



TINY ELDRITCH SETUP AND RULES V2.1.

Game Designed and Produced by Bojan Praljacic (8Oj4N on BGG)
Rules written by Bojan, transcribed by Martin Gonzalvez
(DrHenryArmitage on BGG)
Design, layout by Gabriel del Barrio (Gabodzila en BGG)
Post comments and feedback to the BGG Work in Progress thread for
Tiny Eldritch.

Watch the Videos:

ELDRITCH TINY Game Setup:

<https://youtu.be/WSJjztrKqgo>

ELDRITCH TINY - Playthrough - Part 1:

<https://youtu.be/fvScaIEWmYs>

ELDRITCH TINY - Playthrough - Part 2:

<https://youtu.be/P7vOYVz6QDQ>

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GAME OBJECTIVE

Solve all Old One Mysteries before the Doom Track reaches zero.

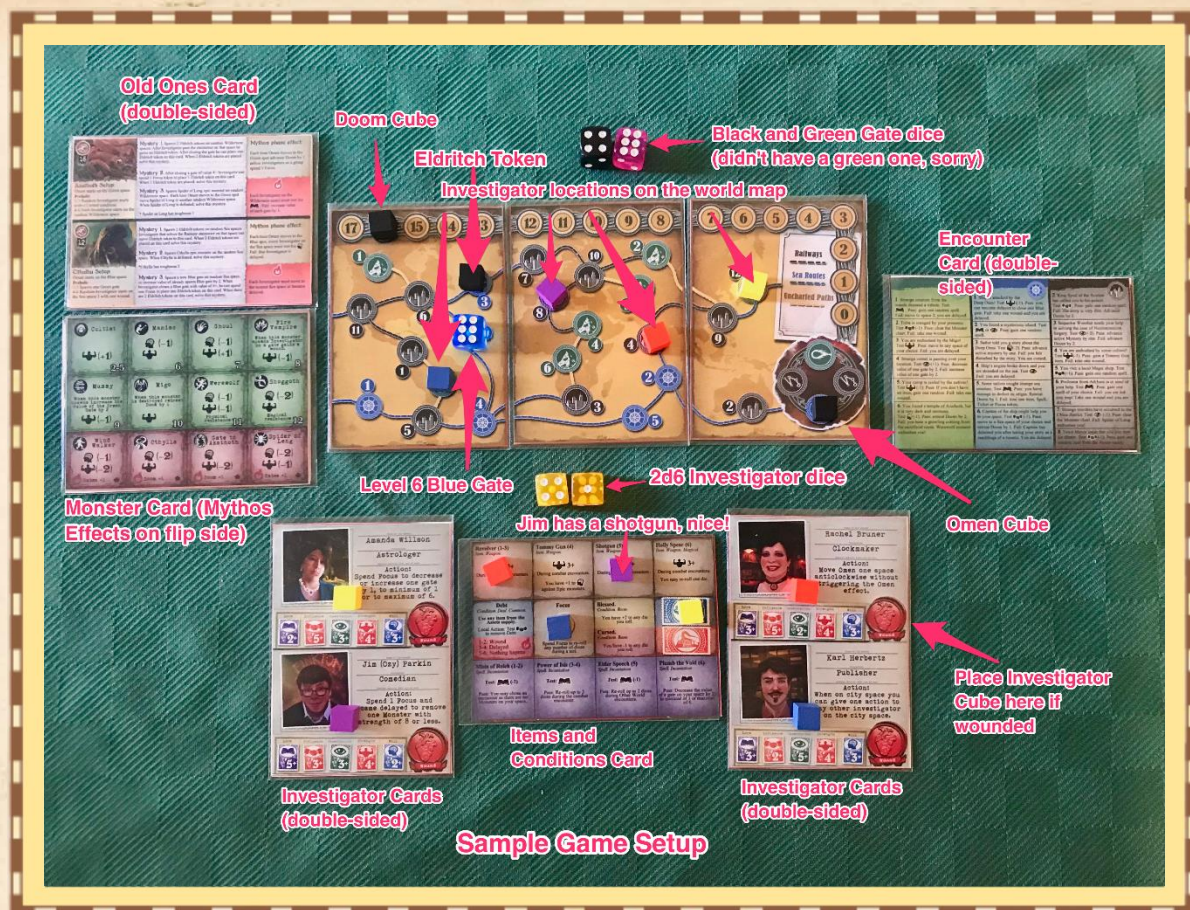
If Doom Track reaches zero, the world is devoured. You lose!

COMPONENTS

- 3x Game Board Cards - Align in a row from left to right to form the World Map.
- 2x Investigator Cards with 8 Investigators (double-sided, two Investigators per side).
- 1 Card for Assets, Spells, Conditions and Train/Ship Tickets (place one Investigator's color cube one only space at a time).
- 1 double-sided Encounter Card.
- 1 double-sided Monsters/Mythos Effects Card.
- 1 double-sided Old Ones Card.
- 2d6 Investigator dice (white).
- 3d6 Gate/Monster dice (1 black, 1 green, 1 blue).
- 8x pairs of different color cubes (one pair for each Investigator, to track World Map position and Items/Conditions).
- 3x black cubes: one to track Omen, one to track Doom, one to indicate current Monster.
- 2x purple cubes: Eldritch tokens.

Players and Investigators

Tiny Eldritch is for 1-4 players. But when you play solo, use at least 2 investigators.



GAME SETUP

1. CHOOSE INVESTIGATORS

If playing solo, choose at least two Investigators.

2. CHOOSE A LEAD INVESTIGATOR

Play will proceed clockwise from the Lead Investigator.

3. CHOOSE AN OLD ONE

- **Azathoth:** Easy
- **Cthulhu:** Medium
- **Nyarlathept:** Hard
- **Shub-Niggurath:** Very Hard

4. FOLLOW THE SETUP INSTRUCTIONS FOR THE CHOSEN OLD ONE

Place 1 black cube on starting Doom space (indicated in upper left of Monster portrait).

Place 1 black cube on starting Omen space (green, black or blue) indicated on Old One card.

Resolve Prelude conditions, if any.

Spawn Eldritch tokens (clues) for the Old One's first Mystery.

5. EACH INVESTIGATOR WILL START THE GAME IN A RANDOM CITY SPACE

Unless they have previously been placed in a Location by an Old One Prelude condition.

Starting with the Lead Investigator, roll 2d6 to determine each Investigator's starting City.

Place the Investigator's cube in the City space matching the die roll result.

It is possible for Investigators to spawn in the same City.

6. SPAWN A GATE

Roll 1d6 of the same color as the current Omen space (green, black or blue).

Without changing the die roll result, spawn the Gate die on the City, Ocean or Wilderness space on the World Map that corresponds to the result and color of the Gate die.

Example: the Omen cube is currently on a green Omen space. You roll a green 1d6 and get a result of five. Without changing the result, you move the green d6 to a green Wilderness space with a number five beside it. This indicates that a level five Gate has spawned in that Wilderness space.

7. SPAWN A MONSTER

Whenever a new Gate spawns, a Monster also appears on the same space as the Gate.

Roll 2d6 to determine what type of Monster will appear.

Example: you roll 2d6 to determine which monster spawns at the site of a new Gate. The die roll result is three: Cultists! You place a black cube on the Cultists space on the Monster Card.

You are now ready to start your game of Tiny Eldritch!



GAME PHASES

Tiny Eldritch is played in three phases:

1. Action Phase
2. Encounter Phase
3. Mythos Phase

PHASE I: ACTION PHASE

In the Action Phase, each Investigator may perform any two of the following actions, in any order (but may not perform the same action twice):

MOVE

As an action, Investigator moves their cube from one Location to another on the World Map.

Note: if a Monster is present on the same Location, the Investigator cannot move away from that space because they must fight the Monster.

Locations must be connected by a railway, sea route, or uncharted path.

Investigators may only move to one adjacent connected Location, unless they use a Train or Ship Ticket (see *Prepare to Travel*).

PREPARE FOR TRAVEL

Only in a City space with no Monsters present, as an action an Investigator may prepare for travel.

An Investigator may only acquire a Train Ticket in a City connected via railway.

An Investigator may only acquire a Ship Ticket in a City connected via sea Route.

Once a Ticket is acquired, an Investigator places their cube on the Ticket space of the Items and Conditions Card.

An Investigator may spend their Ticket during a Move Action, to move one additional space over a railway or sea route.

ACQUIRE ASSETS

Only in a City space with no Monsters present, as an action, an Investigator may test Influence (👑) to attempt to acquire a random Item (top row of the Items and Conditions card).

If the Investigator passes the Influence test, roll 1d6 to determine which Item is acquired.

Investigator places their cube on the item's space on the Items and Conditions card.

When an Investigator acquires a new Asset, becomes Cursed, gets into Debt, or suffers a Wound, they drop their previous Asset Item and move their Investigator cube to the new space.

FOCUS

As an action, an Investigator may choose to place their cube on the Focus space on the Items and Conditions Card.

Focus allows an Investigator to re-roll one die in a Skill Test.

Investigator places their cube on the Focus space on the Items and Conditions Card

REST

As an action, an Investigator may choose to rest, but only on a Location with no Monsters present.

The Rest Action heals one Wound (👤).

Investigator removes their cube from the Wound space on their Investigator Card.

TAKE A DEBT

As an action, an Investigator may take a Debt Condition.

Taking a Debt allows the Investigator to gain and use any Item of their choice from the Assets supply (the top row of the Items and Conditions Card).

As an action, an Investigator may test Influence (👤👤) to pay off their Debt:

Pass: Investigator removes their cube from the Debt space.

Fail: Debt Condition remains.

During a **Reckoning** (👤) (see *Mythos Effects: Reckoning*), Investigators with a Debt Condition roll 1d6 to determine their consequence:

- **1-2:** Acquire a Wound (👤).
- **3-4:** Investigator becomes Delayed
- **5-6:** Nothing happens

AID

As an action, an Investigator may choose to aid another Investigator if they are both on the same space on the World Map.

Investigator performing the Aid action places their cube on the other Investigator's card to give a +1 bonus to their die roll.

PHASE 2: ENCOUNTER PHASE

Resolving encounters successfully is a key to winning in Tiny Eldritch.

Wilderness Encounters	Sea Encounters	City Encounters
<p>1. Strange creature from the woods demands a tribute. Test 🎲🎲 (-1). Pass: gain one random spell. Fail: move to space 2, you are delayed.</p> <p>2. Tribe is enraged by your presence. Test 🎲🎲 (-1). Pass: clear the Monster chart. Fail: take one wound.</p> <p>3. You are ambushed by the Migo! Test 🎲🎲 (-1). Pass: move to any space of your choice. Fail: you are delayed.</p> <p>4. Strange comet is passing over your location. Test 🎲🎲 (+1). Pass: decrease value of one gate by 2. Fail: increase value of one gate by 2.</p> <p>5. Your camp is raided by the natives! Test 🎲🎲 (-1). Pass: If you don't have an item, gain one random. Fail: take one wound.</p> <p>6. You found a temple of Azathoth, but it is very dark and ominous. Test 🎲🎲 (-1). Pass: retreat Doom by 2. Fail: you hear a growling coming from the sacrificial room. Werewolf monster ambushes you!</p>	<p>1. Ship is attacked by the Deep Ones! Test 🎲🎲 (-1). Pass: you can become delayed to close one Blue gate. Fail: take one wound and you are delayed.</p> <p>2. You found a mysterious island. Test 🎲🎲 or 🎲🎲 (-1). Pass: gain one random spell.</p> <p>3. Sailor told you a story about the Deep Ones. Test 🎲🎲 (-2). Pass: advance active mystery by one. Fail: you felt disturbed by the story. You are cursed.</p> <p>4. Ship's engine broke down and you are stranded on the sea! Test 🎲🎲 (-1). Pass: you are delayed.</p> <p>5. Some sailors caught strange sea creature. Test 🎲🎲 (-1). Pass: you have manage to deduce its origin. Retreat Doom by 1. Fail: lose one item, Spell, Ticket or Focus token.</p> <p>6. Captain of the ship might help you in your quest. Test 🎲🎲 (-1). Pass: move to a Sea space of your choice and retreat Doom by 1. Fail: Captain has detained you after taking your story as a ramblings of a lunatic. You are delayed.</p>	<p>2. King Spud of the Avalon has called you to his palace. Test 🎲🎲 (-1). Pass: gain one random spell. Fail: His story is very dire. Advance Doom by 1.</p> <p>3. Inspector Wombut needs your help in solving the case of Necromomicon forgery. Test 🎲🎲 (-2). Pass: advance active Mystery by one. Fail: advance Doom by 2.</p> <p>4. You are ambushed by some cultists! Test 🎲🎲 (-1). Pass: gain a Tommy Gun item. Fail: take one wound.</p> <p>5. You visit a local Magic shop. Test 🎲🎲 (+1). Pass: gain one random spell.</p> <p>6. Professor from Arkham is in need of your help. Test 🎲🎲 (-1). Pass: gain one spell of your choice. Fail: you are led into trap! Take one wound and you are delayed.</p> <p>7. Strange murders have occurred in the China district. Test 🎲🎲 (-1). Pass: clear the Monster chart. Fail: Spider of Long ambushes you!</p> <p>8. Town Mayor insist that you join him for dinner. Test 🎲🎲 (-1). Pass: gain one random item from the Assets supply.</p>

If an Investigator is on a City, Sea, or Wilderness space with no Monsters or Eldritch Tokens, they may challenge the following Encounters during the Encounter phase (check dice roll results against the table on the Encounter Card):

➤ **City Encounter:** roll 2d6 to determine which City encounter to challenge.

➤ **Sea Encounter:** roll 1d6 to determine which Sea encounter to challenge.

➤ **Wilderness Encounter:** roll 1d6 to determine which Wilderness encounter to challenge.

If a Location has a Gate or Eldritch token on it, roll 2d6 to determine which Other World encounter to challenge.

PHASE 3: MYTHOS PHASE

During the Mythos some Old Ones have some special Mythos effects that can happen if some conditions are met. Do them before resolving the rest of the Mythos effects!

Resolve Mythos Effects in this order:

A. Old One's special Mythos Phase Effect (found on the right side of the Old One card).

B. Next, roll 1d6 of the color corresponding to the color of the current Omen space.

C. Resolve Mythos Effects printed on the corresponding space of the Mythos Card (flip side of the Monster Card).

MYTHOS EFFECTS

MOVE OMEN

Moves the Omen 1 space clockwise. If the Omen moves on the space that is the same color as the gate on the board: advance Doom by 1 and increase the value of that gate by 1.

If gate value should go over 6, a **Gate Surge** will happen. Advance Doom by 1 and increase value of each other gate on the board by 1.

This could cause the cascade effect where multiply gates can surge and advance Doom by a dreadful number!

Be sure to keep gates in check by closing them or decreasing their values (this can be done with some special actions or spells).

EXAMPLE OF CASCADING GATE SURGE

You have all 3 gates on the map. The Green one has value of 6, the Blue one has value of 6 and the Black one has value of 5. Doom is on 7.

Omen moves onto the Green space, you have to advance Doom by 1 and increase the Green gate value by 1. Because Green gate has value of 6, it surges, you have to advance Doom again by 1 and increase all other gate values by 1.

This causes Blue gate to surge and Black gate to go to 6. You have to advance Doom again by 1 and increase all other gates by 1.

This means that the Black gate will surge now, advancing Doom again by one, but this time you do not increase the values of any other gates because Gate can surge only once during the Mythos phase.

In this case Doom would advance from 7 to 3!

If you would have all 3 gates with value of 6, all 3 would surge again advancing Doom by 4 spaces. First space due to the Omen, and next 3 due to the surges.

Resolve all reckoning effects in this order:

1. Old One effect
2. Epic Monster effect
3. Debt effect.

GATE IS SPAWNED

Depending on the color of the Omen you will have to spawn a new gate of that color. Just take the die of that color, roll it and without changing its value place it on the space that corresponds to the die color and number you have on the die.

Then you have to roll 2 d6 dices to see what Monster have emerged from that gate. Roll dices and place the Monster marker on the chart depending on the value u got.

Example: Omen is black, take black die, roll it, you get 5, place it on the City space (black) not changing the value of the die.

Since you can't spawn the same color gate twice this will happen: If there is already a gate on the board that is of the same color as the Omen, increase value of that gate by 1!

IMPORTANT: You roll for the new Monster only when the new gate is spawned on the board!

MONSTER SURGE

Depending on the number of Investigators, each investigator on the space that is the same color as the current Omen, or a space with a gate will have to test his/her Strength ($\frac{1}{2}X$); where X is variable determined by the game setup for different numbers of Investigators.

Fail: that investigator must chose to either be delayed or take 1 wound.

RECKONING

You will have to check the special Reckoning effects of the Old One and apply them.

Also Epic Monsters could advance Doom or something else just by their presence since they all have the Reckoning icon on their card.

Also, Investigators with a Debt Condition will need to resolve a Reckoning effect.

1. Resolve Old Ones Mythos Effects

2. Roll 1d6 of the color corresponding to the color of the current Omen space

3. Resolve Mythos Effects printed on the corresponding space on the Mythos Card

Monster Surge

Reckoning

Gate

ADDITIONAL RULES

FIGHTING MONSTERS

As you know, regular monsters spawn only when the new gate is opened on the map. You roll 2 d6 dices and mark on the monster chart which monster have spawned using one black cube.

Monsters are part of the gate and to close the gate you first have to destroy the monster.

Normal monsters have 1 health only, and if you manage to pass WILLPOWER (☹) and STRENGTH (☹) against them, they die.

[Not all monsters demand to test both of these skills, depends on the monster].

Whenever you fail one of these tests, you gain a wound, and monsters survives, blocking you further encounter phase (ergo, you can't close the gate or do any other encounter on that space).

When you kill the monster you clear the monster chart (remove the cube from it) and from that moment on, until new gate is opened, any other gate on the map is no longer guarded by the monster of that type.

ELITE MONSTERS

Elite monsters are spawned on the map only by mystery setup effect.

They usually have a special Reckoning effect:

Doom +1 or Gate +1

which means that during the Reckoning they advance Doom by 1 or increase the value of all the gate son board by 1. Their presence on the map is tracked by 1 or 2 Eldritch tokens (purple cubes) which also represent their toughness.

Elite monster's toughness keyword is associated with the mystery text.

Example: Toughness 2 means that the Elite monster have 2 health which is tracked by 2 Eldritch tokens (purple cubes) on the map space where it spawned. When you defeat the monster first time, remove 1 Eldritch token, and when you defeat it again, it is destroyed (both cubes removed from the map).

SKILLS AND SKILL TESTS

Your skills have values presented by x+ number. When you roll a die if you gain equal or higher result then your skill x+ value you pass the test.

When testing skills you will roll number of dice depending on the number of test you will need to pass.

Example: If you have to test your Lore (☹ - 1), you will roll one die (for testing your Lore) and apply -1 modifier to the dice value AFTER you finish the that roll. Then apply pass or fail effects depending on the die result.

For the test that demands to test 2 skills, you will roll 2 dices, then assign them as you wish to each skill and apply modifiers to them.

If you manage to pass both tests at once, you apply the pass effect, otherwise: apply the fail effect.

Basically, you have to pass both tests using one roll.

- To resolve a Skill Test, roll 1d6 per Skill being tested.
- A maximum of two Skills may be tested at the same time.
- To pass a Skill Test, the die roll result must equal or exceed the Investigator's Rating in the Skill being tested.

Example: Caroline must make an Observation Skill Test (☹) Her Observation Rating is 3+. If she rolls a 3, 4, 5 or 6 on a d6, she passes the Observation Skill Test. If she rolls a 1 or a 2 on a d6, she fails the Skill Test.

- In general, a lower Skill rating = greater chance of Skill Test success.

INVESTIGATOR CUBES

Each investigator has 2 color cubes. One is used to track his movement on the map and the other one to track what kind of items, spells, conditions or other things your investigator has.

For obvious reason of component limitations, you will never be in a situation to carry 2 things or have 2 states.

Example: if you gain a wound after some encounter effect or by fighting, you will have to use that 1 cube you have to mark it, losing any item or anything else you had prior to gaining a wound.

- Each investigator has two cubes of the same color.
- One colored cube is used to track the investigator's position on the world map.
- The other is used to track the Investigator's current Asset, Spell, Condition or Train/Ship Ticket.

ITEMS AND CONDITIONS

Each Investigator may have only one Asset, Spell, Train/Ship Ticket or Condition at a time

Place an Investigator cube in the corresponding space on the Items and Conditions card to keep track of current Item or Condition.

If the Investigator acquires another Item or Condition, they move their cube to the new space, thus losing the previous Item or Condition.

If Investigator acquires a Debt Condition, they cannot acquire any other Item or Condition until they:

- Pass an Influence Test to pay off their Debt (👉👉).
- A Cursed condition.
- Suffer a Wound (👊).

WOUNDS

The same cube used to track Items and Conditions is also used to indicate if the Investigator has suffered a wound.

If Investigator suffers a wound, place their cube in the Wound condition space (👊) on their Investigator card.

Once an Investigator suffers a Wound, they drop any previous Item or Condition (since they have only one Investigator cube to track these).

To heal one Wound, an Investigator must spend one action to Rest during their Action Phase.

If a Wounded Investigator suffers a second Wound, that Investigator becomes incapacitated.

INCAPACITATED INVESTIGATORS

When an Investigator becomes incapacitated (after suffering two wounds), immediately resolve the following effects:

1. Advance Doom Tracker by one space.
2. Move Investigator's cube to nearest City space (unless already on a City space).

Investigator starts their next turn with one wound.

MONSTERS AND GATES

When a new Gate spawns, roll 2d6 against the chart on the Monster Card to determine which monster will appear to protect the Gate.

If there are multiple Gates on the World Map, that Monster appears on all open Gates.

Defeating a Monster at one Gate defeats all other Monsters at other Gates.

INVESTIGATOR CONDITIONS

DELAYED INVESTIGATOR

Some effects could cause your investigator to be delayed. When that happens, move the cube you use for tracking the investigators' position on the map from space he is on, to the number attached to that space.

That is how you mark that your investigator is delayed.

If multiple investigators are delayed on the same space, stack the cubes one on another, as long they are positioned on the number attached to that space.

INCAPACITATED INVESTIGATOR

If investigator already has one wound (marked with a cube on his wound placeholder on the investigator card) and has to gain another wound - that investigator is incapacitated. Advance Doom by 1 and move that investigator to the nearest City space. Do not remove the wound he already has.

CURSED INVESTIGATOR

When investigator gains Cursed condition, mark it with his cube on the Items and Conditions card. Cursed condition can be removed only if that investigator suffer a wound or gains a Blessed condition.

Treat the Cursed condition as you would treat already sustained wound, which means: upon receiving a wound with the cursed condition, your investigator become incapacitated.

BLESSED INVESTIGATOR

When investigator gains Blessed condition, mark it with his cube on the Assets card.

Blessed condition can be removed by 3 things:

- By voluntary choice of the investigator upon receiving or taking an item, spell, ticket, focus or Debt condition.
- After gaining a Cursed condition.
- After receiving a wound.

DEBT CONDITION

Investigator can take a Debt by marking it with his cube. When he do that, any Weapon Item on the Assets card chart is available to him to use at his disposal. He can only use one of those items during the fight with a monster.

To remove Debt condition, investigator can test his Influence (♣). If he pass the test, Debt condition is removed.

Other things that can cause the Debt to be removed are:

- Gaining a Wound.
- Gaining a Blessed condition .
- Gaining a Cursed condition.



SETTING GAME DIFFICULTY

FOR 1-2 PLAYERS:

➤ **Monster Surge** effect is: every investigator on the space that by color corresponds to the current position of the Omen must test his STRENGTH (♣):

- Pass: nothing happens.
- Fail: take 1 wound.

FOR 3-4 PLAYERS::

➤ Open one gate at the beginning of the game in the color of the current Omen.

➤ **Monster Surge** effect is: every investigator on the space that by color corresponds to the current position of the Omen must test his STRENGTH (♣ -1).

- Pass: nothing happens.
- Fail: take 1 wound.