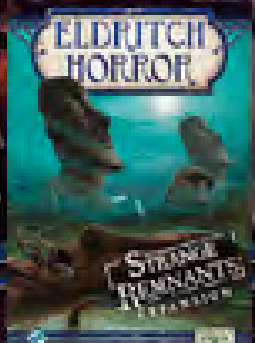
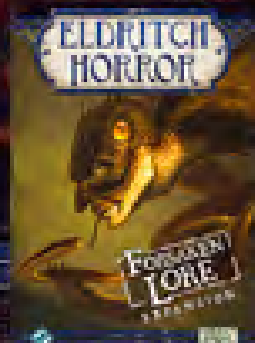


ELDRITCH HORROR™



Combined
Rulebook



A CONSPIRACY REVEALED

Harrigan ran his bandaged hand across the map on the hotel room's wall. Dozens of documents and scraps of paper from all over the world were pinned to their corresponding locations, interconnected by a complex web of colored string. He followed a red string from the transcribed testimony of a lunatic in Arkham to a pencil rubbing of some pictographs he found in the Amazon. From there, he traced a blue thread to a page torn from the journal of that astronomer who was murdered in Sydney.

But the big picture still wasn't emerging. Something was distracting him. What was it? The vendor at the train station had a tattoo on the back of his hand. Maybe that was it. Harrigan was sure he'd seen that symbol before. It could be nothing. He may just be paranoid. Still, he should make a drawing of the tattoo and show it to Diana. She'd know for sure.

A sound in the street suddenly caught his attention. No, it was half a sound. It was something that was going to be a sound, maybe a scream, but was then cut off. He walked away from his map and made sure the door to his room was locked.

During the nine hours he'd been in town, he went straight from the train station to the museum, and then to the hotel. Who could have found him so quickly?

Was it the curator? That old man had been so enthusiastic, pointing gleefully at tiny etched figures on pottery shards. He lectured at painful length about a primitive belief in an ancient evil that would someday enter this world through magical doorways. Did that odd little bookworm have Harrigan followed?

Something heavy fell to the floor outside in the hallway and arcane forces began to violently shake the door in its frame. Harrigan sighed. There would be no time for packing. He could take the essentials and that was it. He picked up his gun, checked the clip, confirmed that there was one in the chamber, and turned the safety off.

The door's enameled wood began to splinter and one of the hinges literally shook itself to pieces. Harrigan knew that he couldn't leave any clues. With a well-practiced snap, his cigarette lighter was open, and he ran the flame across the bottom of the map. The fire quickly ran along each thread, devouring the documents. If this is the maid, Harrigan thought, I'm going to have a lot of explaining to do.

The door exploded into the room with a thunderous crack, and the thing stepped past the threshold.

It was not the maid.

The sight of the creature sent a cold shock through Harrigan's spine, but he couldn't let himself stop moving; not if he hoped to reach London by the end of the week. Harrigan closed his eyes and ran for the open window. The room was filled with the roaring of gunshots, fire, and madness.

USING THIS RULEBOOK

This rulebook is written with the sole purpose of teaching new players how to play *Eldritch Horror*. For this reason, this rulebook omits many rules exceptions and card interactions. In addition to this rulebook, this game also comes with a reference guide.

The reference guide addresses rules questions and special exceptions that are not answered in this rulebook. The guide also includes optional rules for adjusting game difficulty, scoring, and playing one-player games.

strerd's NOTE

When combining information from the various expansions, information was added where it fit logically. Official errata has replaced original rules text (errata for other components is included).

GAME OVERVIEW

Eldritch Horror is a cooperative game of investigation and horror inspired by the writings of H. P. Lovecraft. In each game, one of the Ancient Ones, a being of unimaginable power that predates time itself, is awakening. Players take on the roles of investigators who are attempting to solve mysteries, defend humanity from unimaginable horrors, and ultimately banish the Ancient One from this world. If investigators fail at their task, the Ancient One awakens, and mankind is doomed.

PLAYERS AND INVESTIGATORS

When playing *Eldritch Horror*, each player controls an investigator. In this rulebook, the word "investigator" refers to both the player controlling the investigator as well as the in-game character.



FORSAKEN LORE EXPANSION

Long before humanity presumed to call itself the earth's dominant life form, there were many others. Over a billion years ago, the elder things descended from space and built enormous cities. Hundreds of millions of years after that, the Great Race of Yith projected their minds into strange conical beings and used their advanced technology to catalog knowledge throughout time. The serpent people were once the undisputed rulers of the world, even using their mastery of science and sorcery to subjugate early humans.

Yet, each in turn fell. Whether the result of the elements, predators, or their own over-reaching ambition, each of these mighty civilizations fell to ruin. Their stories are known to only a few. The knowledge of these species has been kept from humanity, and yet, within these lost stories lays the only hope for the survival of mankind. To protect this world from the imminent threat of the Ancient One, a few brave investigators must uncover this forsaken lore.

In the *Forsaken Lore* expansion, what the investigators previously thought they understood was all an illusion. Now the Ancient Ones have grown in power and stand ready to breach into our world. This expansion includes a new Ancient One, Yig, as well as Mystery cards for the existing Ancient Ones, hundreds of new stories to encounter, and new Artifacts, Assets, and Spells for investigators to wield against the Ancient Ones.



AN ANTARCTIC EXPEDITION

The Antarctic fog parted, and the towering mountain range suddenly became visible. The dark peaks reached impossibly high into the air, vast and foreboding.

"You ever see mountains that big before?" Ropes asked, shouting over his plane's engine. Ursula shook her head in response.

These peaks made the Himalayas look like foothills. Ursula felt certain no one had seen mountains that big before. Not until Professor Lake's transmission a few days ago. A twinge of sorrow picked at her. Poor Lake. "What happened at the camp?"

Ropes winced. "It was grim. Once the storm cleared and we were able to get there, everything had been torn apart. Everyone was dead. Dogs too. Some of the men had been gutted. They reckon one of the scientists cracked up and killed them all. It's..." he couldn't finish the thought. "I knew those guys. All of them. On the ship down and across the ice shelf. They were all solid as an oak, you know? I guess there's something about being so cut-off down here. You ever hear of someone snapping like that?"

Ursula's jaw clenched. Yes, she'd seen the horror that human madness could wreak. She'd seen it in India, in Ecuador, and in Chicago. Still, how could one person manage so much bloodshed? If it wasn't some madman, what else could have possibly been the source of such butchery?

"There's the opening," Ropes pointed to a gap between the towering peaks. "You're going to want to brace yourself for what's on the other side." He paused for dramatic effect. "It's a city."

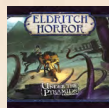
The *Mountains of Madness* expansion leads investigators on the Miskatonic Expedition to Antarctica to discover the history of the elder things, an ancient alien race that was once the dominant species on Earth. It includes new investigators, Ancient Ones, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces entirely new mechanics including a new side board, Unique Assets, the Focus action, **TASK** Assets, and of course, an adventure into the Mountains of Madness.

STRANGE REMNANTS EXPANSION

At the dawn of civilization, priests and prophets called for great blocks of stone to be brought over vast distances and then inscribed with prayers and parables. The very sight of these towers, ziggurats, and monuments brought all who saw them to their knees. Now moss covers these incredible feats of engineering and unspeakable horrors have taken root within.

But the stones have endured. The architects foresaw the coming of the Ancient One and their work may yet hold the key to humanity's survival. Only those of sufficient courage and skill will be able to unlock the secrets of these ancient wonders!

The *Strange Remnants* expansion leads investigators to explore the mysterious remnants of past civilizations and the ruins left behind. These ancient sites of power can be harnessed by the worshipers of the Ancient Ones for nefarious purposes or by the investigators to protect humanity. This expansion includes a new Ancient One and new investigators, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces entirely new mechanics including Adventures, Mystic Ruins Encounters, the Focus action, and Unique Assets.



UNDER THE PYRAMIDS

"Come back!" Hanif stood at the top of the stairs in his fine white linen suit. If he had his way, the stone that covered these steps would be restored to where it had rested for over 3000 years. "This place is not meant for the living! Jack?"

Inside the winding catacombs, Monterey Jack held his torch up to the walls as he walked. How many mummified remains had been entombed here? Each wore the inverted ankh and each was armed with a khopesh. "Hanif!" Jack called excitedly. "This is the army of Nephren-Ka. We have found the Labyrinth of Kish! Come down here!"

Jack's torch illuminated a mural on the wall. It depicted Akenaten's prayer to the sun and the arrival of the priest, Nephren-Ka. Look again, Jack. How many times had Jack stared blankly at a shard of pottery or weatherworn stone only to have his father's voice gently urge him to see more? Jack looked again. That was not the sun. It was a swirling mass of chaos, and it was not sending a priest. It was resurrecting a king. Nephren-Ka was not just named after the legendary Dark Pharaoh; he was that same ancient horror. "Hanif! Get in here! This is an amazing—"

Jack turned and abruptly came face to face with Hanif, now clad in a black robe and wearing an inverted ankh around his neck. "You were a brave man, Jack." Hanif raised his khopesh to Jack's throat. "Your father died bravely as well."

The *Under the Pyramids* expansion leads investigators on an expedition beneath the pyramids of Giza to uncover the dark history of the Black Pharaoh, a cruel ruler of ancient Egypt who was stricken from all records. It includes new investigators, Ancient Ones, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces new mechanics including a new side board, Unique Assets, Impairment tokens, and an adventure *Under the Pyramids*.

SIGNS OF CARCOSA EXPANSION

The padlock and chain struck loudly against the floor, and the door to the theater swung open. Dexter returned his lock picks to their hidden pocket and stepped forward cautiously.

The great magician had just spent the last hour watching more than a hundred well-dressed audience members arrive and claim their tickets to the local premiere of the notorious play, *The King in Yellow*. They had walked through this door, but now they were gone. In their place, each seat in this theater was occupied by a life-sized puppet instead. And each puppet's head had been turned to look in Dexter's direction. "A competent illusion," he called out with genuine admiration.

The masked figure on stage stepped down into the aisle. The creature was wrapped in moldering tatters. Its mask moved slightly, indicating that its face—or whatever it was that the mask hid—was undulating in some abominable manner. The thing lurched forward, knocking puppets to the ground and shattering them.

Dexter smiled and calmly rotated a small stone he had palmed. As he did, he muttered arcane syllables that had been taught to him on a nameless island in the Pacific. The creature struck with the speed of a viper, wrapping its clawed hands around the magician's throat. But it found nothing but smoke. The Great Dexter Drake was gone.

In the *Signs of Carcosa* expansion, investigators must discover the cause of the spreading madness that is sweeping the cities of the world. As the citizens of a population center lose their minds, they see the phantom spires of an alien city and visions of a faraway lake. This expansion includes a new Ancient One and new investigators, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces entirely new mechanics including Unique Assets and Impairment tokens.

BASE COMPONENTS



EXPANSION COMPONENTS (see next page)



EXPANSION COMPONENTS



FORSAKEN LORE

- 1 Ancient One Sheet
- 148 Encounter Cards

8 America 8 Europe
8 Asia/Australia 4 General
6 Other World
6 Expedition (6 unique backs)
20 Special (4 unique backs)
88 Research (5 unique backs)



- 14 Mystery Cards (5 unique backs)
- 6 Mythos Cards
- 16 Asset Cards
- 28 Spell Cards
- 6 Health and Sanity Tokens (4 health, 2 sanity)
- 8 Artifact Cards
- 24 Condition Cards
- 8 Monster Tokens (1 normal, 7 epic)



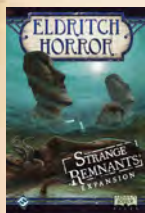
MOUNTAINS OF MADNESS

- 1 Antarctica Side Board
- 8 Investigator Sheets with tokens and plastic stands
- 2 Ancient One Sheets
- 168 Encounter Cards

4 America 4 Europe
4 Asia/Australia 4 General
6 Other World 16 Outpost
16 Mountains
6 Expedition (3 unique backs)
48 Research (2 unique backs)
24 Special (3 unique backs)
16 Antarctica Research



- 26 Mythos Cards
- 16 Spell Cards
- 16 Asset Cards
- 14 Mystery Cards (2 unique backs)
- 12 Adventure Cards (3 unique backs)
- 6 Clue Tokens
- 1 Mystery Token
- 1 Adventure Token
- 8 Artifact Cards
- 6 Prelude Cards
- 4 Round Overview Cards
- 32 Condition Cards
- 42 Unique Asset Cards
- 6 Gate Tokens
- 22 Monster Tokens (14 normal, 8 epic)



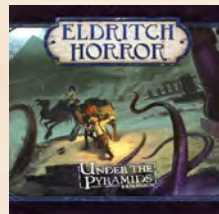
STRANGE REMNANTS

- 1 Ancient One Sheet
- 4 Investigator Sheets with tokens and plastic stands
- 86 Encounter Cards

4 America 4 Europe
4 Asia/Australia 4 General
6 Other World
20 Mystic Ruins (4 unique backs)
20 Special (2 unique backs)
24 Research (5 unique backs)



- 16 Asset Cards
- 4 Artifact Cards
- 6 Mystery Cards
- 4 Round Overview Cards
- 6 Monster Tokens (4 normal, 2 epic)
- 10 Health and Sanity Tokens (6 Health, 4 Sanity)
- 12 Focus Tokens
- 16 Spell Cards
- 20 Mythos Cards
- 24 Unique Asset Cards
- 1 Adventure Token
- 6 Adventure Cards
- 16 Condition Cards
- 4 Prelude Cards



UNDER THE PYRAMIDS

- 1 Egypt Side Board
- 2 Ancient One Sheet
- 8 Investigator Sheets with tokens and plastic stands
- 154 Encounter Cards

4 America 4 Europe
4 Asia/Australia 4 General
6 Other World 16 Egypt
16 Africa
12 Expedition (9 unique backs)
40 Special (4 unique backs)
48 Research (2 unique backs)



- 22 Mythos Cards
- 16 Asset Cards
- 35 Unique Asset Cards
- 6 Adventure Cards
- 6 Clue Tokens
- 6 Gate Tokens
- 1 Active Expedition Token
- 122 Monster Tokens (7 normal, 5 epic)
- 6 Prelude Cards
- 24 Spell Cards
- 12 Mystery Cards (2 unique backs)
- 16 Condition Cards
- 12 Health and Sanity Tokens
- 20 Impairment Tokens
- 1 Adventure Token



SIGNS OF CARCOSA

- 4 Investigator Sheets with tokens and plastic stands
- 1 Ancient One Sheet
- 84 Encounter Cards

4 America 4 Europe
4 Asia/Australia 4 General
6 Other World
6 Expedition
24 Research
32 Special (3 unique backs)



- 24 Mythos Cards
- 16 Asset Cards
- 12 Spell Cards
- 8 Monster Tokens (6 normal, 2 epic)
- 20 Impairment Tokens
- 8 Mystery Cards
- 4 Artifact Cards
- 16 Unique Asset Cards
- 4 Prelude Cards
- 16 Condition Cards

USING EXPANSIONS

When playing with the expansion(s), add all expansion components to their respective decks or pools of *Eldritch Horror* components. Unless otherwise instructed, use all components when playing with expansion(s).

EXPANSION ICONS

Expansion cards are marked with the respective expansion icons to distinguish them from the cards in the *Eldritch Horror* base game. These icons are shown here under their respective game box images. When used throughout this rulebook, these icons indicate expansion-specific rules.

SETUP

Before playing each game, perform the following steps in order. The setup diagram on the next page shows an example of these steps.

Unless otherwise indicated by expansion-specific icons below, when playing with expansions, add all expansion components to their respective decks or token pools (or create additional decks/pools in the case of new components).



Before setup, players draw one random Prelude card. These cards alter game setup and make each game feel unique. The card's effect is resolved immediately after drawing the card, unless it specifies different timing, such as "after resolving setup."

1. PLACE GAME BOARD - Unfold the game board and place it in the center of the play area within easy reach of all players.

While a side board is in play, "game board" refers to both the main board included in Eldritch Horror and the side board(s).

"Side board" refers to the side board but not the main board.



If the *Rise of the Elder Things* Ancient One or the *Doomsayer from Antarctica* Prelude card are to be used, also lay out the Antarctica side board.



If the *Nephren-ka* Ancient One or the *Under the Pyramids* Prelude card are to be used, also lay out the Egypt side board.

2. ORGANIZE TOKENS Organize the tokens as listed below:

A. Create the Gate stack by randomizing the nine Gate tokens, placing them face down (common side up) in a stack within reach of all players.

B. Create the Clue pool by placing the Clue tokens face down (common side up) in a pile within reach of all players and randomize them.



If the Antarctica or Egypt side board(s) are in use, include their respective Clue tokens (6 each) and Gate tokens (3 each) during the previous two steps. These correspond to locations on the side board(s). Otherwise, return them to the game box.

C. Create the general token pool by taking all Health, Sanity, Improvement, Travel Ticket, Eldritch, Mystery, and Rumor tokens as well as any standard expansion tokens and place them in piles within reach of all players.



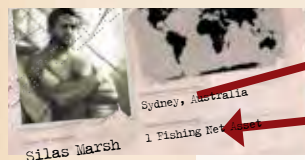
Add all Focus tokens and the Adventure token to the general token pool.



Add all Impairment tokens and the Adventure token to the general token pool.

3. CHOOSE AND PLACE INVESTIGATORS - Players agree upon one player to receive the Lead Investigator token. If they cannot decide, players assign this token to a random player as they see fit (for example, by rolling a die).

Starting with the Lead Investigator and proceeding clockwise, each player chooses one investigator. He takes the corresponding Investigator sheet, then places the matching Investigator token on the game board space listed on the back of his Investigator sheet.



Investigator Sheet Back

Starting Space

Starting Possessions

4. RECEIVE STARTING POSSESSIONS, HEALTH & SANITY

Each investigator receives the starting possessions listed on the back of his Investigator sheet (see image above). He gains any Assets or Spells listed by taking the matching card from the game box. Then he takes a number of Health and Sanity tokens equal to his investigator's maximum Health and Sanity listed on the front of his Investigator sheet (see "Health and Sanity" on page 17). He places these tokens near his Investigator sheet.

5. DETERMINE ANCIENT ONE - As a group, players choose one of the Ancient One sheets. Each Ancient One provides a different game experience. For their first game, it is recommended players choose "Azathoth," as he is the most straightforward Ancient One. Place the chosen sheet face up (displaying a Doom value in the top left corner) near the game board and resolve any setup effects on the sheet.

6. CREATE MONSTER CUP - Take all non-epic Monster tokens and place them in an opaque container such as a bowl, mug, or the cover of the game box (not shown in setup diagram). Then shake this container to randomize the Monster tokens.

Do not place the Epic Monster tokens in the Monster cup. Epic Monster tokens are marked by their red color and clipped lower-left corner (see "Epic Monsters", page 18).



If the *Rise of the Elder Things* Ancient One or the *Doomsayer from Antarctica* Prelude card are to be used, set aside the following Monsters from the Monster cup:

1 Elder Thing 1 Giant Penguin
1 Proto-Shoggoth 1 Shoggoth



If the *Nephren-ka* Ancient One or the *Under the Pyramids* Prelude card are to be used, set aside the following

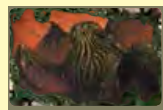
Monsters from the Monster cup:

1 Mummy 1 Sand Dweller
1 Spawn of Sebak

7. SEPARATE AND PLACE DECKS - Take all Research Encounter cards, Special Encounter cards, and Mystery cards that do not correspond to the chosen Ancient One and return them to the game box (see below). Those cards will not be used for this game.

ANCIENT ONE SPECIFIC CARDS

*Cthulhu Research
Encounter Cards*



*Cthulhu Mystery
Cards*



*Cthulhu Special
Encounter Cards*

Each Ancient One has two unique decks of cards: the Mystery deck and the Research deck. Some Ancient Ones also have a Special Encounter deck called out in their setup effect. Each card can be identified by an illustration of its corresponding Ancient One on the card's back.

Then separate all other cards as listed below and place them near the game board.

- Shuffle all Expedition Encounter cards into a single deck, regardless of card back.

- Shuffle the Spell cards and Condition cards into two separate decks. Place these decks face up, with the top card's name and artwork visible.

- Set the Mythos cards aside for step 8. Then separate all other cards into decks by card back and shuffle each deck.



If the *Rise of the Elder Things* Ancient One or the *Doomsayer from Antarctica* Prelude card are to be used, also lay out the *Outpost*, *Mountain*, and *Antarctica Research* Encounter cards.



If the *Doomsayer from Antarctica*, *Cosmic Alignment*, or *Under the Pyramids* Prelude card is in use, shuffle and place the Adventure cards near the board. Otherwise, they are returned to the game box.



Shuffle and place the *Unique Asset* deck near the standard *Asset* deck.



If the *Syzygy* Ancient One or the *Cosmic Alignment* Prelude card is in use, shuffle and lay out the *Mystic Ruins* Encounter cards. Otherwise, return them to the game box.

SETUP DIAGRAM FOR 2 PLAYER GAME



8. BUILD MYTHOS DECK - Follow the instructions at the bottom of the Ancient One sheet to build the Mythos deck. See the “Building the Mythos Deck” diagram on page 8.

9. **RESOLVE STARTING EFFECTS** - Resolve the following effects to complete setup:

- A. Place the Reference card that corresponds to the number of players near the Mythos deck. Players use the Reference card when resolving Mythos effects. Return all other Reference cards to the game box.



The Round Overview cards can be used to quickly reference possible actions, encounters, and Mythos card effects.

B. Place the Doom token on the space of the Doom track listed on the upper-left corner of the Ancient One sheet. For example, the Azathoth sheet denotes that the Doom token starts on the “15” space of the Doom track.



Starting Doom

C. Place the Omen token on the green (comet) space of the Omen track.

D. Place the top four cards of the Asset deck face up in the four slots of the reserve (at the bottom-left of the game board).

E. Spawn the number of Gates indicated on the Reference card. To spawn a Gate, take the top Gate token from the Gate stack and place it face up on the space indicated on the Gate token. Then draw one random Monster token from the Monster cup and place it on the same space.

F. Place the Active Expedition token on the space that corresponds to the illustration on the back of the top card of the Expedition Encounter deck.

G. Spawn the number of Clues indicated on the Reference card. To spawn a Clue, take one random Clue token from the Clue pool and place it face down on the space indicated on the face of the Clue token.

H. Finally, draw one Mystery card and place it near the Ancient One sheet. Then resolve any “When this card enters play” effects on that card.

BUILDING THE MYTHOS DECK



During step 8 of setup, players build the Mythos deck. This deck is built differently each game, based on the instructions on the Ancient One sheet. To build this deck, perform the following steps:

1. Separate all Mythos cards into three piles, based upon the color on the front of the card (green, yellow, and blue). Shuffle each separately, and place them facedown.
2. Build stage I of the Mythos deck by taking random cards of the denoted colors and quantities (listed at the

bottom of the Ancient One sheet) and shuffling them together. **Do not look at the cards at this time.**

3. Then build stage II of the Mythos deck (following the same steps as stage I) and place it **under** the stage I deck.
4. Finally, build stage III of the Mythos deck and place it **under** the stage II deck to create a single Mythos deck. Once created, **do not shuffle this deck**. Place the deck near the Ancient One sheet. Return all remaining Mythos cards to the game box without looking at them.

OBJECT OF THE GAME

Eldritch Horror is a cooperative game. All players are on the same team and win or lose the game together. The investigators' ultimate goal is to banish the Ancient One from this world by solving Mysteries (see page 16).

In addition, investigators need to deal with many threats and crises facing the world. These appear in the form of Gates (which spawn Monsters and can awaken the Ancient One) and RUMOR Mythos cards (which harm investigators and can end the game prematurely).

See "Winning the Game" on page 13 for more details.

PLAYING THE GAME

Eldritch Horror is played over a series of game rounds. Each round consists of three phases that are resolved in the following order:

1. **Action Phase:** Investigators perform actions to move about the game board and prepare for the tasks ahead.
2. **Encounter Phase:** Investigators fight Monsters or resolve encounter cards on their current space.
3. **Mythos Phase:** The Lead Investigator resolves one Mythos card. These cards often advance the Doom token, spawn Gates, or raise other challenges that investigators will need to overcome.

At the end of each Mythos Phase, the Lead Investigator may pass the Lead Investigator token to **any player of his choice**. Investigators then start a new game round beginning with the Action Phase. Players continue resolving game rounds until they have won or lost the game.

The back of the reference guide contains a quick reference of these phases.



PHASE I: ACTION PHASE

During this phase, each investigator resolves up to two actions. Performing actions is the main way in which investigators move about the game board and acquire beneficial cards and tokens (such as Asset cards and travel tickets).

This phase starts with the Lead Investigator. He performs two actions of his choice, then the investigator to his left performs two actions, and so on, until each investigator has performed his actions.

During the Action Phase, investigators may perform the following actions. The detailed rules for these actions are explained in the following sections.

- Travel
- Rest
- Trade
- Prepare for Travel
- Acquire Assets
- Component Actions
-   ➤ Focus



Important: Each investigator can perform each action **only once** during a round. For example, an investigator cannot perform two Rest actions.

TRAVEL ACTION

The investigator moves his Investigator token to any adjacent space (see “What are Spaces and Paths?” on the right).

After moving, the investigator may spend any number of travel tickets to move one additional space per ticket spent. Investigators can only spend Train Tickets to move along Train paths, and Ship Tickets to move along Ship paths (see “What are Spaces and Paths?” on right). See the “Action Phase Example” diagram on page 9 for an example of a Travel action.

Moving to the Side Boards

 Traveling to Antarctica can be a challenge. Below are the two options available to investigators to reach their destination.

- Antarctica on the main board and Miskatonic Outpost on the side board are connected by a Local path. During the Action Phase, an investigator may move from Antarctica to Miskatonic Outpost or from Miskatonic Outpost to Antarctica.
 - Each investigator may perform this movement only once per round.
 - This movement does not require an action but cannot be performed by a Delayed investigator.
- Alternately, when an investigator performs an Acquire Assets action, he may spend two successes to move to Miskatonic Outpost.

WHAT ARE SPACES AND PATHS?

The different types of spaces and paths are shown on the “Legend” of the game board.

Tokens are often placed on **SPACES** of the game board. Spaces include named locations (such as “Arkham”), as well as numbered locations.



Examples of investigators on paths

Each space is connected to at least one adjacent space by lines known as **PATHS**.

Each path has a type (color) that corresponds to a type of travel ticket (see “Travel Action”).

LOCAL & SHIP PATHS

A number of spaces on the main board and side board are connected by Local or Ship paths, allowing investigators to move onto and off of the side board with the Travel action or any other effect that allows an investigator to move.

 A number of spaces on the Egypt side board are connected to other spaces by Local paths. Spaces connected by Local paths are so close to each other that moving between them does not require an action.

➤ During the Action Phase, an investigator may move along any number of interconnected Local paths.

- Each investigator may perform this movement only once per round.
- This movement does not require an action but cannot be performed by a Delayed investigator.

➤ Below is a list of spaces on the main board connected by Local or Ship Paths.

- The Pyramids is connected to each of the following spaces by a Local path: Alexandria, Cairo, Tel el-Amarna, and The Bent Pyramid.
- The Heart of Africa is connected to The Nile River by a Local path.
- Space 10 is connected to The Sahara Desert by a Local path.
- Space 17 is connected to Cairo by a Ship path.

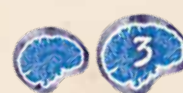
REST ACTION

The investigator recovers 1 Health and 1 Sanity (see “Health and Sanity” on page 17).

An investigator **cannot** perform this action if there is a Monster on his space.



Health Tokens



Sanity Tokens



TRADE ACTION

The investigator may trade possessions (Assets, Unique Assets, Artifacts, Clues, Spells, and travel tickets) with another investigator on his space.

PREPARE FOR TRAVEL ACTION

If the investigator is **on a City space**, he gains one travel ticket of his choice. The investigator cannot gain a Train Ticket unless there is at least one Train path connected to his space.

Likewise, he cannot gain a Ship Ticket unless there is at least one Ship path connected to his space.

If a player ever has more than two travel tickets, he must choose two to keep and discard the rest.



Ship Travel Ticket



Train Travel Ticket

ACQUIRE ASSETS ACTION

If the investigator is **on a City space**, he may attempt to acquire Asset cards from the reserve. He tests his Influence (♣♣) by rolling dice and gains Assets of his choice from the reserve with total **VALUE** equal to or less than the number of successes rolled (see "Tests" on page 14). If he does not gain any cards, the investigator may discard one card of his choice from the reserve.

After performing an Acquire Assets action, replace any cards discarded or gained from the reserve by drawing replacement card from the deck.

An investigator **cannot** perform this action if there is a Monster on his space.

COMPONENT ACTIONS

The investigator may perform an action listed on one of his components (such as a card or his Investigator sheet). These actions are preceded by the word "Action" in bold.

Although an investigator cannot perform a Component action from a single component more than once each round, he can perform component actions of different components.

Example: Lily Chen uses the action ability printed on her Investigator sheet. Then, for her second action, she could perform an action printed on an Asset card she has.

An investigator may also perform some actions using components held by other investigators on his space. These actions are preceded by the phrase "Local Action" in bold.



Location Abilities

Each space on the Antarctica side board has one or more location abilities that affect investigators on that space.

A space's "Local Action" ability can be performed only by investigators on that space. Each investigator may perform the "Local Action" ability of each space only once per round.

FOCUS ACTION



Some expansions introduce a new action that can be performed by any investigator. As an action, an investigator on any space gains one Focus token.

➤ An investigator may spend one Focus token to reroll one die when resolving a test. There is no limit to the number of Focus tokens he can spend to reroll dice.

➤ An investigator cannot have more than two Focus tokens.

ACTION PHASE EXAMPLE



1. Silas Marsh is on San Francisco at the start of the Action Phase. Since he has the Lead Investigator token, Silas resolves his two actions first.
2. For Silas's first action, he performs a Travel action. He moves from San Francisco to space 5.
3. During his Travel action, he decides to spend his Train Ticket to move one additional space along the Train path to Arkham.



4. For Silas's second action, he decides to perform a Rest action to recover 1 Health and 1 Sanity. Since he already has Sanity tokens equal to his maximum Sanity, he only recovers the 1 Health. He takes 1 Health from the token pool and places it by his Investigator sheet. Silas has performed his two actions. The investigator to his left may now perform two actions.

PHASE 2: ENCOUNTER PHASE

During this phase, each investigator resolves **one encounter**. Encounters often involve reading a short narrative on an encounter card which can have positive and/or negative effects.

This phase starts with the Lead Investigator. He resolves an encounter, then the investigator to his left resolves an encounter, and so on, until each investigator has resolved one encounter.

During the Encounter Phase, if an investigator is on a space containing one or more Monsters, he **must** resolve a single Combat Encounter against each Monster on that space, one at a time, in the order of his choice. If there are zero Monsters on an investigator's space, he instead resolves a location encounter or a token encounter of his choice as described in the sections below.

COMBAT ENCOUNTERS

If an investigator is on a space containing one or more Monsters, he **must** resolve a single Combat Encounter against each non-epic Monster on that space, one at a time, in the order of his choice before encountering each epic Monster on that space, one at a time, in the order of his choosing. Combat Encounters are described in detail on page 17, 18.

After an investigator resolves all Combat Encounters, if there are no Monsters in his space, **he may resolve another encounter**.

LOCATION ENCOUNTERS

The investigator draws an encounter card matching his space's artwork or from the General Encounter deck. He resolves the effect that matches his current space, then discards the card.



America



Europe



Asia/Australia



General



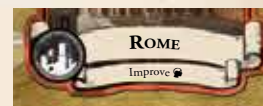
Investigators on the Antarctica or Egypt side boards have access to thematic encounters related to the Antarctic or Egyptian adventures.

- During the Encounter Phase, an investigator on Miskatonic Outpost, Lake Camp, or Frozen Waste may encounter that space by drawing an Outpost Encounter and resolving the effect that corresponds to his space.
- During the Encounter Phase, an investigator on Snowy Mountains, City of the Elder Things, or Plateau of Leng may encounter that space by drawing a Mountain Encounter and resolving the effect that corresponds to his space.
- During the Encounter Phase, an investigator on Alexandria, The Bent Pyramid, or Cairo may encounter that space by drawing an Egypt Encounter and resolving the effect that corresponds to his space.
- During the Encounter Phase, an investigator on The Sahara Desert, Tel el-Amarna, or The Nile River may encounter that space by drawing an Africa Encounter and resolving the effect that corresponds to his space.

If an investigator has multiple types of Encounter cards that he could draw, he chooses which deck to draw from.

Example: An investigator is on Arkham. He can choose to draw a card from either the General Encounter deck or the America Encounter deck. If he chooses to draw a General Encounter card, he then resolves the "City" portion of the card.

The text below each named space on the game board lists the most common effect found on its specific encounter cards.



Rome encounters often improve the investigator's Will (🧠)



TOKEN ENCOUNTERS

Some tokens are placed on spaces of the game board and provide additional encounter options for investigators on that space.

- Clue tokens allow investigators to draw and resolve Research Encounter cards.



Clue Token



Research Encounter Card

When an investigator encounters a Clue on the Antarctica side board, he does **not** resolve a Research Encounter for the chosen Ancient One. Instead, he draws and resolves an Antarctica Research Encounter.

An Antarctica Research Encounter is considered a Research Encounter for all game effects.

When an investigator encounters a Clue on the Egypt side board, he draws a Research Encounter for the chosen Ancient One and resolves the effect that corresponds to his space's type as normal.

- Gate tokens allow investigators to draw and resolve Other World Encounter cards.



Gate Token



Other World Encounter Card

- The Active Expedition token allows investigators to draw and resolve Expedition Encounter cards.



Active Expedition Token



Expedition Encounter Card

- Rumor tokens allow investigators to resolve the encounter listed on the **RUMOR** Mythos card that refers to that space.



Rumor Token

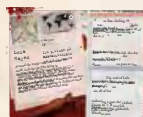


Rumor Mythos Card

- Defeated Investigator tokens allow investigators to resolve the encounter listed on the back of the defeated investigator's sheet (see "Defeated Investigators" on page ??).



A Defeated Investigator Token



Investigator Sheet back

The Mystic Ruins Encounter cards allow investigators to explore strange and unexplained places around the globe. The Mystic Ruins Encounter cards are used only if Syzygy is the Ancient One or when using the In Cosmic Alignment Prelude card. To setup the Mystic Ruins Encounter deck, shuffle all Mystic Ruins Encounter cards into a single deck. Then another player cuts the deck.



Mystic Ruins Encounter Card



Mystic Ruins Token

- Mystic Ruins Encounters are complex encounters that may require an investigator to resolve multiple tests.
- Each Mystic Ruins Encounter's back indicates the space it corresponds to.
- The Mystic Ruins token is placed on the space corresponding to the top card of the Mystic Ruins Encounter deck. This space is referred to as the "Mystic Ruins space." If the top card of the Mystic Ruins Encounter deck changes for any reason, move the Mystic Ruins token to the appropriate space.
- During the Encounter Phase, an investigator on a space containing the Mystic Ruins token may encounter it by drawing and resolving the top card of the Mystic Ruins Encounter deck.



ADVENTURES

The Adventure cards in expansions represent the expeditions that investigators can undertake for various rewards, such as retreating Doom or advancing the active Mystery.



Adventure Card & Adventure Token

When an Adventure is drawn, the active investigator places it face up in play and resolves that card's "when this card enters play" effect.

Each Adventure has an effect that allows investigators to complete the Adventure. When an Adventure is completed, the active investigator resolves that card's "when this Adventure is completed" effect, which often includes drawing another Adventure representing the next chapter of the story. Then the active investigator discards the Adventure, any tokens on it, and any tokens placed by its effects.

The **ANTARCTICA** Adventures are used only if the Doomsayer From Antarctica Prelude card is drawn at the beginning of the game. Adventures are split into three stages, shown as a trait on the card's front (**I, II, III**), and tell the story of the Miskatonic Expedition to Antarctica that will uncover the history of the elder things.

The **COSMIC ALIGNMENT** Adventures are used only if the In Cosmic Alignment Prelude card is drawn at the beginning of the game. Set aside all Adventure cards to be used as instructed by the Prelude. The **COSMIC ALIGNMENT** Adventures are split into four stages, shown as a trait (**I, II, III, IV**) on the cards' fronts which will be called out during the game.

After resolving setup, the In Cosmic Alignment Prelude instructs investigators to draw the Adventure for the first stage of the story, Discovery of a Cosmic Syzygy.

The **MUSEUM HEIST** Adventures are used only if the Under the Pyramids Prelude card is drawn at the beginning of the game. Adventures are split into four stages, shown as a trait on the card's front (**I, II, III, IV**), and tell the story of the unfortunate Erich Weiss who has been framed for the theft of a valuable Egyptian relic.

PHASE 3: MYTHOS PHASE

During this phase, the Lead Investigator draws the top card of the Mythos deck. There are seven possible effects on a Mythos card, and the Lead Investigator resolves them **in the order they appear** (left to right, starting from the top). The order and effects of each element are listed below:

Advance Omen 	Move the Omen token one space clockwise around the track. Then advance Doom by one for each Gate on the game board that matches the Omen token's current space (see "What are the Doom and Omen Tracks?")
Resolve Reckoning Effects 	Resolve all effects preceded by a  icon on components in play. These components are marked with a red reckoning icon in the lower-right corner as a visual reminder. Resolve these effects in the following order: Monsters, Ancient One sheet, ONGOING Mythos cards, and lastly investigator possessions and Conditions.
Spawn Gates 	Spawn a number of Gates as defined by the Reference card (see "Spawning Gates" on the right).
Monster Surge 	At each gate that matches the Omen token's current space, spawn the number of Monsters listed on the Reference card (see "Spawning Monsters" on page 13). If there are no matching Gates currently on the game board, spawn one Gate instead.
Spawn Clues 	Spawn a number of Clues as defined by the Reference card (see "Spawning Clues" on page 13).
Place Rumor Token 	Place a Rumor token on the space listed (see "Rumors" on page 19).
Place Eldritch Tokens 	Place the listed number of Eldritch tokens on this Mythos card.
Resolve Effect 	If the card has the EVENT trait listed above the text effect, immediately resolve the effect and then discard the card. If it has the ONGOING trait, place it in play near the Ancient One sheet. It remains in play until discarded by a game effect.

Investigators **resolve only the effects displayed on the current Mythos card**. For example, if the Mythos card does not have the spawn clues icon, investigators do not resolve the spawn clues step.

WHAT ARE THE DOOM AND OMEN TRACKS?

The **DOOM TRACK** measures the time remaining until the Ancient One awakens (see page 19). When Doom **ADVANCES**, move the Doom token **toward** the "0" space of the Doom track. When Doom **RETREATS**, move the Doom token **away from** the "0" space of the Doom track.

The **OMEN TRACK'S** purpose is to advance Doom. When the Omen token advances, investigators advance Doom by 1 for each Gate on the game board that matches the current Omen symbol.



When an effect spawns a Gate, take the top Gate token from the Gate stack and place it faceup on the space indicated on the Gate token.

When a Gate is spawned, a **Monster is spawned on the same space** (see "Spawning Monsters" on page 13).



A Gate and Monster that have been spawned on Arkham

WHAT ARE GATES?

Gate tokens represent tears in the fabric of reality. These gateways can lead to other worlds, dimensions, or even points in time. These dangerous anomalies allow deadly powers into our world, such as Monsters and eventually even the Ancient Ones.

Gates are the main way that Doom advances (see the "Advance Omen" step of the Mythos Phase). To prevent Doom from advancing (and the Ancient One from awakening), investigators need to resolve Other World Encounter cards to close (discard) Gates.

SPAWNING MONSTERS

When an effect spawns a Monster, draw one random Monster token from the Monster cup and place it on the space indicated by the effect.

If the Monster has the spawn icon, look at the back of the Monster token and resolve its effect immediately after spawning it (for example, "When this Monster is spawned, move it to Heart of Africa").



Spawn Icon
on a Monster

WHAT IS THE MONSTER CUP?

During setup, players choose any opaque container, such as the game box lid, to serve as the Monster cup. When a Monster is spawned, one player draws a random Monster token from the Monster cup without looking. When a Monster is defeated or discarded return it to the Monster cup. Then shake the container to randomize the Monster tokens.

SPAWNING CLUES

When an effect spawns a Clue, take one random Clue token from the Clue pool and place it face down on the space indicated on the Clue token.



This Clue is placed on Arkham

WHAT ARE CLUES?

Clue tokens represent secrets and lore about the Ancient One. Investigators can collect these tokens by resolving Research Encounters (see page 11).

Investigators use Clues to solve Mysteries (see page 16), solve Rumors (see page 19), and to reroll dice during tests (see page 14).

*we have foreseen this
the messenger dwells in the
distant past and waits for us
in our future
it lives within our dreams and
watches us from alien stars
it hides in our houses of law
and defiles our temples
the crawling chaos approaches
wearing many masks and
soon we will all bow before
Nyarlathotep*

* thanks to the hard work of BGG members at
<https://boardgamegeek.com/thread/1079338/anyone-crack-code-yet>
for solving Fantasy Flight's Easter-egg using cyphers and clues found on other game components

WINNING THE GAME

Investigators immediately win the game if they solve three of the Ancient One's Mysteries. If the Ancient One awakens, investigators will also need to solve the Final Mystery in order to win the game (see page 19).



Azathoth Mystery
Card Back



Azathoth Mystery
Card Front

Investigators **lose the game** if any of the following occur:

- ❧ If the **Doom** token reaches the "0" space of the Doom track, the Ancient One awakens. The back of the Ancient One sheet lists how investigators can lose the game (see "The Ancient One Awakens" on page 19).
- ❧ All investigators have been **eliminated** from the game.
- ❧ A card effect causes investigators to lose the game. This most frequently appears on some **RUMOR** Mythos cards.
- ❧ The investigators are required to draw a Mythos card but cannot because the **Mythos deck is empty**.

TOP SECRET

From: Ramsay

To: Black Chamber

One of our Watches intercepted the following message from a known Silver Twilight Lodge Member in Berlin on October 8th. Our initial attempts to decode have been unsuccessful. Please give this material your highest priority.

U L E < J L S U > E F L L L > E > J > E L > > E C U L L L S O M M > L L > E L O >
> L > J > V > > J L S O M M > > J L S O M M > > J L S O M M > > J L S O M M >
E L L T U F J O U R > L L S O M M > J E > J L S O M M > J L S O M M > J L S O M M >
> J L L L T U F J E > > J L S O M M > J L S O M M > J L S O M M > J L S O M M >
> E L J U M M L L C J E > J F V V U J E > J F V V U J E > J F V V U J E > J F V V U J E >
> J L S O M M > L F F U L L S O M M > J L S O M M > J L S O M M > J L S O M M >

*We'll need a keyword to unlock this. Contact our
agent within the lodge. Do not use the watches.
-scarborough*

This document is top secret and highly classified.
Possession of this document or knowledge of its
contents without the necessary security clearance
is an act of treason, punishable by death.

ADDITIONAL RULES

This section lists all other rules needed to play the game.

TESTS

Many effects require investigators to resolve a **TEST**. To resolve a test, the investigator rolls dice to determine whether he passes or fails the test. Passing tests often provides benefits to the investigator, while failing tests often have negative side effects.

To resolve a test, the investigator **rolls a number of dice equal to his value in the listed skill**, taking into account any effects that add or subtract from his skill. Investigators roll a **minimum of 1 die** on each test.

If he rolls **at least one SUCCESS** (a “5” or a “6”), he **PASSES** the test. If he does not roll any successes, he **FAILS** the test. The number of successes rolled is called the **TEST RESULT**.

When an investigator passes or fails a test, he follows the original effect’s instructions for the matching result.

Example: Lily Chen has an “Arcane Tome” Asset card which reads: “When you perform a Rest action, you may test . If you pass, gain 1 Spell.” When resting, Lily resolves this test using her Lore () of 2. She rolls 2 dice with results of “1” and “3.” Since she did not roll a “5” or “6,” she fails the test does not gain a Spell.

An investigator can use only one card effect that provides a skill bonus during each test (for example, an Asset that reads “Gain +1 ”). If he has multiple card effects that provide a bonus, he uses the **highest bonus**.

TESTS ON CARDS

On many cards, tests are declared using their skill icon embedded in parenthesis following a short narrative. When an investigator is resolving an effect that includes a skill icon in the text, he must immediately test that skill. The test declaration may also indicate a modifier (such as “–1”), which causes the investigator to roll more or fewer dice in the test.

Note that most gameplay terms are capitalized on cards to help differentiate them from narrative text.

REROLLING DICE

Immediately after rolling dice during a test, an investigator may spend a Clue token to re-roll one die. He may perform this multiple times, as long as he spends a Clue token each time. He determines whether he passed or failed after resolving all rerolls.

WHAT ARE SKILLS?

Each investigator has five different skills listed on the bottom of his Investigator sheet. The number below each skill is the number of dice the investigator rolls when resolving a test (see “Tests” above).



Skills listed on an Investigator sheet

SKILL VALUES

Some effects in *Under the Pyramids*, such as Harvey Walter’s action ability or Rex Murphy’s passive ability, reference an investigator’s skills as a value. A skill’s value is equal to its printed value as modified by Improvement tokens and Impairment tokens.

➤ A skill’s value is not affected by bonuses from possessions or other effects, since those effects are applied only when resolving a test.

For example, Rex Murphy has a printed  of 3 and a single “+1  value is 4 (3 from its printed value plus 1 from his Improvement token). The bonus to  that Rex would gain from the Personal Assistant Asset does not affect the skill’s value.

IMPROVEMENT TOKENS

These tokens represent an investigator’s training in particular skills. When an effect allows an investigator to improve a skill, he gains an Improvement token with the matching icon and places it below his



*Lore
Improvement
Token*

Investigator sheet with the “+1” side up.

If he improves that skill a second time, he flips that token to the “+2” side. An investigator’s skill is equal to the value printed on his sheet plus the value of the matching Improvement token.

IMPAIRMENT TOKENS

These tokens represent a new mechanic that interacts with Improvement tokens and investigators’ skills. Impairment tokens represent a permanent impairment to an investigator’s skills.

➤ When an investigator impairs a skill, he gains an Impairment token for that skill with the “–1” side up.

- If an investigator already has an Impairment token for that skill, he flips that token to the “–2” side instead. Each “–2” Impairment token counts as two “–1” Impairment tokens.

➤ Improvement tokens and Impairment tokens negate one another. If an investigator has both an Improvement token and an Impairment token for the same skill, he discards both tokens.

➤ An investigator cannot impair a skill if doing so reduces that skill’s modified value to below 1.

- An investigator cannot choose to impair a skill if doing so would reduce that skill’s modified value to below 1.

➤ An investigator cannot impair a single skill more than twice.

- An investigator cannot choose to impair a skill if that skill has already been impaired twice.

COMPLEX ENCOUNTERS

Expedition Encounters, Other World Encounters, and Special Encounters are rewarding but dangerous adventures called complex encounters. Each of these cards has three effects. To resolve these encounters, an investigator first resolves the initial effect (the top box of the card). Depending upon the result of this effect, he immediately resolves **one** of the other two effects. If he passes the test in the initial effect, he resolves the card’s pass effect. If he fails the test, he resolves the card’s fail effect. He resolves the entire effect in the appropriate box (which may involve additional tests), then discards the card.



If an Other World Encounter card instructs an investigator to “close this Gate,” he discards the Gate token from his space. After resolving an Expedition Encounter, the investigator moves the Active Expedition token to the space that matches the newly-revealed top card of the Expedition Encounter deck.

OTHER WORLD ENCOUNTER EXAMPLE



1. Silas Marsh is on a space containing a Gate token during the Encounter Phase.
2. He decides to encounter the Gate, and draws a card from the Other World Encounter deck. He resolves the initial effect, and comes upon "👁️-1)." This means that he needs to test his Observation.
3. He takes his investigator's skill in Observation (3) and applies the test's modifier (-1).
4. He does not have any abilities or possessions that further modify this value, so he rolls 2 dice.
5. He did not roll a "5" or "6" and, therefore, fails the test. He resolves the fail effect that causes him to lose 3 Sanity unless he spends 1 Clue. He then discards the Other World Encounter card.

GAINING POSSESSIONS AND CONDITIONS

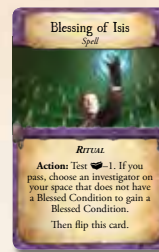
Investigators frequently gain Assets, Artifacts, Unique Assets, Spells, and Conditions. When an investigator gains a card or token, he places it face up near his Investigator sheet.

SPELLS AND CONDITIONS

Spell and Condition cards are unique in that they have hidden information on the back of their cards. When a player gains a Spell or Condition card, he can **only look at the front** of the card.



Condition
Card Front



Spell Card
Front

The card describes when an investigator must flip it, at which point he immediately resolves the back of the card.



UNIQUE ASSETS

Some expansion encounters reward investigators with various Unique Assets. Like Spells or Conditions, Unique Assets are double-sided cards. An investigator cannot look at the back of Unique Assets unless an effect allows him to.

- Unique Assets are possessions and may be traded using the Trade action. There is no limit to the number of Unique Assets an investigator can have.
- "Asset" refers to both Assets and Unique Assets. "Non-Unique Asset" refers to Assets but not Unique Assets.
- When a Unique Asset is discarded, also discard all tokens on it

MUSEUM ROBBERY LEAVES GRISLY AFTERMATH

by Rex Murphy
Investigative Reporter

According to unnamed sources on the police force, last night's museum break-in left behind both blood and unanswered questions. Investigators believe that the robbers snuck in through a second story window and then unleashed one or more large predatory animals. All six of the guards patrolling the exhibits were killed. massive

HARRY HOUDINI MAKES A SPLASH!

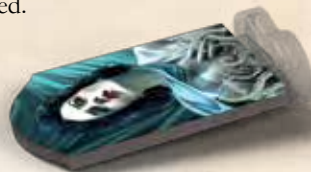
by Rex Murphy
Investigative Reporter

ARKHAM, Mass. — Vaudeville sensation Harry Houdini continues to sweep the nation with his thrilling escape acts. Since his heart-pounding stunt from a few years back in which he was buried alive, his popularity has skyrocketed, with sold out shows every evening and a book on the market, too! We at the Advertiser had the great fortune recently to see Houdini perform in the city — on his dime, no less, provided we publish this review in return — and boy, was it a treat! The performance kicked off with his legendary “Water Torture Cell” act, in which he was tied up every which way and held upside-down in a tank of water, only to escape moments later, completely unharmed! Truly, it was a joy to behold, and near the end of the show, we even got to see a curious new act in which he harnessed the power of telepathy to read the very thoughts of his beloved wife, Bess. Astounding!

DELAYED INVESTIGATORS

Investigators can become Delayed by various effects. A Delayed investigator cannot perform actions.

When an investigator becomes Delayed, he tips his Investigator token on its side to remember that he is Delayed. Instead of performing actions during the Action Phase, he stands up his Investigator token and is no longer Delayed.



A Delayed Investigator's Token

LOST IN TIME AND SPACE

The Lost in Time and Space Condition affects investigators differently than other Conditions. When an investigator gains a Lost in Time and Space Condition, he resolves the following effects:

- He removes his Investigator token from the game board.
 - He passes the Lead Investigator token to another investigator, if able.
 - He discards any Detained Condition he has.
- While an investigator has a Lost in Time and Space Condition, he follows the rules below:
- He cannot move or perform actions.
 - He does not occupy any space on the game board, nor does he occupy the same space as tokens or other investigators. This includes other investigators that have Lost in Time and Space Conditions.
 - He is unaffected by effects of Mythos cards,  effects, or any other game effects except those of his Lost in Time and Space Condition.
 - His Investigator's passive ability cannot be resolved and does not affect other elements of the game.
 - He cannot spend resources as a part of a group.
 - An investigator cannot give the Lead Investigator token to another investigator that has a Lost in Time and Space Condition.
 - If a Lost in Time and Space Condition effect would “spawn 1 Gate” and there are no Gates in the Gate stack or discard pile, he chooses one Gate on the game board instead.
 - An investigator that has a Lost in Time and Space Condition loses the game if investigators lose the game, and he wins the game if investigators win the game.



HEALTH AND SANITY

Each investigator starts the game with Health and Sanity tokens equal to his maximum Health and Sanity, respectively.



When an effect causes an investigator to **LOSE** Health or Sanity, he discards Health or Sanity tokens from his Investigator sheet. If an investigator **RECOVERS** Health or Sanity, he gains Health and Sanity tokens from the token pool. An investigator cannot have more Health or Sanity than his maximum.

DEFEATED INVESTIGATORS

When an investigator has zero Health or Sanity, he is immediately **DEFEATED** and resolves the following steps:

1. **Advance Doom:** Advance Doom by 1.
2. **Relocation:** Move the Investigator token to the nearest City space. Then lay the Investigator token on its side and place a Health token on it to indicate the investigator has lost all Health, or place a Sanity token on it to indicate the investigator has lost all Sanity.



A Defeated Investigator's Token

3. **Collect Possessions:** The investigator discards all Condition cards, Health, Sanity, and Improvement tokens and places his possessions (Assets, Artifacts, Spells, Clues, and travel tickets) on his Investigator sheet. He places the sheet and possessions out of the way; they will be needed if an investigator encounters this defeated investigator.
4. **Pass Lead Investigator:** If the defeated investigator has the Lead Investigator token, he must pass the token to an investigator of his choice.

After resolving the steps above, investigators continue resolving the current phase of the game.

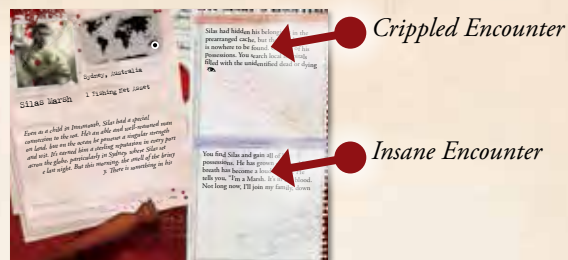
CHOOSING A NEW INVESTIGATOR

If an investigator is defeated, the player controlling that investigator chooses a new investigator at the end of the Mythos Phase. To choose a new investigator, he **chooses any unused Investigator** and follows steps 3-4 of setup on page 5.

ENCOUNTERING DEFEATED INVESTIGATORS

Investigators may encounter a defeated investigator's token in order to retrieve its possessions and possibly retreat doom.

If an investigator is on the same space as a defeated investigator's token during the encounter phase, he may resolve one of the encounters on the back of the defeated investigator's sheet. He resolves the "Crippled" encounter if the Investigator token has a Health token on it or the "Insane" encounter if the Investigator token has a Sanity token on it.



After resolving this encounter, remove the defeated Investigator token and Investigator sheet from the game. That investigator cannot be used for the remainder of the game.

DEVoured INVESTIGATORS

Some game effects cause investigators to be **DEVoured**. When an investigator is devoured, he is considered defeated but only follows steps 1 and 4 of "Defeated Investigators" on the left. He then discards all Conditions, possessions, Health, Sanity, and Improvement tokens and removes his Investigator sheet and token from the game. At the end of the Mythos Phase, he chooses a new investigator as described on the left.

COMBAT ENCOUNTERS

Resolving Combat Encounters is the main way in which investigators can defeat Monsters to remove them from the game board.

When encountering a Monster, the investigator flips the Monster token facedown and reads the information on the back of the token. He then resolves two tests, first a **WILL TEST** and then a **STRENGTH TEST**, to determine the result of the Combat Encounter.



Monster Token Back

WILL TEST

The investigator resolves the Will (🧠) test listed on the Monster token. If the Monster's **HORROR** is **greater than** the number of successes rolled ("5"s and "6"s), the investigator loses Sanity equal to the difference (see "Combat Example" below).

STRENGTH TEST

The investigator resolves the Strength (💪) test listed on the Monster token.

If the Monster's **DAMAGE** is **greater than** the number of successes rolled, the investigator loses Health equal to the difference (see "Combat Example" below).

The Monster loses Health equal to the number of successes rolled. Indicate this by placing Health tokens on the Monster token. When a Monster has lost Health equal to or greater than its **TOUGHNESS**, the Monster is defeated and returned to the Monster cup.

If the investigator did not defeat the Monster, it remains on his space along with any Health tokens on it.

ALTERNATE COMBAT TESTS

If a Monster has another skill icon in place of either the 🧠 or 💪 test indicators, the player tests the indicated skill in place of the skill it replaced.

MAGICAL RESISTANCE

Some Monsters and Epic Monster in this expansion have the Magical Resistance ability. When resolving a Combat Encounter against a Monster with the Magical Resistance ability, an investigator cannot apply any bonus to his die pool from **MAGICAL** possessions or Spells.

Effects that allow the investigator to reroll dice or manipulate dice results can be used as normal.

PHYSICAL RESISTANCE

Some Monsters and Epic Monster in this expansion have the Physical Resistance ability. When resolving a Combat Encounter against a Monster with the Physical Resistance ability, an investigator cannot apply any bonus to his die pool except from **MAGICAL** possessions and Spells.

Effects that allow the investigator to re-roll dice or manipulate dice results can be used as normal.

EPIC MONSTERS

Some Monsters are so powerful or unmanageable that they are immune to some effects. Epic Monsters are treated like Monsters for all effects except that they cannot be moved, discarded, or returned to the Monster cup.



An Epic Monster

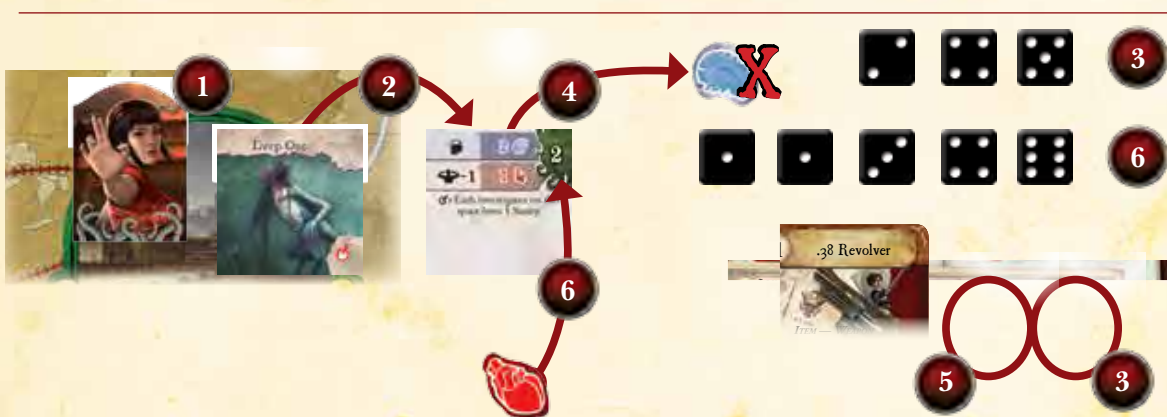
An Epic Monster cannot be defeated unless it has lost Health equal to its toughness, at which point it is returned to the game box.

Epic Monsters are spawned by specific effects that call them out by name and are never placed in the Monster cup.

AMBUSH

Some effects cause investigators to encounter Monsters that are not on the game board. When an effect says "A Monster ambushes you," the investigator draws one random Monster from the Monster cup and immediately encounters it in combat. After resolving combat, he returns the Monster to the Monster cup (even if he did not defeat it) and continues resolving the effect that caused the ambush.

COMBAT EXAMPLE



1. During the Encounter Phase, Lily Chen is on the same space as a Monster and must encounter it in combat.
2. Lily flips the Monster token over. It does not have any effects that are resolved during combat.
3. Lily resolves a 🧠 test. She has a 🧠 of 3. The Monster does not list a modifier, so she rolls 3 dice.
4. She rolls 1 success and subtracts it from the Monster's horror (🧠) of 2. She loses 1 Sanity (equal to the difference).

5. Lily resolves a 💪 test. She has a 💪 of 4. She applies the Monster's modifier (-1) and gains a bonus from her ".38 Revolver" (+2), so she rolls 5 dice.
6. She rolls 1 success, and subtracts it from the Monster's damage (💪) of 1. Since she rolled a number of successes equal to its damage, she does not lose any Health.

Since she rolled 1 success, the Monster loses 1 Health. She places 1 Health token on the Monster. Its toughness is 2, so it is not defeated and her encounter ends.

RUMORS

RUMOR Mythos cards often place Rumor tokens on specific spaces of the game board. An investigator on a space containing a Rumor token can encounter the token during the Encounter Phase. To do so, he resolves the effect on that Mythos card instead of resolving an encounter card.



Rumor Token

When a Mythos card is “solved,” discard the card along with any tokens on it, then discard the corresponding Rumor token from the game board.

HOW DO YOU DETERMINE A RANDOM SPACE?

Some effects found on **RUMOR** Mythos cards and Mysteries place tokens on a “random space.” Whenever an effect refers to a random space, that space is determined by drawing one Clue token from the Clue pool and using the space indicated by the back of the token. The drawn Clue token is then discarded.

MYSTERIES

In order to win the game, investigators need to solve three Mysteries. Each Ancient One has its own deck of Mystery cards with a unique set of tasks that the investigators must resolve. During setup, draw one Mystery card and place it faceup next to the Ancient One sheet. Each card lists how investigators can solve that Mystery. As soon as a Mystery is solved, immediately draw a new Mystery card from the deck and place it faceup **on top** of the old Mystery card.



A Completed Mystery Card

The Active Mystery Card

As soon as three Mysteries are solved, investigators win the game. If the Ancient One awakens, investigators need to solve the Final Mystery in addition to three Mystery cards (see “Final Mystery” on the right).



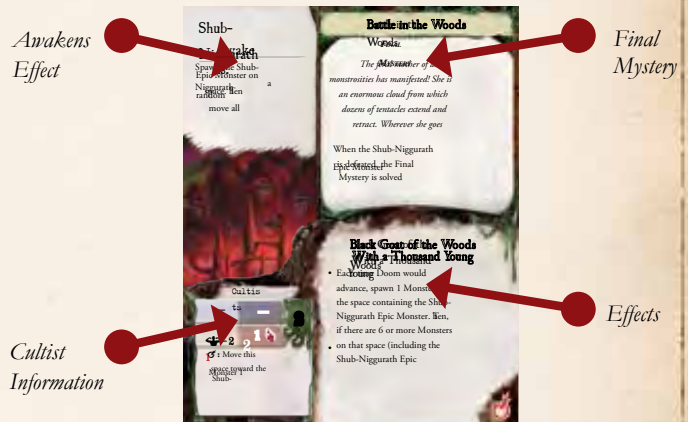
Mountains of Madness and subsequent expansions introduce a new mechanic: “advance the active Mystery.” Due to the complexity of Mysteries, this can result in a number of different effects. When investigators are instructed to advance the active Mystery, the active investigator resolves one of the following effects that applies:

- If the active Mystery requires one or more tokens to be placed on the card, place one token of that type on the card.
 - Clues, Gates, and Monsters placed on the active Mystery in this way are drawn from the Clue pool, Gate stack, and Monster cup, respectively.

- If the active Mystery requires an Epic Monster to be defeated, place two Health on the card. The Epic Monster’s toughness is reduced by one for each Health on the active Mystery.
- If the active Mystery requires an investigator to spend one or more Clues, place one Clue from the Clue pool on the card. Any investigator may spend Clues placed on the active Mystery when resolving an effect of that card.

THE ANCIENT ONE AWAKENS

When the Doom token reaches the “0” space of the Doom track, the Ancient One **AWAKENS**. Flip the Ancient One sheet and immediately resolve the “Awakens” effects (if any) on the upper-left corner of the sheet. This sheet remains face down for the rest of the game, and its effects replace those found on the front of the sheet (including Cultist information). The back of the Ancient One sheet also describes how the investigators can lose the game.



Back of an Ancient One Sheet

ELIMINATED PLAYERS

After the Ancient One has awakened, when an investigator is defeated or devoured, the player controlling that investigator is **ELIMINATED**. Eliminated players do not select a new investigator to control and can no longer participate in the game.

If all players are eliminated, investigators lose the game.

FINAL MYSTERY

Once the Ancient One awakens, it is much more difficult for investigators to win the game. Each Ancient One sheet describes one **FINAL MYSTERY** the investigators must solve in order to win the game, usually confronting the Ancient One head-on.

OPTIONAL RULES

Some players may wish to adjust the game's difficulty. This section lists optional rules for adjusting the game's difficulty.

ADJUSTING GAME DIFFICULTY

If all players agree at the start of the game, they can use the optional rules listed below to alter the difficulty of the game. The back page contains variant Reference cards for these configurations.

STAGED DIFFICULTY

Players can make the game's difficulty increase in stages by building stage I of the Mythos deck using only easy Mythos cards, building stage II of the Mythos deck using only normal Mythos cards, and building stage III of the Mythos deck using only hard Mythos cards.

- To increase the difficulty of this optional rule, players can use normal blue Mythos cards when building stage I of the Mythos deck and hard blue Mythos cards when building stage II of the Mythos deck. Players may also start with an easy blue Mythos card in play following the "Starting Rumor" rule in the *Eldritch Horror* Reference Guide.

INSANE GAME DIFFICULTY

If players wish to have a more challenging game experience than Hard game difficulty from the base game, they can make the game significantly more difficult by building the Mythos deck using only hard Mythos cards.

Note—This optional rule may require additional expansions depending on the chosen Ancient One.

CONTROL YOUR FATE

Instead of drawing a random Prelude card before setup, players as a group may choose one Prelude card, following the card's effects as normal.

Alternatively, players may choose to not use a Prelude card.

WHAT NOW?

Now that you've read this rulebook, you are ready to play your first game! As questions arise during play, consult the reference guide. Below are some examples of commonly referenced rules:

- When calculating half of a number, always round up.
- The Lead Investigator decides all disputes.
- Possessions that affect "an investigator," may be used on oneself unless it specifies "another investigator."



November 4th, 1926

Officer Muldoon,

I send you this message to warn you of an imminent danger.

I am a librarian from Miskatonic University and a collector of strange and rare texts. Recently, I visited the Danvers Lunatic Asylum, hoping to find the journal of theater director Timothy Cornish. As you probably recall, Cornish was committed to the asylum's care after his violent mental breakdown. As ridiculous as it may sound, I believe that Cornish may have recorded information in that text, perhaps in code, that is vital to humanity's survival.

When I spoke to the staff they mentioned the coincidence of a man in a black suit who had been there that morning, also asking about Cornish's journal. Although they could not describe the man's face, they noted the abnormally loud ticking of his watch. They told him, as they told me, that it was part of the evidence collected by the Boston Police Department. Specifically, it was taken into custody by you, Officer Muldoon.

I hesitate to tell you more regarding this dark-suited individual, fearing that you would think me mad. However, I assure you that he and those like him are dangerous men. They will kill for that journal. Please do not let it fall into their hands.

I am currently in Boston at the Ruyle Arms Hotel and am most eager to meet you. Be safe, Officer Muldoon, and do not speak of this to anyone.

Yours most sincerely,

Daisy Walker

FAQ

Core Mechanics

Q. Can an investigator resolve a triggered effect multiple times?

A. No. A triggered effect is resolved exactly once for each time it is triggered.

For example, the “Bank Loan” effect triggers exactly once when an investigator performs the Acquire Assets action. As such, an investigator would not be able to resolve that effect more than once to add more than two successes to his test result.

Q. Can an investigator use an ability that lets him roll “additional” dice after he’s already rolled for a test?

A. No. When an investigator resolves a test, he must declare any additional dice he wish to roll before rolling any dice.

Q. When does the minimum-one-die-on-tests rule apply?

A. When resolving a test, the investigator, first, calculates his dice pool. That is, he adds together his skill, Improvements, test modifier, bonuses, and additional dice. Then he rolls his dice pool. At this point, if his dice pool is zero or fewer dice, he rolls one die instead.

Q. What happens if an effect allows an investigator to reroll up to two dice but he has rolled only one die?

A. The investigator may use that effect to reroll his single die. He cannot use that effect to reroll a single die more than once.

Q. Is every roll considered a test?

A. No. An effect that tells you to roll a specific number of dice, such as the ☞ effect on a Cursed Condition, is not a test. These rolls cannot be rerolled or modified by effects that affect tests.

Q. Are effects that say “may,” “or,” and “unless” optional?

A. Yes. Effects using the words “may,” “or,” and “unless” grant the investigator a choice. If an effect says, “may,” the investigator chooses to resolve that effect or not.

If an effect says, “or,” the investigator chooses one of the effects separated by the “or.”

If an effect says, “unless,” the investigator may resolve the effect following “unless.” However, if he chooses not to or is unable to resolve that effect, he must resolve the effect preceding “unless.”

Q. If an investigator chooses an effect, can that effect be prevented?

A. Yes. The effect an investigator chooses can be prevented by another effect. In such a case, the investigator’s choice is not negated. For example, an investigator must discard his Spell unless he loses 2 Sanity. If that investigator chooses to lose 2 Sanity, that loss of Sanity can be prevented with the Whiskey Asset or the Instill Bravery Spell.

Q. Can an investigator choose not to apply a passive bonus when resolving a test?

A. No. A passive bonus, such as “gain +3 🍀,” must be applied when resolving a test with the indicated skill. Some bonuses, such as “you may gain +5 🍀 during a Combat Encounter,” use the word “may.” As such, these bonuses are optional and do not need to be applied when resolving a test.

Investigators

Q. If an investigator uses an effect that applies to “investigators” or “an investigator,” does that effect include himself?

A. Yes. Unless the effect says “other investigators” or “another investigator,” it can affect any or all investigators, including the one who is using the effect.

Q. What happens if a new investigator’s starting possessions are being used by another investigator?

A. When a player chooses a new investigator, he receives that investigator’s starting possessions from the decks, discard piles, or reserve. If the starting possessions are not in these places, such as if another investigator or a defeated investigator has them, the new investigator does not start with those possessions.

Q. When an investigator is defeated, can the newly chosen investigator be given the Lead Investigator token at the end of the Mythos Phase?

A. Yes. Both choosing a new investigator and passing the Lead Investigator token occur “at the end of the Mythos Phase.” The Lead Investigator chooses the order to resolve effects that occur at the same time, so a new investigator can be chosen, and then the Lead Investigator token can be passed to him.

Q. If all investigators are defeated at the same time, do investigators lose the game?

A. No. At the end of the Mythos Phase, each defeated investigator will choose a new investigator to play as. However, if being defeated would cause a player to be eliminated, such as if the Ancient One has awoken, all players could be eliminated. In this case, investigators lose the game.

Q. How does Finn Edwards’s active ability work?

A. When Finn Edwards uses his active ability, he chooses himself, another investigator on his space, or both himself and another investigator on his space.

If Finn chooses only himself, he moves to an adjacent space connected by a Ship or Train path.

If Finn chooses only another investigator on his space, that investigator may move to an adjacent space connected by a Ship or Train path.

If Finn chooses both himself and another investigator on his space, Finn moves to an adjacent space connected by a Ship or Train path, and the chosen investigator may choose to move to that space as well. Finn and the chosen investigator cannot move to separate spaces.

Q. What happens if Finn Edwards uses his passive ability to not discard a flipped Unique Asset when instructed?

A. After resolving the effects on the back of a Unique Asset, if the investigator was not instructed to “flip this card,” the Unique Asset is shuffled into the Unique Asset deck.

This occurs most frequently when Finn Edwards uses his passive ability to choose not to discard a Unique Asset, but it could occur in other ways. Regardless of how it occurs, the Unique Asset is shuffled into the Unique Asset deck.

Q. How does Ursula Downs’s passive ability work?

A. Once per round, Ursula may choose to spend one fewer Focus when paying for an effect, including spending a Focus to reroll a die when resolving a test. This can reduce the cost of an effect to zero Focus.

Q. Does Wilson Richards’s passive ability allow him to reroll a single die twice?

A. No. If Wilson or another investigator on Wilson’s space spends a Focus to reroll a die and his dice pool is only one die, that investigator cannot use Wilson’s passive ability.

Q. How does Charlie Kane’s action ability work?

A. Charlie Kane’s action ability may allow another investigator to perform one additional action whether that investigator has already performed actions during the round or not. However, he cannot affect a Delayed investigator.

Q. While the Supplying the North Mystery is in play, can Charlie Kane purchase a Provisions Unique Asset for another investigator?

A. No. The effect that allows an investigator to gain a Provisions Unique Asset triggers when the investigator perform the Acquire Assets action, but it is not a part of that action. As such, Charlie Kane is not able to purchase a Provisions Unique Asset and allow another investigator to gain that possession.

Likewise, Charlie Kane cannot spend two successes during an Acquire Assets action to move another investigator to Miskatonic Outpost.

Q. Can “Skids” O’toole reroll a 1 if that die has already been rerolled?

A. Yes. When resolving a test, “Skids” O’toole can reroll any die with a result of 1. There is no limit to the number of dice he can reroll or the number of times a die can be rerolled.

Q. How does Hank Samson's passive ability work?

A. When Hank Samson encounters a Monster, if that Monster has both a  test and a  test, he resolves the  test first. Then he resolves the  test only if he lost one or more Health from the  test.

If the Monster has a  or other test in place of the  test, Hank resolves that test first, and then he resolves the  test only if he lost one or more Health.

If the Monster has an  or other test in place of the  test, Hank's passive ability has no effect on the encounter.

Q. If Hank Samson defeats a Monster and loses Health from the same  test, does he resolve the  test?

A. No. When a Monster is defeated during a Combat Encounter, that encounter immediately ends. Hank Samson will not resolve the  test. (Note: This ruling takes precedence over any other ruling it contradicts.)

Q. How does Harvey Walters's action ability work?

A. As an action, Harvey Walters chooses another investigator on his space. That investigator improves one skill of his choice if Harvey's value for that skill is equal to or higher than his own. This comparison is made using the skill's modified value, including Improvement tokens and Impairment tokens.

Bonuses to skills, such as from Assets, do not affect a skill's modified value.

Q. Is the additional Clue gained with Mandy Thompson's passive ability gained from the Research Encounter?

A. No. After resolving a Research Encounter, Mandy's passive ability could allow her to gain an additional Clue.

However, this Clue is gained from her passive ability, not the Research Encounter.

Q. Can Minh Thi Phan use her action ability to gain a travel ticket even if her space is not connected to another space by the appropriate path?

A. Yes. Minh's action ability allows her to gain a travel ticket of her choice, even if she could not gain that type of travel ticket using the Prepare action. Furthermore, Minh can use her action ability even if she is not on a City space.

Q. How does Rex Murphy's passive ability work?

A. If at any time, Rex Murphy does not have a Cursed Condition, he immediately gains one Clue and improves one skill of his choice and then gains a Cursed Condition.

Q. How does Sister Mary's passive ability work?

A. Sister Mary and each other investigator on her space adds 1 to the result of each die rolled as part of an effect printed on a Condition card that has the Bane or Boon trait. This modification applies whether the die is rolled as part of a test or not.

Q. Can Jenny Barnes use her action ability to allow herself or another investigator to perform the Acquire Assets action if that investigator is not on a City space or on a space containing a Monster?

A. No. An investigator can perform the Acquire Assets action only if he is on a City space and only if there are no Monsters on his space.

Q. Can Michael McGlen use his action ability if he already has a Wanted Condition?

A. Yes. Michael McGlen can use his action ability if he has a Wanted Condition. If he does, he resolves all effects of the ability except that he will not gain another Wanted Condition.

Q. Does Michael McGlen's passive ability allow him to reroll the die rolled as part of a Dark Pact's reckoning effect?

A. Yes. Michael McGlen's passive ability allows him to reroll any single die that is rolled as part of a DEAL or PURSUIT Condition's effect even if the die is not rolled as part of a test. This includes the one die rolled when resolving the  effect of a Dark Pact Condition or a Promise of Power Condition.

Q. Can Wendy Adams's passive ability stop her from gaining a Condition she chooses to gain?

A. Yes. If an effect allows Wendy Adams to gain a Condition as part of a cost, such as "you may gain a Madness Condition" or "unless you gain a Blight Condition," she may use her passive ability to not gain that Condition instead. If she does, the cost of gaining the Condition has still been paid.

Ancient Ones & Mysteries

Q. Do effects that "advance the active Mystery" or "solve the active Mystery" affect the Final Mystery?

A. No. The Final Mystery is not a Mystery card nor is it considered the active Mystery. As such, effects that advance or solve the active Mystery do not affect the Final Mystery.

Q. If the third Mystery would be solved at the end of the Mythos Phase, but investigators lose the game during the Mythos Phase, is this the investigators winning and losing at the same time?

A. No. If investigators lose the game while resolving a Mythos card, the Mythos Phase has not yet ended, and the third Mystery is not yet solved.

An example of investigators winning the game and losing the game at the same time would be if the only remaining investigator is resolving a Combat Encounter against the Cthulhu Epic Monster, and his  test result causes both the Cthulhu Epic Monster and the investigator to be defeated at the same time.

Q. Against Azathoth, what does the Eldritch token on the Omen track do?

A. When the Omen advances to the green space, Doom advances by one for each Eldritch token on that space. Note that Eldritch tokens placed on the green space of the Omen track do not replace that space of the track. This advancement of Doom is in addition to the advancement for each Gate on the game board with the green Omen icon.

Q. Against Yig, what happens when an investigator is defeated and Yig has awoken?

A. Unlike other Ancient Ones, when an investigator is defeated, that player is not eliminated. The player will select a new investigator as if the Ancient One has not awoken.

Q. When playing against Syzygy, do investigators need to solve two Mysteries to win the game?

A. No. When the Syzygy Ancient One sheet is flipped, one Clue will be placed on the Ancient One sheet for each solved Mystery. However, the Sealing the Portal Special Encounters will also place Clues on the Ancient One sheet.

Solving the Mysteries is not required to attempt the Special Encounters or win the game. However, solving Mysteries greatly reduces the difficulty of the Final Mystery.

Q. If an investigator defeats a Cultist Monster as part of a Spawn of Abboth Special Encounter during the Encounter Phase, can he resolve another encounter?

A. Yes. If an investigator defeats every Monster on his space during the Encounter Phase, he may resolve an additional encounter of his choice.

Q. When resolving a Spawn of Abboth Special Encounter, can an investigator benefit from a bonus that applies during a Combat Encounter?

A. No. A Spawn of Abboth Special Encounter is not a Combat Encounter. As such, bonuses that state "during a Combat Encounter" do not apply to tests resolved during the Special Encounter.

Note: This is in contradiction to an entry in the Frequently Asked Questions section of some printings of the Under the Pyramids expansion rulebook. This ruling takes precedence over other rulings.

Q. When resolving Nephren-Ka's reckoning effect, if an investigator is already on The Bent Pyramid, does he lose Sanity?

A. Yes. The ☞ effect on the Nephren-Ka Ancient One sheet first allows each investigator to move one space toward The Bent Pyramid. Then each investigator that did not move loses 1 Sanity. Because an investigator on The Bent Pyramid cannot move closer to the space he occupies, he cannot move and will lose 1 Sanity.

Possessions & Conditions

Q. Can an investigator choose to discard a possession he does not want?

A. No. An investigator cannot simply discard possessions he does not want. However, he can trade those possession to another investigator or discard them if an effect causes him to.

Q. How does the Blunderbuss Asset's effect work?

A. Similar to the Double-barreled Shotgun, an investigator with the Blunderbuss gets two successes for each 6 he rolls when resolving a ☞ test during a Combat Encounter. However, for each 1 he rolls during that test he negates one success. This means that when calculating his total successes, he subtracts one from the test result for each 1 he rolled to a minimum of zero successes.

Q. Can the Grotesque Statue Artifact prevent other investigators from losing Sanity?

A. No. The Grotesque Statue Artifact's second effect allows the investigator to spend one Clue to prevent himself from losing Sanity from a single effect. It does not allow him to prevent any other investigator from losing Sanity.

Q. Can the Agency Quarantine Asset or the Shrivelling Spell cause an Epic Monster to lose Health?

A. Yes. Effects that cause Monsters to lose Health, such as the Agency Quarantine Asset or the Shrivelling Spell, can cause Epic Monsters to lose Health.

Q. Can an investigator have multiple copies of the same Unique Asset?

A. Yes. There is no limit to the number of Unique Assets an investigator can have.

Q. Can an investigator gain a random Unique Asset when told to gain a random Asset?

A. No. If an effect says, "gain 1 random Asset from the deck," the investigator gains the Asset from the Asset deck, not the Unique Asset deck. An investigator gains a Unique Asset only if the effect specifically calls for a Unique Asset.

Q. Can investigators trade Task Assets?

A. Yes. Task Assets, like other Assets, may be traded using the Trade action. If a Task Asset has one or more tokens on it, those tokens remain on the card when traded.

Q. What happens if an investigator gains a Courier Run Unique Asset and there are no Clues in the Clue pool that correspond to City spaces?

A. The investigator should discard the Clue on the nearest City space containing a Clue, placing that Clue face up on his Courier Run Unique Asset.

Q. Does an effect that gives a bonus to ☞ when resolving Spell effects apply to the ☞ test on the front of the Spell card?

A. Yes. All text on the Spell card, both front and back, is that Spell's effect. As such, when resolving the ☞ test on the front of the Spell, the investigator adds one bonus to his ☞.

Q. If an investigator fails to cast the Wither Spell, can he still use a different Spell or Asset to gain a bonus to his ☞ test during a Combat Encounter?

A. Yes. Choosing to resolve the Wither Spell does not prohibit the investigator from using other effects to modify his ☞ test.

Q. Can an investigator cast the Mists of Releh Spell if there are no Monsters on his space?

A. Yes. The Mists of Releh Spell does not require an investigator to be on a space containing a Monster. However, that investigator will still suffer any consequences of resolving the Spell's effects.

Q. Can an investigator use the Mists of Releh Spell to encounter some of the Monsters on his space but not all of them?

A. No. If an investigator passes the ☞ test of the Mists of Releh Spell, he chooses an encounter as if there are no Monsters on his space or encounters all Monsters on his space as normal.

Q. Can the Clairvoyance Spell allows an investigator to ignore Monsters on his space?

A. No. The Clairvoyance Spell's effect allows an investigator to choose to encounter a Clue on another space. The investigator is considered to be on that space for all effects during that encounter.

Q. While casting a Blessing of Isis or Plumb the Void Spell, when is the investigator chosen?

A. When resolving the effects of a Blessing of Isis Spell or a Plumb the Void Spell, you choose an investigator before resolving the ☞ test. This choice is made regardless of the success or failure of the test.

Q. Can an investigator benefit from both the Storm of Spirits Spell and a Weapon Asset?

A. No. The Storm of Spirits Spell allows an investigator to resolve a ☞ test in place of the ☞ test during a Combat Encounter. If he does, bonuses to his ☞ do not apply to the ☞ test. However, bonuses to the investigator's ☞ apply to the test.

Q. If an investigator gains a Condition during a Rest action, can he resolve a "when you perform a Rest action" effect of that Condition?

A. No. All effects that trigger "when you perform a Rest action" trigger at the same time as the investigator performs that action. Any Conditions he gains thereafter will not trigger until the next time he performs a Rest action.

Q. Can an investigator with a Lost in Time and Space Condition be moved by another investigator using the Plumb the Void Spell?

A. No. If an effect states that an investigator cannot move, such as a Lost in Time and Space Condition or a Detained Condition, that investigator cannot move on his own nor can he be moved by any effect.

Q. When can an investigator discard a Debt Condition with a Funding Condition?

A. If an investigator would gain a Debt Condition and he already has a Funding Condition, he may discard the Funding Condition instead of gaining the Debt Condition.

If an investigator has both a Debt Condition and a Funding Condition, he may discard both cards at any time so long as the effect of neither Condition is currently being resolved.

For instance, a Mythos card instructs investigators to resolve ☞ effects; an investigator may choose to discard both Conditions before resolving the ☞ effect of either Condition, but he cannot begin resolving his Debt condition, decide he doesn't like what he sees, and then discard both Conditions before finishing the effect.

Q. Does an investigator recover additional Health and Sanity from effects (Healing Words Spell, Witch Doctor Asset, Psychoanalyst Asset, Provisions Unique Asset, etc.) if he has a Condition that restricts him from recovering Health or Sanity (Poisoned, Hypothermia, Infection, Despair, etc.) during a Rest action?

A. No. An investigator with a Condition that restricts him from recovering Health or Sanity cannot recover Health or Sanity from a Rest action including additional Health and Sanity from other effects during a Rest action. However, effects that cause an investigator to recover Health or Sanity without performing a Rest action, such as the Private Care Asset, affect that investigator as normal.

Q. When an investigator moves to another space using the Kopesch of the Abyss Artifact's effect, does that investigator encounter the Monsters on his new space? A. No. The investigator will encounter each Monster on his space. Then, if he defeats all Monsters on his space, he may move to the nearest space containing a Monster. He will not encounter the Monsters on his new space nor will he resolve an additional encounter. If he remains on that space until the next Encounter Phase, he will then encounter each Monster on that space as normal.

Q. Can the Crystal of the Elder Things Artifact from the Forsaken Lore expansion negate Health loss that cannot be prevented (i.e. From the Out of the Aeons Mythos card)?

A. Yes. An investigator with the Crystal of the Elder Things Artifact cannot lose Health or Sanity from Mythos card text effects even if that Health or Sanity loss cannot be prevented. The Crystal does not create a prevention effect that "prevents" the loss of Health or Sanity if it would occur. Instead, it prohibits Mythos card text effects from causing the investigator to lose Health or Sanity.

Q. If an investigator with a Know Thy Enemy Unique Asset gains more than one Clue during a Research Encounter, can he place multiple Eldritch tokens on his task?

A. Yes. An investigator places one Eldritch token on a Know Thy Enemy Unique Asset for each Clue he gains as part of a Research Encounter.

However, Clues gained from other effects, such as Mandy Thompson's passive ability, are not gained as part of the Research Encounter and do not allow the investigator to place an Eldritch token on the Know Thy Enemy Unique Asset.

Q. What happens if an investigator gains a Treasure Map Unique Asset and there are no Clues in the Clue pool?

A. The investigator should discard the Clue on the nearest space containing a Clue, placing that Clue face up on his Treasure Map Unique Asset.

Q. If an investigator with a Record of Knowledge Unique Asset gains more than one Clue during a Research Encounter, can he place multiple Eldritch tokens on his task?

A. Yes. An investigator places one Eldritch token on a Record of Knowledge Unique Asset for each Clue he gains as part of a Research Encounter.

However, Clues gained from other effects, such as Mandy Thompson's passive ability, are not gained as part of the Research Encounter and do not allow the investigator to place an Eldritch token on the Record of Knowledge Unique Asset.

Actions & Delayed

Q. Can an investigator's "additional" action be used to perform an action he has already performed in that round?

A. No. An investigator may perform an action only once each round, even if he is able to perform an additional action, such as from the Ruby of R'lyeh Artifact or Charlie Kane's action ability.

Q. Can an investigator be Delayed more than once?

A. No. Becoming Delayed while already Delayed has no effect. An investigator cannot choose to become Delayed to pay for an effect if he is already Delayed.

Q. What happens if an investigator becomes Delayed during his action?

A. If an investigator becomes Delayed during the Action Phase, he immediately ends his current action, loses any remaining actions, and ends his turn instead. If the investigator has no actions remaining to lose, he will not become Delayed, and he will be able to perform actions in the next round.

Q. If the Lead Investigator or investigators as a group choose an investigator to become Delayed, can that investigator negate that effect with the Pocket Watch Asset? A. Yes. The Pocket Watch Asset or Mark Harrigan's passive ability prevents the investigator from becoming Delayed unless he chooses to become Delayed to pay for an effect. In this case, there is a choice involved, but that choice does not pay for an effect. This remains true regardless of that investigator's role in the decision making process and even if the Lead Investigator is Mark Harrigan or the investigator with the Pocket Watch Asset and he chooses himself.

Q. Can an investigator use a component action multiple times if he has access to multiple copies of the same component?

A. Yes. An investigator may use each component action he has access to up to once per round.

For example, an investigator could perform the component local action of a Detained Condition of another investigator on his space as his first action; then perform the same component local action of a third investigator's Detained Condition as his second action. Similarly, if an investigator has two copies of the Dog Sled Unique Asset, he could use the component action of both of those Unique Assets during the same round.

Encounters & Combat

Q. Can an investigator resolve an "as an encounter" effect if there is a Monster on his space?

A. No. Effects that say "as an encounter" are treated just like any other encounter option available. The investigator must encounter all Monsters on his space. Then, if there are no Monsters on his space, he may resolve that effect as his additional encounter.

If an effect says "instead of resolving an encounter," such as the Detained Condition, this can be resolved even on a space containing a Monster.

Q. Why do some Research Encounter not give the investigator the Clue?

A. Some Research Encounters do not allow the investigator to "gain this Clue." However, these encounters often feature other beneficial effects for the investigator, such as gaining an Artifact or retreating Doom.

Q. Can an investigator use multiple weapons during combat?

A. An investigator can apply only a single bonus to a test. However, he may use any other effects from his other possessions. For example, if an investigator has a Bull Whip Asset and a .45 Automatic Asset, he may apply the +3 bonus from the .45 to his  instead of the +1 bonus from the whip, and he may reroll one die by using the whip's other effect.

Q. What effects are negated by Physical Resistance and Magical Resistance?

A. When resolving a Combat Encounter against a Monster with Physical Resistance or Magical Resistance, an investigator cannot apply bonuses to his dice pool as described in the Mountains of Madness rulesheet. Bonuses are effects on cards or other components that grant extra dice when testing a skill. Bonuses are always written with the following format: "Gain +X Skill" where X is the number of dice and Skill is the affected skill. For example, the .38 Revolver Asset says, "Gain +2  ..."

Any other effects that allow rerolls (such as the Lucky Rabbit's Foot Asset), dice manipulation (such as the Lucky Cigarette Case Asset), or "additional dice" (such as Jim Culver's and Agnes Baker's passive abilities) still apply.

Q. Does Physical Resistance or Magical Resistance restrict an investigator from using the Storm of Spirits Spell, Shriveling Spell, or Banishment Spell?

A. No. The Storm of Spirits Spell allows an investigator to test  in place of  during Combat Encounters. This is not a bonus, and as such, it is unaffected by Magical Resistance or Physical Resistance. Similarly, the Shriveling Spell and Banishment Spell do not apply a bonus during a Combat Encounter, so they are unaffected by Magical Resistance or Physical Resistance.

Mythos, Gates & Monsters

Q. If a Mythos card's effect causes another Mythos card to be resolved, should that Mythos card's icons be resolved as well?

A. Yes. When resolving a Mythos card, all elements of the card must be resolved if possible. If a Mythos card's effect is to resolve an additional Mythos card, all elements of that additional card must also be resolved.

Q. Is closing a Gate and discarding it the same thing?

A. No. Although closing a Gate does cause it to be discarded, discarding a Gate is not considered closing it. For example, if an effect would discard a Gate while the Mysterious Lights Mythos card is in play, that effect is still resolved, discarding the Gate, even though "Gates cannot be closed."

Q. When is a Monster's spawn effect resolved?

A. When a Monster is spawned, it's "When this Monster is spawned" effect is resolved immediately as part of the effect that spawned it.

Q. If a Monster's or Epic Monster's toughness is reduced to zero, is that Monster defeated?

A. Yes. A Monster or Epic Monster is defeated if it has lost Health equal to or greater than its toughness. If a Monster's toughness is reduced to zero, it is defeated. Even if it has not lost any Health, zero lost Health is equal to zero toughness.

Q. What happens if an effect would cause the Omen to advance to the red space while it is already on that space?

A. "Advance the Omen to the red space of the Omen track" means to advance the Omen until it is on the red space. If the Omen starts on the red space, it will advance four times in total and return to the red space of the Omen track.

If Syzygy is the Ancient One, this will trigger its "When the Omen advances to the red space of the Omen track" effect.

Q. Does the Spawn of Hastur Epic Monster's ability prevent it from losing two or more Health during a Combat Encounter?

A. Yes. If any effect, including the effects of a Combat Encounter, would cause the Spawn of Hastur Epic Monster to lose two or more Health, it loses one Health instead.



Spaces & Paths

Q. What space type are spaces on the Antarctica side board?

A. The spaces on the Antarctica side board do not have a space type. When an investigator encounters a Clue on the Antarctica side board, he draws and resolves an Antarctica Research Encounter.

Q. Are two spaces connected by a Local path adjacent?

A. Yes. Two spaces connected by a Local path are adjacent.

Q. Do paths leading off the side of the game board connect to the opposite side of the game board?

A. Yes. Paths that lead off the side of the game board connect to the corresponding paths on the opposite side of the game board. For example, Tokyo and space 2 are adjacent, connected by a Ship path.

Q. Can there be multiple Clues on a space?

A. Yes. Some effects move Clues to other spaces or spawn Clues on specific spaces. There is no limit to the number of Clues that can be on a space. However, each Clue is encountered separately.

Q. Can an investigator interrupt part of his action to move along a Local path?

A. Yes. Once per round, during the Action Phase, an investigator may move along any number of interconnected Local paths. This movement can be resolved before, after, or during any action the investigator performs.



ERRATA

- The “Shub-Niggurath Awakens!” text on the back of the **Shub-Niggurath Ancient One** sheet should read as follows: “Spawn the Shub-Niggurath Epic Monster on The Heart of Africa. Then move all Ghoul, Goat Spawn, and Dark Young Monsters on the game board to that space.”
- The **Mi-go Braincase Artifact** should have the **TEAMWORK** trait in addition to its other traits.
- The second paragraph of the **Fractured Reality Mythos** card’s effect should read as follows: “When there are no Eldritch tokens on this card, advance Doom by 1 for each Gate on the game board, and then solve this **RUMOR**.”
- The second paragraph of the **Lost Knowledge Mythos** card’s effect should read as follows: “When there are no Eldritch tokens on this card, each investigator discards all Clues, and then discard all Clues on the game board and solve this **RUMOR**.”
- The text effect of the **Zombie Monster** should read as follows: “☠: Spawn the Zombie Horde Epic Monster on this space. If you do, discard this Monster.”
- The **Dynamite Asset**’s effect should read as follows: “**Action:** You may discard this card to cause each Monster on your space to lose 3 Health.”
- The **Holy Water Asset**’s second effect should read as follows: “**Action:** You may discard this card to choose an investigator on your space. That investigator gains a Blessed Condition.”
- The **Puzzle Box Asset**’s effect should read as follows: “When you perform a Rest action, you may attempt to open the puzzle box (👁 -2). If you pass, you may discard this card to gain 1 Artifact.”
- 📖 ➤ The **Police Ledger Asset**’s effect should read as follows: “When you perform a Rest action, you may attempt to decipher the ledger (👁). If you pass, you may discard this card to gain 1 Clue.”
- 🐉 ➤ From the *Mountains of Madness* expansion, the **Exploring Hyperborea Mystery**’s final paragraph should read as follows: “At the end of the Mythos Phase, if there are Eldritch tokens on this card equal to half 🐉, solve this Mystery.”
- 🐉 ➤ From the *Mountains of Madness* expansion, **Other World Encounter #34**’s fail effect should read as follows: “The shape pulls you underground. Lose 1 Health. You see a little bit of light and climb toward it (👉). If you pass, you climb out back on Earth; close this Gate. If you fail, the ground crushes you; gain 1 **INJURY** Condition.”
- 🐉 ➤ The first paragraph on the back of the “**All In**” **Funding Condition** should read as follows: “With so much money burning a hole in your pocket, you cannot resist the opportunity to double your winnings. Roll 1 die.”
- 🐉 ➤ The **Excavating the Elder Things Adventure**’s second paragraph should read as follows: “When this Adventure is completed, advance the active Mystery by 1; then draw a random **ANTARCTICA III** Adventure.”
- 🐉 ➤ The **Through the Mountains Adventure**’s second paragraph should read as follows: “When this Adventure is completed, advance the active Mystery by 1; then draw a random **ANTARCTICA III** Adventure.”
- 🐉 ➤ The **Through the Frozen Waste Adventure**’s second paragraph should read as follows: “When this Adventure is completed, advance the active Mystery by 1; then draw a random **ANTARCTICA III** Adventure.”
- 🐉 ➤ The **Cold White Silence Mythos** card’s effect should read as follows: “When there are no Eldritch tokens on this card, each investigator that has a Hypothermia Condition loses 4 Health and becomes Delayed; then solve this **RUMOR**.”
- 🐉 ➤ Starting from the release of the *Strange Remnants* expansion, the formatting of a card’s trait line has changed. A card’s traits are now separated by spaces, not commas.
- 🐉 ➤ The **Haunter of the Dark Mystery** card’s effect should read as follows: “When this card enters play, spawn the Haunter of the Dark Epic Monster on Arkham. An investigator on Arkham chooses an encounter as if the Epic Monster is not on his space unless he has the Shining Trapezohedron Artifact.”





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VARIANT REFERENCE CARDS

With the introduction of new mechanics in *Eldritch Horror* expansions, some player groups may wish for a more difficult or more relaxed experience with certain player counts. The variant Reference cards shown below can be used to increase or decrease the game's difficulty.

FOR 1 OR 5 PLAYERS

Players who desire a less punishing experience for 1 or 5 players can use the following Reference cards instead of those from the base game.

Icon Reference			
Number of Players	Spawn Gates	Spawn Clues	Monster Surge
 1	 1	 2	 1

Icon Reference			
Number of Players	Spawn Gates	Spawn Clues	Monster Surge
 5	 2	 3	 1

FOR 4, 7, OR 8 PLAYERS

Players who desire a more challenging experience for 4, 7, or 8 players can use the following Reference cards instead of those from the base game.

Icon Reference			
Number of Players	Spawn Gates	Spawn Clues	Monster Surge
 4	 2	 2	 1

Icon Reference			
Number of Players	Spawn Gates	Spawn Clues	Monster Surge
 7	 3	 4	 1

Icon Reference			
Number of Players	Spawn Gates	Spawn Clues	Monster Surge
 8	 3	 4	 1