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Peter (Universal Head)

# v1

May 2019

Game: **FATE OF THE ELDER GODS**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# FATE The ELDER GODS

## SETUP

### 3 or 4 players

Place the game board (the **altar**) in the center of the playing area. Shuffle the **elder god cards** and deal 2 to each player. Each player chooses 1 elder god and returns the other card to the box.

Each player takes the **lodge player mat** for the elder god card they chose and places it in front of them, along with a **player aid card**. Choose a color and place the matching **summon track token** on the  space of your summon track. Take all the **cultists** in your chosen color and place 17 in your lodge, 7 in the Abyss (the altar's central space, which is not a 'location'), and 1 on each location of the altar. Note.

Shuffle the **spell cards** and deal each player 3 cards as their starting hand. Starting at the Other Worlds and going clockwise, place 1 random spell from the spell deck facedown at each location (in the **astral column**). Then place the spell deck facedown outside of the board next to the library location.

Shuffle the **artifact cards** and turn 2 cards faceup outside the board near the Museum location. Then place the artifact deck behind these cards.

Place the **gate cards** outside the board near The Ceremony location.

Shuffle the **curse cards** and place them facedown near the board.

Place 1 **investigator** on each location. Place the remaining investigators near the board to form a supply.

Place 1 **fate piece** on the Other Worlds location above the astral symbol. Return the other fate piece to the box.

Place the **elder sign tokens** and **fate dice** near the board.

Shuffle the elder god cards the players chose and draw one. That player takes the first turn of the game. Then return all elder god cards to the box.

### 2 players

After setup, each player chooses a fate piece and both are placed at the Other Worlds location.

Each player controls their own fate piece. You cannot move your fate piece to a location occupied by the other player's piece. You cannot move your opponent's piece unless a spell or ability allows you to move a fate piece, in which case you can choose which of the fate pieces to move.

## PLAYING THE GAME

Each player, in clockwise order, completes an entire **turn**:

### 1. PREPARE

**Resolve any spell abilities** that occur before movement.

**Refresh any exhausted artifacts** in your possession by returning them to an upright position.


### 2. MOVE

#### 1. Move the fate piece to a new location

**Move the fate piece** by placing 1 spell card from your hand facedown outside the location where the fate piece sits, and moving the fate piece to the location that matches the **astral symbol** on the back of the card.

Alternatively, you may play any 2 matching astral symbols as a *wild* to move the fate piece to any other location. The fate piece must always be moved to a new location.

If there are card(s) already outside the location, place your new card(s) facedown above the previous cards to form an **astral column**.

**Gate cards** are a special type of spell card with a  symbol, gained at The Ceremony location. When you play a gate card outside the location where the fate piece sits, move the fate piece to any other location as if you had played 2 matching astral symbols.

Players can not hold more than 1 gate card. A gate card does not count as a spell card for hand size.

#### 2. Check to see if investigators move to your lodge

If the location where the fate piece now sits holds 3 or more investigators, move all investigators from that location onto your lodge (if there are 2 or fewer investigators, ignore this action).

Investigators on your lodge do not attack until a raid is initiated.

#### 3. Place your cultist and an investigator on the new location.

Place 1 of your cultists from your lodge and 1 investigator from the supply onto the fate piece's new location.

**If you do not have any cultists to place from your lodge**, take 2 of your cultists from the Abyss. Place 1 cultist onto your lodge and 1 cultist onto the location. As a penalty, gain 1 elder sign.


**If there are no remaining investigators in the supply**, all players are immediately raided by the investigators on their lodge. After the raid, place 1 investigator from the supply onto the location as normal.

### 3. ACTIVATE

1. Perform the **basic action** provided by the current location.
2. Perform the **control action** if you have control or temporary control of the location.

You must perform the basic action, but you may choose to perform or forgo the control action of the current location.

**A cult has control if they have 3 or more cultists at the location and the most cultists at the location.** If 2 cults are tied, no cult has control.

If your cult does not have control you may roll 1 fate die. On a result of  your cult gains **temporary control** and you may take the control action this turn.

### 4. CONCLUDE

#### 1. Ready spell (optional)

**You may ready 1 spell if you have the appropriate astral symbols.**

Choose a spell card from your hand with a cost that matches the astral symbols in the current location's astral column (including the location's symbol) and/or your ready spell slots. Confirm this cost to the other players by showing them the ready cost at the top of the card, concealing the name and ability of the spell.

Then place the spell facedown in an available spell reserve slot above your lodge and discard all cards in the astral column at the location, regardless of whether the symbols were used to ready your spell or not.

**You can have a total of 3 ready spells.** If you decide to ready a spell and do not have a slot for it, you may either cast it immediately or discard a readied spell card with no effect to replace it with the new readied spell.

**To cast a spell**, reveal a readied spell at any time, perform its ability, and then discard the spell. Spell cards may be cast on the same turn they are readied. When a spell is cast, interrupt the flow of play and immediately resolve its ability.

Some spell cards may note specific times when they can be played or actions that will trigger their use. Cast these spells when appropriate.

Gate cards in the astral column and the symbol for the Other Worlds location are *wild* for readying spells, becoming any 1 astral symbol for the spell. Two symbols of the same type can not be used as a wild to pay the cost for spells.

Astral symbols on the back of ready spells above your lodge can be used to pay the cost of future spells as if they were part of the current astral column. Symbols used in this way are never discarded. Astral symbols in your hand can not be used to ready spells.

#### 2. Draw spell card(s)

**Draw 1 spell card.** If you have less than 3 cards, continue drawing until you have 3. Always end your turn with a minimum of 3 spell cards (there is no hand limit, so you can have more). A gate card does not count as a spell card for hand size.

If there are no spell cards remaining to draw, shuffle all discarded spell cards together to form a new draw pile.

### 3. Investigators raid

If you have 5 or more investigators in your lodge, the investigators **raid**. Take 1 die for each investigator on your lodge and roll all the dice. Based on each die result, the raid results in the following (in this order):



**Gain 1 elder sign.** 1 investigator remains on your lodge.



**Gain 1 elder sign.** Destroy 1 investigator on your lodge.





**Destroy 1 investigator** on your lodge.


At the end of this phase, the next player in clockwise order begins their turn.

## ALTAR LOCATIONS

### OTHER WORLDS






**Basic action:** Roll 1 fate die for each of your cultists at this location. For each  and  rolled, **sacrifice 1** of your cultists in the Other Worlds (place it in the Abyss) and move your summon track token forward 1 space on your summon track. Any cultists not sacrificed remain on the Other Worlds.

**Control action:** For each  rolled, return a cultist from the Abyss to your lodge.

### MUSEUM



**Basic action:** choose 1 of the faceup artifacts, or take the top card of the artifact deck, and place it faceup into your play area. Discard all the remaining faceup artifact cards (to the bottom of the artifact deck) then reveal 2 new artifacts.

Each **artifact**  is kept faceup near your lodge, and has a special ability that may be used when applicable. Some artifacts have abilities that require the artifact to be **exhausted**  or **destroyed** . To exhaust an artifact, perform its ability and turn it sideways; it cannot be exhausted or destroyed until after the prepare phase of your next turn. To destroy an artifact, perform its destroy ability and then remove it from the game.

Your cult can hold a maximum of 3 artifacts. If you acquire a fourth artifact, immediately discard one.

**Control action:** Before taking the basic action, you may discard the 2 faceup artifacts and draw 2 new artifacts from the artifact deck. Then, you may sacrifice up to 3 cultists at the Museum to the Abyss. For each cultist sacrificed, destroy 1 elder sign in any player's lodge.

### THE CEREMONY



**Basic action:** Add 1 gate card to your hand. Then, activate the **dark gift**  of your elder god (described on your lodge).

You may never hold more than 1 gate card at a time. You cannot gain a gate card if you already hold one.

**Control action:** Sacrifice 2 of your cultists at The Ceremony and advance your summon track token 1 space.



## STREETS OF ARKHAM



**Basic action:** Move 2 investigators from your lodge and/or the supply to any other lodge(s). You may place 2 investigators in the same lodge, or each in a different player's lodge.

Then, immediately initiate a raid for all other players that have 1 or more investigators in their lodge.

The active player on the Streets of Arkham is not raided at this time, even if they have investigators in their lodge.

**Control action:** Sacrifice 1 of your cultists at the Streets of Arkham to the Abyss to place 1 investigator in each other player's lodge. This control action is performed after the raid above, and the new investigators placed do not immediately raid.

## THE GATHERING



**Basic action:** Retrieve 3 of your cultists from the Abyss and place them in your lodge. You may then move 1 of your cultists from The Gathering to any other location on the altar.

**Control action:** Move any number of your cultists from The Gathering to any other location(s). You may move all them to a single location or place them on multiple locations.

## LIBRARY



**Basic action:** Draw 3 spell cards. Additionally, you may ready up to 2 spells (ie, 1 additional spell) during the conclude phase of your turn if the astral symbols are available.

The second readied spell may use the same pool of astral symbols as the first spell. Astral symbols are not exhausted when used and are not discarded until after both spells have been readied.

**Control action:** Ready 1 spell for free (no astral symbols are required or discarded).

## CURSES

When you gain a **curse**, the player to your right draws 1 curse card, secretly reads the text, and places it facedown in front of them.

It is now that player's duty to watch your actions, and if the conditions of the facedown curse are met, they *must* immediately interrupt the game to reveal the curse and resolve it (this is not optional and no abilities may be used to prevent it).

The player to your right then reads the card aloud and the penalties listed are resolved immediately. Once resolved, place the curse card on the bottom of the curse deck.

A cult may gain multiple curses. A curse card always stays in play until resolved.

If a curse can be fulfilled when the curse is drawn, it is immediately revealed and the penalty is resolved.

## WINNING

There are 2 different end conditions, each with different victory requirements:

### 1. SUMMON AN ELDER GOD

Your summon token starts on the space of your summon track and advances clockwise toward 9. When a player moves their summon token onto space 9 of their summon track, their cult has summoned their elder god.

Unless this triggers a curse that prevents victory, the game ends immediately and that player wins.

### 2. ELDER SIGN SEAL

When gained, elder sign tokens are added *backward* on the summon track, starting at the 9 and working around to . When an elder sign is placed on , filling the track completely, the game ends immediately and that player loses.

From among the other players, the player with the fewest elder signs on their track is the winner. On a tie, the tied player with the most summon points is the winner. On a further tie they share the victory.

When a cult's summon token moves onto the same space of an elder sign on their summon track for the first time (only), that cult becomes **curSED**. Any additional movement onto elder sign tokens does not result in additional curses.

## SOLO PLAY

### SETUP

You are the start player. Setup is the same as the 2 player game, but choose a fate piece and place it at the Other Worlds. Place the other fate piece at the Streets of Arkham; this will be controlled by the Arkham investigators.

### INVESTIGATOR TURN

After you complete a turn, the investigators move to a new location. For the investigator's turn, place the top card of the spell deck in the astral column of the current location of the investigators' fate piece, and move that fate piece to the location matching the astral symbol.

Place 1 investigator at this new location. If the astral symbol matches the location in which the investigators' fate piece already occupies, it instead moves to the Other Worlds.

If the investigators' fate piece ever moves into your fate piece's location, immediately draw 1 curse card, and place this facedown in front of you. Then move the investigators' fate piece to the Other Worlds. If you occupy the Other Worlds when the investigators' fate piece enters it, instead move the investigators' fate piece to the Streets of Arkham.

## THE STREETS OF ARKHAM

The investigators never perform location actions. However, if the investigator's fate piece ever moves to the Streets of Arkham, a raid occurs immediately.

In addition, when you perform the Streets of Arkham location action on your turn, return 2 investigators from your lodge back to the supply. Having control of the Streets of Arkham allows you to sacrifice 1 of your cultists (from Streets of Arkham) to remove 1 additional investigator from your lodge.

### CONTROLLING A LOCATION

Having control of a location means having at least 3 cultists at a location and more than the investigators.

When you have control of any location, instead of performing that location's control action, you may instead gain 3 elder signs to destroy 1 facedown curse. You may only do this once per turn.

### WINNING AND LOSING

If you gain 10 elder signs or 5 curse cards, you lose. If you reach 9 on your summon track, you win.

## GAME VARIANTS

### WILY INVESTIGATORS

During setup, place 2 investigators on each location of the altar instead of 1.

### EXTENDED SLUMBER

For a slightly longer game, a player may only win when their summon token reaches the of the summon track.

For an epic game, a player may only win when their summon track reaches the 3 space of the track a second time (a total of 13 summon spaces).

## BEASTS FROM BEYOND EXPANSION

### NEW SPELLS

Shuffle the 2 new **spells** into the spell deck if desired.

Some spells require a to be readied. Gate cards in the astral column and the symbol at the Other Worlds location may be used to ready these spells. Two symbols of the same type in the astral column or spell reserve can not be used as a to pay the cost for these spells.

### MONSTERS

**Monsters** are represented by a deck of cards and a set of corresponding miniatures.

#### Setup

Shuffle the monster cards and deal 2 faceup near the altar. Place the other monster cards facedown in a deck to form the monster reserve.

Before shuffling the spell deck, add the *Call of the Wicked Ones*, *Command*, and *Enlighten the Investigators* spells to the deck.

### Summoning and Controlling Monsters

When a spell ability allows you to summon a monster, choose 1 of the 2 faceup monster cards or draw the next monster from the monster reserve.

Place the monster card faceup near your lodge and take its miniature(s). Discard any remaining faceup monster cards to the bottom of the monster reserve and reveal 2 new monster cards.

Take the appropriate amount of monster tokens from the supply and place 1 on each spot on the monster card.

Activate any special placement abilities that occur when the monster comes into play: discard a token on the monster card and perform the ability.

Unless specified on the card, when all tokens have been discarded from a monster card, complete the final token ability and discard the monster to the bottom of the monster reserve, then return the miniature(s) to the supply.

#### A cult can only have control of 1 monster at any time.

If a spell or dark gift would cause a cult to summon a new monster, discard the previous monster card and all tokens and miniatures before the new monster is put into play.

### NEW ELDER GODS

*Ghatanotha*, *Yig*, and *Dagon* may be used in any game. *Shub-Niggurath* may only be used in games that include monsters.

**Shub-Niggurath:** If you activate Shub-Niggurath's dark gift while you have a monster in play, discard the previous monster card and all tokens and miniatures before the new monster is put into play.

The cult serving Shub-Niggurath may summon monsters by using spells in addition to activating their dark gift. The cult may still only have 1 monster in play at a time, and are not protected from any curse that may accompany the casting of that spell.

**Ghatanotha:** If any cult is serving Ghatanotha, remove the *Mi-Go* card from the monster deck during setup if monsters are being used in that game.

### SOLO PLAY

Do not use *Shub-Niggurath*, *Ghatanotha*, monsters, or the spells *Command*, *Call of the Wicked Ones*, or *Enlighten the Investigators* in solo games.

# FATE ELDER GODS

## PLAYER TURN

Readied spells may be cast and artifact abilities may be used at any time.

### 1. PREPARE

Resolve spell abilities occurring before movement. Refresh exhausted artifacts.

### 2. MOVE

1. **Move the fate piece:** Place 1 spell card outside the current location, then move the fate piece to the location that matches the card's **astral symbol**.

Play any 2 matching astral symbols as a *wild* to move the fate piece to any other location.

Play a **gate card** (you may only have 1) outside the fate piece location to move it to any other location.

2. If the new location has 3+ investigators, move them all onto your lodge.

3. Place 1 of your cultists and 1 investigator from the supply onto the new location.


If you do not have any cultists, take 2 of your cultists from the Abyss, place 1 onto your lodge and 1 onto the location, and gain 1 elder sign.

If there are no investigators in the supply, all players are immediately raided by the investigators on their lodge. Then place 1 investigator from the supply onto the location as normal.

### 3. ACTIVATE

- You *must* perform the location's **basic action**.
- You *may* perform the **control action** if you have control or temporary control of the location.

You have control if you have 3 or more cultists at the location *and* the most cultists at the location.

If you do not have control you may roll 1 fate die:  means you gain **temporary control**.

### 4. CONCLUDE

1. **Ready spell (optional)**

You may ready 1 spell if you have the astral symbols.

Choose a spell card from your hand with a cost matching the astral symbols in the current location's astral column (including the location's symbol) and/or your ready spell slots.

Place the spell facedown in an available spell reserve slot above your lodge. Discard *all* cards in the astral column at the location.

**Wild icons:** Gate cards in the astral column and the symbol for the Other Worlds (⊗) are *wild*, becoming any 1 astral symbol for readying spells.

### 2. Draw spell card(s)

**Draw 1 spell card.** If you have less than 3, continue drawing until you have 3. Always end your turn with a minimum of 3 spell cards (gate cards do not count).

### 3. Investigators raid

If you have 5+ investigators in your lodge, they **raid**. Take 1 die for each and roll them all. Resolve results in this order:



**Gain 1 elder sign.** 1 investigator remains on your lodge.



**Gain 1 elder sign.** Destroy 1 investigator on your lodge.



**Destroy 1 investigator** on your lodge.

## CURSES

When you gain a **curse**, the player to your right draws 1 curse card and secretly reads it. That player now watches your actions, and *must* immediately interrupt the game to reveal the curse and resolve it if its conditions are met.


You may gain multiple curses and they always stay in play until resolved. If a curse can be fulfilled when the curse is drawn, it is immediately revealed and the penalty is resolved.

## WINNING

### 1. SUMMON AN ELDER GOD

When you move your summon token onto space 9 of your track, the game ends immediately and you win (unless this triggers a curse that prevents victory).

### 2. ELDER SIGN SEAL

Elder signs are added *backward* on the summon track, starting at the 9. When an elder sign is placed on , filling your track completely, the game ends immediately and you lose. From among the other players, the player with the fewest elder signs on their track is the winner.

When a cult's summon token moves onto the same space of an elder sign on their summon track for the first time (only), that cult becomes **curse**d.

## KEYWORDS

**Sacrifice:** You can only sacrifice your *own* cultist: place it in the Abyss.

**Destroy:** Target *any* cultist: place it in the Abyss. Place a destroyed investigator in the supply. Place a destroyed card in its deck's discard pile or the bottom of its reserve.

**Devour:** Target *any* cultist: remove it from the game.

# FATE ELDER GODS

## PLAYER TURN

Readied spells may be cast and artifact abilities may be used at any time.

### 1. PREPARE

Resolve spell abilities occurring before movement. Refresh exhausted artifacts.

### 2. MOVE

1. **Move the fate piece:** Place 1 spell card outside the current location, then move the fate piece to the location that matches the card's **astral symbol**.

Play any 2 matching astral symbols as a *wild* to move the fate piece to any other location.

Play a **gate card** (you may only have 1) outside the fate piece location to move it to any other location.

2. If the new location has 3+ investigators, move them all onto your lodge.

3. Place 1 of your cultists and 1 investigator from the supply onto the new location.


If you do not have any cultists, take 2 of your cultists from the Abyss, place 1 onto your lodge and 1 onto the location, and gain 1 elder sign.

If there are no investigators in the supply, all players are immediately raided by the investigators on their lodge. Then place 1 investigator from the supply onto the location as normal.

### 3. ACTIVATE

- You *must* perform the location's **basic action**.
- You *may* perform the **control action** if you have control or temporary control of the location.

You have control if you have 3 or more cultists at the location *and* the most cultists at the location.

If you do not have control you may roll 1 fate die:  means you gain **temporary control**.

### 4. CONCLUDE

1. **Ready spell (optional)**

You may ready 1 spell if you have the astral symbols.

Choose a spell card from your hand with a cost matching the astral symbols in the current location's astral column (including the location's symbol) and/or your ready spell slots.

Place the spell facedown in an available spell reserve slot above your lodge. Discard *all* cards in the astral column at the location.

**Wild icons:** Gate cards in the astral column and the symbol for the Other Worlds (⊗) are *wild*, becoming any 1 astral symbol for readying spells.

### 2. Draw spell card(s)

**Draw 1 spell card.** If you have less than 3, continue drawing until you have 3. Always end your turn with a minimum of 3 spell cards (gate cards do not count).

### 3. Investigators raid

If you have 5+ investigators in your lodge, they **raid**. Take 1 die for each and roll them all. Resolve results in this order:



**Gain 1 elder sign.** 1 investigator remains on your lodge.



**Gain 1 elder sign.** Destroy 1 investigator on your lodge.



**Destroy 1 investigator** on your lodge.

## CURSES

When you gain a **curse**, the player to your right draws 1 curse card and secretly reads it. That player now watches your actions, and *must* immediately interrupt the game to reveal the curse and resolve it if its conditions are met.


You may gain multiple curses and they always stay in play until resolved. If a curse can be fulfilled when the curse is drawn, it is immediately revealed and the penalty is resolved.

## WINNING

### 1. SUMMON AN ELDER GOD

When you move your summon token onto space 9 of your track, the game ends immediately and you win (unless this triggers a curse that prevents victory).

### 2. ELDER SIGN SEAL

Elder signs are added *backward* on the summon track, starting at the 9. When an elder sign is placed on , filling your track completely, the game ends immediately and you lose. From among the other players, the player with the fewest elder signs on their track is the winner.

When a cult's summon token moves onto the same space of an elder sign on their summon track for the first time (only), that cult becomes **curse**d.

## KEYWORDS

**Sacrifice:** You can only sacrifice your *own* cultist: place it in the Abyss.


**Destroy:** Target *any* cultist: place it in the Abyss. Place a destroyed investigator in the supply. Place a destroyed card in its deck's discard pile or the bottom of its reserve.



**Devour:** Target *any* cultist: remove it from the game.



## ALTAR LOCATIONS


### OTHER WORLDS

 **Basic action:** Roll 1 fate die for each of your cultists at this location.




For each  and  rolled, **sacrifice** 1 of your cultists in the Other Worlds to the Abyss and move your summon track token forward 1 space on your summon track.

**Control action:** For each  rolled, return a cultist from the Abyss to your lodge.

### MUSEUM

 **Basic action:** choose 1 of the faceup artifact cards, or take the top card of the artifact deck.

Discard all the remaining faceup artifact cards (to the bottom of the deck) then reveal 2 new artifacts.



Each **artifact**  is kept faceup near your lodge, and has a special ability that may be used when applicable. Some have abilities that require the artifact to be **exhausted**  or **destroyed** . To exhaust an artifact, perform its ability and turn it sideways: it cannot be exhausted or destroyed until after the prepare phase of your next turn. To destroy an artifact, perform its destroy ability and then remove it from the game.

Your cult can hold a maximum of 3 artifacts. If you acquire a fourth artifact, immediately discard one.

**Control action:** Before taking the basic action, you may discard the faceup artifacts and draw 2 new artifacts from the artifact deck.

Then, you may sacrifice up to 3 cultists at the Museum to the Abyss. For each cultist sacrificed, destroy 1 elder sign in any player's lodge.


### THE CEREMONY

 **Basic action:** Add 1 gate card to your hand. Then, activate your **dark gift** .

You may never hold more than 1 gate card at a time. You cannot gain a gate card if you already hold one.

**Control action:** Sacrifice 2 of your cultists at The Ceremony and advance your summon track token 1 space.

### STREETS OF ARKHAM


 **Basic action:** Move 2 investigators from your lodge and/or the supply to any other lodge(s). You may place 2 in the same lodge, or each in a different player's lodge.

Then, initiate a raid for all other players that have 1 or more investigators in their lodge.

The active player on the Streets of Arkham is not raided, even if they have investigators in their lodge.


**Control action:** After the raid, sacrifice 1 of your cultists at the Streets of Arkham to the Abyss to place 1 investigator in each other player's lodge.

### THE GATHERING

 **Basic action:** Retrieve 3 of your cultists from the Abyss and place them in your lodge. You may then move 1 of your cultists from The Gathering to any other location.

**Control action:** Move any number of your cultists from The Gathering to any other location(s)—all to a single location or to multiple locations.

### LIBRARY

 **Basic action:** Draw 3 spell cards. Additionally, you may ready 1 additional spell during the conclude phase of your turn if the astral symbols are available.

The second readied spell may use the same pool of astral symbols as the first spell. Astral symbols are not exhausted when used and are not discarded until after both spells have been readied.

**Control action:** Ready 1 spell for free (no astral symbols are required or discarded).

### MONSTERS

When a spell ability allows you to summon a monster, choose 1 of the 2 faceup monster cards or draw the next monster from the monster reserve.

Take its miniature(s). Discard any remaining faceup monster cards to the bottom of the monster reserve and reveal 2 new monster cards. Take monster tokens from the supply and place 1 on each spot on the monster card.

Unless specified, when all tokens have been discarded from a monster card, complete the final token ability and discard the monster to the bottom of the monster reserve, then return the miniature(s).

**A cult can only have control of 1 monster at a time.**

### ICONS



Investigators



Cultists



Elder sign token



Dark Gift



Artifact card




Exhaust artifact





Discard artifact

## ALTAR LOCATIONS


### OTHER WORLDS

 **Basic action:** Roll 1 fate die for each of your cultists at this location.




For each  and  rolled, **sacrifice** 1 of your cultists in the Other Worlds to the Abyss and move your summon track token forward 1 space on your summon track.

**Control action:** For each  rolled, return a cultist from the Abyss to your lodge.

### MUSEUM

 **Basic action:** choose 1 of the faceup artifact cards, or take the top card of the artifact deck.

Discard all the remaining faceup artifact cards (to the bottom of the deck) then reveal 2 new artifacts.



Each **artifact**  is kept faceup near your lodge, and has a special ability that may be used when applicable. Some have abilities that require the artifact to be **exhausted**  or **destroyed** . To exhaust an artifact, perform its ability and turn it sideways: it cannot be exhausted or destroyed until after the prepare phase of your next turn. To destroy an artifact, perform its destroy ability and then remove it from the game.

Your cult can hold a maximum of 3 artifacts. If you acquire a fourth artifact, immediately discard one.

**Control action:** Before taking the basic action, you may discard the faceup artifacts and draw 2 new artifacts from the artifact deck.

Then, you may sacrifice up to 3 cultists at the Museum to the Abyss. For each cultist sacrificed, destroy 1 elder sign in any player's lodge.


### THE CEREMONY

 **Basic action:** Add 1 gate card to your hand. Then, activate your **dark gift** .

You may never hold more than 1 gate card at a time. You cannot gain a gate card if you already hold one.

**Control action:** Sacrifice 2 of your cultists at The Ceremony and advance your summon track token 1 space.

### STREETS OF ARKHAM


 **Basic action:** Move 2 investigators from your lodge and/or the supply to any other lodge(s). You may place 2 in the same lodge, or each in a different player's lodge.

Then, initiate a raid for all other players that have 1 or more investigators in their lodge.

The active player on the Streets of Arkham is not raided, even if they have investigators in their lodge.


**Control action:** After the raid, sacrifice 1 of your cultists at the Streets of Arkham to the Abyss to place 1 investigator in each other player's lodge.

### THE GATHERING

 **Basic action:** Retrieve 3 of your cultists from the Abyss and place them in your lodge. You may then move 1 of your cultists from The Gathering to any other location.

**Control action:** Move any number of your cultists from The Gathering to any other location(s)—all to a single location or to multiple locations.

### LIBRARY

 **Basic action:** Draw 3 spell cards. Additionally, you may ready 1 additional spell during the conclude phase of your turn if the astral symbols are available.

The second readied spell may use the same pool of astral symbols as the first spell. Astral symbols are not exhausted when used and are not discarded until after both spells have been readied.

**Control action:** Ready 1 spell for free (no astral symbols are required or discarded).

### MONSTERS

When a spell ability allows you to summon a monster, choose 1 of the 2 faceup monster cards or draw the next monster from the monster reserve.

Take its miniature(s). Discard any remaining faceup monster cards to the bottom of the monster reserve and reveal 2 new monster cards. Take monster tokens from the supply and place 1 on each spot on the monster card.

Unless specified, when all tokens have been discarded from a monster card, complete the final token ability and discard the monster to the bottom of the monster reserve, then return the miniature(s).

**A cult can only have control of 1 monster at a time.**

### ICONS



Investigators



Cultists



Elder sign token



Dark Gift



Artifact card



Exhaust artifact



Discard artifact