

## Mythos Miniatures

by TS S. Fulk  
Using the *DWMG* engine  
by Graeme Dawson

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Playtest Draft

## Rules

## Introduction

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### What Is Mythos Miniatures?

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*Mythos Miniatures* is a cosmic horror skirmish game based on the stories of H. P. Lovecraft and his followers. It pits brave investigators against the malevolent forces in the universe.

### Why Use the DWMG Engine?

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This game is closer to a Role Playing Game than a War Game. Thus, it is very character driven. I felt that the *Doctor Who Miniatures Game* did an excellent job of being a character driven system that captured the feel of the TV series, *Doctor Who*, which is all about the characters. The Doctor and his companions normal save the day using their brains, not their brawn.

The rules for the *Doctor Who Miniatures Game* is a free download. Visit [www.drwhominiatures.co.uk](http://www.drwhominiatures.co.uk) to get them. You can also join the Yahoo! group ([games.groups.yahoo.com/group/doctorwhominiaturesgame/](http://games.groups.yahoo.com/group/doctorwhominiaturesgame/)) to get rules clarifications and other goodies like extra scenarios and profiles.

### What Will You Need to Play?

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*Mythos Miniatures* requires several 6-sided dice (D6), a tape measure (with inches), some counters or tokens, some paper or metal miniatures, miniature scenery, and a large table.

RAFM ([www.rafm.com](http://www.rafm.com)) has the official *Call of Cthulhu* miniature range. eM-4 Miniatures ([www.em4miniatures.com/](http://www.em4miniatures.com/)) has a nice range called *Dunwich Investigators*. Many other miniatures companies have pulp fiction or horror figures that may also be used.

### Playtesting

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The rules in this book are just the playtesting draft, not the final version. If you find anything unclear, illogical, contradictory, unbalanced or just plain stupid, please feel free to send me a message at [tssfulk@island-of-wak-wak.com](mailto:tssfulk@island-of-wak-wak.com).

## Model Profiles

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New or changed rules that are unique to *Mythos Miniatures* are **highlighted**. If you are just playing *Mythos Miniatures*, it is recommended that you use these rules; however, if you are playing *DWMG* with a Lovecraftian feel, then feel free to pick and choose which new rules to use.

### Characteristics

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Each model has certain Characteristics that determine how well it can survive on the battlefield.

**Move:** How far in inches the model can move. Some models have special movement: Dig, Fly, Hover, & Swim. See Movement (p. 6) for more details.

**Defence (Def.):** How hard it is to get hit. This takes into account dodging, toughness, parrying, and fast healing. If the model has a very thick hide or armor, it will be listed in its profile.

**Hits:** How many wounds can a unit take before being knocked unconscious or killed. **Unlike *DWMG* which states that models with 0 Hits should be removed from play, in *Mythos Miniatures* models with 0 Hits fall unconscious and can be revived with magic/first aid, or captured. Tip the model over when this happens. When a model is reduced to -1 Hit, it is dead.**

**Strength (Str.):** How strong is the model. Used to determine Melee weapon strength and to make Strength Tests. For more on Tests see p. 10.

**Agility (Agi.):** How dextrous a model is. Used for Melee combat order and Agility Tests.

**Intelligence (Int.):** How smart a model is. Used for Inventing (p. 12), making **Research Discoveries** (p. 13) and for Intelligence Tests.

**Will Power (Will):** How strong the model's psyche is. Used for Morale Tests (p. 10), **Horror Tests** (p. 10), Will Tests, and **Magic** (p. 11).

**Magic Points (MP):** Every model with Will can cast magic and has Magic Points (MP). Most models start with MP equal to their Will. MP is a measurement of how many and how powerful magic spells a model can cast.

If a model is reduced to 0 MP, it cannot cast any spells. If for some reason the model has less than 0 MP, it will fail unconscious until it has at least 1 MP. MP will regenerate at a rate of 1 MP/hour. For casual play, just assume that each model starts every scenario with full MP. For campaign play (p. 16), you will need to keep track of how much time has elapsed between scenarios.

**Sanity (San.):** Sanity represents how close the model is to a nervous breakdown or more serious psychology problems. It is usually equal to the model's Will, but might be lower in some cases (e.g., Cultists). During the game this number will probably drop a lot. You might want to use tokens to represent how much Sanity each model has (just raid your *Arkham Horror* box for tokens).

When a model has 0 Sanity it becomes insane and gains a Madness. It can still try to function, although it might not actually be very useful anymore. Thus, the model's Sanity could drop below 0.

For more detail about how Sanity works, see the section on Going Insane (p. 13).

### Item and Spell Cards

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To create the variety found in *Arkham Horror*, *Mystic Miniatures* has random Item and Spell Cards. Draw the number of cards from each deck as stated in the model's profile. To make using random weapons easier, each *Mythos Miniatures* model description includes information about the base skill for various types of weapons. These are called: **Base Melee**, **Base Missile**, **Base Handgun**, **Base Rifle** and **Base SMG**. Check the Weapons Table (p. 51) if you are not sure which Base skill to use. Items (random or fixed) can be traded when two models are base-to-base. This is a free action.

Random spells might not be castable by the model if it has low MP. In these cases the model knows how to cast the spell but cannot do so. Spells cannot be traded. During campaigns, it is possible to teach another model a spell, but that should take weeks or months.

Fixed weapons and items should be the ones that the miniature has. If the figure is a gangster with a pistol, then it comes with a pistol not a tommy gun. Although, you can assume that a gangster with a tommy gun, also has a pistol hidden somewhere.

Fixed spells are listed in the model's profile. These spells are stereotypical for the model.

### Special Abilities

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**Alien:** This model is not of this world or is a monster from the Earth. Aliens cause *Fear* in civilians.

**Alien Mind:** The mind of this model is very different from human minds. Sanity rules do not apply.

**Aquatic:** The model can breathe underwater and can swim at its Swim Move value.

- (X) Bane:** Def. vs. substance X (water, silver, mistletoe, etc.) is 1.
- Controlled:** The model is under control. If the control is broken, the model will suffer the effects listed on its profile.
- Force Field (X+):** The model can ignore any shooting against it if it can roll X+ on 1D6.
- Darkness Dweller:** The model lives in darkness. When in areas of bright light (e.g., bright sunshine) it suffers a -1 penalty to Hit.
- Fast Dodge:** Aiming at this model fails on 2+.
- Fast Strike:** Gets a +1 Agi. bonus for determining Melee Order.
- Flier:** The model can fly. While airborne, it can ignore all terrain penalties and cannot be engaged in Melee, except by another Flier. Shots to or from airborne models suffer a -1 to Hit penalty, and the range is increased by 8" to account for the distance up in the air.
- Hand-to-hand Training:** This model adds +1 Str. to unarmed Melee and can choose to do 1 Hit or Stun. Unarmed melee defense is +1.
- Head Shrink:** The model can help another model snap out of a case of Temporary Insanity (p. 14).
- Horror (X)[Y]:** Besides causing *Fear* in civilians, the monster can cause Hero models to lose Sanity (p. 10).
- Hover:** The model may float over any terrain (even rough terrain) at its Move value. It can also go up or down levels at its normal rate.
- Huge:** The model is extremely large (6") and is +2 to hit.
- Hypnotize:** This model can attempt to hypnotize any model within 2" as 1 action. **This requires an opposed Will Test.** If successful the target model becomes *Controlled* by the hypnotist's player.
- Infiltrator:** The model is working for the opposition in secret—it may set up with the other side's forces and cannot be targeted by them until its intentions become clear and the alarm is raised.
- Immaterial:** The model can float through solid material and dies at 0 Hits. It also gains the Hover ability.
- Insane:** The model starts the scenario with 0 Sanity and one Madness.
- Invent:** The model may try to invent a useful device to help defeat the enemy (p. 12).
- Invulnerable (X):** The model reduces the Str./Will of any attack against it by X. Attacks of 0 Str./Will or less are ignored.
- Large:** The model is 3" tall, long or wide. Shots against it get a +1 bonus to hit.
- Leader (X):** The model adds X to the Initiative rolls each round for its side. If playing with activation rules from *DWMG* then it can also activate X number of models within 6".
- Luck (X):** The model may reroll any single die once per turn that directly affects the model or a friendly unit within 6". The model may do this X times each game.
- Magical Invulnerability (X):** The model reduces the Str./Will of any Magical attack against it by X. Attacks of 0 Str./Will are ignored.
- Mechanoid:** The model is robotic or cybernetic. Mechanoids may not run and are immune to the effects of a vacuum, gas, drowning, poison and disease.
- Medic (X):** The model can restore 1 Hit to another model by spending 1 action and rolling X or higher. If the target model is of another species this roll has a -1 penalty. If this brings the model to 1 Hit it counts as being stunned (p. 9). Does not work on Mechanoids.
- Melee Weapons Master:** Armed melee defense is +1.
- Monster Magnet:** Enemies within 12" will have to roll 5+ on 1D6 to shoot at or engage this model in melee. If they fail, they will feel compelled to capture the model instead. If this model is held captive at the end of the game, they are worth 2 VP (p. 16).
- Nauseous Odor:** Models within 2" lose 1 of their actions due to intense vomiting. Models with Resist Vacuum are immune.
- Non-terrene Body:** Firearms, swords, spears, tridents, knives and similar weapons fail to wound on 3+.
- Physical Invulnerability (X):** The model reduces the Str. of any non-magical attack against it by X. Attacks of 0 Str. are ignored.
- Poisonous:** The bite or sting of this model delivers a poison. Unless otherwise stated, the poison does 1 Hit/hour.
- Psychic:** Models with this ability have a cunning 6th sense. They get 1 point of Luck to spend each round. This point can only be used on themselves, and cannot be saved or accumulated. Unused points are lost. The opposing player can force them to reroll one die of any Will Test when the model is resisting being controlled or otherwise taken over.
- Repair:** The model may attempt to fix broken devices or machinery. This takes 1 action and a successful Int. Test. Fail attempts can be retried during another round unless the player rolled a 12, then the device is irreparable. Can also restore 1 Hit to a Mechanoid model like Medic can restore 1 Hit to living beings. Can also Sabotage.
- Research:** The model may try to make a research discovery that will help defeat the enemy (p. 13).
- Resilient (X):** Stuns fail on X+.

**Resist Vacuum:** The model does not suffer from lack of oxygen or gas and can withstand the lack of pressure and intense cold of space. If this ability has a number in parentheses, then no effect will be suffered if that number or higher is rolled on 1D6 each round.

**Sabotage:** The model may attempt to put out of action any piece of equipment by spending 1 action and passing an Int. Test. The model must be touching the device. On a roll of 2, the device is deemed irreparable.

**Screamer:** A screamer model activated within 6" of an enemy model can activate any single friendly model within 6" on a 1D6 roll of 4+. That model can use 1 action regardless of whether it had previously used actions that turn.

**Silent Stalker:** The model may set up last, anywhere on the table. It can be set up within 12" of an enemy model if it is in LOS or within 6" if it is hidden. The model gains +3 to Sneak (p. 6).

**Slow:** The model is so slow, clumsy or shambling it only gets 1 action/turn.

**Small:** Attacks against this model are at -1 due to its small size. It gets +2 to Sneak.

**Teleporter:** The model can instantly or nearly instantly move to any other place within the Teleporter's range (listed under Move in the profile). If there is a number in parentheses after Teleporter, then that is how many actions it takes before the teleportation works.

**Telepathic Control:** As per Hypnotize, except that the range is 24" and does not require LOS.

**Time Lord:** In some scenarios, being a Time Lord may be a bonus or a penalty.

**Tooth & Claw:** The model may get both a bite and a scratch attack in Melee.

# How to Play

## Turn Sequence

*Mythos Miniatures* is divided into **Rounds** each round is further divided into turns for each player (or groups of players on the same side). The breakdown of a round is as follows:

1. Determine Initiative
2. Winner of Initiative's Turn
3. Loser of Initiative's Turn
4. End Phase

## Initiative

Each side rolls 1D6, adding each point of Leader (p. 4) or for any other item or ability that grants a bonus to initiative. The highest roll wins. On a tie, the loser of initiative the previous round wins.

## Actions

On your turn, your models each get 2 actions (unless stated in the profile). An action can be used to move a distance up to the model's Move value, make a ranged attack with a weapon, aim a weapon, cast a spell, or perform a Special Action.

## Special Actions

Special actions cover all other things that models might want to do, such as operating machinery and items. Special Actions that require at least 1 action include: operating complex machinery, picking a lock or using Str. to lift or move something, attempt to invent, repair or research something, and relaying orders.

## Movement

Models may walk by spending only 1 action to move up to their Move value. If they want to run, they can spend 2 actions moving twice as far. Climbing one level of elevation (2-4") using stairs, elevators or ladders costs 1 action.

## Rough Terrain

If a model wants to move over rough ground, roll 1D6 and consult the chart. Round all fractions down.

Rough Terrain	
ROLL	EFFECT
1-2	1/4 Move
3-5	1/2 Move
6	3/4 Move

## Going Prone

Models may drop to the ground and go prone at any point in their movement for free, but movement on the ground is at half pace. Standing up takes 1 Movement point.

## Falling

If a model, within 1" of a drop, takes a hit in melee, or otherwise might lose their footing over a dangerous drop, the model pass an Agility Test or it will fall over the edge.

A fall will cause 1 Hit (at varying strengths) per level fallen. Roll to Wound as per combat rules (p. 9).

Falls		
LEVELS	HITS	STR.
1	1	3
2	2	4
3	3	3
per +1	+1	+1

## Weather

Bad weather will affect the Movement value a unit has and how far it can see. It can also affect to Hit rolls in combat. In general any bad weather and its effects should be mentioned in the scenario.

Below is a table of generic effects. All Movement after Bad Weather effects has a minimum of 1. Visibility determines how far models with normal vision can see. Note that the Deep/Heavy Snow weather type only affects the Visibility if it is snowing. Deep snow affects movement even if the weather is fair.

Bad Weather		
TYPE	MOVE MODIFIER	VISIBILITY
Night/Dark	-1	2D6+10"
Rain	-1	4D6+10"
Heavy Rain	-2	2D6+10"
Snow	-3	1D6+10"
Deep/Heavy Snow	-4	1D6"

## Sneaking

A model that wants to go past enemy models may try to Sneak. Sneaking models move at 1/3 Move rounded down. Large and Huge models may not Sneak.

Roll an Opposed Int. Test vs. each enemy unit within 6". The sneaking model gets a 1/2 Agility bonus (rounded down) to this roll. If there is sufficient cover, add an additional +1 bonus. If the enemy unit does not have Line of Sight (LOS), add another +1 bonus. Small models get a +2 bonus, and Silent Stalkers get +3. Sneaking in normal darkness with some light gives a +2 bonus. Sneaking in

pitch black offers +3. Invisible sneakers also get +3 to Sneak.

On a success, the enemy unit does not notice the sneaking model and cannot fire a weapon or engage in Melee.

Sneaking Bonuses	
SITUATION	BONUS
Sneaker's Agility	+1/2 Agi.
Things to hide behind	+1
Enemy doesn't have LOS	+1
Sneaker is Small	+2
Sneaker has Silent Stalker	+3
Sneaker is Large/Huge	N/A
Sneaker is Invisible	+4
It is dark	+2
It is pitch black	+4

### Guarding

There are times when you may wish to have a model guarding a certain area. In order to guard, the model cannot have used any Actions its previous turn and should have a Guarding Token placed on it. Guarding units can guard with a ranged weapon or with Melee. If the enemy model is successfully sneaking by the guarding model. The guarding model cannot use its actions to attack.

### Guarding with Ranged Weapons

As soon as an enemy unit enters within range of the guarding unit's weapon and there is LOS, the guarding unit may choose to fire a weapon. The guarding unit does not have time to aim, but can wait until the enemy model is closer. Guarding units suffer a -1 to Hit penalty, since they have to react fast and watch over a large area.

### Guarding with Melee

As soon as an enemy unit comes within range, the guarding model may activate to move a distance up to its Move value so that it is base-to-base with the enemy model. Melee is then engaged as per the combat rules (p. 9).

### Vehicles

#### Movement

Vehicles require one model to be its driver. When the driver is activated, the vehicle gets 2 Move Actions. The driver can do nothing else that turn.

Vehicles cannot cross obstacles like walls or fences, or enter terrain prohibited by their type (see the Vehicle and Terrain Table). If a vehicle spends its *entire* Action on a road, it gains a free Road Bonus which can be spent to move the vehicle further along the road.

Vehicles must end each Action in a position anywhere in the front 180° of its starting position and can face any direction the players wants.

Vehicle & Terrain Table					
MOVE TYPE	ROAD BONUS	OPEN	ROUGH	WOODS	WATER
Wheeled	+4"	Yes	1/2	No	No
Tracked	+2"	Yes	3/4	1/4	No
Hover	None	Yes	No	No	Yes
Water	N/A	No	No	No	Yes

### Hit & Run Attacks

Any models on foot in the path of a moving vehicle are subject to a Hit & Run Attack and must roll an Agi. Test. On a success, the model has dodge the vehicle and must be placed to one side of the vehicle's path. Failure indicates the vehicle has rammed the model. The model is automatically hit by at a Str. equal to the vehicles Def. **If the model has Def. 4 or higher, the vehicle will also take a hit with a Str. equal to the model's Def.**

### Ramming Attacks

A moving vehicle can also ram into another vehicle, building or large obstacle. Each causes the other an amount of damage equal to its current Hits. This damage is halved if the moving vehicle only used a single Move Action. The Str. of these Hits will be equal to half the distance the vehicle has moved this turn (Maximum of 8). Walls and similar obstacles cause 1D6 Hits if struck.

### Entering/Exiting Vehicles

Getting into or out of a vehicle requires 1 Move Action, which can be combined with up to half of the model's normal movement. For example, a model with 6 Move, can

move 3" and then enter a car as 1 Move Action. The maximum number of models that can enter a vehicle in one turn is equal to the vehicle's Capacity. Models cannot exit one vehicle and enter another in the same turn.

### Shooting from Vehicles

Models shooting while riding a vehicle suffer a -1 To Hit penalty, unless the weapon is mounted on the vehicle.

### Damage to Vehicles

Every time a vehicle takes damage, roll 1D6 to determine if the Hit affects an occupant or the vehicle. Blast weapons affect all models within the blast radius.

Vehicle Damage Table	
ROLL	MODEL HIT
1-2	Random Occupant
3-6	Vehicle

### Out of Control Vehicles

Vehicles will go out of control if their driver is removed from the game, stunned, engaged in Melee, or if any other unforeseen things occur. Roll 1D6 twice (once of Steering

and once for Speed) and consult the table below. Roll again for the second Move Action, if the vehicle is still moving after its first Move Action. If the vehicle leaves the table, it and its occupants are out of the game.

ROLL	STEERING	SPEED
1-2	Veer 45° Left	Stops
3-4	Straight ahead	Half
5-6	Veer 45° Right	Full

VEHICLE	TYPE	CAPACITY	DEF.	ARMOUR	HITS	SPEED	SPECIAL
Roadster	Wheeled	4	5	5+	3	12	Large
Motorcycle	Wheeled	2	4	6+	2	16	
Patrol Wagon	Wheeled	8	6	5+	5	10	Large
Pickup Truck	Wheeled	8	5	5+	4	10	Large

## Combat

### How to Hit

For both Melee and Ranged Attacks, roll 1D6 and add all modifiers. If the result is equal to or higher than the to Hit number in the profile, the model successfully hits the target. Armored models get to roll 1D6 to see if their armor stopped the hit from wounding. If the result is higher than or equal to the Armor number in its profile, the hit

fails.

Once a hit is successful, the attacker must roll to see if the hit wounded the target. Roll 1D6 and consult the Damage Table<sup>1</sup>. If the die plus all modifiers is equal to or greater than the wound target number, then the wounded model loses 1 Hit. If the defence is 5 or greater than the Str., there is no chance to wound. Attacks that do greater damage (2+ Hits) must roll separately for each wound.

Damage Table									
STRENGTH HIGHER				EQUAL	DEFENCE HIGHER				
4+	3	2	1	—	1	2	3	4	5+
0+	1+	2+	3+	4+	5+	6+	7+	8+	X

### Melee

Models can only engage in Melee when they are base-to-base with an enemy model. Melee is a free action. The attacker may choose to initiate combat immediately or wait until all other friendly models have used their actions.

### Number of Attacks

Models get 1 Melee attack, unless otherwise stated in their profiles. Multiple attacks may be divided up between any target in Melee with the model.

### Order of Combat

Each group of melee combat is resolved in the following manner:

1. Models entering the Melee this round.
2. Other models in order of Agility. Models with the same Agility attack *simultaneously*.

Roll for both to Hit and to Wound before moving on to the next model in melee. It is possible that this will knock out a combatant before it has a chance to attack.

### Unarmed Combat

All models may attempt to brawl even if they don't have a weapon. Brawling only *stuns*, unless the attacker has the Hand-to-hand Training ability.

### Multiple Attackers

Only 4 models may attack a normal-sized or small models at once. Large models may be attacked by up to 6 normal-sized models. **Huge models may be attacked by as many models as can fit around it.** Large models count as 2 models for this purpose. **Only 1 Huge model can attack another smaller model at the same time.**

### All or Nothing

If the attacker's Str. is less than the target's Def., it may choose to make an *All or Nothing* attack. It gets to roll an extra die when attacking. All hits get to roll to wound, but this cannot cause more damage than stated in the model's

profile. Extra wounds are ignored. **If the defender gets to counterattack, the Def. of the model that attempted the *All or Nothing* attack is at -1.**

### Rear Attack

When an attack is made from the back 180°, the attacker gains +1 to Hit and the Def. of the defender is at -1.

### Breaking Free

Models in melee may attempt to break free. This takes 1 action, and the opponent(s) gets 1 free melee attack (each) at +2 to hit. If the model survives, it can use its other remaining action(s) as normal.

### Stunned

Unless stated in the profile, melee wounds result in stunning an opponent. **A stunned model is unconscious for 1D6 + Weapon Str. rounds.**

Stunned models immediately fall prone. Melee attacks made against stunned models are at +2 to Hit with -1 Def. In the end phase of each round, the stunned model rolls 1D6 for each Hit it has left, using the highest result. If it rolls a 6, it recovers early.

**An unarmed model may not stun a larger model that is 2 categories larger (small vs. large; normal vs. huge).**

Melee Attack Modifiers	
SITUATION	MODIFIER
All or Nothing Attack	extra D6
Attack in Rear	-1 Def., +1 to Hit
Defending behind Obstacle	+1 Def.
Attacking over Obstacle	-1 to Hit
Attacking after All or Nothing	-1 Def.
Defender is Stunned	-1 Def., +2 to Hit
Defender is Invisible	-2 to Hit
It is pitch black	-2 to Hit

<sup>1</sup>This table has been expanded from *DWMMG* due to die altering spells and items.

## Shooting

A model may use an action to shoot a ranged weapon, if the following conditions are met:

- The shooter has not fallen this turn.
- The shooter has not already fired a weapon.
- The shooter has unblocked Line of Sight (LOS) to the target.
- The target is within the range of the weapon.
- The target is within the front half (180°) of the shooter.

## Aiming

A model may spend 1 action Aiming before shooting. The model cannot move that turn. Aiming gives a +1 to hit bonus and removes the long-range penalty.

## Targeting Models in the Dark

Mythos adventures often occur after dark. In darkness conditions with some light, there is a -1 penalty. In total darkness, there is a -4 penalty to Hit.

## Targeting Models in Melee

If a model shoots at another model that is in Melee and scores a hit, randomly choose which model in that melee group gets hit. If the the shooter Aimed the previous action, then it can choose to lose the +1 to hit bonus in exchange for a better chance to hit the intended target. In this case roll 1D6. On a roll of 3+, the shooter hits its intended target. Otherwise randomly determine which model gets hits (it can still be the intended target).

## Multiple Shots

Weapons with the *Burst* ability can shoot all their hit rolls as 1 action. Otherwise weapons can only fire once per turn. If the shooter has 2 pistols, it may fire both at the same time. In this case, the model cannot aim and the off-handed weapon gets a -1 modifier on its to Hit roll.

Ranged Weapon to Hit Modifiers	
SITUATION	MODIFIER
Long Range (more than 1/2 Range)	-1
It is dark	-1
It is pitch black	-3
Target is airborne	-1
Target is partially hidden	-1
Target is prone	-1
Target is small	-1
Target is immobile	+1
Target is Large	+1
Target is Huge	+2
Shooter has Aimed	+1
Shooter has Guarded	-1
Weapon is in off hand	-1

## Tests

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### Characteristics Tests

Doing things that require applied use of a Characteristic (Str., Agi., Int., & Will) must be resolved with a Test. For Strength and Agility Tests roll 1D6. For Intelligence and Will Power Tests roll 2D6. If the roll is *less than or equal to* the model's statistic the test succeeds.

### Opposed Tests

Other times two or more models will pit their characteristics against each other. In these cases each side should roll 1D6 and add it to the Characteristic score for the Opposed Test. The side with the most models in the Test gets a +1 bonus. The *highest total score* wins. If there is a tie, nothing usually happens.

### Special Will Power Tests

### Morale Tests

Most of the rules for Morale Test from *DWMG* fit a military skirmish game. They do not really fit a heroic RPG skirmish game. Feel free to use them if you wish. Instead *Mythos Miniatures* uses Horror Tests and Sanity.

### Horror Tests

*Doctor Who Miniatures* already had a Lovecraftian *fear* element linked to Morale tests and strange alien monsters. Only civilians *feared* the monsters. Unit troopers, the Doctor and his companions were used to such horrors and could face them without Morale Tests. However, the monsters in *Mythos Miniatures* are generally more alien and horrific. Lovecraftian horrors can drive even the Doctor insane.

In addition to the *Alien* ability, some Mythos monsters will also have a *Horror* ability followed by a number in

parentheses. This number is subtracted from the Will of anyone seeing (LOS) the model for the first time in the scenario. These models should each roll a Will Test using the modified Will number. If they fail they each lose 1 Sanity.

Some extremely horrific models can cause additional Sanity losses. The amount of Sanity loss will be in brackets

after the parentheses. For example, Great Cthulhu has Horror(5)[2D6], so a failed Horror Test will result in 2D6 loss of Sanity.

Civilian models will also flee the battlefield as per *Fear*. Investigators, soldiers, police officers, the Doctor and his companions are not effected by *Fear*.

## Capturing Models

When in base-to-base contact with another model, the player may choose to try to capture it, using Strength or a the threat of a weapon, instead of engaging in melee.

If the opposing model does not resist, then it is considered Captured and is moved when its captor moves, maintaining base-to-base contact. The captured model can only use actions to try to break free.

If the opponent resists capture by Strength, then the captor(s) must succeed at an Opposed Str. Test. If this succeeds the model is Captured. If the opponent resists

capture by weapon, then the models enter Melee. If the capturing model(s) scores a hit, then instead of rolling to wound (or stunning), the opponent is considered at knife/gunpoint and is Captured. If the opponent scores a hit, resolve the wound as normal.

Breaking free requires an Opposed Str. Test. If the captors have a weapon, they can choose to make an immediate weapon attack at 4+ to Hit. If the captive escapes this point-blank attack, it can counterattack or move up to half of its movement. Breaking free requires 1 action.

## Magic

To cast magic, the model must know the spell. The spells known to a model are in its profile. If the profile states something like, "Starts with 2 spells," then that model gets two randomly drawn cards from the Spell Deck.

The spell profiles (p. 43) have three main parts: spell name, a table of important stats, and a description of the spell effect.

**Spell Name:** Simply the name of the spell. In addition, spells that can be resisted will have a number in parentheses after the spell name, e.g., Compel (0), Dismiss Spirit (4). The number is added to the caster's Will Power to determine the strength of the spell.

**MP Cost:** How many Magic Points does it cost to cast the spell. For simplicity's sake, most spells require that all MP be paid when the caster starts casting the spell. Some spells like Transfer Power (p. 48) break this rule. Follow the rules in the spell effect description in these cases. Some spells like Circle of Protection (p. 44) require an additional MP cost/"something" (wound protection, 2" radius, etc.). In these cases the MP Cost will state the base cost *plus* the additional cost (e.g., 1 MP plus 1 MP/wound).

**Sanity Cost:** How much, if any, Sanity you lose when casting the spell.

**Actions:** Most spells take time to cast. This is usually stated in how many consecutive actions are required to chant the incantation, make gestures, throw strange powders on flames, etc.

These actions must be uninterrupted and undisturbed. Being shot at requires a Will Test to continue the spell. Getting hit and being engaged in melee combat will interrupt the spell. MP and Sanity

costs will still have to be paid, and there are usually no side effects. The spell never gets cast. The caster must begin again and pay all the starting costs again, if it wants to cast the spell.

Ritual spells (p. 12) require many actions.

**Range:** How far can the spell effect something. *Touch:* the caster must physically touch the target. The caster's hand will glow with magical energy until it touches a living thing to transfer the energy. *6":* the target must be within a 6" radius. Usually within earshot. The caster does not need to have LOS of the target unless stated. *LOS* the caster must be able to see the target on the map.

**Duration:** How long the Spell Effect lasts. Some spells have a variable MP Cost/Duration like Evil Eye Curse (p. 45). Usually this variable cost is 1D6 rounds for every 2 MP extra you pay when declaring that you are casting the spell.

**Resist:** Can the spell be resisted by the target: Yes or No? If the spell can be resisted there will also be a Will bonus after the Spell Name. Add that number to the caster's Will and roll an Opposed Test vs. the Will of the target. If the caster wins the spell effect takes place, else the target successfully resisted the spell. Some spells allow the caster to pay extra MP when casting to get even further increases to the Will bonus. Unless stated in the Spell Effect description, all MP costs must be stated and paid when the caster declares it is casting the spell.

Some "good effect" spells can be resisted, but only if the target is unwilling. If the target is willing the spell automatically succeeds. Unconscious, stunned, or sleeping targets cannot actively resist, but their subconscious mind can. Use 1/2 Will rounded up in these cases.

**Spell Effect:** This describes what happens when the spell is successfully cast.

### Ritual Spells

Some very powerful spells require a ritual to be performed by several spell casters. Ritual spells are labeled as such under the Actions column in the spell descriptions. All rituals will have very large MP costs and will generally take several hours to perform. To accommodate the timeframe of the game, rituals should already be in progress at the start of scenarios.

Choose a high priest or ritual leader. For ritual spells that can be resisted, use the Will of the high priest or ritual leader and add +1 for every other caster in the ritual (maximum of +10).

### Summoning Spells

Spells that summon a creature or being have special rules. The Will Test is vs. the creature being summoned. If the Test is successful, the caster brings the creature into the material world. If asked to, that creature will answer three questions before running rampant. If the caster commands

the creature to attack someone or something, it will make that person/creature its first kill. Then it will continue killing the closest model that is not the caster. If the caster knows a Dismiss Spell for the summoned creature it can try to send it back to where it came from. If not, it will stay in the material world wreaking havoc. With ritual spells, all the casters are protected on a success.

If the Will Test was a tie, the creature will be summoned, but not bound by the caster. It will immediately attack the caster and then continue to killing everything in sight. With ritual spells, it will attack the nearest caster first.

If the spell failed, nothing happens.

### Willing Deities

If a cult is trying to summon its deity, then there is a 50% chance that the deity wants to be summoned. Roll to resist as normal. Then roll to see if the deity was willing or unwilling. Willing deities will be summoned even if the cultists fail the Opposed Will Test. With willing deities, ties and failed Will Tests result in the deity attacking the cult first. The cult is protected if they win the Will Test. Unwilling deities behave as per the general rules.

## Inventing and Research

### Inventions

Models with the Invent ability can create items during the game to help them defeat their enemies. Using the Invent ability takes all actions for one turn and often many more turns for each model involved. The model(s) must have access to either a laboratory or some other source of equipment. The player must state which model or class of models (ghouls, serpent men, etc.) the device will work against. If more than one model is working on the device, the one with the highest Int. is considered the head inventor.

### Invention Process

When the model heading the invention attempt is activated, roll 3D6. A breakthrough is achieved if the result is equal to or less than the head inventor's Int. Add a +2 bonus for each other model with the Invent skill within 3" (maximum +6).

If the roll is unsuccessful a breakthrough can be attempted in future rounds. If it is successful the invention process can progress.

For each round after the successful breakthrough, the head inventor rolls 1D6. Each additional team member adds +1 to this roll (maximum bonus of +3). Tally a running total for these rolls. When the cumulative score reaches at least 15, the invention is complete.

### Invention Types

Once the invention total has been reached, roll 1D6 and consult the Types of Inventions table.

Types of Inventions	
ROLL	INVENTION
1	Achilles' Heel
2	Weakness (Shooting)
3	Weakness (Melee)
4	Jammer (1 Model)
5	Jammer (All Models)
6	Weapon

**Achilles' Heel:** You have discovered a weak point in the enemy's strategy. If your side could reach it, then you would gain a definite advantage in this battle.

You determine a point on the table more than 12" away from one of your models and within 12" of at least one enemy model. The opposing player must place a token representing the object anywhere within 2D6" from this point. If one of your models can reach it, the enemy will suffer the following effects:

- All enemy models suffer -1 Will for the rest of the game.
- The enemy counts as Wiped Out for Morale Tests. *If you are not playing with Morale, then each enemy model has 1 less action until the end of the game (minimum of 1 action).*

**Weakness:** Roll 1D6. On 1-3 affected models suffer -1 Def. On 4-6 they suffer -2 Def.

**Jammer:** Jammers block the control signal of Controlled models or otherwise interfere with their circuits or nervous system. Jammers are used like a handgun. Models being jammed get no actions. There are 2 types of Jammers: 1 Model and All Models.

**1 Model:** This affects 1 model/use. The target model must be shot at (2+ to hit). The range is 3D6". LOS is *not* needed.

**All Models:** This affects all models within the range (360°). Roll 1D6 after it is invented. This roll is both the to Hit number and the range (X5"). For example a roll of 3 would succeed on 3+ and have a range of 15". Roll to succeed for each enemy model within the range radius.

**Weapon:** This a ranged weapon which can only affect the specific model type. Roll 3D6 for the weapon's range. The weapon hits on 4+ and automatically inflicts 1 Hit on the target. On a hit roll of 1 the weapon has malfunctioned. A successful Repair roll or Int. Test (at -2 Int.) is needed to get it working again.

### Research Discoveries

Research is the more Lovecraftian way to find out how to tackle Mythos monsters. Dr. Armatage did research to find a way to send the Dunwich Horror into another dimension, in Lovecraft's "The Dunwich Horror". Most Mythos RPGs have research as the primary means for the investigators to achieve their goals.

Follow the same rules for inventions with the following additional rules: Models must have the *Research* ability. Add +1 for each additional model with *Research* within 3" of the lead researcher. Add +1 if these models have 1-3 tomes. Add +2 for 4 or more tomes. Add +1 if the models are in a "world class" occult library, such as Miskatonic University Library. Maximum bonus is 4+ (Both for Discovery Breakthrough and Discovery Progress).

Reading the strange tomes of Mythos lore is not without peril, however. At the end of each turn of research, each research team member must pass a Will Test or lose 1 Sanity. Models cannot lose more than 2 Sanity/Research Discovery.

### Research Discoveries

Roll 1D6 when the research is finished and consult the table below.

Types of Discoveries	
ROLL	DISCOVERY
1	Place of Power
2	Weakness (Magical)
3	Weakness (Physical)
4	Psychic Interference (1 model)
5	Psychic Interference (All models)
6	Dismiss Spell

### Going Insane

Playing *Mythos Miniatures* brings your models closer and closer to insanity. If you have played the *Call of Cthulhu* RPG by Chaosium, then you know that their interpretation of Lovecraftian insanity-inducing horror is a downward spiral, since characters roll vs. the Sanity characteristic, which is the same characteristic that gets low-

**Place of Power:** Careful research has discovered that the enemy would be substantially weakened if the source of their power can be blocked or some vital artifact captured. If your side could reach it, then you would gain a definite advantage in this battle.

You determine a point on the table more than 12" away from one of your models and within 12" of at least one enemy model. The opposing player must place a token representing the object anywhere within 2D6" from this point. If one of your models can reach it, the enemy will suffer the following effects:

- All enemy models suffer -1 Will for the rest of the game.
- All enemy models lose 1/2 of their remaining MP rounded up.

**Weakness:** Same rules as for inventions (roll 1D6; 1-3 -1 Will/Def., 4-6 -2 Will/Def.), except Weaknesses are for Magical Attacks and Physical Attacks.

If a model has Magical or Physical Invulnerability that is still greater than a the Will/Str. of an attack, roll to see if there is a chance to wound (2D6 for Will/1D6 for Str.). If you roll the Invulnerability number or greater, you can try to wound the model. This only works for Inventions and Discoveries.

**Psychic Interference:** You have discovered a way to block the mental/magical control of *Controlled* models, or otherwise interfere with the psyche of the enemy. Psychic Interference will have a variable effect (either 1 model or all enemy models). For the "all models" variety, roll 1D6. This will determine the range (1D6x5") and the effect number. Short range has better effect; long range has weaker.

For simplicity's sake, assume that the lead researcher has a paper with the incantation for Psychic Interference. If that model should be eliminated or stunned, another model can spend an action to pick it up, but only a member of the research team can use it.

Using Psychic Interference takes an action. The effects of the Interference are resolved on the affected model's turn.

**Dismiss Spell:** The researchers find a Dismiss spell (p. 45) for one class of models (Ghouls, Mi-Go, Sand Dwellers, etc.).

ered when you fail such rolls. *Mythos Miniatures* tries to limit this downward spiral, much like *Arkham Horror* and the *Trail of Cthulhu* RPG do.

A model's strength of will (Will Power) reflects how strongly it can withstand the cosmic horrors in the game. This number will rarely change, not even if the model's

Sanity drops drastically. So even if the model is nearly insane, if it has high Will it still has a good chance of staying sane.

### Temporary Insanity

Casting spells, reading strange universe-altering tomes and encountering unimaginable creatures are things that can test your Will and cause you to lose Sanity and brings you

closer to the edge. When a model has lost or spent as a cost to cast a spell or activate an item 4 or more Sanity in one scenario, that model must now roll an additional Will Test for every failed Will Test (e.g., a Horror Test) that result in loss of Sanity. If the model fails this Will Test it will go temporarily insane. Roll 2D6 and consult the Temporary Insanity Table for the effect. The model must make these Insanity Will Tests until the end of the scenario.

Temporary Insanity Table	
RESULT	TYPE OF TEMPORARY INSANITY
2	<b>Homicidal Mania.</b> The model must try to kill someone (not <i>something</i> ).
3	<b>Screaming Fit.</b> The model cannot take any other action than screaming its head off.
4	<b>Faint for 1D6 rounds.</b> (No Will Test to stop, can be revived with an action by another model)
5	<b>Stuttering, ticks or twitches.</b> The model cannot do any actions that require communication. This includes casting magic spells.
6-8	<b>Flees in panic in a random direction.</b> It will then try to get off of the gamefield.
9	<b>Stupor.</b> The model assumes a foetal position and cannot interact with the outside world.
10	<b>Intense Fear.</b> The model cannot move or do anything, but it can talk. No actions may be taken.
11	<b>Uncontrolled Laughing.</b> The model cannot take any other action than ROTFL.
12	<b>Suicidal Mania.</b> The model must try to kill itself.

At the end of each of that model's turns, it can try to snap out of it with a successful Will Test. Models with the Head Shrink ability can spend 2 actions trying to talk the model out of its insanity. If this Will Test succeeds, the model has "gotten a grip" and can function normally.

*Faint* does not require a Will Test. Instead the fainting attack will last 1D6 rounds or the model can be revived with an action by another model.

### Long-term Insanity (Madness)

When a model reaches 0 Sanity it must roll 2D6 and consult the Madness Table. Models that start or enter the scenario with 0 Sanity (e.g., Cultists) should also roll for a Madness at the start of the game or when it enters play, unless the Madness is already stated in the model's profile. The Madness cannot be cured without long-term therapy and/or treatment.

Models may have more than one Madness. If you roll a Madness that the model already has, the model can no longer function in the game and should be placed in an institution.

Madness Table	
RESULT	TYPE OF MADNESS
2	<b>Amnesia.</b> The model cannot remember who it is or what it was doing. If commanded by someone with the Leader or Head Shrink abilities (within 6"), the model will follow that order with a successful Will Test. If it fails or has no leader with 6", the model will wander randomly. In addition, the model can no longer use any special abilities except for Luck and cannot remember any spells.
3	<b>Agoraphobia.</b> The model cannot move into an open space (6" x 6" or larger) without passing a Will Test. Also each turn that the model ends in such an area requires another successful Will Test or lose 1 Sanity.
4	<b>Longorrhea.</b> The model talks continuously, but logically. All Will Tests for magic (to use and to defend) are at -1. The model cannot Sneak or use the Silent Stalker ability if it has it.
5	<b>Delirium.</b> The model must pass a Will Test at the start its turn, or it is bewildered and disoriented limiting it to only 1 action.
6-8	<b>Xenophobia.</b> The model is at -2 to all Horror Checks and will flee as per <i>Fear</i> .
9	<b>Mania.</b> The model is overactive and overconfident. It acts before thinking. All Tests (except for Will Tests) are at -1. All combat rolls are at -1 to hit. The model also cannot Aim.
10	<b>Paranoia.</b> The model mistrusts everyone. If it is within 2" of another model from the same side, it gets -1 to all die rolls. If the model is a member of a research or invention team, it does not give a plus +1 bonus for the Discovery/Invention rolls. If playing with the Activation rules, it cannot be activated by another model.
11	<b>Claustrophobia.</b> The model cannot move into a narrow enclosed space (1" wide), such as a small room or a cavern tunnel without passing a Will Test. Also each turn that the model ends in such an area requires another successful Will Test or lose 1 Sanity.
12	<b>Clinical Depression.</b> The model must pass a Will Test (at -2 Will) for every action or do nothing.

## Victory Points & Campaigns

### Victory Points

Victory Points (VP) are used to determine who has won the game in certain scenarios. At the end of the game each side should total up the VPs they have gained to see who has won. Victory Points are awarded in the following circumstances:<sup>2</sup>

- ENEMY MODELS ELIMINATED +1 VP
- ENEMY WIPED OUT +2 VP  
Opponents force reduced to 50% models or less.
- SCENARIO OBJECTIVE ACHIEVED VARIES  
Some scenarios will offer VP if certain conditions are met.
- MODEL SPECIFIC VP VARIES  
Some models have VP rules which may apply.
- DEITY RUNS AMOK +5 VP  
If a side summons a deity than cannot be stopped, that side gets a big bonus.

Victory Level Table	
VP DIFFERENCE	VICTORY LEVEL
0	Draw
1-2	Minor Victory
3-4	Sound Victory
5-6	Major Victory
7+	Colossal Victory

### Campaigns

For campaigns, keep track of equipment, Hits, Magic Points and Sanity between sessions. Hits can be recovered at a rate of 1 Hit per month (some models may heal slower or faster, as stated in their profiles). MPs recover at a rate of 1 per hour of rest. Most models can recover all their MPs after a good night's sleep. Sanity can only be recovered with professional therapy or psychoanalysis. If treated the model can regain 1-3 (1D6/2) Sanity each week. Magic Points and Sanity can never be greater than the model's current Will Power (unless stated in the profile).

Diseased characters must be hospitalized or lose 1 Hit/week. They do not regain Hits until the disease is cured. Roll 1D6 at the end of each week that the model is in a hospital, on 5+ the disease is cured.

Sanity can also be awarded based on the Victory Level of a scenario. If a side wins a Minor Victory, award all models on that side with 1 Sanity. Award 2 Sanity for a Sound Victory, 3 Sanity for Major Victory, and 4 Sanity for a Colossal Victory. This award cannot raise a model's Sanity over its current Will Power.

In addition, if a side achieved a Major or Colossal Victory in a scenario, it should be awarded with extra models for the following scenario.

<sup>2</sup>This list is very different from *DWMC*, because *Mythos Miniatures* is not a military game.

## **Profiles and Stats**

## The Heroes: Investigators

### Adventurer, generic hero (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Rifle <sup>a</sup>	24"	3+	3	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	3+	3+	4+

**Items:** Starts with 3 Items.

**Spells:** Starts with 1 spell.

**Notes:** Luck (2), Extraordinary Good Luck (Once per scenario, all enemy models within 6" of Adventurer get a -3 modifier to all die rolls. Announce you are using this ability at the start of the round.).

<sup>a</sup>Only some models.

### Archaeologist, whip-happy treasure hunter (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	8	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Bullwhip	Melee/1"	4+	4	Does not wound. You can choose to grapple a limb, trip, or force a model to drop something. All require an Opposed Str. Test.
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Rifle <sup>a</sup>	24"	3+	3	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	3+	3+	5+

**Items:** Starts with 2 Magical Items. Starts with 1 other item.

**Spells:** Starts with 1 spell.

**Notes:** Luck (2), Research, Arcane Collection (Archaeologist draws 5 *Magical* Item Cards at the start and keeps 2 of them).

<sup>a</sup>Only some models

### Athlete (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	3	2	4	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	4+	4+	5+

**Items:** Starts with 4 Items.

**Notes:** Luck (2), Champion (Once per scenario, Athlete can get a +3 bonus to all Str. Tests or +1" Movement bonus for 1 round. Announce at the start of the round that you will be using this ability.).

## Big Game Hunter (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Rifle	24"	3+	3	
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	3+	3+	5+

**Item:** Starts with 3 items.

**Notes:** Luck (2), Hunter Instinct (Big Game Hunter gets +1 Str. to Wound with all non-blast hits.).

## Cowboy, yippie ki-yay (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Lasso	Melee/3"	3+	4	Does not wound. Grapples. If successful, model is considered <i>Captured</i> . Can only be used on one model at a time.
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Rifle <sup>a</sup>	24"	3+	3	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	3+	3+	5+

**Items:** Starts with 3 Items.

**Spells:** Starts with 1 spell.

**Notes:** Luck (2), Hunter Instinct (Cowboy rolls 2 dice when trying to wound with non-blast weapons. Use the highest result.).

<sup>a</sup>Only some models

## Dilettante/Aristocrat, upper-class adventurer (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	
Pistol	12"	4+	3	Hits on 3+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	4+	4+	5+

**Items:** Starts with 2 items.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Power Shopping (Dilettante/Aristocrat draws 5 Items *and* Spell Cards at the start and keeps 2 of them).

## Doctor/Nurse, healers (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	8	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	
Pistol <sup>a</sup>	12"	5+	3	Hits on 4+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	4+	5+

**Items:** First Aid Kit, Knock-out Serum (3 charges), 1 other item.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Medic (4), Research, Team Work (If both a Doctor and a Nurse try to restore a hit to another model, they roll two dice and take the highest result.).

<sup>a</sup>Some models only.

**Entertainer, beautiful beguiler (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	
Pistol	12''	4+	3	Hits on 3+ if range is 6'' or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	4+	4+	5+

**Items:** Starts with 2 items.

**Spells:** Command, Song of the Siren, Starts with 1 other spell.

**Notes:** Luck (2), Monster Magnet, Magical Music (Entertainer rolls an extra die for all spell rolls. Use the highest result.).

**Expedition Leader (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Rifle	24''	3+	3	
Pistol	12''	3+	3	Hits on 2+ if range is 6'' or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	3+	3+	4+

**Item:** Starts with 2 items.

**Spells:** Starts with 1 spell.

**Notes:** Leader (1), Luck (2), Good Planning (Once per game the Expedition Leader can prevent a hit to one of the heroes within 6'').

**Gangster, hitman who's seen the darkness (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	5	5	5

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12''	3+	3	Hits on 2+ if range is 6'' or less.
Tommy Gun <sup>a</sup>	16''	3+	3	Burst, Cannot be Aimed.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	3+	3+	3+

**Items:** Starts with 3<sup>b</sup> items.

**Notes:** Luck (2), Deadly Ruthlessness (Gangster rolls 2 dice to Hit, keeping the highest result).

<sup>a</sup>Only on some models.

<sup>b</sup>The Gangsters with a Tommy Gun start with 2 items.

**Hillbilly, slack-jawed yokel (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	5	6	6	6

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Rifle	24''	3+	3	
Shutgun <sup>a</sup>	8''	2+	4	Blast 2''

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	3+	3+	5+

**Item:** Starts with 2 items.

**Spells:** Starts with 1 spell.

**Notes:** Leader (1), Luck (2), Good Planning (Once per game the Expedition Leader can prevent a hit to one of the heroes within 6'').

<sup>a</sup>Some models only.

### Indian, brave warrior (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Knife	Melee	4+	3	1 Hit
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Rifle <sup>a</sup>	24"	3+	3	
Bow <sup>b</sup>	24"	3+	3	Primitive

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	3+	3+	3+	5+

**Items:** Starts with 2 Items.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Hunter Instinct (Indian rolls 2 dice when trying to wound with non-blast weapons. Use the highest result.).

<sup>a</sup>Only some models

<sup>b</sup>Only some models

### Indian, medicine man (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	
Knife	Melee	5+	2	1 Hit

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	4+	5+	5+	5+

**Items:** Starts with 1 Items.

**Spells:** Dismiss Monster, Heal, 2 other spells.

**Notes:** Luck (2), Medic, Head Shrink, Well-balanced Mind (Total Sanity costs for casting spells are reduced by 1, minimum of 0).

### Librarian, cataloger extraordinaire (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	5+	5+

**Items:** Starts with 1 item.

**Spells:** Starts with 3 spells.

**Notes:** Luck (2), Research, Well-organized Mind (Total Sanity costs for casting spells are reduced by 1, minimum of 0).

### Martial Artist, deadly fighter (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	4	2	3	4	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Martial Arts	Melee	2+	4	1 Hit or <i>Stuns</i>
Katana <sup>a</sup>	Melee	2+	4	1 Hit

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	2+	3+	4+	4+	5+

**Items:** Starts with 2 items.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Fast Strike, Hand-to-hand Training, Melee Weapons Master, Silent Stalker, Chi Focus (Once per game, Martial Artist can focus its chi to add +1 Str. to 1 Melee Attack).

<sup>a</sup>Some models only.

**Mystic Seer, teller of fortunes (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	9	9	9

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	5+	5+

**Items:** Starts with 2 items.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Mystic Visions (Mystic Seer's side adds +2 to all Initiative rolls, if it is conscious.).

**Necromancer, master of the dark arts (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	9	10	10	10

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	5+	5+

**Items:** Starts with 1 Tome, and 2 Magical Items.

**Spells:** Starts with 6 spells.

**Notes:** Luck (2), Research, Deadly Touch (Necromancer's To Hit number is 3+ when trying to touch for a spell), Psychic Torment (Every 3 rounds, the Necromancer must pass a Will Test or lose 1 Sanity).

**Officer (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	3+	4	1 Hit or <i>Stuns</i>
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Rifle <sup>a</sup>	24"	3+	3	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	3+	5+	3+	3+	4+

**Item:** Starts with 3 items.

**Spells:** Starts with 1 spell.

**Notes:** Leader (2), Luck (2), Hand-to-hand Training, Charismatic Leader (All models within 6" of Officer get a +2 bonus to Horror Tests).

<sup>a</sup>some models only

**Pilot, aerial explorer (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	4	1 Hit or <i>Stuns</i>
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	3+	3+	4+

**Items:** Starts with 3 items.

**Spells:** Starts with 1 spells.

**Notes:** Luck (2), Hand-to-hand Training, Well Travelled (Pilot gets a +1 bonus to Horror Tests).

### Police, officer of the law (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	6	6	6

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	3+	3	<i>Stuns</i>
Night Stick	Melee	3+	4	1 Hit or <i>Stuns</i>
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	3+	5+	3+	4+	4+

**Items:** Starts with 2 items.

**Notes:** Luck (2), You're Under Arrest! (Once per scenario, Police can get a +2 Str. bonus to grapple another model. If successful the model is considered *Captured.*).

### Private Eye, connector of clues (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12"	4+	3	Hits on 3+ if range is 6" or less.
Tommy Gun <sup>a</sup>	16"	4+	3	Burst, Cannot be Aimed.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	4+	4+	4+

**Items:** Starts with 2<sup>b</sup> items.

**Spells:** Starts with 1 spell.

**Notes:** Luck (2), Research, It All Makes Sense Now (Once per game Private Eye figures out the clues to give it +3 to all rolls that round. Announce you are using this ability at the start of the round.).

<sup>a</sup>Only on some models.

<sup>b</sup>The P.I. with a Tommy Gun start with 1 items.

### Professor, reader of tomes (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	3	2	2	2	9	9	9	9

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	2	

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	4+	5+

**Items:** Starts with 1 *Magical* Item and 1 other Item.

**Spells:** Starts with 4 spells.

**Notes:** Luck (2), Research, Old Tome (Professor adds +1 to the strength of all spells, while it has its Old Tome. This counts as a *tome* for *Research.*).

### Psychoanalyst, shrinker of heads (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	8	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	3	
Pistol	12"	5+	3	Hits on 4+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	5+	5+

**Items:** Starts with 2 items.

**Spells:** Starts with 2 spells.

**Notes:** Luck (2), Head Shrink, Collective Unconsciousness (Once per scenario, Psychoanalyst can prevent 1 Sanity loss to another model within 6").

**Pugilist, gloved fighter (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	5	6	6	6

Weapon	Range	Hit	Str.	Notes
Boxing	Melee	3+	4	1 Hit or <i>Stuns</i>

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	3+	5+	4+	4+	5+

**Items:** Starts with 3 items.

**Notes:** Luck (2), Hand-to-hand Training, Knock-out Punch (Pugilist gets an extra die to Hit and to Wound when Boxing. Use the highest results.).

**Reporter, news hound (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12"	4+	3	Hits on 3+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	4+	4+	5+

**Items:** Camera, Starts with 3 items.

**Spells:** Starts with 1 spells.

**Notes:** Luck (2), Research, Well Traveled (Reporter gets +1 Will to all Horror Tests), A Picture's Worth a Thousand Words (If the reporter takes a picture of a monster within 12" and survives, give the Heroes +1 VP).

**Reverend/Nun, faithful shepherd (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	2	3	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	3	
Holy Water	6"	4+	5	Can only wound the undead. Six "charges".

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	5+	5+	5+	4+	5+

**Items:** Starts with 1 item.

**Spells:** Bless, Exaltation, Exorcism, and 1 more.

**Notes:** Luck (2), Research, Head Shrink, Faith (Reverend/Nun rolls 2 dice for all Morale and Horror Tests. Use the highest of the results).

**Sailor, naval explorer (H)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	3+	4	1 Hit or <i>Stuns</i>
Rifle <sup>a</sup>	24"	3+	3	
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	3+	4+	3+	3+	4+

**Items:** Starts with 2 items.

**Spells:** Starts with 1 spells.

**Notes:** Luck (2), Hand-to-hand Training, Well Travelled (Sailor gets a +1 bonus to Horror Tests).

<sup>a</sup>Some models only.

### Soldier, trained fighter (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	3+	4	1 Hit or <i>Stuns</i>
Rifle <sup>a</sup>	24''	3+	3	
Pistol	12''	3+	3	Hits on 2+ if range is 6'' or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	3+	4+	3+	3+	3+

**Items:** Starts with 2 items.

**Notes:** Luck (2), Hand-to-hand Training, Ruthless Killer (Soldier rolls 2 dice To Hit, keeping the highest result).

<sup>a</sup>Some models only.

### Student, so much to learn (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12''	5+	3	Hits on 4+ if range is 6'' or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	5+	5+	5+

**Items:** Starts with 1 items.

**Spells:** Starts with 3 spells.

**Notes:** Luck (2), Research, Frugal (Total MP costs for spells are reduced by 1. Minimum of 1.).

### Voodoo Preist/Priestess, Cajun Necromancer (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	2	
Pistol	12''	4+	3	Hits on 3+ if range is 6'' or less.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	5+	4+	4+	5+

**Items:** Starts with 2 items.

**Spells:** Starts with Create Zombie and 2 other spells.

**Notes:** Luck (2), Powerful Mind (Voodoo Priest/Priestess gets a +1 bonus to all Will rolls for spells.).

### Woodsmen, canny survivor (H)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12''	3+	3	Hits on 2+ if range is 6'' or less.
Dynamite	8'' <sup>a</sup>	4+	6	Blast 4'', 1D6 damage within 2'', 1D6 damage within 4''. Six charges.

Base	Melee	Missile	Handgun	Rifle	SMG
Hit	4+	4+	3+	3+	5+

**Items:** Starts with 3 items.

**Spells:** Starts with 1 spell.

**Notes:** Luck (2), Hunter Instinct (Woodman gets +1 Str. to Wound with all non-blast hits.).

<sup>a</sup>Or placed.

## Mythos Monsters

### Byakhee, horrific steed (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4/15 fly	4	3	5	4	4	5	5	5

Weapon	Range	Hit	Str.	Notes
Tooth	Melee	4+	5	1 Hit
Claw	Melee	4+	5	1 Hit

**Special:** Alien, Horror (2), Large, Resilient (3), Tooth & Claw.

### Child of Yig, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	2	1	1	3	1	2	2	2

Weapon	Range	Hit	Str.	Notes
Deadly Bite	Melee	4+	3	Posioned. Model loses 1 Hit/Round after this round.

**Special:** Deadly Vemon (There is no anti-venom for the poison of Yig's Children. It can be cured only with magic.), Resilient (5).

### Chthonian, the great worm (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4/1 Dig	5	8	6	2	9	9	9	9

Weapon	Range	Hit	Str.	Notes
Crush	Melee			
Tentacle Whip	2"			
Earthquake	Battlefield	3+	1D6/2D6	<i>Blast</i> Battlefield, Everyone in buildings are hit by 2D6 Str. debris. Models in the open can be injured by a 1D6 Str. crevice.

**Special:** Alien, Horror (3)[2], Telepathic Control, Water Bane, Resilient (2), Large

### Colour Out of Space, life-draining color (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
2 Fly	5	1	2	1	5	6	6	N/A

**Special:** Alien, Horror (0), Small, Alien Mind, Physical Invulnerability (5), Will Drain (Every day the Colour Out of Space can try to make Opposed Will Tests with every model within 12". If it wins it will permanently drain 1 Will from the model, adding the Will to itself.), Life Force Drain (Every week the Colour Out of Space can try to make Opposed Will Tests with every model within 12". If it wins it will permanently drain 1 Str., adding the Str. to itself. For every 3 Str. drained, the Colour gains a Hit), Resist Vacuum, Space Flight (When the Colour reaches 5 Hits it will blast off into space.)

### Cultist, looney worshiper (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	6	7	7	0

Weapon	Range	Hit	Str.	Notes
Enchanted Knife	Melee	3+	3	Magical. 1 Hit.

**Spells:** Summon Deity, 1-3 random spells.

**Special:** Insane (Cultists start with 0 Sanity and 1 Madness).

### Cultist, high priest (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	8	9	9	0

Weapon	Range	Hit	Str.	Notes
Sacrificial Dagger	Melee	4+	3	Magical. 1 Hit and drains 1D6 MP. Draining requires a Will roll on 2D6 or lose 1 Sanity.

**Spells:** Summon Deity, Summon Monster, 4 random spells.

**Special:** Insane (Cultists start with 0 Sanity and 1 Madness).

### Cultist, enforcer (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	5	5	5	0

Weapon	Range	Hit	Str.	Notes
Enchanted Knife	Melee	3+	3	Magical. 1 Hit.
Pistol	12"	3+	3	+1 to Hit if range 6" or less.

**Spells:** Summon Deity, 1 random spell.

**Special:** Insane (Cultists start with 0 Sanity and 1 Madness).

### Cultist, brainwashed adolescent (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	2	1	2	3	5	5	5	1

Weapon	Range	Hit	Str.	Notes
Large Knife	Melee	5+	2	1 Hit.

**Spells:** Summon Deity, 1 random spell.

**Special:**

### Cultist, mislead child (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
3	1	1	1	2	3	4	4	2

Weapon	Range	Hit	Str.	Notes
Wild kicking and biting	Melee	6+	1	

**Spells:** 1 random spell.

**Special:**

### Dark Young, Shub-Niggurath's children (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	4	4	6	2	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Hoof Stomp	Melee	4+	6	1 Hit
Tentacle Grab	1"	2+	6	Drains 1 Str./round.

**Spell:** Summon Shub-Niggurath, 1 Summon Monster, 3 other spells.

**Special:** Alien, Horror (3)[2], Physical Invulnerability (4), Non-terrene Body, Large, Resilient (2), Resist Vacuum

### Daughter of Atlach-Nacha (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	3	4	4	6	7	7	N/A

Weapon	Range	Hit	Str.	Notes
Bite	Melee	3+	4	1 Hit, Poisons on successful Opp./ Str./ Test— causes paralysis for 1 hour

**Armor:** Hard Shell (Hits fail on 6+).

**Spells:** Summon Atlach-Nacha, 2 other spells.

**Special:** Alien, Horror (2), Large, Silent Stalker, Poisonous, Resilient (4), Alien Mind.

### Deep One, our watery kin (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/8 Swim	4	2	4	3	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Frog Claw	Melee	3+	4	1 Hit
Spear	Melee	4+	4	1 Hit, Can be thrown
Trident	Melee	4+	5	2-handed

**Special:** Alien, Horror (1), Resilient (5), Aquatic

### Deep One Hybrid, changing human (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/7 Swim	3	1	3	3	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	4	Stuns
Any for Era		4+		

**Special:** Infiltrator.

### Dimensional Shambler, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	4	3	4	3	4	6	6	6

Weapon	Range	Hit	Str.	Notes
Claw	Melee	4+	4	1 Hit

**Spells:** 1 spell

**Special:** Alien, Horror (2), Resilient (4), Shamble Across Dimensions (Dimensional Shambler can teleport to another plane at will. This takes one full turn. The Shambler cannot attack but can be attacked while teleporting).

### Elder Thing, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4/8 Fly <sup>a</sup>	3	4	4	3	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Tentacle	Melee	4+	4	1 Hit, can attack 2 different models at the same time.

**Armor:** Thick Skin (hits fail on 5+).

**Spells:** 1 Spell.

**Special:** Alien, Horror (2), Large, Non-terrene body, Resilient (4), Resist Vacuum, Aquatic, Flier.

<sup>a</sup>Or Swim

### Flying Polyp, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/8 Fly	4	4	5	3	7	8	8	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle	Melee	3+	5	1 Hit, can attack 2 different target at the same time.
Wind Blast	42"	3	7	-1 Str./6" range.

**Armor:** Thick Skin (hits fail on 6+), Invisibility (-4 to hit with ranged weapons, -2 to hit in melee).

**Spells:** 3 Spells.

**Special:** Alien, Horror (2)[2], Resilient (3), Large, Non-terrene body, Alien Mind, Resist Vacuum.

### Formless Spawn of Tsathoggua (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
9	4	3	4	5	7	6	6	N/A

Weapon	Range	Hit	Str.	Notes
Goo-whip	Melee	5+	4	1 Hit or Grab
Goo-club	Melee	4+	5	Strikes Last, 1 Hit or stun
Bite	Melee	3+	4	Swallows on successful Opposed Str. Test. Victim is not immediately dead, but has no actions. If the Spawn is killed, the its tar-like body will collapse revealing all swallowed victim, now covered in goo.

**Special:** Alien, Horror[2](2), Non-terrene body, Alien Mind, Resilient (3), Resist Vacuum, Large

### Gangster, Godfather (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	2	3	3	8	8	8	8

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

**Special:** Leader (2), Luck (2), Strong Leader (When the Godfather is on the battlefield, all Gangster models get +1 to all Will Tests).

### Gangster, leader (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.

**Special:** Leader (1)

### Gangster, thug (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	6	5	5	5

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	3+	4	1 Hit or stun.
Pistol	12"	3+	3	Hits on 2+ if range is 6" or less.
Tommy Gun <sup>a</sup>	16"	3+	3	Burst, Cannot be Aimed.

**Special:** Hand-to-hand Training (+1 Str. to Brawl, may do 1 Hit or stun)

<sup>a</sup>Only on some models.

### Ghast, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	3	1	4	2	4	5	5	5

Weapon	Range	Hit	Str.	Notes
Tooth	Melee	4+	4	1 Hit
Claw	Melee	3+	4	1 Hit

**Special:** Alien, Horror (2), Tooth & Claw.

### Ghoul, graveyard guest (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	3	2	4	3	6	6	6	6

Weapon	Range	Hit	Str.	Notes
Hungry Chomp	Melee	4+	4	1 Hit plus diseased on 1D6 roll of 6+
Bone Club	Melee	4+	5	1 Hit plus stunned on 1D6 roll of 4+

**Special:** Alien, Horror (0), Resilient (6), Fast Dodge.

### Ghoul, graveyard leader (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	3	2	4	4	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Hungry Chomp	Melee	4+	4	1 Hit plus diseased on 1D6 roll of 6+
Bone Club	Melee	4+	5	1 Hit plus stunned on 1D6 roll of 4+

**Special:** Alien, Horror (0), Leader (1), Resilient (6), Fast Dodge.

### Ghoul, graveyard shaman (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	3	2	3	3	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Hungry Chomp	Melee	4+	4	1 Hit plus diseased on 1D6 roll of 6+
Bone Club	Melee	4+	5	1 Hit plus stunned on 1D6 roll of 4+

**Spells:** Starts with 1D6 spells.

**Special:** Alien, Horror (0), Resilient (6), Fast Dodge.

### Gnoph-Keh, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6 <sup>a</sup>	4	3	5	3	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Horn Gore	Melee	4+	6	1 Hit
Claw	Melee	3+	5	1 Hit
Cold Attack <sup>b</sup>	48"	4+	6	Effects all models. 1 Hit.

**Armor:** Thick hide and fur (Hits fail on 4+).

**Special:** Alien, Horror (2)[2], Resilient (4), Large, Create Blizzard (Gnoph-Keh can spend 2 actions to create a blizzard that covers the entire table. Visibility is reduced to 1". All movement is -4 with a minimum of 1 [Gnoph-Keh is exempt]. Each round after the blizzard is created, Gnoph-Keh can attack all models that are exposed to the weather with the intense cold of the blizzard. All normal modifiers apply except Small and Large bonuses are reversed. The cold is less intense at long ranges and partial cover helps protect from the wind.).

<sup>a</sup>No restriction to move in deep snow or while it is snowing.

<sup>b</sup>When Gnoph-Kep has created a blizzard.

### Gug, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	6	5	2	5	5	5	5

Weapon	Range	Hit	Str.	Notes
Bite	Melee	5+	6	2 Hits
Claw	Melee	3+	6	1 Hit or Grab
Stomp	Melee	4+	6	1 Hit

**Special:** Alien, Horror (3)[2], Resilient (3), Large, Physical Invulnerability (2)

### Hound, flying hunter(M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/12 Fly	4	2	4	4	4	7	7	7

Weapon	Range	Hit	Str.	Notes
Tooth	Melee	3+	4	1 Hit
Claw	Melee	3+	4	1 Hit
Bray	12"	N/A	N/A	All models in range must pass a Will Test or lose 1 Sanity

**Special:** Alien, Horror (2), Flier, Resilient (4).

### Hound of Tindalos, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/∞ Teleport	4	4	4	3	8	10	10	10

Weapon	Range	Hit	Str.	Notes
Claw	Melee	2+	4	1 Hit
Tongue Lash	Melee	2+	4	Drains 1 Will

**Special:** Alien, Horror (3)[2], Multi-dimensional Sight, Teleporter (1), Nauseous Odor, Resilient (5), Silent Stalker.

### Hunting Horror (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5/9 fly	4	3	4	6	8	10	10	N/A

Weapon	Range	Hit	Str.	Notes
Bite	Melee	3+	4	1 Hit
Tail	Melee	2+	4	1 Hit and grapple.

**Special:** Alien, Horror (3)[2], Large, Resilient (3), Non-terrene Body, Alien Mind.

### Leng Spider, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	4	4	4	5	6	6	6

Weapon	Range	Hit	Str.	Notes
Bite	Melee	4+	4	1 Hit plus poisoned on 3+.
Shoot Web	8"	3+	5	Model is captured on a successful opposed Str. Test.

**Armor:** Hard chitin. Hits fail on 4+.

**Spells:** Summon Atlach-Nacha, 1 other spell.

**Special:** Alien, Horror (3), Resilient (4), Large, Silent Stalker.

### Maniac, insane civilian (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	6	6	6	0

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	5+	4	<i>Stuns</i>
Any for Era		5+		

**Special:** Insane

### Mi-Go, space miners (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5/8 Fly	3	2	3	4	9	7	7	7

Weapon	Range	Hit	Str.	Notes
Pincers	Melee	4+	4	1 Hit plus grapple (Str. 4)
Lightning Gun	24"	4+	4	Disruptor, Stuns

**Armor:** Some models may wear web-armor (negates a hit on 5+).

**Spells:** 1D6 – 2 spells.

**Special:** Alien, Horror (1), Flier, Non-terrene Body, Resilient (5), Resist Vacuum.

### Moon-beast, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	3	1	4	2	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	4	Stun
Spear	Melee	4+	4	1 Hit, can be thrown
Any Weapon		4+		

**Spells:** 1 Spell.

**Special:** Alien, Horror (1), Resilient (5), Non-terrene Body

### Nightgaunt, silent tickler (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/10 fly	4	2	4	4	5	6	6	6

Weapon	Range	Hit	Str.	Notes
Snatch	Melee	3+	4	Str. vs. Str. grab.
Annoying Tickle	Melee	3+	5	Incapacitates, target gets no actions.

**Special:** Alien, Horror (1), Flier, Resilient (5), Silent Stalker.

### Proto-shoggoth, moldable flesh (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	3	4	3	6	7	7	7

Weapon	Range	Hit	Str.	Notes
Bite	Melee	5+	4	1 Hit
Limb Club	Melee	4+	5	1 Hit or <i>Stuns</i>

**Armor:** Regenerate (regains 1 Hit every 3 rounds).

**Items:** 2 Items.

**Special:** Alien, Horror (2), Resilient (6), Non-terrene Body.

### Rat-thing, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	3	1	1	5	6	4	4	4

Weapon	Range	Hit	Str.	Notes
Infectious Bite	Melee	4+	3	No Damage but diseased on 3+

**Special:** Alien, Horror (0), Fast Dodge, Small

### Sand Dweller, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	4	6	6	6	6

Weapon	Range	Hit	Str.	Notes
Claw	Melee	4+	3	1 Hit
Club	Melee	4+	4	1 Hit or Stun.
Spear	Melee	4+	3	Can be Thrown.
Thrown Rock	8"	4+	3	1 Hit, Stuns on 5+.

**Special:** Alien, Horror (0), Resilient (6), Darkness Dweller.

### Serpent Person, fighter (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	2	4	4	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Poisonous Bite	Melee	3+	4	1 Hit plus poisons on 4+ (extra hit and poisoned)
Any Weapon for Era		3+		

**Armor:** Thick Hide (Hits fail on 5+.)

**Spells:** Illusion (4), Cost: 2 MP/hour, 0 San. 2 Actions (touch). Can only be used to look human.

**Special:** Alien, Horror (0), Resilient (5), Poisonous.

### Serpent Person, leader (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	2	4	4	8	7	7	7

Weapon	Range	Hit	Str.	Notes
Poisonous Bite	Melee	3+	4	1 Hit plus poisons on 4+ (extra hit and poisoned)
Any Weapon for Era		2+		

**Armor:** Thick Hide (Hits fail on 5+.)

**Spells:** Illusion (4), Cost: 2 MP/hour, 0 San. 2 Actions (touch). Can only be used to look human. Opposed Will Test if shot at or in Melee. Fails if wounded.

**Special:** Alien, Horror (0), Leader (2), Resilient (5), Poisonous.

### Serpent Person, priest of Set (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	2	4	3	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Poisonous Bite	Melee	3+	4	1 Hit plus poisons on 4+ (extra hit and poisoned)
Any Weapon for Era		4+		

**Armor:** Thick Hide (Hits fail on 5+.)

**Spells:** Illusion (4) Cost: 2 MP/hour, 0 San. 2 Actions (touch). Can only be used to look human, Summon Child of Set/Yig, Summon Set/Yig, 3 other spells.

**Special:** Alien, Horror (0), Resilient (5), Poisonous, Leader (1).

### Skeleton, walking bones (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4	3	1	3	3	6	1	1	N/A

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	<i>Stuns</i>
Any Weapon for Era		4+		

**Armor:** Armor or shield<sup>a</sup> (Hits fail on 5+.)

**Special:** Alien, Horror (0), Resilient (2), Controlled, Non-terrene Body, Resist Vacuum, Alien Mind.

<sup>a</sup>Some models only

### Servitor of the Outer Gods, crazy flutist (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	4	3	3	4	9	9	9	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle Whip	Melee	4+	3	1 Hit

**Armor:** Regenerate (regains 1 Hit every 2 rounds).

**Spells:** All Summon Spells, 3 other spells.

**Special:** Alien, Horror (3)[2], Non-terrene Body, Physical Invulnerability (6), Resilient (4), Large, Alien Mind, Resist Vacuum.

### Shantak, something that big shouldn't fly! (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5/25 Fly	3	4	4	2	1	5	5	5

Weapon	Range	Hit	Str.	Notes
Bite	Melee	4+	4	1 Hit

**Armor:** Thick Hide (Hits fail on 3+).

**Special:** Alien, Horror (1), Flier, Large, Resilient (3), Resist Vacuum.

### Shoggoth, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8 Roll	4	6	7	1	5	6	6	6

Weapon	Range	Hit	Str.	Notes
Crush	Melee	4+	7	1 Hit
Tentacle Grab	1"	4+	7	Grabs and Bites for 1 Hit.

**Special:** Alien, Horror (3)[2], Non-terrene Body, Resilient (2), Large, Physical Invulnerability (4)

### Shugoran, sucking horror (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6/8 swim	3	2	4	4	7	6	6	6

Weapon	Range	Hit	Str.	Notes
Proboscis	Melee	4+	5	1 Suffocation. <sup>a</sup> Opp./ Str./ Test or lose 1 Hit to suffocation each round.
Claw	Melee	5+	4	1 Hit

**Special:** Alien, Horror (1), Aquatic, Tooth (Proboscis) & Claw.

<sup>a</sup>Models with *Resist Vacuum* are immune.

### Spirit, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4 Fly	3	1	N/A	2	6	5	5	5

Weapon	Range	Hit	Str.	Notes
Icy Touch	Melee	4+	4	1 Hit & 1 MP drain added to its MP.

**Special:** Alien, Horror (0), Hover, Physical Invulnerability (6), Resilient (2), Immaterial.

### Star-spawn, Cthulhu's pride and joy (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
15	5	6	7	3	9	10	10	10

Weapon	Range	Hit	Str.	Notes
Tentacles	Melee	3+	7	1 Hit or Grab.
Claw	Melee	3+	7	2 Hits.

**Armor:** Thick Hide (Hits fail on 3+).

**Spells:** Summon Cthulhu, Summon Monster, 2 other spells.

**Special:** Alien, Horror (3)[2], Large, Non-terrene Body, Resilient (3), Physical Invulnerability (5)

### Star Vampires, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5/7 Fly	4	2	4	2	6	8	8	N/A

Weapon	Range	Hit	Str.	Notes
Talons	Melee	4+	4	1 Hit
Bite	Melee	3+	4	1 Hit, drains 1 Str./round.

**Armor:** Invisibility (-4 to hit with ranged weapons, -2 to hit in melee)

**Special:** Alien, Horror (3), Non-terrene Body, Alien Mind, Flier, Resilient (3), Resist Vacuum

### Tchoo Tchoo, the horror among us (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	3	7	7	7	7

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	<i>Stuns</i>
Any for Era		4+		

**Spells:** Voorish Sign and 1 other.

### Vampire, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	1	4	4	7	8	8	8

Weapon	Range	Hit	Str.	Notes
Claw	Melee	3+	4	1 Hit
Bite	Melee	4+	4	Drains 1 Str./round.

**Special:** Alien, Horror (0), Hypnotize, Sunlight Bane, Wooden Stake Bane, Infiltrator, Silent Stalker, Physical Invulnerability (5), Resilient (5), Undead.

### Wamp (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	3	4	4	4	4	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle Tail	Melee	3+	3	1 Hit
Bite	Melee	4+	3	1 Hit, Diseased on 6+

**Special:** Alien, Horror (0), Silent Stalker.

### Werewolf, moonlight hunter (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	4	2	4	4	4	4	4	4

Weapon	Range	Hit	Str.	Notes
Tooth	Melee	4+	4	1 Hit plus diseased (lycanthrope) on 1D6 roll of 6
Claw	Melee	3+	4	1 Hit

**Special:** Alien, Horror (2), Fast Dodge, Tooth & Claw, Physical Invulnerability (4), Resilient (3), Silver Bane.

### Wizard/Witch, (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	3	1	2	3	8	9	9	9

Weapon	Range	Hit	Str.	Notes
Brawl	Melee	4+	3	

**Items:** 2 Random items.

**Spells:** Summon Deity, 2 Summon Monsters, 3 other spells.

**Special:**

**Yithian, great time-travelling race (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	4	4	5	2	10	8	8	8

Weapon	Range	Hit	Str.	Notes
Pincer	Melee	5+	5	1 Hit
Lightning Gun	36"	4+	5	1 Hit, <i>Disruptor</i> , <i>Burst</i>

**Armor:** Thick Hide (Hits fail on 5+).

**Special:** Alien, Horror (2), Large, Non-terrene Body, Resilient (4), Invent, Research.

**Zombie (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
4	3	1	3	2	1	1	1	1

Weapon	Range	Hit	Str.	Notes
Claw	Melee	4+	3	1 Hit, plus Diseased on 6+
Tooth	Melee	5+	3	1 Hit, plus Diseased on 6+

**Special:** Alien, Horror (0), Non-terrene Body, Resilient (1), Slow, Tooth & Claw, Controlled.

## Deities

*Mythos Miniatures* games should rarely involve deities. Should a deity arrive, things have gone very wrong for the investigators. The book only lists models that have a figure in the RAFM, EM-4-Miniatures ranges, and Atlach-Nacha, Lesser Other God, and Lilith, for which models should be easy to find. The other gods in the Mythos universe are too large and strange to fit the game. Meeting Azathoth, Yog-Sothoth, or Shrub-Niggarath in their true forms would either kill the investigators or drive them insane instantly. If models of their avatars become available they will be added to the list.

### Atlach-Nacha, father of spiders (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
10	5	7	6	5	8	16	32	N/A

Weapon	Range	Hit	Str.	Notes
Bite	Melee	3+	6	Opp. Str. Test or grappled. Drains 1 Str./Round. Poisons on 3+ (roll each round).
Shoot Webbing	16"	2+	N/A	If hit roll an Opp. Str. Test vs. the Str. of the Webbing (6) or become entangled.

**Armor:** Chitin (Hits fail on 3+). If Hits reach 0, Atlach-Nacha does not pass out. Instead it will disappear into its complex web lair, leaving an impenetrable web trap behind him.

**Spells:** Summon Deity, Summon Leng Spider, Summon Daughter of Atlach-Nacha.

**Notes:** Alien, Horror (4)[3], Resilient (2), Poisonous, Non-terrene Body, Huge, Alien Mind.

### Chauga Faugn, elephantine god (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
5	5	9	7	6	11	18	36	N/A

Weapon	Range	Hit	Str.	Notes
Grab	Melee/1"	4+	9	Roll an Opposed Str. Test. If the target fails, it is eaten. If it succeeds it falls 2D6".
Induce Heart Attack	12"	N/A	6	Opposed Str. Test. If the target fails, it must pass a normal Str. Test or lose 1 Hit at the beginning of each of its turns until the end of the scenario. The target only gets 1 action/turn while suffering from the attack. If someone with the Medic ability treats the target, the medic can stop the heart attack process instead of restoring 1 Hit (p. 4).
Giant Foot Stomp	Melee/2"	2+	9	<i>Blast 2"</i> , 2 Hits.

**Armor:** Thick Hide (Hits fail on 3+).

**Spells:** Summon Deity, Summon Tchoo-Tchoo, Evil-Eye Curse, 3 different Summon Monsters, 5 more.

**Notes:** Alien, Horror (5)[2d6], Resilient (2), Physical Invulnerability (5), Huge, Alien Mind, Resist Vacuum.

**Cthulhu, awaken sleeper (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	5	10	8	2	12	20	40	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle Whip	Melee/1"	2+	8	1 Hit.
Tentacle Grab and Munch	Melee/1"	3+	8	Roll an Opposed Str. Test. If the target fails, it is eaten. If it succeeds it falls 2D6".
Giant Hand Squish	Melee/4"	3+	8	<i>Blast 1"</i> , 2 Hits.
Giant Foot Stomp	Melee/2"	3+	8	<i>Blast 2"</i> , 2 Hits.

**Armor:** Regeneration (recovers 1 Hit/2 rounds).

**Spells:** Summon Deity, Summon Star-Spawn, 3 different Summon Monsters, 5 more.

**Notes:** Alien, Horror (5)[2d6], Resilient (2), Magical Invulnerability (2), Physical Invulnerability (5), Huge, Double Tentacle & Squish (Cthulhu gets 3 attacks per turn, 2 Tentacle attacks and 1 Hand/Foot attack. These can be against 3 different targets.), Alien Mind, Non-terrene Body, Resist Vacuum.

**Dagon/Hydra, great deep ones (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8/15 Swim	5	8	6	4	9	17	17	N/A

Weapon	Range	Hit	Str.	Notes
Claw	Melee/1"	2+	8	2 Hits.
Bite	Melee	4+	8	2 Hits.

**Armor:** Thick Hide (Hits fail on 4+).

**Spells:** Summon Deep One, 5 different Summon Monsters, 3 more.

**Notes:** Alien, Horror (4)[1d6+2], Resilient (3), Huge, Tooth & Claw, Aquatic.

**God of the Bloody Tongue, avatar of Nyarlathotep (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	5	8	7	4	13	22	44	N/A

Weapon	Range	Hit	Str.	Notes
Claw	Melee	3+	7	1 Hit.
Face Tentacle Whip	Melee/1"	2+	7	1 Hit.
Blood-curdling Howl	N/A	N/A	7	<i>Blast 24"</i> radius around model, Opposed Will Test or Target loses 1 Sanity.

**Armor:** None, but changes form (Opposed Will Test to see or lose 1 Sanity) and flies into deep space when Hits is 0 or less.

**Spells:** Summon Nyarlathotep, Summon Azathoth, every Summon Monster, 5 more.

**Notes:** Alien, Horror (5)[1d6+1], Resilient (2), Magical Invulnerability (2), Physical Invulnerability (3), Large, Whip & Claw (Bloody Tongue gets 2 attacks per turn, 1 Tentacle Whip and 1 Claw attack. These can be against 2 different targets.), Non-terrene Body, Resist Vacuum, Alien Mind.

### King in Yellow, avatar of Hastur (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
9/∞ Teleport	5	6	5	6	10	15	30	N/A

Weapon	Range	Hit	Str.	Notes
Grab	Melee	3+	6	Roll an Opposed Str. Test. If the target fails, it is grabbed and the King in Yellow will attempt a Fearful Gaze. If the target succeeds it falls 2d6".
Fearful Gaze	Melee	N/A	15	See Fear spell (p. 46). Does not cost MP. Requires Grab.
Face Tentacles	Melee	2+	6	1 Hit.

**Spells:** Summon Hastur, 5 different Summon Monsters, 4 more.

**Notes:** Alien, Horror (4)[3], Resilient (3), Magical Invulnerability (3), Physical Invulnerability (3), Non-Terrene Body, Alien Mind, Hypnotize, Grab & Gaze (The King in Yellow can immediately try a Fearful Gaze after a successful grab), Teleporter, Resist Vacuum.

### Lessor Other God, random horror (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
1D6+1	1D3+2	1D3+3	1D3+3	1D6-1 <sup>a</sup>	2D6-1	2D6+6	Will x2	N/A

For Move roll an extra 2D6 to see if the Other God has special movement. Consult the table below.

2	3-4	5-9	10-11	12
Dig at Move	Swim at Move +3	None	Fly at Move x2	Teleport at ∞

Choose a Melee attack that best fits the miniature. All Lesser Other Gods do 2 Hits damage. Roll 2D6 to see which special attack the Lesser Other God also has.

2	3-4	5-9	10-11	12
Will Test or <i>Controlled</i>	Will Test or lose 1 Str.	Attacks twice	Poisonous <sup>b</sup>	Will Test or Death

Weapon	Range	Hit	Str.	Notes
Melee Attack	Melee	1D3+1	Model's	See Special Attacks above.

**Armor:** Roll 2D6: 2-3 (Invisibility), 4-5 (Hits fail on 4+), 6-7 (None), 8-10 (Hits fail on 5+), 11-12 (Regenerate 1 Hit every 3 rounds).

**Notes:** Alien, Horror (4)[3], Large, Resilient (2), Physical Invulnerability (1D6), Non-Terrene Body, Alien Mind, Resist Vacuum.

<sup>a</sup>Minimum of 1.

<sup>b</sup>Extra Hit and *Poisoned* on 2+.

### Lilith, the dark seductress (M)

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
7	4	4	5	5	10	15	30	N/A

Weapon	Range	Hit	Str.	Notes
Claw	Melee	3+	5	1 Hit.
Kiss	Melee	2+	N/A	Opposed Will Test or lose 3 MP.

**Armor:** Regenerate (restores 1 Hit every 2 rounds).

**Spells:** Summon Yog Soggoth, Summon 2D6 She-Vampires (costs 6 MP), 5 more.

**Notes:** Hypnotizer, Physical Invulnerability (5)<sup>a</sup> Resilient (3), Silent Stalker, Infiltrator, Resist Vacuum, Alien Mind, Non-terrene Body.

<sup>a</sup>Night only.

**Lloigor, one of the twin obscenities (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
15/30 Fly	6	10	8	5	12	17	34	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle	Melee/4"	2+	8	Death in the End Phase of the following round.

**Armor:** Blubbery flesh (Hits fail on 3+).

**Spells:** Summon Zhar, Summon Byakhee, 3 more.

**Notes:** Resilient (3), Huge, Resist Vacuum, Alien Mind, Non-terrene Body.

**Tsathoggua, frog-like god (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
8	5	9	7	2	10	21	42	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle Grab and Munch	Melee/1"	3+	7	Roll an Opposed Str. Test. If the target fails, it is eaten. If it succeeds it falls 2D6".
Giant Hand Squish	Melee/3"	3+	7	<i>Blast</i> 1", 2 Hits.
Giant Foot Stomp	Melee/1"	2+	7	<i>Blast</i> 1", 2 Hits.

**Armor:** Regeneration (recovers 1 Hit/3 rounds).

**Spells:** Summon Deity, Summon Formless Spawn, 3 different Summon Monsters, 5 more.

**Notes:** Alien, Horror (5)[2d6], Resilient (2), Magical Invulnerability (2), Physical Invulnerability (5), Huge, Tentacle & Squish (Tsathoggua gets 2 attacks per turn, 1 Tentacle Grab and 1 Hand/Foot attack. These can be against 2 different targets.), Alien Mind, Non-terrene Body, Resist Vacuum.

**Y'Golonac, headless hand-biter (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
6	5	8	6	3	10	19	38	N/A

Weapon	Range	Hit	Str.	Notes
Hand Bite	Melee	3+	6	1 Hit, plus roll an Opposed Will Test. If the target fails, it loses 1 Int. & 1 Will.
Giant Foot Stomp	Melee	3+	6	2 Hits.

**Spells:** Summon Deity, 5 different Summon Monsters, 4 more.

**Notes:** Alien, Horror (4)[1d6+1], Resilient (1), Physical Invulnerability (4), Large, Two Hands & Stomp (Y'Golonac gets 3 attacks per turn, 2 Hand Bites and 1 Foot Stomp. These can be against 3 different targets.), Alien Mind, Non-terrene Body, Resist Vacuum.

**Zhar, one of the twin obscenities (M)**

Move	Def.	Hits	Str.	Agi.	Int.	Will	MP	Sanity
15/30 Fly	6	10	8	5	12	17	34	N/A

Weapon	Range	Hit	Str.	Notes
Tentacle	Melee/4"	2+	8	Death in the End Phase of the following round.

**Armor:** Blubbery flesh (Hits fail on 3+).

**Spells:** Summon Lloigor, Summon Byakhee, 3 more.

**Notes:** Resilient (3), Huge, Resist Vacuum, Alien Mind, Non-terrene Body.

## The Grimoire: Spells

### Augur

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3	1	2	N/A	3 rounds	No

Automatically gain initiative for the next 3 rounds.

### Bate (3)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2	0	2	6"	3 rounds	Y

Make a tempting illusion in front of the model to lure it somewhere on the game table. If it fails the Opposed Will Test, it must spend all its actions following the illusion.

### Black Hand of Set (3)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
4	2	2	touch	Until used	Yes

On a successful touch or Melee hit, the target loses 2 Hits. Instead of rolling to Wound, roll an opposed Will Test to resist. Roll separately for each possible Wound. The spell lasts until you touch 1 living thing.

### Bless (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP/1D6 rounds	1	2	touch	1D6 rounds	Yes

Grants an extra die for all die rolls or cancels a curse. Use the higher of the 2 results. Resist only if the target is unwilling.

### Bless Weapon

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1 Will	1	10	touch	permanent	No

Target Weapon gains -1 to Hit and the *magical* ability. In addition to a permanent Will point and 1 Sanity, Bless requires an animal sacrifice. Resist only if target is unwilling.

### Blindness (3)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3 MP/1D6 rounds	1	2	LOS	1D6 rounds	Yes

Target is blinded for 1D6 rounds and loses 1 Sanity as a result.

**Call Lightning**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3	1	2	LOS	N/A	No

Cause a powerful lightning bolt to strike from the sky. The lightning automatically hits the target. Do not roll for armor. Instead roll directly for Wound. The lightning bolt has Str. 6 and the *Disruptor* ability. Can only be used outdoors.

**Circle of Protection (Body)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1 MP plus 1 MP/wound	0	1	touch	1 Day or until broken	No

Creates magical "armor" that protects against non-magical wounds. Each MP spent after base cost (1 MP) provides a point of protection against 1 wound. The spell lasts one day or until all the points of protection are used up.

**Circle of Protection (Soul)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP plus 1 MP/Wound	0	1	touch	1 day or until broken	Yes

Creates magical "armor" that protects the target against magical wounds. After the base cost (3 MP) is paid, the caster must pay 1 MP per point of protection. Each point of protection is lost instead of taking 1 magical wound or to give a +1 Will bonus to 1 Will Test to resist a spell. The ward lasts 1 day or until all the points of protection are used.

**Command (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP (1 MP/+1 Will)	1	2	6''	3 rounds	Yes

Target is under the caster's control for the targets next 3 turns. The target can try to resist at the end phase of each round. If it succeeds it is no longer compelled to do the bidding of the caster. The caster may spend 1 MP/+1 Will when the spell is cast to increase the strength of the spell.

**Create Zombie**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
7	3	4	Touch	1 Week	No

Use to animate a corpse. Use the profile for zombies.

**Curse Ward**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1	0	Free	N/A	1 turn	No

Negates the effects of Evil Eye Curse or any other curse.

**Detect Magic**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP (1 MP/+1 Will)	0	1	LOS	N/A	Yes

Automatically detect spells and enchantments within sight. Roll Opposed Will Tests vs./ the casters to try to learn which spells have been cast.

### Dismiss Deity (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
30MP (2MP/+1 Will)	3	Ritual	6''	N/A	Yes

Target Deity is returned to where ever it came from.

### Dismiss Monster (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
7MP (2MP/+1 Will)	1	2	6''	N/A	Yes

Target creature is returned to where ever it came from.

### Dismiss Spirit (4)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
4	0	1	6''	N/A	Yes

Target spirit is returned to Limbo.

### Enthrall (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
4 MP (1 MP/+1 Will)	1	2	6''	Until Resisted	Yes

Speaking smoothly to the target, the caster causes the target to stop doing actions and enter a trance. When the spell is cast, the caster may add 1 MP/+1 Will to strengthen the spell. The target can attempt to resist at the end of each of its turns.

### Evil Eye Curse (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP/1D6 rounds (1 MP/+1 Will)	2	2	LOS	1D6 rounds	Yes

Target must roll an extra die and take the lowest result for all die rolls or cancels a Bless. The duration can be increased by spending 2 MP/extra die (e.g., 6 MP will last for 3D6 rounds). In addition, the caster may increase the strength of the spell by spending 1 MP/+1 Will. All costs must be paid when the spell is cast. If the target already has an item or ability that grants an extra die, then it must still roll that extra die and take the *lowest* of all the results no matter what the other profile says.

### Exaltation (3)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
6 MP/1D6 Sanity	1D6/2	10	6''	1 Day	Yes

Roll 1D6. The target temporarily regains the die result amount of Sanity for one day. The amount rolled divided by 2 (rounded down) is also the Sanity cost the caster pays. Also cures 1 temporary insanity. Resist only if unwilling.

### Exorcism (4)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
7 MP	0	15	touch	permanent	Yes

Free a model of spirit/mind control. The target may add up to 1/2 of its MP to help.

### Fear (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
4 MP/1D6 Sanity (1 MP/+1 Will)	2	10	6''	1D6 rounds	Yes

Causes intense fear in the target. The target will try to leave the battlefield, in a random direction. The target also loses 1D6 Sanity/4 MP spent. The caster may strengthen the spell by spending an additional 1 MP/+1 Will when the spell is cast.

### Find Gate

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1	1	1	LOS	N/A	No

Detect all Gates within LOS.

### Fists of Fury

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2/1D6 Str.	2	1	LOS	Instant	No

Causes an invisible fist to automatically hit 1 target within sight. Do not roll for armor. Roll to wound as normal. The Str. of the fist is 1D6 per 2 Magic Points spent.

### Greater Binding (3)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
8 MP	2	2	6''	1 hour	Yes

Target is under the caster's control for 1 hour. The target can try to resist at the end phase of each round. If it succeeds it is no longer bound.

### Grim Sacrifice

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1 Will	2	4	Touch	N/A	No

The caster permanently loses 1 Will in exchange for 10 extra Magic Points for the target (usually the caster).

### Heal

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
4	0	4	touch	Permanent	No

Restores one hit. Also cures one disease or one poisoning.

### Levitate (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1/1'' (1 MP/+1 Will)	0	1	LOS	3 rounds	Yes

Float per Hover rules. Resist if not willing. If unwilling, target must also pass a Will Test or lose 1 Sanity. The caster may increase the strength of the spell by spending 1 MP/+1 Will when the spell is cast.

## Mist of Yuggoth

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP/2" radius	1	2 + 2/2"	LOS	1D6+4 rounds	No

Creates a dense shadowy mist around the caster. The duration of the spell begins after the entire radius is done. Each 2" radius costs an additional 2 MP and takes 2 actions to breathe out.

Only the strongest or magical light can penetrate the mist. Candles, uncovered lanterns, and torches within the radius are blown out.

## Moonlight

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP	0	1	LOS	10 rounds	No

A small silvery ball appears emitting full-moonlight. The light will even penetrate Death's Breath Mist and show the outline of invisible and spirit monsters. A human werewolf must roll lower than or equal to its Will on 2 dice or transform into a werewolf when in LOS of the Moonlight sphere.

## Perfect Aim

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2	0	1	Touch	1 round	No

Allows the target to throw or shot things exactly where it wants them to hit within the range of the weapon. Hits are scored automatically. Do not roll for armor, instead roll directly to Wound.

## Sleep/Awaken (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
5 MP (1 MP/+1 Will)	0	1	6"	1 Day/until woken	Yes

The target falls asleep for 24 hours. No normal measures will wake the model. However, the spell can be reversed to awaken a sleeping model. The target can try to resist at the end phase of each round. If it succeeds it wakes up. The caster may spend 1 MP/+1 Will when the spell is cast to increase the strength of the spell.

## Song of the Siren (0)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
2 MP (1 MP/+1 Will)	0	2	6"	Until Resisted	Yes

The caster sings the spells, causing the target to fall in love with the caster. The target is considered *Captured*. Does not affect models with *Alien Mind*.

## Soul Shock (2)

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3	0	2	touch	Until used	Yes

A strange purple glow appears around your hand. On a successful touch or Melee hit, the target loses 1 hit. Instead of rolling to wound, roll an Opposed Will Test to resist. The spell lasts until you touch 3 living things.

**Summon Deity (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
25 MP (2MP/+1 Will)	2	Ritual	6''	N/A	Yes

Bring a Deity into the physical world. Randomly pick which Deity this spell will summon when you draw this spell. Sacrificing a living creature will add its MP to the ritual but will cost an additional 1 Sanity.

**Summon Monster (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
6 MP (2MP/+1 Will)	1	2	6''	N/A	Yes

Bring a Monster into the physical world. Randomly pick which monster this spell will summon when you draw this spell.

**Summon Spirit (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3 MP (2MP/+1 Will)	0	2	6''	N/A	Yes

Bring a Spirit (p. 36) into the physical world. The spirit will stay in the material world until someone casts Dismiss Spirit (p. 45) on it.

**Spirit Blade**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
3	1	2	Melee	5 rounds	No

A glowing sword of purple light appears in the caster's hand. The sword can be used for Melee attacks. Its base to Hit is User -2 and has Str. User +1.

**Torture (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
5 MP (1 MP/+1 Will)	2	2	6''	2 rounds	Yes

The target is wracked with intense pain and cannot use any Actions (not even free Actions) for 2 rounds. The target must also pass a Will Test or lose 1 Sanity from the horrible effects of Torture.

**Transfer Power (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
Varies	1	1 Action/2 MP	touch	Permanent	Yes

Transfer your own MP into the target. The target cannot hold more MP than its Will. Caster plays 2 MP/action spent casting the spell. If interrupted the transfer of MP up to that point is successful. To transfer more MP after an interruption, the spell must recast and the Sanity cost must be paid again. Resist if unwilling.

**Voorish Sign**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
1	0	Free	N/A	1 turn	No

The caster gets a +2 bonus to all Will tests for the current player's turn.

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**Watery Breath (0)**

MP Cost	Sanity Cost	Actions	Range	Duration	Resist
5 MP (1 MP/+1 Will)	2	2	6''	1D6 rounds	Yes

Fills the target's lungs with water. Use suffocation rules. Does not affect models with Aquatic, Resist Vacuum or Non-Terrene Body.

Playtest Draft

## Useful things: Items

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### Non-weapon items

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**Book of Eibon** : Magical Tome. Useable only once per scenario. Draw 1 spell from the spell deck. If the spell can be resisted, add a +1 Will bonus to that spell. To use the *Book of Eibon* you must first pass a Will Test or lose 1 Sanity. Can only be used at the start of the scenario.

**Necronomicon**: Magical Tome. Useable only once per scenario. Draw 2 spells from the spell deck. If the spell can be resisted, add a +1 Will bonus to that spell. To use the *Necronomicon* you must pass a Will Test or lose 2 Sanity. Can only be used at the start of the scenario.

**Unaussprechlichen Kulten**: Magical Tome. Useable only once per scenario. You gain a +1 bonus to hit and a +1 Will bonus on all spells used against cultists. Draw 1 spell from the spell deck. To use the *Unaussprechlichen Kulten* you must pass a Will Test or lose 1 Sanity. Can only be used at the start of the scenario.

**Amulet from Mu**: Magical Artifact. Grants +1 Str. After each use (Str. vs. Str. contest or physical combat) you must pass a Will Test or lose 1 Sanity.

**Compiled Library Research**: Usable only once. Takes 2 actions to use. Pass a token on this card when you use Compiled Library Research. Use a token as a free action to gain a +1 bonus to any die roll.

**Crystal Skull**: Magical Artifact. Useable only once per scenario. To use drop a few blood (or body fluid) drops from a creature (human, ghoul, byakhee, etc.). You then gain +2 Str. for all wound rolls vs. that type of model. Lasts 3D6 rounds. When you use the Crystal Skull you must pass a Will Test or lose 1 Sanity.

**Eerie Statue of Cthulhu**: Magical Artifact. Star Spawn, Deep Ones and Shoggoths will not attack you while you have the Eerie Statue of Cthulhu.

**Exobiology Field Kit**: Use to examine a non-human corpse (has *Alien* ability) while inventing or researching. Gives a +1 bonus to Int. for Invention/Research rolls to invent a device (make a research discovery) against that alien race. This bonus *overrides* the maximum bonus allowed for invention/research rolls. Requires an Alien corpse.

**Eye of Set**: Magical. All Serpent People, snakes and Set/Yig models within 6'' will try to kill you and take the Eye of Set. It grants you +2 Will vs. Serpent People, snakes and Set/Yig.

**Field Analysis Kit**: +1 to Invention/Research rolls.

**First Aid Kit**: Gives you the Medic (5+) ability. If you already have Medic, then you get your target number decreases by (e.g., 4+ becomes 3+).

**Flying Carpet**: Magical Artifact. Use to gain Move 10 Fly.

**Journal**: Useable only once. Takes 2 actions to use. You have found a journal written by someone connected with your opponents. Gain +1 on initiative rolls for 2D6 rounds.

**Mystic Vision**: Magical Event. Usable only once. You get +2 Def. this round.

**Remember Drunken Ramblings**: Event. Usable only once. That crazy old drunk was right! Use to reroll one failed roll.

**Remember Strange Nightmare**: Event. Usable only once. This all seems very familiar to you. Everything is happening just like it did in that horrible dream last night. You win your next initiative roll.

**Silver Bullets**: Ammo. No bonus.

**Silver Key**: Magical Artifact. +4 Will to open or close gates.  
+2 Will to Summon/Dismiss.

**Star Stone**: Magical Artifact. A strange meteorite that grants an extra 10 MP/senario.

**Strange Black Stone:** Magical Artifact. Roll 1D6 when you draw Strange Black Stone and check the results on the table below to see which Characteristic increases by 1 for as long as you have the Strange Black Stone.

1	2	3	4	5	6
Move	Def.	Str.	Agi.	Int.	Will

**Top Secret Report:** Usable only once. Takes 2 actions to use. When you use the report, place a token on this card. Use the token as a free action to gain an extra die for one roll. Use the highest result.

**Vampiric Ring:** Magical Artifact. Takes 2 actions in which you are touching the target. Drain one Hit from the target and add it to yourself. If your Hits are greater than the stat in your profile, then the extra Hit(s) will disappear after 24 hours. Each time you use the Vampiric Ring you pass a Will Test or lose 2 Sanity.

**Yithian Device:** Magical Artifact. Place 5 tokens on this card when you draw it. Use a token anytime you need to spend or lose 1 Sanity.

**Yithian Elixir:** Magical Artifact. When you draw Yithian Elixir place 3 tokens on the card. Use a token as a free action to gain an extra action this turn. Only 1 token can be used per turn.

## Weapons

Weapons Table					
WEAPON	ERA	RANGE	HIT	STR.	NOTES
<i>Melee Weapons</i>					
Hand Weapon	Any	Melee	Base Melee	User	
Enchanted Knife	Any	Melee	Base Melee -1	User	Magical.
Sacrificial Dagger	Any	Melle	Base Melee -1	User	Magical. 1 Hit and Drains 1D6 MP. Requires Will roll. <sup>3</sup>
Enchanted Sword	Any	Melee	Base Melee -1	User +1	Magical. One handed.
Two-handed Weapon	Any	Melee	Base Melee	User +1	Strikes last.
Enchanted Sword	Any	Melee	Base Melee -1	User +2	Magical. Strikes last. Two handed.
Crystal Blade	Any	Melee	Base Melee -1	User +2	Magical. One handed. Requires Will vs. 8 contest. <sup>4</sup>
Spear	Any	Melee	Base Melee	User	Can also be <i>thrown</i> .
Trident	Any	Melee	Base Melee	User +1	Stikes last. Can also be <i>thrown</i> .
Enchanted Spear	Any	Melee	Base Melee -1	User	Can also be <i>thrown</i> .
Club	Any	Melee	Base Melee	User/User +1	Both 1 and 2 handed. If hits, stuns on 1D6 roll of 6.
Bullwhip	Any	Melee/1''	Base Melee	User +1	Does not wound. You can choose to grapple a limb, trip, or force a model to drop something. All require an opposed Str. Test.
<i>Missile Weapons</i>					
Sling	Primitive	12''	Base Missile	3	<i>Primitive</i>
Bow	Primitive	24''	Base Missile	3	<i>Primitive</i>
Crossbow	Primitive	24''	Base Missile	4	<i>Primitive, Move or Fire</i>
<i>Firearms</i>					
Pistol	Modern	12''	Base Handgun	3	+1 to Hit if range 6'' or less.
Rifle	Modern	24''	Base Rifle	3	
Tommy Gun (SMG)	Modern	16''	Base SMG	3	<i>Burst, Cannot be Aimed.</i>
Shotgun	Modern	8''	Base Rifle -1	4	<i>Blast 2''.</i>
<i>Other</i>					
Dynamite	Modern	Str. +1 <sup>5</sup>	Base Missile	6	<i>Blast 4''</i> , 1D6 damage within 2'', 1D3 damage within 4''.
Powder of Ibn Ghazi	Any	Str. +1	Base Missile	N/A	Magical. <i>Blast 1''</i> . Makes invisible and spirit creatures visible for 1D6 rounds. Does not wound.

Weapon Abilities	
WEAPON RULE	EFFECTS
<b>Blast</b>	All models within the Blast distance of the target point are affected.
<b>Burst</b>	The model may roll 3 "hit" rolls, additional hits scored may be allocated either to the original target model, or any other models within 2''
<b>Disruptor</b>	Roll 2D6 when rolling to score a wound and count the higher die.
<b>Laser</b>	The weapon ignores any "hit" penalties for long ranges.
<b>Magical</b>	Can harm creatures with Physical Immunity.
<b>Move or Fire</b>	The weapon cannot be fired if the model has moved at all during the turn.
<b>Primitive</b>	The weapon counts its Str at -1 vs. a technological target.
<b>Scatter</b>	A missed shot will land 1D6'' away from the intended target point in a random direction.
<b>Stuns</b>	The affected target model is stunned (p. 9).
<b>Thrown</b>	Thrown weapons have a range of (Thrower's Str. +1) * 2.

## Special Weapons

### Crystal Blade

The Crystal Blade is filled with an evil bloodlust. Every time you hit with the Crystal Blade you must roll an Opposed Will Test vs. the Will of the sword (8). If you fail you are overcome with an uncontrollable bloodlust and must attack the nearest model (Hero or Monster). The bloodlust lasts for 1D6 rounds. Even while under the bloodlust, you must roll an Opposed Will Test at Will -1 vs. the Will of the Crystal Blade. If you fail add another 1D6 rounds of bloodlust and lose 1 Sanity.

The Crystal Blade is also a very good conduit of magical energy. It hums whenever magic is being used within 6". The louder it hums the stronger the magic. You may channel magic through the Sword to add its Will/2 (i.e., +4) to the strength of the spell. Doing so requires you to roll less than or equal to your Will on 2D6 or lose 1 Sanity.

### Powder of Ibn-Ghazi

The Powder of Ibn-Ghazi and the making of it are described in the *Necronomicon*. Models with that tome, which have access to chemicals can attempt to make the powder following the invention rules (p. 12). However, since the formula is in the book, models with Research (but not Invent) can attempt to make the powder and the Invention Breakthrough is considered to have been reached at the start of the process. In addition the invention total needed is only 10. When the invention total is reached or surpassed, do not roll on the Type of Invention Table.

The grayish talc-like powder must be thrown or blown through a blow-pipe at the target. All things within the blast radius are covered with the powder. The Powder of Ibn-Ghazi does not wound, instead it makes invisible things visible and breaks illusion spells for 1D6 rounds.

### Sacrificial Dagger

A sacrificial dagger not only wounds, but also attempts to drain Magic Points from the target. On a successful wound, the wielder by attempt to steal some MP from the target. First the user must make a Will Test or lose 1 Sanity. Then roll an Opposed Will Test between the wielder and the victim. If the wielder wins, it drains 1D6 MP from the victim and adds them to its own MP. The new total MP can be higher than the wielder's Will. This effect occurs even if the caster is not summoning a Deity.

## Appendix Cheat Sheets

Rough Terrain	
ROLL	EFFECT
1-2	1/4 Move
3-5	1/2 Move
6	3/4 Move

Falls		
LEVELS	HITS	STR.
1	1	3
2	2	4
3	3	3
per +1	+1	+1

Sneaking Bonuses	
SITUATION	BONUS
Sneaker's Agility	+1/2 Agi.
Things to hide behind	+1
Enemy doesn't have LOS	+1
Sneaker is Small	+2
Sneaker has Silent Stalker	+3
Sneaker is Large/Huge	N/A
Sneaker is invisible	+4
It is dark	+2
It is pitch black	+4

Victory Level Table	
VP DIFFERENCE	VICTORY LEVEL
0	Draw
1-2	Minor Victory
3-4	Sound Victory
5-6	Major Victory
7+	Colossal Victory

Bad Weather		
TYPE	MOVE MODIFIER	VISIBILITY
Night/Dark	-1	2D6+10"
Rain	-1	4D6+10"
Heavy Rain	-2	2D6+10"
Snow	-3	1D6+10"
Deep/Heavy Snow	-4	1D6"

Damage Table									
STRENGTH HIGHER				EQUAL	DEFENCE HIGHER				
4+	3	2	1	—	1	2	3	4	5+
0+	1+	2+	3+	4+	5+	6+	7+	8+	X

Melee Attack Modifiers	
SITUATION	MODIFIER
All or Nothing Attack	extra D6
Attack in Rear	-1 Def., +1 to Hit
Defending behind Obstacle	+1 Def.
Attacking over Obstacle	-1 to Hit
Attacking after All or Nothing	-1 Def.
Defender is Stunned	-1 Def., +2 to Hit
Defender is Invisible	-2 to Hit
It is pitch black	-2 to Hit

Ranged Weapon to Hit Modifiers	
SITUATION	MODIFIER
Long Range (more than 1/2 Range)	-1
It is dark	-1
It is pitch black	-3
Target is airborne	-1
Target is partially hidden	-1
Target is prone	-1
Target is small	-1
Target is immobile	+1
Target is Large	+1
Target is Huge	+2
Shooter has Aimed	+1
Shooter has Guarded	-1
Weapon is in off hand	-1

Types of Inventions	
ROLL	INVENTION
1	Achilles' Heel
2	Weakness (Shooting)
3	Weakness (Melee)
4	Jammer (1 Model)
5	Jammer (All Models)
6	Weapon

Types of Discoveries	
ROLL	DISCOVERY
1	Place of Power
2	Weakness (Magical)
3	Weakness (Physical)
4	Psychic Interference (1 model)
5	Psychic Interference (All models)
6	Dismiss Spell

Temporary Insanity Table	
RESULT	TYPE OF TEMPORARY INSANITY
2	<b>Homicidal Mania.</b> The model must try to kill someone (not <i>something</i> ).
3	<b>Screaming Fit.</b> The model cannot take any other action than screaming its head off.
4	<b>Faint for 1D6 rounds.</b> (No Will Test to stop, can be revived with an action by another model)
5	<b>Stuttering, ticks or twitches.</b> The model cannot do any actions that require communication. This includes casting magic spells.
6-8	<b>Flees in panic in a random direction.</b> It will then try to get off of the gamefield.
9	<b>Stupor.</b> The model assumes a foetal position and cannot interact with the outside world.
10	<b>Intense Fear.</b> The model cannot move or do anything, but it can talk. No actions may be taken.
11	<b>Uncontrolled Laughing.</b> The model cannot take any other action than ROTFL.
12	<b>Suicidal Mania.</b> The model must try to kill itself.

Madness Table	
RESULT	TYPE OF MADNESS
2	<b>Amnesia.</b> The model cannot remember who it is or what it was doing. If commanded by someone with the Leader or Head Shrink abilities (within 6"), the model will follow that order with a successful Will Test. If it fails or has no leader with 6", the model will wander randomly. In addition, the model can no longer use any special abilities except for Luck and cannot remember any spells.
3	<b>Agoraphobia.</b> The model cannot move into an open space (6" x 6" or larger) without passing a Will Test. Also each turn that the model ends in such an area requires another successful Will Test or lose 1 Sanity.
4	<b>Longorrhea.</b> The model talks continuously, but logically. All Will Tests for magic (to use and to defend) are at -1. The model cannot Sneak or use the Silent Stalker ability if it has it.
5	<b>Delirium.</b> The model must pass a Will Test at the start its turn, or it is bewildered and disoriented limiting it to only 1 action.
6-8	<b>Xenophobia.</b> The model is at -2 to all Horror Checks and will flee as per <i>Fear</i> .
9	<b>Mania.</b> The model is overactive and overconfident. It acts before thinking. All Tests (except for Will Tests) are at -1. All combat rolls are at -1 to hit. The model also cannot Aim.
10	<b>Paranoia.</b> The model mistrusts everyone. If it is within 2" of another model from the same side, it gets -1 to all die rolls. If the model is a member of a research or invention team, it does not give a plus +1 bonus for the Discovery/Invention rolls. If playing with the Activation rules, it cannot be activated by another model.
11	<b>Claustrophobia.</b> The model cannot move into a narrow enclosed space (1" wide), such as a small room or a cavern tunnel without passing a Will Test. Also each turn that the model ends in such an area requires another successful Will Test or lose 1 Sanity.
12	<b>Clinical Depression.</b> The model must pass a Will Test (at -2 Will) for every action or do nothing.

Random Spell Type	
ROLL	EFFECT
2-3	Summon/Dismiss
4-5	Bless/Curse
6-8	Attack/Protect
9-10	Control
11-12	Other

Random Summon/Dismiss Spells	
ROLL	EFFECT
2	Summon Deity
3-4	Summon Monster
5-6	Summon Spirit
7	Exorcism
8-9	Dismiss Spirit
10-11	Dismiss Monster
12	Dismiss Deity

Random Attack/Protection Spells	
ROLL	EFFECT
2	Black Hand of Set
3	Call Lightning
4-5	Circle of Protection (Soul)
6	Circle of Protection (Body)
7	Curse Ward
8-9	Soul Shock
10-11	Spirit Blade
12	Fists of Fury

Random Control Spells	
ROLL	EFFECT
2	Greater Binding
3-4	Sleep
5-6	Command
7	Fear
8-9	Enthrall
10-11	Song of the Sirens
12	Create Zombie

Random Bless/Curse Spells	
ROLL	EFFECT
2	Torture
3	Blindness
4-5	Evil Eye Curse
6	Perfect Aim
7	Bless
8-9	Exaltation
10-11	Bless Weapon
12	Water Breath

Random Other Spells	
ROLL	EFFECT
2	Augur
3	Levitate
4	Mist of Yuggoth
5	Detect Magic
6	Bate
7	Voorish Sign
8	Heal
9	Transfer Power
10	Moonlight
11	Find Gate
12	Grim Sacrifice

Random Monster Type	
ROLL	EFFECT
2-3	Mythos
4-5	Dreamlands
6-8	Earthly
9-10	Dreamlands
11-12	Spawn

Random Mythos Monsters	
ROLL	EFFECT
2	Colour Out of Space
3	Elder Thing
4	Dimensional Shambler
5	Byakhee
6	Shantak
7	Mi-Go
8	Shoggoth
9	Flying Polyp
10	Hound of Tindalos
11	Star Vampire
12	Yithian

Random Earthly Monsters	
ROLL	EFFECT
2	Chthonian
3	Proto-shoggoth
4	Sand Dweller
5	Werewolf
6	Ghoul
7	Deep One
8	Tchoo-Tchoo Person
9	Vampire
10	Serpent Person
11	Yithian
12	Shoggoth

Random Dreamlands Monsters	
ROLL	EFFECT
2	Hunting Horror
3	Gug
4	Moon-beast
5	Leng Spider
6	Nightgaunt
7	Ghast
8	Ghoul
9	Wamp
10	Rat-thing
11	Shoguran
12	Gnoph-Keh

Random Spawn Monster	
ROLL	EFFECT
2-3	Servitor of the Outer Gods
4-5	Star Spawn of Cthulhu
6-7	Child of Yig
7-8	Daughter of Atlach-Nacha
9-10	Dark Young of Shub-Niggurath
11-12	Formless Spawn of Tsathoggua