



THE ESOTERIC ORDER OF GAMERS

ORDEROFGAMERS.COM



THE ESOTERIC ORDER OF GAMERS
GREAT GAMING CONTENT FOR
10 YEARS!

Dedicated to thematic tabletop games.
The best rules summaries, battle reports,
reviews, interviews, tutorials, foamcore
plans – and lots more.

DON'T MISS A THING!



YOUTUBE
EsotericOrderGamers



TWITTER
@EOGamers



FACEBOOK
EOGamersFB



INSTAGRAM
orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



DONATE
orderofgamers.com/shop/single-offering



PATREON
patreon.com/esotericorder

v5.6

Apr 2022

Game:	ELDRITCH HORROR
Publisher:	Fantasy Flight Games (2013)
Page 1:	Rules summary front
Page 2:	Rules summary back
Page 3:	Player reference front x2
Page 4:	Player reference front (with Focus action) x2
Page 5:	Player reference front (with Focus & Gather Resources actions) x2
Page 6:	Player reference back x2
Page 7:	Small expansions summary
Page 8:	Large expansions summary

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers



ELDRITCH HORROR

SETUP

Shuffle the 9 **gate tokens** facedown (common side up) to make a **gate stack**. Shuffle the **clue tokens** facedown to make a **clue pool**. Place all the **health, sanity, improvement, travel ticket, eldritch, mystery, and rumor** tokens in separate piles.

One player, randomly chosen or by common agreement, takes the **lead investigator token**. Starting with this player and going clockwise, each player chooses an investigator. Take your **investigator sheet** and place the matching **investigator token** on the board space listed on the sheet's back.

Take the **starting possessions** and any **assets** or **spells** listed on the back of your investigator sheet. Take **health** and **sanity** tokens equal to your maximum health and sanity values.

As a group, players choose an **ancient one sheet**. Place the sheet faceup (doom value in the top left corner) near the board and resolve its setup effects.

Place all *non-epic monster tokens* in an opaque container and randomize them. Epic monster tokens are red and clipped in their lower-left corner.

All **research encounter cards**, **special encounter cards**, and **mystery cards** that do not correspond to the chosen ancient one are not used; return them to the box.

Shuffle the **mythos cards** into 3 facedown piles (green, yellow, and blue). Build stage I by taking random cards of the colors and quantities listed on the ancient one sheet and shuffling them together (do not look at the cards). Then build stage II and place it under the stage I deck, followed by stage III placed under the stage II deck. Do not shuffle the final mythos deck; place it near the ancient one sheet and return all remaining mythos cards to the box without looking at them.

Shuffle all **expedition encounter cards** into a single deck, (regardless of card back). Shuffle the **spell cards** and **condition cards** into 2 separate decks and place them faceup, with the top card's name and artwork visible. Shuffle all other cards into decks by card back.

Place the **reference card** that corresponds to the number of players near the mythos deck and return the others to the box.

Place the **doom token** on the space of the **doom track** listed on the upper-left of the ancient one sheet. Place the **omen token** on the green (comet) space of the **omen track**.

Place the top 4 cards of the **asset deck** faceup in the 4 slots of the **reserve** (bottom-left of the board).

Spawn the number of **gates** indicated on the reference card. To spawn a gate, place the top gate token from the gate stack faceup on the space indicated on the token. Then draw 1 random monster token and place it on the same space.

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.

Spawn the number of **clues** indicated on the reference card. To spawn a clue, place 1 random clue token facedown on the space indicated on the token.

Draw 1 **mystery card** and place it near the ancient one sheet. Resolve any *When this card enters play* effects on that card.

GAME ROUND

1. ACTION PHASE

Starting with the lead investigator and going clockwise, **each investigator resolves up to 2 different actions**. You can perform each action only once during a round, and an action must be fully resolved before performing another.

Travel

Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

You can only spend train tickets to move along train paths, and ship tickets to move along ship paths. Paths leading off the board connect to the corresponding paths on the opposite side of the board.

Rest

You cannot perform this action if there is a monster on your space.

Recover 1 health and 1 sanity.

Trade

Trade possessions (assets, artifacts, clues, spells, and travel tickets) with another investigator on your space, if both investigators agree.

You cannot trade condition cards, or health, sanity, or improvement tokens. You cannot trade with a defeated investigator.

Prepare for travel

If you are on a city space, **gain 1 travel ticket** of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you ever have more than 2 travel tickets, you must choose 2 to keep and discard the rest.

Acquire assets

You cannot perform this action if there is a monster on your space.

If you are on a city space, **test your influence** (♣). Gain cards of your choice from the **reserve** with a total value equal to or less than the number of successes rolled. If you gain none, you may discard 1 card of your choice from the reserve.

After performing this action, replace any cards gone from the reserve by drawing replacement cards from the asset deck.

An investigator performing this action may use the **Bank Loan** asset printed on the board to immediately add 2 successes to his test result in return for a **Debt Condition** card. If you already have a debt condition you cannot acquire a bank loan.

Component actions

Perform an action (preceded by 'Action') listed on one of your components. You cannot perform a component action from a single component more than once each round, but you can perform actions from different components.

You may also perform an action (preceded by 'Local Action') on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, **each investigator resolves 1 encounter**.

If there are no monsters on your space, choose a **location encounter** or a **token encounter** and resolve it.

If you are on a space with 1 or more monsters, you **must** resolve a single **combat encounter** against each monster there, one at a time, in the order of your choice. **Each non-epic monster must be encountered before each epic monster.**

If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.

Location encounters

Draw an encounter card matching your space's artwork or from the **general encounter** deck. Resolve the effect that matches your current space, then discard the card.

If you have multiple types of encounter cards that you could draw, choose which deck. The text below each named space on lists the most common effect found on its specific encounter cards.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a **research encounter card**.



Gate: You may draw an other world **encounter card**.



Active expedition: You may draw an **expedition encounter card**.



Rumor: You may resolve the encounter listed on the **rumor mythos card** that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet. Resolve the *Crippled* effect if the sheet has a health token on it or the *Insane* effect if it has a sanity token on it.

3. MYTHOS PHASE

The lead investigator **draws the top card of the mythos deck** and resolves any effects in the order they appear (left to right, from the top). Resolve only the effects on the current mythos card.

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advance omen: Move the **omen token** 1 space clockwise around the track. Then **advance doom** by 1 for each gate on the board that matches the omen token's current space.

When doom *advances*, move the doom token toward the 0 space on the track; when it *retreats*, move it away from the 0 space.



Resolve reckoning effects: Resolve all ⚡ effects in play (these components are marked with a ⚡ in the lower-right corner) in this order: monsters, ancient one sheet, *ongoing* mythos cards, and investigator possessions and conditions (starting with the lead investigator and going clockwise).



Spawn gates: Spawn the number of **gates** shown on the reference card. When spawning a gate, take the top gate token from the gate stack and place it faceup on the space shown on the token. **When a gate is spawned, spawn 1 monster on the same space.**

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of **monsters** shown on the reference card. If there are no matching gates currently on the board, spawn 1 **gate** instead.

When spawning a monster, draw 1 random monster token from the monster cup and place it on the indicated space.

If the monster has the **spawn icon** (♣) on its front, resolve the *When this monster is spawned* effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of **clues** shown on the reference card. When spawning a clue, take 1 random clue token from the pool and place it facedown on the space shown on the token (or on a specific space if specified by the effect).



Place rumor token: Place a **rumor token** on the space.



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, immediately resolve the effect and then discard the card.

If it has the *Ongoing* trait, place it in play near the ancient one sheet, where it remains in play until discarded by a game effect.

TESTS

To resolve a test, **roll a number of dice equal to your value in the listed skill**, adding or subtracting the test modifier and any other effect modifiers. Roll a minimum of 1 die on each test.

You may use only one card effect that provides a skill bonus during each test. If you have multiple card effects that provide a bonus, use the highest bonus.

If you roll at least 1 **success** (a 5 or a 6), you **pass** the test. If you do not roll any successes, you **fail**. The number of successes rolled is the **test result**.

Immediately after rolling dice during a test, **you may spend a clue token to reroll 1 die**. You may do this multiple times, as long as you spend a token each time. Determine whether you passed or failed after resolving all rerolls.

When an effect allows you to improve a skill, place an **improvement token** with the matching icon below your investigator sheet, +1 side up. If you improve that skill a second time, flip the token to +2.

You cannot improve a single skill more than twice. Your skill is equal to the value on your sheet plus the value of the matching Improvement token.

COMBAT ENCOUNTERS

1. Check monster effects: Flip the monster token facedown and read the information on its back.

2. Resolve will test: Resolve the token's **will** (♣) test. If the monster's **horror** is greater than the number of successes rolled, you lose **sanity** equal to the difference.

3. Resolve strength test: Resolve the token's **strength** (♠) test. If the monster's **damage** is greater than the number of successes rolled, you lose **health** equal to the difference.

The monster loses health equal to the number of successes rolled (place health tokens on its token). The monster and the investigator lose health simultaneously.

A monster that loses health equal to or greater than its **toughness** is defeated and returned to the monster cup. If you did not defeat the monster, it remains on your space along with any health tokens on it.

If a monster does not have a ♣ or ♠ test, do not resolve that test.

Ambush



When an effect says '*A monster ambushes you*', draw a random monster from the monster cup and immediately encounter it in combat. The monster is not spawned and a *when spawned* effect is ignored.

If a specific monster is required, get its attributes from a token. *Cultist* monster information is on the ancient one sheet.

After resolving combat, return it to the monster cup (even if was not defeated) and continue resolving the effect that caused the ambush. An investigator that defeats a monster in an ambush does not resolve an additional encounter.

Epic monsters

Epic monsters are treated as monsters, except they are spawned by specific effects. They cannot be defeated by any effect except losing health equal to or greater than its toughness (but may lose health from effects that cause monsters to lose health). An epic monster cannot be discarded, is never placed in the monster cup, and is never moved except by an effect on its token or on the component that spawned it.

Some epic monsters require a player to test skills other than  or . Test the skill indicated by the icon.

Return an epic monster to the box when it is defeated.

COMPLEX ENCOUNTERS

When resolving a **complex encounter** (expedition encounter, other world encounter, or special encounter), first resolve the initial effect at the top of the card.

If you pass the test in the initial effect, resolve the card's *pass* effect. If you fail the test, resolve the card's *fail* effect. Then discard the card. If a complex encounter's initial effect does not have a test, it will tell you which effect should be resolved next.

If an **other world encounter** card instructs you to *close this gate*, discard the gate token from your space.

When drawing an **expedition encounter**, move the **active expedition token** to the space that matches the newly-revealed top card of the expedition encounter deck.

SPECIAL ENCOUNTERS

Special encounters are unique encounters that relate to the ancient one. The title, and the illustrations on the back of each special encounter, show their corresponding ancient one and mystery or final mystery.

The instructions for resolving special encounters are defined by the ancient one sheet or mystery cards.

ELDRITCH TOKENS

A component that places an **eldritch token** on the board describes how you interact with that token.

An eldritch token on the board can be encountered only if the component that placed it allows you to encounter it.

Eldritch tokens placed on the green space of the omen track do not replace that space of the track.

SPELLS, POSSESSIONS & CONDITIONS

When you gain an **asset**, **artifact**, **spell**, or **condition**, place it faceup near your investigator sheet.

Spell and condition cards have hidden information on their backs: when you gain one, you may only look at its front (unless an effect allows you to look at its back). The card describes when you flip it.

When a card or sheet is flipped to its back side, immediately resolve the effects on its back. Do not resolve effects that are triggered by specific events. When a card or sheet is flipped to its front side, do not resolve the effects on its front.

You cannot have multiple copies of the same spell or condition card. If you gain a duplicate for any reason, discard the new card.

When gaining a specific card by name or trait, search the card's deck from the bottom of the deck, then its discard pile if necessary. Then shuffle the deck. If the named card is in the reserve, you gain that card instead. If it cannot be found, you do not gain a card.

SPELLS

A spell card's effect may be triggered by a specific event or require an action. When you resolve a spell card's effect, resolve the effects on the front of the card.


CONDITIONS

Condition cards cannot be traded. If a condition's effect does not list a limit, it may only be used once per instance of the triggered event.

If you have a *Detained Condition* card, resolve the back of the condition card instead of resolving an encounter. Do this even if there is a monster on your space.

Lost in time and space

When you gain the *Lost in Time and Space* condition, remove your investigator token from the board, discard any *Detained* condition you have, and, if able, pass the lead investigator token to another player (not one also *Lost*).

You cannot move or perform actions or spend resources as part of a group, and you are unaffected by mythos card effects,  effects or any other game effects. You do not occupy any space on the board or any space with tokens or other investigators. Your passive ability cannot be used and does not affect anything. You lose/win the game if investigators lose/win the game. If a *Lost in Time and Space* condition effect would 'spawn 1 gate' and there are no gates in the stack or discard pile, the investigator chooses 1 gate on the board instead.

Poisoned

You do not recover health and sanity from a rest action or from other effects during a rest action if you are *Poisoned*. However you can recover health and sanity from other effects that do not require performing a rest action.

HEALTH AND SANITY

When an effect causes you to lose **health** or **sanity**, discard health or sanity tokens from your investigator sheet. If you recover health or sanity, take the tokens from the token pool. You cannot have more health or sanity than your maximum.

DELAYED

When you become **delayed**, you cannot perform actions. Lay your investigator token on its side. Instead of performing actions during the action phase, stand your investigator token up: you are no longer delayed.

If you become delayed on your turn during the action phase, immediately end your action and lose all remaining actions. You will be able to perform actions in the next round.

DEFEATED

When you have 0 health or sanity, you are immediately **defeated**.

You immediately stop resolving any encounters or actions, and cannot perform actions, resolve effects, or be affected by effects that affect investigators. Resolve the following steps:

1. **Advance doom:** Advance doom by 1.
2. **Relocation:** Move to the nearest city space, then lay your investigator token on its side and place a health token on it (if you lost all health), or a sanity token on it (if you lost all sanity). If you lost all health *and* sanity, choose which token.
3. **Collect possessions:** Discard all condition cards, health, sanity, and improvement tokens and place your possessions (assets, artifacts, spells, clues, and travel tickets) on your investigator sheet. Place this aside, to be used if an investigator encounters this defeated investigator.
4. **Pass lead investigator:** If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose and prepare a previously unused investigator as you did at the start of the game.

If an investigator is on the same space as a defeated investigator's token during the encounter phase, they may resolve one of the encounters on the back of the defeated investigator's sheet: the *Crippled* encounter if the investigator token has a health token

on it, or the *Insane* encounter if it has a sanity token on it. Then remove the defeated investigator token and investigator sheet from the game; that investigator cannot be used for the rest of the game.

An investigator cannot spend health or sanity if doing so would cause them to be defeated.

DEVOURED

When you are **devoured**, resolve the following steps:

1. **Advance doom:** Advance doom by 1.
2. **Discard possessions:** Discard all possessions, condition cards, health, sanity, and improvement tokens and return your investigator sheet and token to the box.
3. **Pass lead investigator:** If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose a previously unused investigator.

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) in the upper-left corner. The sheet remains faceup for the rest of the game, and its effects replace those found on the front (including **cultist** information).

The back of the ancient one sheet also describes how the investigators can lose the game.

Each ancient one sheet describes a **final mystery** the investigators must solve in order to win the game.

After the ancient one has awakened, when you are defeated or devoured, you are **eliminated**: you do not select a new investigator and can no longer participate in the game. If all players are eliminated, investigators lose the game.

WINNING THE GAME

Investigators immediately win the game if they solve 3 of the ancient one's **mysteries**. If the ancient one awakens, investigators will also need to solve the **final mystery** to win.

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.
- All investigators have been **eliminated** from the game.
- A card effect causes investigators to lose the game.
- If a mythos card cannot be drawn during the mythos phase, the mythos phase ends. Then, if investigators have not won the game, investigators lose the game.

COMPONENTS

You can gain a card or token only if it is available, ie, in the deck, discard pile, or reserve. Cards and tokens on a defeated investigator's sheet are not available. You can discard only your own possessions and Condition cards.

Cards When a card is discarded, place it in a faceup discard pile by its deck. Double-sided cards are immediately shuffled back into their respective decks.

When you search a deck for a specific card and don't find the card you are looking for, you also search that deck's discard pile.

When a deck of cards is empty, immediately shuffle its discard pile to form a new deck. **The mythos deck is never replenished.**

When a **rumor mythos card** is solved, discard the card along with any tokens on it, then all rumor tokens, epic monsters, and eldritch tokens it placed on the board.

Do not discard any other tokens placed by the card such as clues, non-epic monsters, or gates spawned by its effects. Do not discard any conditions or tokens gained by investigators due to its effects.

Decks of double-sided cards remain faceup. Draw the bottom card if you have to draw a random card from a deck of double-sided cards. When a double-sided card is discarded, it is immediately shuffled back into its respective deck. Only the currently showing face of a double-sided card is relevant.

Clues Clues cannot be spawned or gained from the clue pool if the pool and discard pile are empty. Discarded clue tokens are placed in a faceup discard pile until the clue pool is empty, at which time place all discarded clue tokens facedown in the Clue pool and randomize them.

Gates When a gate is closed, it is discarded; place it in a faceup discard pile. When there are no gates remaining in the gate stack, place all discarded gates facedown in the stack and shuffle them. Discarding a gate is not considered closing it.

If an effect would spawn a gate and the gate stack and discard pile are empty, advance doom by 1 instead.

Monsters Monsters cannot be spawned from the monster cup if the cup is empty. When monster tokens are discarded, they are returned to the monster cup, and the cup is randomized.



Monsters set aside during setup are never returned to the monster cup. Instead, they are set aside when discarded. Set aside monsters cannot be spawned if all set aside monsters of the named type are on the board.

Mysteries As soon as a **mystery** is solved, discard all tokens on it. Then draw a new mystery card from the deck and place it faceup on top of the old card. If a solved mystery is shuffled into the deck or returned to the box, it no longer counts as a solved mystery.

Tokens Any token, other than clues, gates, and monsters, is always available. When discarded they return to their respective token pool. If there are no remaining tokens of the specified type, track them with paper or an alternate object. When an effect discards a token from the board, the active investigator discards it.

MISCELLANEOUS

Multiple effects If multiple effects would be resolved at the same time, the active player decides the order in which they are resolved. When players make a decision as a group, the lead investigator makes the final decision.

Reckoning If a monster is spawned or an investigator gains a component while investigators are resolving  effects, do not resolve the  effect on the new monster or component.

Random space To determine a random space, discard a clue token from the clue pool and use the space indicated on the front of that token. If there are none remaining, the lead investigator chooses a space instead.

Rounding If an effect references 'half' of a number, round up.

Set aside Components 'set aside' are kept near the ancient one sheet, separated by card back, shuffled, and placed face down. When a component set aside during setup is discarded, it is not returned to the deck or pool; instead, it is set aside again.

Components set aside cannot be used except by effects that specifically name them.

Effects If an effect states that an investigator cannot move, they cannot move on their own nor can they be moved by any effect.

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

ELDRITCH HORROR

GAME ROUND

1. ACTION PHASE

Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel

Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space)

Recover 1 health and 1 sanity.

Trade


Trade possessions (assets, artifacts, clues, spells, and travel tickets) with another investigator on your space.

Prepare for travel

If you are on a city space, gain 1 **travel ticket** of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space)

If you are on a city space, test your **influence** . Gain cards of your choice from the **reserve** with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve.

Then replace any cards gone from the reserve.

You may use the **Bank Loan** asset to add 2 successes to your test result in return for a **Debt Condition** card. If you already have a debt condition you cannot acquire a bank loan.

Component actions

Perform an action listed on one of your components. You may also perform a **local action** on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a **location encounter** or a **token encounter** and resolve it.

If you are on a space containing 1 or more monsters, you **must** resolve a single **combat encounter** against each monster there, one at a time, in the order of your choice. **If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.**

Location encounters

Draw an encounter card matching your space's artwork or from the **general encounter deck**. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a **research encounter card**.



Gate: You may draw an other **world encounter card**.



Active expedition: You may draw an **expedition encounter card**.



Rumor: You may resolve the encounter listed on the **rumor mythos card** that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet. Resolve the **Crippled** effect if there is a health token or the **Insane** effect if there is a sanity token.

3. MYTHOS PHASE

The lead investigator **draws the top card of the mythos deck** and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advance omen: Move the **omen token** 1 space clockwise around the track. Then **advance doom** by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all **G** effects in play in this order: monsters, ancient one sheet, **Ongoing** mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of **gates** shown on the reference card. **When a gate is spawned, spawn 1 monster on the same space.**

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of **monsters** shown on the reference card. If there are no matching gates currently on the board, spawn 1 **gate** instead.

If the monster has the **spawn icon**  on its front, resolve the **When this monster is spawned** effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of **clues** shown on the reference card.



Place rumor token: Place a **rumor token** on the space.



Place eldritch tokens: Place the listed number of **eldritch tokens** on this mythos card.

ELDRITCH HORROR

GAME ROUND

1. ACTION PHASE

Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel

Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space)

Recover 1 health and 1 sanity.

Trade


Trade possessions (assets, artifacts, clues, spells, and travel tickets) with another investigator on your space.

Prepare for travel

If you are on a city space, gain 1 **travel ticket** of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space)

If you are on a city space, test your **influence** . Gain cards of your choice from the **reserve** with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve.

Then replace any cards gone from the reserve.

You may use the **Bank Loan** asset to add 2 successes to your test result in return for a **Debt Condition** card. If you already have a debt condition you cannot acquire a bank loan.

Component actions

Perform an action listed on one of your components. You may also perform a **local action** on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a **location encounter** or a **token encounter** and resolve it.

If you are on a space containing 1 or more monsters, you **must** resolve a single **combat encounter** against each monster there, one at a time, in the order of your choice. **If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.**

Location encounters

Draw an encounter card matching your space's artwork or from the **general encounter deck**. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a **research encounter card**.



Gate: You may draw an other **world encounter card**.



Active expedition: You may draw an **expedition encounter card**.



Rumor: You may resolve the encounter listed on the **rumor mythos card** that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet. Resolve the **Crippled** effect if there is a health token or the **Insane** effect if there is a sanity token.

3. MYTHOS PHASE

The lead investigator **draws the top card of the mythos deck** and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advance omen: Move the **omen token** 1 space clockwise around the track. Then **advance doom** by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all **G** effects in play in this order: monsters, ancient one sheet, **Ongoing** mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of **gates** shown on the reference card. **When a gate is spawned, spawn 1 monster on the same space.**

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of **monsters** shown on the reference card. If there are no matching gates currently on the board, spawn 1 **gate** instead.

If the monster has the **spawn icon**  on its front, resolve the **When this monster is spawned** effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of **clues** shown on the reference card.



Place rumor token: Place a **rumor token** on the space.



Place eldritch tokens: Place the listed number of **eldritch tokens** on this mythos card.

ELDRITCH HORROR


GAME ROUND

1. ACTION PHASE

Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel: Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space): Recover 1 health and 1 sanity.


 **Focus:** Gain 1 focus token (you can have 2 max). You may spend 1 focus token to reroll 1 die when resolving a test (you may spend any number of them).

Trade: Trade possessions (assets, artifacts, clues, spells, and travel tickets) with another investigator on your space.

Prepare for travel: If you are on a city space, gain 1 travel ticket of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space):

If you are on a city space, test your **influence** . Gain cards of your choice from the **reserve** with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve. Then replace any cards gone from the reserve.

You may use the *Bank Loan* asset to add 2 successes to your test result in return for a *Debt Condition* card. If you already have a debt condition you cannot acquire a bank loan.

Component actions: Perform an action listed on one of your components. You may also perform a **local action** on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a **location encounter** or a **token encounter** and resolve it.

If you are on a space containing 1 or more monsters, you *must* resolve a single **combat encounter** against each monster there, one at a time, in the order of your choice. **If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.**

Location encounters

Draw an encounter card matching your space's artwork or from the **general encounter deck**. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a **research encounter card**.



Gate: You may draw an **other world encounter card**.



Active expedition: You may draw an **expedition encounter card**.



Rumor: You may resolve the encounter listed on the **rumor mythos card** that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet: the *Crippled* effect if there is a health token; the *Insane* effect if there is a sanity token.

3. MYTHOS PHASE


The lead investigator **draws the top card of the mythos deck** and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advantage omen: Move the **omen token** 1 space clockwise around the track. Then **advance doom** by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all  effects in play in this order: monsters, ancient one sheet, *Ongoing* mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of **gates** shown on the reference card. **When a gate is spawned, spawn 1 monster on the same space.**

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of **monsters** shown on the reference card. If there are no matching gates currently on the board, spawn 1 **gate** instead.

If the monster has the **spawn icon**  on its front, resolve the *When this monster is spawned* effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of **clues** shown on the reference card.



Place rumor token: Place a **rumor token** on the space.



Place eldritch tokens: Place the listed number of **eldritch tokens** on this mythos card.

ELDRITCH HORROR


GAME ROUND

1. ACTION PHASE

Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel: Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space): Recover 1 health and 1 sanity.


 **Focus:** Gain 1 focus token (you can have 2 max). You may spend 1 focus token to reroll 1 die when resolving a test (you may spend any number of them).

Trade: Trade possessions (assets, artifacts, clues, spells, and travel tickets) with another investigator on your space.

Prepare for travel: If you are on a city space, gain 1 travel ticket of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space):

If you are on a city space, test your **influence** . Gain cards of your choice from the **reserve** with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve. Then replace any cards gone from the reserve.

You may use the *Bank Loan* asset to add 2 successes to your test result in return for a *Debt Condition* card. If you already have a debt condition you cannot acquire a bank loan.

Component actions: Perform an action listed on one of your components. You may also perform a **local action** on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a **location encounter** or a **token encounter** and resolve it.

If you are on a space containing 1 or more monsters, you *must* resolve a single **combat encounter** against each monster there, one at a time, in the order of your choice. **If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.**

Location encounters

Draw an encounter card matching your space's artwork or from the **general encounter deck**. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a **research encounter card**.



Gate: You may draw an **other world encounter card**.



Active expedition: You may draw an **expedition encounter card**.



Rumor: You may resolve the encounter listed on the **rumor mythos card** that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet: the *Crippled* effect if there is a health token; the *Insane* effect if there is a sanity token.

3. MYTHOS PHASE


The lead investigator **draws the top card of the mythos deck** and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advantage omen: Move the **omen token** 1 space clockwise around the track. Then **advance doom** by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all  effects in play in this order: monsters, ancient one sheet, *Ongoing* mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of **gates** shown on the reference card. **When a gate is spawned, spawn 1 monster on the same space.**

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of **monsters** shown on the reference card. If there are no matching gates currently on the board, spawn 1 **gate** instead.

If the monster has the **spawn icon**  on its front, resolve the *When this monster is spawned* effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of **clues** shown on the reference card.



Place rumor token: Place a **rumor token** on the space.



Place eldritch tokens: Place the listed number of **eldritch tokens** on this mythos card.

ELDRITCH HORROR

GAME ROUND


1. ACTION PHASE


Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel: Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space): Recover 1 health and 1 sanity.

You may spend any number of resources to recover 1 additional health or 1 additional sanity for each resource spent.


 **Focus:** Gain 1 focus token (you can have 2 max). You may spend 1 focus token to reroll 1 die when resolving a test (you may spend any number of them).

 **Gather Resources:** Gain 1 resource token (you can have 2 max).

Trade: Trade possessions (assets, artifacts, clues, spells, travel tickets, and resources) with another investigator on your space.

Prepare for travel: If you are on a city space, gain 1 travel ticket of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space): If you are on a city space, test your influence . Gain cards of your choice from the reserve with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve. Then replace any cards gone from the reserve.

You may spend any number of resources to add 1 success to your test result for each resource spent.

You may use the *Bank Loan* asset to add 2 successes to your test result in return for a *Debt Condition* card. If you already have a debt condition you cannot acquire a bank loan.

Component actions: Perform an action listed on one of your components. You may also perform a local action on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a location encounter or a token encounter and resolve it.

If you are on a space containing 1 or more monsters, you must resolve a single combat encounter against each monster there, one at a time, in the order of your choice.

If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.

Location encounters

Draw an encounter card matching your space's artwork or from the general encounter deck. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a research encounter card.



Gate: You may draw an other world encounter card.



Active expedition: You may draw an expedition encounter card.



Rumor: You may resolve the encounter listed on the rumor mythos card that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet: the *Crippled* effect if there is a health token; the *Insane* effect if there is a sanity token.

3. MYTHOS PHASE

The lead investigator draws the top card of the mythos deck and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advance omen: Move the omen token 1 space clockwise around the track. Then advance doom by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all effects in play in this order: monsters, ancient one sheet, *Ongoing* mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of gates shown on the Reference card. When a gate is spawned, spawn 1 monster on the same space.

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of monsters shown on the reference card. If there are no matching gates currently on the board, spawn 1 gate instead.

If the monster has the spawn icon  on its front, resolve the *When this monster is spawned* effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of clues shown on the reference card.



Place rumor token: Place a rumor token on the space.



Place eldritch tokens: Place the listed number of eldritch tokens on this mythos card.

ELDRITCH HORROR

GAME ROUND


1. ACTION PHASE


Starting with the lead investigator and going clockwise, each investigator resolves up to 2 different actions.

Travel: Move to any adjacent space (connected by one unbroken path). After moving, you may spend any number of **travel tickets** to move 1 additional space per ticket spent.

Rest (not if there is a monster on your space): Recover 1 health and 1 sanity.

You may spend any number of resources to recover 1 additional health or 1 additional sanity for each resource spent.


 **Focus:** Gain 1 focus token (you can have 2 max). You may spend 1 focus token to reroll 1 die when resolving a test (you may spend any number of them).

 **Gather Resources:** Gain 1 resource token (you can have 2 max).

Trade: Trade possessions (assets, artifacts, clues, spells, travel tickets, and resources) with another investigator on your space.

Prepare for travel: If you are on a city space, gain 1 travel ticket of your choice. You cannot gain a train ticket if there isn't a train path connected to your space, and you cannot gain a ship ticket if there isn't a ship path connected to your space.

If you have more than 2 tickets, keep 2 and discard the rest.

Acquire assets (not if there is a monster on your space): If you are on a city space, test your influence . Gain cards of your choice from the reserve with a total value equal to or less than the number of successes. If you gain none, you may discard 1 card of your choice from the reserve. Then replace any cards gone from the reserve.

You may spend any number of resources to add 1 success to your test result for each resource spent.

You may use the *Bank Loan* asset to add 2 successes to your test result in return for a *Debt Condition* card. If you already have a debt condition you cannot acquire a bank loan.

Component actions: Perform an action listed on one of your components. You may also perform a local action on a component held by another investigator on your space.

2. ENCOUNTER PHASE

Starting with the lead investigator and going clockwise, each investigator resolves 1 encounter.

If there are no monsters on your space, choose a location encounter or a token encounter and resolve it.

If you are on a space containing 1 or more monsters, you must resolve a single combat encounter against each monster there, one at a time, in the order of your choice.

If there are no monsters in your space after you resolve all combat encounters, you may resolve another encounter of your choice.

Location encounters

Draw an encounter card matching your space's artwork or from the general encounter deck. Resolve the effect that matches your current space, then discard the card.

Token encounters

Tokens on board spaces provide additional encounter options:



Clue: You may draw a research encounter card.



Gate: You may draw an other world encounter card.



Active expedition: You may draw an expedition encounter card.



Rumor: You may resolve the encounter listed on the rumor mythos card that refers to the space.

Defeated investigator: You may resolve the encounter listed on the back of the defeated investigator's sheet: the *Crippled* effect if there is a health token; the *Insane* effect if there is a sanity token.

3. MYTHOS PHASE

The lead investigator draws the top card of the mythos deck and resolves any effects in the order they appear (left to right, from the top).

At the end of the mythos phase, the lead investigator may pass the lead investigator token to another investigator of their choice.



Advance omen: Move the omen token 1 space clockwise around the track. Then advance doom by 1 for each gate on the board that matches the omen token's current space.



Resolve reckoning effects: Resolve all effects in play in this order: monsters, ancient one sheet, *Ongoing* mythos cards, and investigator possessions and conditions.




Spawn gates: Spawn the number of gates shown on the Reference card. When a gate is spawned, spawn 1 monster on the same space.

If a gate cannot be spawned because the gate stack and discard pile are empty, advance doom by 1 instead.



Monster surge: At each gate that matches the omen token's current space, spawn the number of monsters shown on the reference card. If there are no matching gates currently on the board, spawn 1 gate instead.

If the monster has the spawn icon  on its front, resolve the *When this monster is spawned* effect on the token's back immediately after spawning it.



Spawn clues: Spawn the number of clues shown on the reference card.



Place rumor token: Place a rumor token on the space.



Place eldritch tokens: Place the listed number of eldritch tokens on this mythos card.

ELDRITCH HORROR

TESTS

To resolve a test, roll a number of dice (minimum 1) equal to your value in the listed skill, adding or subtracting the test modifier and any other effect modifiers.


You may use only one card effect that provides a skill bonus during each test. If you have multiple card effects that provide a bonus, use the highest bonus.


If you roll at least 1 success (a 5 or a 6), you pass the test. If you do not roll any successes, you fail. The number of successes rolled is the test result.

Immediately after rolling dice during a test, you may spend a clue token to reroll 1 die. You may do this multiple times.



COMBAT ENCOUNTERS

1. Check monster effects: Flip the monster token facedown and read the information on its back.

2. Resolve will test: Resolve the token's will  test. If the monster's horror is greater than the number of successes rolled, you lose sanity equal to the difference.

3. Resolve strength test: Resolve the token's strength  test. If the monster's damage is greater than the number of successes rolled, you lose health equal to the difference.

The monster loses health equal to the number of successes rolled (place health tokens on its token). The monster and the investigator lose health simultaneously. A monster that loses health equal to or greater than its toughness is defeated and returned to the monster cup. If you did not defeat the monster, it remains on your space along with any health tokens on it.

If a monster does not have a  or  test, do not resolve that test.

Ambush

When an effect says 'A monster ambushes you', draw a random monster from the monster cup and immediately encounter it in combat. The monster is not spawned and a when spawned effect is ignored.

If a specific monster is required, get its attributes from a token. *Cultist* monster information is on the ancient one sheet.

After resolving combat, return it to the monster cup (even if not defeated) and continue resolving the effect that caused the ambush. An investigator that defeats a monster in an ambush does not resolve an additional encounter.

Epic monsters

Epic monsters are treated as monsters, except they are spawned by specific effects. They cannot be defeated by any effect except losing health equal to or greater than its toughness (but may lose health from effects that cause monsters to lose health). They cannot be discarded, are never placed in the monster cup, and are never moved except by an effect on their token or the component that spawned them. Return them to the box when defeated.

HEALTH AND SANITY

DELAYED

When you become **delayed**, you cannot perform actions. Lay your investigator token on its side.

Instead of performing actions during the action phase, stand your investigator token up: you are no longer delayed.

If you become delayed on your turn during the action phase, immediately end your action and lose all remaining actions. You will be able to perform actions in the next round.

DEFEATED

When you have 0 health or sanity, you are **defeated**.

You immediately stop resolving any encounters or actions, and cannot perform actions, resolve effects, or be affected by effects that affect investigators. Resolve the following steps:

1. Advance doom: Advance doom by 1.

2. Relocation: Move to the nearest city space, then lay your investigator token on its side and place a health token on it (if you lost all health), or a sanity token on it (if you lost all Sanity). If you lost all health *and* sanity, choose which token.

3. Collect possessions: Discard all condition cards, health, sanity, and improvement tokens and place your possessions (assets, artifacts, spells, clues, and travel tickets) on your investigator sheet. Place this aside, to be used if an investigator encounters this defeated investigator.

4. Pass lead investigator: If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose a previously unused investigator.

Encountering a defeated investigator

If an investigator is on the same space as a defeated investigator's token during the encounter phase, they may resolve one of the encounters on the back of the defeated investigator's sheet: the *Crippled* encounter if the investigator token has a health token on it, or the *Insane* encounter if it has a sanity token on it.

Then remove the defeated investigator token and investigator sheet from the game.

DEVOURED

When you are **devoured**, resolve the following steps:

1. Advance doom: Advance doom by 1.

2. Discard possessions: Discard all possessions, condition cards, health, sanity, and improvement tokens and return your investigator sheet and token to the box.

3. Pass lead investigator: If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose a previously unused investigator.

ELDRITCH HORROR

TESTS

To resolve a test, roll a number of dice (minimum 1) equal to your value in the listed skill, adding or subtracting the test modifier and any other effect modifiers.


You may use only one card effect that provides a skill bonus during each test. If you have multiple card effects that provide a bonus, use the highest bonus.


If you roll at least 1 success (a 5 or a 6), you pass the test. If you do not roll any successes, you fail. The number of successes rolled is the test result.

Immediately after rolling dice during a test, you may spend a clue token to reroll 1 die. You may do this multiple times.



COMBAT ENCOUNTERS

1. Check monster effects: Flip the monster token facedown and read the information on its back.

2. Resolve will test: Resolve the token's will  test. If the monster's horror is greater than the number of successes rolled, you lose sanity equal to the difference.

3. Resolve strength test: Resolve the token's strength  test. If the monster's damage is greater than the number of successes rolled, you lose health equal to the difference.

The monster loses health equal to the number of successes rolled (place health tokens on its token). The monster and the investigator lose health simultaneously. A monster that loses health equal to or greater than its toughness is defeated and returned to the monster cup. If you did not defeat the monster, it remains on your space along with any health tokens on it.

If a monster does not have a  or  test, do not resolve that test.

Ambush

When an effect says 'A monster ambushes you', draw a random monster from the monster cup and immediately encounter it in combat. The monster is not spawned and a when spawned effect is ignored.

If a specific monster is required, get its attributes from a token. *Cultist* monster information is on the ancient one sheet.

After resolving combat, return it to the monster cup (even if not defeated) and continue resolving the effect that caused the ambush. An investigator that defeats a monster in an ambush does not resolve an additional encounter.

Epic monsters

Epic monsters are treated as monsters, except they are spawned by specific effects. They cannot be defeated by any effect except losing health equal to or greater than its toughness (but may lose health from effects that cause monsters to lose health). They cannot be discarded, are never placed in the monster cup, and are never moved except by an effect on their token or the component that spawned them. Return them to the box when defeated.

HEALTH AND SANITY

DELAYED

When you become **delayed**, you cannot perform actions. Lay your investigator token on its side.

Instead of performing actions during the action phase, stand your investigator token up: you are no longer delayed.

If you become delayed on your turn during the action phase, immediately end your action and lose all remaining actions. You will be able to perform actions in the next round.

DEFEATED

When you have 0 health or sanity, you are **defeated**.

You immediately stop resolving any encounters or actions, and cannot perform actions, resolve effects, or be affected by effects that affect investigators. Resolve the following steps:

1. Advance doom: Advance doom by 1.

2. Relocation: Move to the nearest city space, then lay your investigator token on its side and place a health token on it (if you lost all health), or a sanity token on it (if you lost all Sanity). If you lost all health *and* sanity, choose which token.

3. Collect possessions: Discard all condition cards, health, sanity, and improvement tokens and place your possessions (assets, artifacts, spells, clues, and travel tickets) on your investigator sheet. Place this aside, to be used if an investigator encounters this defeated investigator.

4. Pass lead investigator: If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose a previously unused investigator.

Encountering a defeated investigator

If an investigator is on the same space as a defeated investigator's token during the encounter phase, they may resolve one of the encounters on the back of the defeated investigator's sheet: the *Crippled* encounter if the investigator token has a health token on it, or the *Insane* encounter if it has a sanity token on it.

Then remove the defeated investigator token and investigator sheet from the game.

DEVOURED

When you are **devoured**, resolve the following steps:

1. Advance doom: Advance doom by 1.

2. Discard possessions: Discard all possessions, condition cards, health, sanity, and improvement tokens and return your investigator sheet and token to the box.

3. Pass lead investigator: If you have the lead investigator token, pass it to an investigator of your choice.

At the end of the mythos phase, choose a previously unused investigator.

EXPANSIONS

GENERAL EXPANSION SETUP

Add all expansion components except as described in the individual expansion setup notes.

Add **focus tokens** and the **adventure token** to the general token pool. If using **impairment tokens**, add them to the general pool.

Use the **round overview** cards if desired.

Shuffle all **unique asset** cards to create the unique asset deck and place it faceup near the asset deck.

PRELUDE CARDS

Before setup, draw and resolve 1 **prelude** card. The effect is resolved immediately, unless specified otherwise.

Instead of drawing a random prelude card, players as a group may choose one, following the card's effects as normal. Alternatively, players may choose to not use a prelude card.

Make sure not to include duplicate prelude cards in the deck.

FOCUS ACTION



As an action, an investigator on any space may gain 1 focus token.

You may spend 1 focus token to reroll 1 die when resolving a test. There is no limit to the number of focus tokens you can spend to reroll dice. **You cannot have more than 2 focus tokens.**

UNIQUE ASSETS

Unique assets are double-sided: you cannot look at the back of them unless an effect lets you. They are possessions, may be traded using the trade action, and there is no limit to the number you 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, discard all tokens on it.

IMPAIRMENT TOKENS

When you **impair** a skill, take an impairment token for that skill with the -1 side up. If you already have an impairment token for that skill, flip 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 you have both for the same skill, discard them both.

You cannot impair a skill if doing so reduces that skill's modified value to below 1, and you cannot choose to impair a skill if that skill has already been impaired twice.

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.

MAGICAL AND PHYSICAL RESISTANCE

When resolving a combat encounter against a monster with *Magical Resistance*, you cannot apply any bonus to your die pool from *Magical* possessions or spells.

When resolving a combat encounter against a monster with *Physical Resistance*, you cannot apply any bonus to your die pool *except* from *Magical* possessions and spells.

In both cases, effects that allow you to reroll dice or manipulate dice results can be used as normal.

LOCAL PATHS

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).

MYSTERY

When investigators are instructed to **advance the active mystery**, the active investigator resolves the relevant effect:

If tokens must be placed on the mystery card, place 1 token of that type on the card. Clues, gates, and monsters placed are drawn from the clue pool, gate stack, and monster cup, respectively.

If an epic monster must be defeated, place 2 health on the mystery card. The epic monster's toughness is reduced by 1 for each health on the active mystery. If more than 1 epic monster must be defeated, place only 1 health on the card. The toughness of each epic monster spawned by the mystery is reduced by 1 for each health on the card.

If an investigator must spend 1 or more clues, place 1 clue token from the clue pool on the mystery card. Any investigator may spend clues placed on the active mystery when resolving an effect of that card.

ADVENTURES

When an adventure is drawn, the active investigator places it faceup in play and resolves that card's *when this card enters play* effect.

When an adventure is completed, the active investigator resolves that card's *when this adventure is completed* effect, which includes drawing another adventure for the next chapter of the story. Then the active investigator discards the adventure, any tokens on it, and any tokens placed by its effects.

GAME DIFFICULTY

Make the game easier by returning all hard mythos cards (red tentacles) to the box before building the mythos deck.

Make the game harder by returning all easy mythos cards (blue sigil) to the box before building the mythos deck.

Increase the challenge by beginning the game by drawing 1 unused rumor mythos card from the box and placing it in play. Resolve any *When this card enters play* effects, as well as the **place rumor token icon** (if it appears on the card). Do not spawn clues from the rumor's **spawn clues icon**.

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 using only normal cards, and building stage III using only hard cards.

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

Insane difficulty: Players may make the game significantly more difficult by building the mythos deck using only hard mythos cards. This optional rule may require additional expansions depending on the chosen ancient one.



SETUP

Syzygy is the ancient one:

Add the **mystic ruins encounter cards**.

You are using the *In Cosmic Alignment* prelude card:
Also add the **adventure cards** from this expansion.

MYSTIC RUINS ENCOUNTERS

The mystic ruins encounter cards are complex encounters that may require an investigator to resolve multiple tests.

Each encounter's back indicates the space it corresponds to. Place the **mystic ruins token** on the space corresponding to the top card of the mystic ruins encounter deck (the **mystic ruins space**). If the top card of the 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.



SETUP

Shuffle the **disaster deck** and place it facedown with the mythos deck. Shuffle the **devastation encounter deck** and place it facedown with the other encounter decks.

Add the **devastation tokens** to the general token pool.

DISASTER CARDS

Some effects cause the investigators to draw and resolve one or more **disasters**. The lead investigator draws the top card of the disaster deck, then reads the card aloud to all investigators, resolving the card's effects as instructed.

Resolve the card's effect immediately, then discard the card to a faceup discard pile by the disaster deck.

DEVASTATION ENCOUNTERS

Some effects can cause named city spaces to be **devastated**. Discard all clues and defeated investigator tokens on that space, search the expedition encounter deck for each card that corresponds to that space and return them to the game box, then place a **devastation token** on the space.

A clue that would be spawned on a devastated space is discarded instead. A clue cannot be moved to a devastated space. A devastated space does not have a space type; it is no longer a city space.

An investigator on a devastated space cannot resolve a general encounter or a location encounter that corresponds to the space. Instead, during the encounter phase, an investigator on a devastated space may encounter that space by drawing and resolving the top card of the devastation encounter deck.

If all 9 named city spaces on the main board are devastated, the investigators lose the game.

THE DREAMLANDS EXPANSION

SETUP

Hypnos is the ancient one:

Add the **Dreamlands side board**, **Dreamlands encounter cards**, **dream-quest encounter cards**, **dream portal tokens**, the **dream-quest token**, and the 7 **clues** and 6 **gates** that correspond to Dreamlands spaces.

You are using the *Otherworldly Dreams* prelude card:

Also add the **adventure cards** from this expansion.

DREAMLANDS SIDE BOARD

Add the 7 **clues** to the clue pool and 3 **gates** to the gate stack. Set aside these **monsters** from the monster cup: 1 *Ghoul*, 1 *Moon-beast*, 1 *Nightgaunt*, and 1 *Zoog*. Any of these that would be returned to the monster cup are set aside instead.

Shuffle the **Dreamlands encounterers** and **dream-quest encounterers** decks separately. Then place the **dream-quest token** on the space that corresponds to the top card of the dream-quest encounter deck.

Reveal gates from the top of the gate stack until 3 gates are revealed that each correspond to a space that is not on the Dreamlands side board. Place the 3 **dream portal tokens** on those spaces. Leave each revealed gate in the gate stack and do not shuffle the gate stack after spawning a dream portal.

Moving to the side board

An investigator that is not on the Dreamlands board that performs the rest action may spend 1 **Clue** or **test** -1. If they spend the clue or pass, they move to *The Enchanted Wood*.

Each space containing a dream portal is connected by a **local path** to the corresponding space.

Spawning dream portals

If an effect causes a dream portal to spawn, reveal gates from the top of the gate stack until a gate is revealed that corresponds to a space that is not on the Dreamlands board and does not contain a dream portal. Place the dream portal on that space. A revealed gate remains revealed in the gate stack; do not shuffle the gate stack after spawning a dream portal.

If a gate would spawn on a space with a dream portal, spawn that gate on the space that corresponds to that dream portal instead.

Dream-quest spaces

The Enchanted Wood, *The Moon*, *The Underworld*, and *Unknown Kadath* are Dream-Quest spaces (rectangular frame). An investigator on the space containing the dream-quest token may encounter it by drawing and resolving the top card of the dream-quest encounter deck.

Location encounterers

During the encounter phase, an investigator on *Celephais*, *Dylath-Leen*, or *Ulthar* may encounter that space by drawing a **Dreamlands encounterer** and resolving the effect that corresponds to the space.

Research encounterers

When you encounter a **clue** on the Dreamlands board, draw a **research encounterer** for the chosen ancient one and resolve the effect that corresponds to the space's type as normal.

Dream-quest encounterers

Dream-quest encounterers may require an investigator to resolve multiple tests. Each card's back indicates the space it corresponds to. Place the dream-quest token on the space corresponding to the top card of the dream-quest encounter deck. This space is referred to as the **active dream-quest space**.

If the top card of the dream-quest encounter deck changes for any reason, move the dream-quest token to the appropriate space.

During the encounter phase, an investigator on the space containing the dream-quest token may encounter it by drawing and resolving the top card of the dream-quest encounter deck.

Gates

If an effect causes gates in the gate stack to be **revealed**, they remain where they are in the stack unless the effect stated otherwise. If the effect causes a number of gates to be revealed that exceeds the number of gates in the stack, the active investigator shuffles the discard pile and places them at the bottom of the stack before resolving that effect.

After a gate in the stack has been revealed, it remains revealed until it is removed from the stack or the stack is shuffled.

MOUNTAINS OF MADNESS EXPANSION

SETUP

Rise of the Elder Things is the ancient one:

Add the **Antarctica side board**, **outpost encounter cards**, **mountain encounter cards**, **Antarctica research encounter cards**, and the 6 **clues** and 3 **gates** that correspond to Antarctica spaces.

You are using the *Doomsayer From Antarctica* prelude card:

Also add the **adventure cards** from this expansion.

ANTARCTICA SIDE BOARD

Add the 6 **clues** to the clue pool and 3 **gates** to the gate stack. Set aside these **monsters** from the monster cup: 1 *Elder Thing*, 1 *Giant Penguin*, 1 *Proto-Shoggoth*, and 1 *Shoggoth*. Any of these that would be returned to the monster cup are set aside instead.

Shuffle the **outpost encounterers**, **mountain encounterers**, and **Antarctica research encounterers** decks separately.

Moving to the side board

There are 2 ways to travel to the Antarctica side board:

- During the Action phase, an investigator may move between *Antarctica* on the main board and *Miskatonic Outpost* on the side board via the local path connecting them.
- An investigator performing an acquire assets action may spend 2 successes to move to *Miskatonic Outpost*.

Each space on the Antarctica side board has 1 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 and only once per round by each investigator.

Location encounterers

During the encounter phase, an investigator on *Miskatonic Outpost*, *Lake Camp*, or *Frozen Waste* may encounter that space by drawing an **outpost encounterer** and resolving the corresponding effect.

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 encounterer** and resolving the corresponding effect.

Research encounterers

When you encounter a **clue** on the Antarctica board, instead of resolving a research encounterer for the chosen ancient one, draw and resolve an **antarctica research encounterer** (considered a research encounterer for all game effects).

MASKS OF NYARLATHOTEP! EXPANSION

SETUP

Add the 3 new gate tokens to the gate stack. Add the resource tokens to the general token pool.

All players decide whether or not to use **personal stories**.

Antediluvium is the ancient one:

Add the **mystic ruins encounter cards**.

Nyarlathotep is the ancient one:

Add the **adventure cards** from this expansion.

You are using the *The Stars Align* prelude card:

Add the **mystic ruins encounter cards**.

MYSTIC RUINS ENCOUNTERERS

The mystic ruins encounter cards are complex encounterers that may require an investigator to resolve multiple tests.

Each encounterer's back indicates the space it corresponds to. Place the **mystic ruins token** on the space corresponding to the top card of the mystic ruins encounter deck (the **mystic ruins space**). If the top card of the 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.

GATHER RESOURCES ACTION



As an action, an investigator on any space can gain 1 resource token.

During a rest action, you may spend any number of resources to recover 1 additional health or 1 additional sanity for each resource spent.

During an acquire assets action, you may spend any number of resources to add 1 success to your test result for each resource spent.

Resources are possessions and may be traded using the trade action. You cannot have more than 2 resources.

ELDRITCH TOKENS



Some effects cause you to gain eldritch tokens, representing your current level of corruption. Place them on your investigator sheet. Some effects allow you to spend or discard your eldritch tokens.

PERSONAL STORIES

Each investigator takes their matching **personal mission card** and a **reward/consequence card**.

Your **personal mission** includes additional narrative text as well as an effect that causes you to gain your **reward** or **consequence**. You can gain your reward or consequence, but not both. Once you gain one, you keep it until the end of the game. Personal missions, rewards, and consequences cannot be discarded by other game effects.

Reward/consequence cards are not possessions or conditions and are not affected by effects that affect other card types.

UNDER THE PYRAMIDS EXPANSION

SETUP

Nephren-ka is the ancient one:

Add the **Egypt side board**, **Egypt encounter cards**, **Africa encounter cards**, and the 6 **clues** and 3 **gates** that correspond to Egypt spaces.

You are using the *Under the Pyramids* prelude card:

Also add the **adventure cards** from this expansion.

EGYPT SIDE BOARD

Add the 6 **clues** to the clue pool and 3 **gates** to the gate stack. Set aside these **monsters** from the monster cup: 1 *Mummy*, 1 *Sand Dweller*, and 1 *Spawn of Sebak*. Any of these that would be returned to the monster cup are set aside instead.

Shuffle the **Egypt encounterers** and **Africa encounterers** decks and separately.

Moving to the side board

A number of spaces on the main board and side board are 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.

Location encounterers

During the encounter phase, an investigator on *Alexandria*, *The Bent Pyramid*, or *Cairo* may encounter that space by drawing an **Egypt encounterer** and resolving the corresponding effect.

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 encounterer** and resolving the corresponding effect.

Research encounterers

When you encounter a **clue** on the Egypt board, draw and resolve a research encounterer for the chosen ancient one.