

Elder Sign Rules Compendium

(Base game & 5 Big Expansions, 1 Small Expansion, Promo cards)

(Original game design by Richard Launius and Kevin Wilson, Fantasy Flight Games © 2011-2018)

Rules presented here were written in order to help players realize how each expansion changes the rules of base game and how they interact with each other.

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Expansions

Expansion names for the Base game are:

1. **Unseen Forces** (2013): Powerful new Ancient Ones have awoken, bringing with them dangerous monsters and terrifying new mysteries. In these dark times, investigators seek out new allies, spells, items, and blessings from mysterious powers. They must be careful dabbling in the unknown, however, for a terrible curse lurks in the darkness, waiting to drive them to their doom!
2. **Gates of Arkham** (2015): *Gates of Arkham* provides an entirely new setting in which to enjoy Elder Sign: the *Streets of Arkham* game mode. The *Streets of Arkham* game mode takes the investigators out of the museum and into Arkham proper. It uses the new Arkham Adventure cards and a new Mythos deck, as well as several new mechanics exclusive to adventures in the many locales of Arkham.
3. **Omens of Ice** (2016): *Omens of Ice* provides an entirely new way in which to enjoy Elder Sign: the *Alaska Expedition* game mode. The *Alaska Expedition* game mode takes investigators away from the civilization of Arkham and casts them out into the cold and icy winter of the Alaskan wilderness. It uses new Alaskan Adventure cards and a new Alaskan Mythos deck, as well as several new mechanics exclusive to adventures in the many wild places of Alaska.
4. **Grave Consequences** (2016): Phobia cards give investigators lasting negative effects, Epitaph cards build a tiny graveyard for the fallen, and Epic Battle cards ramp up the difficulty and danger when battling the Ancient One. The decks are modular and can be used in any combination.
5. **Omens of the Deep** (2017): *Omens of the Deep* provides a new way in which to enjoy Elder Sign—the *R'lyeh Rising* game mode. The *R'lyeh Rising* game mode takes investigators away from Arkham and sends them to the murky depths of the Pacific Ocean. It uses new Adventure cards and a Staged Mythos deck, as well as new mechanics exclusive to the open ocean.
6. **Omens of the Pharaoh** (2018): *Omens of the Pharaoh* provides a new way in which to enjoy Elder Sign—the *Lightless Pyramid* game mode. The *Lightless Pyramid* game mode takes investigators away from Arkham and sends them to the Egyptian city of Cairo. It uses new Adventure cards and Mythos cards, as well as new mechanics exclusive to the sands of Egypt.
7. **Promos** (2011-): new Adventure, Investigator and Ancient One cards given during various events.

Overview

Elder Sign is a cooperative game in which one to eight players assume the roles of investigators struggling to combat one of the Ancient Ones – hideous, powerful creatures that dwell in the space between dimensions.

The investigators face adventures in and around the Miskatonic University Museum, where the Ancient One's imminent return is causing a number of bizarre events. By overcoming these encounters, the investigators hope to acquire Elder Signs, which they need to seal away the Ancient One and rescue their imperiled dimension.

But the clock is always ticking, and each night at midnight the Ancient One gets closer to awakening and laying waste to all of humanity.

Object of the Game

The object for all players in a game of Elder Sign is to work together to seal the Ancient One away before it awakens. To seal away the Ancient One, the investigators must collect Elder Signs by resolving the adventures that arise in the museum.

If the Ancient One awakens, the investigators have one last chance to defeat it in a nearly hopeless final battle. Players should be warned that battle against the Ancient One almost always ends in failure and death.

Winning the Game

The game ends immediately when any of the following conditions occur:

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

The players win if they either seal away the Ancient One or defeat it in battle.

The players lose if all investigators are **devoured**.

The Golden Rule

If the text of a card or a monster marker conflicts with the rules in this book, the card or marker text takes precedence.

Sharing Information

Because *Elder Sign* is a cooperative game, it is vital that players share information. Players are encouraged to advise their teammates, plan their turns communally, and freely discuss overarching strategies.

Replacement Cards (see “Unseen Forces”)

In this expansion, there are four Other World cards, one Adventure card, and three Investigator cards that replace cards from the base game with the same name as follows:

- Adventure Card: “The Elder Sign”
- Other World Cards: “Great Hall of Celeano,” “The Abyss,” “Plateau of Leng,” and “City of the Great Race”
- Investigator Cards: “Carolyn Fern,” “Vincent Lee,” and “Mandy Thompson”

Remove these cards from the base game and replace them with the cards from this expansion. Players who own the Revised Edition of Elder Sign already have the correct version of the Investigator cards listed above.

Component List

Components	B.Game	UF	GoA	OoI	GC	OotD	OotP	Prom
Rulebook/Rule sheet	1	1		1	1	1	1	
Cardboard Clock	1							
Plastic Connector (for the clock hand)	1							
Entrance Sheet	1							
Green Dice	6							
Yellow Die	1							
Red Die	1							
White Die		1						
Black Die		1						
Double-sided Scenario Card (The Expedition/ The Exhibit)							1	
Tarot-size Cards:	80	66	99	78	0	77	68	9
Ancient One Cards	8	4	4(2*)	3*		3	3	6
Investigator Cards	16	8	8	8		8	6	2
Adventure Cards	48	40	78*	60*		60*	50*	2
Other World Cards	8	2	8 (3*)					
Entrance Cards		4						
Replacement Cards		8						
“Streets of Arkham” Entrance Card			1*					
Special Adventure Cards				4*		4*	8(4*)	
Reference Card				1*				
“Expedition Camp” Entrance Card				1*				
Track Card								
“The Ultima Thule” Entrance Card						1*		
Scenario Card						1*		
“Cairo/Dashur” Entrance Card							1*	
Small Cards:	76	76	95	50	50	64	50	0
Common Item Cards	12	12	5 (2*)	5		3		
Unique Item Cards	12	12	5 (1*)	5		3		
Spell Cards	12	12	5 (1*)	5		3		
Ally Cards	8	3	5 (1*)	5		3	4	
Mythos Cards	32	20	30*	30*		40*	30*	
Master Mythos Cards		9						
Blessed/Cursed Cards		8						
Membership Cards			8					
Skill Cards			12			12		
Event Cards			25					
Epitaph Cards					15			
Epic Battle Cards					20			
Phobia Cards					15			
Relic Cards							16	
Cardboard Tokens and Markers:	144	44	37	51	0	32	22	0
Investigator Markers	16	8	8	8		8	6	
Sanity Tokens	30	7	3					
Stamina Tokens	30	7	3					
Clue Tokens	15							
Monster Markers	22	12	9 (4*)	12		15	1	
Mask Monster Markers	5	1					7	
Doom Tokens	12	6	2					
Elder Sign Tokens	17							
Children of Abboth Monster Markers		3						
Gate Markers with Plastic Stands			6					
Seal Markers			6					
Storm Markers				28*				
Supply Tokens				2*				

Day Token				1*				
Broken Amulet Tokens						3*		
Omen Token						1*		
Mission Markers						5		
Expedition Tokens							8*	

Some components (mainly cards and tokens) in the grid above with numbers marked with “*” next to them are **only** used when playing certain game modes. These are marked with the restriction icon and should be removed from play if you are not playing this game mode.

For example, of the 9 Monster Marker tokens from the *Streets of Arkham* expansion **only** 4 marked with the restriction icon are used when playing the *Streets of Arkham* game mode. Also, the 30 Mythos cards from the *Streets of Arkham* expansion form the new Mythos Deck, which is used **only** when playing the *Streets of Arkham* game mode.

Component Overview

This section describes the components in detail.

Clock, Clock Hand, and Plastic Connector

The clock is used to track the passage of time in the game. The clock hand is attached to the clock using the plastic connector.

Entrance Sheet

This sheet lists and describes the actions available to players who occupy the museum entrance.

Green Dice

These dice are rolled to complete tasks and resolve Adventure cards.

Each side of a green die shows a different symbol:

- 1 Investigation
- 2 Investigation
- 3 Investigation
- Lore
- Peril
- Terror

Yellow Die

This die is often rolled when a player uses a common item, and it can produce better results than a green die.

Each side of the yellow die shows a different symbol:

- 1 Investigation
- 2 Investigation
- 3 Investigation
- 4 Investigation
- Lore
- Peril

Red Die

The red die is often rolled when a player uses a unique item, and it can produce even better results than a green or yellow die.

Each side of the red die shows a different symbol:

- 2 Investigation
- 3 Investigation
- 4 Investigation
- Lore
- Peril
- Wildcard

Note: A wildcard result can be used as a 4 investigation, a lore, a peril, or a terror result.

Ancient One Cards

These cards depict the different Ancient Ones that the investigators may face.

Before beginning the game, players should read the text on the Ancient One card they have chosen. This text explains important information about the Ancient One, such as the number of Elder Signs required to seal it away, its attack ability (used while battling the Ancient One), and various information unique to that Ancient One.

Ancient One Card Anatomy

- 1. Name:** The horrid name of the Ancient One.
- 2. Battle Task:** The task investigators must complete to remove one doom token when battling the Ancient One.
- 3. Elder Sign Limit:** The number of Elder Signs necessary to defeat the Ancient One.
- 4a. Doom Track:** Doom tokens are placed here throughout the game. When each space has a token on it, the Ancient One awakens. Each space on the doom track can have one of the following icons:
- 4b. Doom Token Icon:** A normal space of the doom track.
- 4c. Monster Icon:** When a doom token is placed on this space, a monster appears.
- 4d. Gate Icon:** When a doom token is placed on this space, a gate opens.
- 4e. Storm Icon:** When a doom token is placed on this space, place 3 storm markers on adventures.

- 4f. Deep One Legion Icon:** When a doom token is placed on this space, a Deep One Legion monster appears.
- 4g. Dark Pharaoh Icon:** When a doom token is placed on this space, draw a Dark Pharaoh special adventure and place it into play facedown.
- 5. Special Ability:** The ability that applies during any game with this Ancient One.
- 6. Attack Ability:** The ability that occurs when midnight strikes while battling the Ancient One.

Name	Game	Difficulty	Special Ability Title	Elder Signs	Doom Track
Abboth	UF		Abominations	11	9
Atlach-Nacha	GoA	Hard	Web Between Worlds	13	10
Azathoth	Base		Absolute Destruction	14	12
Cthulhu	Base		Dreams of Madness	13	11
	OotD	Insane	The Stars Are Right	15	12
Dagon	OotD	Hard	Rise of the Deep Ones	10	8
Daoloth	Promo		Render of the Veils	13	11
Ghatanothoa	GoA	Average	Annihilating Gaze	10	9
Glaaki	UF		Undead Servants	12	10
Hastur	Base		The King in Yellow	13	11
	Promo		The Third Act	15	12
Haunter of the Dark	OotP	Average	Aspect of Nyarlathotep	11	9
Hydra	OotD	Average	Mother of Madness	12	10
Ithaqua	Base		Icy Winds	11	9
	OoI	Insane	The Windwalker	15	12
Nephren-Ka	OotP	Hard	The Dark Pharaoh	13	10
Nyarlathotep	Base		A Thousand Masks	11	9
	OotP	Insane	The Crawling Chaos	15	12
Rhan-Tegoth	OoI	Average	Insatiable Hunger	10	8
Rlim-Shaikorth	OoI	Hard	Killing Cold	13	10
Shub-Niggurath	Base		Black Goat of the Woods	12	10
	Promo		A Thousand Young	12	10
Shudde M'ell	UF		World Cracking	12	10
The Dark God	Promo		Primordial Evil	13	12
Tsathoggua	UF		Malaise	13	11
Ubbo-Sathla	Promo		Unbegotten Source	12	10
Yibb-Tstll	GoA	Easy	All Seeing	12	12
Yig	Base		Yig's Anger	10	8
Yog-Sothoth	Base		The Key and the Gate	12	10
	GoA	Insane	The Lurker at the Threshold	15	10
	Promo		The Beyond One	12	10

The Doom Track

The doom track measures how close the Ancient One is to awakening in the Miskatonic University Museum. The more tokens on the doom track, the closer the Ancient One is to awakening.

Mythos cards, adventure penalties, and other effects often advance the doom track. When instructed to advance the doom track, the player places one doom token on the first available space of the doom track. Tokens are placed starting in the upper left corner of the doom track, filling each row from left to right.

There are different icons on spaces of the doom track: doom icons, monster icons, gate icons (see “*Gates of Arkham*”), storm icons (see “*Omens of Ice*”), Deep One Legion icons (see “*Omens of the Deep*”), Dark Pharaoh icons (see “*Omens of the Pharaoh*”).

After placing a doom token on a space with a monster icon, a monster appears in the museum (see “Monsters”).

Each time a doom token is placed on a space with a gate icon, the effect is as follows, depending on whether or not you are playing the new Streets of Arkham game mode:

- **Streets of Arkham game mode:** A gate opens.
- **Any other game mode:** Each investigator loses 1 sanity.

The storm icon is a new doom icon that appears on the doom track of Ancient Ones in the *Omens of Ice* expansion. Each time a doom token is placed on a space with a storm icon, investigators must place 3 storm markers on adventures.

A new doom icon appears on each of the three Ancient Ones included in *Omens of the Deep*. When a doom token is placed on one of these icons, a Deep One Legion monster appears from the Deep One Legion stockpile.

A new doom icon appears on each of the three Ancient Ones included in *Omens of the Pharaoh*. When a doom token is placed on one of these icons, draw a Dark Pharaoh special adventure and place it into play facedown. If all four Dark Pharaoh special adventures are already in play when doom reaches this icon, fill the Ancient One's doom track with doom tokens; the Ancient One immediately awakens.

After placing a doom token on the final space of the doom track, the Ancient One awakens and the investigators must confront it in battle (see “Awakening the Ancient One”).

If a player places the final doom token and collects the final Elder Sign at the same time, the Ancient One is sealed away and the investigators win.

Awakening the Ancient One

After placing a doom token on the final space of the doom track, the Ancient One awakens. Immediately after the Ancient One awakens, discard the current Mythos card. Its lingering effect immediately ends and any dice locked by it are freed. If any dice are locked by Adventure cards, Other World cards, or monster markers when the Ancient One awakens, remove those dice from the game. Then discard all Adventure cards, Other World cards, and monsters from the play area.

Locked dice are not freed when the Ancient One awakens. Those dice are lost forever. The exception to this is if the current Mythos card has locked any dice. The Mythos card is discarded from play at the start of the battle, ending its effects (and freeing any dice locked by it).

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

If the Ancient One awakens during a player's turn, the player immediately proceeds to the Clock phase of his turn.

If a player places the final doom token as a result of an investigator receiving rewards or penalties, he receives all of the rewards or penalties before the Ancient One awakens.

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

If an investigator's death awakens the Ancient One, that player does not get a new investigator. However, the clock still advances during the dead investigator's turn during the battle with the Ancient One.

Battling the Ancient One

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

- 1. Attack Phase:** The player rolls dice in an effort to complete the Ancient One's battle task as many times as possible.
- 2. Clock Phase:** The player advances the clock. Each time midnight strikes, the players resolve the Ancient One's attack.

Successfully completing the Ancient One's task during the battle locks the dice used to complete it as usual.

You can use Clue tokens, allies, and investigator abilities when battling the Ancient One.

Attack Phase

Each Ancient One card shows a battle task. To attack the Ancient One, the player rolls dice to complete its battle task.

If the player's roll satisfies the Ancient One's battle task requirements, the investigator successfully attacked the Ancient One. The player places the required dice on the task, removes one doom token from the doom track, and rolls his remaining dice to attempt completing the battle task again.

If the player cannot complete the Ancient One's battle task, he must discard one die and reroll the remaining dice. After the player discards his final die, he proceeds to the Clock phase.

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

If a successful attack removes the final doom token from the Ancient One's doom track, the Ancient One is defeated, and the investigators win the game (see "Winning the Game").

Clock Phase

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

If a player's investigator is devoured during the battle (see "Being Devoured"), add one doom token to the doom track. For the rest of the game, that player only resolves the Clock phase of his turn.

When an investigator is devoured while battling the Ancient One, a doom token is added to the Ancient One's doom track as usual, and that player is eliminated from the game. Note, however, that the clock still advances during that player's turn, even though he has been eliminated.

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

Note: During an Ancient One battle, "At Midnight" effects do not occur.

Investigator Cards and Markers

These cards depict the different investigators that players represent in the game. Each investigator card has a corresponding investigator marker that is used to mark that investigator's current location in the museum.

Investigator Card Anatomy

- 1. Name:** The name and occupation of the investigator.
- 2. Maximum Sanity:** The amount of sanity the investigator begins with. An investigator's sanity cannot exceed this number.
- 3. Maximum Stamina:** The amount of stamina the investigator begins with. An investigator's stamina cannot exceed this number.
- 4. Special Ability:** A unique ability that the player controlling this investigator can use.
- 5. Starting Items:** A list of the items with which the investigator begins the game (see "Rewards & Penalties").

Name	Occupation	Game	Special Ability Title
"Ashcan" Pete	The Drifter	Base	Scrounge
Carolyn Fern	The Psychologist	Base	Psychology
Vincent Lee	The Doctor	Base	Physician
Mandy Thompson	The Researcher	Base	Research
Jenny Barnes	The Dilettante	Base	Trust Fund
Sister Mary	The Nun	Base	Guardian Angel
Joe Diamond	The Private Eye	Base	Hunches
Kate Winthrop	The Scientist	Base	Science!
Dexter Drake	The Magician	Base	Magical Gift
Darrell Simmons	The Photographer	Base	Hometown Advantage
Michael McGlen	The Gangster	Base	Strong Body
Harvey Walters	The Professor	Base	Strong Mind
Amanda Sharpe	The Student	Base	Studious
Bob Jenkins	The Salesman	Base	Shrewd Dealer
Gloria Goldberg	The Author	Base	Psychic Sensitivity
Monterey Jack	The Archaeologist	Base	Archaeology
	The Archaeologist	Promo	Egyptology
Diana Stanley	The Redeemed Cultist	UF	Dark Insight
Marie Lambeau	The Entertainer	UF	Witch Blood
Leo Anderson	The Expedition Leader	UF	Leadership

Jim Culver	The Musician	UF	Strange Luck
Mark Harrigan	The Soldier	UF	One Man Army
Wilson Richards	The Handyman	UF	Jack of All Trades
Jacqueline Fine	The Psychic	UF	Precognition
Rita Young	The Athlete	UF	Resilience
Akachi Onyele	The Shaman	GoA	Earthspeaker
Finn Edwards	The Bootlegger	GoA	Smuggled Goods
Tommy Muldoon	The Rookie Cop	GoA	Heroic Sacrifice
Norman Withers	The Astronomer	GoA	In the Stars
William Yorick	The Gravedigger	GoA	Gifts from the Dead
Patrice Hathaway	The Violinist	GoA	Inspiration
Trish Scarborough	The Spy	GoA	Breaking the Limits
“Skids” O’Toole	The Ex-Convict	GoA	School of Hard Knocks
Wendy Adams	The Urchin	OoI	Blessed Child
Agnes Baker	The Waitress	OoI	Past Lives
Charlie Kane	The Politician	OoI	Connections
Lily Chen	The Martial Artist	OoI	Ying and Yang
Rex Murphy	The Reporter	OoI	Search for Proof
Ursula Downs	The Explorer	OoI	Trailblazer
	The Explorer	Promo	Pathfinder
Tony Morgan	The Bounty Hunter	OoI	Always Gets His Man
Silas Marsh	The Sailor	OoI	Pull of the Tides
Zoe Samaras	The Chef	OotD	Killer Instincts
Roland Banks	The Fed	OotD	Intuitive
Minh Thi Phan	The Secretary	OotD	Synergy
Lola Hayes	The Actress	OotD	Improv
Luke Robinson	The Dreamer	OotD	Experienced Dreamer
Hank Samson	The Farmhand	OotD	Thick-Skulled
George Barnaby	The Lawyer	OotD	Knowledge is Power
Daisy Walker	The Librarian	OotD	Iron Will
Carson Sinclair	The Butler	OotP	Resourceful
Preston Fairmont	The Millionaire	OotP	Wealthy
Agatha Crane	The Parapsychologist	OotP	Paranormal Sense
Father Marco	The Priest	OotP	Hallowed Ground
Sefina Rousseau	The Painter	OotP	Mystic Artistry
Calvin Wright	The Haunted	OotP	Friend Indeed

Investigator Abilities

Each investigator has a special ability that can allow the player to add dice to rolls, alter die results, or offer other benefits during the game.

Most investigator abilities have a trigger that determines when they can be used. For example, Bob Jenkins’ Shrewd Dealer ability reads, “When Bob gains 1 or more common items, he gets 1 extra common item.” This ability can trigger during any investigator’s turn, provided Bob somehow gains a common item.

Some investigator abilities can be used “once per roll.” This means that the player can use this ability only once each time he starts a new roll during an adventure. These abilities may be used only on that investigator’s turn, once per roll of the dice. A reroll is considered part of its original roll, so the player cannot use his investigator’s ability during a reroll if he has already used it during the original roll. Note that rerolling the dice by using clue tokens or other effects does not give another use of the ability. A new roll is considered to have started after the previous roll has been completely resolved (i.e. the investigator has completed a task or discarded a die for failing to complete a task).

Some investigator abilities can be used “once per day.” This means that after the player uses this ability, he cannot use it again until midnight strikes (see “Midnight”). Once-per-day abilities can be used during other investigators’ turns, as described in the ability text.

Note: To ensure that he uses his investigator’s ability properly, each player should consult his investigator card.

Adventure Cards

These cards represent the various rooms and events in the museum that investigators must explore in an attempt to collect Elder Signs.

Adventure Card Anatomy

1. **Trophies:** The number of trophies the Adventure card is worth after it is resolved.
2. **Name:** The name of the adventure.
3. **Flavor Text:** The story behind the adventure. This text has no effect on game play.
4. **Order Arrow:** If this arrow appears on an Adventure card, the tasks must be completed in order from top to bottom.
5. **Terror Effect:** The game effect that occurs if a task is not completed while a terror result has been rolled.
6. **Locked Die Icon:** This icon locks a die, preventing it from being used to complete tasks.
7. **Task:** A series of symbols an investigator must roll in order to resolve the Adventure card.
8. **Monster Task:** The area where players place a drawn monster token.
9. **Penalties:** The penalties an investigator must suffer if he fails the Adventure card.
10. **Rewards:** The rewards an investigator gains if he successfully resolves the Adventure card.

Entry Effects (see “Unseen Forces”, “Gates of Arkham”, “Omens of Ice”, “Omens of the Deep”, “Omens of the Pharaoh”)

Some Adventure (see “Unseen Forces”), Arkham Adventure (see “Gates of Arkham”), Alaskan Adventure (see “Omens of Ice”), Pacific Adventure (see “Omens of the Deep”), Egyptian Adventure (see “Omens of the Pharaoh”) and Other World cards feature **Entry** effects. Immediately after an investigator moves to a card with an entry effect, he must resolve the entry effect. In addition, if an investigator flips over an Adventure or Other World card while at that adventure, he immediately resolves its “Entry” effect.

If an investigator fails an adventure with an entry effect and stays there on his next turn, he **does not** resolve the entry effect again. However, if a different investigator moves to the adventure, resolve the entry effect again for that investigator.

Other World Cards

These cards are special adventures that represent other dimensions. When a gate opens in the museum, investigators may explore what lies beyond.

Other Worlds cards are a special type of Adventure card that represent gates to other dimensions. These cards enter play only after a player earns a gate reward. When an Other World card enters play, place it below the six Adventure cards. Any number of Other World cards may be in play at once. After resolving an Other World card, do not replace it.

Common Item, Unique Item, & Spell Cards

These cards represent useful items and spells that can help investigators complete adventures and avoid being devoured.

Ally Cards

Ally cards represent people that can assist the investigators in their quest for Elder Signs.

Mythos Cards

These cards are drawn at midnight and trigger strange events in the museum.

Each time midnight strikes, players draw one new Mythos card and return the old card facedown to the bottom of its deck. Each Mythos card has one *immediate* effect and one *lingering* effect.

The immediate effect is printed on the card’s upper half and occurs immediately after drawing the card. The lingering effect is printed on the card’s lower half. This effect applies as long as this card remains face up.

Note: Very few Mythos cards have an effect which lasts even after a new Mythos card has been drawn.

Only one Mythos card has an effect that can last past midnight: “The Stars Align...Above an Open Door.” This card places an additional Adventure card in play. This Adventure card remains in play until completed. All other Mythos cards with lingering effects have their effects end at midnight.

Mythos Card Anatomy

1. Immediate Effect: The effect that occurs immediately after drawing the card.

2. Lingering Effect: The effect that applies while this Mythos card remains face up.

Mythos Insight Icon (see “Unseen Forces”)

Investigators now have a modicum of insight into the Mythos that allows them to, in a few cases at least, choose their fate.

Some new Mythos cards show the insight icon. These cards allow the players to choose the card’s effect. When players draw one of these cards, they must, as a group, choose either the option on the top half of the card or the option on the bottom half of the card. Immediately after the players choose, the chosen option takes effect. If the group cannot reach a decision, the player who took the last turn before midnight struck decides.

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

Alaskan Mythos Cards/ Alaska Expedition game mode (see “Omens of Ice”)

Omens of Ice contains an entirely new Mythos deck which follows its own set of rules and force investigators to make hard choices in the face of growing threats.

When players draw and resolve a new Alaskan Mythos card, they are presented with a dilemma and must choose as a group between one of the two options listed on the card. Players cannot choose the bottom option if they cannot fully resolve the effect. If players cannot decide as a group, the investigator who took the last turn decides.

Staged Mythos Cards/ R'lyeh Rising game mode (see “Omens of the Deep”)

Omens of the Deep contains two Staged Mythos decks which follow their own sets of rules and force investigators to make hard choices in the face of growing threats.

When players draw and resolve a new Staged Mythos card, they are presented with a dilemma and must choose as a group between one of the two options listed on the card. Players may choose either option. If players cannot decide as a group, the investigator who took the last turn chooses an option.

New Mythos Cards/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Omens of the Pharaoh contains new Mythos cards which are used only when playing the Lightless Pyramid game mode and should not be combined with other Mythos cards. When players draw and resolve a Mythos card, they are presented with a dilemma and must choose as a group between one of the two options listed on the card. Players may choose either option. If players cannot decide as a group, the investigator who took the last turn chooses an option.

Expert Mythos Variant/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Expert Mythos variant allows players to increase the challenge of the game. When using the Expert Mythos variant, each time the players resolve a Mythos card option that has a turquoise Expert Mythos watermark in the background, they add 1 additional doom to the doom track after resolving the effects of that Mythos card.

Sanity and Stamina Tokens

The blue sanity tokens and red stamina tokens track the current mental and physical health of the investigators.

Losing Stamina and Sanity

Tasks, adventure penalties, and other effects may require the player to lose stamina, sanity, or both. When so instructed, the player takes the required amount of tokens from his investigator card and returns them to the supply.

Clue Tokens

Clue tokens allow the players to reroll one or more dice during an adventure.

Monster Markers

Monster markers represent various monsters that may interfere with the investigators during adventures.

Mask Monster Markers

Mask Monster markers represent special monsters that are only used when Nyarlathotep is the Ancient One.

Mask Monsters (see “Omens of the Pharaoh”)

Mask monsters represent various aspects of Nyarlathotep and are often very difficult to defeat. Usually, during a game of Elder Sign, mask monsters are only added to the monster cup when playing against the original Nyarlathotep. However, when playing the Lightless Pyramid game mode, all mask monsters are always added to the monster cup during setup and can appear when drawn from the cup. Mask monsters can be identified by the mask icon on the right side of the back of the monster marker.

All mask monsters, including those from the base game and from any other expansions (13 total, if all expansions are used), are used in this way. When playing against the Omens of the Pharaoh version of the Nyarlathotep Ancient One, follow the setup instruction for mask monsters instead of adding them to the monster cup.

Doom Tokens

These tokens track how close the Ancient One is to awakening.

Elder Sign Tokens

These tokens track how close the investigators are to sealing the Ancient One away. The players’ goal is to collect Elder Signs.

Entrance Cards (see “Unseen Forces”)

The entrance sheet is not used when playing this expansion. Instead, place the four Entrance cards face up near the clock during setup. Each player then places his investigator marker on the “Souvenir Shop” Entrance card.

During an investigator’s Movement phase, he may either remain on his current card or move to any other Adventure card, Entrance card, or Other World card in the play area. When a player successfully resolves an adventure, he returns all investigator markers on that card to the “Souvenir Shop” Entrance card.

If an investigator is on an Entrance card during his Resolution phase, he must resolve the card’s ability.

If a card or ability refers to “the entrance,” it affects all Entrance cards. For example, if an investigator must move to “the entrance,” he moves to the Entrance card of his choice.

Closed Entrance Cards

Certain game effects can result in an Entrance card becoming closed. When this occurs, flip the specified Entrance card facedown. While an Entrance card is closed, investigators can still move to that card, but they cannot use the card's ability.

White Die (see “Unseen Forces”)

This die is added to a player's dice pool if his investigator is blessed.

Black Die (see “Unseen Forces”)

This die is added to a player's dice pool if his investigator is cursed.

Blessed/Cursed Cards (see “Unseen Forces”)

These double-sided cards represent either a favorable blessing or a terrible curse. When a player becomes blessed or cursed, he receives this card and places it in his play area with the appropriate side face up.

Master Mythos Cards (see “Unseen Forces”)

These optional Mythos cards present greater challenges to experienced players. They are distinguished from regular Mythos cards by their red border.

Children of Abboth Monster Markers (see “Unseen Forces”)

Children of Abboth monster markers represent special monsters that are only used when Abboth is the Ancient One.

When a game effect states that “a Child of Abboth appears,” the player randomly draws one Child of Abboth monster marker from the stockpile and places the marker on a monster task. If there are no monster tasks available, the player chooses any Adventure or Other World card and places the marker below the bottom task of the card (following the normal rules for placement).

If a game effect forces a Child of Abboth monster to “return to the monster cup,” instead place the Child of Abboth monster marker facedown in the stockpile next to the “Abboth” Ancient One card. Then, shuffle the stockpile.

Streets of Arkham Entrance Card/ Streets of Arkham game mode (see “Gates of Arkham”)

The Streets of Arkham entrance card replaces the entrance card from the base game. Investigators start the game on the Streets of Arkham card.

During an investigator's Movement phase, he may remain on his current card, move to any other Arkham Adventure or Other World card in the play area, or move to the Streets of Arkham card. When an Adventure or Other World card is successfully resolved, or otherwise discarded, all investigators on that card return to the Streets of Arkham card.

If an investigator is on the Streets of Arkham card at the end of his Movement phase, he may resolve the card's ability.

If a game effect refers to “the entrance,” it refers to the Streets of Arkham card instead. For example, if an investigator must move to “the entrance,” he moves to the Streets of Arkham.

Arkham Adventures/ Streets of Arkham game mode (see “Gates of Arkham”)

The Adventure cards provided in this expansion are referred to as Arkham Adventure cards. Game effects that refer to “Adventure cards” can affect Arkham Adventures, but game effects which refer to “Arkham Adventures” only affect Arkham Adventure cards. When a player is instructed to place an Arkham Adventure card during the game, he places it facedown. Note: The back side of the top card of the Arkham Adventure deck is always open information.

At the top of each Arkham Adventure card back is a colored field with a skull and crossbones. The color denotes the card's estimated difficulty: green for an easy adventure, yellow for a normal adventure, and red for a hard adventure. The color of each card back's frame has no affect on game play, but simply helps players identify and distinguish similar looking locations at a quick glance.

When an investigator moves to a facedown Arkham Adventure card, he immediately resolves the effect printed on the back of the card. Then he flips the card face up and ends his Movement phase. "At Midnight" effects on the back of Arkham Adventures are not triggered at this time, and are instead triggered if facedown when Midnight strikes.

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

The Gates/ Streets of Arkham game mode (see "Gates of Arkham")

During the game, certain game effects, such as penalties, doom icons, or Mythos cards, open gates at Arkham adventures. Gates tokens connect the Arkham Adventure cards they are on to Other World cards with the matching tokens. An investigator cannot move to an Arkham Adventure card that contains a gate until the corresponding Other World adventure is resolved. This section further describes the rules governing gates.

Opening Gates

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

Investigators **cannot move to Arkham Adventure cards** with a gate marker on them, but they may still move to Other World cards with a gate marker. When an investigator moves to a facedown Other World card with a gate marker, he flips the card face up and ends his Movement phase.

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

Closing Gates

When an investigator successfully resolves an Other World card with a gate marker, he closes that gate. When a gate is closed, place one seal marker on the Arkham adventure with the matching gate marker. Seal markers prevent additional gates from opening at that Adventure. Then return both of the matching gate markers to the supply.

Sometimes other effects will close a gate without resolving the Other World card the gate is on. In these cases, the Other World card is also discarded without effect and a seal marker is placed on the corresponding Arkham Adventure card.

Events (see "Gates of Arkham")

At the start of an investigator's Resolution phase, if he is at an Adventure or Other World card with an event icon, he must draw one Event card and resolve it before resolving his Adventure card.

Memberships/ Streets of Arkham game mode (see "Gates of Arkham")

There are many organizations in Arkham that can assist the investigators in their battle against the Ancient Ones. Two of these organizations are the Order of the Silver Twilight and the Sheldon Gang. By becoming a member of one of the groups, an investigator gains access to assistance and resources, but may also be exposed to certain dangers because of his affiliation. When an investigator gains a membership, primarily by visiting either the Hibb's Roadhouse or Silver Twilight Lodge locations, he takes a Membership card and places it in his play area with the correct organization face

up. While he has the Membership card, he counts as a member of that organization. Investigators can have only one Membership card at a time. If an investigator gains a second membership, he must choose one membership to keep.

Membership Benefits

If an investigator is a member of an organization that matches a membership task on an Adventure he is attempting, he counts that task as completed without having to assign any dice to that task or complete any of its requirements. If an Adventure is successfully resolved and a membership task included a monster token, the player ignores the monster and returns it to the monster cup.

If an investigator successfully completes an adventure with a Membership reward and is a member of that organization, he receives that reward in addition to the other rewards shown.

Skills (see “Gates of Arkham”)

Skill cards represent knowledge and experience that the investigators gain along the way. When a player draws a Skill card, he immediately places it face up in his play area. Skills remain in play until their effects expire, as indicated by the text on the individual cards. Only the player who has the Skill card can use its ability.

Expedition Camp/ Alaska Expedition game mode (see “Omens of Ice”)

The “Expedition Camp” entrance card replaces all other entrance cards. An investigator who starts his Clock phase on the Expedition Camp may spend trophies for various effects.

During an investigator’s Movement phase, he may remain on his current card, move to another adventure or Other World in the play area, or move to the Expedition Camp card. When an Adventure card or Other World card is successfully resolved, or otherwise discarded, all investigators on that card return to the “Expedition Camp” card.

If an investigator is on the “Expedition Camp” card at the end of his Movement phase, he skips his Resolution phase and moves directly to his Clock phase.

If a game effect refers to “the entrance,” it refers to the “Expedition Camp” card instead. For example, if an investigator must move to “the entrance,” he moves to the “Expedition Camp” card.

Alaskan Adventures/ Alaska Expedition game mode (see “Omens of Ice”)

The Adventure cards provided in this expansion are referred to as “Alaskan Adventure” cards. Game effects that refer to “Adventure cards” can affect Alaskan Adventure cards, but game effects that refer to “Alaskan Adventures” only affect Alaskan Adventure cards. When a player is instructed to place an Alaskan Adventure card during the game, he places it facedown. (Other World cards are still placed face up).

Note: The back side of the top card of the Alaskan Adventure deck is always open information.

At the top of each Alaskan Adventure card back is a colored field with a skull and crossbones. The color denotes the card’s estimated difficulty: green for an easy adventure, yellow for a normal adventure, and red for a hard adventure. The color of each card back’s frame has no effect on game play but helps players identify and distinguish similar-looking locations at a quick glance.

When an investigator moves to a facedown Alaskan Adventure card, he immediately resolves the effect printed on the back of the card. Then he flips the card face up, resolves any “Entry” effects on the card, and ends his Movement phase. “At Midnight” effects on the back of Alaskan Adventures are not triggered at this time but are instead triggered if facedown when Midnight strikes.

When a monster appears, it may be placed at any face up or facedown Adventure card, following normal rules. When a facedown Adventure card with a monster is flipped face up, that monster is placed on any monster task at that adventure. If that adventure has no monster tasks or there are more monsters than monster tasks available, the monsters that cannot be placed in a monster task are placed below the card’s bottom task as normal.

Special Adventure Cards/ Alaska Expedition game mode (see “Omens of Ice”)

Special Adventure cards are not shuffled into the Adventure deck but are set aside until players are instructed to put them into play.

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

In *Omens of Ice*, Special Adventure cards are used by investigators to progress the expedition further north and advance to a new stage.

Stages of the Alaska Expedition (see “Omens of Ice”)

The Alaskan Adventures are separated into two stages: Stage I and Stage II. Stage I contains fewer dangers and provides plenty of useful items and some supplies for the investigators. Stage II is more treacherous but contains the Elder Sign and Other World rewards needed to seal away the Ancient Evil plaguing Alaska.

Investigators begin in Stage I and draw from the Stage I deck when replacing completed or discarded adventures. Investigators can progress to Stage II by successfully completing the “Into the Wild” Special Adventure.

When investigators progress to Stage II, discard the Stage I Adventure deck and replace it with the Stage II Adventure deck. Stage I Adventure cards still in play or held as trophies by investigators are not discarded. Finally, add the “Treacherous Ascent” Special Adventure card face up to the play area. Investigators now draw from the Stage II Adventure deck when replacing completed or discarded adventures.

Track Card/ Alaska Expedition game mode (see “Omens of Ice”)

There are two relevant tracks located on the Track card: the supply track on the top half of the card and the day track on the bottom half of the card.

The Supply Track

The supply track on the top of the card represents the provisions that investigators need to survive in Alaska. Supplies are used to mitigate dangers that arise as the investigators travel through the wild.

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

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

The Day Track

Located along the bottom of the Track card is the day track. When midnight strikes, before any other “At Midnight” effects are resolved or a new Alaskan Mythos card is drawn, advance the day token one space along the track. Then add a number of storm markers to adventures as indicated by the new space on the day track.

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

Storm Markers/ Alaska Expedition game mode (see “Omens of Ice”)

Certain game effects, such as penalties, doom icons, day icons, or Alaskan Mythos cards add storm markers to adventures.

The presence of these markers represents unnaturally harsh weather at that location. This section further describes the rules governing storms.

Placing Storm Markers

When an effect instructs players to place storm markers on adventures, they first draw the required number of storm markers from the facedown pile without revealing the marker's effect. Then players place the storm markers, one at a time, facedown on adventures of their choice. An adventure cannot have more than four storm markers on it at any time.

Storm markers cannot be placed on Other World or Special Adventure cards. If a player is instructed to place storm markers during his Resolution phase, he cannot place storm markers on the adventure where his investigator is located, unless all other adventures have 4 storm markers on them.

Storm markers are limited by the amount included in the game. If a game effect instructs a player to place a storm marker and all storm markers are already placed, then no storm marker is placed and there is no further effect.

Storm Effects

At the start of an investigator's Resolution phase, if there are any storm markers on his adventure, he must flip them all face up and then resolve all penalties revealed, in any order of his choice. Storm markers that are blank do not inflict penalties. After a storm marker is resolved, it is returned randomly to the facedown pile of storm markers.

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

Phobia Cards (see "Grave Consequences")

When an investigator's sanity would be reduced to zero or less, the investigator is not devoured. He draws a Phobia card instead, and his sanity is restored to full. Then, he adds one doom token to the doom track and places the Phobia card next to his investigator sheet; the phobia effect remains in play for as long as the investigator is alive. Phobia effects cannot be removed. When an investigator would draw his fourth Phobia card, he is devoured instead.

When the Ancient One awakens, no additional Phobia cards are drawn; all current phobia effects remain in play. When an investigator's sanity reaches zero or less while battling the Ancient One, he is devoured.

Epitaph Cards (see "Grave Consequences")

After an investigator is devoured, he draws an Epitaph card and resolves its effects. Then, he flips the Epitaph card facedown, places it near the playing area, and places his investigator token on the card's back.

Epic Battle Cards (see "Grave Consequences")

When players add Epic Battle cards to a game, the following rules modify the "Battling the Ancient One" section of the core game rules.

Start of Epic Battle

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

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

Investigators Attack First

Investigators resolve their attacks, applying any effects indicated by the Epic Battle card. After an investigator attacks, advance the clock. Continue resolving investigators' attacks until midnight. When the clock strikes midnight, the

Ancient One resolves its attack, applying any effects indicated by the Epic Battle card; no further investigators may attack this round. Draw the next card in the Epic Battle deck and resolve it.

Ancient One Attacks First

The Ancient One resolves its attack, applying any effects indicated by the Epic Battle card.

Then, the investigators attack, applying any effects indicated by the Epic Battle card. After an investigator attacks, advance the clock. When midnight strikes, no further investigators may attack this round. Draw the next card in the Epic Battle deck and resolve it.

Battle Events

Battle Events provide breaks in the combat, granting bonuses or penalties. Resolve the card from top to bottom.

The Ultima Thule/ R'lyeh Rising game mode (see “Omens of the Deep”)

"The Ultima Thule" entrance card replaces all other entrance cards. An investigator who starts his Clock phase on "The Ultima Thule" entrance card may spend trophies for various effects.

During an investigator's Movement phase, he may remain on his current card, move to another Pacific Adventure or Other World card in the play area, or move to "The Ultima Thule" entrance card. When an Adventure card or Other World card is successfully resolved or otherwise discarded, all investigators on that card return to "The Ultima Thule" entrance card.

If an investigator is on "The Ultima Thule" entrance card at the end of his Movement phase, he skips his Resolution phase and moves directly to his Clock phase.

If a game effect refers to "the entrance," it refers to "The Ultima Thule" entrance card instead. For example, if an investigator must move to "the entrance," he moves to "The Ultima Thule" entrance card.

During the game, if there are four or more Deep One Legion monsters in play, the Deep One Legion sinks the ship. Immediately flip "The Ultima Thule" entrance card to reveal "Wreckage of the Ultima Thule." For the remainder of the game, "Wreckage of the Ultima Thule" replaces "The Ultima Thule" entrance card. Any game effects that refer to "the entrance" now refer to "Wreckage of the Ultima Thule."

Pacific Adventures/ R'lyeh Rising game mode (see “Omens of the Deep”)

The Adventure cards provided in this expansion are referred to as "Pacific Adventure" cards. Game effects that refer to "Adventure cards" can affect Pacific Adventure cards, but game effects that refer to "Pacific Adventures" only affect Pacific Adventure cards. When a player is instructed to place a Pacific Adventure card during the game, he places it facedown. (Other World cards are still placed face up.)

Note: The back side of the top card of the Pacific Adventure deck is always open information.

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

When an investigator moves to a facedown Pacific Adventure card, he immediately resolves the effect printed on the back of the card. Then he flips the card face up, resolves all "Entry" effects on the card, and ends his Movement phase. "At Midnight" effects on the back of Pacific Adventures are not triggered at this time but are instead triggered if the card is facedown when midnight strikes.

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

Special Adventure Cards/ R'lyeh Rising game mode (see “Omens of the Deep”)

Special Adventure cards are not shuffled into the Adventure deck but are set aside until players are instructed to put them into play.

A Special Adventure card cannot be discarded or otherwise removed from play unless successfully completed. Markers or tokens, such as Deep One Legion monsters, cannot be placed on a Special Adventure card.

In *Omens of the Deep*, Special Adventure cards are used by investigators to move the expedition further into the open sea toward the mysterious calling.

Stages of the R'lyeh Rising Mode (see “Omens of Deep”)

The Pacific Adventures are separated into two stages. Stage I provides useful items for the investigators and lets them advance the omen token to avoid the Deep Ones. However, lingering too long at Stage I can be equally dangerous, as it gives the Deep Ones time to build a force large enough to attack your ship. Stage II is more treacherous but contains the Elder Sign and Other World rewards needed to seal away the Ancient Evil that calls you to R'lyeh.

Investigators begin in Stage I and draw from the Stage I deck when replacing completed or discarded adventures. Investigators can progress to Stage II by successfully completing the “Echoes of the Dream” Special Adventure.

When investigators progress to Stage II, immediately discard the Stage I Adventure deck and replace it with the Stage II Adventure deck. Adventures that are currently in play or held as trophies by investigators are not discarded.

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

Finally, add the “R'lyeh Risen” Special Adventure card face up to the play area and resume play. Investigators now draw from the Stage II Adventure deck when replacing completed or discarded adventures.

The Deep One Legion (see “Omens of the Deep”)

The Deep One Legion stockpile is created during setup. When a Deep One Legion is defeated, the text on the back of the marker will indicate a cost the investigator must pay to prevent the Deep One Legion from reappearing on another adventure.

A Deep One Legion whose cost is not paid upon its defeat reappears on any adventure other than the one on which it was defeated, following normal monster placement rules. Several game effects may cause a Deep One Legion to appear.

Discarded Deep One Legion markers are returned to the stockpile. If a Deep One Legion monster would be drawn from the stockpile, but there are no remaining markers in the Deep One Legion stockpile, do nothing instead.

Note: Both sides of a Deep One Legion monster marker are always open information.

Scenario Card/ R'lyeh Rising game mode (see “Omens of the Deep”)

There are two different sides of the scenario card: the Dark Waters track and the Amulet of R'lyeh track.

The Dark Waters Track

The Dark Waters track represents mounting Deep One activity in the Pacific Ocean. Game effects will advance or retreat the omen token. Each time the omen token advances, move the omen token one space to the right. Each time the omen token retreats, move the omen token one space to the left.

If the omen token would advance, but the token is already on the rightmost space of the track, resolve the corresponding effect for that space.

If the omen token would retreat, but the token is already on the leftmost space of the track, resolve the corresponding effect for that space.

The Amulet of R'lyeh Track

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

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

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

Missions (see “Omens of the Deep”)

Missions are a new kind of monster marker that represent the investigators attempting a dangerous mission. During setup, the new mission markers are added to the monster cup. Missions behave identically to monsters in the way they appear and are completed, with one exception: missions are not affected by items or spells that defeat or discard monsters.

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

Missions can be fulfilled at the start of the investigator's Movement phase or at the start of the investigator's Clock phase. To fulfill a mission, spend the required value of trophies and return the mission marker to the box to gain the mission's reward.

Cairo and Dashur/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

The new "Cairo/Dashur" entrance card replaces all other entrance cards. The game begins with the "Cairo" side face up. An investigator who starts their Clock phase on the entrance card may spend trophies for various effects, including flipping the entrance to travel to the other side.

During an investigator's Movement phase, they may remain on their current card, move to another Egyptian Adventure, Other World, or Special Adventure card in the play area, or move to the entrance card. When an Adventure card or Other World card is successfully resolved or otherwise discarded, all investigators on that card return to whichever side of the entrance card is face up.

If a game effect refers to “the entrance,” it refers to either side of the entrance card. For example, if an investigator must move to “the entrance,” they move to either "Cairo" or "Dashur" (whichever side is face up at that time).

If an investigator is on either side of the entrance card at the end of their Movement phase, they skip their Resolution phase and move directly to their Clock phase.

Using The Entrance Card

Each side of the entrance card is unique. During the clock phase, an investigator on "Cairo" or "Dashur" may, instead of resolving another option, advance the clock to flip the entrance card to the other side. Additionally, each side of the entrance card has different options for spending trophies and also affects which deck Adventure cards are drawn from.

When an investigator successfully resolves or otherwise discards an Adventure card that is in play, they replace it with the top card of the Adventure deck that corresponds to whichever side of the entrance is face up. Thus, if the "Cairo" side of the entrance is currently face up, adventures are drawn from the Stage I "Cairo" Adventure deck. If the "Dashur" side of the entrance is face up, adventures are drawn from the Stage II "Dashur" Adventure deck.

The investigators should gather supplies in Cairo, as supplies in Dashur are scarce. However, investigators cannot ignore Dashur for long—the elder signs needed to win the game are located in Dashur.

The Expedition/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

When playing the Lightless Pyramid game mode, the investigators have the power of the expedition at their disposal through the use of "The Expedition" scenario sheet that is put into play during setup.

Various game effects and rewards allow the investigators to gain expedition tokens. When an investigator gains an expedition token, they choose an empty space on "The Expedition" scenario sheet and place the expedition token on that space. While an expedition token occupies a space on "The Expedition" scenario sheet, the investigators gain access to the effect indicated by that space.

Some of the effects on "The Expedition" scenario sheet can only be triggered when their corresponding expedition tokens are optionally discarded to trigger the effect. Once an expedition token is discarded, its corresponding effect cannot be used until another expedition token is placed on that space.

No more than a single expedition token can exist on each space of "The Expedition" scenario sheet. Additionally, effects and penalties that cause an expedition token to be discarded do not trigger the effects of that space.

Egyptian Adventure Cards/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

The Adventure cards provided in this expansion are referred to as “Egyptian Adventure” cards. Game effects that refer to “Adventure cards” can affect Egyptian Adventure cards, but game effects that refer to “Egyptian Adventures” only affect Egyptian Adventure cards. When a player is instructed to place an Egyptian Adventure card during the game, they place it facedown. (Other World cards are still placed face up.)

Note: The back side of the top card of both the Stage I "Cairo" and Stage II "Dashur" Egyptian Adventure decks are always considered to be open information.

At the top of each Egyptian Adventure card back is a colored field with a skull and crossbones. The color denotes the card’s estimated difficulty: green for an easy adventure, yellow for a normal adventure, and red for a hard adventure.

When an investigator moves to a facedown Egyptian Adventure card, they immediately resolve the effect printed on the back of the card. Then they flip the card face up, resolve all “Entry” effects on the card, and end their Movement phase. “At Midnight” effects on the back of Egyptian Adventures are not triggered at this time, but are instead triggered if the card is facedown when midnight strikes.

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

Special Adventure Cards (see “Omens of the Pharaoh”)

Omens of the Pharaoh introduces two new kinds of Special Adventure cards: Dark Pharaoh and Hidden Chamber special adventures.

Dark Pharaoh Special Adventures

Several game effects, including the new doom icon, can bring Dark Pharaoh special adventures into play facedown. Dark Pharaoh special adventures represent the evil machinations of the Dark Pharaoh and his attempts to destroy the expedition.

Dark Pharaoh special adventures cannot be taken as trophies. When a Dark Pharaoh special adventure is successfully resolved, it is discarded in a special discard pile next to the other Dark Pharaoh cards. Once all four Dark Pharaoh cards

have been drawn or discarded, if another Dark Pharaoh card needs to be drawn, shuffle the Dark Pharaoh discard pile and draw from the new pile. If another Dark Pharaoh card needs to be drawn, but all four Dark Pharaoh adventures are already in play, fill the Ancient One's doom track with doom tokens; the Ancient One immediately awakens.

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

Hidden Chamber Special Adventures/ Lightless Pyramid game mode

Hidden Chamber special adventures represent long-lost burial chambers located deep beneath the pyramids of Dashur, and are a rich source of elder signs.

Hidden Chamber special adventures are part of the Stage II Adventure deck, and are shuffled in with the rest of the Stage II adventures. Each Hidden Chamber special adventure can be easily identified by a single task on the lower part of the card.

In order to move to a chamber, an investigator must first succeed in unlocking it by completing the task on its back. To do this, before moving, a special roll must be made. The standard die pool an investigator can use to make this roll is six green dice. Items, clues, and other effects that manipulate and add dice can be used on these rolls. If the roll is not successful, the investigator must either move to a different adventure or stay on their current card. This is only a single roll—do not discard a die and roll again. Cursed and blessed dice from the Unseen Forces expansion are not used when unlocking chambers, and cannot be lost or discarded in this way.

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

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

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

Relics (see “Omens of the Pharaoh”)

Relics are a new type of item. Relics display a die along with a refresh icon. This icon indicates that relics can be discarded before rolling dice to add the indicated dice to the dice pool, even if those dice have already been removed by a failed roll. This cannot be used to increase the number of dice beyond the available components (for example, you cannot use a relic to have two red dice or seven green dice in a single roll).

Some relics have special effects that trigger after they are used or if another relic that it is paired with is in play. Collecting these relics can dramatically increase the power of the investigators.

The Exhibit (see “Omens of the Pharaoh”)

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

Preparing for the First Game

Before playing Elder Sign for the first time, carefully punch out the cardboard components, making sure to keep them away from small children, animals, and the criminally insane.

Then, take the cardboard clock, the clock hand, and the plastic connector and assemble them as shown to the right. Press tightly together!

Expansion Setup

Prior to game setup, follow the steps listed below:

1. New Investigators

Add the Investigator cards to the Investigator deck. (see “Unseen Forces”, “Gates of Arkham”, “Omens of Ice”, “Omens of the Deep”, “Omens of the Pharaoh”)

1.1 Calvin Wright (see “Omens of the Pharaoh”)

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

2. New Ancient One Cards

Add the new Ancient One cards to the Ancient One deck. (see “Unseen Forces”, “Gates of Arkham”, “Omens of the Deep”, “Omens of the Pharaoh”)

3. New Adventure and Other World Cards

Shuffle these cards into their respective decks. (see “Unseen Forces”)

3.1 New Adventure Cards/ Streets of Arkham game mode (see “Gates of Arkham”)

Replace the Adventure deck with a new deck made up of **only** the new Arkham Adventure cards provided in this expansion.

3.2 New Adventure Cards/ Alaska Expedition game mode (see “Omens of Ice”)

Replace the Adventure deck with a new deck made up of **only** the new Alaskan Adventure cards provided in this expansion. Set the four Special Adventure cards aside. Then separate the Alaskan Adventure cards by stage and shuffle both stages separately to form a Stage I deck and a Stage II deck.

3.3 New Adventure Cards/ R'lyeh Rising game mode (see “Omens of the Deep”)

Replace the Adventure deck with a new deck made up of **only** the new Pacific Adventure cards provided in this expansion. Set the four Special Adventure cards aside. Then separate the Pacific Adventure cards by stage and shuffle both stages separately to form a Stage I deck and a Stage II deck.

3.4 New Adventure Cards/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Separate the new Egyptian Adventure cards by stage and shuffle each stage separately to form a Stage I "Cairo" deck and a Stage II "Dashur" deck. Then, replace the Adventure deck from Elder Sign with the two new decks made up of only the new Egyptian Adventure cards provided in this expansion. **Make sure to include the Hidden Chamber special adventures in the Stage II "Dashur" deck.**

4. Blessed/Cursed Cards

Place these cards in a pile within reach of all players. (see “Unseen Forces”)

5. New Common Item, Unique Item, Spell, and Ally Cards

Shuffle these cards into their respective decks. (see “Unseen Forces”, “Gates of Arkham”, “Omens of Ice”, “Omens of the Deep”, “Omens of the Pharaoh”)

6. New Mythos Cards

Return the Master Mythos cards to the game box unless using the “Master Mythos Card Option”. Then, shuffle all new Mythos cards into the Mythos deck. (see “Unseen Forces”)

6.1 Master Mythos Card Option (see “Unseen Forces”)

Experienced players can add these cards to the Mythos deck for a greater challenge. If all players agree to use this option, shuffle all Master Mythos cards into the Mythos deck before game setup.

6.2 New Mythos Cards (see “Gates of Arkham”, “Omens of Ice”, “Omens of the Pharaoh”)

Replace the Mythos deck from the base game with the new Mythos deck, made up of **only** the Mythos cards provided in this expansion.

6.3 New Mythos Cards/ R'lyeh Rising game mode (see “Omens of the Deep”)

Separate the Mythos cards by stage and shuffle both stages separately to form a Stage I deck and a Stage II deck. Replace the Mythos deck from the base game with the new Stage I Ocean Mythos deck. Set aside the Stage II R'lyeh Mythos deck.

7. New Monster Markers

Return all Child of Abboth and mask monster markers to the game box. Then, add the new monster markers to the monster cup along with the monster markers from the base game. (see “Unseen Forces”)

The Children of Abboth and mask monster markers are **only** used when specified by the Ancient One card. Children of Abboth monster markers are placed in a stockpile next to the Abboth Ancient One card (and not in the monster cup). (see “Unseen Forces”)

Add the mission markers to the monster cup. (see “Omens of the Deep”)

Set aside the 15 Deep One Legion monster markers to create the Deep One Legion stockpile. Keep these separate from the monster cup. (see “Omens of the Deep”)

Add the new standard monster marker to the monster cup. Then, add all mask monsters, including those from the base game of Elder Sign and any other expansions that are in play, to the monster cup. (see “Omens of the Pharaoh”)

Important Note: If you are playing against the Omens of the *Pharaoh* version of Nyarlathotep, follow the instructions for mask monsters on Nyarlathotep's Ancient One card instead.

8. Event Cards (see “Gates of Arkham”)

Shuffle the Event cards and place the Event deck near the Mythos deck.

9. Skill Cards (see “Gates of Arkham”, “Omens of the Deep”)

Shuffle the Skill cards and place the Skill deck near the Item and Ally decks.

Shuffle the Skill cards (including any from other expansions) and place them near the other cards. (see “Omens of the Deep”)

10. Membership Cards (see “Gates of Arkham”)

Place the Membership cards near the Item, Ally, and Skill decks.

11. Gate Markers/ Streets of Arkham game mode (see “Gates of Arkham”)

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

12. Storm Markers/ Alaska Expedition game mode (see “Omens of Ice”)

Place the storm markers randomly in a facedown pile.

13. Track/ Alaska Expedition game mode (see “Omens of Ice”)

Choose during which season the expedition will occur, “Summer” (more forgiving) or “Winter” (more challenging), and place that side of the Track card face up near the play area. Place the “+10” supply token on the “5” space of the supply track (the top track on the card). Place the day token on “Day 1” of the day track (the bottom track on the card).

14. Epitaph/Epic Battle/Phobia deck (see “Grave Consequences”)

At the start of the game, players can agree to use one or more of the three decks.

15. Broken Amulet Tokens/ R'lyeh Rising game mode (see “Omens of the Deep”)

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

16. The Expedition/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Place “The Expedition” scenario sheet near the play area. Then place the eight expedition tokens near “The Expedition” scenario sheet.

16. Relic cards (see “Omens of the Pharaoh”)

Shuffle the new Relic cards and place them near the other cards.

17. Dark Pharaoh Special Adventures/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Shuffle the four Dark Pharaoh Special Adventure cards together and place them near the Adventure decks.

Game Setup

To prepare a game of *Elder Sign*, carefully follow the steps below.

1. Prepare Clock and Entrance

Place the clock in the play area, setting the clock hand to “XII” (midnight). Then place the entrance sheet near the clock. Place the six green dice, the yellow die, and the red die near the entrance sheet. Place the white die and the black die near the entrance sheet as well. (see “*Unseen Forces*”)

1.1 Entrance Cards (see “Unseen Forces”)

These cards replace the entrance sheet from the base game and offer players new options and locations to visit.

1.2 Entrance Sheet/ Streets of Arkham game mode (see “Gates of Arkham”)

Replace the entrance sheet with the Streets of Arkham card.

1.3 Entrance Sheet/ Alaska Expedition game mode (see “Omens of Ice”)

Replace the entrance sheet with the “Expedition Camp” entrance card.

1.4 Entrance Sheet/ R'lyeh Rising game mode (see “Omens of the Deep”)

Replace the entrance sheet with “The Ultima Thule” entrance card. Place it with “The Ultima Thule” side face up.

1.5 Entrance Card/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Replace the entrance sheet with the entrance card from *Omens of the Pharaoh*. Place it with the “Cairo” side face up.

2. Choose Ancient One

Randomly choose one Ancient One card and place it face up near the clock. Alternatively, players may agree on which Ancient One they wish to challenge.

2.1 New Ancient One Cards/ Alaska Expedition game mode (see “Omens of Ice”)

Choose one of the three Ancient Ones found in *Omens of Ice* to challenge: Rhan-Tegoth, Rlim-Shaikorth, or Ithaqua.

2.2 New Ancient One Cards (see “Omens of the Pharaoh”)

Choose any Ancient One to challenge. It is recommended for your first Lightless Pyramid game that you play with one of the new Ancient Ones included in *Omens of the Pharaoh*.

3. Prepare Monster Cup

Place the monster markers in an opaque container from which players can randomly draw them, such as a bag or a cup.

If Nyarlathotep is the Ancient One, add the mask monster markers (the monster markers with a mask symbol on the back side) to the monster cup. Otherwise, return the mask monster markers to the game box and do not use them during the game.

4. Prepare Adventures

Shuffle the Adventure deck and deal six cards face up below the Ancient One card in two rows of three. Then shuffle the Other World deck. Place both decks facedown near the rows of face up adventures. If an Adventure card shows a locked die icon, place the appropriate die onto that card (see “Locked Dice”).

4.1 Prepare Adventures/ Streets of Arkham game mode (see “Gates of Arkham”)

Shuffle the Arkham Adventure deck under the table and deal three cards face up below the entrance sheet in a single row. Then deal three cards facedown below the face up cards so that you have two rows of three cards. If an Arkham Adventure card shows a locked die icon, place the appropriate die on that card. Finally, shuffle the Other World deck. Place both decks facedown near the rows of Arkham Adventures.

4.2 Prepare Adventures/ Alaska Expedition game mode (see “Omens of Ice”)

Set the Stage II deck aside and shuffle the Stage I deck under the table. Then deal three cards face up below the entrance card in a single row and three cards facedown below the face up cards so that you have two rows of three cards. Place the “Arrival” Special Adventure card face up below the bottom row of facedown cards.

Finally, shuffle the Other World deck and place it and the Stage I deck near the two rows of adventures. If an Adventure card shows a locked die icon, place the appropriate die on that card.

4.3 Prepare Adventures/ R'lyeh Rising game mode (see “Omens of the Deep”)

Set the Stage II deck aside and shuffle the Stage I deck under the table. Then deal three cards face up below the entrance card in a single row and three cards facedown below the face up cards so that you have two rows of three cards. Place the “Calling” Special Adventure card face up below the bottom row of facedown cards.

Finally, shuffle the Other World deck and place it and the Stage I deck near the two rows of adventures. If an Adventure card shows a locked die icon, place the appropriate die on that card.

4.4 Prepare Adventures/ Lightless Pyramid game mode (see “Omens of the Pharaoh”)

Set the Stage II deck aside and shuffle the Stage I deck under the table. Then deal three Stage I cards face up below the entrance card in a single row and three cards facedown below the face up cards so that you have two rows of three cards.

Finally, shuffle the Other World deck and place it and the Stage I deck near the two rows of adventures. If an Adventure card shows a locked die icon, place the appropriate die on that card.

5. Prepare Items and Spells

Gather the Common Item, Unique Item, Spell, and Ally cards into separate decks, shuffle them, and place them near the Adventure deck.

6. Prepare Tokens

Separate the Elder Sign, doom, sanity, clue, and stamina tokens into piles. Keep the piles within reach of all players.

7. Distribute Investigators

Each player randomly draws one Investigator card (alternatively, each player may choose his Investigator card, provided the players agree to this before the game). Next, each player takes his corresponding investigator marker, the number of stamina and sanity tokens shown on his Investigator card, and any item cards and clue tokens shown on his Investigator card under “Starting Items.” Then each player places his investigator marker on the entrance sheet.

8. Determine First Player

Determine the first player by shuffling the chosen investigator markers and randomly choosing one.

9. Resolve Initial Mythos Card

The first player shuffles the Mythos deck and places it near the Adventure deck. Then he draws one Mythos card, places it face up beside the Mythos deck, and resolves its immediate effect (see “Mythos Cards”). If a Mythos card shows a locked die icon, place the appropriate die on that card (see “Locked Dice”),

A Player's Turn

In *Elder Sign*, players take turns exploring the museum and resolving its adventures. The game starts with the first player and continues clockwise.

A player's turn consists of these three phases in this order:

1. Movement Phase: The player may move his investigator marker to an Adventure card, an Other World card, or the entrance sheet. The player may also choose to stay where he is.

2. Resolution Phase: If the player occupies an Adventure card or an Other World card, he attempts to resolve it by rolling dice to complete its tasks. If the player occupies the entrance sheet, he performs one of the actions listed on the sheet.

3. Clock Phase: The player advances the clock hand forward three hours. After advancing the clock, the player's turn is over and the next player begins his turn. The following sections describe each phase in detail.

Movement Phase

During this phase, the player moves his investigator by placing his investigator marker on the card he wishes to move to. A player can move to either any Adventure or Other World card currently face up in the play area or to the entrance sheet. Alternatively, the player can choose to stay where he is.

After the player moves his investigator marker (or intentionally stays where he currently is), his Movement phase ends and he proceeds to the Resolution phase.

Resolution Phase

During this phase, the player interacts with his current location: an Adventure card, an Other World card, or the entrance sheet. After the player resolves an adventure, discards his last die due to a failed roll, or performs an action at the entrance, his Resolution phase ends and he proceeds to the Clock phase.

Adventures and Other Worlds

To resolve an Adventure card or Other World card, the player must complete all of its tasks using the results of his die rolls. Resolving adventures is the primary means of earning Elder Signs, sealing away the Ancient One, and winning the game.

Task Order

The player may complete an adventure's tasks in any order he wishes, unless the card shows an order arrow to the left of its tasks. If this arrow is present, the player must complete the tasks in order from top to bottom.

Tasks

Each Adventure and Other World card features one or more horizontal rows of symbols. Each of these rows is a task that the player must complete to resolve the adventure.

Each symbol represents a requirement the player must satisfy in order to complete the task:

- A number of investigation die results equal to or greater than the number indicated on the symbol.
- A lore die result.
- A peril die result.
- A terror die result.
- A split die result. Either of the die results shown may meet this requirement.
- After all die result requirements for this task have been met, the player must advance the clock to complete the task (see "Clock Phase").
- After all die result requirements for this task have been met, the player loses sanity equal to the number indicated on the symbol to complete the task.

- After all die result requirements for this task have been met, the player loses stamina equal to the number indicated on the symbol to complete the task.
- **Cursed:** After all die result requirements for this task have been met, the player becomes cursed. (see “*Unseen Forces*”)
- **Doom:** After all die result requirements for this task have been met, the player adds one doom token to the doom track on the Ancient One card. (see “*Unseen Forces*”, “*Gates of Arkham*”)
- **Gate:** After all die result requirements for this task have been met, a gate opens, following the normal rules for opening gates. (see “*Gates of Arkham*”)

Note: If satisfying a task’s requirements would bring an investigator’s stamina or sanity to zero or lower, that player **cannot** attempt to complete the task.

Rolling the Dice

The player begins an adventure by rolling the dice in his dice pool. At the start of an adventure, the dice pool contains all six green dice (unless instructed otherwise by another effect; see “Locked Dice” and “Items”). After rolling the dice, the player compares his die results to the requirements of the adventure’s tasks.

Completing Tasks

If a player’s die results can satisfy a task’s requirements, the player may take those dice and assign them to the task to indicate its completion. Assigned dice are no longer part of the dice pool for the remainder of the Resolution phase.

If a task requires an investigator to lose sanity or stamina, or forces the player to advance the clock, he does so at this time.

A player can complete **only one task per roll**, even if his roll contains results that would complete more than one task.

If there are tasks still visible on the Adventure card, the player continues to roll his remaining dice to complete the tasks until he either fails the adventure (see “Failing Rolls”) or resolves the adventure (see “Resolving an Adventure”).

Failing Rolls

If the player is unable or unwilling to use his die results to satisfy any task’s requirements, the roll is considered a failed roll. He must discard one die of his choice from the dice pool and roll the remaining dice in another attempt to complete a task. Discarded dice are no longer part of the dice pool for the remainder of the Resolution phase.

If a failed roll forces the player to discard his last die, he fails the adventure and suffers its penalties (see “Rewards & Penalties”). After failing an adventure, the player returns all dice assigned to completed tasks to the dice pool.

Note: The player may choose to fail the adventure at any time.

Efficient Adventuring

Occasionally, a player might find that his dice results are able to complete a task, but doing so would cause him to use many dice and reduce his chances of completing the adventure’s other tasks. If he so chooses, the player may decide against completing a task by declaring the roll a failure. He discards one die and rolls the remaining dice in his dice pool in an effort to complete the tasks more efficiently.

Terror Effects

If the player fails to complete a task and at least one of the rolled dice shows a terror result, he resolves all terror effects on the Adventure card, as well as any terror effects on the current Mythos card (see “Mythos Cards”). Terror effects occur before discarding a die due to failing a roll.

Resolving an Adventure

When all tasks on the Adventure card are completed, the player has successfully resolved the adventure. He returns all investigator markers on that card to the entrance sheet. He also returns all assigned and discarded dice to the dice pool.

The player places the resolved Adventure card in his play area, draws the top card from the Adventure deck, and places it where the resolved Adventure card was. Then he collects the resolved adventure's rewards (see "Rewards & Penalties").

Rewards & Penalties

If the player successfully resolves an Adventure card, he receives the rewards shown in the lower-right area of the card.

If he fails an Adventure card, he suffers the penalties shown in the lower-left area of the card.

Common Item: For each of these icons, draw one card from the Common Item deck.

Unique Item: For each of these icons, draw one card from the Unique Item deck.

Spell: For each of these icons, draw one card from the Spell deck.

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

Ally: For each of these icons, draw one card from the Ally deck.

Elder Sign: For each of these icons, place one Elder Sign token near the Ancient One card. If the total number of Elder Sign tokens near the card is equal to or greater than the Ancient One's Elder Sign limit (see "Ancient One Card Anatomy"), the investigators win the game.

Gate: For each of these icons, draw the top card from the Other World deck and place it face up below the six Adventure cards (see "Other World Cards"). If playing the "Streets of Arkham" game mode, open a gate (instead of adding an Other World card).

Sanity: For each of these icons, lose one sanity.

Stamina: For each of these icons, lose one stamina.

Monster: For each of these icons, a monster appears (see "Monsters").

Doom: For each of these icons, add one doom token to the Ancient One's doom track (see "The Doom Track").

Blessed: Become blessed (see "Blessed") (see "Unseen Forces").

Cursed: Become cursed (see "Cursed") (see "Unseen Forces").

Reprieve: Remove one doom token from the Ancient One's doom track (see "Unseen Forces", "Gates of Arkham", "Omens of Ice", "Omens of the Deep")

Clock: Advance the clock once (see "Unseen Forces", "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Skill: Draw 1 card from the Skill deck. (see "Gates of Arkham")

Healing: Any one investigator regains 1 stamina. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Respite: Any one investigator regains 1 sanity. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Expeditions: Do not advance the Clock during the Clock phase this turn. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Remove Monster: Return 1 monster on an Adventure to the monster cup. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Lost Common Item: Discard 1 Common item. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Lost Unique Item: Discard 1 Unique item. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Lost Spell: Discard 1 Spell. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Lost Ally: Discard 1 Ally. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Lost Elder Sign: Remove 1 Elder Sign from the Ancient One card. If there are no Elder Signs on the Ancient One card, add 1 doom token to the doom track instead. (see "Gates of Arkham", "Omens of Ice", "Omens of the Deep", "Omens of the Pharaoh")

Storm: Add 3 storm markers to adventures. (see "Omens of Ice")

Gain Skill: Draw 1 Skill. (see "Omens of the Deep")

Lost Skill: Discard 1 Skill. (see "Omens of Ice", "Omens of the Deep")

Supply: Gain 1 Supply. (see "Omens of Ice")

Lost Supply: Lose 1 Supply. If you cannot, lose 1 stamina instead. (see "Omens of Ice")

Gain Amulet: Draw and reveal a broken amulet token and place it near the scenario card. (see "Omens of the Deep")

Lost Amulet: Return a broken amulet token to the broken amulet token pile. (see "Omens of the Deep")

Advance Omen: Move the omen token one space to the right on the Dark Waters track. (see "Omens of the Deep")

Retreat Omen: Move the omen token one space to the left on the Dark Waters track. (see "Omens of the Deep")

Gain Relic: Draw 1 card from the relic deck. (see "Omens of the Pharaoh")

Lost Relic: Discard 1 relic. (see "Omens of the Pharaoh")

Gain Expedition Token: Take 1 expedition token from the pile and place it on an empty space of the scenario sheet. (see “*Omens of the Pharaoh*”)

Lost Expedition Token: Choose and discard 1 expedition token from the scenario sheet. If there are no expedition tokens on the scenario sheet, add 1 doom token to the doom track. (see “*Omens of the Pharaoh*”)

After the player collects his reward or suffers his penalty, he proceeds to the Clock phase (see “Clock Phase”).

Split Rewards and Penalties (see “Gates of Arkham”, “Omens of Ice”, “Omens of the Deep”, “Omens of the Pharaoh”)

Some rewards and penalties are divided into two groups by a diagonal line. When receiving rewards or suffering penalties that are split, an investigator must choose which group of rewards or penalties to receive or suffer.

An investigator cannot choose to suffer a penalty that he cannot fulfill. For example, an investigator cannot choose a penalty that causes him to lose a common item if he has zero common items.

Some split rewards and penalties include a blessing or a curse, which were introduced in the *Unseen Forces* expansion, or skills, which were introduced in *Gates of Arkham* and *Omens of the Deep* expansions. If not playing with those expansions, investigators **must** choose the reward or penalty which does not include a blessing, curse, or skill, respectively.

The Entrance Sheet

If the player occupies the entrance sheet, he chooses one of the actions listed on the entrance sheet and resolves it.

• **Receive First Aid:** The player chooses one of the following:

- Regain either one of his stamina OR one of his sanity for free.
- Spend two trophies to regain either all of his stamina or all of his sanity.
- Spend four trophies to regain all of his stamina and all of his sanity.

• **Search the Lost & Found:** The player rolls one green die and consults the chart on the entrance sheet. Players cannot use items or investigator abilities to affect this roll.

• **Buy a Souvenir:** The player spends some of his trophies to buy one of the listed objects (see “Trophies”). The player can buy only one souvenir per turn, even if he has enough trophies to afford multiple souvenirs.

Each time a player visits the “Buy a Souvenir” location on the Entrance Sheet, he may only make one, and only one, purchase.

Spent monster markers are returned to the monster cup, and spent Adventure cards are placed on the bottom of its appropriate deck, when spent a trophies at museum entrance.

Items or other abilities cannot modify the die roll at the lost and found. The die roll at the lost and found cannot be modified by any game effect.

Trophies

Trophies are the currency in *Elder Sign*. The player can spend trophies to buy goods or services at the entrance, and some game effects cause players to lose trophies they have earned.

Each Adventure card, Other World card, and monster marker has a trophy value. When a player successfully resolves a card or monster marker, he places it in his play area and adds its trophy value to his available trophies. During future turns he may then spend these trophies while on the entrance sheet, or, occasionally, lose them as a result of failing an adventure.

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

A player may be forced to spend a card worth two or more trophies on an effect that costs only one trophy. When spending or losing trophies, players do not receive change and lose any trophy value in excess of the requirement.

Clock Phase

The player advances the clock's hand clockwise by three hours. Because the clock begins at midnight and is only advanced in three-hour increments, the clock hand can only point to "XII," "III," "VI," or "IX."

When the clock hand moves to "XII," midnight strikes after the current player's Clock phase ends. A player draws one new Mythos card and resolves several game effects (see "Midnight").

After the player advances the clock, his turn ends. Then the next player begins his turn.

Only So Many Hours in a Day...

Each time the clock reaches "XII," midnight strikes. There is no "noon" in Elder Sign, as the investigators have to sleep sometime and leave the museum during its business hours.

Midnight

After a player's turn ends and the clock has advanced to or past "XII," midnight strikes and the players resolve the following steps in this order:

1. Resolve "At Midnight" effects on all cards currently in play, including Adventure cards and Other World cards. Also, resolve all "The next time the clock strikes midnight..." effects on Mythos cards.
2. Draw one new Mythos card and resolve its immediate effect (see "Mythos Cards"). Return the previous Mythos card facedown to the bottom of its deck.
3. Replenish "once per day" investigator abilities.

Note: "At Midnight" effects do not occur during the first turn of the game. Although a Mythos card is drawn to start the game, "At Midnight" effects do not trigger at the start of the game.

Midnight no longer occurs during a player's turn. Instead, it occurs immediately after any player's turn in which the clock hand moved to or past "XII." Because midnight is not part of a player's turn, Kate Winthrop's Science! ability does not affect the appearance of monsters at midnight.

If a monster or effect moves the clock to midnight or past midnight during a player's turn, midnight does not happen immediately. Do not resolve midnight until after a player's turn is over.

"At Midnight" effects do occur if no investigator is present on the Adventure card. All "At Midnight" effects in play trigger at midnight, regardless of where the investigators are located at the time.

"At Midnight" effects do not continue when battling the Ancient One.

If an investigator completes an adventure and an "At Midnight" effect enters play just as the clock advances to midnight, the new "At Midnight" effect occurs right away.

Midnight Falls/ Streets of Arkham game mode (see "Gates of Arkham")

When playing the Streets of Arkham game mode, it is possible for the clock to advance past Midnight multiple times in one turn. Each time the clock strikes Midnight beyond the first time in the same turn, add one doom token to the doom track. Do not draw an additional Mythos card and do not resolve "At Midnight" effects again.

Midnight Effect Timing (see "Omens of Ice")

When resolving multiple effects that occur at midnight, use the following order (also found on the included reference card):

1. Advance the day token one day along the Day track. Add a number of storm markers to adventures as indicated by the space the day token moved into.
2. For each adventure with 4 storm makers on it, add 1 doom token to the doom track.
3. Resolve all "At Midnight" effect on cards currently in play in the following order.
 - a. "At Midnight" effects on the Ancient One

- b. “At Midnight” effects on monsters, in order of the investigators’ choosing
 - c. “At Midnight” effects on Adventure and Other World cards, in order of the investigators’ choosing
 - d. “At Midnight” effects on other cards, in order of the investigators’ choosing
4. Resolve any “The next time the clock strikes midnight...” effects on the current Mythos card.
 5. Draw and resolve a new Mythos card.
 6. Refresh any “Once per day” abilities.

Midnight Effect Timing (see “Omens of the Deep”)

When resolving multiple effects that occur at midnight, use the following order:

1. Resolve all “At Midnight” effects on cards currently in play, in the following order:
 - a. “At Midnight” effects on the Ancient One
 - b. “At Midnight” effects on monsters, in order of the investigators’ choosing
 - c. “At Midnight” effects on Adventure and Other World cards, in order of the investigators’ choosing
 - d. “At Midnight” effects on other cards, in order of the investigators’ choosing
2. Draw and resolve a new Mythos card.
3. Refresh any “Once per day” abilities.

Midnight Effect Timing (see “Omens of the Pharaoh”)

When resolving multiple effects that occur at midnight, use the following order:

1. Resolve all “At Midnight” effects on cards currently in play, in the following order:
 - a. “At Midnight” effects on the Ancient One
 - b. “At Midnight” effects on monsters, in order of the investigators’ choosing
 - c. “At Midnight” effects on Adventure and Other World cards, in order of the investigators’ choosing Note: Do not resolve the “At Midnight” effect on a Dark Pharaoh special adventure if it came into play during step a.
 - d. “At Midnight” effects on all other cards, in order of the investigators’ choosing
2. Draw and resolve a new Mythos card
3. Refresh any “Once per day” abilities

Securing Dice

While attempting to resolve an adventure, there are a few ways that a player may secure dice, such as *focusing*, *requesting assistance*, and casting spells. Players save secured dice results for later use. The following sections describe these actions in detail.

A player may only focus or assist when failing to complete a task. You cannot both focus and be assisted on the same roll, only one or the other.

Focusing

After a failed roll, the player may focus one die. To focus a die, the player first discards one die due to the failed roll. Then, he selects one die from the remaining dice in the dice pool. **Without changing its result**, he places that die on his own investigator marker.

A focused die is not part of the dice pool, but the player may use its result to satisfy a task requirement on a later roll this turn. To use a focused die to complete a task, he removes it from his investigator marker and assigns it to the task he wishes to satisfy, along with any other rolled dice he must assign to the task in order to complete it.

At the end of the Resolution phase, the player returns any unused focused dice to the dice pool.

Note: A player can focus a die only after a failed roll, and he can focus only once during each of his turns.

A player cannot use a focused die to complete a second task in one roll. Investigators may only complete one task per roll (with the exception of Amanda Sharpe).

Requesting Assistance

After a failed roll, the player may request assistance from another player whose investigator marker is on the same card.

To receive assistance, the player first discards one die due to the failed roll. Then, he requests assistance from one player of an investigator currently on the same card. If that player agrees to assist, the active player selects one die from the remaining dice in the dice pool. Without changing its result, he places it on the investigator marker belonging to the player providing assistance.

This die now functions as a focused die and the player may assign it to the task he wishes to satisfy, along with any other rolled dice he must assign to the task in order to complete it. However, if the player fails an adventure while another player is assisting him, the assisting player must choose to lose either one sanity or one stamina.

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

Each investigator can provide assistance only once per turn.

At the end of the Resolution phase, the player returns any unused dice secured by assistance to the dice pool.

Note: After each failed roll, a player may either focus or request assistance; he cannot do both. However, if a player has already focused a die, he may request assistance on subsequent rolls and vice versa.

Locked Dice

Some Adventure cards, Mythos cards, and monster markers feature a locked die icon. When a card or a marker with a locked die icon comes into play, the players must immediately place one die of the corresponding color on that icon, even if the die is currently on a spell card or investigator marker.

Locked dice cannot be in the dice pool until freed from their locks.

If a die becomes locked while being held on a spell, the die is removed from the spell and locked. If the spell has no dice left on it, the spell is discarded.

Freeing Locked Dice

To free a locked die, the card or effect locking it must be resolved. For example, if a die is locked by a task on an Adventure or Other World card, a player must resolve that card to free it. If a die is locked by a Mythos card, the die is locked until a new Mythos card is drawn at midnight (see “Midnight”). If a die is locked by a monster marker, a player must defeat the monster to free it (see “Monsters”).

Resolving Multiple Locks

It is possible for a die to be locked by more than one effect.

If a die is locked by more than one monster, adventure, or game effect, as soon as it is freed from one lock, it becomes locked by one of the remaining locks. Thus, it's possible to have a die doubly or triply locked, in which case the investigators need to remove all of the locks in order to free the die.

For example, if there are two effects in play that lock the yellow die, the locks are addressed in the order in which they came into play: after the yellow die is freed from the first lock, it is placed on the second lock. After the die is freed from the second lock, the players may add it to their dice pool after using a common item that adds the yellow die to the pool.

Character Abilities and Locked Dice

Several characters, such as Gloria Goldberg and Jenny Barnes, have abilities that allow them to use additional dice during adventures. Though powerful, these abilities do not allow them to roll locked dice and do not free dice from their locks. Only Sister Mary's ability allows her to free locked dice.

Character abilities that grant the use of dice (such as Gloria Goldberg's Psychic Sensitivity or Jenny Barnes' Trust Fund) do not free locked dice. Only Sister Mary's Guardian Angel ability allows her to access locked dice.

Clues, Items, Spells, and Allies

During the game, the players may acquire items, clues, and allies that can assist them. This section describes these aids in detail.

Using Items, Clues, Spells, and Allies

A player may use only **his** items, clues, spells, and allies during his own turn; he cannot use them during another player's turn. Any player may use a die secured with a spell during any player's turn.

A player cannot use items, spells, clues, and/or allies during another player's turn. Players cannot use clue tokens during another player's turn. Likewise, Item, Spell, and Ally cards cannot be used during another player's turn unless the card specifically says otherwise.

When a player uses an item or a spell that “defeats” a monster, that player chooses any monster in play and turns that monster facedown. It need not be a monster on the adventure the investigator is currently attempting. None of the monster's costs must be paid and all of that monster's tasks are considered completed. The monster is collected as a trophy after the player's turn ends, whether the investigator resolves the adventure or not. Note that if a monster is only partially covering a task, any uncovered parts of the task are still uncompleted for purposes of resolving the adventure.

Clues

While attempting to resolve an adventure during his turn, a player may spend clue tokens to reroll some of his dice in an attempt to complete tasks more effectively.

After a roll, if the player is unhappy with the results of the roll, he may spend one of his clue tokens to reroll one, some, or all of his dice. He may do this as many times as he has available clue tokens. The player returns spent clue tokens to the supply.

After a player has rolled his dice pool, but before he completes any tasks, he may spend a clue token to reroll one, some, or all of his dice. Afterward, he may spend another clue token if he still isn't happy with the rerolled result (again rerolling one, some, or all of his dice), and so on, until he's out of clue tokens.

Items

Common and unique items offer the player numerous advantages during an adventure, such as causing the investigator to regain stamina or sanity or adding dice to the dice pool. This information is found on the item card's face. After using an item, the player returns it facedown to the bottom of its deck.

A player can use “Whiskey” or “Food” Common Item cards to pay the sanity or stamina cost of a task.

Regaining Sanity and Stamina

Some cards cause an investigator to regain sanity or stamina. The player may use such a card during his turn when the card states. To do so, he takes the indicated number of sanity or stamina tokens from the supply, places them on his Investigator card, and returns the used card facedown to the bottom of its deck.

Note: An investigator cannot regain more stamina or sanity than the maximum amount shown on its card.

Adding Dice to the Dice Pool

Common Item cards often show a yellow die icon. During his turn, a player may discard one of these items to add the yellow die to his dice pool. The yellow die is identical to a green die except that it has a four investigation side instead of a terror side.

Unique Item cards often show a red die icon. During his turn, a player may discard one of these items to add the red die to his dice pool. The red die is identical to the yellow die except that it has a wildcard side instead of a one investigation side. A wildcard result can be used as a four investigation, a lore, a peril, or a terror result.

A die that is added to the dice pool stays in the pool until the player either uses it to complete a task or discards it after a failed roll. Unless dice are locked or secured by a spell, the player returns any dice granted by common or unique items to the supply at the end of the Resolution phase.

Note: If a player discards a yellow or red die, he cannot add it to his dice pool again during that same turn.

A player cannot add the red or yellow die to his dice pool more than once per adventure. There's only one red die and one yellow die. After a player uses an item to get the yellow die (for instance), he rolls the yellow die with his die pool for the rest of the adventure until it is either used to complete a task or is discarded after failing to complete a task.

A player cannot discard the red or yellow die after failing a task and then use an item to get the die back. When a die is discarded after failing to complete a task, it is gone for the rest of that player's turn and cannot be reacquired with another item or ability until the next turn.

Spells

Similar to items, spells offer several advantages during an adventure, such as securing dice for later use or causing an investigator to regain sanity or stamina (see "Regaining Sanity and Stamina").

Securing Dice with Spells

Many spells allow a player to secure a die result for later use. These are signified by the securing icon.

To cast such a spell, the player places the card face up in front of him after rolling dice during his turn. Then he chooses one die from that roll. **Without changing its result**, he places the die on the Spell card's securing icon.

When a die is secured on a Spell card, it remains there until any player chooses to use it to complete a task, removes it from the spell to roll it (see "Removing Secured Dice"), or until another effect locks that die (see "Locked Dice"). For spells that secure multiple dice, the player may remove dice from it one at a time or all at once.

After all dice on a Spell card are removed, the player returns the card facedown to the bottom of its deck.

Note: New dice cannot be added to a spell to replace those that were removed from it.

Spells, that secure dice, are cast after a player's roll, not before. The player looks at the roll results. Then, if he wishes to secure a particular die, casts the spell and places the die on the spell. The secured die remains on the spell card until a player uses it to complete a task or until it is otherwise removed (as described below).

- Dice may have their results modified by items/abilities before being placed on a spell, but not afterwards.
- Before any roll, a player may remove some or all of the dice held on spells in order to roll them.
- Any spell that has no dice remaining on it is discarded.
- New dice cannot be added to a spell to replace those that were removed from it.
- If a die becomes locked while it is on a spell, the die is removed from the spell and locked. If the spell has no dice remaining on it, the spell is discarded.

Removing Secured Dice

Dice secured by focusing or assisting can only be removed by the player who secured them, and they return to the dice pool at the end of his Resolution phase. Dice secured by a spell can be removed from the spell by any player during his turn for use in a roll.

Allies

Some rewards allow the player to draw an Ally card. When the player draws an Ally card, he immediately places it face up in his play area. Allies remain in play until their effects expire, as indicated by the text on the individual card.

Only the player who drew the ally may use its ability.

Being Devoured

If at any time an investigator loses sanity or stamina that causes him to drop to zero or less, he is devoured.

When an investigator is **devoured**, that player adds one doom token to the doom track and returns his investigator card and marker to the game box. He returns all of his Item, Ally, and Adventure cards facedown to the bottom of their corresponding decks, returns his monster markers to the monster cup, and returns his clue tokens to the supply.

Then, he selects a new investigator and takes its corresponding starting items. The new investigator starts at his or her full sanity and stamina, and the player continues playing with his new investigator during his next turn.

If there are no more investigators to choose from, the player is eliminated from the game.

If a player's investigator is **devoured** during **his own turn**, he proceeds immediately to the Clock phase of his turn and then chooses his new investigator.

If the Ancient One awakens as a result of an investigator being **devoured**, that player is eliminated from the game. The clock still advances during battle with the Ancient One as though that player's turn had occurred.

Monsters

When a game effect states that "a monster appears," the player randomly draws one monster marker from the monster cup and places the marker on a monster task.

Monsters added to the bottom of Adventure cards are considered the last task on the card. If an Adventure card has an arrow and a monster marker is added to the bottom of the card, the monster task must be completed last (barring the use of an item that defeats the monster or an effect that allows the player to ignore the arrow).

Monsters that are part of a 'reward' can be placed on the new adventure entering play. When placing monsters, replace any missing Adventure cards first, and then place the monster markers.

Monster Tasks

A monster task is a task on an Adventure or Other World card surrounded completely or in part by a white border. When placed on a monster task, a monster marker functions as a task that the players must complete in order to resolve the adventure.

There are three kinds of monster tasks: empty, total, and partial.

- An empty monster task has no requirements within the white border. A monster marker covering an empty monster task adds one additional task that the players must complete in order to resolve that adventure.
- A total monster task has all of its requirements surrounded by the white border. A monster marker covering a total monster task completely replaces the previous task.
- A partial monster task has some requirements that are surrounded by the white border and some that are not. A monster marker covering a partial Monster task replaces only the task requirements that are within the white border.

If a monster appears and there are multiple available monster tasks in the play area, the player chooses one available monster task and places the monster marker on it.

If there are no monster tasks available, the player chooses any Adventure or Other World card and places the monster marker below the bottom task of the card.

Note: Players must distribute monster markers as evenly as possible. That is, no Adventure or Other World card can have a second monster placed below it until all Adventure or Other World cards have at least one monster placed below them.

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

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

When placing a monster marker under the bottom task of an Adventure card, if there are no available monster tasks in play, players must distribute monsters as evenly as possible. That is, no Adventure card may have a second monster placed below it until all Adventure cards have at least one monster placed below them (and no Adventure card can get a third monster until all cards have at least two, etc.).

Completing Monster Tasks

A player completes a monster task by satisfying its requirements with rolled die results, just like any other adventure task.

If a player completes a monster task, he collects the monster marker at the end of his Resolution phase, returns any dice locked by the monster marker to next to the entrance sheet (unless there are multiple locks that apply to it), and follows any instructions on the reverse side of the marker.

If a player completes a monster task, but fails the Adventure or Other World card it is on, he gains the monster marker at the end of his Resolution phase before suffering the penalties for failing to resolve the Adventure or Other World card.

Completing a Partial Monster Task

A player completes a partial monster task by satisfying the monster marker requirements and uncovered task requirements in the same row.

If a player rolls and obtains results that would satisfy only the requirements on the monster marker without completing the entire task, he did not defeat the monster. The monster marker remains there until a player manages to satisfy the entire row of task requirements.

Defeating Monsters with Items and Spells

Some items or spells instruct the player to defeat a monster. When using such an item or casting such a spell, the player chooses any monster in play and flips its marker facedown, ignoring all of its tasks.

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

After either resolving or failing the adventure, the player collects the defeated monster marker at the end of his Resolution phase.

Monster Order Arrow (see “Unseen Forces”)

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

This arrow functions the same as task order arrows described in the “Task Order” chapter. If a card or ability refers to task order arrows, it also affects monster order arrows. For example, Mark Harrigan's investigator ability applies to both task order arrows and monster order arrows.

Midnight Icon on Monsters (see “Omens of Ice”, “Omens of the Pharaoh”)

Some monster markers have a midnight icon in their task list. This icon indicates that the monster has a midnight effect printed on the back of the marker. At midnight, resolve all “Midnight effects” printed on the back of monsters with this icon.

Blessed and Cursed (see “Unseen Forces”)

During the game, investigators can become *blessed* or *cursed* by certain game effects such as rewards and penalties, “The Chapel” Entrance card, or as a task requirement. This section describes these conditions in detail.

Blessed

When an investigator becomes blessed, he receives a Blessed card. While an investigator is blessed, he adds the white die to his dice pool at the start of each adventure he attempts (including Other World adventures).

The white die has the same faces as a green die and functions like any other die used during an adventure. For example, it may be assigned to tasks, rerolled, focused, discarded, or targeted by card effects (such as spells).

Once added to the dice pool, the white die stays in the pool until the investigator either uses it to complete a task, discards it after a failed roll, or ends his turn.

Each investigator can have only one Blessed card at a time. If a blessed investigator becomes blessed again, he chooses one of the following effects instead of receiving another Blessed card: • Gain one clue token. • Draw one card from the Common Item deck. • Draw one card from the Unique Item deck. • Draw one card from the Spell deck.

Discarding a Blessed Card

A blessed investigator discards his Blessed card when he fails an adventure (including an Other World adventure), or when the Ancient One awakens. When a blessed investigator becomes cursed, he discards his Blessed card but does not receive a Cursed card (see “Cursed”).

Cursed

When an investigator becomes cursed, he receives a Cursed card. While an investigator is cursed, he must add the black die to his dice pool at the start of each adventure he attempts (including Other World adventures).

The black die has the same faces as a green die. However, this die **does not** function like any other die used during an adventure. The black die **cannot be assigned to tasks** or discarded normally.

After each roll (and after all rerolls, abilities, or terror effects have been resolved), if the investigator’s black die result matches the result of any other die in his dice pool, he discards the black die **and** the matching die from his dice pool. If more than one die matches the black die result, the investigator chooses one matching die to discard with the black die.

The black die stays in the investigator’s dice pool until it matches the result of another die and is discarded, or the investigator ends his turn. The black die **cannot** be discarded as the result of a failed roll, does not trigger terror effects, and cannot be affected by item and spell cards, investigator abilities, or clue tokens. For example, it cannot be secured by a Spell card, and its result cannot be changed by Marie Lambeau’s ability.

Each investigator can have only one Cursed card at a time. If a cursed investigator becomes cursed again, he is **devoured** instead of receiving another Cursed card.

Discarding a Cursed Card

A cursed investigator discards his Cursed card when he **successfully resolves** an adventure (including an Other World adventure), or when the Ancient One awakens. When a cursed investigator becomes blessed, he discards his Cursed card but **does not** receive a Blessed card.

Cursed and Blessed Mid-Turn

If an investigator becomes cursed or blessed in the middle of resolving an adventure, he must add the appropriate die to his dice pool the next time he rolls his dice pool.

If an investigator becomes cursed in the middle of resolving an adventure, he **does not** discard his Cursed card after successfully resolving that adventure. He must successfully resolve another adventure in order to discard the Cursed card.

If a player loses his Blessed or Cursed card in the middle of resolving an adventure, he does not remove the appropriate die from his pool until he rolls his dice pool again.

While the white die is assigned to a task, it is no longer a part of a player's dice pool. If a player loses his Blessed card while the white die is assigned to a task, he discards his Blessed card, but the white die is not removed from the task and still counts toward completing that task.

If the white die is secured on a Spell and the player who secured the white die loses his Blessed card, he must remove the white die and discard that Spell card.