

Decks contain (50?) cards

- Additional Deck - Elder God - Ether Deck contains (20?) cards

Card Types:

- Investigator
 - Allies
 - Equipment
 - Spells
 - Events
- Elder God
 - Cult Leader
 - Creatures
 - Rituals
 - Locations and Organizations
 - Events

Any time a the rules presented here would conflict with the rules presented on a card, the rules on the card take precedent.

Objective of the Game

The Cult is trying to summoning the Elder God that they worship. The Investigator is attempting to prevent them from doing so.

The Cult wins if they are able to kill the Investigator or if they summon their Elder God and complete its win condition.

The Investigator wins if they seal all the cultists active Dimensional Portals, kill the Cult Leader, or defeat the Elder God after it has been summoned.

Setup

Choose Sides

Players choose whether they will play as the Cultists or as the Investigator

Shuffle Decks

Draw Cards

Each player draws (6?) cards for their starting hand. The Cultists may decide to take a mulligan, replacing his cards on top of his deck, shuffling, then drawing (5?) cards. The Cultists must keep this draw regardless of the outcome. After the Cultist has decided to mulligan or not, the Investigator may choose to do the same.

Play Areas

Main Characters

Each player has a set of main characters. For the Investigator this is his Investigator. For the Cultists this is the Elder God and the Cult Leader. Main characters do not count toward deck sizes, are placed on the board immediately after play begins, and remain in play for the entire duration of the game.

Tomes

The players draw decks.

Schemes

The cards in each players hands. At the beginning of the game the maximum size of a players hand is (6?) cards.

Graveyard

A players trash pile. When a card in play is destroyed or killed, it is placed in the graveyard.

Areas Beyond Imagination

A location "outside of the game". Cards in Areas Beyond Imagination cannot interact with other cards in play. Elder Gods and Ether Deck begin play in Areas Beyond Imagination.

For the Cultists Only

Dimensional Portals - Located at the bottom of the Cultists play area are the 9 Dimensional Portals. The Cultists begin play with their Level 1 Dimensional Portal flipped face-up and active, while the other 8 portals begin play face-down and inactive. The Cultists will flip these portals face-up and activate them as play progresses.

Paid Abilities

Some card abilities have trigger costs that a player must pay before the effect of the ability can be resolved. These abilities are called paid abilities. A card's trigger cost is always listed in its text box before the effect, following the format "cost: effect."

Some cards require you to pay for abilities for them to activate. These costs will always be in actions, money, sanity, followers or may require a combination of costs.

If the player can not pay the full cost of the ability, they may not activate the ability.

Characters

Some cards represent unique characters. Only one of each type of unique character can be in play at once. If another version of that unique character enters play, the first version of that character is sent to the graveyard. Unique characters will be noted in their card type using the format "Card Type:Character: Character Type" - **Example: Creature - Character - Whisperer in Darkness**

Playing the Game

In Mythos the Cultists and the Investigator alternate turns, and the Cultists always begin play first. The Cultists and the Investigators each use a very different set of rules, though, and players should familiarize themselves with both sets of rules or have someone experienced in playing the game on hand to teach them before beginning play.

Turn Overview

During each of their turns a player has (4?) actions to spend. A player may only spend their actions during their turn, and they must spend all of their actions to complete their turn.

Cultist's Turn

Phase 1: Gain Follower Phase - The Cultists gain a number of followers equal to the highest Dimensional Portal level currently active.

Phase 2: Start Phase - Any cards that are spent, such as a Creature set to defend a Portal, are refreshed and made available to use again. Any beginning of turn effects trigger in this phase in the following order as applicable: Elder God, Cult Leader, Events, Rituals, Creatures, Organizations, Locations. If multiple effects would trigger at the same time, the Cultists chooses which order to resolve them in. Finally, any card that would passively gain a power token - such as those played on a Dimensional Portal, gains a power token.

Phase 3: Action Phase - The Cultist use their 4 actions

Cultist have access to the following actions:

- o Draw a Card - The player draws a card from their Tome
- o Recruit Followers - The player gains one follower
- o Play a Scheme - Set a card from their hand into play (either active or gaining Power)
- o Set Power Tokens - Sacrifice a follower to add a power token to a card that is Gaining Power.
- o Acquire Finances - Gain \$1
- o Additionally they may use an action to activate a card that requires an action.
- o Open a Portal - The Cultists may sacrifice followers to open a portal.

Phase 4: Cleanup/End Phase - The Cultists clean up any standing board states including triggering end of turn effects in the following order: Elder God, Cult Leader, Events, Rituals, Creatures, Organizations, Locations. If multiple effects would trigger at the same time, the Cultists chooses which order to resolve them in. Any Ritual that did not gain a power token during the Cultists turn are turned active and their effects trigger. Any Schemes that did not gain a power token during the Cultists turn lose one power token. Finally, the Cultists discard down to their maximum hand size.

Investigator's Turn

Phase 1: Start Phase - Any cards that are spent, such as equipment used to defend against and attack, are refreshed and made available to use again. Any beginning of turn effects trigger in this phase in the following order as applicable: Investigator, Events, Spells, Allies, Equipment. If two or more effects would trigger at the same time, the Investigator chooses which order to resolve them in.

Phase 2: Action Phase - The Investigator uses their 4 actions

Investigators have access to the following actions:

- Investigate - The player may investigate one of the cultists Schemes in play, or their Tome.
- Draw a Card - The player draws a card from their Tome
- Play a Scheme - Set a card from their hand into play (either active or hidden)
- Acquire Finances - Gain \$1
- Additionally they may use an action to activate a card that requires an action

Phase 3: Cleanup/End Phase - The Investigator cleans up any standing board states including triggering any end of turn effects in the following order, as applicable: Investigator, Events, Spells, Allies, Equipment. If two or more effects would trigger at the same time, the Investigator chooses which order to resolve them in. Finally, the Investigator discards down to their maximum hand size.

Power Tokens

The Cultists sacrifice their followers for power. When playing a Scheme, they may sacrifice a number of followers up to the level of their highest active Dimensional Portal. For each follower sacrificed this way, the card comes into play with a Power Token on it. The card type will define what Power tokens do for each specific card.

The Cultists may also play a card face-down in "Gaining Power" mode. While a card is gaining power, the Cultists may continue to add Power Tokens to it over the span of several turns by using the "Set Power Tokens" action.

A card can also be placed in Gaining Power mode on top of an active portal. This makes the portal inaccessible while the card is gaining power from it (ie: if a player had a Level 4 and Level 5 portal active, and chose to use the level 5 portal to gain power, they could no longer sacrifice 5 followers when playing a Scheme, nor could they summon creatures that had a level 5 portal minimum.) However, during the start phase of each turn the card that is gaining power on the portal would gain one free power token. Additionally, an Investigator must investigate any Scheme that is gaining power on a portal before investigating the portal itself when attempting to seal it. A Dimensional Portal that has a card Gaining Power on top of it is still considered Active for the purposes of opening the next Dimensional Portal in the sequence.

At any time during the Cultists turn, they may activate any card that is gaining power except Rituals which can only become active during an investigation or during the Cultists end phase. Once activated a card can no longer gain power tokens.

Damage:

Throughout play the Investigator and his allies will take damage. The three types of damage are:

Health Damage - Both the Investigator and his Allies can suffer Health Damage. While an Allies Health is tracked on their card, the Investigators Health is tracked through their Tome. If the Investigator runs out of cards in their Tome, they lose the game.

Sanity Damage - Both the Investigator and his allies can suffer Sanity Damage. While an Allies Sanity is tracked on their card, the investigators Sanity is tracked by their Schemes. If an allies Sanity is reduced to 0, they deal their maximum Sanity score in Health damage to the Investigator. If the Investigator takes sanity damage (or inflicts it upon themselves by casting Spells) they discard 1 Scheme for each point of Sanity damage they take. Discarded cards are sent to the players Graveyard. Sanity damage in excess of the schemes they have in their hand are resolved through Health Damage.

Spiritual Damage - Only the Investigator suffers Spiritual Damage. For each point of Spiritual Damage the Investigator suffers, their maximum hand size is reduced by 1.

Ether

When a creature becomes active, all of the power tokens on that creature are converted to Ether. For each Power Token, the player draws one card from their Ether Deck and places it on the creature. Ether may modify the creatures core abilities, such as changing the damage it inflicts from Health Damage to Sanity Damage. This will be stated on the Ether card.

Ether enters play with the top card of the Ether Deck being closest to the Creature, and the last card drawn being furthest away. When a creature is investigated, the Ether furthest away from the creature is removed first, and progresses until there is no ether left on the creature. If a creature is gaining power and is investigated, first all the Power tokens are converted into Ether. Next, any Investigation effects occur, Finally Ether is removed as appropriate and returned to the Ether Deck.

A creature can never have more Ether assigned to it than the Cultists highest level portal. If a portal is closed and it would result in a creature having more Ether than the highest level portal, excess Ether is removed - furthest away first. If there is insufficient or no Ether in the Ether Deck when a creature becomes active, they only gain any Ether that is available. If this results in no Ether attached to the creature when it becomes active, it is immediately placed in the Cultists Graveyard.

The Cultist may recall all Ether from a creature during their turn and place it back into the Ether deck. If they do, the Creature the Ether was attached to is shuffled to the bottom of their Tome. Any time Ether is returned to the Ether Deck, the Ether deck is shuffled.

When the Elder God enters play, all Ether is removed from all creatures currently on the board and attached to it. The Elder God also gains 1 Ether for each follower in play, including the Cult Leader. Ether abilities do not modify the Elder God, however.

Cultist Card Types

- Elder God
 - Cult Leader
 - Dimensional Portal
 - Creatures
 - Rituals
 - Locations and Organizations
 - Events
 - Ether

Elder God

The Elder God defines one of the cultists win conditions and the Cultists win the game immediately when the win condition is fulfilled. Elder Gods are beings that are almost certain to turn the tide in the Cultists favor, and each Elder God has a powerful ability that it brings into play with it. Because of how powerful the Elder Gods are, however, they can only be brought into our reality through the collective sacrifice of dozens of followers. The Elder God begins play on the board in the Areas Beyond Imagination. Each time a new portal is opened, the Elder God gains a number of Power Tokens equal to the Dimensional Portal level.

When the Elder God has accumulated sufficient Power Tokens, it manifests into our reality. All creatures are removed from play, and the Ether assigned to them is given to the Elder God. All followers are sacrificed, including the Cult Leader, and the Elder God gains one Ether for each follower sacrificed. Any additional followers recruited through the Recruit Follower action are automatically sacrificed and provide one Ether for each Cultist sacrificed this way. Creatures can no longer gain Ether, but may still be played in Gaining Power mode. While the Elder God is active all Creatures, Rituals, Locations, Organizations, and Events enter play with a number of Power Tokens equal to the amount of Ether currently in use by the Elder God.

The Elder God can not attack, and does not gain any special abilities from the Ether attached to it. If the Investigator removes all Ether from the Elder God it is destroyed, and the Investigator wins the game.

Cult Leader

The Cult Leader is the first and most avid worshiper of the Elder God. The Cult Leader begins play in the Followers area of the Cultists side of the game board. If the Cult Leader is killed before the Elder God is summoned, the Cultists lose the game. Each Cult Leader has a powerful special ability granted to them by the dark gods they worship.

Dimensional Portal

Passageways to the unknown and Areas Beyond Imagination, Dimensional Portals are brought forth in fire and blood. The stronger a Dimensional Portal the Cultist's have access to, the more powerful the creatures they can bring forth into our world.

In order to open a Portal of a certain level, you must sacrifice followers of that Portal's level plus all other active Portals. For example, to open a level 6 Dimensional Portal, you would need to sacrifice 6 (level 6) + 15 (levels 5, 4, 3, 2, and 1) followers for a total of 21 Followers.

Because of the nature of Dimensional Portals and their non-euclidean oddities, it is impossible to simply open a single large portal. Instead, Dimensional Portal growth must be done sequentially. IE: Level 1 must be opened first, followed by Level 2, then Level 3, etc...

The following table lists the costs in Followers to open each level of Dimensional Portal.

Level 1	N/A	Level 4	10	Level 7	28
Level 2	3	Level 5	15	Level 8	36
Level 3	6	Level 6	21	Level 9	45

Creature

The backbone of the Cultist's arsenal. These are nightmarish horrors and things more unimaginable given flesh by calling upon the very essence of the Elder God in the form of Ether. Appropriately, these beings' life is measured by this ephemeral material. When a creature runs out of Ether, it is destroyed and sent to the Cultist's Graveyard. Some Creatures even have special abilities to help them hound and harass their foes.

Each turn a Creature can choose to attack the Investigator or one of their Allies, or they may choose to defend an active portal, a Scheme that is Gaining Power, the Cultist's Tome, or a Location in play. Once this choice is made, it cannot be changed until the Cultist's next turn. While attacking, the Creature deals its listed damage to the Investigator or one of their allies, as well as any "When Attacking" effects. When defending a Creature is assigned to one of the board locations. During the Investigator's next turn, the Investigator must investigate the Creature before investigating any location it is defending. If the Investigator chooses to do so, first any "When Investigated" effects on the Creature trigger. Next, the Investigator removes Ether. If any Ether remains on the creature after this, the Creature then deals its listed damage to the Investigator. After this, the Creature is removed from defense.

Rituals

Powerful magic fueled by death, Rituals are the pinnacle of occult abilities. These spells always enter the field of play in Gathering Power mode, and are only activated when the Cultist's complete their turn without assigning a Power Token to the Scheme. Once the card activates, its abilities go into effect immediately. During the start phase of each turn remove one power token from the Ritual. When no power tokens are left on the Ritual, shuffle it to the bottom of the Cultist's Tome.

Locations

Cultists are insidious and infest all manner of places. From lonely, reclusive towns to large metropolises and everything in between, Cultists can be found anywhere. When a location becomes active, any other active location in play is destroyed and removed to the Cultists Graveyard - only one location may be in play at a time. The effects of the new Location take effect immediately.

Besides any effects a Location provides, it can also be used to provide power to Schemess that are Gaining Power in the same way a Dimensional Portal can. A Scheme can be placed in Gaining Power mode on top of a Location, disabling any effects the Location provides for the duration of doing so. Creatures can also be set to guard a Location just as they would a Dimensional Portal.

Organizations

Just like Cultist's infect and infest a variety of locations, they do the same with a variety of Organizations. These Organizations provide cover for the Cultists activities, making the Investigators job much harder. Aside from any special ability an Organization Scheme provides, it also reduces the amount of Ether an Investigator can take from a Creature when Investigating by a set amount specified on the Scheme. The first Follower the Investigator would kill, and the first Clue they would receive each turn are likewise negated. Like Locations only one Organization can be in play at any given time.

Events

Events are one-off events. Some events have costs, and some do not. In order to play any event though, the Cultist must meet all requirements listed on the Scheme listed as "Requirement: " as well as any further associated cost like \$ or Follower sacrifices. Once an Event is played, it is discarded to the Cultist's Graveyard.

Ether

Ether is the raw essence of the Elder God, given form in the form of summoned Creatures. Like the Elder God it exists in Areas Beyond Imagination, and is called forth through Dimensional Portals. And, like the being it represents, it can be neither created nor destroyed - only temporarily brought forth or sent away from our reality. Once Ether is no longer attached to a creature, it immediately returns to the Ether Deck in the Areas Beyond Imagination.

Some Ether has a stronger connection to it's Elder God than most. When attached to a Creature, this Ether confers special special abilities to that Creature. When this Ether is removed from a Creature, that Creature immediately loses access to those abilities.

Cultist's Actions

Cultist have access to the following actions:

- Draw a Card - The player draws a card from their Tome
- Recruit Followers - The player gains one follower
- Play a Scheme - Set a card from their hand into play (either active or gaining Power)
- Set Power Tokens - Sacrifice a follower to add a power token to a card that is Gaining Power.
- Acquire Finances - Gain \$1
- Additionally they may use an action to activate a card that requires an action.
- Open a Portal - The Cultists may sacrifice followers to open a portal.

Draw a Card

The Cultists draws a card from their Tome.

Recruit Followers

The Cultists adds a single follower to their ranks.

Play a Scheme

The Cultist plays a scheme they currently have in their hand. This card enters into play in either Active mode or Gaining Power mode. Once this decision has been made, it cannot be changed.

Set Power Tokens

The Cultist's may sacrifice a single follower in their ranks and add one Power Token to a card that is currently in Gaining Power mode. Power Tokens can not be added to cards that are in Active mode.

Acquire Finances

The Cultist's gain \$1.

Open a Portal

The cultists open a Dimensional Portal. Please see the Dimensional Portal section on page (??) for further information on Dimensional Portals.

Other Active Effects

Some Schemes have additional effects that require actions to activate. These will be listed on the card. Once the action cost is paid, the effect takes place immediately.

Investigator Card Types:

- Investigator
 - Allies
 - Equipment
 - Spells
 - Events

Investigator

The intrepid hero, bound by misfortune to push back the impending darkness creeping into our world. Investigators are sucked into occult nightmares, usually against their wills. Using their investigative skills, these heroes - along with a cast of allies, and armed with occult weapons and knowledge, drive back the otherworldly forces. Should their health, sanity, or spirit fail them, however, it would doom us all. The Investigator always begins play on the field, and each has a unique skill they bring with them to help them in their struggles.

The Investigator has 3 measures of health. The first is their Tome. Whenever an Investigator receives Health damage, remove the top card of their Tome and place it in their Graveyard. The second are their Schemes. When an Investigator takes Sanity damage, they must choose and discard one card from their hand into their Graveyard. The third measure of the Investigators health is their Spirit - the maximum number of Schemes they can retain at the end of each turn.

Should the Investigator ever be reduced to 0 Health or 0 Spirit, they immediately lose the game. If the Investigator is reduced to 0 Sanity, all further Sanity damage is resolved by removing 1 card per point of damage from the top of their Tome and placing it in their Graveyard. If the Investigator is reduced to 0 Sanity during their turn, their turn immediately ends.

Allies

Intrepid souls daring enough to give the Investigator aid, many of these brave people will end up falling to the claws of Creatures used by the Elder God and it's Cultists. The Investigators Allies come from all walks of life - military, beggars, madames, even former cultists can be found among the ranks of those willing to lend aid to the Investigator.

The smart Investigator values their Allies and wards them with occult equipment and spells to ensure their longevity against those that would injure them. Each Ally has a Health and Sanity. If the Ally is reduced to 0 Health they are destroyed and immediately placed into the Investigators Graveyard. If an Ally is reduced to 0 sanity, first they deal their maximum Sanity score in damage to the Investigator, then they are shuffled to the bottom of the Investigators Tome - a little time in the local insane asylum will see them right as rain in a jiffy!

Equipment

Every hero needs an arsenal and the Investigator is no exception. The Investigators equipment provides and enhances the offensive, defensive, and support capabilities of the Investigator and their Allies. All manner of equipment - occult and otherwise, is to be had to those who seek it.

All equipment resonates at a particular frequency - Alpha, Beta, Delta, Theta, and Gamma. While an Investigator or their Allies can use any number of pieces of equipment, the equipment must align with the frequency of the Investigator or Ally. Equipment that becomes attached to unmatched/incorrect frequency is immediately destroyed.

For each piece of equipment, once per turn it may be given to another target that shares the same frequency, or unequipped. If a piece of Equipment is not equipped during the Investigators end phase it is shuffled to the bottom of the Investigators deck - occult artifacts become lost all the time. If a piece of equipment is destroyed, rather than being sent to the Investigators Graveyard, it is instead removed to Areas Beyond Imagination.

Equipment may be played in Hidden Mode. When Equipment is played in Hidden Mode it is placed face down on the board and then equipped. The Equipment can be turned face-up to Active Mode at any time during the Investigators turn, or immediately as a response to an action on the Cultists turn. If the Equipment is made active in response to a Cultist action, the effects of the Equipment begin before the rest of the Cultists action is resolved. Whether played in Active Mode or Hidden Mode any costs to play the Equipment must be payed when it is played onto the game board.

Spells

Occult equipment is not the only item in the Investigators arsenal to deal with the challenges they face. Many Investigators also arm themselves with the weapons of the enemy. Investigators can call upon powerful occult Spells, but such eldritch knowledge comes at the expense of their Sanity. After a Spell is cast and it's effects are resolved, the Spell is shuffled to the bottom of the Investigators Tome - after all, humans may die but knowledge is eternal and cursed knowledge is constantly rediscovered.

Like Equipment, Spells may be played in Hidden Mode. However, when a Spell is played in Hidden Mode it can only be made active in response to a Cultist action - the Investigator cannot activate it on their own turn.

Whether played in Active Mode or Hidden Mode any costs to play the Equipment must be payed when it is played onto the game board.

Events

Events are one-off events. Some events have costs, and some do not. In order to play any event though, the Investigator must meet all requirements listed on the Scheme listed as "Requirement: " as well as any further associated cost like \$ or Sanity. Once an Event is played, it is discarded to the Investigators Graveyard.

Investigator's Actions

Investigators have access to the following actions:

- Investigate - The player may investigate one of the cultists Schemes in play, or their Tome.
- Draw a Card - The player draws a card from their Tome
- Play a Scheme - Set a card from their hand into play (either active or hidden)
- Acquire Finances - Gain \$1
- Additionally they may use an action to activate a card that requires an action

Investigate

The heart of the Investigators powers. Investigate allows the Investigator to look into all the strange goings-on in the Cultists neck of the woods. The Investigator may choose a single target on the Cultists board and examine it for Clues. Applicable targets are any Schemes currently Active or in Gathering Power mode, the Cultists Tome, or an active Dimensional Portal.

If the Investigator Investigates an Active card: first any "When Investigated: " effects occur, then the Investigator examines the card for Clues. If a Clue is found, the Investigator gains one Clue Token for each Clue available on the Scheme. If the Scheme is a Creature, after Clue Tokens are gained, one Ether is removed from the Creature.

If the Investigator Investigates a card in Gaining Power mode: first the card is made Active, then the rest of the Investigate action is resolved in the same way an Active card would be, with the exception that the Investigator gains one additional Clue Token.

If the Investigator Investigates the Cultists Tome, they look at the top 3 cards in the deck, gain any applicable Clue Tokens, then rearrange those cards in any order and place them back onto the Cultists Tome. The Investigator does not need to show the Cultist the order the cards are placed in. If the Investigator is found to gain more Clue Tokens than available within those three cards, they immediately lose the game.

Finally, the Investigator may Investigate an active Dimensional Portal. Under most circumstances, this will have no effect. However, if the Investigator has 5 Clue Tokens, they may spend 5 Clue Tokens to put a Seal on the Portal. A Sealed Portal immediately becomes inactive, and the Cultists must remove the Seal before re-activating the Portal - usually at the cost of many follower lives.

Draw a Card

The Investigator draws a card from their Tome.

Play a Scheme

The Investigator plays a scheme they currently have in their hand. This card enters into play in either Active mode or Hidden mode. Once this decision has been made, it cannot be changed.

Deckbuilding

While the Investigator and Cultists obviously cannot share cards between decks, a few other deckbuilding rules apply:

First, at least 25 of the decks 50 cards must be of the same faction color as either the Investigator or Elder God. The Cult Leader must be of the same faction as the Elder God, and all Allies must be of the same faction as the Investigator.

Second, the Cultist must include at least 20 cards with Clues on them in their deck.

Third, decks must consist of exactly 50 cards. The Elder God, Cult Leader, Ether, and Investigator do not count toward this limit.

The Ether deck must consist of exactly 20 cards.

Fourth, a deck can contain no more than 3 copies of a card, with the exception of regular Ether (Ether without abilities).

Finally the Ether deck can contain no more than 6 cards with abilities.