

# The Cards of Cthulhu Beyond the Veil Expansion

*Our fight against the elder gods continues to rage. Even now, they are gathering their forces and extending their powers. Their cults hide in the shadows, rarely emerging into the light, yet their grip can be felt in the forgotten places of the world. The latest rumors are grim indeed. For it is said that another Elder god has joined their ranks. Fortunately, you are not alone in this battle. Others have heard the call and are stepping forward to join our fight. If their latest advance is*

*not stopped, they will soon overwhelm us all! You must lead the fight or the world is surely doomed!*  
- Walter P Matherson

## **What is in the Expansion?**

This Expansion picks up where the original game left off. You are an investigator battling the Cthulhu Minions and Horrors in a desperate attempt to defend our world from the insanity that lies Beyond the Veil!

# OVERVIEW

The Beyond the Veil expansion adds Cult powers, and Investigations along with many new cards to your game. These new mechanics will open up new ways to play so that every game will be a unique experience.

# COMPONENTS

- 1 New Mounted Cult Board (Nyarlathotep)
- 1 New Player Help Sheet
- 10 Cult Board Power Cards
- 4 New Investigators
- 25 Nyarlathotep Cult cards
- 37 New cult cards for the 4 existing Cult Boards
- 22 Investigation Cards
- 9 New Items
- 6 New Followers
- Rulebook

## 1 NEW CULT BOARD

### The Cult of Nyarlathotep



## NYARLATHOTEP SYMBOL



The Cult of Nyarlathotep

## NEW PLAYER HELP SHEET



The Help Sheet lists Magic Spells, the Turn Order, and other information necessary to play the game.

## 108 CARDS

### Nyarlathotep Cards



We've added a new Cult to the deck! There are 25 Nyarlathotep Cult Cards.

### Cult Cards



We've added 37 Minion, Gate, and Horror Cards from the 4 Original Cult Boards to the game.

### 4 New Investigators



This is your character in the game. You will choose one of the Investigators to play during the game. Your Investigator can only use his or her Skill once per turn.

### 6 New Followers



There are Follower cards in the Cult deck that you may purchase during the game. Each Follower has a unique Skill.

## 9 New Items



You can purchase and use Items to battle the Cults.

## 25 Investigations



You'll assign your Investigator and Followers to solve Investigations. If you succeed, you'll gain a valuable reward. If you fail, you'll suffer a vile penalty.

## 10 Power Cards



Every Cult has 2 Power cards in the deck. With each Power card in place, the Cult's Power grows!

## Experience Coins



We've added Silver 5 Piece Experience coins to the game!

# SET-UP



This Expansion adds to your core game. Use all the core game rules as normal, with the noted additions in this rule book.

Add all the Expansion Minions, Horrors, Cult Powers, Investigations, Followers, and Items to the Cult deck and place it within easy reach.

Place all 5 Cult Boards on the table.

Choose your Investigator card.

Place 4 Experience coins on your Investigator card.

Place the Red Body die, two Green Health dice, and the White Spirit dice within easy reach.

# TURN ORDER

Perform the following steps each game turn:

## (1) Summoning

- Reactivate Followers
- Draw Cult cards
- Purchase/Discard Items and Followers
- Place Cult Powers next to their corresponding Cult Boards
- Place Investigation cards in front of you, to be dealt with during the Combat phase
- Awaken Horrors
- Sanity Loss

## (2) Combat

- Choose Target Investigations
- Choose Target Cult Board
- Place Investigation and Combat Dice
- Roll Investigation and Combat Dice
- Re-roll Investigation and Combat Dice
- Apply Results
- Gain Experience

## (3) Outcome

- Check for Defeat
- Check for Victory or Flip Conditions

Note: Each player will take an entire turn before passing the dice to the next player.

# NEW CARD TYPES:

## Cult Powers

Each Cult Board has two Cult Power cards (Drawn from the Cult deck). Each power only affects its own board. When you Draw a Power card, place the card next to its board.



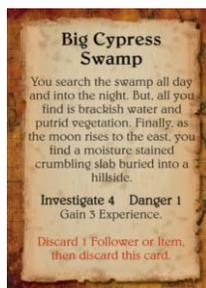
The top Power information is now permanently attached to that board.

When you Draw the second Power card, place it next to the first card. The Bottom Power information is now permanently attached to that board.

If a Cult board has two Power cards and one is destroyed, go back to the top effect.

Cult Powers are considered to be on the Cult Board for purposes of card effects.

## Investigation Cards



Investigations represent information and clues available for you to find. If you choose to follow the information, you may gain valuable benefits. If you choose not to follow the investigation, or if you fail to complete the investigation, you will suffer a penalty. Completing Investigations gain you Experience and other benefits, however it uses resources you may need to Combat the Cult Boards.

Complete Investigations during the Combat phase.

To target an Investigation, place dice onto the investigation cards. These dice can come from your Investigator or 1 die from each Follower you would like to send on the Investigation.



Succeed by rolling the Investigation value or higher with the dice assigned to that Investigation Card.



If you Succeed, you gain the reward described in black on the card.



If you do not attempt an Investigation, or you fail in your Investigation die roll, you will suffering the Investigation Card's negative result.

Your Investigator can participate in an Investigation.

Place his body and health dice on the Investigation card. Attempting to complete an Investigation is your Action.

You may purchase up to 3 Spirit dice to help with an

Investigation, as long as your Investigator is participating in that Investigation.

If you would like your Investigator to participate in another Action (including a second Investigation, or Attacking a Cult Board), you must purchase the Hurry spell.



If you roll the Danger value or lower on your Investigator's Body die, you take a Wound.

If your Investigator does not participate in the investigation, you can still send your Followers.

Any Follower can participate in an Investigation. Place 1 die on the Investigation card for each Follower you assign to the Investigation.

You can also assign multiple Followers to the same Investigation. All die rolls assigned to an Investigation are combined.



You can only use each of your Followers once per turn. Your Follower can participate in an Investigation Or use their skill.

You may place any number of dice on an Investigation

card. You may attempt to complete any number of Investigations each turn.



If you roll the Danger value or lower on your Follower's die, that Follower is killed.

Roll all the dice on an Investigation card. If your roll is equal to or exceeds the success value on the card, you have completed the Investigation. You gain the benefit of the Investigation card.

You have one chance to complete an investigation, if the roll fails, remove all the dice from the card. Suffer the penalty and Discard the investigation card.

You may roll to complete Investigations and Attack Cult Boards in any order.



*Example: You draw "The City of Bolton" Investigation with an Investigation value of 9 and Danger level of 2. You have the Thief, Tycoon, Soldier, and Journalist Followers. Due to the High danger value of 2, you only send the Thief, Tycoon, and*

*Journalist.*

*You leave the Soldier and your Investigator for the Cult Board Combat. The Thief rolls a 6, Tycoon a 5, and Journalist a 2. You succeed at the Investigation, but your Journalist dies. You immediately gain 6 Experience.*

In the Expansion game, several Minions, Gates and Horrors have been added to each Cult.

When Attacking Gates, remove Gates one at a time. Only draw 1 extra card per draw phase, regardless of how many Gates are on the Cult Board. Remove Gates like you did in the Original game.

*Example: There are 4 Gates on the Nyarlathotep Board, if there are no minions or awake Horrors on the board, you can perform the Close Gate Spell once per turn for a cost of three. After closing the gate, gain 1 Experience.*

Horrors are placed and Awaken like they did in the Original game. If more than one Horror is Awake, you will only lose Sanity based on the Highest level of Horror. Horrors of the same Board and Level are placed on top of each other. You must remove all Sleeping and Awake Horrors individually.



If a Board has two sleeping Minor Horrors, you must Slay each one individually.

*Example: There are two Minor Horrors on the Arwassa board. A second Minion is placed on the Arwassa board, awakening both Minor Horrors on the board. You must suffer 1 Minor Horror's Sanity loss. You can then attack the two Minor Horrors by placing a 2 dice combo on each Minor Horror. If you only Slay one of the Minor Horrors, you will have to deal with an Awake Minor Horror during your next turn.*

# NEW INVESTIGATORS



## Gambler

Lady Luck

You may roll 1 die before drawing cards.  
On a 1-2 suffer 1 Wound.  
On a 5-6 gain 4 Experience.



## Drunk

Drink It Away

Pay 1 less Experience when suffering a Sanity Loss.



## Detective

Gumshoe

Freely roll 1 Investigation die against any Investigation.

*Example: During each turn, a normal Investigator may attack an Investigation or the Cult Boards. Attacking both requires the Hury Spell. She may use her ability with a Follower, or with an attack against an Investigation in combination with her normal Combat.*



## Actress

Famous

Start the game with 2 random Followers.

# NEW FOLLOWERS



## Assistant (1)

(3) Research

Discard a Cult Power.



## Herbert West (4)

(0) Reanimation

When a Follower is Discarded (except when Discarded from under this card), place it under this card. You may Discard these Followers as if they are 2 Experience.

*Example: You are hit by a sanity loss from a Horror, instead of paying with Experience, you throw the Soldier in front of the attack. The Soldier dies, but is placed underneath Herbert West.*



## Randolph Carter (3)

(0) Strength of Will

You may re-roll your Body die if its roll will inflict a Wound. If you re-roll, reshuffle this card back into the deck.



## Madman (2)

(0) Embrace The Chaos

Before checking for Danger, add 1 to his Investigation die roll.



## Art Dealer (1)

(0) Artist's Eye

After checking for Danger, add 3 to his Investigation die roll.



## Dog (2)

(0) Loyal Companion

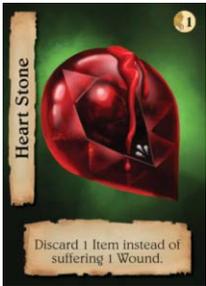
At the end of the Combat step, you may discard this card to discard any 1 card on 1 Cult Board.



## Dark Magic Spell (1)

Instead of suffering 1 Wound, draw 5 extra cards next turn (discard any Followers and Items drawn).

# NEW ITEMS



## Heart Stone (1)

Discard 1 Item instead of suffering a Wound.



## Cursed Symbols

Draw 1 Cult card for every Gate in play. Draw 1 less card for each Follower or Experience you discard before drawing.



## Central Portal (3)

Discard this card to discard any and all Gates on any 1 Cult Board.



## Dynamite (5)

Discard this card to roll a 5 die attack against any 1 Cult Board or Investigation.

*Example: You may attack one Board with this Item, earn Experience/Slay Horrors as normal, and then attack a separate Board/Investigation with your Investigator's normal dice.*



## Cursed Charm

You may not discard this card until you Slay a Horror. You must re-roll all 6s.



## Poison Trap (1)

Immediately place on any Cult Board. When you place the next Minion on that Board, discard this card and the Minion.



## Melting Flesh Spell (5)

(2) Discard all Cultists and Cultist Leaders.



## Hunting Rifle (3)

(1) Once each turn, add or subtract 1 from any 1 Combat die.

# INVESTIGATIONS

---

If an Investigation states:

**Draw** - Increase your Cult draw by the designated number of cards. If the cards drawn are Followers, Investigations or Items, discard them. Place any Minion, Horror or Gate cards on their Cult Boards.

**Draw and Discard** - Draw the designated number of Cult cards from the deck and Discard them.

**Discard a Follower or Item** - You can choose any of your Followers or Items to immediately discard.

**Place 1 Follower on top of the draw deck** - You can choose any of your Followers to place on top of the Draw deck. During your next turn, you can choose to re-purchase that Follower.

**Suffer a Sanity Attack** - Immediately Suffer a Sanity Attack worth the designated value.

*Example: If you must Suffer a 2 point Sanity Attack, you must pay 2 points of Experience or discard a Follower.*

**Save** - You can add this card to your Investigator's resources, to use when it is most useful to you.

# CULT POWERS

---



## Arwassa

Add 1 to the value of Minions on this Cult Board.

Add 2 to the value of Minions on this Cult Board.



## Chaugnar Faugn

Gain no Experience for value 2 to 4 Minions on this Cult Board.

Gain no Experience for value 2 to 7 Minions on this Cult Board.



## Nyarlahotep

Pay 2 extra Experience to Cast a Seal Gate Spell on this Cult Board.

Pay 4 extra Experience to Cast a Seal Gate Spell on this Cult Board.



## Cthulhu

Horrors on this Cult Board Awaken with 1 fewer Minion.

Horrors on this Cult Board Awaken with 2 fewer Minions.

*Example: Both of Cthulhu's Cult Cards are attached to his board. There are 0 minions on his board, and you draw 1 Minor Horror. He is placed face down, asleep. With both Cult Powers, it requires 2 fewer minions to awaken Horrors. With there being 0 Minions + 2 from the Cult Powers, the Minor Horror is wake up.*



## Yog Sothoth

Pay 1 Experience to roll Combat dice against this Cult Board.

Pay 2 Experience to roll Combat dice against this Cult Board.

# CREDITS

---

Designer

Ian Richard

Developer

Holly Verssen

Kevin Verssen

Cover Art

Christian Quinot

Card Art

Christian Quinot

## Special Thanks...

Ben Stanley for helping a noob designer turn a prototype into a solid game.

Game Box in Topsham, Maine for all your support and just being a great place to buy games.

## Card Quotes...

The quotes on the cards represent thoughts, (often final

thoughts) from the unfortunate souls who encountered the creatures or Items on those cards.

Our thanks go out to the wonderful people who supported this game on Kickstarter. Many of the quotes come from those generous people.