**

Perform the following actions in the order presented.

### **DISCARD**

Following the conclusion of Combat, each player should consult his or her Investigator Card. You must keep the minimum number of cards indicated. If you have more than your minimum you may discard cards down to this number. Should you have fewer than this minimum remaining in your Hand, then you must keep all cards that remain in your Hand. Your Investigator Card also lists a maximum number of cards that you may keep. You must discard any cards in excess of your maximum.

### **FLIP**

Flip face-up any face-down cards. They should end up face-up and right-side-up, ready to be used.

## **THE VOLUNTARY LOBOTOMY**

Your Investigator might occasionally suffer a terrible run of luck. None of your cards is playable; nothing in your Story Deck is needed; your Sanity is plummeting; and life just sucks. Your best option then might be to undergo a drastic operation: the Voluntary Lobotomy!

You may do this at the end of the Round, and only once per game. Your Investigator needn't be in any special Location, or have any special cards in play.

Discard all cards in your Story Deck, except for your current Location. Discard all cards in your Hand. You may keep only cards in play about your Investigator. Spend one Sanity point and reshuffle your Mythos Deck and all Discards, then draw a new Hand.

### **RESHUFFLE**

Prior to drawing your new Hand, you might desire to reshuffle your discards back into your Mythos Deck to bring those discards back into play. Spend 1 Sanity point and reshuffle. This point of Sanity must be spent if your Mythos Deck is exhausted or runs out while you are drawing cards.

## THE NEXT ROUND BEGINS

Draw until you have the number of cards listed for your Investigator's hand (usually 13). The next Round begins with the Investigator with the lowest Sanity. In the event that two Investigators have the same Sanity value, the Investigator with the higher Education goes first.

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## ADVANCED MYTHOS

There are a few options you may use to make your Mythos game more interesting. We use all of these, and they are all required for Tournament Play.

### ALTERNATIVE FIRST CARD

Instead of playing a Location as your first card, you may also play other cards that you can legally play. For example, before you have arrived at any Location (you are still considered to be Outside during the Day), you can play a LUNAR ECLIPSE card. Playing this card does not require you to be at any particular Location, so its play is legal.

### THE CAMPAIGN GAME

After playing MYTHOS a few times and becoming familiar with the system, we encourage you to play the Campaign.

You may have more than but not fewer than 52 cards in your deck. There is no maximum, but let common sense prevail. You must follow the MYTHOS uniqueness rule, including no more than four of any one card, and no more than one of any card containing a Uniqueness Dot.

In a Campaign, you may complete more than one Adventure. A campaign ends at the moment that any Investigator reaches zero Sanity, or the moment an Investigator accumulates 20 or more points in completed Adventures. For longer or shorter games, simply adjust this total.

The moment that you complete an Adventure, discard all cards in your Story Deck except for your Current Location. Your Threat, Tomes, Spells, Artifacts, Adventures, Events, and surviving Allies remain in place around your Investigator card. All discards and the remainder of your Mythos Deck are then shuffled, at no Sanity cost to your Investigator. You are now free to pursue the completion of a new Adventure, but with the benefit of having Tomes, Spells, Artifacts, Events, and Allies already in play.

At the end of the game, each player totals the values for his or her Investigator's completed Adventures and adds the value of any remaining Sanity points. The highest total wins the game. In the event of a tie, then the Investigator with the most completed Adventure points wins. If these are equal, then the game is tied.

### DECK BUILDING

All MYTHOS cards from any edition are compatible with one another. After playing the game a number of times and mastering the various possibilities, you might want to get other cards either to make your deck more potent or to change the nature or character of your deck. You may freely mix cards and create a new synthesis. There are more than 85 different Adventure cards currently available, and other sets are planned in the near future.

Your deck must include at least 52 cards, but may include more. The more cards you add, though, the longer you will need (generally) to complete your Adventures. Remember that you draw 13 cards for your hand. That is 1/4 of the cards in a 52-card deck. If your deck features 70 cards, you will need to draw through more cards to get to any particular card that you need. Try to keep your deck as slim as possible.

Choose Adventure cards that total at least 20 points. Completing 20 points of Adventures is one of the ways of ending the campaign game. When choosing Adventure cards to put into your deck, try to find those that have certain overlapping features. If a particular Adventure calls for a Corrupt Cultist, then find other Adventure cards that also require Corrupt Cultists.

Once you have chosen your Adventures, then collect those cards needed for the Adventures. Usually it is a good idea to have two of each required card. Frequently, one card can fill the requirements for more than one Adventure. If, for example, you need a DREAMER in one Adventure, he could also be the STEADFAST ALLY in another.

Try to work with only a couple of cities and a few country Locations. The more focused your deck, the more smoothly it will play. Make sure that your Allies come from the Locations that you are including. Also, if you are adding Artifacts or Tomes, make sure that you include Locations where you can find them.



Be cautious about simply filling your deck with Sanitariums. Your opponent can win even if you are at maximum Sanity if he or she completes more Adventures.

There are a number of places that allow you to bury Phobias afflicting your Investigator. Don't overlook them. Phobias are nasty.

Add Monsters in addition to those needed by Adventures. Look for Monsters that Join (they play faster). Too many Monsters will seem tempting, and will be dangerous for your opponent in a two-player game. With more players, though, you will lose. You can't damage everyone fast enough.

Finally, round out your deck with Events, or other useful or fun cards that you run across. We recommend building theme decks, based upon your favorite stories, Locations, or even Monsters. The decks can then be named. For example, you could have a Dunwich deck or a Deep One deck.

Play your deck, and you will probably find a weakness or two. Fiddle with it (adding or subtracting cards) until it plays smoothly.

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## GLOSSARY

The following terms are important for the playing of MYTHOS.

**ASSAULTING ALLIES:** If, in the phase where Allies Defend in Combat, you and your opponent have exactly the same Current Location, add any remaining point value from each player's Directed Threat to the value of the Defending Allies of the appropriate player. Allies then battle Allies.

**ATTRIBUTE:** These are particular qualities of a card that affect how other cards can be played. Location attributes dictate the cards that can be played while an investigator is at that Location. Public attributes are found as icons in the lower left corner. The Gate attribute is indicated by a swirl in the upper left corner. On other cards, attributes are found in the text box below the card name.

**BURY:** To place face-up at the bottom of your Story Deck.

**BYPASS:** Monsters which bypass combat with a Threat will not battle cards in the opposing Threat and instead add their values when tallying the effect on the opposing Defending Allies or Investigator. Likewise, some Monsters will bypass certain listed Defending Allies.

**COMBAT:** A phase of play occurring after card play ends in a Round.

**COMMAND ABILITY:** The ability of certain Defending Allies to raise the Card Values of other Defending Allies.

**CONTROL:** To wrest control of, by means of a Spell cast during Combat and as long as there is a Monster of the appropriate subtype, a Monster card from an opponent's Directed Threat and adding that Monster temporarily to your own Directed Threat.

**COSMIC BATTLE:** Monsters in opposing Threats battle one another first, before affecting Defending Allies or an Investigator. This Cosmic Battle occurs just outside of human perception.

**CURRENT LOCATION:** The Location card on top of, and right-side-up on, your Story Deck. Includes Locations at which you have summoned Monsters and Locations whose Gate you have used, but not Locations to which you are walking.

**CURRENT VALUE:** The sum value of a card plus modifications due to the Special Effects of any Weapons, other Artifacts, or Events that modify that card.

**DEFENDING ALLY:** An Ally card chosen to defend your Investigator during Combat.

**DIMENSION:** A vast, self-contained collection of Regions, identified by the presence of a Dimension Indicator. There are currently three Dimensions: the *Waking World*, the *NEW AEON*, and the *DREAMLANDS*. Your Investigator may begin in any Dimension. Once a Location is played however, you must play cards bearing the same Dimension Indicator, on later Turns. You may travel between Dimensions only by playing a card that specifically allows you to later play a card in a new Dimension. Additional notes are given under the Location Cards heading of the The Cards section of the rules.

**DIRECTED THREAT:** A portion of a Threat pointed at a specific person in the Combat phase.

**DISCARD:** Discard when told to by other cards played and at the end of the Round. Discards are out of play, and may not be used in Adventures, until they are brought back into play by reshuffling.

**DREAMLANDS:** a Dimension, distinct from both the Waking World and the *NEW AEON*, that place that you may go when you sleep and dream. Dreamlands cards bear a blue star Dimension Indicator, and are found only in the DREAMLANDS Mythos System card game.

**FACE-UP, FACE-DOWN, RIGHT-SIDE-UP:** Most cards are played near your Investigator card face-up and right-side-up, so that you can easily read them. Some Location cards are played sideways, across your Story Deck, to show that your Investigator is walking to that

**Location.** Rotate the card on a later Turn to right-side-up, to indicate your Investigator's arrival. Occasionally a card is flipped over, face-down, with the MYTHOS card back showing. These cards are still in play: they may be used to complete adventures, and Spells and Events may target them. However, their Special Effects and attributes are not otherwise available to the Investigator (e.g., an Ally's Languages may not be used). Face-down cards automatically turn face-up at the end of the Round, and cards other than Spells may be flipped face-up as an action.

**HAND:** The collection of cards that you hold. At the beginning of a Round draw cards into your Hand until have 13 total. You will play one or more cards from your Hand to the table top on your Turn.

**JOINING:** Cards that Join can be played together, as one play during one Turn. You must still meet all the normal conditions for playing these cards. Joining has no effect once cards are in play, and the two formerly Joined cards may be separated unless other rules supersede this (e.g., Tomes and Spells must be kept together, as must Weapons and Allies). Two cards may Join as long as one of them allows this in its Special Effects box. More than two cards may Join as long as every combination of two cards in the group Joins.

**JUST CAST:** A Spell cast since your last Turn in the current Round and that has not been affected by any other Card play.

**JUST PLAYED:** A card played since your last Turn in the current Round and that has not been affected by any other Card play.

**LOST:** When card instructions refer to 'cards that are lost' it means cards that are either Discarded or Buried.

**MYTHOS DECK:** Your shuffled deck of cards from which you will draw during the game. If you run out of cards in your Mythos Deck, you lose a point of Sanity and must reshuffle your discards.

**NEW AEON:** H.P. Lovecraft wrote his tales in the 1920s and '30s. NEW AEON projects the horrors of the Mythos into our modern day. Cards belonging to the NEW AEON Dimension are marked with a yellow & red atom Dimension Indicator.

**NEXT TURN:** An effect on a played card indicating that something happens "next Turn" refers to your next natural player Turn, even if that Turn occurs in the following Round.

**OPPOSING:** Once committed, a Directed Threat attacks a specific Investigator and Allies defend against specific Directed Threats. Card effects that affect an opposing Ally or an opposing Threat or Directed Threat refers specifically to the one battle that that card is involved with, and does not affect other Directed Threats or Defending Allies, even of the same Investigator.

**PAST:** Some MYTHOS LIMITED Allies can be played only if your Investigator travels to the Past. The Past can be reached through the use of some Artifacts and Spells.

**REGION:** A large area which may be traveled by walking or using Travel by Land cards. Denoted by the region color bar.

**ROUND:** A sequence of player Turns beginning with Redraw and ending with Combat and discard.

**STORY DECK:** A stack of cards summarizing the places that your Investigator has visited and the things that have occurred during the course of play.

**SUBTYPE, SUBREGION:** A subdivision of Type, located just below it. For Allies and Locations, this is a subregion, and it is in a region color bar.

**SUMMON:** To play, by means of a Spell or some other card, a Monster card from your hand and immediately attack with or use that Monster.

**THREAT:** A stack of face-down Monsters that will attack your opponents during Combat. During the Combat phase, after you have pointed Monsters at various opponents, your Threat becomes composed of several Directed Threats.

**TOP CARD:** The card at the top of your Story Deck, which will either be crosswise or right-side-up (see Current Location).

**TURN:** Your opportunity to play one or more cards from your Hand, or manipulate or use a card on the table.

**TYPE:** One of the eight kinds of playing cards (Adventure, Ally, Artifact, Event, Location, Monster, Spell, and Tome).

**WAKING WORLD:** The real world of which H.P. Lovecraft wrote: our world in the 1920s. Locations that are not part of the Waking World bear a Dimension Indicator.

**WALKING:** Traveling to a far-away location by playing it crosswise on your Story Deck. When you are walking, your Investigator is affected by that card's Public Attributes, except that you are always Outside. Apply Sanity effects for a Location only when you arrive. A Location Card is not considered to be "played" and does not count for an Adventure until it is right-side-up.

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