



DOWNLOAD THE  
**ULTIMATE**  
TABLETOP GAME  
RULEBOOK APP AT  
[TABLETOPCODEX.COM](http://TABLETOPCODEX.COM)



# ORDEROFGAMERS.COM



**H**ello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord – go to the website and click the link to join!



**DONATE**

[orderofgamers.com/shop/singleoffering](http://orderofgamers.com/shop/singleoffering)



**PATREON**

[patreon.com/esotericorder](http://patreon.com/esotericorder)



**FOLLOW EOG UPDATES ON ALL THESE PLATFORMS**

All the links are at [www.orderofgamers.com](http://www.orderofgamers.com)

# v1

Sep 2025

Game:	<b>ELDER SIGN</b>
Publisher:	<b>Fantasy Flight Games (2011)</b>
Page 1:	<b>Rules summary 1 front</b>
Page 2:	<b>Rules summary 1 back</b>
Page 3:	<b>Rules summary 2 (+ Grave Consequences) back</b>
Page 4:	<b>Gates of Arkham summary</b>
Page 5:	<b>Unseen Forces summary</b>
Page 6:	<b>Omens of Ice summary</b>
Page 7:	<b>Omens of the Deep summary</b>
Page 8:	<b>Omens of the Pharoah summary</b>
Page 9:	<b>Play and icon reference x2 front</b>
Page 10:	<b>Play and icon reference x2 back</b>

**For best results, print at 100% (on double-sided paper), laminate and trim to size.**

This rules summary and reference is intended only for the personal use of existing owners of the game and has been made with the intention of promoting the game and making it easier to play and enjoy. Artwork from the original game is copyrighted by the publisher and used without permission. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holders, and will remove this PDF from public availability on request. This PDF may not be re-posted online, sold, or used in any way except for personal use.



## SETUP

Place the **clock** in the play area, setting its hand to XII (midnight). Place the **entrance sheet** near it. Place the 6 green dice, the yellow die, and the red die near the entrance sheet.

Select an **Ancient One** card (at random, or choose one) and place it next to the clock.

Place the **monster markers** in a bag or cup from which they may be drawn at random. If *Nyarlahotep* is the Ancient One, add the **mask** monster markers (with a mask symbol) to the monster cup. Otherwise, return them to the game box.

Shuffle the **adventure deck** and deal 6 cards faceup below the Ancient One card in 2 rows of 3. Shuffle the **other world deck**. Place both decks near the rows. If an adventure card with a **locked die** icon appears, place the appropriate die on that card.

Shuffle the **common item**, **unique item**, **spell**, and **ally** cards into separate decks and place them near the adventure deck.

Separate the **elder sign**, **doom**, **sanity**, **clue**, and **stamina** tokens into piles within reach of all players.

Players each select an investigator card (at random, or choose one). Each then takes their corresponding **investigator marker**, plus **stamina** and **sanity tokens** and any **item cards** and **clue tokens** shown on their investigator card under *starting items*. Places the investigator markers on the entrance sheet.

Randomly choose a first player, who shuffles the **mythos deck** and places it near the adventure deck. They then draw 1 mythos card, place it next to the mythos deck, and resolve its immediate effect. If the card has a **locked die** icon, place the appropriate die on the card.

Players are encouraged to share information, advise their teammates, plan their turns communally, and discuss strategies.

## PLAY OVERVIEW

Start with the first player and continue clockwise. During your turn, perform these 3 phases in order:

### 1. MOVEMENT PHASE

Stay where you are, or **move your investigator** to any adventure or other world card currently faceup in the play area or to the entrance sheet.

### 2. RESOLUTION PHASE

**Interact with your current location:** an adventure card, an other world card, or the entrance sheet.

After you resolve or fail an adventure, or perform an action at the entrance, your resolution phase ends and you proceed to the clock phase.

If a die is **locked**, that die cannot be used to attempt to resolve an adventure card.

## ADVENTURES AND OTHER WORLDS

### Tasks

Each horizontal row of symbols on an adventure or other world card is a **task** you must complete to resolve the adventure, and each symbol is a **requirement** you must satisfy to complete the task.



A number of **investigation** die results equal to or greater than the number indicated on the symbol.



A **lore** die result.



A **peril** die result.



A **terror** die result.



A **split** die result. Either of the die results shown may meet this requirement.



After all die result requirements for this task have been met, you must **advance the clock** to complete the task.



After all die result requirements for this task have been met, lose **SANITY** equal to the number indicated on the symbol to complete the task.



After all die result requirements for this task have been met, lose **STAMINA** equal to the number indicated on the symbol to complete the task.

If satisfying a task's requirements would bring your **STAMINA** or **SANITY** to 0 or lower, you cannot attempt to complete the task.

### Completing a task

Unless specified by an effect, roll the **6 green dice** and compare the results to the requirements of the adventure's tasks.

If your results can satisfy a task's requirements, you may take those dice and assign them to the task to indicate its completion. Assigned dice are no longer part of the dice pool for the rest of the resolution phase.

If a task requires you to lose **SANITY** or **STAMINA**, or forces you to advance the clock, do so at this time.

**You can complete only 1 task per roll**, even if your roll contains results that would complete more than 1 task. If there are tasks still visible on the Adventure card, continue to roll your remaining dice to complete the tasks until you either fail the adventure or resolve the adventure.

If you are unable or unwilling to satisfy any task's requirements, the roll is considered a failed roll. You must discard 1 die of your choice from the dice pool and roll the remaining dice in another attempt to complete a task. Discarded dice are no longer part of the dice pool for the rest of the resolution phase.

If a failed roll forces you to discard your last die, or you declare the adventure failed, you fail the adventure and suffer its **penalties**. After failing an adventure, return all dice assigned to completed tasks to the dice pool.

**You may choose to fail the adventure at any time.**

### Terror effects

If you fail to complete a task and at least 1 of the rolled dice shows a **TERROR** icon, resolves all **terror effects** on the adventure card, and any on the current mythos card. Terror effects occur before discarding a die due to failing a roll.

### Resolving an adventure

When all tasks on the adventure card are completed, you have successfully resolved the adventure. Returns all investigator markers on that card to the entrance sheet, and all assigned and discarded dice to the dice pool.

Then place the resolved adventure card in your play area, draw the top card from the adventure deck, and place it where the resolved adventure card was. Finally, collect the resolved adventure's **rewards**.

### Rewards & penalties

If you successfully resolve an adventure card, receive the rewards shown in the lower-right area of the card. If you fail an adventure card, suffers the penalties shown in the lower-left area of the card.



**Common item:** For each of these icons, draw 1 card from the common item deck.



**Unique item:** For each of these icons, draw 1 card from the unique item deck.



**Spell:** For each of these icons, draw 1 card from the spell deck.



**Clue:** For each of these icons, gain 1 clue token.



**Ally:** For each of these icons, draw 1 card from the ally deck.



**Elder sign:** For each of these icons, place 1 Elder Sign token near the Ancient One card. If the total number of elder sign tokens near the card is equal to or greater than the Ancient One's elder sign limit, the investigators win the game.



**Stamina:** For each of these icons, lose 1 **STAMINA**.



**Sanity:** For each of these icons, lose 1 **SANITY**.



**Gate:** Draw 1 other world card and place it faceup below the 6 adventure cards.



**Monster:** For each of these icons, a monster appears.



**Doom:** For each of these icons, add 1 doom token to the Ancient One's doom track.

## THE ENTRANCE SHEET

If you occupy the entrance sheet, choose 1 of the actions listed and resolve it.

**Receive first aid:** Choose 1:

- Heal either 1 **STAMINA** or 1 **SANITY** for free.
- Spend 2 **trophies** to regain either all **STAMINA** or all **SANITY**.
- Spend 4 **trophies** to regain all **STAMINA** and all **SANITY**.

**Search the lost & found:** Roll 1 green die and consult the chart on the entrance sheet. You cannot use items or investigator abilities to affect this roll.

**Buy a souvenir:** Spends some of your trophies to buy 1 of the listed objects. You can buy only 1 souvenir per turn, even if you have enough trophies to afford multiple souvenirs.

### Trophies

Each adventure card, other world card, and monster marker has a **trophy** value. When you successfully resolve a card or monster marker, place it in your play area and add its trophy value to your available trophies. During future turns you may then spend these trophies while on the entrance sheet (or sometimes lose them as a result of failing an adventure).

When spending trophies, you may use a combination of cards, monster markers, or both. After spending trophies, return cards facedown to the bottom of their decks and monster markers to the monster cup.

When spending or losing trophies, players do not receive change and lose any trophy value in excess of the requirement.



### 3. CLOCK PHASE

Advance the clock's hand clockwise 3 hours (the clock hand can only point to III, VI, IX, or XII).

When the clock hand moves to XII, midnight strikes *after* the current player's clock phase ends. That player draws 1 new mythos card and resolves *At Midnight* effects.

After you advances the clock, your turn ends and the next player begins their turn.

#### At Midnight effects

*At Midnight* effects do not occur during the setup of the game.

1. Resolve *At Midnight* effects on all cards currently in play, including adventure cards and other world cards. Also, resolve all *The next time the clock strikes midnight...* effects on mythos cards.
2. Draw 1 new mythos card and resolve its immediate effect. Return the previous mythos card facedown to the bottom of its deck. Each mythos card has 1 **immediate effect** (upper half of the card) and 1 **lingering effect** (lower half) that applies as long as this card remains faceup.
3. Replenish *once per day* investigator abilities.

### SECURING DICE

Dice secured by focusing or assisting can only be removed by the player who secured them, and they return to the dice pool at the end of their resolution phase.

#### Focusing

**After a failed roll, you may focus 1 die.** First discard 1 die due to the failed roll. Then, select 1 die from the remaining dice in the dice pool. Without changing its result, place that die on your own investigator marker.

A focused die is not part of the dice pool, but you may use its result to satisfy a task requirement on a later roll this turn: remove it from your investigator marker and assign it to the task you wish to satisfy, along with any other rolled die you must assign to the task in order to complete it.

At the end of the resolution phase, return any unused focused die to the dice pool.

You can focus a die only after a failed roll, and only once during each of your turns.

#### Requesting assistance

**After a failed roll, you may request assistance from another player.** First discard 1 die due to the failed roll. Then, request assistance from 1 player of an investigator currently on the same card. If they agree, select 1 die from the remaining dice in the dice pool. Without changing its result, place it on the investigator marker belonging to the player providing assistance.

This die now functions as a focused die and you may assign it to the task you wish to satisfy, along with any other rolled dice you must assign to the task in order to complete it.

If you fail an adventure while another player is assisting you, the assisting player must choose lose either 1 **SANITY** or 1 **STAMINA**.

You may request assistance only once per roll, but you may request additional assistance from other investigators on that card during subsequent rolls.

Each investigator can provide assistance only once per turn.

At the end of the resolution phase, return any unused dice secured by assistance to the dice pool.

**After each failed roll, you may either focus or request assistance, but not both.** However, if you have already focused a die, you may request assistance on subsequent rolls and vice versa.

### LOCKED DICE

When a card or a marker with a locked die icon comes into play, players must immediately place 1 die of the corresponding color on that icon, even if the die is currently on a spell card or investigator marker. Locked dice cannot be in the dice pool until freed from their locks.

To free a locked die, the card or effect locking it must be resolved. A die may be locked by more than 1 effect.

### ITEMS, SPELLS, ALLIES AND CLUES

You may use only your items, clues, spells, and allies during your own turn; you cannot use them during another player's turn.

#### Clues

After a roll, you may spend 1 of your **clue tokens** to re-roll one, some, or all of your dice. You may do this as many times as you have available clue tokens. Return spent tokens to the supply.

#### Items

After using an item, return it facedown to the bottom of its deck.

A card that causes you to regain **SANITY** or **STAMINA** may be used during your turn when the card states. Take the indicated number of **SANITY** or **STAMINA** tokens from the supply, place them on your investigator card, and return the used card facedown to the bottom of its deck. You cannot regain more **STAMINA** or **SANITY** than the maximum amount shown on its card.

During your turn, you may discard a common item with a **yellow die icon** to add the yellow die to your dice pool. The yellow die is identical to a green die except that it has a *4 investigation* side instead of a *terror* side.

During your turn, you may discard an unique item with a **red die icon** to add the red die to your dice pool. The red die is identical to the yellow die except that it has a **wildcard** side instead of a *4 investigation* side. A wildcard result can be used as a *4 investigation*, a *lore*, a *peril*, or a *terror* result.

A die added to the dice pool stays in the pool until you use it to complete a task or discard it after a failed roll. Unless dice are locked or secured by a spell, return any dice granted by common or unique items to the supply at the end of the resolution phase.

If you discard a yellow or red die, you cannot add it to your dice pool again during that same turn.

#### Spells

Spells that allow you to secure a die result for later use are signified by the **securing icon**. To cast such a spell, place the card faceup in front of you after rolling dice during your turn. After any result manipulation but before any *terror* effects, choose 1 die from that roll. Without changing its result, place the die on the spell card's securing icon.

When a die is secured on a spell card, it cannot be further altered by any item or ability effect. It remains there until **any player** chooses to use it to complete a task, removes it from the spell to roll it, or until another effect locks that die.

You may remove some or all of the dice secured on spells if you are eligible to use those dice. Therefore you are always allowed to remove a green die from a spell and roll it along with your pool of dice; and if you wish to reroll a red or a yellow die secured on a spell you must discard an item or resolve an effect enabling you to do so.

Alternatively, after rolling, you can use some or all of the dice secured on spells for their results, without needing to be eligible to use them.

*Terror* results secured on dice do not trigger terror effects.

For spells that secure multiple dice, you may remove dice from it one at a time or all at once.

If a die becomes locked while secured on a spell, that die is removed from the spell and locked.

After all dice on a spell card are removed, return the card facedown to the bottom of its deck. New dice cannot be added to a spell to replace those that were removed from it.

#### Allies

When you draw an ally card, immediately place it faceup in your play area. Allies remain in play until their effects expire, as indicated by their text. Only the player who drew the ally may use its ability.

### BEING DEVoured

If you ever lose **SANITY** or **STAMINA** that causes you to drop to 0 or less, you are **devoured**. Add 1 doom token to the doom track and returns your investigator card and marker to the game box. Return all your item, ally, and adventure cards facedown to the bottom of their corresponding decks, return your monster markers to the monster cup, and your clue tokens to the supply.

Then, select a new investigator and take its corresponding starting items. They start at their full **SANITY** and **STAMINA**, and you continues playing with your new investigator during your next turn. If there are no more investigators to choose from, you are eliminated from the game.

**If your investigator is devoured during your own turn**, proceed immediately to the clock phase of your turn and then choose a new investigator.

**If the Ancient One awakens** as a result of your investigator being devoured, you are eliminated from the game. The clock still advances during battle with the Ancient One as though your turn had occurred.

### MONSTERS

When a game effect states that a *monster appears*, randomly draws 1 **monster marker** from the monster cup and place it on a monster task.

If there are multiple available monster tasks in the play area, choose one and place the monster marker on it. If there are none available, choose any adventure or other world card and place the monster marker below the bottom task of the card.

A **monster task** is a task on an adventure or other world card surrounded completely or in part by a white border. A monster marker on a monster task functions as a task that the players must complete to resolve the adventure. There are 3 kinds of monster tasks:

- **Empty:** No requirements within the white border. A monster marker covering an empty monster task adds 1 additional task that the players must complete in resolve that adventure.
- **Total:** All of its requirements are surrounded by the white border. A monster marker covering a total monster task completely replaces the previous task.
- **Partial:** Some requirements that are surrounded by the white border and some that are not. A monster marker covering a partial monster task replaces only the task requirements that are within the white border.

Players must distribute monster markers as evenly as possible, so no adventure or other world card can have a second monster placed below it until all such cards have at least 1 monster placed below them.

If a monster marker is placed below the bottom task of an adventure card with an **order arrow**, the monster marker becomes that adventure's last task.

If an adventure's reward causes a monster to appear, you may place the monster marker on the incoming adventure card.

### Completing monster tasks

Complete a monster task just like any other adventure task. If you complete a monster task, collect the monster marker at the end of your resolution phase, return any dice locked by the monster marker to next to the entrance sheet (unless there are multiple locks that apply to it), and follow any instructions on the reverse side of the marker.

If you complete a monster task, but fail the adventure or other world card it is on, you gain the monster marker at the end of your resolution phase before suffering the penalties for failing to resolve the adventure or other world card.

You complete a partial monster task by satisfying the monster marker requirements and uncovered task requirements in the same row. If you obtain results that would satisfy only the requirements on the monster marker without completing the entire task, you did not defeat the monster. The monster marker remains there until a player manages to satisfy the entire row of task requirements.

### Defeating monsters with items and spells

When using an item or casting a spell that instructs you to defeat a monster, choose any monster in play and flip its marker facedown, ignoring all of its tasks.

If the monster marker is in a partial monster task, the uncovered task requirements must still be satisfied to resolve the adventure.

After either resolving or failing the adventure, collect the defeated monster marker at the end of your resolution phase.

## THE DOOM TRACK

When you must advance the doom track, place 1 doom token on the first available space. Tokens are placed starting in the upper-left corner of the track, filling each row from left to right.



After placing a doom token on a space with a **monster icon**, a monster appears in the museum.

After placing a doom token on the **final space** of the track, the Ancient One awakens and the investigators must battle it. If a player places the final doom token and collects the final elder sign at the same time, the investigators win.

## INVESTIGATOR ABILITIES

Each investigator has a **special ability**.

**Once per roll:** You can use this ability only once each time you start a new roll during an adventure. A reroll is considered part of its original roll, so you cannot use your investigator's ability during a reroll if you have already used it during the original roll.

**Once per day:** After you use this ability, you cannot use it again until midnight strikes.

## AWAKENING THE ANCIENT ONE

After placing a doom token on the final space of the doom track, the Ancient One awakens. Immediately discard the current mythos card; its lingering effect immediately ends and any dice locked by it are freed.

If any dice are locked by adventure cards, other world cards, or monster markers when the Ancient One awakens, remove those dice from the game. Then discard all adventure cards, other world cards, and monsters from the play area.

Then, players move their investigator markers to the Ancient One card. Unless your investigator is *devoured*, you cannot move your investigator marker from this card for the rest of the game.

If the Ancient One awakens during your turn, you immediately proceed to the clock phase of your turn. If you place the final doom token as a result of your investigator receiving rewards or penalties, you receive all of the rewards or penalties before the Ancient One awakens.

If an effect awakens the Ancient One before the doom track is full, place doom tokens on all the remaining empty spaces of the doom track.

## BATTLING THE ANCIENT ONE

After awakening the Ancient One, players take turns resolving these phases in order:

### 1. ATTACK PHASE

Each Ancient One card shows a **battle task**. To attack the Ancient One, you roll dice to complete its battle task.

If your roll satisfies the battle task requirements, you successfully attacked the Ancient One. Place the required dice on the task, remove 1 doom token from the doom track, and roll your remaining dice to attempt completing the battle task again.

If you cannot complete the battle task, you must discard 1 die and reroll the remaining dice. After you discard your final die, proceed to the clock phase.

You cannot focus dice or request assistance while battling an Ancient One, but you may use clues, items, spells, and allies as normal.

If a successful attack removes the final doom token from the Ancient One's doom track, the Ancient One is defeated, and the investigators win the game.

### 2. CLOCK PHASE

While battling the Ancient One, advance the clock as normal. However, instead of drawing a mythos card when the clock strikes midnight, you resolve the Ancient One's attack ability, shown on its card.

If your investigator is *devoured* during the battle, add 1 doom token to the doom track. For the rest of the game, you only resolve the clock phase of your turn.

If midnight strikes at the same time that the Ancient One awakens, the investigators immediately resolve the Ancient One's attack.

During an Ancient One battle, *At Midnight* effects do not occur.

## WINNING THE GAME

The game ends immediately when any of these conditions occur:

- The players seal the Ancient One away by collecting a number of elder signs equal to or greater than the elder sign limit on the Ancient One's card.
- The players defeat the Ancient One in battle by removing the final doom token from its doom track.
- All investigators are devoured.

The players win if they either seal away the Ancient One or defeat it in battle. The players lose if all investigators are devoured.

## EXPANSION COMMON RULES

### ENTRY EFFECTS

Immediately after you move to an adventure card with an **entry effect**, resolve it if able. If you flip over an adventure or other world card while at that adventure, immediately resolve its entry effect.

If you fail an adventure with an entry effect and stay there on your next turn, you do not resolve the entry effect again. However, if a different investigator moves to the adventure, they resolve the entry effect again.

### SPLIT REWARDS AND PENALTIES

When receiving rewards or suffering penalties split by a diagonal line, choose which group of rewards or penalties to receive or suffer. You cannot choose to suffer a penalty you cannot fulfill.

If a blessing or a curse is shown and you are not using those rules, you must choose the reward or penalty which does not include a blessing or curse.

### ADVENTURE CARDS

At the top of each adventure card back is a colored field with a skull and crossbones. The color denotes the card's difficulty: green (easy), yellow (normal), and red (hard).

## GRAVE CONSEQUENCES

### PHOBIA CARDS

When your **SANITY** would be reduced to 0 or less, you are not **devoured**. Instead draw a **phobia card**, and restore your **SANITY** to full. Then add 1 doom token to the doom track and take the phobia card; its effect remains in play for as long as your investigator is alive. Phobia effects cannot be removed. When you would draw your 4th phobia card, you are **devoured** instead.

When the Ancient One awakens, no additional phobia cards are drawn, but all current phobia effects remain in play. When your **SANITY** reaches 0 or less while battling the Ancient One, you are **devoured**.

### EPITAPH CARDS

After you are **devoured**, draw an **epitaph card** and resolve its effects. Then flip the card facedown, place it near the playing area, and place your investigator token on the card's back.

### EPIC BATTLE CARDS

When epic cards are added to a game, these rules modify the *Battling the Ancient One* section of the core game rules.

When the Ancient One awakens, shuffle the epic battle deck and place it next to the Ancient One card. Draw the top card of and resolve the order of attacks from top to bottom as listed.

If the Ancient One awakens at midnight, do not immediately resolve its attack; instead, draw the top card of the epic battle deck and resolve the order of attacks from top to bottom.

**Investigators attacks first:** Investigators resolve their attacks, applying any effects on the epic battle card. After an investigator attacks, advance the clock. Continue resolving investigators' attacks until midnight. When the clock strikes midnight, the Ancient One resolves its attack, applying any effects on the epic battle card; no further investigators may attack this round. Draw the next card in the epic battle deck and resolve it.

**Ancient One attacks first:** The Ancient One resolves its attack, applying any effects on the epic battle card. Then the investigators attack, applying any effects on by the epic battle card. After an investigator attacks, advance the clock. When midnight strikes, no further investigators may attack this round. Draw the next card in the epic battle deck and resolve it.

**Battle events:** Resolve the card from top to bottom.



## GATES OF ARKHAM

### STREETS OF ARKHAM MODE

#### SETUP



Some cards and tokens are *only* used when playing the Streets of Arkham game mode. These are marked with the **restriction icon** and should be removed from play if you are not playing this game mode.

Add these components to those in the base game: **Ancient One cards, investigator cards, other world cards, common item, unique item, spell, and ally cards, and monster tokens.**

Replace the **adventure deck** with a new deck made up of *only* the new Arkham adventure cards from this expansion.

Replace the **mythos deck** with the new deck made up of *only* the mythos cards from this expansion. Shuffle the **event cards** and place the deck near the mythos deck. Shuffle the **skill cards** and place the skill deck near the item and ally decks. Place the **membership cards** near the item, ally, and skill decks.

Attach each **gate marker** to a plastic stand and set them next to the clock.

Replace the entrance sheet with the **Streets of Arkham card**. Investigators start the game on this card.

Instead of preparing the adventure cards as normal, shuffle the Arkham adventure deck and deal 3 cards faceup below the entrance sheet in a single row. Then deal 3 cards facedown below the faceup cards so you have 2 rows of 3 cards. Shuffle the **other world deck**. Place both decks near the rows. If an Arkham adventure card shows a **locked die icon**, place the appropriate die on that card.

### STREETS OF ARKHAM ENTRANCE CARD

The Streets of Arkham entrance card replaces the entrance card from the base game. If a game effect refers to *the entrance*, it refers to the Streets of Arkham card instead.

During your movement phase, you may remain on your current card, move to any other Arkham adventure or other world card in the play area, or move to the Streets of Arkham card.

When an adventure or other world card is successfully resolved, or otherwise discarded, all investigators on that card return to the Streets of Arkham card.

If you are on the Streets of Arkham card at the end of your movement phase, you may resolve the card's ability.

## ARKHAM ADVENTURES

Effects that refer to *adventure cards* can affect Arkham adventures, but those which refer to *Arkham adventures* only affect Arkham adventure cards.

Arkham adventure cards must be placed facedown. The back side of the top card of the Arkham adventure deck is always open information.

**When you move to a facedown Arkham adventure card**, immediately resolve the effect on the back of the card. Then flip the card faceup and end your movement phase. *At Midnight* effects on the back of Arkham adventures are not triggered now, but are instead triggered if facedown when midnight strikes.

**When a monster appears**, it may be placed at any faceup or facedown adventure card, as normal. When a facedown adventure card with a monster is flipped faceup, that monster is placed on any monster task at that adventure. If that adventure has no monster tasks or there are more monsters than monster tasks available, the monsters that cannot be placed are placed below the card's bottom task as normal.

### THE GATES

Some effects open **gates** at Arkham adventures. **Gate markers** connect the Arkham adventure cards they are on to other world cards with the matching tokens. You cannot move to an Arkham adventure card that contains a gate until the corresponding other world adventure is resolved.

#### Opening gates

When an effect opens a gate or places an other world card, place the top card of the other world deck facedown below the 6 Arkham adventure cards. Then take 2 gate markers of matching color, place one on the other world card, and place the other on an Arkham adventure that does not contain another gate or a seal marker. Any investigators at that Arkham adventure are moved to the Streets of Arkham.

You cannot move to Arkham adventure cards with a gate marker on them, but you may still move to other world cards with a gate marker. When you move to a facedown other world card with a gate marker, flip the card faceup and ends your movement phase.

If you are instructed to open a gate, but no gate markers are available, a monster appears instead. If an effect would open a gate and there are unused gate markers, but all Arkham adventures have either a gate or seal marker on them, then remove all seal markers from Arkham adventure cards, add 1 doom token to the doom track, and place the gate using the normal rules for opening a gate.

#### Closing gates



When you successfully resolve an other world card with a gate marker, you close that gate. Place a **seal marker** on the Arkham adventure with the matching gate marker. Seal markers prevent additional gates from opening at that adventure. Then return both of the matching gate markers to the supply.

Sometimes effects will close a gate without resolving the other world card the gate is on. If so, the other world card is also discarded without effect and a seal marker is placed on the corresponding Arkham adventure card.

## EVENTS



At the start of your resolution phase, if you are at an adventure or other world card with an event icon, you must **draw 1 event card** and resolve it before resolving your adventure card.

### MEMBERSHIPS

When you gain a membership, place a **membership card** in your play area with the correct organization faceup. While you have the card, you count as a member of that organization. You can have only 1 membership card at a time. If you gain a second, you must choose 1 to keep.

If you are a member of an organization that matches a **membership task** on an adventure you are attempting, count that task as completed without having to assign any dice to that task or complete any of its requirements.

If an adventure is successfully resolved and a membership task included a monster token, ignore the monster and return it to the monster cup.

If you successfully complete an adventure with a **membership reward** and are a member of that organization, you receive that reward in addition to the other rewards shown.

### SKILLS

When you draw a skill card, immediately place it faceup in your play area. Skills remain in play until their effects expire, as indicated by their text. Only the player who has the skill card can use its ability.

### MIDNIGHT FALLS

In this mode it is possible for the clock to advance past midnight multiple times in 1 turn. Each time the clock strikes midnight beyond the first time in the same turn, add 1 doom token to the doom track. Do not draw an additional mythos card and do not resolve *At Midnight* effects again.

### NEW DOOM ICON



This **gate icon** appears on the doom track of the new Ancient Ones. Each time a doom token is placed on a space with this icon, the effect depends on whether or not you are playing the Streets of Arkham mode:

**Streets of Arkham game mode:** A gate opens.

**Any other game mode:** Each investigator loses 1 **SANITY**.

### NEW TASK SYMBOLS



**Gate:** After all die result requirements for this task have been met, a gate opens, following the normal rules.



**Doom:** After all die result requirements for this task have been met, add 1 doom token to the doom track.

## UNSEEN FORCES

### SETUP

If you have the original edition of the game, replace these cards from these base game with their new versions: *The Elder Sign* adventure card; *Great Hall of Celeano*, *The Abyss*, *Plateau of Leng*, and *City of the Great Race* other worlds cards; and the *Carolyn Fern*, *Vincent Lee*, and *Mandy Thompson* investigator cards.

Prior to game setup, follow these steps:

1. Add the new **investigator cards** to the investigator deck.
2. Add the new **Ancient One cards** to the Ancient One deck.
3. Shuffle the new **adventure** and **other worlds cards** into their respective decks.
4. Place the blessed/cursed cards in a pile within reach
5. Shuffle the new **common item**, **unique item**, **spell**, and **ally cards** into their respective decks.
6. Shuffle the new **mythos cards** into the mythos deck.
7. Return all *Child of Abhoth* and **mask monster markers** to the box. Then add the new monster markers to the monster cup along with the monster markers from the base game.

The Children of Abhoth and mask monster markers are only used when specified by the Ancient One card. Children of Abhoth monster markers are placed in a stockpile next to the Abhoth Ancient One card (and not in the monster cup).

#### Master Mythos card option

Experienced players can add these cards to the mythos deck for a greater challenge if all agree. Shuffle all master mythos cards into the mythos deck before game setup.

## ENTRANCE CARDS

Instead of using the entrance sheet, place the 4 entrance cards faceup near the clock during setup. Each player places their investigator marker on the Souvenir Shop entrance card.

During your movement phase, you may either remain on your current card or move to any other adventure card, entrance card, or other world card in the play area. When you successfully resolve an adventure, return all investigator markers on that card to the Souvenir Shop card.

If you are on an entrance card during your resolution phase, you must resolve the card's ability. If a card or ability refers to *the entrance*, it affects all entrance cards. If you must move to *the entrance*, move to the entrance card of your choice.

If an effect closes and entrance card, flip it facedown. While closed, investigators can still move to that card, but cannot use the card's ability.

## BLESSED AND CURSED

### BLESSED

When you become **blessed**, you receive a *Blessed* card. While blessed, add the **white die** to your dice pool at the start of each adventure you attempt (including other world adventures).

The white die has the same faces as a green die and functions like any other die. Once added to the dice pool, it stays in the pool until you either use it to complete a task, discard it after a failed roll, or ends your turn.

Each investigator can have only 1 *Blessed* card at a time. If you are blessed and become blessed again, chooses one of these effects instead of receiving another *Blessed* card:

- Gain 1 clue token.
- Draw 1 card from the common item deck.
- Draw 1 card from the unique item deck.
- Draw 1 card from the spell deck.

A **blessed investigator discards their *Blessed* card** when they fail an adventure (including an other world adventure), or when the ancient one awakens. If they become cursed, they discard their *Blessed* card but do not receive a *Cursed* card.

### CURSED

When you become **cursed**, you receive a *Cursed* card. While cursed, add the **black die** to your dice pool at the start of each adventure you attempt (including other world adventures).

The black die has the same faces as a green die. However, it cannot be assigned to tasks or discarded normally. After each roll (and after all rerolls, abilities, or terror effects have been resolved), if your black die result matches the result of any other die in your dice pool, discard the black die and the matching die from your dice pool. If more than 1 die matches the black die result, choose 1 matching die to discard with the black die.

The black die stays in your dice pool until it matches the result of another die and is discarded, or you end your turn. It cannot be discarded as the result of a failed roll, does not trigger *terror* effects, and cannot be affected by item and spell cards, investigator abilities, or clue tokens.

Each investigator can have only 1 *Cursed* card at a time. If you are cursed and become cursed again, you are **devoured** instead of receiving another *Cursed* card.

A **cursed investigator discards their *Cursed* card** when they successfully resolve an adventure (including an other world adventure), or when the Ancient One awakens. If they become blessed, they discard their *Cursed* card but do not receive a *Blessed* card.

## CURSED AND BLESSED MID-TURN

If you become cursed or blessed in the middle of resolving an adventure, add the appropriate die to your dice pool the next time you rolls your dice pool. If you becomes cursed in the middle of resolving an adventure, do not discard your *Cursed* card after successfully resolving that adventure. You must successfully resolve another adventure to discard the *Cursed* card.

If you lose your *Blessed* or *Cursed* card in the middle of resolving an adventure, do not remove the appropriate die from your pool until you rolls your dice pool again. While the white die is assigned to a task, it is no longer a part of a player's dice pool. If you lose your *Blessed* card while the white die is assigned to a task, discard your *Blessed* card, but the white die is not removed from the task and still counts toward completing that task.

If the white die is secured on a spell and the player who secured the white die loses their *Blessed* card, they must remove the white die and discard that spell card.

## MYTHOS INSIGHT ICON



Some new mythos cards show the **insight icon**. These cards allow the players to choose the card's effect.

When players draw one of these cards, they must, as a group, choose either the option on the top half of the card or the option on the bottom half of the card. Immediately after the players choose, the chosen option takes effect. If the group cannot reach a decision, the player who took the last turn before midnight struck decides.

The players cannot choose an option that has no effect. For example, if one of the options requires players to discard an other world card from play and none are in play, the players must choose the other option on that mythos card.

## NEW TASK SYMBOLS

There are 2 new task symbols that appear on adventure cards, other world cards, and monster markers:



**Cursed:** After all die result requirements for this task have been met, the player becomes cursed.



**Doom:** After all die result requirements for this task have been met, the player adds 1 doom token to the doom track on the Ancient One card.

## MONSTER ORDER ARROW



The *Wizard Whateley* monster marker features the **monster order arrow**. A monster marker with this arrow is placed on a monster task as normal, but once it is placed, the tasks on the adventure card must now be completed in order from top to bottom, even if the monster marker is placed below the bottom task of the card.

This arrow functions the same as task order arrows. If a card or ability refers to task order arrows, it also affects this arrow.

## CHILDREN OF ABHOTH MONSTERS

When a game effect states that a *Child of Abhoth* appears, randomly draw 1 Child of Abhoth monster marker from the stockpile and place it on a monster task. If there are no monster tasks available, choose any adventure or other world card and place the marker below the bottom task of the card (following the normal rules for placement).

If an effect forces a Child of Abhoth monster to *return to the monster cup*, instead place the Child of Abhoth monster marker facedown in the stockpile next to the Abhoth Ancient One card. Then shuffle the stockpile.



## OMENS OF ICE

### ALASKA EXPEDITION MODE

#### SETUP

The Alaskan adventure cards, Alaskan mythos cards, track card, and entrance card are only used when playing the Alaska Expedition game mode. All other content can be played with the base game or any other game mode.

Add these components to those in the base game: **investigator cards, common item, unique item, spell, and ally cards, and monster makers.**

Replace the **adventure deck** with a new deck made up of *only* the new Alaskan adventure cards from this expansion. Set the **4 special adventure cards** aside. Then separate the Alaskan adventure cards by stage and shuffle both stages separately to form a stage I deck and a stage II deck.

Replace the **mythos deck** with the new Alaskan mythos deck.

Place the **storm markers** randomly in a facedown pile.

Replace the entrance sheet with the **Expedition Camp entrance card**.

Choose the season: **summer** (forgiving) or **winter** (challenging), and place that side of the track card faceup near the play area. Place the **+10 supply token** on the 5 space of the top supply track. Place the **day token** on Day 1 of the bottom day track.

Choose one of the **3 Ancient Ones**: Rhan-Tegoth, Rlim-Shaikorth, or Ithaqua.

Instead of preparing the adventure cards as normal, shuffle the stage I adventure deck and deal 3 cards faceup below the entrance sheet in a single row. Then deal 3 cards facedown below the faceup cards so you have 2 rows of 3 cards. Place the *Arrival* special adventure card faceup below the bottom row. Shuffle the **other world deck** and place it and the stage I deck near the rows. If an adventure card shows a **locked die icon**, place the appropriate die on that card.

#### EXPEDITION CAMP

The Expedition Camp entrance card replaces all other entrance cards. An investigator who starts their clock phase on the entrance card may spend trophies for various effects.

During your movement phase, you may remain on your current card, move to another adventure or other world card in the play area, or move to the Expedition Camp card.

When an adventure card or other world card is successfully resolved, or otherwise discarded, all investigators on that card return to the Expedition Camp card.

If you are on the Expedition Camp card at the end of your movement phase, skip your resolution phase and move directly to your clock phase.

If an effect refers to *the entrance*, it refers to the Expedition Camp card instead.

## TRACK CARD

#### Supply track

Each time supplies are gained, advance the supply token a number of spaces equal to the supplies gained. When the token advances from the 9 space, replace it with the token showing the next highest modifier and place it on the 0 space of the supply track.

Each time supplies are lost, retreat the token a number of spaces equal to the supplies lost. When the token retreats from the 0 space, replace it with the token showing the next lowest modifier and place it on the 9 space of the supply track.

#### The day track

When midnight strikes, before any other *At Midnight* effects are resolved or a new Alaskan mythos card is drawn, advance the day token 1 space along the track. Then add a number of storm markers to adventures as indicated by the new space on the track.

When the day token reaches the last space of the day track, investigators suffer a penalty depending on whether the **summer** or **winter** track card is being used. If it is summer, add 2 doom tokens to the doom track and move the day token back to the Day 7 space, adding 7 storm markers to adventures. If it is winter, the investigators lose the game.

### ALASKAN ADVENTURES

Effects that refer to *adventure cards* can affect Alaskan adventure cards, but those which refer to *Alaskan adventures* only affect Alaskan adventure cards.

Alaskan adventure cards must be placed facedown. The back side of the top card of the Alaskan adventure deck is always open information.

**When you move to a facedown Alaskan adventure card**, immediately resolve the effect on the back of the card. Then flip the card faceup, resolve any **entry** effects on the card, and end your movement phase. *At Midnight* effects on the back of Alaskan adventures are not triggered now, but are instead triggered if facedown when midnight strikes.

**When a monster appears**, it may be placed at any faceup or facedown adventure card, as normal. When a facedown adventure card with a monster is flipped faceup, that monster is placed on any monster task at that adventure. If that adventure has no monster tasks or there are more monsters than monster tasks available, the monsters that cannot be placed are placed below the card's bottom task as normal.

### SPECIAL ADVENTURE CARDS

Special adventure cards are used by investigators to progress the expedition further north and advance to a new stage.

A special adventure card cannot be discarded or otherwise removed from play except by successfully completing it. Markers or tokens, such as monsters and storms, cannot be placed on a special adventure card.

## STAGES OF THE ALASKA EXPEDITION

Investigators begin in stage I and draw from the stage I deck when replacing completed or discarded adventures.

Investigators can progress to stage II by successfully completing the *Into the Wild* special adventure. Discard the stage I adventure deck and replace it with the stage II adventure deck. Stage I adventure cards still in play or held as trophies by investigators are not discarded. Finally, add the *Treacherous Ascent* special adventure card faceup to the play area. Investigators now draw from the stage II adventure deck when replacing completed or discarded adventures.

### ALASKAN MYTHOS CARDS

When players draw and resolve a new Alaskan mythos card, they must choose as a group between one of the 2 options on the card.

Players cannot choose the bottom option if they cannot fully resolve the effect. If players cannot decide as a group, the investigator who took the last turn decides.

### STORM MARKERS



When you must place **storm markers** on adventures, first draw the required number of markers from the facedown pile without revealing their effect(s).

Then place the storm markers, one at a time, facedown on adventures of your choice. An adventure cannot have more than 4 storm markers on it at any time.

Storm markers cannot be placed on other world or special adventure cards. If you are instructed to place them during your resolution phase, you cannot place storm markers on the adventure where your investigator is located, unless all other adventures have 4 storm markers on them.

Storm markers are limited by the amount included in the game. If you must place a storm marker and all of them are already placed, no marker is placed and there is no further effect.

#### Storm effects

At the start of your resolution phase, if there are any storm markers on your adventure, you must flip them all faceup and then resolve all penalties revealed, in any order of your choice. Storm markers that are blank do not inflict penalties. After a storm marker is resolved, returned it to the facedown pile of storm makers.

**When the clock strikes midnight**, add 1 doom token to the doom track for each adventure with 4 storm markers on it.

### DOOM ICON



**Storm doom icon:** This appears on the doom track of the Ancient Ones in this expansion. Each time a doom token is placed on a space with a storm icon, investigators must place 3 storm markers on adventures.



## OMENS OF THE DEEP

### R'LYEH RISING MODE

#### SETUP

The Pacific adventure cards, staged mythos cards, scenario card, and entrance card are only used when playing the R'lyeh Rising game mode. All other content can be played with the base game or any other game mode.

Add these components to those in the base game: **investigator cards, common item, unique item, spell, and ally cards.**

Shuffle the **skill cards** (including any from other expansions) and place them nearby.

Replace the **adventure deck** with a new deck made up of *only* the new Pacific adventure cards from this expansion. Set the **4 special adventure cards** aside. Then separate the Pacific adventure cards by stage and shuffle both stages separately to form a stage I deck and a stage II deck.

Replace the entrance sheet with the **Ultima Thule entrance card** (The Ultima Thule side faceup).

Place the **omen token** on the starting space of the Dark Waters track.

Choose an **Ancient One**.

Set aside the 15 **Deep One legion monster markers** to create the Deep One legion stockpile (keep these separate from the monster cup).

Instead of preparing the adventure cards as normal, shuffle the stage I adventure deck and deal 3 cards faceup below the entrance sheet in a single row. Then deal 3 cards facedown below the faceup cards so you have 2 rows of 3 cards. Place the *Calling* special adventure card faceup below the bottom row. Shuffle the **other world deck** and place it and the stage I deck near the rows. If an adventure card shows a **locked die icon**, place the appropriate die on that card.

Place the **broken amulet tokens** randomly in a facedown pile, then the investigators as a group gain 1 broken amulet token.

Separate the mythos cards by stage and shuffle both stages separately to form a stage I deck and a stage II deck. Replace the mythos deck with the new stage I **ocean mythos deck**. Set aside the stage II **R'lyeh mythos deck**.

## THE ULTIMA THULE

The Ultima Thule entrance card replaces all other entrance cards. An investigator who starts their clock phase on the entrance card may spend trophies for various effects.

During your movement phase, you may remain on your current card, move to another Pacific adventure or other world card in the play area, or move to The Ultima Thule card.

When an adventure card or other world card is successfully resolved, or otherwise discarded, all investigators on that card return to The Ultima Thule card.

If you are on The Ultima Thule card at the end of your movement phase, skip your resolution phase and move directly to your clock phase.

If an effect refers to *the entrance*, it refers to The Ultima Thule card instead.

During the game, if there are 4 or more Deep One legion monsters in play, immediately flip The Ultima Thule entrance card to reveal Wreckage of the Ultima Thule. For the remainder of the game, this replaces The Ultima Thule entrance card, and any game effects that refer to *the entrance* now refer to Wreckage of the Ultima Thule.

## SCENARIO CARD

### Dark Waters track

Each time the omen token advances, move the omen 1 space to the right; each time it retreats, move it 1 space to the left.

If the token would advance, but it is already on the rightmost space, resolve that space's effect. If it would retreat, but it token is already on the leftmost space, resolve that space's effect.

### Amulet of R'lyeh track

When the game advances to stage II, flip the scenario card to reveal the Amulet of R'lyeh track. The investigators place all broken amulet tokens in their possession onto the corresponding spaces of the track. For each space on the track that is unoccupied, lock the corresponding die by placing it on the track.

When the investigators gain a broken amulet token, they may place the broken amulet token on its corresponding space and free the locked die. If the Ancient One awakens, remove the locked dice on the Amulet of R'lyeh track from the game.

If the omen token would advance or retreat when investigators are in stage II, resolve the corresponding effect listed on the Amulet of R'lyeh track.

## PACIFIC ADVENTURES

Effects that refer to *adventure cards* can affect Pacific adventure cards, but those which refer to *Pacific adventures* only affect Pacific adventure cards.

Pacific adventure cards must be placed facedown. The back side of the top card of the Pacific adventure deck is always open information.

**When you move to a facedown Pacific adventure card**, immediately resolve the effect on the back of the card. Then flip the card faceup, resolve any **entry** effects on the card, and end your movement phase. *At Midnight* effects on the back of Pacific adventures are not triggered now, but are instead triggered if facedown when midnight strikes.

**When a monster appears**, it may be placed at any faceup or facedown adventure card, as normal. When a facedown adventure card with a monster is flipped faceup, that monster is placed on any monster task at that adventure. If that adventure has no monster tasks or there are more monsters than monster tasks available, the monsters that cannot be placed are placed below the card's bottom task as normal.

## SPECIAL ADVENTURE CARDS

Special adventure cards are used by investigators to move the expedition further into the open sea.

A special adventure card cannot be discarded or otherwise removed from play except by successfully completing it. Markers or tokens, such as Deep One legion monsters, cannot be placed on a special adventure card.

## STAGES OF R'LYEH RISING

Investigators begin in stage I and draw from the stage I deck when replacing completed or discarded adventures.

Investigators can progress to stage II by successfully completing the *Echos of the Dream* special adventure. Discard the stage I adventure deck and replace it with the stage II adventure deck. Stage I adventure cards still in play or held as trophies by investigators are not discarded.

Next, flip the scenario card to reveal the Amulet of R'lyeh track and place any broken amulet tokens the investigators have gained on their corresponding spaces. Lock each die that corresponds to each remaining space on the Amulet of R'lyeh track. Return the stage I Ocean mythos cards to the box and replace the mythos deck with the stage II R'lyeh mythos cards. Any special adventure cards currently in play are not discarded.

Finally, add the *R'lyeh Risen* special adventure card faceup to the play area. Investigators now draw from the stage II adventure deck when replacing completed or discarded adventures.

## MISSIONS

Missions behave identically to monsters in the way they appear and are completed, however **they are not affected by items or spells that defeat or discard monsters.**

When you successfully complete a mission task, place the mission facedown in front of you, showing the effect text on the back. A completed mission is not a trophy. The number on the back of a mission is not a trophy value; it is the value of trophies that must be spent in order to fulfill the mission.

Missions can be fulfilled at the start of your movement phase or at the start of your clock phase. Spend the required value of trophies and return the mission marker to the box to gain the mission's reward.

## STAGED MYTHOS CARDS

When players draw and resolve a new staged mythos card, they must choose as a group between one of the 2 options on the card. If players cannot decide as a group, the investigator who took the last turn decides.

## NEW ICONS



**Doom icon:** This appears on the Ancient Ones in this expansion. When a doom token is placed on one of these icons, a Deep One legion monster appears from the Deep One legion stockpile.

## OMENS OF THE PHAROAH

### LIGHTLESS PYRAMID MODE

#### SETUP

The Egyptian adventure cards, new mythos cards, the Expedition side of the scenario sheet, and the Cairo/Dashur entrance card are only used when playing the Lightless Pyramid game mode. All other content can be played with the base game or any other game mode.

Add these components to those in the base game: **investigator cards**, **common item**, **unique item**, **spell**, and **ally cards**.

Replace the entrance sheet with the *Omens of the Pharaoh* entrance card (Cairo side faceup). Place **The Expedition scenario sheet** nearby with the **8 expedition tokens**.

Add the new **ally cards** to the ally deck from the base game and any other expansions in play. Shuffle the **relic cards** and place them near the other cards.

Choose an **Ancient One**.

Add the new **standard monster marker** to the monster cup. Then, add all mask monsters, including those from the base game and any other expansions in play, to the monster cup. If you are playing against the *Omens of the Pharaoh* version of Nyarlathotep, follow the instructions for mask monsters on Nyarlathotep's Ancient One card instead.

Instead of preparing the adventure cards as normal, shuffle the stage I adventure deck and deal 3 cards faceup below the entrance sheet in a single row. Then deal 3 cards facedown below the faceup cards so you have 2 rows of 3 cards. Place the *Calling* special adventure card faceup below the bottom row. Shuffle the **other world deck** and place it and the stage I deck near the rows. If an adventure card shows a **locked die icon**, place the appropriate die on that card.

Shuffle the 4 Dark Pharaoh **special adventure cards** and place them near the adventure decks.

Place the **broken amulet tokens** randomly in a facedown pile, then the investigators as a group gain 1 broken amulet token.

Replace the **mythos deck** with the new *Omens of the Pharaoh* mythos deck.

The **Calvin Wright investigator** is included with this expansion. Remove the *Calvin Wright* ally card (*Gates of Arkham* expansion) from the ally deck. It is no longer used.

#### CAIRO AND DASHUR

The Cairo/Dashur entrance card replaces all other entrance cards. An investigator who starts their clock phase on the entrance card may spend trophies for various effects, including flipping the card to travel to the other side.

During your movement phase, you may remain on your current card, move to another Egyptian adventure other world or special adventure card in the play area, or move to the entrance card.

When an adventure card or other world card is successfully resolved, or otherwise discarded, all investigators on that card return to whatever side of the entrance card is faceup.

If you are on either side of the entrance card at the end of your movement phase, skip your resolution phase and move directly to your clock phase.

If an effect refers to *the entrance*, it refers to either side of the entrance card.

#### Using the entrance card

During the clock phase, an investigator on the *Cairo* or *Dashur* side of the entrance card may, instead of resolving another option, advance the clock to flip it to the other side.

Additionally, each side of the card has different options for spending trophies, and also affects which deck adventure cards are drawn from.

When you successfully resolve or otherwise discard an adventure card in play, replace it with the top card of the adventure deck (Cairo stage I or Dashur stage II) that corresponds to whichever side of the entrance is faceup.

Investigators should gather supplies in Cairo, as supplies in Dashur are scarce. However, the elder signs needed to win the game are located in Dashur.

#### MASK MONSTERS

When playing the Lightless Pyramid mode, all mask monsters (from the base game and any other expansions) are always added to the monster cup during setup and can appear when drawn from the cup.

#### THE EXPEDITION

When you gain an **expedition token**, place it on an empty space of your choice on The Expedition scenario sheet. While an expedition token occupies such a space, the investigators gain access to the effect indicated by that space.

Some effects can only be triggered when their corresponding expedition tokens are optionally discarded to trigger the effect. Once an expedition token is discarded, its corresponding effect cannot be used until another expedition token is placed on that space. No more than a single expedition token can exist on each space, and effects and penalties that cause an expedition token to be discarded do not trigger the effects of that space.

#### EGYPTIAN ADVENTURES

Effects that refer to *adventure cards* can affect *Egyptian* adventure cards, but those which refer to *Egyptian adventures* only affect *Egyptian* adventure cards.

Egyptian adventure cards must be placed facedown. The back side of the top card of the Egyptian adventure deck is always open information.

**When you move to a facedown Egyptian adventure card**, immediately resolve the effect on the back of the card. Then flip the card faceup, resolve any **entry** effects on the card, and end your movement phase. *At Midnight* effects on the back of Egyptian adventures are not triggered now, but are instead triggered if facedown when midnight strikes.

**When a monster appears**, it may be placed at any faceup or facedown adventure card, as normal. When a facedown adventure card with a monster is flipped faceup, that monster is placed on any monster task at that adventure. If that adventure has no monster tasks or there are more monsters than monster tasks available, the monsters that cannot be placed are placed below the card's bottom task as normal.

#### SPECIAL ADVENTURE CARDS

##### Dark Pharaoh special adventures

Dark Pharaoh special adventures cannot be taken as trophies. When one is successfully resolved, place it in a special discard pile next to the other Dark Pharaoh cards. Once all 4 cards have been drawn or discarded, if any other needs to be drawn, shuffle the discard pile and draw from the new pile.

If another Dark Pharaoh card needs to be drawn, but all 4 Dark Pharaoh adventures are already in play, fill the Ancient One's doom track with doom tokens; the Ancient One immediately awakens.

Markers and tokens, such as monster markers, cannot be placed on Dark Pharaoh special adventure cards.

##### Hidden chamber special adventures

Hidden chamber special adventure cards are part of the stage II adventure deck, and can be identified by a single task on the lower part of the card.

To a chamber, you must first succeed in unlocking it by completing the task on its back. Before moving, a special roll must be made with 6 green dice. Items, clues, and other effects that manipulate and add dice can be used on these rolls. If the roll is not successful, you must either move to a different adventure or stay on your current card. This is only a single roll (do not discard a die and roll again). Cursed and blessed dice are not used when unlocking chambers, and cannot be lost or discarded in this way.

Whether the chamber is successfully unlocked or not, any dice added to the roll to unlock the chamber are lost.

Each Hidden chamber has a **chamber** effect at the top of the adventure. These can only be resolved by the investigator who unlocked the chamber, and only when they first flip the card. Chambers cannot be flipped by effects unless that effect specifically states that a chamber is *unlocked*, after which the unlocking investigator may perform its **chamber** effect.

When a Hidden chamber special adventure is completed, return it to the box. It cannot be claimed as a trophy.

#### RELICS

Relics are a new type of item that display a die along with a refresh icon. This indicates that relics can be discarded before rolling dice to add the indicated dice to the dice pool, even if those dice have already been removed by a failed roll. This cannot be used to increase the number of dice beyond the available components.

Some relics have special effects that trigger after they are used or if another relic that it is paired with is in play.

#### THE EXHIBIT

If investigators wish to use relics in a game mode other than the Lightless Pyramid mode, put **The Exhibit scenario sheet** into play. This adds an additional effect to the current entrance (it is not a space that can be moved to on its own) that allows investigators to spend trophies to acquire relics, while also introducing the Dark Pharaoh special adventures and the deadly mask monsters into other modes.

#### NEW MYTHOS CARDS

When players draw and resolve a new mythos card, they must choose as a group between one of the 2 options on the card. If players cannot decide as a group, the investigator who took the last turn decides.

##### Expert mythos variant

This variant allows players to increase the challenge of the game. Each time you resolve a mythos card option that has a turquoise **expert mythos watermark** in the background, add 1 additional doom to the doom track after resolving the effects of that mythos card..

#### DOOM ICONS



This appears on the Ancient Ones in this expansion. When a doom token is placed on one of these icons, draw a Dark Pharaoh special adventure and place it into play facedown.

If all 4 Dark Pharaoh special adventures are already in play when doom reaches this icon, fill the Ancient One's doom track with doom tokens; the Ancient One immediately awakens.



## TURN

### MOVEMENT PHASE

1. You may move to a new adventure. If that adventure has a facedown effect, resolved it before flipping the card faceup.
2. If the adventure card has an **entry effect**, resolve it as the last step of the movement phase.

### RESOLUTION PHASE

1. Resolve **events**.
2. Choose whether to **fail the adventure or attempt it**. If you intentionally fail it, resolve the **penalties**, end your resolution phase (your marker remains on the adventure), and proceed to the clock phase.
3. Create the pool of dice; for the first die pool created during a resolution phase, add all the available green dice; you may then add dice previously secured on spells, spend items to gain dice, and use investigator special abilities. Otherwise, add the dice remaining in the pool; items may still be spent and dice can still be added with items.  
  
Unless you are using a **relic**, you cannot add a yellow or a red die more than once during the same resolution phase.

4. **Roll the dice pool.**
5. Apply rerolls or result-changing effects.
6. If **cursed**, resolve the black die.
7. **Secure dice** on spells.
8. Check whether a task can be completed. If it can be completed, assign dice from your pool to cover all requirements for that task. If this is the last task on that adventure, continue to step 9; if it is not, return to step 2.

If a task cannot be completed, or if you don't want to complete a task, do the following in order:

- a. **Resolve terror effect** (mandatory): the same terror effect cannot be resolved more than once per attempt, regardless of the number of terror results rolled.
  - b. **Focus or request assistance** (optional).
  - c. **Discard 1 die from dice pool** (mandatory).
  - d. Return to step 2 of the resolution phase.
9. The adventure is successfully resolved. Resolve the following:
    - a. Move your investigator marker on the entrance.
    - b. Gain that adventure card as a **trophy** and (in case the card passed was not an other world card) replace it with a new adventure card.
    - c. Gain the **rewards** written on the just passed adventure card.
    - d. Move to the clock phase.

### CLOCK PHASE

The *Omens* expansions allow players to resolve a special ability on the entrance to allow any investigator to gain a benefit.

*Any* refers to any 1 investigator in the group, including the investigator whose current clock phase is being resolved. This is done before advancing the clock.

Additionally, before advancing the clock, players may play spells and items that do not have a specific timing trigger. Then, if at least 1 midnight has occurred, players resolve midnight effects.

## TASK SYMBOLS



A number of **investigation** die results equal to or greater than the number indicated on the symbol.



A **lore** die result.



A **peril** die result.



A **terror** die result.



A **split** die result. Either of the die results shown may meet this requirement.



After all die result requirements for this task have been met, you must **advance the clock** to complete the task.



After all die result requirements for this task have been met, lose **SANITY** equal to the number indicated on the symbol to complete the task.



After all die result requirements for this task have been met, lose **STAMINA** equal to the number indicated on the symbol to complete the task.



**Cursed:** After all die result requirements for this task have been met, the player becomes cursed.



**Doom:** After all die result requirements for this task have been met, the player adds 1 doom token to the doom track on the Ancient One card.



**Midnight:** If a midnight icon appears in the task list of a monster marker, the monster has a midnight effect printed on the back of the marker. At midnight, resolve all **midnight effects** printed on the back of monsters with this icon.

## DOOM ICONS

### GATES OF ARKHAM



**Gate icon:** Each time a doom token is placed on a space with this icon, the effect depends on whether or not you are playing the Streets of Arkham mode:

**Streets of Arkham game mode:** A gate opens.

**Any other game mode:** Each investigator loses 1 **SANITY**.

### OMENS OF ICE



**Storm doom icon:** Each time a doom token is placed on a space with a storm icon, investigators must place 3 storm markers on adventures.

### OMENS OF THE DEEP



**Doom icon:** When a doom token is placed on one of these icons, a Deep One legion monster appears from the Deep One legion stockpile.

### OMEN OF THE PHAROAH



When a doom token is placed on one of these icons, draw a Dark Pharaoh special adventure and place it into play facedown.

If all 4 Dark Pharaoh special adventures are already in play when doom reaches this icon, fill the Ancient One's doom track with doom tokens; the Ancient One immediately awakens.



## REWARDS & PENALTIES

When receiving rewards or suffering penalties, the current player resolves the following effects (if able) for each icon that appears on the card:



**Stamina:** For each of these icons, lose 1 **STAMINA**.



**Sanity:** For each of these icons, lose 1 **SANITY**.



**Healing:** Any 1 investigator regains 1 **STAMINA**.



**Respite:** Any 1 investigator regains 1 **SANITY**.



**Common item:** For each of these icons, draw 1 card from the common item deck.



**Lost common item:** Discard 1 common item.



**Unique item:** For each of these icons, draw 1 card from the unique item deck.



**Lost unique item:** Discard 1 unique item.



**Spell:** For each of these icons, draw 1 card from the spell deck.



**Lost spell:** Discard 1 spell.



**Clue:** For each of these icons, gain 1 clue token.



**Ally:** For each of these icons, draw 1 card from the ally deck.



**Lost ally:** Discard 1 ally.



**Elder sign:** For each of these icons, place 1 Elder Sign token near the Ancient One card. If the total number of elder sign tokens near the card is equal to or greater than the Ancient One's elder sign limit, the investigators win the game.



**Lost elder sign:** Remove 1 elder sign from the Ancient One card. If there are no elder signs on the Ancient One card, add 1 doom token to the doom track instead.



**Gate:** Draw 1 other world card and place it faceup below the 6 adventure cards.



**Skill:** Draw 1 card from the skill deck.



**Lost skill:** Draw 1 card from the skill deck.



**Supply:** Gain 1 supply.



**Lost supply:** Lose 1 supply. If you cannot, lose 1 **STAMINA** instead.



**Gain amulet:** Draw and reveal a broken amulet token and place it near the scenario card.



**Lost amulet:** Return a broken amulet token to the broken amulet token pile.



**Advance omen:** Move the omen token 1 space to the right on the Dark Waters track.



**Retreat omen:** Move the omen token 1 space to the left on the Dark Waters track.



**Gain relic:** Draw 1 card from the relic deck.



**Lost relic:** Discard 1 relic.



**Gain expedition token:** Take 1 expedition token from the pile and place it on an empty space of the scenario sheet.



**Lost expedition token:** Choose and discard 1 expedition token from the scenario sheet. If there are no expedition tokens on the scenario sheet, add 1 doom token to the doom track.



**Monster:** For each of these icons, a monster appears.



**Remove monster:** Return 1 monster on an adventure to the monster cup.



**Doom:** For each of these icons, add 1 doom token to the Ancient One's doom track.



**Reprieve:** Remove 1 doom token from the Ancient One's doom track.



**Clock:** Advance the clock once.



**Expeditious:** Do not advance the clock during the clock phase this turn.



**Storm:** Add 3 storm markers to adventures.



**Blessing.**



**Curse.**