

# ELDRITCH HORROR RULES SUMMARY AND REFERENCE CARDS (VERSION 1.1)

CREATED BY NERSI

The following pages contain a single two-sided rules summary sheet and two double-sided turn and combat reference cards. The summary sheet is meant to organize and clarify the rules for *Eldritch Horror* and provide a quick source of reference that may be used during the game. It also includes clarification of the more commonly used terms in the game.

The turn and combat reference cards include the important rules to serve as a very quick reference for players during the game.

v1.1: Minor rules clarifications.

## PRINTING INSTRUCTIONS:

Pages 2 and 3 should be printed back-to-back and trimmed down to the edges to create a single two-sided reference card.

Page 4 should have the cards on the left and right placed back-to-back. This may be done in one of two ways:

1. Print page 4 twice on both sides of a sheet. Then cut out the individual halves to form two two-sided reference cards.
2. Print page 4 and cut around the edges, folding in the middle and gluing the two halves together to form a single two-sided reference card.

Enjoy!

*Eldritch Horror*, the game, and the artwork therein are retained by Fantasy Flight Games. These cards may only be used for personal purposes and may not be used for any commercial purpose.

# ELDRITCH HORROR

## RULES SUMMARY

### SETUP

- 1. Organize Tokens:** Randomize and place face down the Gate and Clue tokens.
- 2. Choose Investigators:** Pick a **Lead Investigator** and give that player the Lead Investigator token. Proceeding clockwise, each player takes an Investigator sheet and marker. Place the Investigators on their listed starting spaces. Give each player the Health and Sanity tokens and Starting Items on the Investigator sheet.
- 3. Choose an Ancient One:** Take its sheet and corresponding **Mystery**, **Research Encounter**, and **Special Encounter** decks. Place the **Doom** token on the number of the Doom track listed.
- 4. Build the Mythos Deck:** Separate the Mythos cards by color and shuffle separately, facedown. Build each Stage deck with the numbers of each color card listed on the Ancient One sheet. Place the Stage I deck on top, Stage II underneath it, Stage III on bottom.
- 5. Create Other Decks:** Combine all **Expedition** cards into a single shuffled deck. Shuffle **Spells** and **Conditions** into separate decks, face up. Shuffle each remaining card type into its own separate, facedown deck.
- 6. Create a Monster Cup:** Put all non-epic **Monster** tokens in a container. Set aside Epic Monsters.
- 7. Reference Setup:** Take out the **Reference** card corresponding to the number of players. Spawn Gates and Clues as shown. Put one random Monster on each Gate.
- 8. Place Tokens:** Place the **Active Expedition** token on the location of the back of the top Expedition Encounter card. Place the **Omen** Token on the green space.
- 9. Draw and resolve the top Mystery card.**

### TURN SUMMARY

Each round consists of three phases:

- 1. Action Phase:** Each Investigator may take two Actions.
- 2. Encounter Phase:** Each Investigator fights Monsters or resolves Encounters.
- 3. Mythos Phase:** The Lead Investigator resolves the top Mythos card.

The Lead Investigator may then pass the Lead Investigator token to another player.

### I. ACTION PHASE

Each Investigator may perform up to two *different* actions in any order:

#### TRAVEL

The Investigator moves to an adjacent space. You may spend tickets to move one additional space per ticket along that ticket's type of path (Ship or Train).

#### REST

Heal 1 Health and 1 Sanity. Cannot be done on a space with Monsters.

#### TRADE

Trade possessions (Assets, Artifacts, Spells, Clues, Tickets) with another Investigator in the same space.

#### PREPARE FOR TRAVEL (CITY ONLY)

Gain one ticket of either Ship or Train type only if the location is connect by a track of that type. May only be performed in a City. Limit of **two** tickets total per Investigator.

#### ACQUIRE ASSETS (CITY ONLY)

Test **Influence**. May gain card(s) from the Reserve with the sum of their values up to the number of successes rolled.

If no cards chosen, the Investigator may instead discard one card from the Reserve.

Then, replace the cards removed (bought, discarded) from the Reserve.

Cannot be done on a space with Monsters.

#### COMPONENT ACTION

Perform an action on your card or Investigator sheet (preceded by "Action:")

or on another Investigator's (preceded by "**Local Action:**") if on the same space. Each action from a different source counts as a different action.

### 2. ENCOUNTER PHASE

Proceed from the Lead Investigator clockwise, Investigator must resolve *one* encounter:

#### COMBAT ENCOUNTER

This is required if the Investigator shares a space with a Monster. If there are no Monsters left after combat, the Investigator may then resolve one other Encounter.

#### LOCATION ENCOUNTER

The player draws a card from the Investigator's location (America, Europe, Asia/Australia, or General), resolves the effect, and discards the card. The player may choose the type if multiple are possible.

The text below a location suggests the most common encounter type for that space.

#### TOKEN ENCOUNTER

The player may choose to resolve an encounter for a token on the space instead. Depending on the token, resolve based on the following card type:

TOKEN TYPE	CARD
Clue	Research
Gate	Other World
Active Expedition	Expedition
Rumor	Rumor Mythos
Defeated Investigator	Back of Defeated Investigator Card


### 3. MYTHOS PHASE

The Lead Investigator draws a Mythos card and resolves the icons and effects in order (left to right, top to bottom).

#### ADVANCE OMEN

Move the Omen token clockwise one space. Advance the Doom track for each gate that matches the new Omen space.

#### RECKONING

Resolve effects with the **Reckoning** () icon

in the following order: Monsters, Ancient One, Mythos (“Ongoing”), Investigator Possessions and Conditions.

## SPAWN GATES

Spawn the number of gates listed on the Reference card (take a Gate token and place in the space indicated on it). Spawn one monster on each new Gate.


## MONSTER SURGE

Spawn the number of monsters listed on the Reference card on each Gate that *matches the current Omen*. If there are no matching Gates, spawn a Gate instead.

## SPAWN CLUES

Spawn the number of Clues listed on the Reference card.

## PLACE RUMOR

Place a Rumor token () on the space specified. Follow the card’s instructions.

## PLACE ELDRITCH TOKENS

Place the listed number of Eldritch tokens on the Mythos card.

## RESOLVE EVENT/ONGOING

Resolve any “**Event**” traits on the card. If the trait is “**Ongoing**,” its effects remain in play.

## WINNING OR LOSING

Players **win** if they solve 3 Mysteries.

Players **lose** if:

- A card effects causes players to lose.
- The Mythos deck runs out.

If the Doom track reaches 0, the Ancient One Awakens. The Ancient One sheet explains a Final Mystery’s winning conditions. Defeated Investigators are then eliminated (do not draw a new one). Players lose if all Investigators are eliminated.

## RESOLVING TESTS

Tests are resolved with one of five skills:



Lore   Influence   Observation   Strength   Will

When resolving a test, roll the number of dice below the indicated skill. Modifiers (e.g., “-1”) affect the number of dice rolled.


Only one card that provides a bonus to the skill may be used for that test. A player may use a **Clue** token to reroll dice (one die per Clue token discarded).


Then resolve the success or failure based on the card describing the test. A **Success** is if a 5 or 6 is rolled on any die (**Blessings** and **Curses** affect this). The **Test Result** is the total number of successes (5s and 6s) rolled.

For **Expedition**, **Other World**, and **Special Encounters**, the card has three effects: the top (white) is the initial effect, the middle (yellow) if the player succeeded at the initial effect, and the lower (red) if the player failed at the initial effect.

## COMBAT

When encountering a Monster, flip to the token over and resolve the following:

**Will Test:** Test Will. If the Test Result has fewer successes than the number next to the **Horror** () , the Investigator loses **Sanity** equal to the difference.

**Strength Test:** Test Strength. If the Test Result has fewer successes than the number next to the **Damage** () , the Investigator loses **Health** equal to the difference.

Regardless, the Monster loses Health equal to the number of Strength successes rolled. If this equals or exceeds its Toughness (green number on the right), it is defeated and discarded to the Monster Cup. Otherwise, it stays on the board with Health tokens on it to indicate how much damage it has taken.

## DEFEATED INVESTIGATORS

An Investigator who loses all Health or Sanity becomes defeated.

Advance the **Doom** track by 1.

Move the Investigator to the nearest City space and place the marker sideways with a Health token (if all Health lost) or a Sanity token (if all Sanity lost) next to it. Discard any Conditions; lay all Possessions (Assets, Artifacts, Spells, Clues, Tickets) to the side.

Pass the Lead Investigator token if that player had it. Choose a new Investigator.

Any Investigator may go to that City and encounter the Defeated Investigator during the Encounter Phase. Resolve the “Crippled” (red) Encounter if the Defeated Investigator has a Health token on it, “Insane” (blue) Encounter if a Sanity token.


**Devoured:** If an Investigator is **devoured**, the Investigator and all possessions are discarded. Advance the Doom track, pass the Lead Investigator token (if applicable), and choose a new Investigator.

## OTHER RULES

### SPELLS/CONDITIONS

When gaining a Spell or Condition card, only look at the front of the card until the card instructs you to flip it over.

### SPAWNING MONSTERS

Draw a random Monster from the Monster Cup. If it shows a Spawn icon () , resolve the spawning effect immediately.

### SPAWNING CLUES

Anytime you spawn a Clue, take a random facedown Clue token and place it in the space shown on its other side.

### DELAYED INVESTIGATOR

When delayed, place the Investigator’s token sideways. The Investigator gets no actions on the next turn but instead stands up and is no longer delayed.

### IMPROVING SKILLS

When an effect improves an Investigator’s skill, take the matching Skill Improvement token. A skill may improve up to +2.

### RESOLVING MYSTERIES

When the conditions of solving a Mystery card are met, immediately place a new Mystery card face up on top as the new one.

### RANDOM SPACE

To determine a random space for an effect, draw a Clue token and use that space.

### AMBUSH

If an effect lists an “Ambush,” draw and encounter a random monster, returning it regardless of outcome).

# ELDRITCH HORROR

## TURN SUMMARY REFERENCE SHEET

### 1. ACTION PHASE

Perform up to two different actions:

#### TRAVEL

Move to an adjacent space. Discard Tickets to move one additional space per corresponding ticket type.

#### REST (NO MONSTERS)

Heal 1 Health and 1 Sanity. Cannot be done on a space with Monsters.

#### TRADE

Trade Possessions (Assets, Artifacts, Spells, Clues, Tickets) with another Investigator in the same space.

#### PREPARE FOR TRAVEL (CITY ONLY)

Gain one Ticket of a type that matches one of the city's connections. Limit of **two** tickets total per Investigator.

#### ACQUIRE ASSETS (CITY ONLY, NO MONSTERS)

Test Influence. Gain cards from Reserve with the sum of their values up to the number of successes rolled. If no cards chosen, the Investigator may discard one card from the Reserve.

Then, replace the cards removed (bought, discarded) from the Reserve.

Cannot be done on a space with Monsters.

#### COMPONENT ACTION

Perform an action on a card or Investigator sheet. Other Investigators may use your "Local Action" if on the same space.

Each of these counts as a separate, different action.

### 2. ENCOUNTER PHASE

Proceeding clockwise from the Lead Investigator, perform one:

#### COMBAT ENCOUNTER

Required if sharing a space with a Monster. If no Monsters left after the Combat Encounter, perform another Encounter.

#### LOCATION ENCOUNTER

Draw a card from the corresponding location deck. May choose if multiple are possible.

#### TOKEN ENCOUNTER

Resolve an Encounter based on the type of token on your space.

# ELDRITCH HORROR

## TURN SUMMARY REFERENCE SHEET

### 3. MYTHOS PHASE

The Lead Investigator draws a Mythos card and resolves the icons and effects in order (left to right, top to bottom).

#### ADVANCE OMEN

Move the Omen token clockwise one space. Advance the Doom track for each gate that matches the new Omen space.

#### RECKONING

Resolve effects with the **Reckoning** (♣) icon in the following order: Monsters, Ancient One, Mythos ("Ongoing"), Investigator Possessions and Conditions.

#### SPAWN GATES

Spawn the number of gates listed on the Reference card (take a Gate token and place in the space indicated on it). Spawn one monster on each new Gate.

#### MONSTER SURGE

Spawn the number of monsters listed on the Reference card on each Gate that *matches the current Omen*. If none, spawn Gate.

#### SPAWN CLUES

Spawn the number of Clues listed on the Reference card.

#### PLACE RUMOR

Place a Rumor token (♣) on the space specified. Follow the card's instructions.

#### PLACE ELDRITCH TOKENS

Place the listed number of Eldritch tokens on the Mythos card.

#### RESOLVE EVENT/ONGOING

Resolve any "Event" traits on the card. If the trait is "Ongoing" its effects remain in play.

### COMBAT

**Will Test:** Test Will. If Test Result is lower than **Horror** (♣), take the difference in Sanity damage.

**Strength Test:** Test Strength. If the Test Result has lower than **Damage** (♣), take the difference in Health Damage.

The Monster takes damage equal to the number of successes rolled. If damage meets or exceeds its Toughness, return the Monster to the Monster Cup. Otherwise, the Monster stays. Mark damage taken with Health Tokens.