

ELDER ONE MINIONS AS UNKNOWN MONSTERS

Elder One Minions can be used as Unknown Monsters by following the rules described in the **Cthulhu: Death May Die – Fear of the Unknown** rulebook.

You can only use an Elder Minion as an Unknown Monster if the corresponding Elder One is not in the game. For example, if you are using Cthulhu

as the Elder One, you cannot use the Star Spawn as an Unknown Monster, since the Star Spawn is already present in the game.

Elder Minions use the tokens from their Elder One Box, make sure to place the corresponding tokens nearby when using them.

ELDER MINIONS AND SPECIFIC COMPONENTS

• Amorphous Scion



Fatigue Token x26

When an investigator gains a Fatigue token, they place it on the leftmost space of their stress OR wound track, blocking that space. If your tentacle marker is already on the leftmost space, you must take a wound or stress. You cannot remove your tentacle marker from the last stress space.

Once per Rest action, the investigator may heal 1 less to discard 1 Fatigue token from them before healing.

• Dancer of Azathoth



Cosmic Token x8

Enemies with Cosmic tokens are Cosmic enemies. Cosmic enemies gain when attacking and have +1 health.

• Dark Spawn

- No extra components

with an investigator, they must take 2 stress.

• Hastur Disciple



Yellow Sign Token x12

• Moon-Beast



Fire Token x8

Note: When the Blizzard token is placed on the board during Setup, investigators do not take stress.

• Servant of the Deep

- No extra components

• Shantak



Blizzard Token x1

Investigators cannot take stress to reroll while in the Blizzard space.

When an investigator enters the Blizzard space, or the Blizzard token enters a space

• Star Spawn



R'lyeh Token x9

• Wilbur Whateley



Yog Gate Token x6

Yog Gates count as Gates except for normal summoning.

They can be attacked and have 3 health. When destroyed, deal 2 wounds to 1 enemy in its space.

When an enemy is summoned at a normal Gate, summon another of the same type at EACH same-colored Yog Gate.



ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ——— Cut



AMORPHOUS SCION

When attacked by an investigator with a Fatigue token, reduce wounds taken by 1.

WHEN THE ELDER ONE ADVANCES

You gain 2 Fatigue tokens.
Each Amorphous Scion moves 1 space towards the investigator with most Fatigue tokens.
Summon 1 Amorphous Scion at the farthest Gate.

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ————— Cut



DANCER OF AZATHOTH

When destroyed, place a Cosmic token on the non-Cosmic Cultist/monster with the most health in its space, if any.

WHEN THE ELDER ONE ADVANCES

Place a Cosmic token on the nearest non-Cosmic Cultist/monster. Each Dancer of Azathoth moves 2 spaces towards you. Summon 1 Dancer of Azathoth at each of the 2 nearest Gates. Then, if you are within 1 space of a Cosmic enemy, lose 2 sanity.

Fold

A circular token with a red heart and the number '2' is shown above the text. Below it, another token shows 'Pool 4' with a small timer icon.





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ——— Cut



DARK SPAWN

If wounded but not destroyed, summon another Dark Spawn into its space.

WHEN THE ELDER ONE ADVANCES

Each Dark Spawn moves 1 space towards you.
Summon 1 Dark Spawn at each of the 2 nearest Gates.
The nearest Dark Spawn deals 1 wound to EACH other figure in its space and then takes 1 wound.





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ————— Cut



If they deal you any wounds, choose one:

- Take a Yellow Sign token.
- Summon a Cultist in this space (it doesn't attack this turn).

WHEN THE ELDER ONE ADVANCES

You gain 1 Yellow Sign token. Then, roll 1 for each Yellow Sign token you have. Take 1 wound for each success and lose 1 sanity for each tentacle rolled.

Each Hastur Disciple moves 1 space towards their nearest investigator. Summon 1 Hastur Disciple at the nearest Gate and 1 at the farthest Gate.

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ——— Cut



MOON-BEAST

When attacking or being attacked,
each also counts as a .

WHEN THE ELDER ONE ADVANCES

Each Moon-Beast moves 1 space towards you.
Summon 1 Moon-Beast at the nearest space with a Fire token. If there are no Fire tokens on the board, summon it at the nearest Gate instead. Then, place 1 Fire token in your space.

Pool 3

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 _____ Cut



SERVANT OF THE DEEP

Counts as a Deep One. Gains if there are any other Deep Ones in their space.

WHEN THE ELDER ONE ADVANCES

Each Deep One moves 1 space towards you. Then, each Investigator takes 1 stress for each Deep One in their space. For each stress they cannot take, they lose 1 sanity instead. Summon 1 Servant of the Deep into your space.

Pool 3

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ——— Cut



SHANTAK

5

Pool 2 + Put Blizzard on the Starting Space

When attacking, if they deal any wounds, move the Blizzard token 1 space towards the defender.

WHEN THE ELDER ONE ADVANCES

Each investigator within 1 space of the Blizzard token loses 1 sanity. Move the farthest Shantak 2 space towards you. Summon 1 Shantak at the farthest Gate.

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 ————— Cut



STAR SPAWN

When attacking or being attacked while in a R'lyeh space, add to the roll.

WHEN THE ELDER ONE ADVANCES

Each investigator in a R'lyeh space loses 2 sanity. The Star Spawn moves 2 spaces towards you. Then, put 1 R'lyeh token in its space. If there's already a token there, put it in the nearest space that doesn't have one. If not on the board, summon the Star Spawn on the nearest R'lyeh space.

Pool 1 + Put R'lyeh on each Gate

Fold





ELDER ONE MINIONS AS UNKNOWN MONSTERS

Print and assemble the card:

1 ----- Fold

2 Glue

3 _____ Cut



Wilbur Whateley

When destroyed, place a random Yog Gate token in his space.

WHEN THE ELDER ONE ADVANCES

Move each Yog Gate on the board 1 space towards you. Wilbur Whateley moves 3 spaces towards you. If not on the board, summon Wilbur Whateley at the farthest Gate.

Pool 1

3

Fold

