




EVERYONE SCORES:



- **3VP** if Alignment card was not revealed during game.
- **Cards** and **Agents** they have claimed with  (neutral VP)
- Any END GAME effects on **Mythos** cards that provide additional VP and/or tie-breaking conditions.

Note: Some cards are scored during the game: **Cities**, *Lost City* and *The Necronomicon*.



INVESTIGATORS

- **Investigation track**.
- Gate Value on own sealed  **Gates**.
- Recruited **Agents** with 

CULTISTS

- **Ritual track**.
- 1VP per **assassinated Agent** in Crypt.
- Gate Value on own protected  **Gates**.
- **Mythos** cards with 
- 1VP per claimed **Revenant Agent**.
- 8 VP if claimed **Deep Ones** card AND all 8 Deep Ones in play.

DISSIDENTS

- **-3VP** if Alignment card revealed during the game.
- Gate Value on own **Gates**, sealed  or  protected.
- 1VP per **assassinated Agent** in Crypt.

Dissident Investigator: Also **Investigation track**.

Dissident Cultist: Also **Ritual track**.

Note: *Dissidents don't score*  *Investigator VP* or  *Cultist VP* on cards or Agents.