

ELDRITCH HORROR

MASKS OF
NYARLATHOTEP
EXPANSION



THE CHARRED MAN

Calvin Wright huddled in a corner of the empty barn. His tattered clothes were covered in dirt and bloodstains and reeked of death. It had been weeks since he had been able to change them. The ringing in his ears was growing louder. It is coming, Calvin thought to himself. Sure enough, tenebrous tendrils of inky-black smoke snaked their way toward him from cracks in the walls.

Calvin stared ahead, unblinking, unflinching, as the tendrils lashed violently past him, slicing his cheek, blood oozing from the fresh wound. He dug his fingernails into his forearm and clenched his teeth as the dark shapes coalesced gradually into the vaguely humanoid shape of a creature he had come to know all too well. Appearing to be burnt from head to toe, the creature's skin was pitch black and gave off a faint orange glow, as if it burned from within.

"What do you want, demon?" Calvin growled.

The entity responded with a voice that sounded to Calvin like the snapping of bones. He could not understand the words, and felt his stomach churn with nausea. The being's disdain of Calvin was almost palpable, and it waved a single blackened arm in front of itself, charred skin and still-hot embers flaking from the limb.

The air shimmered, and Calvin saw within it an image of an old, dead tree, some arcane symbol etched into its trunk. The being remained silent, but Calvin knew what it wanted. It wanted Calvin to break the seal carved into the tree's bark.

"I won't."

The creature's blackened body flared red from within, flame flickering forth from cracks in its skin, causing Calvin's own skin to blister and boil. The images shifted to that of a worried-looking man sitting alone in a study, writing something by the fireside. Calvin snarled, eyes ablaze with rage. It was João.

"If you hurt him, I'll kill you."

The creature made a sound Calvin could only assume was laughter, before disintegrating with a wretched shriek and a burst of flame that ignited the hay covering the barn's floor. Calvin cursed under his breath and sped toward the exit. To hell with this, he thought. He would find a way to protect João without doing the demon's dirty work.

Already he could hear voices speaking in angry tones, and flickering lights appeared in the windows of the nearby farmhouse. Exhausted, Calvin felt despair grip him. He would find no sleep tonight.

EXPANSION ICON

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



EXPANSION OVERVIEW

In the *Masks of Nyarlathotep* expansion, investigators must embark on an epic, world-spanning campaign to hinder the devious plots of multiple cults. Should they fail, Nyarlathotep, the Messenger of the Outer Gods, will succeed at opening the Great Gate and bringing doom upon the Earth. This expansion includes two new Ancient Ones and new investigators, Monsters, and encounters.

This expansion also features new mechanics, including Personal Stories, Unique Assets, Focus, and Resources. In addition, it introduces a new way to play: campaign mode.

USING THIS EXPANSION

When playing with the *Masks of Nyarlathotep* 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 Antediluvium Ancient One as well as The Stars Align Prelude card. Otherwise, they are returned to the game box. See page 4 for rules regarding Mystic Ruins Encounters.
- The Adventure cards included in this expansion are used by the Nyarlathotep Ancient One. Otherwise, they are returned to the game box. See page 4 for rules regarding Adventures.
- Shuffle all Unique Assets to create the Unique Asset deck. Place this deck faceup near the Asset deck.
- Add the three new Gate tokens to the Gate stack.
- Add all Focus tokens, Resource tokens, and the Adventure token to the general token pool. See pages 4 and 5 for rules regarding these components.
- Personal stories add character specific missions and rewards for each investigator. See page 6 for rules regarding personal stories.
- Players can challenge themselves with the new campaign mode of play. See page 7 for rules regarding campaign mode.
- The Round Overview cards can be used to quickly reference possible actions and encounters.

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



7 Investigator Sheets with Matching Tokens and Plastic Stands



2 Ancient One Sheets



10 Mystery Cards (2 unique backs)



12 Adventure Cards (4 unique backs)

ENCOUNTER CARDS



8 General



8 Americas



8 Europe



8 Asia/Australia



6 Other World



20 Mystic Ruin (4 unique backs)



48 Research (2 unique backs)



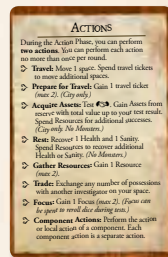
16 Special (2 unique backs)



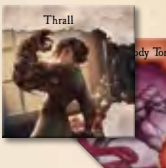
20 Mythos Cards



14 Prelude Cards



8 Round Overview Cards



10 Monster Tokens and 5 Epic Monster Tokens



4 Artifact Cards



16 Asset Cards



4 Spell Cards



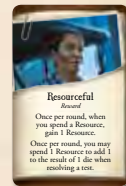
28 Unique Asset Cards



24 Condition Cards



55 Personal Mission Cards



55 Reward/Consequence Cards



8 Eldritch Tokens



16 Focus Tokens



20 Resource Tokens



1 Adventure Token



1 Mystic Ruins Token



3 Gate 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 Stars Align Prelude card instructs players to setup the Mystic Ruins Encounter deck. The rules for setting up and using this deck are described on the right.

Four Preludes in this expansion (*Beginning of the End*, *The Dunwich Horror*, *Twin Blasphemies of the Black Goat*, and *Call of Cthulhu*) originally appeared in previous expansions (*Mountains of Madness*, *Strange Remnants*, *The Dreamlands*, and *Under the Pyramids* respectively). If playing with those expansions, do not include the duplicate Preludes in the Prelude deck.

ADVENTURES

The Adventure cards in this expansion represent the challenges the investigators will face in order to defeat Nyarlathotep.

There are four stories told by these cards with unique traits to differentiate them. Each trait indicates a specific occult organization that tends to the Ancient One's bidding: **BROTHERHOOD OF THE DARK PHARAOH**, **CULT OF THE BLOODY TONGUE**, **ORDER OF THE BLOATED WOMAN**, and **CULT OF THE SAND BAT**. Each of the four Mysteries for the Nyarlathotep Ancient One instructs you to set aside and draw from one of these stories. Each story is told in three parts, shown as a trait (*I*, *II*, *III*).

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 third and final stage.

MYSTIC RUINS ENCOUNTERS

The Mystic Ruins Encounter cards in this expansion allow investigators to explore the ruins of prehuman civilizations left behind from the distant past.

The Mystic Ruins Encounter cards are used only if Antediluvium is the Ancient One or when using The Stars Align Prelude card.

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

- 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.
- 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 includes the Focus action, a new action first introduced in the *Mountains of Madness* expansion, that can be performed by any investigator. As an action on any space, you gain one Focus token.

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

GATHER RESOURCES ACTION

This expansion introduces the Gather Resources action that can be performed by any investigator. As an action on any space, you gain one Resource token.

- As part of a Rest action, you may spend any number of Resources to recover 1 additional Health or 1 additional Sanity for each Resource spent.
- As part of an Acquire Assets action, you may spend any number of Resources to add 1 success to your test result for each Resource spent.
- Resources are possessions and may be traded using the Trade action. You cannot have more than two Resources.

UNIQUE ASSETS

Some encounters in this expansion reward investigators with various Unique Assets. Like Spells or Conditions, Unique Assets are double-sided cards. You cannot look at the back of a Unique Asset unless an effect allows you to do so.

- Unique Assets are possessions and may be traded using the Trade action. There is no limit to the number of Unique Assets you 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, you must encounter each non-Epic Monster on your space before encountering each Epic Monster on your 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, you cannot apply any bonus to your dice pool except from *MAGICAL* possessions and Spells.

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

ELDRITCH TOKENS

Some effects in this expansion (notably the Corruption Condition) cause you to gain Eldritch tokens. Eldritch tokens you have gained represent your current level of corruption. When you gain an Eldritch token, place that token on your Investigator sheet. Some effects allow you to spend or discard your Eldritch tokens.

MYSTERIES

This expansion includes a new mechanic first introduced in the *Mountains of Madness* expansion: “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.
- If the active Mystery instructed you to set aside Adventure cards, treat the current Adventure as the active Mystery for purposes of advancing the active Mystery.

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.

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.

INSANE 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.



PERSONAL STORIES

This expansion introduces personal stories which represent the continuing stories your investigator faces as the game progresses. Personal stories can be used during any game.

Before beginning setup, players decide if they would like to play with personal stories or not. Either all players play with personal stories or all players play without.

This expansion includes a Personal Mission card and a Reward/Consequence card for each investigator (including all investigators from previous expansions and the base game). Which investigator these cards correspond to can be determined by their art which matches the art on their Investigator sheet.

PERSONAL MISSIONS

There is a unique Personal Mission card for each investigator. During step 4 of setup ("Receive Starting Possessions, Health, and Sanity"), you receive the Personal Mission card that corresponds to your chosen investigator, placing it near your Investigator sheet with your possessions.

Your Personal Mission includes additional narrative text as well as an effect that causes you to gain your Reward or Consequence. The Personal Mission indicates what you must accomplish to gain your Reward or avoid your Consequence.



REWARDS AND CONSEQUENCES

There is a unique double-sided Reward/Consequence card for each investigator. You gain your Reward or Consequence as instructed on your Personal Mission, placing it near your Investigator sheet with your possessions. You can gain your Reward or Consequence, but not both.

Once you gain your Reward or Consequence, you keep it until the end of the game. Personal Missions, Rewards, and Consequences cannot be discarded by other game effects.

Although Reward/Consequence cards act similarly to Assets or Conditions, they are not possessions or Conditions and are not affected by effects that affect other card types.





CAMPAIGN MODE

This expansion features a new mode of play to challenge experienced players. With the campaign mode, players will embark upon a series of six sequential games. Over the course of these games, major events within each game will create lasting effects that linger until the end of the campaign.

The goal is **win all six games** of the campaign. If the investigators lose any single game, the world has ended and the **investigators lose the campaign**.

CAMPAIGN SETUP

Each game of a campaign is set up in the same way as a normal game except as stated here:

- You must use the personal stories optional rule (see page 6).
- The Ancient One for the first game is selected at random. Also randomly determine a second Ancient One that will be played against in the next game of the campaign.
- The game is played using two Preludes: one that corresponds to the current Ancient One and a second for the Ancient One that will be played against next game. Each Ancient One is listed below with its corresponding Prelude.

ANCIENT ONE SPECIFIC PRELUDES

Abthoth	Epidemic
Antediluvium	The Stars Align
Atlach-Nacha	Web Between Worlds
Azathoth	Beginning of the End
Cthulhu	Call of Cthulhu
Hastur	The King in Yellow
Hypnos	Otherworldly Dreams
Ithaqua	Rumors from the North
Nephren-Ka	Under the Pyramids
Nyarlatotep	Harbinger of the Outer Gods
Rise of the Elder Things	Doomsayer from Antarctica
Shub-Niggurath	Twin Blasphemies of the Black Goat
Shudde M'ell	Apocalypse Nigh
Szygy	In Cosmic Alignment
Yig	Father of Serpents
Yog-Sothoth	The Dunwich Horror

SUBSEQUENT GAMES

Subsequent games of the campaign are set up in the same manner as the first. However, the following rules and additional steps of setup must be followed:

- The Ancient One for each subsequent game was determined during setup of the previous game. The Ancient One for the next game must be determined at random during setup to inform which two Preludes will be used in the game.
 - For the sixth and final game, instead of determining a second Ancient One, play using the Prelude for the current Ancient One and the Unto the Breach Prelude.
- Once an Ancient One has been defeated, that Ancient One cannot be selected again during the same campaign.
- Investigators that have been defeated or devoured in a previous game are permanently eliminated and cannot be chosen when selecting an investigator.
- The surviving investigators from the previous game are the chosen investigators to begin the new game. Players who were eliminated at the end of the previous game may select new investigators from the remaining pool.
- If you gained your Reward or Consequence from your personal story, you begin the new game with that card.
- If you ended the previous game with a Dark Pact Condition or a Promise of Power Condition, you begin the new game with a copy of that Condition.
- All cities that had been devastated during previous games begin devastated in the new game. (Ignore this bullet if not playing with the *Cities in Ruin* expansion.)

All other components and effects are reset between games. Undeclared investigators do not retain the possessions or skill improvements they accrued during previous games; defeated investigators and their possessions are returned to their respective decks and pools; gates and monsters do not remain on the game board; etc.





FREQUENTLY ASKED QUESTIONS

Q. Can the actions granted by Preston Fairmont's action ability be used in any order?

A. Yes. The actions granted by Preston's action ability can be performed in any order, including allowing the other investigator to perform actions before or after Preston.

Q. Does Sefina Rousseau need to roll the successes naturally to use her passive ability?

A. The two successes required for Sefina's passive ability to trigger must be rolled on the dice during her test. This is, successes granted by another effect (such as accepting a bank loan) do not count toward the requirement. However, Sefina may use any rerolls or other dice manipulation effects to achieve her two successes.

Q. Does reducing my maximum Health reduce my current Health?

A. No. If your maximum Health is changed, your current Health remains the same. However, your current Health cannot exceed your new maximum Health. In such a case, your current Health is set to your new maximum Health.

The same is true for current and maximum Sanity.

Q. Are the Eldritch tokens gained from a Corruption Condition discarded when I discard the Condition?

A. No. The Corruption Condition (and some other effects) cause you to gain Eldritch tokens which are placed on your Investigator sheet. Eldritch tokens you have gained are not discarded unless an effect specifically allows you to spend or discard them.

Q. What does the second effect of Jacqueline Fine's Reward card ("Oracle") do?

A. During the Mythos Phase, after the Mythos card is revealed, Jacqueline may spend three Clues. If she does, the Mythos card is resolved as if its text box is blank. She must choose to do this before any part of the text effect is resolved.

Q. Does the second effect of Marie Lambeau's Reward card ("Smokey Velvet") allow another investigator to perform the same action a second time?

A. No. If Marie performs the Rest action, her Reward effect will not allow an investigator to also perform the Rest action if that investigator has already performed that action this round.

However, after performing her action ability (which allows her to perform an action she has already performed this round), her Reward effect can allow another investigator to perform an action the investigator has already performed.



CREDITS

FANTASY FLIGHT GAMES

Expansion Design and Development: Nikki Valens with Dane Beltrami and Tim Uren

Board Game Manager: Andrew Fischer

Arkham Horror Story Review: Katrina Ostrander and Matt Newman

Expansion Graphic Design: Shaun Boyke

Graphic Design Manager: Brian Schomburg

Cover Art: Jacob Murray

Interior Art: Tommy Arnold, A.L. Ashbaugh, Cristi Balanescu, Mark Behm, Dimitri Bielak, Greg Bobrowski, Yoann Boissonnet, Joshua Cairós, Caravan Studio, Matthew Cowdery, Carlos Palma Cruchaga, Stanislav Dikolenko, Dual Brush Studios, Falk, Aurore Folny, Tony Foti, David Griffith, Kelley Harris, Dani Hartel, Johannes Holm, Clark Huggins, Priscilla Kim, Julian Kok, Ignacio Bazán Lazcano, Romain Leguay, Chun Lo, Henning Ludvigsen, Jesse Mead, Michał Miłkowski, Nacho Molina, Reiko Murakami, David Auden Nash, Andrew Olson, RJ Palmer, Borja Pindado, Stephen Somers, Andreia Ugrai, Jose Vega, Magali Villeneuve, SC Watson, Drew Whitmore, Jarreau Wimberly, Sara Winters, and Andreas Zafiratos

Art Direction: Crystal Chang

Managing Art Director: Melissa Shetler

Quality Assurance Coordinator: Zach Tewalthomas

Senior Project Manager: John Franz-Wichlacz

Senior Manager of Product Development: Chris Gerber

Executive Game Designer: Corey Konieczka

Creative Director: Andrew Navaro

ASMODEE NORTH AMERICA

Production Management: Jason Beaudoin and Megan Duehn

Publisher: Christian T. Petersen

PLAYTESTING

Carolina Blanken, Pieter Blanken, Monica Brivio, Anita Hilberdink, Jason Horner, Julien Horner, Matthew Landis, Emile de Maat, Alex Ortloff, Martin van Schaijk, Vera van Schaijk, Emiel Speets, Léon Tichelaar, Marjan Tichelaar-Haug, Luuk Weltevreden
Special thanks to all of our beta testers!

© 2018 Fantasy Flight Games. Fantasy Flight Supply is a trademark of Fantasy Flight Games. Fantasy Flight Games, Arkham Horror, Eldritch Horror and the FFG logo are registered trademarks of Fantasy Flight Games. Call of Cthulhu is the Registered Trademark of Chaosium Inc. and is used with their permission. The names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Chaosium Inc., and may not be used or reused without its permission. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.

WWW.FANTASYFLIGHTGAMES.COM

