



# ELDER SIGN®



## GRAVE CONSEQUENCES EXPANSION



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### COMPONENTS



15 Epitaph  
Cards



20 Epic Battle  
Cards



15 Phobia  
Cards

### EXPANSION OVERVIEW

Grave Consequences is a small expansion for *Elder Sign* that increases the game's difficulty and excitement, both during normal gameplay and during the final battle. The three modular decks in this expansion can be used with any other *Elder Sign* expansion.

At the start of the game, players can agree to use one or more of the three decks.

## PHOBIA CARDS

When an investigator's sanity would be reduced to zero or less, the investigator is not devoured. He draws a Phobia card instead, and his sanity is restored to full. Then, he adds one doom token to the doom track and places the Phobia card next to his investigator sheet; the phobia effect remains in play for as long as the investigator is alive. Phobia effects cannot be removed. When an investigator would draw his fourth Phobia card, he is devoured instead.

When the Ancient One awakens, no additional Phobia cards are drawn; all current phobia effects remain in play. When an investigator's sanity reaches zero or less while battling the Ancient One, he is devoured.

## EPITAPH CARDS

After an investigator is devoured, he draws an Epitaph card and resolves its effects. Then, he flips the Epitaph card facedown, places it near the playing area, and places his investigator token on the card's back.

## EPIC BATTLE CARDS

When players add Epic Battle cards to a game, the following rules modify the “Battling the Ancient One” section of the Elder Sign core game rules.

### Start of Epic Battle

When the Ancient One awakens, shuffle the Epic Battle deck and place it next to the Ancient One card. Draw the top card of the Epic Battle deck and resolve the order of attacks from top to bottom as listed on the card.

## Start of Epic Battle (continued)

If the Ancient One awakens at midnight, do not immediately resolve its attack; instead, draw the top card of the Epic Battle deck and resolve the order of attacks from top to bottom as listed on the card.

### Investigators Attack First

Investigators resolve their attacks, applying any effects indicated by the Epic Battle card. After an investigator attacks, advance the clock. Continue resolving investigators' attacks until midnight. When the clock strikes midnight, the Ancient One resolves its attack, applying any effects indicated by the Epic Battle card; no further investigators may attack this round. Draw the next card in the Epic Battle deck and resolve it.

## Ancient One Attacks First

The Ancient One resolves its attack, applying any effects indicated by the Epic Battle card.

Then, the investigators attack, applying any effects indicated by the Epic Battle card. After an investigator attacks, advance the clock. When midnight strikes, no further investigators may attack this round. Draw the next card in the Epic Battle deck and resolve it.

## Battle Events

Battle Events provide breaks in the combat, granting bonuses or penalties. Resolve the card from top to bottom.

### PROOF OF PURCHASE

Grave  
Consequences  
Expansion  
uSL18

## CREDITS

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## GRAVE CONSEQUENCES EXPANSION

*Each time that accursed clock strikes midnight, I grow more and more fearful. We've lost so many already; their tombstones stare at me. How many more must we buy before this nightmare ends?*

Investigations take a dire turn with *Grave Consequences*, an expansion for *Elder Sign!* Phobia cards give investigators lasting negative effects, Epitaph cards build a tiny graveyard for the fallen, and Epic Battle cards ramp up the difficulty and danger when battling the Ancient One. The decks are modular and can be used in any combination.

These 50 cards are compatible with *Elder Sign* and all of its expansions. Add these decks to your *Elder Sign* game and face the grave consequences!



REQUIRES  
**ELDER SIGN**  
TO PLAY



Elder Sign  
Grave Consequences Expansion  
ISBN: 978-1-63344-238-2

EAN 13

