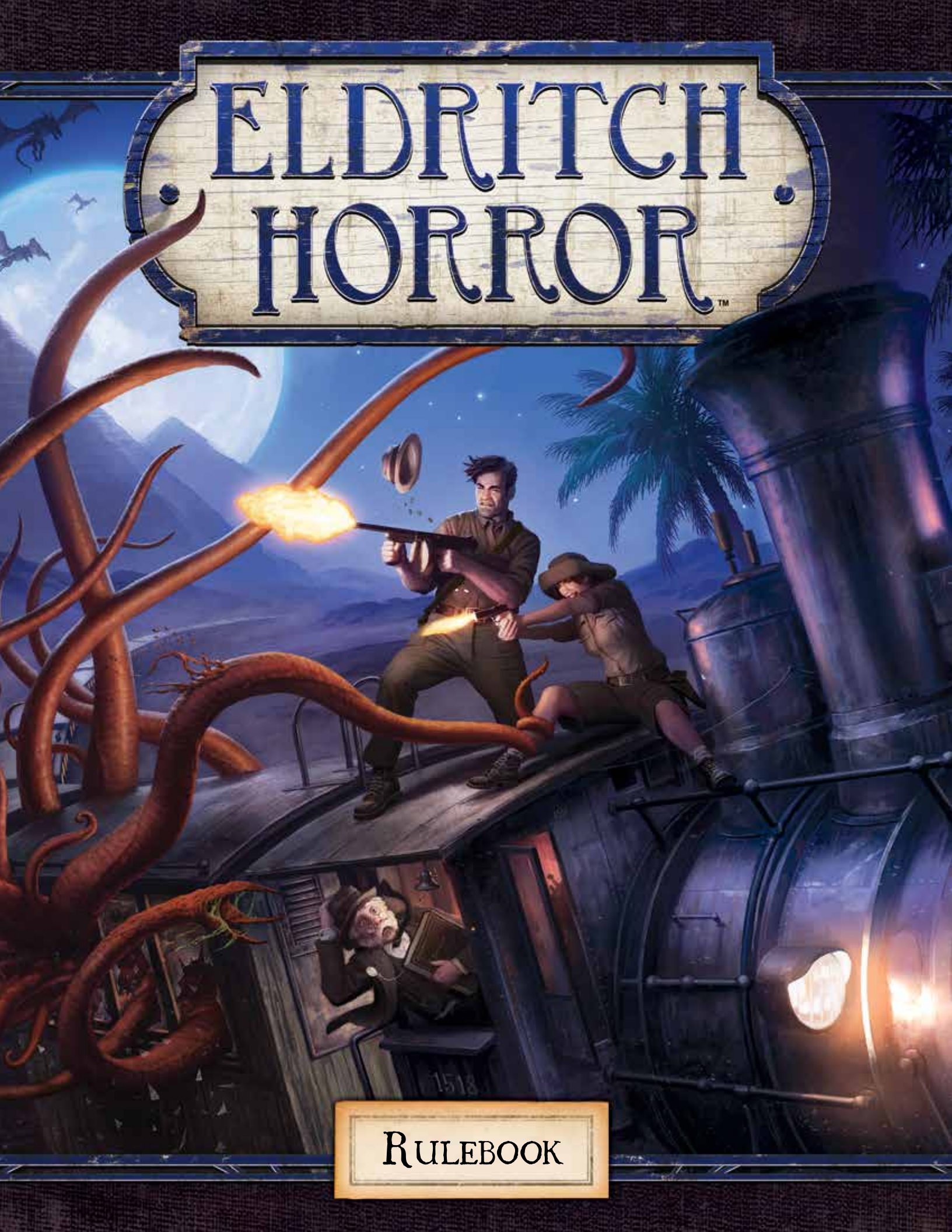
ELDRITCH HORROR™



Rulebook

A Conspiracy Revealed

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

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

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

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

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

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

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

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

It was not the maid.

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

Using this Rulebook

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

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

Game Overview

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

Players and Investigators

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



Components

1 Game Board



1 Reference Guide



12 Investigator Sheets with Matching Tokens and Plastic Stands



4 Ancient One Sheets



122 Encounter Cards



8 America



8 Europe



8 Asia/Australia



12 General



24 Other World



18 Expedition (6 backs, 3 each)



12 Special (2 backs, 6 each)



32 Research (4 backs, 8 each)

51 Mythos Cards



(21 yellow, 18 green, and 12 blue)

16 Mystery Cards



(4 backs, 4 each)

14 Artifact Cards



40 Asset Cards



36 Condition Cards



20 Spell Cards



43 Monster Tokens



34 normal, 9 epic

1 Lead Investigator Token



20 Travel Ticket Tokens



(8 train, 12 ship)

30 Improvement Tokens



(6 for each skill)

1 Mystery Token



36 Clue Tokens



20 Eldritch Tokens



9 Gate Tokens



4 Reference Cards



78 Health and Sanity Tokens



30 "1 Health"
12 "3 Health"
24 "1 Sanity"
12 "3 Sanity"

4 Rumor Tokens



1 Omen Token



1 Doom Token



4 Dice



1 Active Expedition Token



Setup

Before playing each game, perform the following steps in order. The setup diagram on page 5 shows an example of these steps.

1. Place Game Board

Unfold the game board and place it in the center of the play area within easy reach of all players.

2. Organize Tokens

Organize the following tokens as listed below:

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

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

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

3. Choose and Place Investigators

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

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



Investigator Sheet Back

4. Receive Starting Possessions, Health, and Sanity

Each investigator receives the starting possessions listed on the back of his Investigator sheet (see image above). He gains any Assets or Spells listed by taking the matching card from the game box.

Then he takes a number of Health and Sanity tokens equal to his investigator's maximum Health and Sanity listed on the front of his Investigator sheet (see "Health and Sanity" on page 14). He places these tokens near his Investigator sheet.

5. Determine Ancient One

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



Ancient One Setup Effect

6. Create Monster Cup

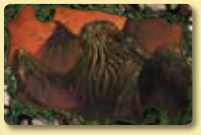
Take all non-epic Monster tokens and place them in an opaque container such as a bowl, mug, or the cover of the game box (not shown in setup diagram). Then shake this container to randomize the Monster tokens.

Do not place the Epic Monster tokens in the Monster cup. Epic Monster tokens are marked by their red color and clipped lower-left corner (see "Epic Monsters" on page 15).

7. Separate and Place Decks

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

Ancient One Specific Cards



Cthulhu Mystery Cards



Cthulhu Research Encounter Cards



Cthulhu Special Encounter Cards

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

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

- Shuffle all Expedition Encounter cards into a single deck, regardless of card back.
- Shuffle the Spell cards and Condition cards into two separate decks. Place these decks faceup, with the top card's name and artwork visible.
- Set the Mythos cards aside for step 8. Then separate all other cards into decks by card back and shuffle each deck.

Setup Diagram for 2 Player Game



8. Build Mythos Deck

Follow the instructions at the bottom of the Ancient One sheet to build the Mythos deck. See the "Building the Mythos Deck" diagram on page 6.

9. Resolve Starting Effects

Resolve the following effects to complete setup:

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



Number of Players Icon

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



Starting Doom

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

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

E. Spawn the number of Gates indicated on the Reference card.

To spawn a Gate, take the top Gate token from the Gate stack and place it faceup on the space indicated on the Gate token. Then draw one random Monster token from the Monster cup and place it on the same space.

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

G. Spawn the number of Clues indicated on the Reference card.

To spawn a Clue, take one random Clue token from the Clue pool and place it facedown on the space indicated on the face of the Clue token.

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

Building the Mythos Deck



Green Pile *Yellow Pile* *Blue Pile*



Mythos Deck Composition on Ancient One Sheet



Stage I
1 Green, 2 Yellow, 1 Blue

Stage II
2 Green, 3 Yellow, 1 Blue

Stage III
2 Green, 4 Yellow

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

1. Separate all Mythos cards into three piles, based upon the color on the front of the card (green, yellow, and blue). Shuffle each separately, and place them facedown.
2. Build stage I of the Mythos deck by taking random cards of the denoted colors and quantities (listed at the bottom of the Ancient One sheet) and shuffling them together. Do not look at the cards at this time.
3. Then build stage II of the Mythos deck (following the same steps as stage I) and place it **under** the stage I deck.
4. Finally, build stage III of the Mythos deck and place it **under** the stage II deck to create a single Mythos deck. Once created, **do not shuffle this deck**. Place the deck near the Ancient One sheet. Return all remaining Mythos cards to the game box without looking at them.

Object of the Game

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

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

See "Winning the Game" on page 11 for more details.

Playing the Game

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

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

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

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



Phase 1: Action Phase

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

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

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

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

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

Travel Action

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

After moving, the investigator may spend any number of travel tickets to move one additional space per ticket spent. Investigators can only spend Train Tickets to move along Train paths, and Ship Tickets to move along Ship paths (see "What are Spaces and Paths?" on right). See the "Action Phase Example" diagram on page 8 for an example of a Travel action.

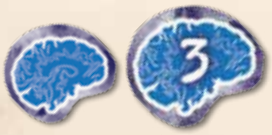
Rest Action

The investigator recovers 1 Health and 1 Sanity (see "Health and Sanity" on page 14).

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



Health Tokens



Sanity Tokens

What are Spaces and Paths?

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

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





Examples of investigators on spaces

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

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

Trade Action

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

Prepare for Travel Action

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

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



Ship Travel Ticket



Train Travel Ticket



Acquire Assets Action

If the investigator is **on a City space**, he may attempt to acquire Asset cards from the reserve. He tests his Influence (🤝) by rolling dice and gains Assets of his choice from the reserve with total **value** equal to or less than the number of successes rolled (see "Tests" on page 12).



An Asset card

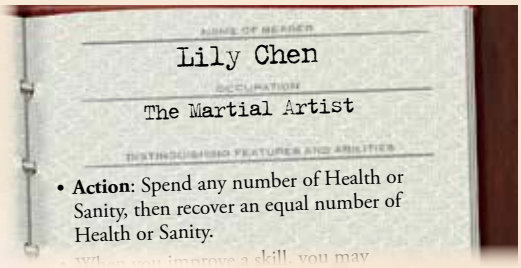
If he does not gain any cards, the investigator may discard one card of his choice from the reserve.

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

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

Component Actions

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



An action on an Investigator sheet

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

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

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

Action Phase Example





1. Silas Marsh is on San Francisco at the start of the Action Phase. Since he has the Lead Investigator token, Silas resolves his two actions first.
2. For Silas's first action, he performs a Travel action. He moves from San Francisco to space 5.
3. During his Travel action, he decides to spend his Train Ticket to move one additional space along the Train path to Arkham.
4. For Silas's second action, he decides to perform a Rest action to recover 1 Health and 1 Sanity. Since he already has Sanity tokens equal to his maximum Sanity, he only recovers the 1 Health. He takes 1 Health from the token pool and places it by his Investigator sheet.

   Silas has performed his two actions. The investigator to his left may now perform two actions.

Phase 2: Encounter Phase

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

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

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

Combat Encounters

If an investigator is on a space containing one or more Monsters, he **must** resolve a single Combat Encounter against each Monster on that space, one at a time, in the order of his choice. Combat Encounters are described in detail on page 14.

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

Location Encounters

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



America Encounter Card



Europe Encounter Card



Asia/Australia Encounter Card



General Encounter Card

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

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

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



Rome encounters often improve the investigator's Will ( )

Token Encounters

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

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



Clue Token



Research Encounter Card

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



Gate Token



Other World Encounter Card

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



Active Expedition Token



Expedition Encounter Card

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



Rumor Token



Rumor Mythos Card

- Defeated Investigator tokens allow investigators to resolve the encounter listed on the back of the defeated investigator's sheet (see "Defeated Investigators" on page 14).



A Defeated Investigator Token



Investigator Sheet Back

Phase 3: Mythos Phase

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

Advance Omen	Move the Omen token one space clockwise around the track. Then **advance Doom** by one for each Gate on the game board that matches the Omen token's current space (see "What are the Doom and Omen Tracks?")
Resolve Reckoning Effects	Resolve all effects proceeded by a icon on components in play. These components are marked with a red reckoning icon in the lower-right corner as a visual reminder. Resolve these effects in the following order: Monsters, Ancient One sheet, ***Ongoing*** Mythos cards, and lastly investigator possessions and Conditions.
Spawn Gates	Spawn a number of Gates as defined by the Reference card (see "Spawning Gates" on the right).
Monster Surge	At **each gate** that matches the Omen token's current space, spawn the number of Monsters listed on the Reference card (see "Spawning Monsters" on page 11). If there are no matching Gates currently on the game board, spawn one Gate instead.
Spawn Clues	Spawn a number of Clues as defined by the Reference card (see "Spawning Clues" on page 11).
Place Rumor Token	Place a Rumor token on the space listed (see "Rumors" on page 16).
Place Eldritch Tokens	Place the listed number of Eldritch tokens on this Mythos card.
Resolve Effect	If the card has the ***Event*** trait listed above the text effect, immediately resolve the effect and then discard the card. If it has the ***Ongoing*** trait, place it in play near the Ancient One sheet. It remains in play until discarded by a game effect.

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

What are the Doom and Omen Tracks?

The **Doom track** measures the time remaining until the Ancient One awakens (see page 16). When Doom **advances**, move the Doom token **toward** the "0" space of the Doom track. When Doom **retreats**, move the Doom token **away from** the "0" space of the Doom track.

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



Spawning Gates

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

When a Gate is spawned, **a Monster is spawned on the same space** (see "Spawning Monsters" on page 11).



A Gate and Monster that have been spawned on Arkham

What are Gates?

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

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

Spawning Monsters

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

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



Spawn Icon on a Monster

What is the Monster Cup?

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

Spawning Clues

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



This Clue is placed on Arkham

What are Clues?

Clue tokens represent secrets and lore about the Ancient One. Investigators can collect these tokens by resolving Research Encounters (see page 9).

Investigators use Clues to solve Mysteries (see page 16), solve Rumors (see page 16), and to reroll dice during tests (see page 12).

Winning the Game

Investigators immediately win the game if they solve three of the Ancient One's Mysteries. If the Ancient One awakens, investigators will also need to solve the Final Mystery in order to win the game (see page 16).



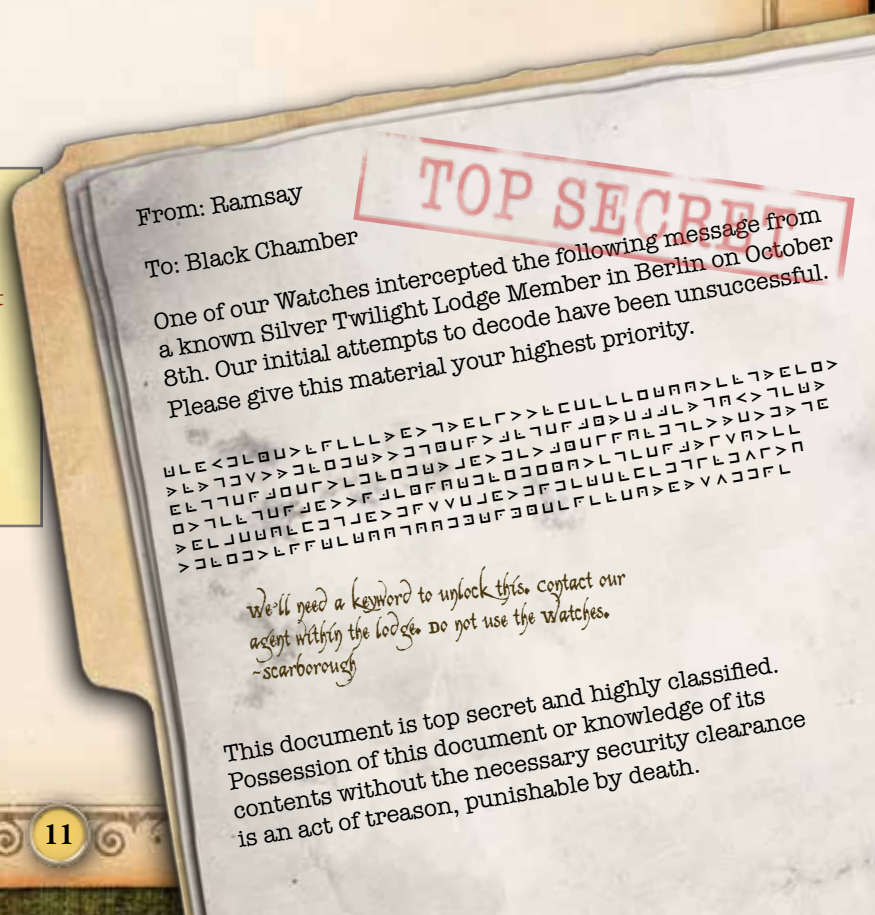
Azathoth Mystery Card Back



Azathoth Mystery Card Front

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

- If the **Doom** token reaches the "0" space of the Doom track, the Ancient One awakens. The back of the Ancient One sheet lists how investigators can lose the game (see "The Ancient One Awakens" on page 16).
- All investigators have been **eliminated** from the game.
- A card effect causes investigators to lose the game. This most frequently appears on some ***Rumor*** Mythos cards.
- The investigators are required to draw a Mythos card but cannot because the **Mythos deck is empty**.



Additional Rules

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

Tests

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

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

If he rolls **at least one success** (a "5" or a "6"), he **passes** the test. If he does not roll any successes, he **fails** the test. The number of successes rolled is called the **test result**.

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

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

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

Tests on Cards

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

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

Rerolling Dice

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

What are Skills?

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



Skills listed on an Investigator sheet

Improvement Tokens



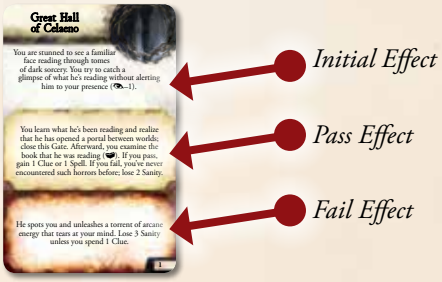
Lore Improvement Token

These tokens represent an investigator's training in particular skills. When an effect allows an investigator to improve a skill, he gains an Improvement token with the matching icon and places it below his Investigator sheet with the "+1" side up. If he improves that skill a second time, he flips that token to the "+2" side. An investigator's skill is equal to the value printed on his sheet plus the value of the matching Improvement token.

Complex Encounters

Expedition Encounters, Other World Encounters, and Special Encounters are rewarding but dangerous adventures called complex encounters. Each of these cards has three effects. To resolve these encounters, an investigator first resolves the initial effect (the top box of the card). Depending upon the result of this effect, he immediately resolves **one** of the other two effects.

If he passes the test in the initial effect, he resolves the card's pass effect. If he fails the test, he resolves the card's fail effect. He resolves the entire effect in the appropriate box (which may involve additional tests), then discards the card.



Skills listed on an Investigator sheet

If an Other World Encounter card instructs an investigator to "close this Gate," he discards the Gate token from his space.

After resolving an Expedition Encounter, the investigator moves the Active Expedition token to the space that matches the newly-revealed top card of the Expedition Encounter deck.

Other World Encounter Example



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

Gaining Possessions and Conditions

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

Spells and Conditions

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



Condition Card Front



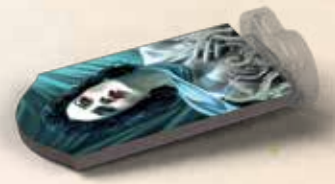
Spell Card Front

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

Delayed Investigators

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

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



A Delayed Investigator's Token



Health and Sanity

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



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

Defeated Investigators

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

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



A Defeated Investigator's Token

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

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

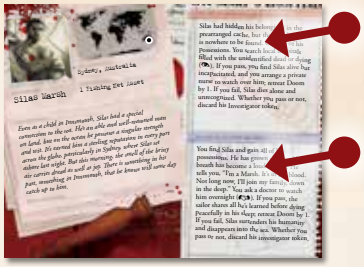
Choosing a New Investigator

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

Encountering Defeated Investigators

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

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



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

Devoured Investigators

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

Combat Encounters

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

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



Monster Token Back

Will Test

The investigator resolves the Will (🧠) test listed on the Monster token.

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

Strength Test

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

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

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

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

Epic Monsters



An Epic Monster

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

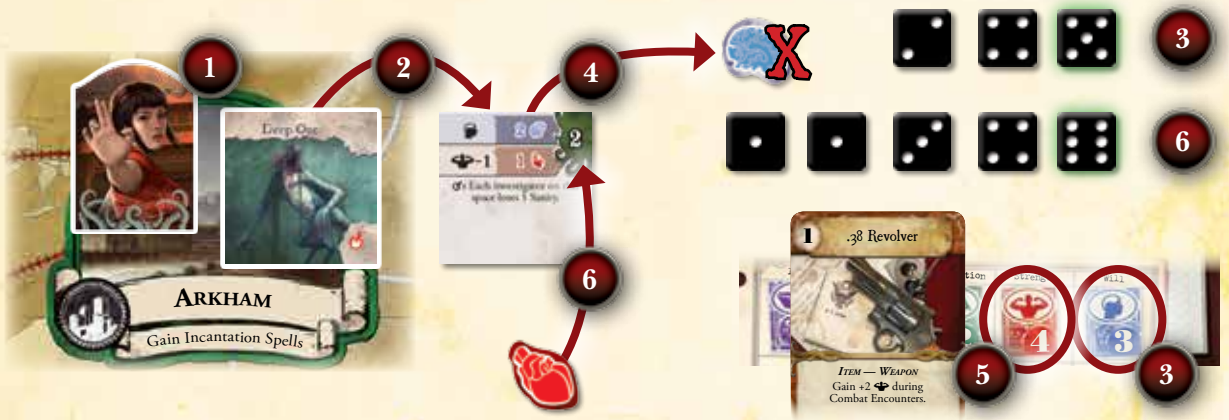
An Epic Monster cannot be defeated unless it has lost Health equal to its toughness, at which point it is returned to the game box.

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

Ambush

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

Combat Example



1. During the Encounter Phase, Lily Chen is on the same space as a Monster and must encounter it in combat.
2. Lily flips the Monster token over. It does not have any effects that are resolved during combat.
3. Lily resolves a 🧠 test. She has a 🧠 of 3. The Monster does not list a modifier, so she rolls 3 dice.
4. She rolls 1 success and subtracts it from the Monster's horror (🧠) of 2. She loses 1 Sanity (equal to the difference).
5. Lily resolves a 👊 test. She has a 👊 of 4. She applies the Monster's modifier (–1) and gains a bonus from her ".38 Revolver" (+2), so she rolls 5 dice.
6. She rolls 1 success, and subtracts it from the Monster's damage (🩸) of 1. Since she rolled a number of successes equal to its damage, she does not lose any Health.

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

Rumors

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



Rumor Token

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

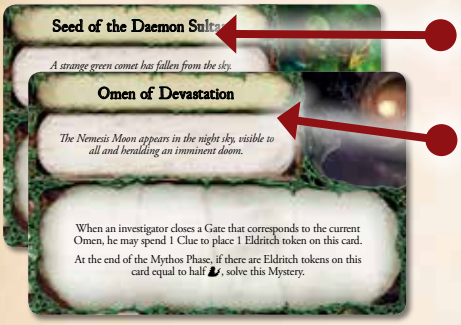
How do you Determine a Random Space?

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

Mysteries

In order to win the game, investigators need to solve three Mysteries. Each Ancient One has its own deck of Mystery cards with a unique set of tasks that the investigators must resolve.

During setup, draw one Mystery card and place it faceup next to the Ancient One sheet. Each card lists how investigators can solve that Mystery. As soon as a Mystery is solved, immediately draw a new Mystery card from the deck and place it faceup **on top of** the old Mystery card.



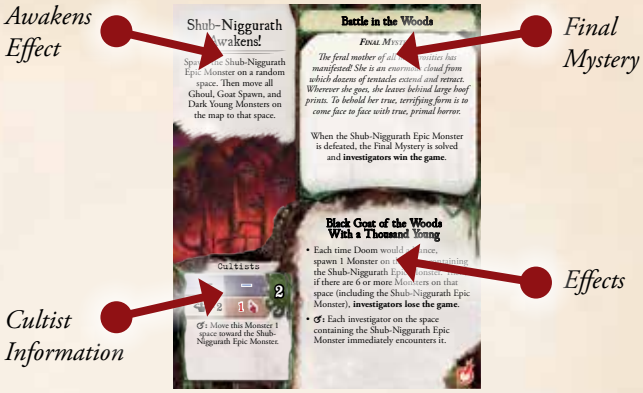
A Completed Mystery Card

The Active Mystery Card

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

The Ancient One Awakens

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



Back of an Ancient One Sheet

Eliminated Players

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

If all players are eliminated, investigators lose the game.

Final Mystery

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

What Now?

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

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