

# ELDRITCH HORROR

## SIGNS OF CARCOSA

### EXPANSION

*The padlock and chain struck loudly against the floor, and the door to the theater swung open. Dexter returned his lock picks to their hidden pocket and stepped forward cautiously. The great magician had just spent the last hour watching more than a hundred well-dressed audience members arrive and claim their tickets to the local premiere of the notorious play, *The King in Yellow*. They had walked through this door, but now they were gone. In their place, each seat in this theater was occupied by a life-sized puppet instead. And each puppet's head had been turned to look in Dexter's direction. "A competent illusion," he called out with genuine admiration.*

*The masked figure on stage stepped down into the aisle. The creature was wrapped in moldering tatters. Its mask moved slightly, indicating that its face—or whatever it was that the mask hid—was undulating in some abominable manner. The thing lurched forward, knocking puppets to the ground and shattering them.*

*Dexter smiled and calmly rotated a small stone he had palmed. As he did, he muttered arcane syllables that had been taught to him on a nameless island in the Pacific. The creature struck with the speed of a viper, wrapping its clawed hands around the magician's throat. But it found nothing but smoke. The Great Dexter Drake was gone.*



#### EXPANSION ICON

Cards in this expansion are marked with the *Signs of Carcosa* expansion icon to distinguish these cards from the cards in other *Eldritch Horror* products.



## COMPONENTS

The *Signs of Carcosa* expansion contains these components:

|                                |  |
|--------------------------------|--|
| 4 Investigator Sheets          | 24 Mythos Cards                              |
| 1 Ancient One Sheet            | 4 Prelude Cards                              |
| 84 Encounter Cards             | 4 Artifact Cards                             |
| 4 General                      | 16 Asset Cards                               |
| 4 America                      | 28 Condition Cards                           |
| 4 Europe                       | 12 Spell Cards                               |
| 4 Asia/Australia               | 16 Unique Asset Cards                        |
| 6 Expedition                   | 4 Investigator Tokens<br>with Plastic Stands |
| 6 Other World                  | 8 Monster Tokens<br>(6 normal, 2 epic)       |
| 24 Research                    | 20 Impairment Tokens                         |
| 32 Special<br>(3 unique backs) |  |
| 8 Mystery Cards                |  |

## EXPANSION OVERVIEW

In the *Signs of Carcosa* expansion, investigators must discover the cause of the spreading madness that is sweeping the cities of the world. As the citizens of a population center lose their minds, they see the phantom spires of an alien city and visions of a faraway lake. This expansion includes a new Ancient One and new investigators, Monsters, and encounters to be used with *Eldritch Horror*. It also introduces entirely new mechanics including Unique Assets and Impairment tokens.

## USING THIS EXPANSION

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

- Before setup, players draw one random Prelude card. These cards alter game setup and make each game feel unique.
- Add all Impairment tokens to the general token pool. See page 2 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.



## 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."



Prelude Card

## IMPAIRMENT TOKENS

This expansion introduces a new mechanic that interacts with Improvement tokens and investigators' skills. Impairment tokens represent a permanent impairment to an investigator's skills.



Impairment Tokens

- When an investigator impairs a skill, he gains an Impairment token for that skill with the "–1" side up.
  - If an investigator already has an Impairment token for that skill, he flips that token to the "–2" side instead. Each "–2" Impairment token counts as two "–1" Impairment tokens.
- Improvement tokens and Impairment tokens negate one another. If an investigator has both an Improvement token and an Impairment token for the same skill, he discards both tokens.
- An investigator cannot impair a skill if doing so reduces that skill's modified value to below 1.
  - An investigator cannot choose to impair a skill if doing so would reduce that skill's modified value to below 1.
- An investigator cannot impair a single skill more than twice.
  - An investigator cannot choose to impair a skill if that skill has already been impaired twice.

## 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 a Unique Asset unless an effect allows him to.



Unique Asset Card

- 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.



## 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.

### PHYSICAL RESISTANCE

Some Monsters and Epic Monsters 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 dice 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.

## SKILL VALUES

Some effects in this expansion reference an investigator’s skills as a value. A skill’s value is equal to its printed value as modified by Improvement tokens and Impairment tokens.

- A skill’s value is not affected by bonuses from possessions or other effects, since those effects are applied only when resolving a test.

*For example, Dexter Drake has a printed  of 2 and a single “+1 ” Improvement token. As such, his  value is 3 (2 from its printed value plus 1 from his Improvement token). The bonus to  that Dexter would gain from the Personal Assistant Asset does not affect the skill’s value.*

## OPTIONAL RULES

Some players may wish to adjust the game’s difficulty. This section lists optional rules for adjusting the game’s difficulty and setup instructions of Prelude cards.

### INSANE GAME DIFFICULTY

If players wish to have a more challenging game experience than Hard game difficulty from the base game, they can make the game significantly more difficult by building the Mythos deck using only hard Mythos cards.

Note—This optional rule may require additional expansions depending on the chosen Ancient One.

### 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. Can Jenny Barnes use her action ability to allow herself or another investigator to perform the Acquire Assets action if that investigator is not on a City space or on a space containing a Monster?*

A. No. An investigator can perform the Acquire Assets action only if he is on a City space and only if there are no Monsters on his space.

*Q. Can Michael McGlen use his action ability if he already has a Wanted Condition?*

A. Yes. Michael McGlen can use his action ability if he has a Wanted Condition. If he does, he resolves all effects of the ability except that he will not gain another Wanted Condition.

*Q. Does Michael McGlen's passive ability allow him to reroll the die rolled as part of a Dark Pact's reckoning effect?*

A. Yes. Michael McGlen's passive ability allows him to reroll any single die that is rolled as part of a **DEAL** or **PURSUIT** Condition's effect even if the die is not rolled as part of a test. This includes the one die rolled when resolving the ☞ effect of a Dark Pact Condition or a Promise of Power Condition.

*Q. Can Wendy Adams's passive ability stop her from gaining a Condition she chooses to gain?*

A. Yes. If an effect allows Wendy Adams to gain a Condition as part of a cost, such as "you may gain a Madness Condition" or "unless you gain a Blight Condition," she may use her passive ability to not gain that Condition instead. If she does, the cost of gaining the Condition has still been paid.

*Q. Does the Spawn of Hastur Epic Monster's ability prevent it from losing two or more Health during a Combat Encounter?*

A. Yes. If any effect, including the effects of a Combat Encounter, would cause the Spawn of Hastur Epic Monster to lose two or more Health, it loses one Health instead.

*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.

## CREDITS

**Expansion Design:** Nikki Valens

**Eldritch Horror Design:** Corey Konieczka and Nikki Valens

**Additional Writing:** Dane Beltrami and Tim Uren

**Graphic Design:** Chris Beck and Duane Nichols

**Managing Graphic Designer:** Brian Schomburg

**Cover Art:** Cristi Balanescu

**Interior Art:** Mauro Dal Bo, Tony Foti, Jacob Murray, Stephen Somers, and the artists of *Call of Cthulhu* LCG and *Arkham Horror Files* products

**Art Direction:** Taylor Ingvarsson

**Managing Art Director:** Andy Christensen

**Creative Director:** Andrew Navaro

**Production Management:** Jason Beaudoin and Megan Duehn

**Quality Assurance Coordinator:** Zach Tewalthomas

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

**Playtesting:** Carolina Blanken, Anita Hilberdink, Matthew Landis, Mark Larson, Emile de Maat, Alex Ortloff, Léon Tichelaar, Marjan Tichelaar-Haug

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