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# ELDRITCH ARKHAM

ASYMMETRICAL STRATEGY GAME



 Vincent  
games

 0-6  45m

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# ELDRITCH ARKHAM

*Welcome to the 1920's, a time of bootlegging and corruption, of dark deeds and mysteries occurrences. You don't remember what drew you to this decrepit city on the coast of Massachusetts, but you do know something larger than yourself is at play. You've seen the omens; the fortellings of something menacing about to occur. Will you join in the struggle for dominance over the city, perhaps use the chaos to strive towards your own goals, or will you ignore these worldly troubles and focus on understanding the esoteric? Find out who you really are...*

**ELDRITCH ARKHAM** is an asymmetrical game for 0 to 6 players. During this game each player will take on a unique role, which houses its own components and actions, while also having completely different objectives. This makes it hard to define the game through classical game genres; you might play as an investigator going on different missions, as a group of cultists corruption the town, as an otherworldly god plotting and scheming, or something else completely.

## GENERAL RULES

There are multiple rules that apply to all players. Before starting a new game, it is wise to learn about these general rules.

### Goal of the Game

Each player aims to be the first to complete his omen. Despite each player have a unique omen, they are all ranked by a score. The first player to have 20 **OMEN POINTS (OP)** wins the game.

## Roles

Each player takes on a unique role. All roles are **ASYMMETRICAL**, meaning that no two act the same. In other words, the components you use, as well as the actions you may perform and your objectives, are completely different each time you play the game with a different role.

Additionally, each role has two alternative versions to play as. The only thing these share are their components, while their actions and objectives are completely different.

## Factions

Each role is part of a faction. This can be either the  **ELDRITCH** faction or  **ARKHAM** faction (listed in the top-left corner of each role board). The Eldritch faction stands for chaos and dominations; they wish to end life on earth, or corrupt it and bend it to their will. The Arkham faction aims to preserve life and stop the otherworldly forces trying to push them down.

It is also possible for a role to belong to neither of the two factions fighting for dominance. In this case, the role is considered to be its own independent  **NEUTRAL** faction.

Roles belonging to the same faction are considered allies, and will not be able to hinder each other as much. For example, a player whose role belongs to the Arkham faction cannot prevent units belonging to another Arkham role from entering locations that are under his control. For this purpose, Neutral roles operate independently from each other (one Neutral role's units are not allied with another Neutral role's units).

# Mythos

During the game players will earn **MYTHOS TOKENS** (☘). These represent the foreboding signs of something to come. They act as a currency, which allows players to perform additional options during their turn. Each role has a unique way of spending Mythos, but generally they give the player more actions to perform.



## COMPONENTS

In addition to each role's unique components, there are multiple general game pieces. Including:



Game board



White & black dice



Mythos tokens (20)



Civilian units (24)



Monster unit



Spawn units (3)



Dominance marker



Monster cards (8)



Monster marker

## SETUP

*You can play with any roles. However, new players are advised to choose an equal number of Eldritch and Arkham roles.*

**CREATE THE CITY:** Place the game board centre table (choose which side to play on) and add 2 Civilians to each location.

**SPAWN THE MONSTER:** Shuffle the Monster cards and reveal 1 card. Then add the Monster to location 7 (unless otherwise instructed by the Monster card) and remove any Civilians there from the game.

**CHOOSE ROLES:** Each player chooses a role board and decides which version of that role to play as. Then, each player takes the matching components and follows his/her role's setup.

**STARTING PLAYER:** The player with the most letters in his/her name starts the game. The 3rd player, and each player after, starts the game with 1 Mythos.

**BALANCE OMEN:** Count the number of roles per faction (Eldritch versus Arkham). For each role a faction has more, the opposing faction's roles gain 1 Omen Point.

**TIP:** Have each player read aloud their role's omen, to give other players a clue of what to expect.

## GRIMOIRE

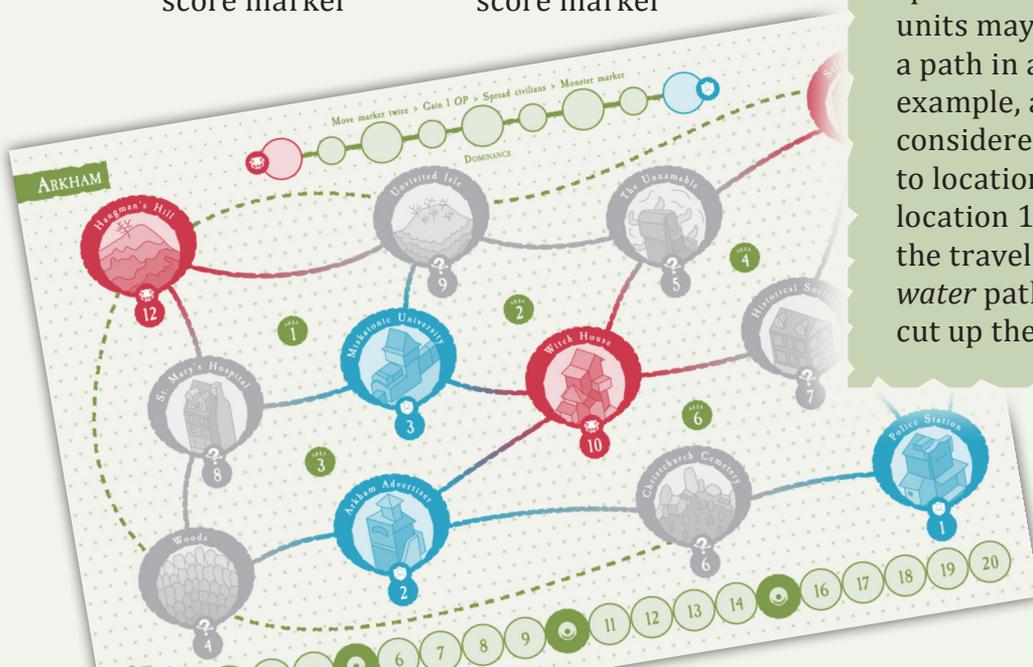
If there is no Eldritch role, you must add one of the Eldritch Grimoires. Likewise, if there is no Arkham role, you must add an Arkham Grimoire.

# GRIMOIRES

Each game of *Eldritch Arkham* must have at least one Eldritch role and one Arkham role. If this is not the case the faction without any roles will be replaced by a Grimoire; a role controlled by the game. For example, if all players choose Arkham and/or Neutral roles, and thus no Eldritch roles have been chosen, an Eldritch Grimoire is used as the opponent to the players belonging to the Arkham faction.

Grimoires are mostly used in one-or-two-player-games, but can be used with any number of players. It is also possible to have an Eldritch Grimoire face off against an Arkham Grimoire in a zero player game!

Grimoires are treated as normal roles. Like normal roles, each Grimoire has its own double-sided role board. The difference between these sides is in their difficulty and ruthlessness. Each Grimoire also has its own score marker.



# GAMEBOARD

Most actions in the game will take place on the game board, which shows a map of the city. It has 12 numbered **LOCATIONS**. Three of these locations belong to the Eldritch (☁️) faction, while three others belong to Arkham (🏠). The remaining locations are Neutral (👤).

All these locations are connected by **PATHS**, which can be either normal or *water paths* (green dotted lines).

A circle of connected locations forms an **AREA**, of which there are 6.

## ARKHAM

The board of Arkham is best used for new players, as it holds no special rules and has a well-balanced layout.

## INNSMOUTH

The board of Innsmouth is ill-balanced, making certain locations more valuable to control than others. Additionally, it has special **DIRECTIONAL PATHS**; units may only move across such a path in a single direction. For example, a unit at location 7 is considered to only be adjacent to location 12, since the path to location 10 is pointing against the travel direction. Note that the *water paths* on this map do not cut up the areas.

## Moving

When a unit moves across the city, it can only move from its current location to any adjacent location connected via a single path.

*Water* paths are special and may only be used if the unit's role has an ability that allows it to do so.

## Controlling

When units of a single role (identifiable by their colour) have the **MAJORITY** of units at a location, they *control* that location. For this, only count units and not tokens. It does not matter how many units the controlling role has, as long as it has more than all the other units combined at that location.

Civilians (👤) are not able to control locations. However, they are still counted to see which role has the majority of units. If the Civilians are in the majority, the location is *uncontrolled*.

When moving, a unit may **NEVER** move into a location controlled by units belonging to another faction. For example, Eldritch units may not move into location controlled by Arkham or Neutral units. However, they are free to move into any Eldritch-controlled location (even if the units controlling that location belong to another Eldritch player) or *uncontrolled* locations.

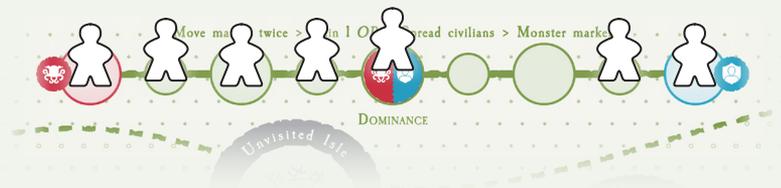
Since Neutral roles belong to no faction, they may never move into any location controlled by another role (even if that role is also Neutral).

## Omen track

At the bottom of the board is the Omen track, ranging from 0 to 20. Here, the player will keep track of their Omen score, by sliding their score markers across the track. At spaces 5, 10, and 15 the Monster is activated (explained later).

## Dominance track

Lastly, the board shows the Dominance track at the top, with the Dominance marker. Whenever a player **REMOVES** a unit, it is added to the first outer-most empty field on that player's faction's side of the Dominance track (Eldritch players add to the left side, and Arkham to the right). Each field only holds one unit. This continues until one side has to place a unit on the Dominance marker. When this happens, that faction is considered to *gain dominance*.



Whenever a faction gains dominance, pause play and perform the following actions:

**OMEN:** Move the Dominance marker 2 steps away from the faction gaining dominance & all roles belonging to that faction gain 1 Omen point.

**SPREAD:** Return all units on the Dominance track back to their owners, and *spread* the Civilians; add one to each location, starting at location 1 and continuing to the next number (one to 1, one to 2, one to 3, etc).

**MONSTER:** Give the Monster marker to the next player.

# UNITS

The majority of the game revolves around units of different roles fighting over control within the city.

When a unit must be randomly added or removed, always choose the **LOWEST NUMBER** location first. This also applies to selecting a random location, as well as when having to make a choice (ie. "At the location with the most units" and there is a tie between number of units).

## Removing Units

Roles belonging to a faction can *remove* other units. Doing so adds them to the Dominance track. Neutral roles will instead *abduct* units (moving them to their own role board). When a player is able to *remove* or *abduct* a unit from a certain location, that player must first **CHOOSE ANY CIVILIANS** before targeting other units at that location. A player may never *remove* or *abduct* his or her own units.

## Adding Units

When adding a unit, the player first takes units from his or her supply. Only when that is empty may he take it from elsewhere (ie. the Dominance track or *abducted* units).

A unit may only be added to a location **BELONGING TO YOUR FACTION**. For example, an Eldritch role may only add units to Eldritch locations (unless otherwise instructed). When adding a unit, ignore control in that location.

# Monster

Each game has 1 Monster unit, which counts as a Neutral unit, and can therefore control a location. However, the Monster may **NEVER** be removed from the board.

Certain events in the game will have a player receive the Monster marker. This acts as a reminder that the Monster will act before that player is able to take a turn. The marker is given to the next role (the one taking a turn after the active player is done) whenever a faction *gains dominance*, as well as the first time any player has a total of 5, 10, or 15 Omen points.

When a player starts his or her turn with the **MONSTER MARKER**, before starting the turn, the Monster gets to act. The Monster's behavior is determined by a randomly drawn Monster card (during setup). After having resolved the Monster's actions, the player discards the Monster marker and starts the turn as normal.

The Monster does not *remove* or *abduct* units, but will instead *destroy* them. For Civilians this means they are **PERMANENTLY** removed from the game. Other units are returned to their owner.



# DEEP ONES

*With an otherworldly lineage, you understand the need for mating with the surface people, whether it be against their will or not. If only you can drag enough of them underwater to your hidden temples to perform the mating ceremony, maybe the great lord of the deep will come back to guide you.*



Outsider  
units (8)



Limit  
markers (5)



Score  
marker

This role uses its units both as monsters on the board as well as action tokens. This means you will have to choose between having a large group of units on the board that can do very little, or having very few units on the board that can do a lot. Additionally, your units can become delayed, preventing them from abducting and moving. Therefore, strategic maneuvering is required.

## Setup

Add a limit marker to each *sealed* action field (indicated by the  icon).

## Turn Summary

The Deep Ones are part of the Eldritch faction. On your turn, do the following:

### 1. REGROUP

As you abduct units, you'll unlock greater armies. This is represented by the limit markers, which at the start of the game restrict you, but will expand over time.

During this step, each limit marker with an Outsider on it *advances*. This means the unit on top of the limit marker is returned to your supply and the marker itself is moved one step to the right. If the marker is already at the right-most field, simply remove the marker instead.

Once this is done, you take back all units from the other action fields and add them to your supply. They are now ready to be used again, either as units on the board or as action tokens.

### 2. ACTIVATE

Add units to empty action fields to perform the listed action. Repeat doing this until you either have no more units to place, or do not wish to perform any more actions. The units you add to the action fields must come from your supply, and they may only be placed on empty fields on the left of any limit markers.

When placing a unit, instantly perform the matching action. These actions include:

**STEP:** Choose one of your units on the board and move it once or twice. You may move it along *water* paths. When you are done moving that unit, *delay* it (place it on its side). You may not choose to move a unit that is already *delayed*.

**DRAG:** Move one of your units on the board and *delay* it afterwards. You may not choose a unit that is already *delayed*, but may move along *water* paths. For this movement, the unit may take another unit (belonging to a different role) along with it. If doing this, and they together move across a *water* path, they vanish beneath the waves; instead *remove* the other unit and add your unit on top of any limit marker. If there are no more limit marker left, instead add the Outsider unit to your role board (do not add it back to your supply). Doing this earns you 2 Omen points.

**SPAWN:** Add one of your units to any Eldritch (☠️) location and *delay* it.

**WORSHIP:** Each field in this track has a different value. When you add a unit here, you instantly gain an amount of Mythos (👁️) equal to the value listed in the field you occupied (1 or 2 Mythos).

**CALL:** All your units on the board recover from being *delayed*; they stand back up. This does not affect unit that are already standing up.

## SWARM

Spend 2 Mythos (👁️) to instantly take 1 of your Outsider units from the action track & place it back into your supply (from where it can be used again as normal).



**Deep Ones** **OMEN:** Drag units into the water to increase the ever-growing swarm.

**1. REGROUP**  
Advance limit markers with Outsiders on them & recover all Outsiders on the action fields.

**2. ACTIVATE**  
Add Outsiders to empty fields (left of any limit) to perform that action.

**STEP:** Move an Outsider twice & *delay* it.

**DRAG:** Move an Outsider & *delay* it. May take 1 unit along. Moving across water: place the Outsider on top a limit marker, remove the rival unit & gain 2 OP.

**SPAWN:** Add an Outsider & *delay* it.

**WORSHIP:** Gain 👁️.

**CALL:** All Outsiders recover from being delayed.

**SWARM**  
Spend 2👁️ to empty 1 action field.

**SWIM**  
Outsiders may use water paths.

**DELAY**  
Delayed Outsiders may not move.

# ELDER THINGS

*As the original inhabitants of this planet, you are undeterred by today's struggles and aim only to revitalize your civilization. But expansion requires experimentation. Luckily, there are enough strange beings wandering the surface of this world, ready to be picked up. If you manage to research enough of them, you'll surely find the answer to bringing back the reign of the Elder Things.*



Outsider  
units (8)



Limit  
markers (5)



Score  
marker

The unique element of this role is that you will only start with 2 actions per turn, and will have to steadily grow your abilities by abducting more and more units. Achieving this will grow your influence in the city. Additionally, having an endless swarm of Elder Things that can be easily added to the city prevents you from worrying about having your units removed.

## Setup

Add an Limit marker to each *sealed* action field (indicated by the  icon).

## Turn Summary

The Elder Things are a Neutral faction. On your turn, do the following:

### 1. REGROUP

Elder Things are lonesome hunters and when encountering one of their own they will return to their forgotten city to await further instructions.

Therefore, at the start of your turn, at each location that holds your units, but no other units, return all of your units to your supply. Additionally, at every location that has 2 or more of your units, you return 1 Outsider unit.

### 2. RELEASE

Having completed your experiments, you release your subjects back into the city. This allows them to gain new experiences, which could be useful for future experiments.

This means that you add all units you *abducted* last turn (all the units belonging to other roles that are placed on your role board) to a single Neutral () location.

Then, take back all your markers from the action fields.

### 3. ACTIVATE

Add markers to empty action fields to perform the listed action. Continue doing this until you have run out of markers to place. You may only use markers from your supply, not from the *sealed* action fields.

When placing a marker, instantly perform the matching action. These actions include:

**SPORES:** There are three different versions of this action, but they all add your units to the board. The first version adds 1 unit and rewards you with 1 Mythos, the second adds 1 unit which you may then instantly move, and the third allows you to add 2 units. Remember that these units must always be added to Neutral (👤) locations.

**FLY:** There are three different versions of this action, but they are all used for moving your units around the city. The first version allows you to move 1 unit and rewards you 1 Mythos, the second allows you to move a unit up to 3 times, and the third allows you to move 2 different units (once step each).

**EXPERIMENT:** There are two different versions of this action, but they both *abduct* units from the board and score you Omen points. The first version requires you to *abduct* a unit from a Neutral (👤) location to gain 2 Omen points. That location must also have one of your units present. The second version requires the same but must be done at an Eldritch (👁️) or Arkham (👤) location, and only scores you 1 Omen point.

## SWARM

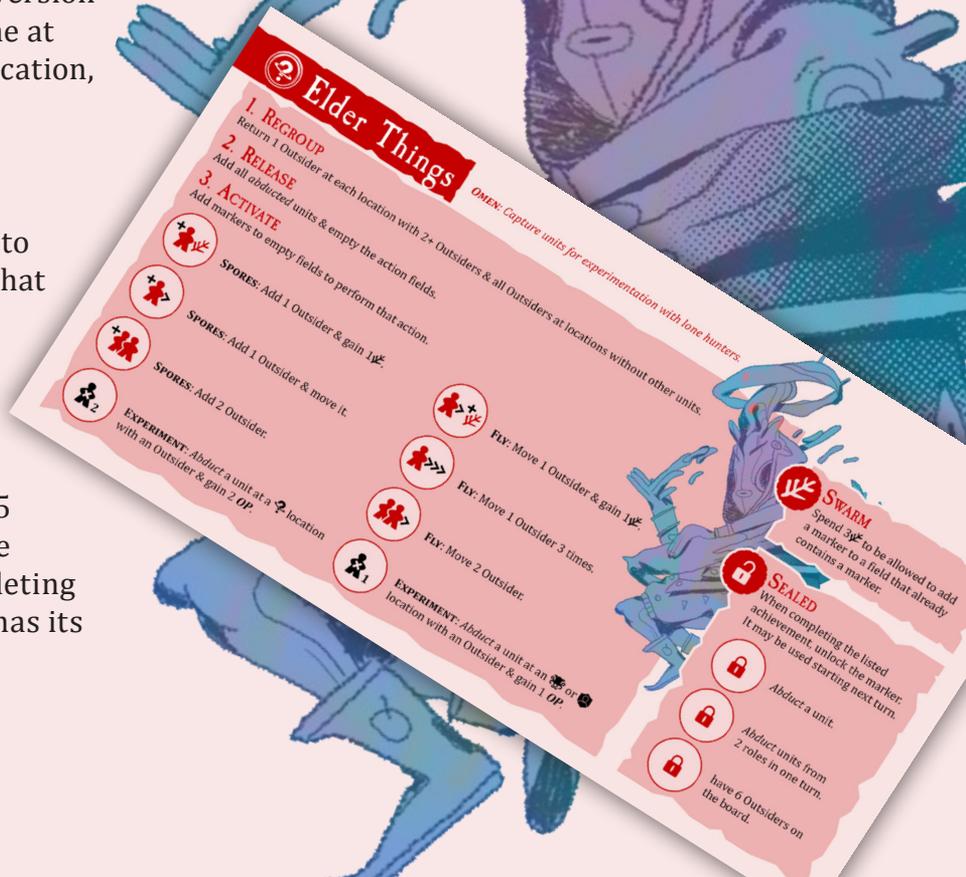
Spend 3 Mythos (👁️) to be allowed to add a marker onto an action field that already contains a limit marker (or more than one).

## Sealed actions

You start the game with 3 of your 5 markers sealed away. Each of these markers can be unlocked by completing the listed achievement; each field has its own requirement.

The first marker is unlocked when *abducting* any unit, the second is unlocked when *abducting* units from 2 different roles (colours) in a single turn, and the third is unlocked when you have 6 or more of your units on the board at a single point.

When unlocking a marker, add it to your supply. Starting next turn, you will be able to use this marker. The markers can be unlocked in any order.



# GREAT OLD ONE

*You are a being of pure otherworldly horror; you are what the insane call for and the unholy prey for; you will end this world with your arrival. But first you must prepare. The stars and planets must align and strange aeons must pass for you to free yourself from your bindings. Your avatar on earth is preparing the way for you, as an extension of your power and threat.*



Avatar unit



Ancient cards (10)



Location marker



Harbinger tokens (2)



Score marker

This role is unique in the way that it never takes a turn of its own and instead, fitting its omnipotence, acts during each other player's turn. You will hinder their progress in vile ways while furthering your own goals.

## Setup

Add the Avatar to any Eldritch (☠) location; place a Harbinger token on the left-most fields of each Harbinger track; shuffle the Ancient cards, draw 3, and choose 1 to play as (all other Ancient cards go back to the box).

## Turn Summary

The Great Old One is part of the Eldritch faction. You do **NOT** take any turns on your own. Instead, at the end of the each other role's turn (Grimoires included), do the following:

### 1. ACTIVATE

As the ultimate evil of the universe, you influence everything and are always active. Through otherworldly powers you are able to align the planets and stars to influence the waking world.

Move one of your Harbinger tokens either once or twice. It must follow the direction indicated by its track. After you have moved your Harbinger, perform the action matching the field you moved to token to.

If you move the Harbinger token so that it is adjacent to the token in the other Harbinger track, you gain 1 Omen point in addition to performing the action.

If you are playing a game with **3 OR LESS** total roles (yourself included), you must perform the same action for the other Harbinger token.

### 2. THREAT

If the number of units on the Eldritch side of the Dominance track (left side) is equal to or larger than the *Threat* value listed on the Ancient card, you gain 1 Omen point.

### COMMAND

Spend 2 Mythos (♁) to move any unit once. This can be either the Avatar, a Civilian, or any other role's unit.

# Harbingers

You have two Harbinger tracks, circling each other. The outer track moves clockwise and the inner track moves counter-clockwise. Each field on each track has a unique ability, including:

-  Gain 1 Mythos (☘).
-  Move any 2 Civilians (once each).
-  Move the Avatar twice.
-  Move the Avatar to any Eldritch (☘) location.
-  Move the Avatar to any location (only trigger this effect if the Avatar is at an Eldritch (☘) location).
-  Remove 1 unit at the Avatar's location and gain 1 Omen point.
-  Remove 1 unit at the Avatar's location and gain 2 Omen points (only trigger this effect if the Avatar is at an Eldritch (☘) location).
-  Perform the special ability listed on the Ancient card (only trigger this effect if the Avatar is at an Eldritch (☘) location).

# Avatar

Your Avatar is an extension of your power. Thus, like the Monster, the Avatar may **NEVER** be removed from the board.

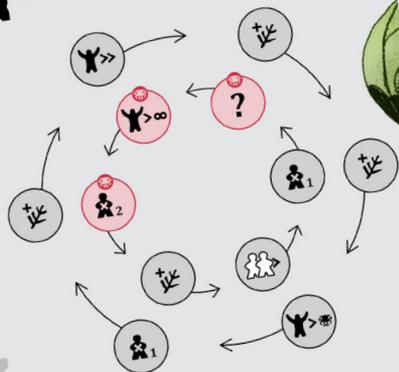


## Great Old One

Do not take any turns, instead act at the end of each other role's turn.

- 1. ACTIVATE**  
Move a token once or twice & perform that action.  
If the tokens are adjacent, gain 1 OP.  
When playing with 3 or less roles, also do the same for the other token.
- 2. THREAT**  
If the number of units on the left side of Dominance is equal to or greater than Threat, gain 1 OP.

OMEN: Prey on units with the Avatar & align the planets for terrifying effects.






COMMAND  
Spend 2¢ to move any unit.

# NODENS

*You are the Lord of the Great Abyss, Lord and Master of Night-gaunts, a deity of forgotten times. You're uncaring for the influences of other gods, nor do you bother with the sufferance of mortal men. Instead, you care only for the great hunt. Your goal? Gather enough prey to chase and hunt on, as you ride your chariot through the skies.*



Avatar unit



Ancient cards (10)



Location marker



Harbinger tokens (2)



Score marker

Unlike other roles, you earn points not just for removing units, but for removing very specific units. The more diverse your collection, the better the hunt. Additionally, instead of having a army of individual units, you control a single swarm that flies across the city unhindered.

## Setup

Add the Avatar to any area; shuffle the Ancient cards; add a Harbinger token to the first 2 action fields.

## Turn Summary

Nodens is a Neutral faction. On your turn, do the following:

### 1. COMPETITOR

You have vast lands on which you hunt, but sometimes these lands are intruded. Other times, your quarry escapes and you'll have to follow their trail. Either way, you will often be faced with a competitor for your target.

Discard the previous Ancient card and reveal a new one.

On the first turn of the game, simply draw and reveal one card.

### 2. NIGHT-GAUNT

To bring in new prey, you send out your loyal hunters to gather up the citizens and strange beings wandering the waking world.

Move a Harbinger token to any empty field to perform the action matching that field.

### 3. ACTIVATE

Gain 3 actions. Per action, you may do one of the following:

**FLY:** Move any 2 units one step each, either into or out of a *swarmed* location. For this, you may not use *water* paths, even if the units are normally able to use them. All locations adjacent to the area with the Avatar are considered *swarmed*.

**TRANSPORT:** *Abduct* 1 unit at a *swarmed* location.

## 4. HUNT

Finally it is time to hunt. You gain Omen points based on the number of *abducted* units, and gain Mythos (♯) based on the number of different roles of which you *abducted* units.

Gain 1 Omen point for every non-Civilian you *abducted*, and 1 Omen point for every 3 Civilians. Then, gain 1 Mythos token (♯) for every role of which you *abducted* a unit (count the number of different colours and gain that much Mythos).

Afterwards, add all the *abducted* units to the board: spread them as evenly as possible between all Neutral (⊙) locations that are **NOT** swarmed.

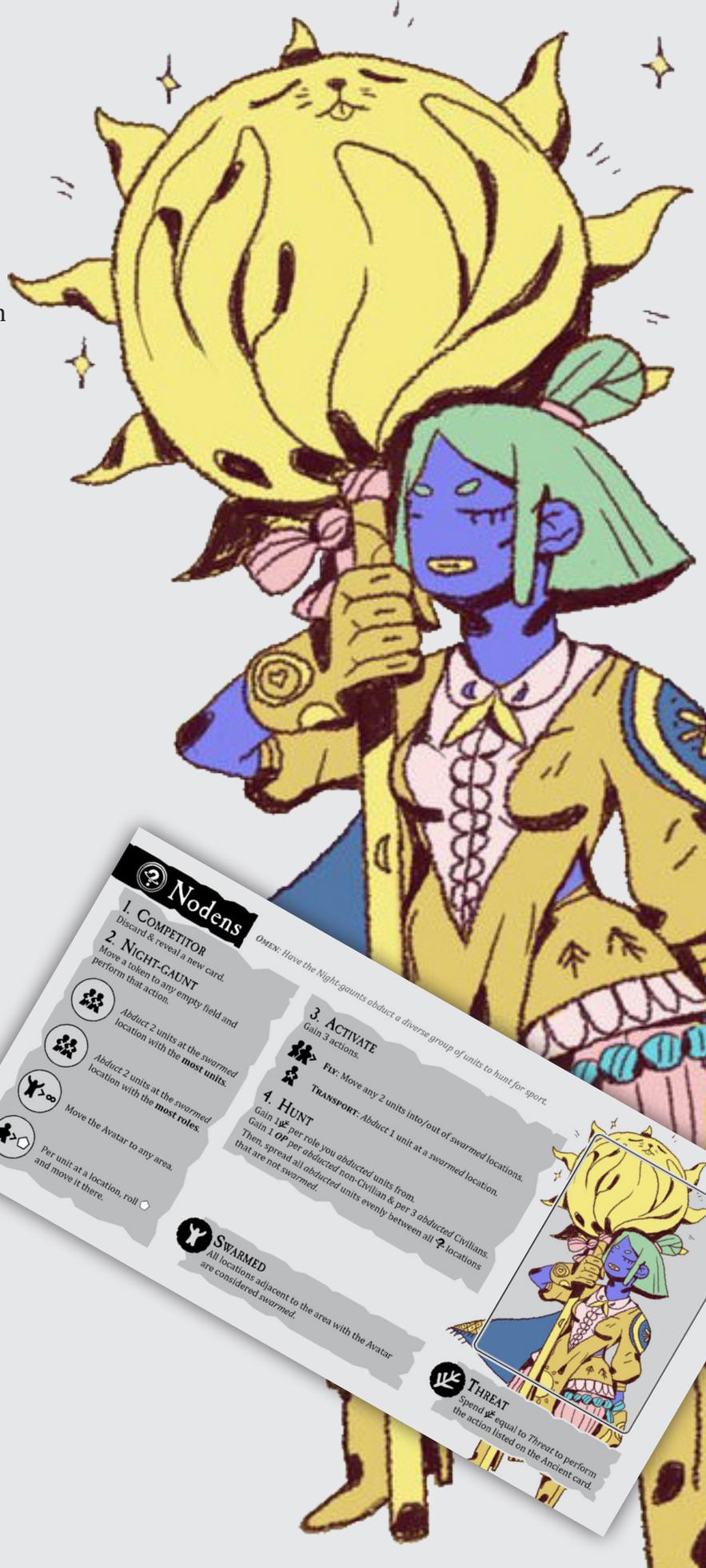
## THREAT

Spend Mythos (♯) equal to the *Threat* value listed on the Ancient card to perform the action listed on that card.

## Action fields

Your role board shows 4 Action fields on which the Harbinger tokens are placed. Each field has a corresponding action, including:

-  Abduct 2 units from the *swarmed* location with the **MOST UNITS**.
-  Abduct 2 units from the *swarmed* location with the **MOST ROLES** with units there.
-  Move the Avatar to any area.
-  At a single location, roll the white die for each unit and move that unit there.



# CTHULHU CULT

*As secret members of society, you try to remain hidden from any dangers and prying eyes. Slowly corrupting the civilians into joining your ranks, you spread your vileness through the city with ease. But your ultimate goal is to summon the Sleeper of R'lyeh, the Great Cthulhu, an otherworldly god that will grant you immortality and rid the world of infidels.*



Cultist  
units (8)



Altar  
tokens (4)



Ritual  
cards (18)



Progress marker



Score marker

This role has a unique method of using its units; instead of going from location to location, the cultists hide between locations. Never fully targetable by hostile parties, while still able to influence and corrupt them.

## Setup

Add the Progress marker to the first field of the Corruption track; shuffle the Ritual cards and draw 3.

## Turn Summary

The Cthulhu Cult is part of the Eldritch faction. On your turn, do the following:

## 1. ACTIVATE

You gain a number of actions equal to the value listed under the marker on the Corruption track. Per action, you may do one of the following:

**SUMMON:** Play a Ritual card from your hand and add 1 of your units to any path (but not to *water* paths) adjacent to the area matching the number on the card. Each path may only hold 1 Cultist.

**WORSHIP:** Play a Ritual card from your hand and place it into the Worship field. This will reward you with Mythos (♁) at the end of your turn.

**RITUAL:** Draw 1 Ritual card.

## 2. CHANT

In the dead of night all cultists join together to chant at their secret altars. With bloody sacrifices you forward your plot of doom.

Each Altar you currently have on the board requires maintenance. This means that for each Altar token you have, you must perform one of the following two actions:

**BURY:** Return the Altar token back to your supply and gain 1 Omen point.

**SACRIFICE:** Return a Cultist on a path adjacent to the Altar back to your supply and gain 2 Omen points.

## 3. CORRUPT

Next, your cultists will start to corrupt their surroundings and try to create an altar. For each area of which all its paths have a Cultist on it, return each of those Cultists back to your supply. Then, add an Altar token to that area and reduce the Corruption track by the number of Altars you currently have on the board.

## 4. JOINING

Any Cultists not joining in the massive chant may still show their worth by sacrificing themselves. Their bodies will be found surrounded by strange glyphs, and in their deaths they will fulfill their purpose of corrupting their surroundings.

You **MAY** return any Cultists back to your supply to *remove* a unit at a location adjacent to that Cultist. For each Cultist returned in this fashion, advance the Corruption track once.

## 5. REDRAW

Discard all Ritual cards from the Worship field. Per discarded card, gain Mythos (♣) equal to the Mythos-value listed on that card.

Lastly, draw Ritual cards equal to the Corruption track current value.

## STRESS

Spend 1 Mythos (♣) to gain 1 additional action during step 1.

## Incognito

Cultists are added to normal or *directional* paths (instead of locations).

When any unit moves across a path with a Cultist, return that Cultist back to your supply.



**Cthulhu Cult** OMEN: Surround areas to perform sacrificial rituals while remaining hidden.

**1. ACTIVATE**  
Gain actions equal to Corruption.

- SUMMON:** Play a card & add 1 Cultist to a non-water path adjacent to the listed area.
- WORSHIP:** Add a card to Worship.
- RITUAL:** Draw a card.

**2. CHANT**  
Per Altar, do one of the following:

- BURY:** Return the Altar & gain 1 OP.
- SACRIFICE:** Return an adjacent Cultist & gain 2 OP.

**3. CORRUPT**  
Per area of which **all** paths have Cultists, return those Cultists, add an Altar to that area, and reduce Corruption by the number of Altars.

**4. JOINING**  
May return Cultists to remove an adjacent unit & advance Corruption.

**5. REDRAW**  
Discard Worship cards & gain the listed ♣. Then, draw cards equal to Corruption.

**STRESS**  
Spend 1 ♣ to gain +1 action during step 1.

**INCognito**  
When a unit moves across a path with a Cultist, return that Cultist to your supply.

**Worship**

**CORRUPTION** 3 4 5 6 7

# ESOTERIC ORDER OF DAGON

*As part of an ancient group of cultists from Innsmouth, founded by Captain Obed Marsh, you practice strange rituals and prey to dark deities. As consorts of the Deep Ones, as well as proud worshippers of their gods, you have a deep connection to the watery depths of the oceans. By performing ritual sacrifices on the reefs, you work towards the Grand Ritual...*



Cultist  
units (8)



Altar  
tokens (4)



Ritual  
cards (18)



Progress marker



Score marker

Since the Grand Ritual requires constantly shifting objectives, your goals will change from turn to turn. This requires you to choose what tactics to follow each time your turns comes around, and make the most out of your current situation.

## Setup

Add the Progress marker to the top field of the Grand Ritual track; shuffle the Ritual cards and draw 4.

## Turn Summary

The Esoteric Order of Dagon is part of the Eldritch faction. On your turn, do the following:

### 1. ACTIVATE

Reveal 1 Ritual card from your hand. This card determines what area you can affect this turn. Then, you gain 4 actions. Per action, you may do one of the following:

**STEP:** Move 1 Cultist (that starts its movement at a location adjacent to the *ritual* area). The Cultist may move along *water* paths.

**SUMMON:** Add 1 Cultist to a location adjacent to the *ritual* area. It may be added to any type of location, but only to an *uncontrolled* location.

**RITUAL:** Remove a unit from any location adjacent to the *ritual* area. Afterwards, if you now control that location, add an Altar token there (max 1 per location) and gain 1 Omen point.

**WORSHIP:** Play a Ritual card from your hand and place it into the Worship field. This will reward you with Mythos (♯) at the end of your turn.

### 2. CHANT

Joining into your vile rituals, you pray to deities from the from the deep while protecting your altars to Dagon.

Every Altar token that is at a location without any Cultists is returned to your supply. Per Alter removed in this fashion, gain 1 Omen point.

### 3. REDRAW

Discard all Ritual cards from the Worship field. Per discarded card, gain Mythos (♄) equal to the Mythos-value listed on that card.

Lastly, draw back up to 4 Ritual cards.

### STRESS

Spend 1 Mythos (♄) to gain 1 additional action during step 1.

## Grand Ritual

The Grand Ritual requires a large variety of actions. However, you get to choose which actions to take - to some degree. At any time during your turn, whenever you meet the requirements of either of the next fields, you may move the marker to that field. Each time you reach any of the **BOTTOM** fields, you instantly gain 4 Omen points and reset to the first field of the Grand Ritual track.

Each field has an icon, and possibly a number, including:

-  Add an Altar to the board to move the marker to this field. If the number 2 is listed in front of the icon, you must add 2 Altars during the same turn to move the marker.
-  Add a number of Cultists to the board equal to the listed value. These Cultists must be added during the same turn to move the marker to this field.
-  Remove a number of units equal to the listed value. These units must be removed during the same turn to move the marker to this field.
-  Gain 4 Mythos during step 3 of your turn to move the marker to this field.
-  You must be the one responsible for having the Eldritch faction gain dominance to move the marker to this field. In other words; the Eldritch faction needs to *gain dominance* during your turn.



# ARKHAM ADVERTISER

As part of the largest Massachusetts newspaper, you search the city for the next big scoop. But beware those that delve too deeply into the strange occurrences that have been happening inside the city.



Investigator unit



Investigator cards (10)



Mission marker



Progress marker



Score marker

With this role you will be alone at all times. You'll be extremely vulnerable, but will also have some powerful abilities available. As you venture around the city reporting on the struggles and fight for dominance, you have to balance losing your sanity versus gaining the best story.

## Setup

Add the Progress marker to the start Sanity field; shuffle the Investigator cards.

## Turn Summary

The Arkham Advertiser is part of the Arkham faction. On your turn, do the following:

### 1. ASSIGNMENT

As a newly hired journalist, you head out on your first assignment.

If you do not have the Investigator unit on the board, discard the previous Investigator card and reveal a new one. Then, set the marker on the Sanity track to the  field, and add the Investigator to any Arkham () location.

### 2. ACTIVATE

You gain a number of actions equal to the *Grit* value on the Investigator card. Per action, you may do one of the following:

**STEP:** Move the Investigator. If you enter an Eldritch () location, reduce the Sanity track once. When reaching the bottom field of the Sanity track, return the Investigator back to your supply.

**BUS RIDE:** Swap the Investigator with another unit at any other location. This may only be done once per turn.

**INTERVIEW:** Remove a unit at the Investigator's location.



### 3. SCOOP

Finally, it is time for you to contribute to tomorrow's newspaper. Going over the information you gathered today, you see if you can piece together an article.

If the total **NUMBER OF UNITS** on the Dominance track (on both sides) is equal to or higher than the *Grit* value listed on the Investigator card, and the Investigator unit is currently at a **LOCATION OF THE TYPE** listed on the Investigator card, then the mission is a success.

When a mission is completed, you gain Omen points equal to the value listed under the marker on the Sanity track. Then, return the Investigator unit back to your supply. Lastly, add the Mission marker on top of the Dominance marker (on the main board).

This marker indicates that you have already written about the current fight for dominance. You cannot succeed at the mission of the Mission marker is on top of the Dominance marker. Whenever any faction *gains dominance* (and the Dominance marker moves), you return the Mission marker to your supply. Afterwards, you are again able to complete the mission.

If you have not succeeded at the mission by the end of your turn, you instead gain 1 Mythos (♣).

### STRESS

Spend 1 Mythos (♣) to gain 1 additional action during step 2.

## Investigators

Each Investigator card shows its own investigator. Each investigator has a *Grit*-value which indicates both the number of action you may take each turn, as well as the number of units that must be on the Dominance track for you to complete your mission. The card also shows a *location-type*, which indicates at what type of location you must complete your mission, and a special ability. Each investigator has a unique ability.



# MISKATONIC UNIVERSITY

*As professors in one of the most prestigious universities in the world, you find yourself fueled by the moral obligation to discover what threat is looming over the world - whether it be to the liking of so-called allies or not. With the funding to host exhibitions all over the world, you're destined to learn more about this eldritch conundrum.*



Investigator  
unit



Investigator  
cards (10)



Mission  
marker



Progress  
marker



Score  
marker

As the Miskatonic University you will venture all over the world and explore far off places in the hopes of bringing back valuable information. These expeditions must still be steered from within the city, however.

## Setup

Add the Progress marker to the start Expedition field; shuffle the Investigator cards.

## Turn Summary

The Miskatonic University is a Neutral faction. On your turn, do the following:

### 1. GRADUATE

As a newly graduated student at the Miskatonic University, you aim to acquire your professorship by completing your research.

If you do not have the Investigator unit on the board, add the Investigator to any Neutral (🔍) location.

If you do not have a revealed Investigator card, reveal a new card.

### 2. ACTIVATE

You gain a number of actions equal to the *Grit* value on the Investigator card. Per action, you may do one of the following:

**STEP:** Move the Investigator.

**INTERVIEW:** Move a Civilian in the Investigator's location.

**LECTURE:** Move the Expedition marker to the next field. That field must match the *location type* of the Investigator's current location. Alternatively, you may move the marker back to the 🔍 field.

### STRESS

Spend 1 Mythos (🌀) to gain 1 additional action during step 2.

# Exploration

Each field on the Exploration track has a different Omen point value, ranging from 2 to 6. Additionally, each direction ends in a different bonus reward, including:

-  Gain 3 Mythos (♣).
-  Steal 1 Mythos (♣) from all other roles.
-  Add all Civilians from the Dominance track to a single Neutral (♣) location.

# Investigators

Each Investigator card shows its own investigator. Each investigator has a *Grit*-value which indicates both the number of action you may take each turn, as well as the number of units that must be on the Dominance track for you to complete your mission. The card also shows a *location-type*, which indicates at what type of location you must complete your mission, and a special ability. Each investigator has a unique ability.



## Miskatonic University

**1. GRADUATE**  
No Investigator unit: add the Investigator.  
No Investigator card: reveal a new card.

**2. ACTIVATE**  
Gain actions equal to Grit.

-  **STEP:** Move the Investigator.
-  **INTERVIEW:** Move a Civilian at the Investigator's location.
-  **LECTURE:** Move the Expedition to an adjacent field matching the Investigator's location-type.

**3. RESEARCH**  
If the number of Civilians in the Investigator's location is equal to or greater than *Grit*, and the Investigator is at a Mission location, gain *OP* equal to Expedition (plus any other listed reward), move the Progress marker to the current Expedition field, move the Progress marker back to **Q**, discard the Investigator card & spread all Civilians at the Investigator's location.

**OMEN:** Gather crowds to lecture about your findings from research done all over the world.



**MISSION**  
The Expedition marker cannot enter (or go beyond) the field with the Mission marker.

**STRESS**  
Spend 1♣ to gain +1 action during step 2.



# POLICE

*As lawbringer your task is to keep the populace calm and collected. The simpler folk have a tendency to go mad around these parts... But there's nothing a few nights in jail won't fix. They might keep talking about ominous beings foretelling doom, but for you only the day-to-day matters.*



Officer units (6)



Wagon token



Command Post token



Law cards (15)



Order tokens (12)



Score marker

As the Police you will have a strict order-system that requires you to increase the number of actions you perform each turn. You will gain more and more action each turn, allowing you to take extensive turns with plenty of actions. However, when you are not able to perform any of those actions, the entire police force will become disorganized. A drastic setback.

## Setup

Add the Command Post to any normal path; shuffle the Law cards and draw 3.

## Turn Summary

The Police are a Neutral faction. On your turn, do the following:

### 1. RELEASE

After yesterday's raids, the prisoners must have learned their lesson. Now, it's time for them to get their second chance.

At the start of your turn, release all arrested units. You do this by adding all units you *abducted* last turn to a single Neutral (?) location.

### 2. MANDATE

With new faces appearing in the city each day, strong mandates are what keep the people in check. Implementing these new laws and regulations, you obligate citizens into listing.

Discard 1 Law card. Then, you must play 1 Law card. Each card shows two effects, of which you may only apply one. After resolving the effect of the card, you draw 2 Law cards, bringing your total back up to 3.

### 3. ASSIGN

Now it is time for the order to go out; time to determine what is going to happen today, and what the officers should focus on.

You **MUST** add Order tokens. The tokens may be spread in any fashion between the 4 Order fields. The number of Order tokens you must add is equal to the number of Order tokens in the adjacent field, plus one.

Adding more tokens to the adjacent field does not trigger additional tokens. If you are unable to draw any more Order tokens from your supply, you become *disorganized*.

## 4. RECRUIT

You **MUST** add Officers to the board. Each Officer is added to any Neutral (🔍) location. The number of Officers you must add is equal to the number of Order tokens in the adjacent field, plus one.

If all Officers are already on the board, and you are unable to add more, you become *disorganized*. Keep in mind that some units may be on the Dominance track or *abducted* by other roles - these unit may be added as if in your supply, but only when your supply has no more units.

## 5. PATROL

You **MUST** move Officers. The number of units that must do so is equal to the number of Order tokens in the adjacent field, plus one. Each Officer may only move once.

If you are unable to move enough Officers, you become *disorganized*.

## 6. ARREST

You **MUST** *abduct* 1 unit from locations with an Officer. The number of locations from which you must *abduct* is equal to the number of Order tokens in the adjacent field. For each *abducted* unit, you gain 1 Omen point.

If you are unable to *abduct* enough units, you become *disorganized*.

## PLAN

Spend 2 Mythos (👁️) to add 1 additional Order token to any Order field. This additional token is removed at the end of your turn.

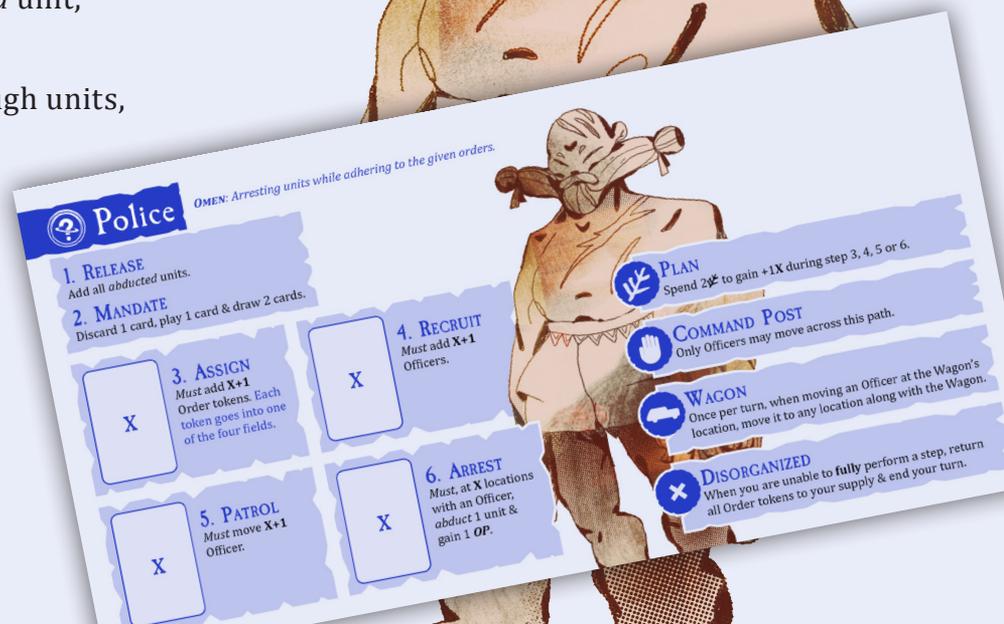
## Wagon & Command Post

The Wagon token is a special token that is added through certain Law cards. Once per turn, when moving an Officer at the location with the Wagon, you may move that Officer to **ANY** location (together with the Wagon token).

The Command Post token is added to a normal path during setup. That path may only ever be moved across by Officers. **NO OTHER UNIT** may move across it, not even the Monster. Units that are added to paths (instead of locations) may still use the path as normal.

## Disorganized

Whenever you are unable to fully perform an order, you become *disorganized*. When this happens, return all Order tokens to your supply and instantly end your turn.



# FEDS

*You act as the strong arm of the government, with the ability to perform raids on entire cities, send agents to every corner, and set up temporary headquarters from which to house your operation. Let the local police bother with the small fish, you are here for the largest crimes... of which there are too many these days.*



Officer units (6)



Wagon token



Command Post token



Law cards (15)



Order tokens (12)



Score marker

This role does not have a fixed list of actions. Instead, you will earn and acquire funding, which you can spend to perform certain actions. What you spend it on is up to you, allowing for flexible tactics each turn. The purchased actions have different costs, and your currency is limited, so you will have to make hard choices along the way.

## Setup

Shuffle the Law cards and draw 3.

## Turn Summary

The Feds are part of the Arkham faction. On your turn, do the following:

### 1. MANDATE

This city is unruly and requires a hard hand to steer into the right direction. To start with, you need to lay down the law.

Play 1 Law card and choose one of the effects to apply. You may not choose effects listed in **BLUE**. If you do not have any Law cards, instead do nothing.

### 2. FUNDING

When the national government is informed by your deeds, they will send you their funds. With these funds you will be able to get the city in order - you hope.

Gain 4 Order tokens. Then, at each location you control, you may *remove* 1 unit to gain 1 additional Order token.

### 3. ACTIVATE

Spend Order tokens to perform actions. Each action has its own cost.

**STEP (COST 1):** Move an Officer.

**ASSIGN (COST 1):** Draw 2 Law cards.

**DECREE (COST 2):** Play 1 Law card. You may not choose effects listed in *blue*.

**RECRUIT (COST 2):** Add an Officer to any Arkham (👤) location.

**ARREST (COST 2):** *Remove* a unit from a location with an Officer.

**SECURE (COST 3):** Add the Command Post token to any location.

**RAID (COST 4):** Take all units from the left side of the Dominance track and add them to any Arkham (👤) location.

## 4. CONTROL

At the end of the day you measure your success and judge it based on the number of sections in the city that are completely under your control.

Gain 2 Omen point for each location you control that is adjacent to at least one other location you control. For example, when controlling 3 locations, of which 2 are adjacent and the third is on the other side of the board, you would gain 4 Omen points (2 for each of the locations that is adjacent to the other, and 0 for the third location that is adjacent to none).

Then, if the Command Post token is at a location you control, gain 1 Omen points. However, if you do not control that location, return the Command Post to your supply.

## PLAN

Spend 2 Mythos (♣) to gain 1 Order token.

## Wagon

The Wagon token is a special token that is added through certain Law cards. Once per turn, when moving an Officer at the location with the Wagon, you may move that Officer to **ANY** location (together with the Wagon token).



**Feds** OMEN: Controlling locations and maintaining lawfulness.

- 1. MANDATE**  
Play 1 card. May not choose blue effects.
- 2. FUNDING**  
Gain 4 Order tokens.  
Then, at each location you control, remove 1 unit & gain 1 Order token.
- 3. ACTIVATE**  
Spend Order tokens to perform actions.
  - (1) STEP: Move an Officer.
  - (1) ASSIGN: Draw 2 cards.
  - (2) RECRUIT: Add 1 Officer.
  - (2) DECREE: Play 1 card. May not choose blue effects.
  - (2) ARREST: Remove 1 unit at a location with an Officer.
  - (3) SECURE: Add the Command Post to any location.
  - (4) RAID: Add all units from the left side of Dominance.
- 4. CONTROL**  
Per location you control that is adjacent to another location you control, gain 2 OP. If you control the Command Post's location, gain 1 OP. Else, return the Command Post.

**PLAN**  
Spend 2♣ to gain 1 Order token.

**WAGON**  
Once per turn, when moving an Officer at the Wagon's location, move it to any location along with the Wagon.

# RANDOLPH CARTER

*As a powerful, yet unexperienced dreamer you are able to travel to an otherworldly place you call the Dreamlands. There, you aimed to find answers to your questions, but only found more questions to solve. Now you wander the waking world only in search for a good bed, and explore the Dreamlands in search of answers to visions you've had.*



Vagrant unit



Dream-self unit



Dream dice (2)



Vision tokens (6)



Score marker

You will have your own miniature board to move on. This board shows part of the Dreamlands, and is directly linked to the main board. Therefore, you will have to balance moving between both; visiting locations in on and avoiding dangers on the other, and vice versa.

## Setup

Add the Vagrant to any Arkham (👤) location; add the Dream-self to any Dreamlands location.

## Turn Summary

Randolph Carter is part of the Arkham faction. On your turn, do the following:

### 1. WAKE UP

Each day starts the same, you wake up in a bed you found the night before. If not, you wake up elsewhere, strangely transported there after a night of visions of delusions.

If the Vagrant is not on the board, add him to any Arkham (👤) location & return 2 Vision tokens to your supply from either the main board or your role board, or 1 from each.

### 2. DREAM

Once you've found a new bed again, you try and enter the Dreamlands once more. Each sleep is different, and it is up to chance what you'll see in your visions this day.

Roll both Dream dice. If you roll the **SAME** value on each die, you instantly receive 1 Omen point.

Then, gain Mythos (👁️) equal to the **DIFFERENCE** between the results. For example, if you roll a 3 and a 5, the difference is 2 (thus earning you 2 Mythos).

Lastly, **PER RESULT**, add a Vision to the Dreamlands location with the same number. Following the previous example, you'd add a Vision token to the Dreamlands locations 3 and 5.

### 3. ACTIVATE

You gain a number of actions equal to the Dream die with the **LOWEST** result. Per action, you may do one of the following:

**STEP:** Move the Vagrant.

**EXPLORE:** Move the Dream-self. The number of the destination (in the Dreamlands) *must* match the number of any area adjacent to the Vagrant (on the main board).

**DREAMSHARE:** Remove a unit at the Vagrant's location and roll 1 Dream die. Then, add a Vision token to the Dreamlands location with the number matching the result of the Dream die.

### STRESS

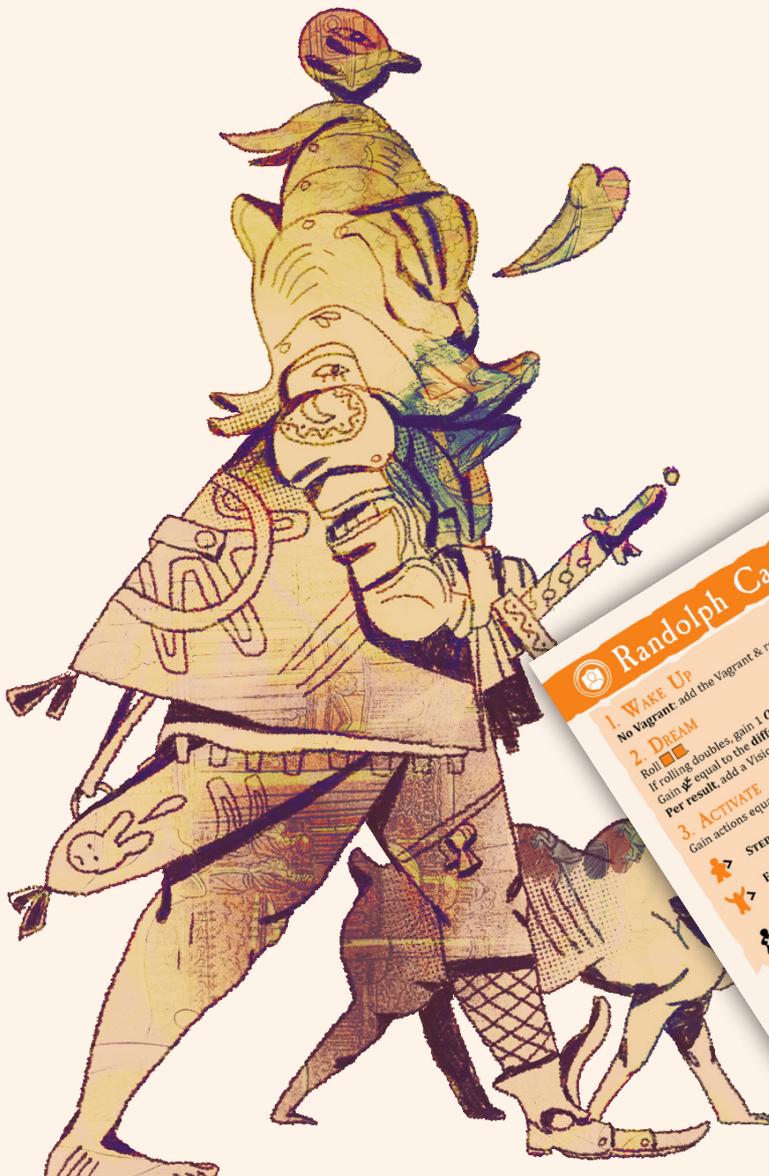
Spend 1 Mythos (Ψ) to gain 1 additional action during step 3.

### COMMAND

Spend 2 Mythos (Ψ) to add any unit from the Dominance track to a Arkham (👤) location.

## Visions

Whenever the Dream-self is at a location with a Vision token, or a Vision token is added to the Dream-self's location in the Dreamlands, return that token to your supply. For each Vision token removed in this fashion, you gain 1 Omen point.



**Randolph Carter** Omen: Receiving visions & exploring them in the Dreamlands.

**1. WAKE UP**  
No Vagrant: add the Vagrant & return 2 Visions.

**2. DREAM**  
Roll 1 die.  
If rolling doubles: gain 1 OP.  
Gain & result equal to the difference.  
Per result: add a Vision to the matching Dreamlands location.

**3. ACTIVATE**  
Gain actions equal to the lowest result.  
**STEP:** Move the Vagrant.  
**EXPLORE:** Move the Dream-self. The destination *must* match the number of an area adjacent to the Vagrant.  
**DREAMSHARE:** Remove a unit at the Vagrant's location, roll 1 die & add a Vision there.

**VISIONS**  
When at a location with a Vision token, return that token & gain 1 OP.

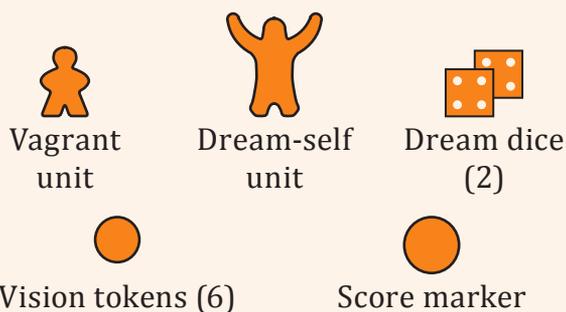
**STRESS**  
Spend 1Ψ to gain +1 action during step 3.

**COMMAND**  
Spend 2Ψ to take a unit from Dominance and add it.

The circular map shows the following locations: The Moon (3), Arkath (4), Utiker (5), Underworld (2), Swarth (6), and Plateau of Leng (1).

# KING KURANES

*You are a god-king within the Dreamlands. Entire cities were shaped by your creativity and new continents were dreamt of in your mind. But as powerful as you are in the Dreamlands, your mortal body still lingers in the waking world as a unknown vagrant. Homeless and fragile, you are in danger of being taken on the streets. However, if you are able to catch the enemy in their dreams...*



Having your own secondary miniature board, you are able to move hostile characters between the waking world and the Dreamlands. When inside your realm, they are powerless and easy prey.

## Setup

Add the Vagrant to any Neutral location; add Kuranes to *Celephaïs* in the Dreamlands.

## Turn Summary

King Kuranes is a Neutral faction. On your turn, do the following:

### 1. HOMELESS

Because your waking body is that of an unknown hobo, you are in constant danger of being swept off the streets.

If the Vagrant is not on the board, add him to any Neutral (??) location & return 2 Vision tokens back to your supply from either the main board or your role board, or 1 from each.

### 2. DREAM

When you find a place to sleep, you reenter the Dreamlands, where your true power lies. There, you are the omnipotent ruler of vast lands. However, your influence to the waking world waxes and wanes as the gods will it.

Roll both Dream dice. If you roll the **SAME** value on each die, you instantly receive 1 Omen point. If you **DON'T** roll the same value twice, you instead gain 1 Mythos (ψ).

Then, add a Vision token to the location (on the main board) that matches the **TOTAL RESULT** of the dice. For example, if you roll a 3 and a 5, add a Vision token to location 8.

Lastly, also add a Vision token to the Dreamlands location with the number matching the **LOWEST** result. Following the previous example, you'd add a Vision token to locations 3, *Sarkomand*, only.

### 3. ACTIVATE

You gain a number of actions equal to the Dream die with the **HIGHEST** result. Per action, you may do one of the following:

**STEP:** Move the Vagrant.

**EXPLORE:** Move the Dream-self. For this movement, the Dream-self may take any other units in its location along with it.

**DREAMSHARE:** *Abduct* a unit at the Vagrant's location and roll 1 Dream die. Add the *abducted* unit to the Dreamlands location with the number matching the result of the Dream die. This may only be done once per location per turn.

### 4. WAKE UP

At some point, those that you have transported into the Dreamlands will wake up from their nightmare.

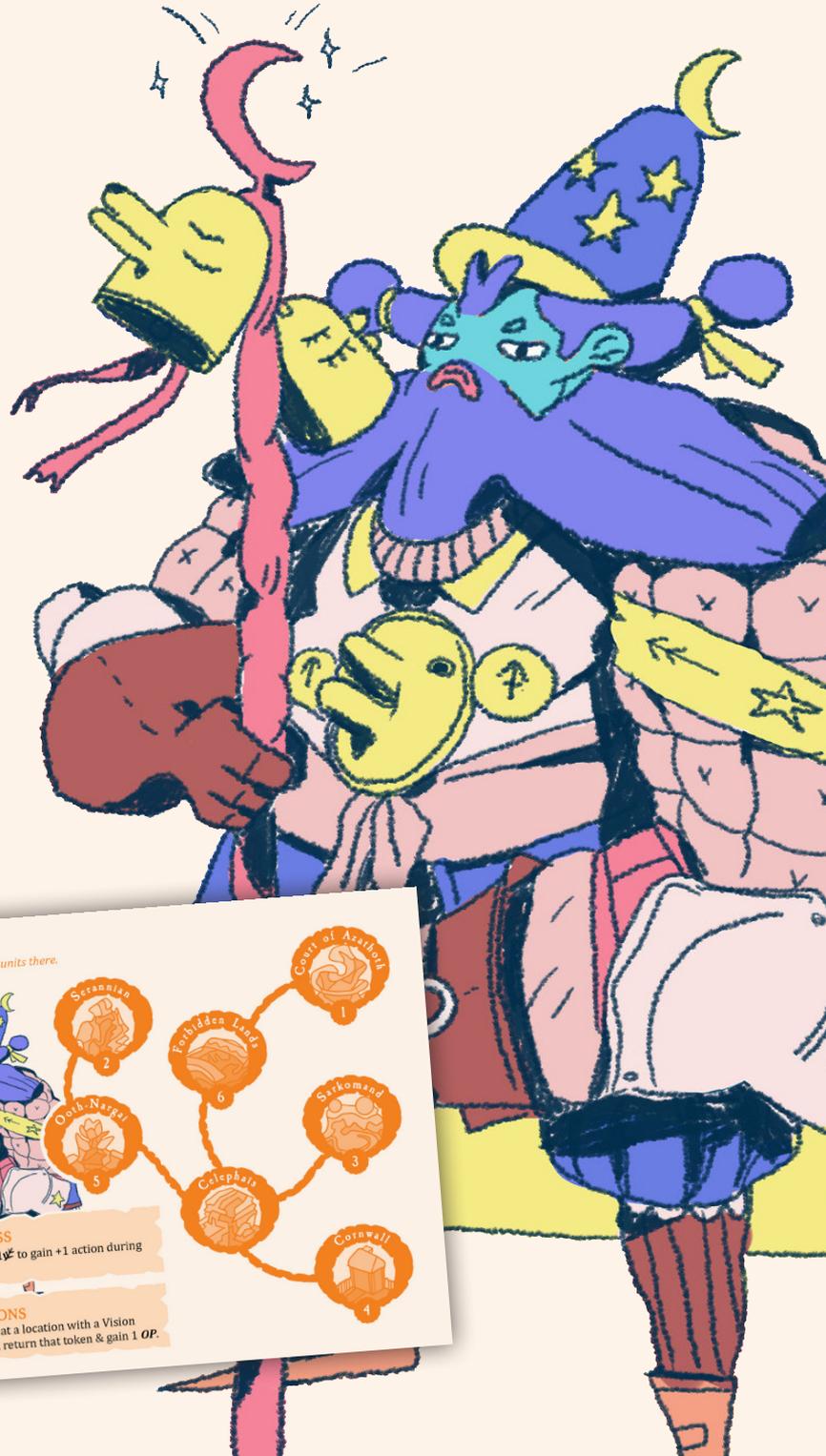
For each unit at *Celephais*, that is not the Dream-self, you gain 1 Omen point. Then, add all those units to a single Neutral (🔮) location.

### STRESS

Spend 1 Mythos (👁️) to gain 1 additional action during step 3.

## Visions

Whenever the one of your units is at a location with a Vision token, or a Vision token is added to the either unit's location, return that token to your supply. For each Vision token removed in this fashion, you gain 1 Omen point.



**King Kuranes** OMEN: Rule the Dreamlands and transport units there.

- 1. HOMELESS**  
No Vagrant: add the Vagrant & return 2 Visions.
- 2. DREAM**  
Roll 🎲  
If rolling doubles, gain 1 OP. Else, gain 1👁️.  
Add a Vision to the Dreamlands location matching the **lowest** result & a Vision to the town location matching the **total**.
- 3. ACTIVATE**  
Gain actions equal to the **highest** result.  
👉 **STEP:** Move the Vagrant & return Visions there for OP.  
👉 **EXPLORE:** Move the Dream-self. May take other units along.  
👉 **DREAMSHARE:** Roll 🎲 & move a unit at the Vagrant's location to that Dreamlands location. *Once per location per turn.*
- 4. WAKE UP**  
Add all units at *Celephais* (except the Dream-self) and gain 1 OP per unit added.

**STRESS**  
Spend 1👁️ to gain +1 action during step 3.

**VISIONS**  
When at a location with a Vision token, return that token & gain 1 OP.

## QUICK RULES

The first player to score 20 **OMEN POINTS (OP)** wins the game.

Roles belonging to the same **FACTION** (☞ or ☞) are allies. Neutral (?) roles are always independent.

Units **CANNOT ENTER** locations controlled by units from another *faction*. Control = majority of units at a location (Civilians cannot control).

Only **ADD** units to locations belonging to your faction.

*Removed* units go to your side of the **DOMINANCE TRACK** (Neutral roles *abduct* units to their role board). When adding on top of the Dominance marker, your faction gains Dominance:

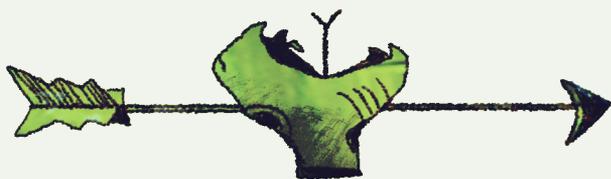
- Move the marker 2 steps away.
- Dominant roles gain 1 Omen Point.
- Return units & spread Civilians (*one to location 1, one to 2, etc*).
- Give Monster marker to next player.

When *removing/abducting*, you must choose **CIVILIANS FIRST**.

Gain the **MONSTER MARKER** the first time any player has 5, 10, or 15 Omen.

Monster *destroys*; **PERMANENTLY** removing Civilians.

When choosing a location, choose the **LOWEST** number.



## QUICK SETUP

Add 2 Civilians to each location.

Add the marker to center Dominance.

Draw 1 random Monster card & add the Monster to location 7.

Each player takes a role.

**DEEP ONES:** add 1 Limit marker to each **lock** action field.

**ELDER THINGS:** add 1 Limit marker to each *sealed* (**lock**) action field.

**GREAT OLD ONE:** add the Avatar, add a marker to the leftmost field of each ring, draw 3 Ancient cards & choose 1.

**NODENS:** add the Avatar to any area.

**CTHULHU CULT:** add the marker to the first Corruption field, draw 3 cards.

**ESOTERIC ORDER OF DAGON:** add the marker to top Grand Ritual field, draw 4 cards.

**ARKHAM ADVERTISER:** add the Progress marker to the **Q** Sanity field.

**MISKATONIC UNIVERSITY:** add the Progress marker to **Q** Expedition field.

**POLICE:** add the Command Post token to any normal path, draw 3 cards.

**FEDS:** draw 3 cards.

**RANDOLPH CARTER:** add the Vagrant, add the Dream-self to any Dreamlands location.

**KING KURANES:** add the Vagrant, add the Dream-self to *Celephaïs*.

For each role a faction has less, each role belonging to that faction gains 1 **OP**.

If without **☞** Eldritch or **☞** Arkham faction, add a Grimoire.

Player with the longest name starts. 3rd player onwards gain 1 $\psi$ .