



FORSAKEN LORE EXPANSION

Long before humanity presumed to call itself the earth's dominant life form, there were many others. Over a billion years ago, the elder things descended from space and built enormous cities. Hundreds of millions of years after that, the Great Race of Yith projected their minds into strange conical beings and used their advanced technology to catalog knowledge throughout time. The serpent people were once the undisputed rulers of the world, even using their mastery of science and sorcery to subjugate early humans.

Yet, each in turn fell. Whether the result of the elements, predators, or their own over-reaching ambition, each of these mighty civilizations fell to ruin. Their stories are known to only a few. The knowledge of these species has been kept from humanity, and yet, within these lost stories lays the only hope for the survival of mankind. To protect this world from the imminent threat of the Ancient One, a few brave investigators must uncover this forsaken lore.



GAME OVERVIEW

In the *Forsaken Lore* expansion, what the investigators previously thought they understood was all an illusion. Now the Ancient Ones have grown in power and stand ready to breach into our world. This expansion includes a new Ancient One, Yig, as well as new Mystery cards for the existing Ancient Ones, hundreds of new stories to encounter, and new Artifacts, Assets, and Spells for investigators to wield against the Ancient Ones.



COMPONENTS

The *Forsaken Lore* expansion contains these components:

- 1 Ancient One Sheet
- 148 Encounter Cards
 - 8 America
 - 8 Europe
 - 8 Asia/Australia
 - 4 General
 - 6 Other World
 - 6 Expedition (6 unique backs)
 - 20 Special (4 unique backs)
 - 88 Research (5 unique backs)
- 14 Mystery Cards (5 unique backs)
- 6 Mythos Cards
- 8 Artifact Cards
- 16 Asset Cards
- 24 Condition Cards
- 28 Spell Cards
- 8 Monster Tokens (1 normal, 7 epic)
- 6 Health and Sanity Tokens (4 health, 2 sanity)

EXPANSION ICON

Each card in this expansion is marked with the *Forsaken Lore* expansion icon to distinguish these cards from the cards in *Eldritch Horror*.



USING THIS EXPANSION

When playing with the *Forsaken Lore* expansion, add all expansion components to their respective decks or pools of *Eldritch Horror* components. Unless otherwise instructed, use all *Forsaken Lore* components when playing with this expansion.





ADDITIONAL RULES



The *Forsaken Lore* expansion adds new rules as described below.

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

Some Epic Monsters in this expansion require the player to test skills other than  and .


- 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.

LOST IN TIME AND SPACE

The Lost in Time and Space Condition included in this expansion affects investigators differently than other Conditions. When an investigator gains a Lost in Time and Space Condition, he resolves the following effects:

- He removes his Investigator token from the game board.
- He passes the Lead Investigator token to another investigator, if able.
- He discards any Detained Condition he has.

While an investigator has a Lost in Time and Space Condition, he follows the rules below:

- He cannot move or perform actions.
- He does not occupy any space on the game board, nor does he occupy the same space as tokens or other investigators. This includes other investigators that have Lost in Time and Space Conditions.
- He is unaffected by effects of Mythos cards,  effects, or any other game effects except those of his Lost in Time and Space Condition.
- His Investigator's passive ability cannot be resolved and does not affect other elements of the game.
- He cannot spend resources as a part of a group.
- An investigator cannot give the Lead Investigator token to another investigator that has a Lost in Time and Space Condition.
- If a Lost in Time and Space Condition effect would "spawn 1 Gate" and there are no Gates in the Gate stack or discard pile, he chooses one Gate on the game board instead.
- An investigator that has a Lost in Time and Space Condition loses the game if investigators lose the game, and he wins the game if investigators win the game.

FREQUENTLY ASKED QUESTIONS

Q. Does an investigator recover additional Health and Sanity from effects, such as the Healing Words Spell or Witch Doctor Asset, if he has a Poisoned Condition?

A. No, an investigator with a Poisoned Condition does not recover Health and Sanity from a Rest action nor does he recover additional Health and Sanity from other effects during a Rest action.

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

Q. Can an investigator with a Lost in Time and Space Condition be moved by another investigator using the Plumb the Void Spell?

A. No, an investigator who has a Lost in Time and Space Condition (or a Detained Condition) "cannot move." This means he cannot move on his own nor be moved by any other effect, including the Plumb the Void Spell.

CREDITS

Expansion Design: Nikki Valens

Eldritch Horror Design: Corey Konieczka and Nikki Valens

Additional Content and Design: Tim Uren

Editing and Proofreading: Brendan Weiskotten

Graphic Design: Michael Silsby

Cover Art: Matthew Starbuck

Interior Art: Clark Huggins, Stephen Somers, and the artists of *Call of Cthulhu* LCG and *Arkham Horror Files* products.

Art Direction: John Taillon

Managing Art Director: Andrew Navaro

Managing Graphic Designer: Brian Schomburg

Production Manager: Eric Knight

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesting: Audrey Bailey, Samuel W. Bailey, Joe Baranoski, Dane Beltrami, Naye Brookes, Pippin Brown, Jeannine Duncan, Deb Freytag, Jason Glawe, Eric Hanson, Anita Hilberdink, Tim Huckelbery, Mike Kutz, Matthew Landis, Mark Larson, Josh Lewis, Kortnee Lewis, Scott Lewis, "Lovey the Snake", Emile de Maat, Sebastiaan van der Pal, Francis "Cake" Rosting, Martin van Schaijk, Alex Stragey, Léon Tichelaar, Marjan Tichelaar-Haug, Vera Visscher, and Remco van der Waal.

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