

ELDRITCH HORROR

STRANGE REMNANTS EXPANSION

At the dawn of civilization, priests and prophets called for great blocks of stone to be brought over vast distances and then inscribed with prayers and parables. The very sight of these towers, ziggurats, and monuments brought all who saw them to their knees. Now moss covers these incredible feats of engineering and unspeakable horrors have taken root within.

But the stones have endured. The architects foresaw the coming of the Ancient One and their work may yet hold the key to humanity's survival. Only those of sufficient courage and skill will be able to unlock the secrets of these ancient wonders!

COMPONENTS

The *Strange Remnants* expansion contains these components:

4 Investigator Sheets	4 Prelude Cards
1 Ancient One Sheet	4 Round Overview Cards
86 Encounter Cards	4 Artifact Cards
4 General	16 Asset Cards
4 America	16 Condition Cards
4 Europe	16 Spell Cards
4 Asia/Australia	24 Unique Asset Cards
6 Other World	4 Investigator Tokens with Plastic Stands
20 Mystic Ruins (4 unique backs)	6 Monster Tokens (4 normal, 2 epic)
20 Special (2 unique backs)	6 Health Tokens
24 Research	4 Sanity Tokens
6 Mystery Cards	12 Focus Tokens
6 Adventure Cards	1 Adventure Token
20 Mythos Cards	1 Mystic Ruins Token

EXPANSION ICON

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



EXPANSION OVERVIEW

The *Strange Remnants* expansion leads investigators to explore the mysterious remnants of past civilizations and the ruins left behind. These ancient sites of power can be harnessed by the worshippers of the Ancient Ones for nefarious purposes or by the investigators to protect humanity. 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 Adventures, Mystic Ruins Encounters, the Focus action, and Unique Assets.

USING THIS EXPANSION

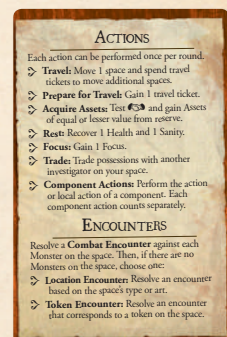
When playing with the *Strange Remnants* expansion, add all expansion components to their respective decks or pools of *Eldritch Horror* components except for the components described below.

- Before setup, players draw one random Prelude card. These cards alter game setup and make each game feel unique.
- The Mystic Ruins Encounter cards included in this expansion are used by the Syzygy Ancient One as well as the In Cosmic Alignment Prelude card. Otherwise, they are returned to the game box. See page 2 for rules regarding Mystic Ruins Encounters.
- The Adventure cards included in this expansion are used by the In Cosmic Alignment Prelude card. Otherwise, they are returned to the game box. See page 2 for rules regarding Adventures.
- Add all Focus tokens and the Adventure token to the general token pool. See pages 2 and 3 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.

The *Strange Remnants* expansion also introduces a new action, the Focus action, that can be performed by any investigator. See page 3 for rules regarding the Focus action.

- The Round Overview cards can be used by players to quickly reference possible actions, encounters, and Mythos card effects.



Round Overview Card

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."

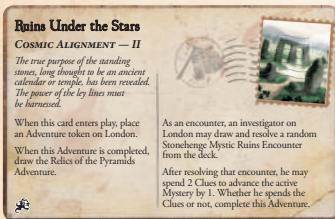
The In Cosmic Alignment Prelude card instructs players to setup the Mystic Ruins Encounter deck. The rules for setting up and using this deck are described below.



Prelude Card

ADVENTURES

Adventure cards represent various stories that investigators can take part in for additional rewards, such as retreating Doom or advancing the active Mystery.



Adventure Card & Adventure Token

The **COSMIC ALIGNMENT** Adventures are used only if the In Cosmic Alignment Prelude card is drawn at the beginning of the game. Set aside all Adventure cards to be used as instructed by the Prelude. The **COSMIC ALIGNMENT** Adventures are split into four stages, shown as a trait (**I**, **II**, **III**, **IV**) on the cards' fronts which will be called out during the game.

After resolving setup, the In Cosmic Alignment Prelude instructs investigators to draw the Adventure for the first stage of the story, Discovery of a Cosmic Syzygy. 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 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. Each Adventure will instruct investigators to draw an Adventure for the next stage of the story until reaching the fourth and final stage.

MYSTIC RUINS ENCOUNTERS

The Mystic Ruins Encounter cards in this expansion allow investigators to explore strange and unexplained places around the globe.

The Mystic Ruins Encounter cards are used only if Syzygy is the Ancient One or when using the In Cosmic Alignment Prelude card.

To setup the Mystic Ruins Encounter deck, shuffle all Mystic Ruins Encounter cards into a single deck. Then another player cuts the deck.



Mystic Ruins Encounter Card

- Mystic Ruins Encounters are complex encounters that may require an investigator to resolve multiple tests.
- Each Mystic Ruins Encounter's back indicates the space it corresponds to.

- The Mystic Ruins token is placed on the space corresponding to the top card of the Mystic Ruins Encounter deck. This space is referred to as the "Mystic Ruins space." If the top card of the Mystic Ruins Encounter deck changes for any reason, move the Mystic Ruins token to the appropriate space.



Mystic Ruins Token

- During the Encounter Phase, an investigator on a space containing the Mystic Ruins token may encounter it by drawing and resolving the top card of the Mystic Ruins Encounter deck.



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.



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 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.

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. When an investigator moves to another space using the Kopesch of the Abyss Artifact's effect, does that investigator encounter the Monsters on his new space?

A. No. The investigator will encounter each Monster on his space. Then, if he defeats all Monsters on his space, he may move to the nearest space containing a Monster. He will not encounter those Monsters in the same round. If he remains on that space until the Encounter Phase, he will then encounter each Monster on that space as normal.

Q. If an investigator discards a Relic Unique Asset as a part of its flip effect, can he still place an Eldritch token on the Relics of the Ancient World Mystery?

A. Yes. The Mystery gives the investigator the option to both place an Eldritch token on the Mystery and discard the **RELIC** Unique Asset. The investigator may choose to resolve this effect even if he can resolve only part of the full effect.

Q. What happens if an effect would cause the Omen to advance to the red space while it is already on that space?

A. "Advance the Omen to the red space of the Omen track" means to advance the Omen until it is on the red space. If the Omen starts on the red space, it will advance four times in total and return to the red space of the Omen track.

If Syzygy is the Ancient One, this will trigger its "When the Omen advances to the red space of the Omen track" effect.

Q. When playing against Syzygy, do investigators need to solve two Mysteries to win the game?

A. No. When the Syzygy Ancient One sheet is flipped, one Clue will be placed on the Ancient One sheet for each solved Mystery. However, the Sealing the Portal Special Encounters will also place Clues on the Ancient One sheet.

Solving the Mysteries is not required to attempt the Special Encounters or win the game. However, solving Mysteries greatly reduces the difficulty of the Final Mystery.

Q. Does the Crystal of the Elder Things Artifact from the Forsaken Lore expansion negate the Health loss from the Out of the Aeons Mythos card?

A. Yes. An investigator with the Crystal of the Elder Things Artifact cannot lose Health or Sanity from Mythos card text effects even if that Health or Sanity loss cannot be prevented. The Crystal does not create a prevention effect that "prevents" the loss of Health or Sanity if it would occur. Instead, it prohibits Mythos card text effects from causing the investigator to lose Health or Sanity.

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