

ELDER SIGN™

UNSEEN FORCES™

EXPANSION

WHAT MIGHT HAVE HAPPENED HAD I NOT CONFRONTED THIS EVIL? TRULY, FORTUNE SMILES UPON ME. YET EACH TIME I FACE SUCH BEASTS AND WITNESS SUCH HORRORS, I WONDER: WHAT IF THE SUBTLE FORCES FORGING MY PATH ARE NOT A BLESSING, BUT RATHER A CURSE? PERHAPS THE UNSEEN HANDS SHAPING MY FATE SEEK ONLY TO PUSH ME TOWARD OBLIVION.

EXPANSION OVERVIEW

Powerful new Ancient Ones have awoken, bringing with them dangerous monsters and terrifying new mysteries. In these dark times, investigators seek out new allies, spells, items, and blessings from mysterious powers. They must be careful dabbling in the unknown, however, for a terrible curse lurks in the darkness, waiting to drive them to their doom!

COMPONENT LIST

- This Rulesheet
- 1 White Die
- 1 Black Die
- 66 Tarot-size Cards, consisting of:
 - 4 Ancient One Cards
 - 8 Investigator Cards
 - 40 Adventure Cards
 - 2 Other World Cards
 - 4 Entrance Cards
 - 8 Replacement Cards
- 76 Small Cards, consisting of:
 - 8 Blessed/Cursed Cards
 - 12 Common Item Cards
 - 12 Unique Item Cards
 - 12 Spell Cards
 - 3 Ally Cards
 - 20 Mythos Cards
 - 9 Master Mythos Cards
- 44 Cardboard Tokens and Markers, consisting of:
 - 8 Investigator Markers
 - 7 Sanity Tokens
 - 7 Stamina Tokens
 - 6 Doom Tokens
 - 12 Monster Markers
 - 1 Mask Monster Marker
 - 3 Children of Abthoth Monster Markers

COMPONENT OVERVIEW

This section describes the components introduced in this expansion. All component types included in the base game are not described in this section, and function as described in the base game's rulebook.

ENTRANCE CARDS

These cards replace the entrance sheet from the base game and offer players new options and locations to visit.



WHITE DIE

This die is added to a player's dice pool if his investigator is blessed.



BLACK DIE

This die is added to a player's dice pool if his investigator is cursed.



BLESSED/CURSED CARDS

These double-sided cards represent either a favorable blessing or a terrible curse.



When a player becomes blessed or cursed, he receives this card and places it in his play area with the appropriate side faceup (see pages 2-3).

MASTER MYTHOS CARDS

These optional Mythos cards present greater challenges to experienced players. They are distinguished from regular Mythos cards by their red border.



CHILDREN OF ABTHOTH MONSTER MARKERS

Children of Abthoth monster markers represent special monsters that are only used when Abthoth is the Ancient One.



Unseen Forces Expansion Icon

Each component in this expansion is marked with the *Unseen Forces* expansion icon to distinguish these components from the base game components.





USING THIS EXPANSION

This section describes how to incorporate the *Unseen Forces* components into the *Elder Sign* base game. Unless otherwise instructed, use all *Unseen Forces* components when playing with this expansion.

REPLACEMENT CARDS

In this expansion, there are four Other World cards, one Adventure card, and three Investigator cards that replace cards from the base game with the same name as follows:

- **Adventure Card:** “The Elder Sign”
- **Other World Cards:** “Great Hall of Celeano,” “The Abyss,” “Plateau of Leng,” and “City of the Great Race”
- **Investigator Cards:** “Carolyn Fern,” “Vincent Lee,” and “Mandy Thompson”

Remove these cards from the base game and replace them with the cards from this expansion. Players who own the Revised Edition of *Elder Sign* already have the correct version of the Investigator cards listed above.

EXPANSION SETUP

Prior to game setup, follow the steps listed below:

1. **New Investigators:** Add the *Unseen Forces* Investigator cards to the Investigator deck.
2. **New Ancient One Cards:** Add the new Ancient One cards to the Ancient One deck.
3. **New Adventure and Other World Cards:** Shuffle these cards into their respective decks.
4. **Blessed/Cursed Cards:** Place these cards in a pile within reach of all players.
5. **New Common Item, Unique Item, Spell, and Ally Cards:** Shuffle these cards into their respective decks.
6. **New Mythos Cards:** Return the Master Mythos cards to the game box unless using the “Master Mythos Card Option” (see page 4). Then, shuffle all new Mythos cards into the Mythos deck.
7. **New Monster Markers:** Return all Child of Abthoth and mask monster markers to the game box. Then, add the new monster markers to the monster cup along with the monster markers from the base game.

The Children of Abthoth and mask monster markers are **only** used when specified by the Ancient One card. Children of Abthoth monster markers are placed in a stockpile next to the Abthoth Ancient One card (and **not** in the monster cup).

NEW RULES

This section describes new rules for this expansion in detail.

ENTRANCE CARDS

The entrance sheet is not used when playing this expansion. Instead, place the four Entrance cards faceup near the clock during setup. Each player then places his investigator marker on the “Souvenir Shop” Entrance card.

During an investigator’s Movement phase, he may either remain on his current card or move to any other Adventure card, Entrance card, or Other World card in the play area. When a player successfully resolves an adventure, he returns all investigator markers on that card to the “Souvenir Shop” Entrance card.

If an investigator is on an Entrance card during his Resolution phase, he must resolve the card’s ability.

If a card or ability refers to “the entrance,” it affects all Entrance cards. For example, if an investigator must move to “the entrance,” he moves to the Entrance card of his choice.

Closed Entrance Cards

Certain game effects can result in an Entrance card becoming closed. When this occurs, flip the specified Entrance card facedown. While an Entrance card is closed, investigators can still move to that card, but they cannot use the card’s ability.

BLESSED AND CURSED

During the game, investigators can become **BLESSED** or **CURSED** by certain game effects such as rewards and penalties, “The Chapel” Entrance card, or as a task requirement. This section describes these conditions in detail.

Blessed

When an investigator becomes blessed, he receives a Blessed card. While an investigator is blessed, he adds the white die to his dice pool at the start of each adventure he attempts (including Other World adventures).

The white die has the same faces as a green die and functions like any other die used during an adventure. For example, it may be assigned to tasks, rerolled, focused, discarded, or targeted by card effects (such as spells).



Once added to the dice pool, the white die stays in the pool until the investigator either uses it to complete a task, discards it after a failed roll, or ends his turn.

Each investigator can have only one Blessed card at a time. If a blessed investigator becomes blessed again, he chooses **one** of the following effects instead of receiving another Blessed card:

- Gain one clue token.
- Draw one card from the Common Item deck.
- Draw one card from the Unique Item deck.
- Draw one card from the Spell deck.

Discarding a Blessed Card

A blessed investigator discards his Blessed card when he fails an adventure (including an Other World adventure), or when the Ancient One awakens. When a blessed investigator



becomes cursed, he discards his Blessed card but **does not** receive a Cursed card (see “Cursed” on page 3).

Cursed

When an investigator becomes cursed, he receives a Cursed card. While an investigator is cursed, he must add the black die to his dice pool at the start of each adventure he attempts (including Other World adventures).

The black die has the same faces as a green die. However, this die **does not** function like any other die used during an adventure. The black die **cannot be assigned to tasks** or discarded normally.



After each roll (and after all rerolls, abilities, or terror effects have been resolved), if the investigator’s black die result matches the result of any other die in his dice pool, he discards the black die **and** the matching die from his dice pool. If more than one die matches the black die result, the investigator chooses one matching die to discard with the black die.

The black die stays in the investigator’s dice pool until it matches the result of another die and is discarded, or the investigator ends his turn. The black die **cannot** be discarded as the result of a failed roll, does not trigger terror effects, and cannot be affected by item and spell cards, investigator abilities, or clue tokens. For example, it cannot be secured by a Spell card, and its result cannot be changed by Marie Lambeau’s ability.

Each investigator can have only one Cursed card at a time. If a cursed investigator becomes cursed again, he is **devoured** instead of receiving another Cursed card.

Discarding a Cursed Card

A cursed investigator discards his Cursed card when he **successfully resolves** an adventure (including an Other World adventure), or when the Ancient One awakens. When a cursed investigator becomes blessed, he discards his Cursed card but **does not** receive a Blessed card.

Cursed and Blessed Mid-Turn

If an investigator becomes cursed or blessed in the middle of resolving an adventure, he must add the appropriate die to his dice pool the next time he rolls his dice pool.

If an investigator becomes cursed in the middle of resolving an adventure, he **does not** discard his Cursed card after successfully resolving that adventure. He must successfully resolve another adventure in order to discard the Cursed card.

If a player loses his Blessed or Cursed card in the middle of resolving an adventure, he does not remove the appropriate die from his pool until he rolls his dice pool again.

While the white die is assigned to a task, it is no longer a part of a player’s dice pool. If a player loses his Blessed card while the white die is assigned to a task, he discards his Blessed card, but the white die is not removed from the task and still counts toward completing that task.

If the white die is secured on a Spell and the player who secured the white die loses his Blessed card, he must remove the white die and discard that Spell card.

Cursed Example



In the previous round, Rita Young was cursed by a Mythos card and is now attempting to resolve the task above. To aid her in this adventure, she used a common item to add the yellow die to her dice pool. Then, because she is cursed, she adds the black die to her dice pool. Next, she rolls the dice, and obtains the following results:



The black die shows three investigation which matches the yellow die and one of the green dice. The player chooses the matching green die to discard from her dice pool along with the black die (1). Then, because she cannot complete either of the tasks, she discards another green die from her dice pool (2).

Rita now has only five dice with which to complete the tasks.

MYTHOS INSIGHT ICON

Investigators now have a modicum of insight into the Mythos that allows them to, in a few cases at least, choose their fate.

Some new Mythos cards show the insight icon.

These cards allow the players to choose the card’s effect. When players draw one of these cards, they must, as a group, choose either the option on the top half of the card or the option on the bottom half of the card. Immediately after the players choose, the chosen option takes effect. If the group cannot reach a decision, the player who took the last turn before midnight struck decides.



The insight icon.

The players cannot choose an option that has no effect. For example, if one of the options requires players to discard an Other World card from play and none are in play, the players must choose the other option on that Mythos card.

ENTRY KEYWORD

Some Adventure cards in this expansion feature the **ENTRY** keyword. Immediately after an investigator moves to one of these cards, resolve its entry effect. If an investigator fails the adventure and stays there on his next turn, **do not** resolve the entry effect again. However, if a different investigator moves to the adventure, resolve the entry effect again for that investigator.

NEW TASK SYMBOLS

There are two new task symbols that appear on Adventure cards, Other World cards, and monster markers. These symbols have the following effects:



Cursed: After all die result requirements for this task have been met, the player becomes cursed.



Doom: After all die result requirements for this task have been met, the player adds one doom token to the doom track on the Ancient One card.

NEW REWARDS & PENALTIES

There are four new icons that appear on Adventure and Other World cards. When resolving rewards or penalties, the current player resolves the following effects for each icon that appears on the card:



Blessed: Become blessed (see page 2).



Cursed: Become cursed (see page 3).



Relieve: Remove one doom token from the Ancient One's doom track.



Clock: Advance the clock once.

MONSTER ORDER ARROW

The “Wizard Whateley” monster marker in this expansion features the monster order arrow. A monster marker with this arrow is placed on a monster task as normal. However, once it is placed, the tasks on the Adventure card must now be completed in order from top to bottom, even if the monster marker is placed below the bottom task of the card.



The monster order arrow.

This arrow functions the same as task order arrows described in the base game rulebook. If a card or ability refers to task order arrows, it also affects monster order arrows. For example, Mark Harrigan's investigator ability applies to both task order arrows and monster order arrows.

Monster Order Arrow Example

The players have drawn the “Wizard Whateley” monster marker which includes a monster order arrow. There is no monster task available to place the monster marker on, so the players decide to place it below the bottom task on the “In the Stacks” Adventure card (1).



The tasks on this card must now be completed in order from top to bottom, beginning with the top task and ending with the monster task.

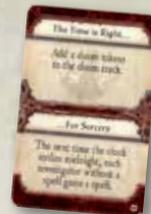
CHILDREN OF ABOTH MONSTERS

When a game effect states that “a Child of Abboth appears,” the player randomly draws one Child of Abboth monster marker from the stockpile and places the marker on a monster task. If there are no monster tasks available, the player chooses any Adventure or Other World card and places the marker below the bottom task of the card (following the normal rules for placement).

If a game effect forces a Child of Abboth monster to “return to the monster cup,” instead place the Child of Abboth monster marker facedown in the stockpile next to the “Abboth” Ancient One card. Then, shuffle the stockpile.

MASTER MYTHOS CARD OPTION

Experienced players can add these cards to the Mythos deck for a greater challenge. If all players agree to use this option, shuffle all Master Mythos cards into the Mythos deck before game setup.



CREDITS

Expansion Design: Kevin Wilson

Base Game Design: Richard Launius and Kevin Wilson

Original Dice Mechanic Design: Reiner Knizia

Producer: Christopher Hosch

Editing & Proofreading: David Hansen and Brendan Weiskotten with Steven Kimball

Graphic Design: Dallas Mehlhoff

Graphic Design Manager: Brian Schomburg

Managing Art Director: Andrew Navaro

Art Direction: Mike Linnemann

Cover Art: John Matson

Interior Art: Erfian Asafat, Kip Ayers, Sara Biddle, Dimitri Bielak, Yoann Boissonnet, Allen Douglas, Dleoblack, David Gaillet, Aurelien Hubert, Lake Hurwitz, Romain Leguay, David Auden Nash, Cynthia Sheppard, and Darek Zabrocki

Production Manager: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Deb Beck, Bryan Bornmeuller, Pedar Brown, Frank Mark Darden, Kerri England, Meric England, Megan Duehn, Rob Kouba, Mark Larson, Ramona McCance, Loren Overby, Tim Uren, Jason Walden, Christian Williams, Lynell Williams, and Nik Wilson.

© 2013 Fantasy Flight Publishing, Inc. No part of this product may be reproduced without specific permission. *Elder Sign: Unseen Forces*, Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are ™ and/or © of Fantasy Flight Publishing, Inc. All rights reserved. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Actual components may vary from those shown. Made in China. *Warning! Not suitable for children under 3 years due to small parts. Choking hazard. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.*

