MONSTERS

Card Name

HOUND OF TINDALOS

Monster Effect:
Game effect resolved immediately when monster is revealed.

EACH PLAYER SHOWS THEIR ROLE CARD TO THE PLAYER ON THEIR LEFT.

Minimum Player Count

Using monsters in your games of *All Manor of Evil* involves some minor rules changes to the game. Use the following changes when playing with monsters:

Setup:

During step 3 of setup after shuffling the Clocks into one of the four piles, shuffle one monster appropriate for the player count into the other three piles . Place those piles on top of the pile with the Clocks as you would when playing without monsters.

HIGH WIZARD

LIGHT LANTERN
PLAYERS THAT STEAL FROM THIS ROOM LOSE ⬦ TOKEN.

CTHONIAN

REVEAL THE TOP CARD OF THE DECK. EACH PLAYER GAINS ● TOKENS EQUAL TO ITS ● VALUE

BYAKHEE

FLIP THE BLUE ELDER GOD. REMOVE ⬦ TOKEN FROM THE YELLOW ELDER GOD.

CLOCK

CLOCK

WHEN THIS CARD IS DRAWN OR REVEALED SET THIS ASIDE IF THE SECOND CLOCK IS SET ASIDE IN THIS WAY THE GAME IMMEDIATELY ENDS

Gameplay:

Monsters are resolved differently depending on the manner by which they were revealed.

- Monsters revealed when a room is refilled are resolved immediately. A new card is revealed from the top of the Manor deck and added to the room instead.

- Monsters revealed as the result of a player resolving Inspect action ability are resolved immediately. No additional card is revealed by the player to replace the monster.

- Monsters revealed by an effect instructing the top of the Manor deck to be revealed are resolved immediately. No additional card is revealed by the player to replace the monster.

LURK: Some monsters have the keyword LURK. Monsters with LURK are not discarded like other monsters. Rather, monsters with LURK are tucked under the room of the Manor board as indicated by the LURK ability so that its text is visible. Monsters with LURK provide a unique effect any time a player steals a relic from that room for the remainder of the game.

There can only ever be one monster with LURK per room, if a monster with LURK would ever be placed in a room where a monster with LURK is already present, discard the current monster and place the new monster in that room instead.

A monster with LURK will always be placed under the indicated room. Some monsters have the keyword LURK followed by Lantern instead of a room. The player currently holding the Lantern chooses the room in which the monster is placed.
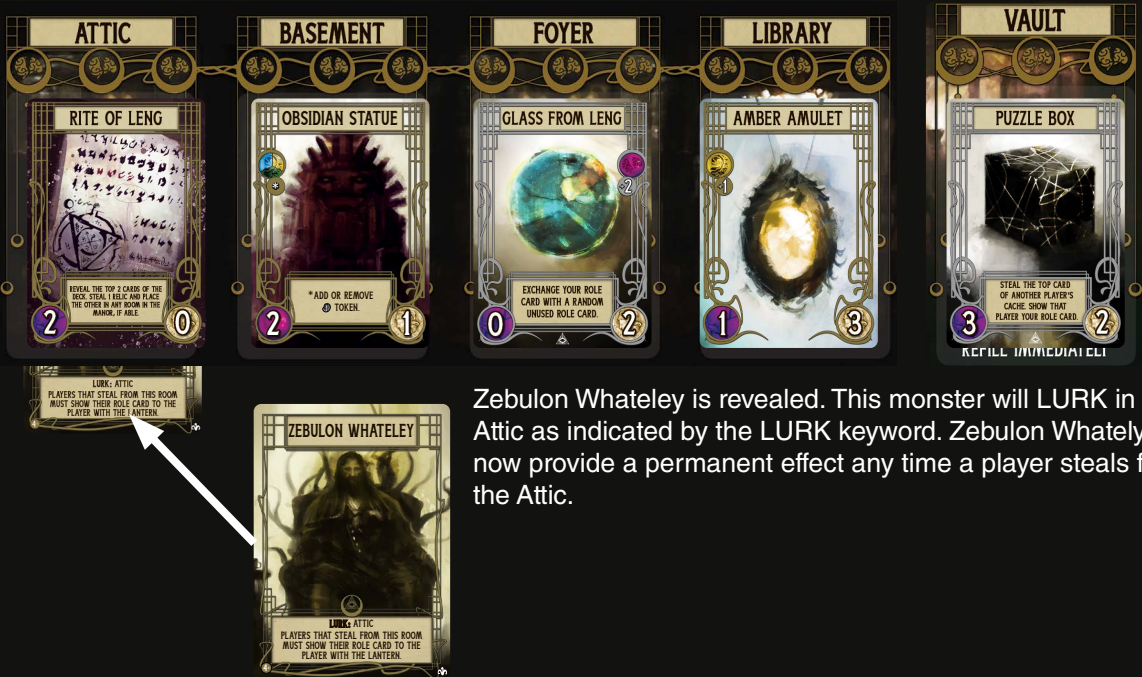
Zebulon Whateley is revealed. This monster will LURK in the Attic as indicated by the LURK keyword. Zebulon Whately will now provide a permanent effect any time a player steals from the Attic.

ARCANE RELICS

Some relics have a silver frame rather than gold. These relics are collectively referred to as arcane relics. There isn't any functional difference between relics and arcane relics. However, some cards and effects will refer to arcane relics.

ALTERNATE ELDER GODS

Alternate Cthulhu, Dagon, and Hastur. The alternate versions of these elder gods have the keyword SERVITUDE. SERVITUDE abilities are resolved any time a player adds one or more awakening tokens to that elder god.