ELDRITCH HORROR™

REFERENCE GUIDE

Using This Reference Guide

This document is intended as a reference for all rules queries not answered in the main rulebook. Unlike the rulebook, this reference guide does not teach players how to play the game. Players should first read the rulebook in it entirety, then use this reference guide as needed when playing the game.

There are 5 major sections of this guide:

Glossary ..... pages 2–12

The majority of this document is the glossary. This lists detailed rules clarifications in alphabetical order by topic.

Frequently Asked Questions ..... page 12

This section answers some commonly asked questions.

Investigator Abilities ..... page 13

This section lists detailed clarifications for investigator abilities.

Optional Rules ..... page 14

This includes options for adjusting game difficulty and scoring at the end of the game.

Index ..... page 15

This section contains a comprehensive list of topics and page numbers that players may need to reference throughout the game.

Quick Reference ..... page 16

The back page of this guide lists the phases of the game in an easy to reference format.

STOP!

Read the rulebook before reading this document. After reading the rulebook, players are ready to play their first game. As questions arise during gameplay, **players should reference this guide instead of the rulebook**.

The Golden Rules

This reference guide is the definitive source of rules information. If something in this guide contradicts the rulebook, the reference guide is correct.

Effects on components (such as cards) sometimes contradict rules found in the rulebook or reference guide. In this situation, the component's effect is correct.

If an effect uses the word "cannot," that effect is absolute.





Glossary

This glossary lists all gameplay terms and phases in detail.

If you are unable to find a topic in this glossary, check the index on page 15.

Commonly Referenced Topics

There are a number of general topics that apply to many other topics. Players are recommended to consult the following rules first:

Component Limitations ..... page 3
Conflicts ..... page 4
Discarding ..... page 5
Gaining Possessions and Conditions ..... page 6
Hidden Information ..... page 7
Rounding ..... page 10

Acquire Assets Action

As an action, an investigator on a City space tests 🤝. Then he may gain any number of cards from the reserve with total value equal to or less than the test result.

- If he is unable or chooses not to gain any cards from the reserve, he may instead discard one card of his choice from the reserve.
- An investigator on a space containing a Monster cannot perform this action.

Related Topics: Bank Loan, Reserve, Tests

Actions

During the Action Phase, each investigator may perform up to two actions. The Lead Investigator performs his two actions first, then proceeding clockwise around the play area, each other investigator performs his two actions.

- Each investigator is restricted to resolving each action once per round.
- If an investigator cannot or does not wish to perform an action, he may choose not to perform his action or actions.
- An investigator must fully resolve an action before performing another action. For example, he cannot interrupt a Travel action with a Trade action, and then continue moving.

Related Topics: Acquire Assets Action, Component Action, Delayed, Lead Investigator, Local Action, Prepare for Travel Action, Rest Action, Trade Action, Travel Action

Adjacent

Two spaces are adjacent if they are connected by a single unbroken path.

Related Topics: Path, Space

Ambush

When a Monster ambushes an investigator, draw one random Monster from the Monster cup. Then the investigator immediately encounters it.

- The Monster is not spawned. If it has a "when spawned" effect, do not resolve that effect.
- After resolving the Combat Encounter, the Monster is discarded, even if it was not defeated.
- If a **specific** Monster ambushes an investigator, do not draw a Monster token. Instead, reference the Monster's attributes from a token that has been set aside or is on the game board.
- If a Cultist Monster ambushes an investigator, do not draw a Monster token. Instead, reference the Cultist information on the Ancient One sheet.
- Unlike a normal Combat Encounter, if an investigator is ambushed by a Monster and he defeats that Monster, he cannot resolve an additional encounter.

Related Topics: Combat Encounters, Cultist, Set Aside

Ancient One

- The Ancient One sheet chosen during setup determines the Ancient One for the entire game.
- The Ancient One's illustration is featured on the back of the Special Encounters, Research Encounters, and Mysteries that correspond to it.
- The Ancient One's effects may set aside Monster tokens or other components.
- The Ancient One sheet defines the specific information of Cultist Monsters.
- When the Ancient One awakens, flip the sheet and resolve its "awakens" effects, if any.
- Once flipped, the effects on the back of the Ancient One sheet replace the effects on the front.
- Once the Ancient One awakens, the investigators must complete the Final Mystery on the back of the Ancient One sheet in addition to the other Mysteries.
- After the Ancient One has awoken, when an investigator is defeated or devoured, that player is eliminated.

Related Topics: Cultist, Doom, Mystery, Mythos, Research Encounters, Set Aside, Special Encounters

Bank Loan

- When an investigator performs an Acquire Assets action, he may gain a Debt Condition to immediately add 2 successes to his test result.
- If an investigator already has a Debt Condition, he cannot acquire a Bank Loan.

Related Topics: Acquire Assets Action, Gaining Possessions and Conditions, Reserve

Clue

- Clues are kept facedown in the Clue pool until they are spawned, discarded, or gained by investigators.
- When a Clue token is discarded, it is placed in a faceup discard pile near the Clue pool until the Clue pool is empty. When there are no Clue tokens remaining in the Clue pool, place all discarded Clue tokens facedown in the Clue pool and randomize them.
- When an effect spawns a Clue, draw one random Clue token from the Clue pool and place it on the space indicated on the front of that token.
- When an effect spawns a Clue on a specific space, draw one Clue token from the Clue pool and place it on the space specified by the effect. The space indicated on the front of the Clue token is not referenced.
- During the Encounter Phase, an investigator on a space containing a Clue token may encounter it by resolving a Research Encounter.
- An investigator may spend one Clue token to reroll one die when resolving a test. There is no limit to the number of Clues he can spend to reroll dice.

Related Topics: Gaining Possessions and Conditions, Reroll, Research Encounters

Combat Encounters

During the Encounter Phase, an investigator on a space containing one or more Monsters must encounter each Monster on his space, one at a time, in the order of his choice. An investigator resolves a Combat Encounter by following these steps:

1. **Check Monster Effects:** The Monster might have effects that alter how the investigator resolves the combat. It is important to read the Monster's effects before resolving any other part of the Combat Encounter.
2. **Resolve Will Test:** The investigator resolves the Monster's test.
   - If the Monster's **HORROR** is greater than the test result, the investigator loses Sanity equal to the difference.
3. **Resolve Strength Test:** The investigator resolves the Monster's test.
   - If the Monster's **DAMAGE** is greater than the test result, the investigator loses Health equal to the difference.
   - If he passes, the Monster loses Health equal to the test result. Indicate this by placing a equal number of Health tokens on the Monster token. The investigator and Monster lose Health simultaneously.

- When a Monster has lost Health equal to or greater than its toughness, the Monster is defeated and returned to the monster cup.
- If a Monster does not have a or test, the investigator does not resolve that test.
- If an investigator defeats every Monster on his space during the Encounter Phase, he may resolve an additional encounter of his choice.

Related Topics: Monster, Tests

Complex Encounters

Expedition Encounters, Other World Encounters, and Special Encounters are all complex encounters.

- When an investigator resolves a complex encounter, he first resolves the **INITIAL EFFECT** at the top of the card. Then he resolves one of the other two effects: the **PASS EFFECT** in the middle of the card if he passed the test during the initial effect or the **FAIL EFFECT** at the bottom of the card if he failed the test.
- If a complex encounter's initial effect does not have a test, it will tell the investigator which effect should be resolved next.

Related Topics: Tests

Component Action

Components, such as Investigator sheets, Conditions, and possessions, may grant an investigator more options during the Action Phase.

- Like all actions, each component action can only be performed once per round. Multiple investigators **cannot** perform the same action on a component during a single round, except for local actions. For example, if an investigator uses a component action on an Asset and then trades it to another investigator, the new owner cannot use the component action that round.
- An action ability on an Investigator sheet can be performed only by that investigator.
- An action ability on a possession or Condition can be performed only by the investigator who has the card.
- Some components have local action abilities which can be performed by any investigator on that space.

Related Topics: Local Action, Possessions

Component Limitations

- An investigator can gain a card or token only if it is available.
  - A card is available if it is in the deck, discard pile, or reserve.
  - Cards and tokens on a defeated investigator's sheet are not available.
- Clues cannot be spawned or gained from the Clue pool if the Clue pool and discard pile are empty.
- If an effect would spawn a Gate and the Gate stack and discard pile are empty, **advance Doom by one instead**.
- Monsters cannot be spawned from the Monster cup if the Monster cup is empty. Set aside Monsters cannot be spawned if all set aside Monsters of the named type are on the game board.
- Any token, other than Clues, Gates, and Monsters, is always available. If there are no remaining tokens of the specified type, track those tokens on paper or with a small object such as a coin.
- When a deck of cards is empty, immediately shuffle its discard pile to form a new deck. The Mythos deck is never replenished.

Related Topics: Discarding, Set Aside

Conditions

- Condition cards are double-sided. An investigator **cannot look at the back of Conditions** unless an effect allows him to.
- Conditions cannot be traded.
- An investigator **cannot** have multiple copies of the same Condition. If he would gain a Condition that he already has a copy of, he does not gain another copy of that Condition.
- Some Conditions allow an investigator to perform unique actions as described on the card.
- If a Condition's effect does not list a limit, it may only be used once per instance of the triggered event.

Related Topics: Double-Sided Cards, Flipping Cards and Sheets, Gaining Possessions and Conditions, Traits

Conflicts

- If multiple effects would be resolved at the same time, the active player decides the order in which they are resolved.
- When investigators make a decision as a group, the Lead Investigator makes the final decision.
- If a card's effect contradicts the rules in this book, the card's effect overrules these rules.
- Restrictive effects on cards are absolute. For example, an investigator's Detained Condition says, "You **cannot** move." That investigator cannot move or be moved by any action or effect.

Cultist

- Unlike most Monsters, a Cultist Monster does not have information printed on the back of its Monster token.
- When an investigator encounters a Cultist Monster, he references the Cultist information on the Ancient One sheet. This includes its test, test, horror, damage, toughness, and effects.
- All Cultist Monsters have and icons printed on their fronts. These icons remind players to check the Ancient One sheet, which may list a "When this Monster is spawned," or effect.

Defeated Investigator

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

1. **Advance Doom:** Advance Doom by one.
2. **Relocation:** Move the Investigator token to the nearest City space. Then lay the Investigator token on its side with a Health token on it to indicate the investigator has lost all Health or with a Sanity token on it to indicate the investigator has lost all Sanity.
3. **Collect Possessions:** The investigator discards all Condition cards, Health, Sanity, and Improvement tokens and places his possessions on his Investigator sheet. Keep the sheet faceup and place it in a common area, out of the way.
4. **Pass Lead Investigator:** If the defeated investigator has the Lead Investigator token, he must pass it to an investigator of his choice.

Other Defeated Investigator Rules

- If the investigator has lost all **Health and Sanity**, he chooses either a Health token or a Sanity token to place on his Investigator token.
- When an investigator is defeated, the player chooses a new investigator at the end of the Mythos Phase. A player may not choose an investigator that has been previously defeated during the same game. If the player cannot choose a new investigator because there are none available, he is eliminated.
- If an investigator is defeated after the Ancient One awakens, that player is eliminated.
- A defeated investigator is not considered an investigator. A defeated investigator cannot perform actions, resolve effects, or be affected by effects that affect investigators.
- If an investigator is defeated during an encounter or action, he immediately stops resolving that encounter or action.
- During the Encounter Phase, an investigator on a space containing a defeated investigator token may encounter it by resolving the Defeated Investigator Encounter on the back of the Investigator sheet. The investigator resolves the Crippled effect on the back of the defeated investigator's sheet if the defeated investigator's token has a Health token on it or the Insane effect if it has a Sanity token on it.

Related Topics: Eliminated, Health and Sanity

Delayed

When an investigator becomes Delayed, lay his Investigator token on its side.

- A Delayed investigator cannot perform any actions.
- If an investigator becomes Delayed on his turn during the Action Phase, he immediately ends his action and loses all remaining actions **instead of becoming Delayed**.
- Instead of performing actions during the Action Phase, a Delayed investigator rights his Investigator token and is no longer delayed.

Devoured

When an investigator is devoured, he resolves the following steps:

1. **Advance Doom:** Advance Doom by 1.
2. **Discard Possessions:** The investigator discards all possessions, Condition cards, Health, Sanity, and Improvement tokens and returns his Investigator sheet and token to the game box.
3. **Pass Lead Investigator:** If the devoured investigator has the Lead Investigator token, he must pass the token to an investigator of his choice.
- The player chooses a new investigator at the end of the Mythos Phase.

Related Topics: Defeated Investigator

Discarding

- An investigator can discard only his own possessions and Condition cards.
- When an effect discards a token from the game board, the active investigator discards that token.
- Whenever a card is discarded, it is placed in a faceup discard pile by its deck.
- Double-sided cards, such as Spells or Conditions, are immediately shuffled back into their respective decks when discarded.
- When an investigator searches a deck for a specific card and does not find the card he is looking for, he also searches 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 Clue tokens are discarded, they are placed in a faceup discard pile near the Clue pool. If there are no Clue tokens remaining in the Clue pool, place the Clue tokens from the discard pile facedown in the Clue pool and randomize them.
- When Gate tokens are discarded, they are placed in a faceup discard pile near the Gate stack. If there are no Gate tokens remaining in the Gate stack, place the Gate tokens from the discard pile facedown in the Gate stack and randomize them.
- When Monster tokens are discarded, they are returned to the Monster cup, and the cup is randomized.
- Monsters that have been set aside during setup are never returned to the Monster cup. Instead, they are set aside when discarded.
- All other tokens are returned to the token pool when discarded.
- If an effect forces an investigator to discard a component and he does not have enough of that component, he discards all of that component instead.
- Components that are not on the game board cannot be discarded from the game board. If an effect forces investigators to discard a component from the game board and there is not enough of that component on the board, they discard all of that component instead.

Related Topics: Double-Sided Cards, Set Aside



Doom

- When Doom advances, the Doom token moves the specified number of spaces **toward** the "0" space of the Doom track.
- When Doom retreats, the Doom token moves the specified number of spaces **away from** the "0" space of the Doom track.
- When Doom reaches the "0" space of the Doom track, the Ancient One awakens.
- After the Ancient One awakens, Doom cannot retreat. The Ancient One sheet describes what happens if Doom advances after the Ancient One awakens.
- If an effect advances Doom beyond the "0" space, Doom advances to 0, the Ancient One awakens, and then Doom continues to advance using the Ancient One's rules for advancing Doom.

Related Topics: Ancient One, Omen

Double-Sided Cards

- Double-sided cards of the same type do not share a common back. They can be identified by the card type under the card's name.
- Decks of double-sided cards remain faceup. Investigators may look at the front of the top card of each deck of double-sided cards.
- When an investigator draws a random card from a deck of double-sided cards, he draws the bottom card.
- When a double-sided card is discarded, it is immediately shuffled back into its respective deck.
- After a player shuffles a deck of double-sided cards, another player cuts the deck.

Eldritch Token

- Eldritch tokens are a generic resource used by many effects, including the Ancient One.
- A component that places an Eldritch token on the game board describes how investigators interact with that token.
- An Eldritch token on the game board can be encountered only if the component that placed it allows an investigator to encounter it.

Eliminated

- Eliminated players do not choose new investigators after being defeated.
- If an investigator is defeated and there are no undefeated investigators available, that player is eliminated.
- If an investigator is defeated or devoured after the Ancient One awakens, that player is eliminated.
- If the investigators win the game, any eliminated players win as well.
- If all players have been eliminated, the investigators lose the game.

Related Topics: Winning/Losing

Encounters

During the Encounter Phase, each investigator must resolve one encounter. The investigators resolve encounters in turn order starting with the Lead Investigator and proceeding clockwise around the play area.

- 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 no Monsters on an investigator's space after he resolves a Combat Encounter during the Encounter Phase, he may immediately resolve an additional encounter of his choice.
- If an investigator has the option of multiple encounters, he chooses one.
- If an investigator has a Detained Condition card, he resolves the back of his Condition card instead of resolving an encounter. He does this **even if** there is a Monster on his space.

Related Topics: Combat Encounters, Complex Encounters, Defeated Investigator, Expedition Encounters, Location Encounters, Other World Encounters, Research Encounters, Rumor, Special Encounters

Epic Monster

Epic Monsters are treated like Monsters for all effects except as described here:

- An Epic Monster cannot be defeated by any effect except losing Health equal to or greater than its toughness.
- An Epic Monster cannot be discarded.
- An Epic Monster cannot be moved, except by an effect on its token or the component that spawned it.
- Epic Monsters are never placed in the Monster cup.
- When an Epic Monster is defeated, it is returned to the game box.
- "Monster" refers to a Monster **and/or** an Epic Monsters. "Non-Epic Monster" refers to a Monster but **not** an Epic Monster.

Expedition Encounters

- Expedition Encounters are complex encounters that may require an investigator to resolve multiple tests.
- Each Expedition Encounter's back indicates the space it corresponds to.
- All Expedition Encounters are shuffled into a single Expedition Encounter deck. After a player shuffles the Expedition Encounter deck, another player cuts the deck.
- The Active Expedition token is placed on the space corresponding to the top card of the Expedition Encounter deck. If the top card of the deck changes for any reason, move the token to the appropriate space.
- During the Encounter Phase, an investigator on a space containing the Active Expedition token may encounter it by drawing and resolving the top card of the Expedition Encounter deck.

Related Topics: Complex Encounters

Flipping Cards and Sheets

- 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, such as ↺ effects.
- When a card or sheet is flipped to its front side, do not resolve the effects on its front.

Gaining Possessions and Conditions

- **Gaining a Random Card:** Some effects instruct an investigator to gain a card (for example, "Gain 1 Artifact"). The investigator draws one card from the top of the deck matching the specified card type.
  - If an investigator gains a Spell or Condition that he already has, he discards it and draws a replacement, repeating this process until he draws a card he does not already have (if able).
  - Double-sided cards are gained from the bottom of the deck.
- **Gaining a Card with a Specific Trait:** Some effects instruct an investigator to gain a card with a specific trait (for example, "Gain a *Madness* Condition"). The investigator searches that card type's deck then discard pile for the first card matching the specified trait and gains that card. Then he shuffles the deck.
  - An investigator that gains a Spell or Condition in this way searches the deck for the first card matching the specified trait he does not already have and gains that card.
- **Gaining a Specific Card:** Some effects instruct an investigator to gain a specific card by name (for example, "Gain an Axe Asset"). The investigator searches that card type's deck then discard pile for the first card matching the specified name and gains that card. Then he shuffles the deck.
  - If the named card is in the reserve, the investigator gains that card instead.
  - If the specified card cannot is not found while searching, he does not gain a card. For instance, if other investigators or defeated investigators possess all copies of the card or all copies of the card have been returned to the game box.
- **Gaining a Card from the Reserve:** Some effects instruct an investigator to gain a card (sometimes with a specific trait) from the reserve (for example "Gain 1 *Ally* Asset from the reserve"). The investigator gains one card **of his choice** that matches the specified trait from the reserve.
- **Gaining a Clue:** Some effects instruct an investigator to gain a Clue. The investigator takes one random Clue token from the Clue pool, and places it near his Investigator sheet. When a Research Encounter card instructs the investigator to "gain this clue," he gains the Clue token from his space.

Related Topics: Double-Sided Cards, Possessions, Search

Gate

- Gates are kept facedown in the Gate stack until they are spawned.
- When Gate is closed, it is discarded.
- When a Gate is discarded, it is placed in a faceup discard pile near the Gate stack until the Gate stack is empty. When there are no Gates remaining in the Gate stack, place all discarded Gates facedown in the Gate stack and randomize them.
- When an effect spawns a Gate, draw one Gate token from the top of the Gate stack and place it on the space indicated on the front of that token. Then spawn one Monster on that space.
- If a Gate cannot be spawn because the Gate stack and discard pile are empty, **advance Doom by 1 instead**.
- During the Encounter Phase, an investigator on a space containing a Gate may encounter it by drawing and resolving an Other World Encounter.

Related Topics: Other World Encounters

Health and Sanity

- Each investigator starts with an amount of Health and Sanity equal to his maximum Health and Sanity, respectively.
- An investigator cannot recover Health or Sanity beyond his maximum Health or Sanity, respectively.
- Health or Sanity tokens that are marked with a "3" represent three single Health or Sanity tokens, respectively. Players may swap a "3" token for three single tokens or three single tokens for a "3" token at any time.
- When an investigator loses Health or Sanity, he returns an equal number of Health or Sanity tokens to the token pool.
- If an investigator has zero Health or Sanity, he is defeated.
- Effects that prevent the loss of Health or Sanity cannot be used when an investigator **spends** Health or Sanity.
- An investigator cannot spend Health or Sanity if doing so would cause him to be defeated (i.e., he cannot spend his last Health or Sanity).

Related Topics: Defeated Investigator, Spend

Hidden Information

Some information is intentionally hidden from players. The following cannot be examined by players unless they are instructed by some effect:

- The back of double-sided cards, such as Spells or Conditions.
- The order and specific cards found in any deck.
- The front of Clues or Gates that are in the Clue pool or Gate stack.
- Mythos cards that have been returned to the game box.

Information that is not hidden includes the following.

- The back of Monster tokens.
- The cards in discard piles.
- The information on the back of Investigator sheets.
- The information on the back of Ancient One sheets.
- The information on the back of Clue tokens that are in the discard pile or held by an investigator.

Although players may legally look at this information, they may find the game more exciting if they do not look at this information unless instructed by some effect. In addition, we recommend a player other than the active investigator reads encounter cards and does not reveal the results of passing or failing a test that has not yet been resolved.

Improving Skills

- When an investigator improves a skill, he gains an Improvement token for that skill with the "+1" side up.

  If an investigator improves a skill and already has an Improvement token for that skill, he flips that token to the "+2" side instead.
- An investigator cannot improve a single skill more than twice.

Related Topics: Skills, Tests

Investigator

- The word "investigator" refers to a player, the character he controls, and that character's Investigator sheet and Investigator token.
- **Active investigator** refers to the investigator currently performing actions or resolving an encounter. During the Mythos Phase, the Lead Investigator is the active investigator.
- Each Investigator sheet has an action ability that the investigator may perform during the Action Phase and a passive ability that affect how he and other investigators interact with the game.
- Each Investigator sheet lists the investigator's maximum Health and Sanity and five skills: Lore (), Influence (), Observation (), Strength (), and Will ().
- The back of each Investigator sheet indicates the investigator's starting location, including a map for reference, and his starting possessions, Conditions, and effects.

  It also indicates the investigator's defeated investigator encounters, including a Crippled effect and an Insane effect.

Related Topics: Defeated Investigator, Health and Sanity, Lead Investigator, Skills



Lead Investigator

- The player who has the Lead Investigator token is referred to as the "Lead Investigator" by cards and effects.
- When players perform actions during the Action Phase or resolve encounters during the Encounter Phase, the Lead Investigator begins and play proceeds clockwise around the play area.
- During the Mythos Phase, the Lead Investigator resolves a Mythos card.
- At the end of the Mythos Phase, the Lead Investigator may pass the Lead Investigator token to another investigator of his choice.
- When investigators make a decision as a group, the Lead Investigator makes the final decision.

Related Topics: Conflicts

Local Action

Some actions on possessions and conditions are identified as a "Local Action" on the card in bold.

- An investigator may perform local actions on his own possessions and Conditions.
- Any investigator on the same space as the investigator that possesses a card with a local action may perform that local action.
- A local action can be performed by each investigator once per round. Multiple investigators may perform that action during the course of a single Action Phase.

Related Topics: Space

Location Encounters

- During the Encounter Phase, an investigator may encounter his space by drawing a General Encounter card and resolving the effect that corresponds to his space's type.
- During the Encounter Phase, an investigator on Arkham, Buenos Aires, or San Francisco may encounter that space by drawing an America Encounter card and resolving the effect that corresponds to his space's name.
- During the Encounter Phase, an investigator on Istanbul, London, or Rome may encounter that space by drawing a Europe Encounter card and resolving the effect that corresponds to his space's name.
- During the Encounter Phase, an investigator on Shanghai, Sydney, or Tokyo may encounter that space by drawing an Asia/Australia Encounter card and resolving the effect that corresponds to his space's name.
- Each named non-Expedition space on the game board has a brief description below its name that explains the most common effect that appears on encounter cards for that space.

Related Topics: Space

Monster

- Monsters that are not spawned or set aside are kept in the Monster cup.
- When an effect spawns a Monster, draw one Monster token from the Monster cup and place it on the space indicated by that effect.
- If a Monster has the icon on its front, resolve the "When this Monster is spawned" effect on the back of that token when it is spawned.
- During the Encounter Phase, if an investigator is on a space containing a Monster, he must encounter it by resolving a Combat Encounter.
- When a Monster has lost Health equal to or greater than its toughness, it is defeated.
- When a Monster is defeated or discarded, it is returned to the Monster cup and the cup is randomized.
- "Monster" refers to a Monster **and/or** an Epic Monsters. "Non-Epic Monster" refers to a Monster but **not** an Epic Monster.

Related Topics: Combat Encounters, Epic Monster, Set Aside

Monster Surge

- To resolve a Monster surge, spawn a number of Monsters as indicated by the Reference card on the space indicated by the effect.
  - 1-2 Players: 1 Monster.
  - 3-6 Players: 2 Monsters.
  - 7-8 Players: 3 Monsters.
- If a Mythos card has the Monster Surge icon, resolve a Monster surge on each space containing a Gate that corresponds to the current Omen. If there are no Gates on the game board that correspond to the current Omen, spawn 1 Gate instead.

Related Topics: Monster, Mythos

Mystery

Investigators must solve a number of Mysteries to win the game. The number of Mysteries is indicated on the Ancient One sheet.

- The illustration on the back of each Mystery card indicates the Ancient One it corresponds to.
- "Active Mystery" refers to the faceup Mystery card in play that has not yet been solved.
- When the active Mystery is solved or removed from play, discard all tokens on it or placed by it. Then draw a new Mystery, placing it on top of any solved Mysteries.
- If a solved Mystery is shuffled into the deck or returned to the game box, that Mystery no longer counts as a solved Mystery.
- If the Ancient One awakens, investigators must solve the Final Mystery on the back of the Ancient One sheet in addition to the Mysteries.

Related Topics: Ancient One, Winning/Losing

Mythos

- If the Mythos deck is empty, the discard pile is **not** shuffled into the deck. Instead, if a Mythos card cannot be drawn, the Mythos Phase ends and investigators lose the game.
- After resolving a Mythos card with the ***Ongoing*** trait, place the card in play near the Ancient One sheet. It remains in play until it is discarded.
- If a Mythos card has the icon on the lower-right corner, it is a reminder that the card has a effect. That card **does not** cause other effects to be resolved.

Related Topics: Clue, Gate, Monster Surge, Omen, Reckoning, Reference Card, Traits, Winning/Losing, Mythos Card Icons (on page 16)

Nearest

When determining the "nearest" space or token, find the space or token separated by the fewest number of interconnected paths.

- If two or more spaces are tied for nearest, the active investigator chooses.
- If the origin space matches the specifications or contains the specified token, that space or token is the nearest.

Related Topics: Path, Space

Omen

- The "current Omen" is the icon on the space of the Omen track containing the Omen token.
- When the Omen advances, move the Omen token the indicated number of spaces clockwise around the Omen track one space at a time. For each space it enters, advance Doom by one for each Gate on the game board that corresponds to the current Omen.

Related Topics: Doom

Other World Encounters

During the Encounter Phase, an investigator on a space containing a Gate may encounter it by drawing and resolving an Other World Encounter.

- Other World Encounters are complex encounters that may require an investigator to resolve multiple tests.
- When an Other World Encounter says, "this Gate," it is referring to the Gate being encountered.
- While an investigator is resolving an Other World Encounter, he is still considered to be on his current space and is not removed from the game board.

Related Topics: Complex Encounters, Gate

Path

Each path connects two adjacent spaces and has one of the following types: Train, Ship, or Uncharted. The legend on the game board identifies each path type.

Related Topics: Adjacent, Space, Travel Action

Possessions

- An investigator's possessions include his Clue tokens, travel ticket tokens, Asset cards, Artifact cards, and Spell cards.
- An investigator's possessions may allow him to perform unique actions as described on the card.
- If an effect does not list a limit, it may be used only once per instance of the triggered event. For example, if an Asset allows an investigator to recover 1 additional Health when he performs a Rest action, he may only use that effect once per Rest action.

Related Topics: Component Action, Gaining Possessions and Conditions, Trade Action

Prepare for Travel Action

As an action, an investigator on a City space gains one travel ticket.

- If his space is connected to any adjacent space by a Train path, he may choose to gain one Train Ticket.
- If his space is connected to any adjacent space by a Ship path, he may choose to gain one Ship Ticket.
- An investigator cannot have more than two travel tickets. If he already has two travel tickets when he performs this action, he may discard one travel ticket before gaining a new travel ticket.

Related Topics: Travel Action

Random Space

When determining 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 no Clue tokens remaining in the Clue pool or discard pile, the Lead Investigator chooses a space instead.

Reckoning

When resolve reckoning () effects, use the following order:

1. **Monsters:** Resolve the effect on each Monster on the game board that has the icon on its front, if any.
2. **Ancient One:** Resolve the effect on the Ancient One sheet, if any.
3. **Mythos cards:** Resolve the effect on each ***Ongoing*** Mythos card in play, if any.
4. **Possessions and Conditions:** Starting with the Lead Investigator and proceeding clockwise, each investigator resolves the effect on each possession and Condition he has, if any, in the order of his choice.

- Reckoning effects are proceeded by a icon.
- Components with effects have the icon on the lower-right corner as a visual reminder.
- If a Monster is spawned or an investigator gains a component while investigators are resolving effects, they do not resolve the effect on that Monster or component.

Reference Card

- During setup, place the Reference card that corresponds to the number of players by the game board.
- The Reference card indicates the number of Clues and Gates that are spawned by Mythos cards and the number of Monsters spawned by Monster surges.

Related Topics: Clue, Gate, Monster Surge, Mythos

Reroll

- When a die is rerolled, use the result of the reroll, even if the new result is worse.
- If multiple effects allow an investigator to reroll a die, he may resolve each effect separately. There is no limit to the number of times a die or test can be rerolled, so long as the investigator has the means to do so.
- Most reroll effects (including spending Clue tokens) specifically reroll dice **during a test**. Such effects cannot be used on other die rolls, such as the effect of a Blessed Condition card.

Research Encounters

- During the Encounter Phase, if an investigator is on a space containing a Clue token, he may encounter it by drawing and resolving a Research Encounter.
- The illustration on the back of each Research Encounter card indicates the Ancient One it corresponds to.
- When a Research Encounter says, "this Clue," it is referring to the Clue being encountered.
- If the Clue token being encountered is not gained or discarded, it remains on its space and can be encountered again.
- When a Research Encounter says, "additional Clue," it is referring to Clues in the Clue pool.

Related Topics: Ancient One, Clue

Reserve

- During setup, four Asset cards are placed faceup in the reserve.
- Cards in the reserve can be acquired by investigators performing the Acquire Assets action.
- Whenever a card is gained or discarded from the reserve, the active investigator places the top card from the Asset deck faceup in its place.

  During an Acquire Assets action, the active investigator does not replace Asset cards until the action has been completely resolved.

Related Topics: Acquire Assets Action

Rest Action

As an action, an investigator recovers one Health and one Sanity.

- An investigator on a space containing a Monster cannot perform this action.

Return to the Game Box

- Components that have been returned to the game box are removed from the game unless specifically recalled from the game box.

Rounding

If an effect references "half" of a number, round up to determine the final number.

Rumor

- Rumor tokens are placed on the game board by Mythos cards.
- During the Encounter Phase, if an investigator is on a space containing a Rumor token, he may encounter it by resolving the encounter effect on the Mythos card that placed it.
- When a ***Rumor*** Mythos card is solved, discard it, all tokens on it, and the corresponding Rumor token.

Related Topics: Mythos, Traits

Search

- When an investigator searches for a card, he looks at cards from the bottom of the deck until he finds a card that matches his search criteria.
- If an investigator does not find a card that matches his search criteria while searching a deck, he then searches that deck's discard pile.
- After a deck is searched, the investigator shuffles that deck.

Related Topics: Gaining Possessions and Conditions

Set Aside

- During setup, some components might be set aside. Keep these components near the Ancient One sheet.
- Cards that have been set aside are separated by card back, shuffled, and placed face down next to the Ancient One sheet.
- When a component that was set aside during setup is discarded, it is not returned to the deck or pool like other components of that type. Instead, it is set aside again.
- Components that are set aside cannot be used except by effects that specifically name them. For example, a Monster token that has been set aside cannot be spawned except by an effect that specifically names that token.

Related Topics: Ambush, Ancient One

Skills

- Each investigator sheet lists the following Skills:
  - Lore is often tested when casting Spells and resolving Other World Encounters.
  - Influence is often tested when performing the Acquire Assets action and resolving General Encounters on City spaces and Defeated Investigator Encounters.
  - Observation is often tested when resolving Research Encounters and Expedition Encounters.
  - Strength is often tested when resolving Combat Encounters and Expedition Encounters.
  - Will is often tested when resolving Combat Encounters and Other World Encounters.
- The value of each skill represents the base number of dice the investigator can roll when testing that skill.

Related Topics: Improving Skills, Tests

Space

- Each space has one of the following types: City, Wilderness, or Sea. The legend on the game board identifies each space type.
- Each space is connected to at least one adjacent space by a path.

Related Topics: Adjacent, Path, Travel Action

Special Encounters

Special Encounters are unique encounters that relate to the Ancient One.

- The illustrations on the back of each Special Encounter indicates the Ancient One and the Mystery or Final Mystery it corresponds to. Special Encounter cards also share their title with the Mystery or Final Mystery they correspond to.
- The instructions for resolving Special Encounters is defined by the Ancient One sheet or Mystery cards.

Related Topics: Ancient One, Complex Encounters, Mystery

Spell

- Spell cards are double-sided. An investigator **cannot look at the back of Spell cards** unless an effect allows him to.
- An investigator can resolve a Spell card's effect as described on the card. A Spell card's effect may be triggered by a specific event or require an action.
- When an investigator resolves a Spell card's effect, he resolves the effects on the front of the card. This may include a test and/or flipping the card.
- An investigator cannot have multiple copies of the same Spell card. If he gains a duplicate Spell card for any reason, he discards the newly-gained card.

Related Topics: Double-Sided Cards, Gaining Possessions and Conditions, Flipping Cards and Sheets, Traits

Spend

- When an investigator spends a token or card, such as a Clue token, he discards it in exchange for an effect.
- An investigator cannot spend a token or card he does not have.
- An investigator may choose not to spend a token or card he has.
- An investigator cannot spend Health or Sanity if doing so would cause him to be defeated (i.e., he cannot spend his last Health or Sanity).

Tests

When an investigator resolves a test, he performs the following steps:

1. **Determine Dice Pool:** The investigator determines the number of dice he will roll. This number is his DICE POOL.
   - He starts with a number equal to the skill being tested.
   - He adds or subtracts the test modifier (the number that follows the skill icon on the effect).
   - If he has an Improvement token for the skill being tested, he adds the Improvement token's modifier.
   - He may use **one** effect that provides a bonus (for example "Gain +3 "). If multiple effects provide a bonus, he uses only the highest bonus.
   - He adds any "additional dice" he gains from effects that apply. Additional dice are cumulative and are in addition to other effects.
2. **Roll Dice:** He rolls a number of dice equal to his dice pool.
   - If an investigator's dice pool is below 1, he rolls 1 die instead.
   - If an investigator's dice pool is greater than the number of dice available, he rolls as many dice as possible, counts his successes, and rolls the dice again until he has rolled a number of dice equal to his dice pool.
3. **Determine Result:** Each "5" or "6" rolled is one SUCCESS. The total number of successes rolled is the TEST RESULT. If he rolls at least one success, he PASSES the test. If he does not roll any successes, he FAILS the test.
4. **Resolve Pass or Fail Effect:** The consequence of passing or failing the test is determined by the effect that triggered the test.

- Some effects specify only a pass effect or a fail effect. If an investigator passes a test that does not have a pass effect, there is no effect. Likewise, if an investigator fails a test that does not have a fail effect, he suffers no ill effects.
- On encounter cards, tests are declared using their skill icon embedded in the text in parentheses. The test declaration may also indicate a test modifier.
- Effects that are dependent on a test are always preceded by "if you pass," or "if you fail." Any effect in that sentence occurs only if you pass the test or fail the test, respectively. Any effect after the period or part of a new paragraph, is independent from previous effects.

Related Topics: Skills

Trade Action

As an action, an investigator can trade any number of possessions with another investigator on his space. The two investigators may freely give any number of possessions to the other, as long as both investigators agree to this trade.

- Condition cards, Health tokens, Sanity tokens, and Improvement tokens cannot be traded.
- Investigators cannot trade with defeated investigators.

Related Topics: Possessions

Traits

- Artifact, Asset, Condition, Spell and Mythos cards have traits.
- Traits can be identified by their formatting: bold, italic, and small caps (for example "***Weapon***").
- Traits have no inherent effects of their own.
- Effects may refer to cards by their trait. For example, "Gain a ***Madness*** Condition."

Travel Action

As an action, an investigator moves to any space adjacent to his current space. Then he may spend any number of travel tickets, moving one additional space along a Train path or Ship path for each Train Ticket token or Ship Ticket token spent, respectively.

Related Topics: Adjacent, Path, Prepare for Travel Action, Space

Winning/Losing

The game immediately ends when an effect specifies that "Investigators win the game," or "Investigators lose the game."

- In the rare circumstance that both of these effects happen at the same time, investigators win the game.
- Investigators win the game by solving Mysteries.
- If all players have been eliminated, investigators lose the game.
- If a Mythos card cannot be drawn during the Mythos Phase, the Mythos Phase ends and investigators lose the game.
- If the Doom token reaches the "0" space of the Doom track, the Ancient One awakens. The Ancient One sheet is flipped and indicates how investigators can lose the game.

Related Topics: Ancient One, Eliminated, Mystery, Mythos



Frequently Asked Questions

This section lists clarification to commonly overlooked rules and complex investigator abilities.

Q. If I use an effect that applies to "investigators," does this include myself?

A. Yes. Unless the effect says "other investigators," it affects all investigators, including the one who is using the effect.

Q. Can I use an ability that lets me roll "additional" dice after I've already rolled for a test?

A. No. When you resolve a test, you must declare any additional dice you wish to roll before rolling any dice.

Q. Can I use multiple weapons during combat?

A. Yes, but you can only apply the highest bonus to a test. However, you may use any other effects, from your other weapons. For example, if you have a Bull Whip Asset and a .45 Automatic Asset, you may apply the +3 bonus from the .45 to your instead of the +1 bonus from the whip, and you may still reroll one die by using the whip's other effect.

Q. Is every roll considered a test?

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

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

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

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

A. No. Effects that say "as an encounter" are treated just like any other encounter option available to you. If there is a Monster on your space, you must encounter the Monster. However, if you defeat the Monster and there are no other Monsters on your space, your additional encounter can be to resolve that effect.

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

Q. Are effects that say "or," "may," or "unless" optional?

A. Yes. Effects using those words offer you a choice. If an effect says, "may," it is giving you an option which you choose to resolve or not.

If an effect says, "or," it is giving you two or more options to choose from.

If an effect says, "unless," is it giving you an option to resolve the effect following "unless." However, if you choose not to resolve that effect, you must resolve the effect preceding "unless" instead.

Investigator Abilities

Akachi Onyele



- Akachi may share any information she learns from using her action ability with other investigators. If there is one or fewer Gates remaining in the Gate stack, she randomizes the Gates in the discard pile and places them on the bottom of the Gate stack before resolving her ability.

  If there is only one Gate remaining in the Gate stack and discard pile, Akachi's action ability allows her to look at that Gate.

- If an effect prevents Akachi from moving, she cannot use her passive ability.

  When Akachi moves using this ability, she moves directly onto the chosen space and does not move onto or through any other spaces.

Charlie Kane



- Charlie cannot use his action ability on an investigator that is Delayed.

  This action ability can be used on an investigator that has not performed any actions yet.

- When Charlie uses his passive ability, he may divide the Assets he acquires between any number of investigators in any spaces, including himself.

  If another investigator gains a ***Service*** Asset from Charlie's passive ability, the investigator immediately resolves that card.

Diana Stanley



- If Diana uses her action ability to move a Cultist Monster, she does not discard or move any other Monster.

- If Diana uses her passive ability during the test of a Combat Encounter, she does not lose any Sanity as long as she rolls 1 success. If she fails the test, she loses 1 Sanity from the Monster's altered horror.

Jacqueline Fine



- Jacqueline may use her action ability to give any number of Clue tokens to one other investigator and allow that investigator to give any number of Clue tokens to her. Other possessions cannot be traded using this ability.

- If Jacqueline uses her passive ability, she may share any information about that Condition card with other investigators.

  Jacqueline cannot use her passive ability when an investigator gains a Condition with the ***Common*** trait (such as a Debt). She cannot use this ability when she gains a Condition herself.

Jim Culver



- Jim and other investigators on his space recover Sanity from his action ability in addition to any Sanity recovered from a Rest action performed during the current Action Phase.

Leo Anderson



- Leo can perform his action ability on any space, even if there is a Monster on his space. If he rolls at least one success, he chooses a single ***Ally*** Asset from the reserve or discard pile, regardless of that Asset's value, and gains that card.

Lily Chen



- If Lily uses her action ability she must spend only Health or only Sanity. She cannot spend both. She cannot spend Health to recover Health or spend Sanity to recover Sanity.

- Lily cannot use her passive ability to improve a skill more than twice. If she improves a skill and already has an Improvement token for that skill, she cannot use her passive ability.

Lola Hayes



- When Lola uses her action ability, each "+2" Improvement token she spends counts as two "+1" Improvement tokens. All spent tokens are discarded.

  She can choose to improve the same skill twice with this ability if she has spent an appropriate number of Improvement tokens.

- Lola can use her passive ability on herself. Like all additional dice effects, this must be declared before the investigator rolls the test.

Mark Harrigan



- If Mark's action ability causes a Monster to lose its last Health, he has defeated that Monster. However, this does not count as a Combat Encounter.

- If an effect has a choice between two or more outcomes and Mark chooses to become Delayed or to gain a Detained Condition from that effect, he is Delayed or gains a Detained Condition, respectively. Mark is not affected by effects that say "become Delayed" or "gain a Detained Condition" without a choice.

  If an effect says, "Become Delayed unless," or, "Gain a Detained Condition unless," Mark is not affected by that effect, even if he chooses not to resolve the effect following "unless."

Norman Withers



- Norman may use his passive ability anytime he could spend a Clue. For example, he may use this ability to reroll a die during a test or to pay for his action ability.

Silas Marsh



- Silas cannot spend travel tickets to move additional spaces when using his action ability. The additional action granted by this ability does not count against his usual two actions per round. He may use his action ability and the Travel action during the same round.

Trish Scarborough



- When an investigator on Trish's space, including herself, would spend a Clue to reroll a die during a test, Trish may allow that investigator to reroll two dice instead. If that investigator's dice pool is only one die, Trish cannot use her passive ability.

Optional Rules

Some players may wish to adjust the game's difficulty or keep score in order to compare their success across multiple games. This section lists optional rules for adjusting the game's difficulty and length or keeping score.

Adjusting Game Difficulty

Some groups may find *Eldritch Horror* too easy or too challenging. If all players agree at the start of the game, they can make the game easier or harder as listed below.

Mythos Deck

Players can alter the game's difficulty when building the Mythos deck.

Players can make the game easier by returning all HARD Mythos cards (with red tentacles) to the game box before building the Mythos deck.

Likewise, players can make the game harder by returning all EASY Mythos cards (with a blue sigil) to the game box before building the Mythos deck.



***Hard** Mythos card indicator*



***Easy** Mythos card indicator*

Starting Rumor

If players want a greater challenge, they may choose to begin the game with one starting ***Rumor*** Mythos card. After setup, draw one unused ***Rumor*** Mythos card from the game box and place 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.

Scoring

If investigators win the game, they can determine how well they did and record this score on a sheet of paper along with the Ancient One and any optional rules used. The lower the score, the better!

To calculate a score, start with zero, then:

- Add one for each Gate on the game board.
- Add one for every three Monsters on the game board (rounded up).
- Add one for each Cursed or Dark Pact Condition investigators have.
- Add three for each ***Rumor*** Mythos card in play.
- Subtract one for every three Clue tokens investigators have (rounded up).
- Subtract one for each Blessed Condition investigators have.
- Subtract the current level of Doom.

Solo Game

To play a single player game of *Eldritch Horror*, follow all of the normal rules while using a single investigator. During setup for a single investigator game, return all components with the ***Teamwork*** trait to the game box.

For a slightly more dynamic game, the player can choose to control two investigators instead of one. In this situation, choose two investigators during setup and use the two-player Reference card. Treat each investigator as if it were being controlled by a different player. For example, one investigator is the Lead Investigator and they take separate turns during the Action Phase and Encounter Phase.

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Index

A

Acquire Assets Action 2
Actions 2
Active Investigator – see "Investigator" 7
Active Mystery – see "Mystery" 8
Adjacent 2
Adjusting Game Difficulty 14
Akachi Onyele 13
Ally – see "Traits" 12
Ambush 2
Ancient One 2

B

Bank Loan 2

C

Casting Spells – see "Spell" 11
Charlie Kane 13
City Space – see "Space" 11
Closing Gates – see "Gate" 7
Clue 3
Combat Encounters 3
Complex Encounters 3
Component Action 3
Component Limitations 3
Conditions 4
Conflicts 4
Cultist 4
Current Omen – see "Omen" 9

D

Damage – see "Combat Encounters" 3
Defeated Investigator 4
Delayed 4
Detained – see "Encounters" 6
Devoured 4
Diana Stanley 13
Discarding 5
Doom 5
Double-Sided Cards 5

E

Eldritch Token 5
Eliminated 5
Encounters 6
Epic Monster 6
Expedition Encounters 6

F

Fail Effect – see "Complex Encounters" 3
Fail – see "Tests" 11
Flipping Cards and Sheets 6
Frequently Asked Questions 12

G

Gaining Possessions and Conditions 6
Game Difficulty – see "Adjusting Game Difficulty" 14
Gate 7

H

Half – see "Rounding" 10
Health and Sanity 7
Hidden Information 7
Horror – see "Combat Encounters" 3

I

Improving Skills 7
Incantation – see "Traits" 12
Investigator 7
Investigator Abilities 13
Item – see "Traits" 12

J

Jacqueline Fine 13
Jim Culver 13

L

Lead Investigator 8
Leo Anderson 13
Lily Chen 13
Local Action 8
Location Encounters 8
Lola Hayes 13
Losing Health and Sanity – see "Health and Sanity" 7
Losing – see "Winning/Losing" 12

M

Magical – see "Traits" 12
Mark Harrigan 13
Monster 8
Monster Surge 8
Mystery 8
Mythos 9

N

Nearest 9
Norman Withers 13

O

Omen 9
Ongoing – see "Mythos" 9
Optional Rules 14
Other World Encounters 9

P

Pass Effect – see "Complex Encounters" 3
Passive Ability – see "Investigator" 7
Pass – see "Tests" 11
Path 9
Possessions 9
Prepare for Travel Action 9
Prevent – see "Health and Sanity" 7

Q

Quick Reference 16

R

Random Space 9
Reckoning 9
Recover – see "Health and Sanity" 7
Reference Card 10
Reroll 10
Research Encounters 10
Reserve 10
Rest Action 10
Return to the Game Box 10
Ritual – see "Traits" 12
Rounding 10
Rumor 10

S

Sanity – see "Health and Sanity" 7
Scoring 14
Sea Space – see "Space" 11
Service – see "Traits" 12
Set Aside 10
Ship – see "Path" 9
Silas Marsh 13
Skills 11
Solo Game 14
Solve this Mystery – see "Mystery" 8
Solve this Rumor – see "Rumor" 10
Space 11
Spawn Effect – see "Monster" 8
Spawning Clues – see "Clue" 3
Spawning Gates – see "Gate" 7
Spawning Monsters – see "Monster" 8
Special Encounters 11
Spell 11
Spend 11
Success – see "Tests" 11

T

Teamwork – see "Solo Game" 14
Test Result – see "Tests" 11
Tests 11
Ties – see "Conflicts" 4
Trade Action 12
Train – see "Path" 9
Traits 12
Travel Action 12
Trinket – see "Traits" 12
Trish Scarborough 13

U

Uncharted – see "Path" 9

W

Weapon – see "Traits" 12
Wilderness Space – see "Space" 11
Winning/Losing 12

Quick Reference

Each game round consists of three phases. During the Action Phase and Encounter Phase, the Lead Investigator acts first, then play proceeds in clockwise order.

1. Action Phase

Each investigator resolves up to two actions. Each action can be performed only once per round by each investigator.

- **Travel:** Move one space, then spend travel tickets to move additional spaces.
- **Prepare for Travel:** Gain one travel ticket (maximum two tickets). **City spaces only.**
- **Acquire Assets:** Test and gain any number of Assets of equal or lesser value from reserve. **City spaces without Monsters only.**
- **Rest:** Recover one Health and Sanity. **Spaces without Monsters only.**
- **Trade:** Trade possessions with another investigator on the space.
- **Component Action:** Use unique investigator or possession abilities preceded by "**Action**" or "**Local Action**."

2. Encounter Phase

Each investigator must encounter his space. If there is one or more Monsters on a space, you must encounter every Monster on the space, one at a time, in the order of your choice.

If there are no Monsters on the space, choose one encounter to resolve:

- **Location Encounter:** Either resolve an encounter card based on the space's artwork or resolve a general encounter card.
- **Token Encounter:** Resolve an encounter card that corresponds to a token on the space.



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3. Mythos Phase

Resolve one Mythos card. Resolve the effects in the order listed below. **Only resolve the steps matching the icons on the card.**

Advance the Omen: Clockwise by one. Then advance Doom by one for each Gate on the game board that corresponds to the current Omen.

Resolve Reckoning Effects: Resolve effects on components in the following order:

- Monsters on the game board.
- Ancient One sheet.
- Mythos cards in play.
- Possessions and Conditions held by investigators.

Spawn Gates: Spawn Gates as indicated by the Reference card and spawn one Monster on each newly spawned Gate.

Monster Surge: Resolve a Monster surge on each space containing a Gate that corresponds to the current Omen, or spawn one Gate if none are on the game board.

Spawn Clues: Spawn Clues as indicated by the Reference card.

Place Rumor Token: Place a Rumor token on the indicated space.

Place Eldritch Tokens: Place the indicated number of Eldritch tokens on the Mythos card.

Resolve Text Effect: If the card has the ***Event*** trait, resolve the effect and then discard the card. If it has the ***Ongoing*** trait, place it into play near the Ancient One sheet.

General Icon Reference

Number of Players

Reckoning Effect

Monster Icon Reference

Horror

Spawn Effect

Damage

Reckoning Effect