

ELDRITCH HORROR™

The cover art for the board game Eldritch Horror: Mountains of Madness Expansion depicts a dramatic aerial battle. A large, vintage-style biplane with a propeller and a gun turret is shown in a steep climb. Two pilots are visible in the cockpit. The plane is being attacked by several winged, tentacle-like creatures with dark bodies and yellowish wings. One creature is perched on the wing, another is attacking the fuselage, and a third is flying nearby. The background is a cloudy sky with a mountain range visible in the distance. The overall tone is dark and suspenseful.

MOUNTAINS
OF MADNESS
EXPANSION

AN ANTARCTIC EXPEDITION

The Antarctic fog parted, and the towering mountain range suddenly became visible. The dark peaks reached impossibly high into the air, vast and foreboding.

"You ever see mountains that big before?" Ropes asked, shouting over his plane's engine. Ursula shook her head in response.

These peaks made the Himalayas look like foothills. Ursula felt certain no one had seen mountains that big before. Not until Professor Lake's transmission a few days ago. A twinge of sorrow picked at her. Poor Lake. "What happened at the camp?"

Ropes winced. "It was grim. Once the storm cleared and we were able to get there, everything had been torn apart. Everyone was dead. Dogs too. Some of the men had been gutted. They reckon one of the scientists cracked up and killed them all. It's..." he couldn't finish the thought. "I knew those guys. All of them. On the ship down and across the ice shelf. They were all solid as an oak, you know? I guess there's something about being so cut-off down here. You ever hear of someone snapping like that?"

Ursula's jaw clenched. Yes, she'd seen the horror that human madness could wreak. She'd seen it in India, in Ecuador, and in Chicago. Still, how could one person manage so much bloodshed? If it wasn't some madman, what else could have possibly been the source of such butchery?

"There's the opening," Ropes pointed to a gap between the towering peaks. "You're going to want to brace yourself for what's on the other side." He paused for dramatic effect. "It's a city."

EXPANSION ICON

Each card in this expansion is marked with the *Mountains of Madness* expansion icon to distinguish these cards from the cards in other *Eldritch Horror* products.



EXPANSION OVERVIEW

The *Mountains of Madness* expansion leads investigators on the Miskatonic Expedition to Antarctica to discover the history of the elder things, an ancient alien race that was once the dominant species on Earth. It includes new investigators, Ancient Ones, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces entirely new mechanics including a new side board, Unique Assets, the Focus action, **TASK** Assets, and of course, an adventure into the Mountains of Madness.

USING THIS EXPANSION

When playing with the *Mountains of Madness* expansion, add all expansion components to their respective decks or pools of *Eldritch Horror* components except for the components described below.

- The Round Overview cards can be used by players to quickly reference possible actions, encounters, and Mythos card effects.
- Before setup, players draw one random Prelude card. These cards alter game setup and make each game feel unique.
- The Antarctica side board, Outpost Encounter cards, Mountain Encounter cards, Antarctica Research Encounter cards, and the six Clues and three Gates that correspond to spaces on the Antarctica side board are used by the Rise of the Elder Things Ancient One and the Doomsayer From Antarctica Prelude card included in this expansion. Otherwise, these components are returned to the game box. See page 4 for rules regarding this components.
- The Adventure cards included in this expansion are used by the Doomsayer From Antarctica Prelude card. Otherwise, they are returned to the game box. See page 5 for rules regarding Adventures.
- Add all Focus tokens and the Adventure token to the general token pool. See page 5 for rules regarding these components.
- Shuffle all Unique Assets to create the Unique Asset deck. Place this deck faceup near the Asset deck.

Some components in this expansion require other newly introduced components. For this reason, all expansion content should be included when playing with this expansion.

COMPONENTS



1 Antarctica Side Board



8 Investigator Sheets with Matching Tokens and Plastic Stands



2 Ancient Ones Sheets



26 Mythos Cards

ENCOUNTER CARDS



4 General



4 Americas



4 Europe



4 Asia/Australia



6 Expedition
(3 unique backs)



6 Other World



48 Research
(2 unique backs)



24 Special
(3 unique backs)



16 Outpost



16 Mountains



16 Antarctica
Research



14 Mystery Cards
(2 unique backs)



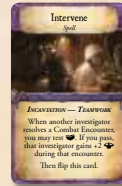
12 Adventure Cards
(3 unique backs)



8 Artifact Cards



16 Asset Cards



16 Spell Cards



42 Unique Asset Cards



32 Condition Cards



6 Prelude Cards



4 Round Overview Cards



6 Clue Tokens



8 Focus Tokens



1 Adventure Token



1 Mystery Token



6 Gate Tokens



14 Monster Tokens and
8 Epic Monster Tokens

PRELUDE CARDS

When playing with this expansion, players draw one random Prelude card before setting up the game. These cards alter game setup and make each game feel unique.

The card's effect is resolved immediately after drawing the card, unless it specifies different timing, such as "after resolving setup."

The Doomsayer From Antarctica Prelude card instructs players to setup the Antarctica side board. The rules for setting up and using this side board are described below.

ANTARCTICA SIDE BOARD

The Antarctica side board featured in this expansion allows investigators access to a previously unexplored region of the world full of clues about the ancient history of the Earth and a wealth of alien artifacts.

This side board is only used if Rise of the Elder Things is the Ancient One or when using the Doomsayer From Antarctica Prelude card.

While the side board is in play, "game board" refers to both the main board included in *Eldritch Horror* and the side board. "Side board" refers to the side board but not the main board.

SIDE BOARD SETUP

Follow the steps below to setup the Antarctica side board.

1. PLACE SIDE BOARD

Unfold the side board and place it near the main board within reach of all players.

2. ADD CLUES AND GATES

Add the six Clues and three Gates that correspond to spaces on the side board to the Clue pool and Gate stack, respectively, and randomize the Clue pool and Gate stack.

3. SET ASIDE MONSTERS

Set aside the following Monsters from the Monster cup:
1 Elder Thing Monster, 1 Giant Penguin Monster,
1 Proto-Shoggoth Monster, and 1 Shoggoth Monster.

If any of these components would be returned to the Monster cup, it is set aside instead.

4. SEPARATE AND PLACE DECKS

Separate all Outpost Encounters, Mountain Encounters, and Antarctica Research Encounters into decks and shuffle each deck. Place these decks near the side board.

SIDE BOARD RULES

The following rules relate to the Antarctica side board.

MOVING TO THE SIDE BOARD

Traveling to Antarctica can be a challenge. Below are the two options available to investigators to reach their destination.

- Antarctica on the main board and Miskatonic Outpost on the side board are connected by a Local path. During the Action Phase, an investigator may move from Antarctica to Miskatonic Outpost or from Miskatonic Outpost to Antarctica.
 - Each investigator may perform this movement only once per round.
 - This movement does not require an action but cannot be performed by a Delayed investigator.
- Alternately, when an investigator performs an Acquire Assets action, he may spend two successes to move to Miskatonic Outpost.

LOCATION ABILITIES

Each space on the Antarctica side board has one or more location abilities that affect investigators on that space.

A space's "Local Action" ability can be performed only by investigators on that space. Each investigator may perform the "Local Action" ability of each space only once per round.

LOCATION ENCOUNTERS

Investigators on the Antarctica side board have access to thematic encounters related to the Antarctic adventure.

- During the Encounter Phase, an investigator on Miskatonic Outpost, Lake Camp, or Frozen Waste may encounter that space by drawing an Outpost Encounter and resolving the effect that corresponds to his space.
- During the Encounter Phase, an investigator on Snowy Mountains, City of the Elder Things, or Plateau of Leng may encounter that space by drawing a Mountain Encounter and resolving the effect that corresponds to his space.

RESEARCH ENCOUNTERS

When an investigator encounters a Clue on the Antarctica side board, he does **not** resolve a Research Encounter for the chosen Ancient One. Instead, he draws and resolves an Antarctica Research Encounter.

An Antarctica Research Encounter is considered a Research Encounter for all game effects.

ADVENTURES

The Adventure cards in this expansion represent the Antarctic expeditions that investigators can undertake for various rewards, such as retreating Doom or advancing the active Mystery. The *ANTARCTICA* Adventures are used only if the Doomsayer From Antarctica Prelude card is drawn at the beginning of the game. Adventures are split into three stages, shown as a trait on the card's front (*I, II, III*), and tell the story of the Miskatonic Expedition to Antarctica that will uncover the history of the elder things.

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

Each Adventure has an effect that allows investigators to complete the Adventure. When an Adventure is completed, the active investigator resolves that card's "when this Adventure is completed" effect, which often includes drawing another Adventure representing the next chapter of the story. Then the active investigator discards the Adventure, any tokens on it, and any tokens placed by its effects.

FOCUS ACTION

This expansion introduces a new action that can be performed by any investigator. As an action, an investigator on any space gains one Focus token.

- An investigator may spend one Focus token to reroll one die when resolving a test. There is no limit to the number of Focus tokens he can spend to reroll dice.
- An investigator cannot have more than two Focus tokens.

UNIQUE ASSETS

Some encounters in this expansion reward investigators with various Unique Assets. Like Spells or Conditions, Unique Assets are double-sided cards. An investigator cannot look at the back of Unique Assets unless an effect allows him to.

- Unique Assets are possessions and may be traded using the Trade action. There is no limit to the number of Unique Assets an investigator can have.
- "Asset" refers to both Assets and Unique Assets. "Non-Unique Asset" refers to Assets but not Unique Assets.
- When a Unique Asset is discarded, also discard all tokens on it.



November 4th, 1926

Officer Muldoon,

I send you this message to warn you of an imminent danger.

I am a librarian from Miskatonic University and a collector of strange and rare texts. Recently, I visited the Danvers Lunatic Asylum, hoping to find the journal of theater director Timothy Cornish. As you probably recall, Cornish was committed to the asylum's care after his violent mental breakdown. As ridiculous as it may sound, I believe that Cornish may have recorded information in that text, perhaps in code, that is vital to humanity's survival.

When I spoke to the staff they mentioned the coincidence of a man in a black suit who had been there that morning, also asking about Cornish's journal. Although they could not describe the man's face, they noted the abnormally loud ticking of his watch. They told him, as they told me, that it was part of the evidence collected by the Boston Police Department. Specifically, it was taken into custody by you, Officer Muldoon.

I hesitate to tell you more regarding this dark-suited individual, fearing that you would think me mad. However, I assure you that he and those like him are dangerous men. They will kill for that journal. Please do not let it fall into their hands.

I am currently in Boston at the Ruyle Arms Hotel and am most eager to meet you. Be safe, Officer Muldoon, and do not speak of this to anyone.

Yours most sincerely,

Daisy Walker





ADDITIONAL RULES

This section lists additional rules regarding Combat Encounters and Mysteries.

COMBAT ENCOUNTERS

During the Encounter Phase, an investigator must encounter each non-Epic Monster on his space before encountering each Epic Monster on his space.

ALTERNATE COMBAT TESTS

If a Monster has another skill icon in place of either the  or  test indicators, the player tests the indicated skill in place of the skill it replaced.

MAGICAL RESISTANCE

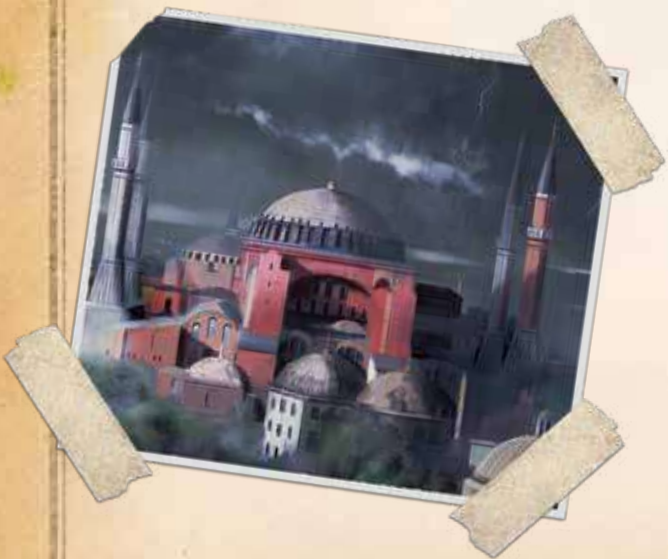
Some Monsters and Epic Monster in this expansion have the Magical Resistance ability. When resolving a Combat Encounter against a Monster with the Magical Resistance ability, an investigator cannot apply any bonus to his die pool from *MAGICAL* possessions or Spells.

Effects that allow the investigator to reroll dice or manipulate dice results can be used as normal.

PHYSICAL RESISTANCE

Some Monsters and Epic Monster in this expansion have the Physical Resistance ability. When resolving a Combat Encounter against a Monster with the Physical Resistance ability, an investigator cannot apply any bonus to his die pool except from *MAGICAL* possessions and Spells.

Effects that allow the investigator to reroll dice or manipulate dice results can be used as normal.



MYSTERY

This expansion introduces a new mechanic: “advance the active Mystery.” Due to the complexity of Mysteries, this can result in a number of different effects. When investigators are instructed to advance the active Mystery, the active investigator resolves one of the following effects that applies:

- If the active Mystery requires one or more tokens to be placed on the card, place one token of that type on the card.
 - Clues, Gates, and Monsters placed on the active Mystery in this way are drawn from the Clue pool, Gate stack, and Monster cup, respectively.
- If the active Mystery requires an Epic Monster to be defeated, place two Health on the card. The Epic Monster’s toughness is reduced by one for each Health on the active Mystery.
- If the active Mystery requires an investigator to spend one or more Clues, place one Clue from the Clue pool on the card. Any investigator may spend Clues placed on the active Mystery when resolving an effect of that card.

OPTIONAL RULES

Some players may wish to adjust the game’s difficulty. This section lists optional rules for adjusting the game’s difficulty.

ADJUSTING GAME DIFFICULTY

If all players agree at the start of the game, they can use the optional rules listed below to alter the difficulty of the game.

STAGED DIFFICULTY

Players can make the game’s difficulty increase in stages by building stage I of the Mythos deck using only easy Mythos cards, building stage II of the Mythos deck using only normal Mythos cards, and building stage III of the Mythos deck using only hard Mythos cards.

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

CONTROL YOUR FATE

Instead of drawing a random Prelude card before setup, players as a group may choose one Prelude card, following the card’s effects as normal.

Alternatively, players may choose to not use a Prelude card.

FREQUENTLY ASKED QUESTIONS

Q. What space type are spaces on the Antarctica side board?

A. The spaces on the Antarctica side board do not have a space type. When an investigator encounters a Clue on the Antarctica side board, he draws and resolves an Antarctica Research Encounter.

Q. Are two spaces connected by a Local path adjacent?

A. Yes. Two spaces connected by a Local path are adjacent.

Q. How does Finn Edwards's active ability work?

A. When Finn Edwards uses his active ability, he chooses himself, another investigator on his space, or both himself and another investigator on his space.

If Finn chooses only himself, he moves to an adjacent space connected by a Ship or Train path.

If Finn chooses only another investigator on his space, that investigator may move to an adjacent space connected by a Ship or Train path.

If Finn chooses both himself and another investigator on his space, Finn moves to an adjacent space connected by a Ship or Train path, and the chosen investigator may choose to move to that space as well. Finn and the chosen investigator cannot move to separate spaces.


Q. How does Ursula Downs's passive ability work?

A. Once per round, Ursula may choose to spend one fewer Focus when paying for an effect, including spending a Focus to reroll a die when resolving a test. This can reduce the cost of an effect to zero Focus.

Q. Does Wilson Richards's passive ability allow him to reroll a single die twice?

A. No. If Wilson or another investigator on Wilson's space spends a Focus to reroll a die and his dice pool is only one die, that investigator cannot use Wilson's passive ability.

Q. How does the Blunderbuss Asset's effect work?

A. Similar to the Double-barreled Shotgun, an investigator with the Blunderbuss gets two successes for each 6 he rolls when resolving a  test during a Combat Encounter. However, for each 1 he rolls during that test he negates one success. This means that when calculating his total successes, he subtracts one from the test result for each 1 he rolled to a minimum of zero successes.

Q. Can an investigator have multiple copies of the same Unique Asset?

A. Yes. There is no limit to the number of Unique Assets an investigator can have.

Q. Can an investigator gain a random Unique Asset when told to gain a random Asset?

A. No. If an effect says, "gain 1 random Asset from the deck," the investigator gains the Asset from the Asset deck, not the Unique Asset deck. An investigator gains a Unique Asset only if the effect specifically calls for a Unique Asset.






Q. Can investigators trade Task Assets?

A. Yes. **TASK** Assets, like other Assets, may be traded using the Trade action. If a **TASK** Asset has one or more tokens on it, those tokens remain on the card when traded.

Q. What happens if an investigator gains a Courier Run Unique Asset and there are no Clues in the Clue pool that correspond to City spaces?

A. The investigator should discard the Clue on the nearest City space containing a Clue, placing that Clue faceup on his Courier Run Unique Asset.

Q. Can an investigator benefit from both the Storm of Spirits Spell and a Weapon Asset?

A. No. The Storm of Spirits Spell allows an investigator to resolve a  test in place of the  test during a Combat Encounter. If he does, bonuses to his  do not apply to the  test. However, bonuses to the investigator's  apply to the test.

Q. When can an investigator discard a Debt Condition with a Funding Condition?

A. If an investigator would gain a Debt Condition and he already has a Funding Condition, he may discard the Funding Condition instead of gaining the Debt Condition.

If an investigator has both a Debt Condition and a Funding Condition, he may discard both cards at any time.

Q. Does an investigator recover additional Health from effects, such as the Provisions Unique Asset, if he has a Hypothermia or Infection Condition?

A. No. An investigator with a Hypothermia or Infection Condition does not recover Health from a Rest action nor does he recover additional Health from other effects during a Rest action.

However, effects that cause an investigator to recover Health without performing a Rest action, such as the Private Care Asset, affect that investigator as normal.

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