

RULEBOOK

ARKHAM HORROR®



A
CALL of
THULHU
BOARDGAME

Welcome to Arkham!

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the War to end all Wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined dominion.

Only a handful of investigators stand against the Arkham Horror. Will they prevail?

Arkham Horror is a game for 1 to 8 players (3 to 5 recommended), playable in 2 to 4 hours. The game is set in the fictional town of Arkham, Massachusetts, made famous by H.P. Lovecraft in his writings about the Cthulhu Mythos.

Object of the Game

In **Arkham Horror**, a terrible creature from beyond time and space is waking, roused by the dimensional gates that are opening all over the city. The players must join forces to close all of the gates before this Ancient One awakens. If the Ancient One defeats the players, all of Arkham is doomed.

The players must work together as a team of investigators to close all of the dimensional gates, seal them permanently, or if that fails, defeat the Ancient One when it awakens from its slumber.

Game Overview

In **Arkham Horror**, the investigators explore the city, encountering places, people, and creatures both normal and mundane. Through these adventures, the investigators hope to gain the clues and resources needed to confront and ultimately thwart the Mythos threat.

Early in the game, investigators seek to avoid more powerful monsters while moving around the city to gather weapons, spells, clues, and other items they will need.

Later, the investigators attempt to close a few gates and seal some of the most active gates.

Finally, once several gates have been sealed and the investigators have acquired valuable weapons, spells, clues, and allies, they make one last, desperate assault on the Mythos, attempting to close or seal the final gates. Either they succeed and the world survives, or they fail and the Ancient One awakens for the climactic battle.

Be warned: If the Ancient One awakens, the investigators are in for the fight of their lives!

Game Components and Preparation

Enclosed in your **Arkham Horror** box, you will find the following game components:

- 1 Rule Book (this book)
- 1 Game Board
- 1 First Player Marker
- 5 Dice
- 16 Investigator Sheets
- 16 Investigator Markers
- 16 Plastic Investigator Stands
- 196 Investigator Status Tokens
- 56 Money Tokens
- 34 Sanity Tokens (10 “threes” and 24 “ones”)
- 34 Stamina Tokens (10 “threes” and 24 “ones”)
- 48 Clue Tokens
- 24 Skill Sliders
- 189 Investigator Cards
- 44 Common Items
- 39 Unique Items
- 40 Spells
- 20 Skills
- 11 Allies
- 35 Special Cards
- 8 Retainers
- 8 Silver Twilight Lodge Memberships
- 8 Bank Loans
- 8 Blessing/Curse Cards
- 3 Deputy Cards
- 8 Ancient One Sheets

- 20 Doom Tokens
- 179 Ancient One Cards
- 63 Location Cards
- 67 Mythos Cards
- 49 Gate Cards
- 60 Monster Markers
- 16 Gate Markers
- 3 Activity Markers
- 3 Explored Markers
- 1 Terror Track Marker
- 6 Closed Markers

Before you play your first game of **Arkham Horror**, carefully punch out the cardboard pieces so that they do not tear. Next, slide the 16 plastic stands onto the bases of the 16 investigator markers. Be sure to keep all components out of the reach of small children and animals.

Component Overview

The following is an introductory summary of the various components included in **Arkham Horror**. This summary should help you identify the components and understand the ways they are used as you read through these rules.

Game Board



The game board depicts the city of Arkham and the “Other Worlds” to which investigators may travel during the game. See “Game Board Breakdown,” page 21, for a complete discussion of the game board.

FIRST PLAYER MARKER

This marker is given to the player who acts first in a turn. The marker is passed to the left at the start of each new turn.



DICE

Players roll the dice to make skill checks, fight battles, and determine other random outcomes.



INVESTIGATOR SHEETS AND MARKERS

Each player receives one investigator sheet that describes the abilities, skills, and starting equipment of the investigator he controls. Each player also receives one investigator marker used to indicate his investigator's current position on the board. See "Investigator Sheet Breakdown," page 21, for a full description of investigator sheets.

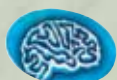


INVESTIGATOR STATUS TOKENS

These tokens are used to track an investigator's current Skills, Sanity, Stamina, Money, and Clues.



- Skill sliders track the investigator's current skill levels. Investigators make skill checks throughout the game in the course of their adventures.



- Sanity tokens represent an investigator's current level of mental health.



- Stamina tokens represent an investigator's current level of physical health.



- Clue tokens represent vital insights and information an investigator has accumulated either before or during the game. Investigators can spend Clue tokens to gain bonuses on skill checks or to permanently seal gates.



- Money tokens represent the investigator's current wealth. They are spent to purchase equipment, pay fines, etc.

INVESTIGATOR CARDS

The small cards included in *Arkham Horror* are called investigator cards. They represent useful allies the investigators may meet and items they may acquire during the course of the game. There are six types of investigator cards:



Common Items are ordinary but useful items that can aid an investigator.

Unique Items are unusual, sometimes bizarre, and possibly magical items that can greatly assist an investigator. Elder signs, which can permanently seal gates, are found in this deck.

Skill cards represent an investigator's abilities. Skill cards typically either give a bonus to a certain skill or allow you to roll the dice again when you fail a certain kind of dice roll. Skill cards are rare and expensive to acquire.

Spells are magical rituals that an investigator can perform using the Lore skill.

Allies are people that offer to assist the investigators in their adventures. Allies are the most powerful investigator cards and can be found either at Ma's Boarding House (a location on the game board) or through encounters at some of the more dangerous and unstable locations in Arkham.

Special cards represent unique privileges or obligations. These include Retainers, Silver Twilight Memberships, Bank Loans, Blessings, Curses, and Deputy of Arkham cards. Special cards have a wide variety of effects.



ANCIENT ONE SHEETS

At the beginning of every game of *Arkham Horror*, the players randomly determine which Ancient One will threaten the city. An Ancient One sheet lists the powers, combat statistics, and worshippers associated with each of these alien beings. See "Ancient One Sheet Breakdown," page 19, for full details.



DOOM TOKENS

Doom tokens are placed on the doom track on the Ancient One sheet as new gates open in Arkham. When the doom track is filled up with doom tokens, the Ancient One awakens!



Doom Token



Elder Sign Token

On the back of each doom token is an elder sign icon. When an investigator successfully plays an elder sign to permanently seal a gate, a doom token is removed from the Ancient One's doom track, flipped over to its elder sign side, and placed on the sealed location. Sealing a gate using **Clue tokens** does *not* reduce the number of doom tokens on the Ancient One's doom track in this manner. For more information on sealing gates with both elder signs and Clue tokens, see page 17.

ANCIENT ONE CARDS

The larger cards included with *Arkham Horror* are called Ancient One cards. These represent events that take place within Arkham or the Other Worlds. These events can include confrontations with monsters, beneficial encounters, etc. There are three types of Ancient One cards: Location cards, Gate cards, and Mythos cards.



Location cards represent the encounters that take place at the various locations in Arkham. Each of the nine neighborhoods on the game board has a deck of seven cards dedicated to it, and each card has one encounter for each of the locations in that neighborhood. For more information on locations and neighborhoods, see page 21.

Gate cards represent the encounters that take place in the Other Worlds. Unlike the Location cards, which are divided into separate decks for each neighborhood, the Gate cards are all shuffled together into one deck. For more information on Other Worlds, see pages 8–9, 21.

Mythos cards depict major events in Arkham. One is drawn each turn during the Mythos Phase. When a Mythos card is drawn, it has several effects. It identifies a location where a gate opens, it determines monster movement in Arkham, and it presents an event that may affect the investigators. Most Mythos cards also list a location where a Clue token appears.

MONSTER MARKERS



Movement Side

Combat Side

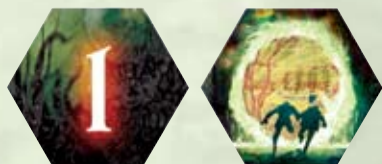
Monster markers represent the monsters roaming the streets of Arkham. Each monster has two sides: a movement side and a combat side. Leave the monster's movement side face up while it wanders around the board. When an investigator battles a monster, flip the monster marker to its combat side. Players may look at either side of any monster marker at any time. See "Monster Marker Breakdown," page 21, for a full description.

GATE MARKERS



These markers are placed on the board to indicate locations where gates to the Other Worlds have opened. Each gate marker identifies the Other World it leads to and includes a modifier to the dice rolls of investigators attempting to close the gate.

ACTIVITY AND EXPLORED MARKERS



Activity Marker

Explored Marker

Activity markers indicate areas on the board where unusual events are taking place. An explored marker is placed underneath an investigator's marker after he has braved the Other World beyond a gate and returned.

TERROR MARKER

This marker is placed on the terror track to indicate the mental state and morale of the townsfolk of Arkham. As the terror level increases, stores close and people leave town, eventually allowing the monsters to overrun the town completely!



CLOSED MARKERS

These markers are placed on locations that have closed, whether because of the terror level or specific events that have occurred in the game. Neither investigators nor monsters can enter closed locations.



GAME SETUP

Place the Mythos-related items on one end of the board. These should include:

- 9 Location Decks
- Gate Deck
- Mythos Deck
- Ancient One Sheet and Doom Tokens
- Gate Markers
- Monster Markers (in an opaque container)
- Clue Tokens
- Activity, Closed, and Explored Markers



Place one Clue token on each of the 11 unstable locations on the board (marked by a red diamond above the location).

Place the Investigator-related items on one end of the board. This should include:

- Ally, Common Item, Unique Item, Spell, and Skill Decks
- Special Investigator Card Decks
- Sanity and Stamina Token Bank
- Money Token Bank

Each player takes his investigator sheet and marker, then gains Stamina and Sanity tokens equal to his maximum Stamina and Sanity, respectively. In addition, each player receives his character's possessions. Finally, each player places his investigator marker on the game board on his character's home location.

Give the first player marker to the player you've chosen to go first. It is passed to the left at the end of every turn.

Game Setup

Follow the steps below to prepare for a game of *Arkham Horror*.

1. PREPARE PLAYING AREA

Unfold the board and place it in the center of the playing area. Make sure there is ample space around the edges of the board to place the investigator sheets and card decks. Place the various tokens and the dice near the board, as shown in the setup diagram on page 4. Make sure to place the terror track marker on the “0” space on the terror track.

2. PLACE INITIAL CLUES

Place one Clue token on each location on the board that has a red diamond above it. These locations are unstable and represent the places where dimensional gates can open and monsters can appear. Locations are identified by circular illustrations overlaying the Arkham portion of the game board (for example, Silver Twilight Lodge and Ma’s Boarding House).

3. CHOOSE FIRST PLAYER

Select one player at random to be the first player. Give the first player marker to that player.

4. DETERMINE INVESTIGATORS

The first player shuffles the 16 investigator sheets. Then, without looking, he randomly deals out one investigator sheet in front of each player, including himself.

Alternately, the players may agree to choose their investigators, starting with the first player and continuing clockwise until every player has selected an investigator.

5. REVEAL ANCIENT ONE

The first player shuffles the eight Ancient One sheets. Then, without looking, he selects one at random and places it face up near the board. This is the Ancient One that is threatening Arkham for this game. If the Ancient One’s ability lists any actions that take place at the start of the game, such as Nyarlathotep’s “Thousand Masks” ability, they are resolved now.

Alternatively, the players may choose which Ancient One they face. This is often helpful if there are time constraints or other considerations involved. (Yig makes for a shorter game, for instance, while Cthulhu makes for a particularly challenging game.)

6. SEPARATE DECKS

Separate the various investigator and Ancient One cards into their respective decks and place them near the board as shown in the setup diagram.

7. RECEIVE FIXED POSSESSIONS

On each investigator sheet, certain items may be listed as fixed possessions. Each player, beginning with the first player and continuing clockwise, now receives the items listed on his investigator sheet in the “Fixed Possessions” area. The first player should locate the appropriate cards in the investigator decks and pass them out to the players, as noted on their investigator sheets.

8. SHUFFLE INVESTIGATOR DECKS

The players shuffle the Common Item, Unique Item, Spell, and Skill decks, then return them face down to their places next to the board. Whenever players draw cards, they draw them randomly from the tops of these decks.

9. RECEIVE RANDOM POSSESSIONS

Each investigator sheet may indicate that the investigator receives one or more random possessions. Each player, beginning with the first player and continuing clockwise, draws the indicated number of cards from the appropriate decks, as listed on his investigator sheet in the “Random Possessions” area.

Note: Abilities that affect drawing cards from the card decks, such as Monterey Jack’s Archaeology ability, *do* work when drawing random possessions at the start of the game.

10. FINISH INVESTIGATOR SETUP

Each player now receives a number of Sanity tokens equal to his investigator’s Sanity value and a number of Stamina tokens equal to his investigator’s Stamina value. These values are listed on each investigator sheet. Each player should place these tokens near the appropriate area on his sheet.

Each player also receives three skill sliders and places one skill slider on each of his three skill tracks. Each skill slider may be placed on any one of the four “stops” of each skill track. See “Adjusting Skills” on page 6 for more information on skill sliders and skill tracks.

11. CREATE MONSTER CUP

Place the monster markers in an opaque container and randomize them. A coffee cup, plastic container, or cloth bag works well for this purpose. Throughout these rules, we’ll refer to this container as the monster cup. When a monster appears or otherwise enters play, the first player draws a monster marker randomly from the monster cup and places it on the game board as instructed in these rules or in the text of a specific card.

Exception: Do *not* place the five “Mask” monsters in the container unless Nyarlathotep is the Ancient One. If any other Ancient One has been revealed, remove the Mask monsters from the game (simply return the markers to the box). Mask monsters are identified by the word “Mask” printed on the combat side of their markers.

12. SHUFFLE ANCIENT ONE DECKS AND GATE MARKERS

The players now shuffle the Gate and Mythos decks, and then return them to their places next to the board. Next, they shuffle the 16 Gate markers and place them face down in a stack next to the board.

13. PLACE INVESTIGATOR MARKERS

Each player now takes the investigator marker depicting his investigator and places the marker on the game board location indicated on his investigator sheet in the “Home” area. The other investigator sheets and markers, as well as the unused Ancient One sheets, may now be removed from the game.

14. DRAW AND RESOLVE MYTHOS CARD

Finally, the first player draws the top card of the Mythos deck and resolves it as described in the Mythos Phase section of the rules. If a **Rumor** is drawn, discard it and draw again until you draw a Mythos card that isn’t a **Rumor**. The Mythos card will indicate an unstable location where a gate and monster appear. Remember, unstable locations are identified by red diamonds on the game board. For more information on resolving the Mythos Phase, see page 9.

Important: Remember to place a doom token on the Ancient One’s doom track after the first gate opens.

After the Mythos card has been completely resolved, the first turn begins, starting with the first player.

The Game Turn

A turn in *Arkham Horror* is divided into five phases.

During each phase, every player, starting with the first player and continuing clockwise, performs the actions that take place during that phase. Once all players have completed a phase, the next phase begins. At the end of the last phase in each turn, the first player marker is passed to the player on the left and a new turn begins.

The phases of each turn are:

Phase I: Upkeep

Phase II: Movement

Phase III: Arkham Encounters

Phase IV: Other World Encounters

Phase V: Mythos

During each phase, every player, starting with the first player and continuing clockwise, performs the actions that take place during that phase.

Phase I: Upkeep

During the Upkeep Phase, each player takes the following actions, in order.

1. Refresh Exhausted Cards

Some cards **exhaust** themselves when used, which means that they are turned face down for the remainder of the turn. At the start of the Upkeep Phase, each player refreshes those cards by turning them face up. Simply remember that you can use face-up cards and that you cannot use face-down cards until you turn them face up again during the next Upkeep Phase.

Example: Richard (playing Harvey Walters) cast his *Wither* spell last turn, forcing him to exhaust the card by

turning it face down. During the Upkeep Phase, Richard turns the *Wither* spell face up once more. The spell is now ready for him to cast again.

2. Perform Upkeep Actions

After refreshing his exhausted cards, each player must review his investigator's cards to see if any of them have an Upkeep action. Each player *must* perform all Upkeep actions listed on his investigator's cards every turn. Upkeep actions may be taken in any order the player wishes. Bless, Curse, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

Example: Looking over his cards, Richard finds that he has a Retainer card, which requires an Upkeep action. First, Richard receives \$2 for the Retainer. He takes two

money tokens from the pile of money tokens in the play area. Richard must then roll a die to see if he keeps or loses the Retainer. Richard is fortunate and keeps the Retainer card for another turn.

3. Adjust Skills

Finally, each player may adjust his investigator's skills using the three skill sliders he placed on his investigator sheet during game setup. This process, as well as a general description of how skill sliders work, is explained in the "Adjusting Skills" diagram.

Exception: During game setup, players may set their three skill sliders on any of the four stops on their three skill tracks. This initial setup does not adhere to the normal rules that restrict the number of stops a slider may be moved each turn.

Phase II: Movement

During the Movement Phase, each player takes *one* of the following two movement actions, depending on whether his investigator is in Arkham or an Other World (see "Game Board Breakdown," page 21):

Arkham movement

or

Other Worlds movement

The two types of investigator movement are described below.

Arkham Movement

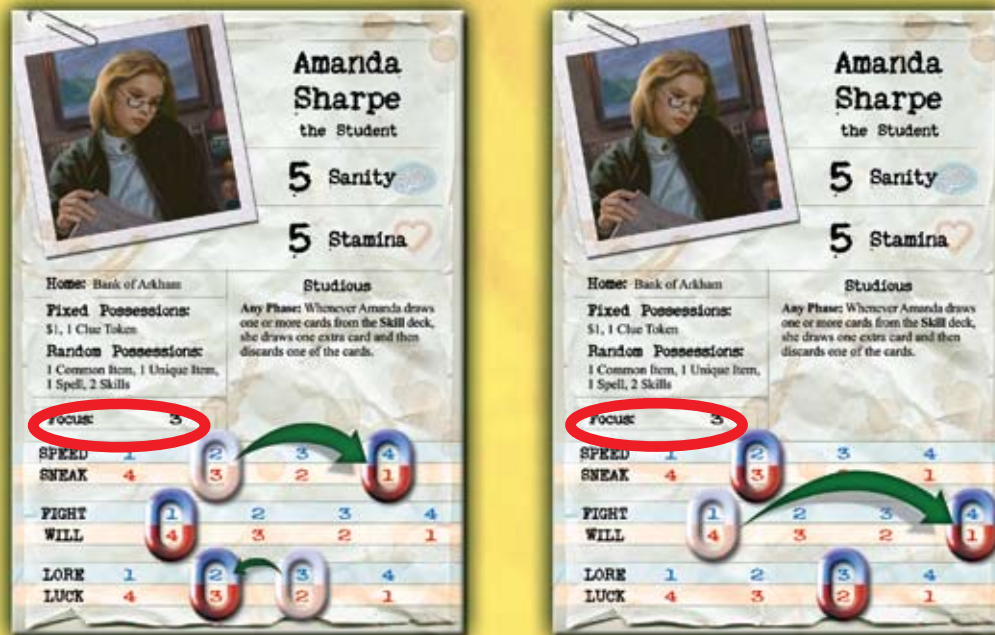
If the player's investigator is located in Arkham (i.e., his investigator marker is in the town area of the game board), he receives movement points equal to his **Speed value**, as found on his investigator sheet. A player may spend one movement point to move his investigator marker from one board area to another, so long as the two areas are connected by a yellow line on the game board. One movement point allows an investigator to move from a location to a street area, from one street area to another, or from a street area to a location.

Locations are indicated by circular illustrations on the Arkham portion of the game board. Street areas are represented by rectangular boxes on the game board, one for each neighborhood in Arkham (for example, Miskatonic U. and Rivertown).

Evading Monsters

Locations and street areas that contain monster markers may affect an investigator's movement. Each time an investigator *attempts to leave* a location or street area occupied by one or more monster markers, the investigator must either fight or evade **each** of the monsters there (see "Evading Monsters" and "Combat," pages 14-16, for more information). Likewise, if an investigator *ends his*

ADJUSTING SKILLS



During **Upkeep**, you may adjust your character's skills in order to react to the investigator's situation. **Focus** represents your character's ability to split his attention between the different tasks at hand. It determines the total number of "stops" you may adjust your skills each turn.

Example 1: Above, Amanda has a focus of 3. This allows her to move her skill sliders a total of 3 stops each turn. This turn, she chooses to move her Speed/Sneak slider to the right by 2 stops. Then, having 1 point of focus remaining, she moves her Lore/Luck slider 1 stop to the left.

Example 2: This turn, Amanda decides to use all of her focus to move her Fight/Will slider 3 stops to the right. She has no focus left to move any of her other skill sliders, so they remain where they were last turn.

Be careful how you adjust your skills, particularly if your character's focus is low. If you make your skills too one-sided, you can be caught off-guard at a crucial moment without the ability to react.

ARKHAM MOVEMENT



Amanda Sharpe starts her turn in the Graveyard, in Rivertown. Her Speed is currently 4, which gives her 4 movement points for the turn. She decides that she wants to move to Administration, so her move breaks down like this:

- 1) 1 movement point to move from the Graveyard to the street area of Rivertown.
- 2) 1 movement point to move from the street area of Rivertown to the street area of French Hill.
- 3) 1 movement point to move from the street area of French Hill to the street area of Miskatonic U.
- 4) 1 movement point to move from the street area of Miskatonic U. to Administration.



OTHER WORLD MOVEMENT



Example: Amanda Sharpe is in the first area of The Dreamlands. During her movement, she moves to the second area of The Dreamlands. During her movement next turn, she returns to Arkham, moving to any location with an open gate to The Dreamlands and placing an explored marker underneath her investigator marker.

RETURNING TO ARKHAM



Example: Amanda Sharpe is returning to Arkham from The Dreamlands. She can choose to move to either location that contains an open gate to The Dreamlands. After she does so, an explored marker is placed under her investigator marker.

movement in a location or street area occupied by one or more monsters, he must fight or evade each such monster.

If the investigator fails to evade a monster, the monster immediately deals its combat damage to him (see “Combat,” page 14) and he immediately enters combat with it.

Once an investigator begins combat with a monster for any reason, his movement is over. Regardless of whether or not he wins the battle, the investigator loses the rest of his movement points and must remain where he is.

Picking Up Clues

Any time an investigator *ends* his movement in a location that contains Clue tokens, he may immediately take any or all of those Clue tokens. The investigator may not take any Clue tokens if he merely moves through the location and then continues his movement: He must *end* his movement in the location containing the Clue tokens.

Other World Movement

Other Worlds are represented by the large circular spaces along the edge of the game board. These spaces represent bizarre locales, strange dimensions, and alternate worlds that figure prominently in the Mythos. Players typically enter these worlds by exploring gates (see “Gate,” page 9).

Note that each circular space representing an Other World is bisected by a prominent line: The areas to the

left and right of this line are the two areas of the Other World.

If an investigator is in an Other World at the beginning of the Movement Phase, he receives no movement points. Instead, his movement depends on whether he is in the first (left) or second (right) area of the Other World.

- If the investigator is in the first area of the Other World, he moves to the second area.
- If the investigator is in the second area of the Other World, he returns to Arkham. The player must choose a location that contains a gate to the Other World he is leaving. After choosing such a location, he places his investigator marker there. Then he places an “explored” marker underneath his investigator to show that he has explored the gate. This marker remains in play as long as the investigator remains at the location. If there is no open gate leading to the Other World the investigator is in, the investigator is lost in time and space (see page 17).

Delayed Investigators

During the game, certain effects can cause an investigator to become **delayed**. When this occurs, place the investigator marker on its side, indicating the delay. Delayed investigators receive no movement points and do not move during the Movement Phase. Instead, during the investigator’s Movement Phase, the player stands the investigator marker back up to show that the investi-

gator is no longer delayed. On the following turn, the investigator will be able to move once again as normal.

Phase III: Arkham Encounters

During the Arkham Encounters Phase, each player whose investigator is in a location (not a street area or Other World area) *must* take one of the following actions. The action the investigator must take depends on whether his location contains an open gate or not.

1. No Gate

If the location has no gate, the investigator has an encounter at the location. The player shuffles the location deck corresponding to the neighborhood his investigator is in and draws a card from the deck. The player then finds the entry for his investigator’s location, reads the entry aloud, and performs any actions indicated by the card text. Note that the card may indicate that “a monster appears,” in which case the investigator must either evade the monster (see “Evading Monsters,” page 14) or fight it (see “Combat,” pages 14-16). Once the player has resolved any actions indicated by the card, he returns the card to the location deck.

Monsters and gates cannot appear in sealed locations, even if this is directed by the text of a card.

LOCATION ENCOUNTER (NO GATE)



Example: Amanda Sharpe is at the Historical Society in Southside, so she draws a card at random from the Southside location deck and looks at the entry for the Historical Society. According to the card, a janitor offers her a ride to the Woods. If she accepts, she moves to the Woods and has another encounter there.

LOCATION ENCOUNTER (WITH GATE)



Example: Amanda Sharpe is at Black Cave, but there is a gate leading to the Dreamlands there. Since she doesn’t have an explored marker under her, she is drawn through the gate to the first area of the Dreamlands.

OTHER WORLD ENCOUNTER



Example: Amanda Sharpe is at the City of the Great Race, which has a yellow and a green encounter symbol. She begins drawing cards from the gate deck. The first card is red, so it cannot be encountered at the City of the Great Race. The player discards it and draws again. She draws a blue card this time and again discards it. Finally, she draws a green card and examines it to see if it has a specific City of the Great Race encounter. It does not, so she looks at the Other encounter and follows its instructions.

Monsters that appear as the result of a location or gate encounter never remain on the board after the encounter is resolved. If an investigator evades such a monster, return it to the monster cup (see “Monsters in Encounters,” page 22).

2. Gate

If the location has a gate, the investigator is drawn through the gate. He moves to the first area (the left area) of the Other World indicated on the gate marker.

Exception: Once an investigator has entered a gate and returned to Arkham, the player places an explored marker underneath his investigator marker. While he remains in the gate’s location, he is no longer drawn through the gate, but may instead try to **close or seal the gate** (see “Closing and Sealing Gates,” pages 17-18). If the investigator leaves the location before the gate is closed or sealed, discard the explored marker. If the investigator returns to the location later in the game, he will again be drawn through the gate. He must resolve the Other World Encounters Phase again before he can return to the location and attempt to close or seal the gate.

Important: If an investigator is drawn through a gate that appears as a result of an encounter (such as “A gate appears!” or “A gate and a monster appear!”), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

Phase IV: Other World Encounters

During the Other World Encounters Phase, investigators in Other World spaces have encounters there. The Other World spaces on the board are marked with circular icons of different colors. These colored circles are called **encounter symbols**. When an investigator has an Other World encounter, the player draws cards from the gate deck, one at a time, until he draws a card whose color matches one of these encounter symbols. Gate cards that do not match a color of the encounter symbols are placed face down on the bottom of the gate deck.

Once the player has drawn a gate card that matches an encounter symbol’s color, he examines it to see if there is a specific encounter for the Other World his investigator is currently in. If a specific encounter is listed, the player reads that entry aloud and performs any actions indicated by the card text. If there is no specific encounter listed, the player reads the “Other” entry aloud and performs any actions indicated by the card text.

The card text of an Other World encounter may result in a monster appearing, in which case the investigator must either evade the monster (see “Evading Monsters,” page 14) or fight it (see “Combat,” pages 14-16). Once the encounter is resolved, the player then discards the card face down to the bottom of the gate deck.

Monsters that appear as the result of location or gate encounters never remain on the board after the encounter is resolved. If an investigator evades such a monster, return it to the monster cup (see “Monsters in Encounters,” page 22).

Phase V: Mythos

During the Mythos Phase, the *first player* draws a Mythos card and performs the following actions:

1. Open Gate and Spawn Monster
2. Place Clue Token
3. Move Monsters
4. Activate Mythos Ability

Each of these actions is performed as follows.

1. Open Gate and Spawn Monster

The first player begins by looking at the lower-left corner of the Mythos card he has drawn to see where the dimensional forces are assaulting Arkham this turn. One of three things happens, depending on whether there is an open gate, an elder sign marker, or neither at that location.

A. Location Has Elder Sign

If an elder sign token has been placed at the location, nothing happens. No gate opens and no monster appears. The elder sign has permanently sealed the gate at this location, and no new gates can open here.

B. Location Has Open Gate

If there is already an open gate at the location, a monster emerges from *every open gate* currently on the board.

This is called a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is equal to the number of open gates **or the number of players, whichever is greater**. The first player draws monster markers from the cup at random and places them on each location with an open gate. When placing monsters, they should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn. If there are more monsters to be placed than allowed by the monster limit (see “Monster Limits and the Outskirts,” page 18), the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

Example: *There are 3 open gates (at the Black Cave, Science Building, and Unvisited Isle), 7 players, and no monsters in play when a Mythos card is drawn that opens a gate at the Black Cave. This causes a monster surge: 7 monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the 3 gates gets 2 monsters placed on it, and the 7th monster is placed on the Black Cave, where the monster surge occurred. The Black Cave now has 3 monsters, while the other 2 open gates each have 2 monsters on them.*

C. No Elder Sign or Gate

If there is neither an open gate nor an elder sign marker at the location, a new gate opens and a monster emerges from it. This means that the following things happen, in order:

1. The Doom Track Advances

The first player places a doom token with the eye symbol face up in the first available space on the Ancient One’s doom track. If the marker is placed in the last available space on the doom track, the Ancient One has awakened and the end of the game has begun (see “The Ancient One Awakens!,” page 20). If the Ancient One awakens, you do not need to complete the rest of the Mythos Phase: Proceed immediately to the final battle.

Note that it is also possible for the Ancient One to awaken because there are too many gates open in Arkham at once (see “The Ancient One Awakens!,” page 20).

2. A Gate Opens

The first player draws a gate marker from the stack of gate markers near the board and places it face up on the location. Discard any Clue tokens that were on the location: The investigators have missed their opportunity to follow up on those leads.

3. A Monster Appears

The first player draws a monster marker from the cup at random and places it on the location. If this would bring the number of monsters over the monster limit, the first

RESOLVING A MYTHOS CARD

1. Open Gate and Spawn Monster

2. Place Clue Token

3. Move Monsters

4. Activate Card's Special Ability.

A. Each Mythos card has a trait just below its title that tells you what its subtype is. Mythos cards are either **Headlines**, **Environments**, or **Rumors**. Each subtype behaves slightly differently, and all are explained in detail in these rules.

player places the monster in the Outskirts instead (see “Monster Limits and the Outskirts,” page 18).

Exception: If there are five or more investigators playing, then draw and place two monsters instead of one.

Important: Unlike investigators, monsters are never drawn through gates.

Example: Wade is the first player and draws the Mythos card shown in an earlier example. The lower-left corner of the card shows Black Cave, which has neither an open gate nor an elder sign marker. First, Wade adds a doom token to the Ancient One’s doom track. There are still open spaces on the track, so Wade draws the top gate marker from the stack and places it on top of Black Cave. The revealed gate is one that leads to Yuggoth. Finally, Wade draws a monster from the cup (a Dark Young) and places it on Black Cave as well.

Gates Opening On Investigators

If a gate opens at a location that contains an investigator, he is immediately drawn through the gate to the first area of the corresponding Other World. As a result of the sudden disorientation caused by the gate swallowing him, the investigator is delayed. Place his investigator marker on its side. The investigator will not move during the next Movement Phase (see “Delayed Investigators,” page 16).

2. Place Clue Token

Most Mythos cards indicate a location where a Clue token appears. Place a Clue token on the indicated location unless there is an open gate there. If one or more investigators are at that location, one of them (they should decide among themselves) may immediately take that Clue token. If the players cannot agree on who gets the Clue token, the first player decides.

3. Move Monsters

Although monsters start out in locations as they emerge from gates, they soon leave those locations to roam the streets of Arkham. In order to determine monster movement, the first player looks at the lower-right corner of the Mythos card he has drawn for the turn. This area describes which monsters move during the turn as well as the direction they move on the board.

Each Mythos card has two movement areas on it, represented by black and white boxes. Each location and street area on the board likewise features a black or white arrow (sometimes both, see below).

Each movement box on a Mythos card also has one or more dimension symbols printed in it. Each monster marker likewise features such a dimension symbol on its movement side.

MONSTER MOVEMENT



Example 1: The Mythos card at the left is drawn. Monsters showing the symbols in the white area (slash, triangle, and star) move, following the white arrows. Monsters showing the symbols in the black area (hexagon) also move, following the black arrows. Specifically, in this example:

1. The Gug, with its slash symbol, follows the black and white arrow leading out of its current location.

B. The Dark Young does not move. Although it has a hexagon symbol, its border is yellow, indicating that it is a stationary monster that never moves.



Example 2: The Mythos card above is drawn. Monsters showing the symbols in the white area (square and diamond) move, following the white arrows. Monsters showing the symbols in the black area (circle) also move, following the black arrows. Specifically, in this example:

1. The Dimensional Shambler, with its square symbol, follows the white arrow leading out of its current location. Then, because it has a red border, signifying that it is fast, it moves one more time (2), again following the white arrow.

A. The Dhole does not move. Although it has a circle symbol, it is sharing a location with Amanda Sharpe, so it remains there instead of moving away from her.

Monsters currently on the board whose dimension symbols are listed in either movement box on the Mythos card move to a connected location or street area, as follows:

- If the monster is listed in the white movement box, it follows the white arrow leading out of its current area.
- If the monster is listed in the black movement box, it follows the black arrow leading out of its current area.

Important: The arrows leading out of some locations are black on one side and white on the other. These arrows count as both a black arrow and a white arrow, so monsters listed in either the black or the white movement box of the Mythos card follow that arrow.

Monster Movement and Investigators

A monster that already shares a location or street area with one or more investigators does not move and remains in place. Certain monsters move several times (see the description of “Fast” monsters below); when such a monster enters an area that contains one or more investigators, it must immediately stop moving. No encounter with the monster takes place during this phase, but the investigators will be forced to evade or fight the monster during the Movement Phase.

Example: A *Star Spawn* moves into *Uptown*, where *Joe Diamond* and *Ashcan Pete* are currently located. During their next Movement Phase, one or possibly both of these investigators will need to deal with the *Star Spawn*.

Monster Movement Specialties

Most monsters move as described above, but some monsters have special movement abilities that follow special rules. There are five different types of monster movement in *Arkham Horror*. These are indicated by the colored borders on the movement side of the monster markers:

Normal (Black Border): Normal monsters move as described above.

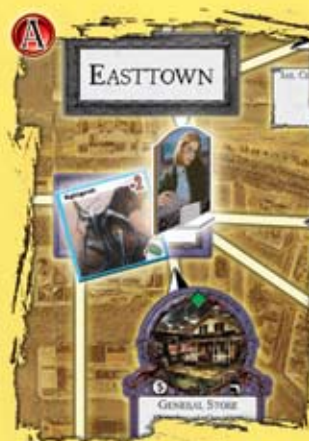
Stationary (Yellow Border): Stationary monsters **never** move. They always remain at the location where they entered play.

Fast (Red Border): Fast monsters move twice, following the appropriate arrows for both steps of their movement. Fast monsters stop moving immediately if they encounter an investigator.

Unique (Green Border): Monsters with unique movement (such as the *Hound of Tindalos*) have special movement abilities listed on the combat side of their monster markers. Turn such a monster marker over and follow the instructions there.

Flying (Blue Border): Flying monsters generally move directly towards the nearest investigator in a street area, or move to the “Sky” holding area if they can’t reach any

FLYING MONSTERS



A) If the flying monster is in a location or street area with one or more investigators, it stays where it is.



B) If the flying monster is in a location or street area with no investigators and there are one or more investigators in a connected street area, it moves into that street area. If there is more than one connected street area containing investigators, it moves towards the investigator in those street areas with the **lowest** current *Sneak* skill (including any relevant equipment and skills; if there is a tie, the first player chooses which investigator the monster moves towards).

C) If the flying monster is in a street area with no investigators and there are no investigators in a connected street area, it moves to the *Sky* (see **The Sky**, below).



THE SKY

The Sky is a holding area considered to be a street area that is **connected to every street area** in Arkham. Flying monsters in the Sky can swoop down on investigators anywhere in the streets of Arkham. Note that **monsters in the Sky count against the monster limit** (see “Monster Limits and the Outskirts,” page 18).

investigators this turn. Flying monsters are explained in more detail in the “Flying Monsters” diagram.

4. Activate Mythos Ability

Finally, the first player looks at the special text on the Mythos card, examining the trait listed at the top of the card. The various traits indicate different types of Mythos cards, and they are resolved in different ways as described below.

Headline: The first player immediately resolves the special text of a Headline Mythos card. He then discards the Mythos card face down to the bottom of the Mythos deck.

Environment: The special text of an Environment Mythos card remains in play for several turns, possibly even until the end of the game. The first player places the card face up next to the game board, discarding any previous Environment Mythos card face down to the bottom of the Mythos deck. This means that only one Environment Mythos card can be in play at a time.

Rumor: The special text of a Rumor Mythos card remains in effect until either the *Pass* or *Fail* condition on the card is met, at which point the card is resolved and is discarded face down to the bottom of the Mythos deck.

Only one Rumor can be in play at once. If there is already a Rumor Mythos card in play, ignore the special text of the newly drawn Rumor and discard it face down to the bottom of the Mythos deck after resolving its other effects for the turn (such as gate opening and monster movement).

Other Effects: Additionally, the Mythos card may call for one or more “activity” or “closed” markers to be placed on specific locations. Simply place the respective markers on the locations indicated by the card. If the card leaves play, remove the markers from the locations as well.



Turn End

Once the first player has resolved all steps of the Mythos Phase, **the first player marker is passed to the left**. The turn is now over and a new one begins with the Upkeep Phase. Play continues in this way until the end of the game.

Ending the Game

The game ends in one of two ways: The investigators either overcome the Mythos threat, or they are defeated by it.

VICTORY

The investigators win the game in any of the following three ways:

A. Close the Gates

To satisfy this victory condition, the players must accomplish two objectives:

- An investigator must close the last gate on the board, such that there are currently no open gates.
- When the last gate is closed, the players must have a number of gate trophies equal to or greater than the number of players. These gate trophies *do* include the one just awarded for closing the last gate, but *do not* include any trophies the players have spent.

If these two conditions are met, the players immediately win. Stability is restored to Arkham as the Ancient One slips back into a deep slumber for a few more millennia.

B. Seal the Gates

If, at any time, there are six or more elder sign tokens on the board, the players immediately win. The Ancient One is driven away and peace returns to Arkham.

C. Banish the Ancient One

If the Ancient One awakens (see page 20) but the investigators manage to defeat it, the players immediately win. The Ancient One is banished beyond time and space.

SCORING VICTORIES

If the players achieve one of the preceding victory conditions, the investigators have defeated the Mythos threat and saved Arkham. The player with the most gate trophies is awarded the honorary title of First Citizen of Arkham. In the case of a tie, the title goes to the player with the most monster trophies.

You can rate your victory by using the following scoring system. Start with the highest printed number on the doom track of the Ancient One. Subtract the terror level

at the end of the game from this number. Now apply the following modifiers:

- 1 per unpaid/defaulted Bank Loan
- 1 per elder sign played during the game
- +1 per unspent gate trophy at the end of the game
- +1 for every three unspent monster trophies held at the end of the game.
- +1 per sane, surviving investigator at the end of the game

***Example:** The courageous investigators close the final gate, returning Azathoth to his fitful slumber just as the terror level climbs to 6. Subtracting the terror level (6) from the highest printed number on Azathoth's doom track (14) gives a base score of 8. The group had two defaulted Bank Loans (–2), played three elder signs during the game (–3), had eight unspent gate trophies (+8), had 17 unspent monster trophies (+5), and had 5 sane, surviving investigators at the end of the game (+5) for a total of 21 points.*

DEFEAT

If the Ancient One awakens and defeats all of the investigators in battle, the space-time continuum ruptures, the Ancient One is unleashed, and all of mankind suffers for the investigators' failure. In this unfortunate event, all players lose the game.

Other Rules

After reading the rules up to this point, you should be familiar with the overall flow of the game, including what you must accomplish to win. The remaining sections of this rulebook offer everything you'll need to know to meet those objectives: how to make skill checks for your investigator, how to evade and fight monsters, how to cast spells, how to close or seal gates, and more.

Skills

These are the basic abilities investigators use to accomplish things in the game. Every investigator has six skills, listed below. Investigators also have a value for each of these skills, depending on how they have positioned their skill sliders (see page 6). **A skill value represents the number of dice the investigator rolls for a check based on that skill.**

Fight: Used for physical feats of strength and endurance. Also used in combat.

Lore: Used for tests of mystic knowledge and ability. Also used in casting spells.

Luck: Used to determine the whims of chance. It is the most common skill used in encounters.

Sneak: Used for feats of stealth and thievery. Also used when evading monsters.

Speed: Used for tests of quickness and agility. Also used to determine an investigator's movement.

Will: Used to test an investigator's force of personality and willpower. Also used for Horror checks at the start of combat.

SKILL CHECKS

Investigators are often called upon to perform skill checks in order to avoid harm or to accomplish something in the game. When the game calls for a skill check, it is presented in a consistent format that provides the following information:

- The skill you must use to perform the check
- The modifier (bonus or penalty) to the check, if any
- The difficulty of the check (not listed if the difficulty is 1)

Example 1: Make a Sneak (–1) check. In this example, Sneak is the skill the investigator must use for the check. The modifier is –1, a penalty in this case. Since it is not specifically listed, the difficulty is 1.

Example 2: Make a Luck (+2) [2] check. In this example, Luck is the skill the investigator must use for the check. The modifier is +2, a bonus. The difficulty is 2.

When making a skill check, a player always rolls a number of dice equal to his investigator's value in the appropriate skill.

Modifiers and difficulties are discussed in more detail below.

MODIFIERS

This number is added to or subtracted from the investigator's skill value before the player makes the check. The result is the number of dice the player rolls to make the check. Note that modifiers always apply to the number of dice a player rolls for a check, not to the results of the individual dice.

Example: Michael McGlen is asked to make the two skill checks listed in the example above. His current Sneak is 3 and his current Luck is 2. In the first example, he subtracts one from his Sneak of 3 (for the –1 modifier) and therefore rolls two dice. In the second, he adds two to his Luck of 2 (for the +2 modifier) and therefore rolls four dice.

Important: If the modifier reduces an investigator to 0 or fewer dice, he automatically fails the check. The player may still spend Clue tokens to make the check (see "Spending Clue Tokens on Skill Checks," on this page).

DIFFICULTY

This is the number of **successes** an investigator must roll during a skill check to pass the check. Each die result of 5 or 6 counts as one success. Remember that if a skill check does not list a difficulty, it is assumed to be 1.

Example 1: Michael McGlen rolls two dice for the Sneak check described above. He gets a 2 and a 5. The 5 is a success, giving him a total of one success. Since the Sneak check had no listed difficulty, it is assumed to be 1. Michael has enough successes to pass the check.

Example 2: Michael next rolls four dice for the Luck check described above. He gets 2, 5, 3, and 6, for a total of 2 successes (the 5 and 6 were both successes). Since the check's difficulty was 2, Michael passes the Luck check.

There are four types of **special skill checks** that players should be aware of: **Evade checks**, **Horror checks**, **Combat checks**, and **Spell checks**. Each of these special skill checks are based on one of the six skills listed above and are described later in this rulebook. If an investigator receives a bonus to a skill, any special checks based on that skill also receive this bonus. However, if an investigator receives a bonus only to a special check, that bonus *does not* apply to any other checks based on the same skill.

For example, Evade checks are a special type of Sneak check. A Skill card that gives +1 Sneak is useful both for Sneak and Evade checks. However, an item that gives +2 to Evade checks is only useful when making Evade checks. That bonus cannot be used on a normal Sneak check.

SPENDING CLUE TOKENS ON SKILL CHECKS

Clue tokens represent information about the Mythos threat that an investigator may acquire. A player may spend Clue tokens, one at a time, after any skill check (failed or not). Each spent Clue token allows the player to roll one additional die; if the result is a success, it is added to the total from the original roll.

Example: Joe Diamond fails a Lore (–1) [3] check, but gets two successes. Deciding that he really needs to pass this check, he discards one Clue token and rolls another die, getting a 3. Still no success, so Joe spends a second Clue token and rolls a second die, this time getting a 6. This extra success increases his total number of successes for the check to 3, enough to pass the check.

Important: Spending a Clue token always gives you the bonus dice that you are entitled to, even if the modifier has dropped the number of dice you can roll below 0.



EVADING MONSTERS



Example 1: Here, Amanda moves from the Woods to the Uptown Streets, where the Dhole is waiting for her. Amanda wishes to continue moving to the Southside Streets, so she'll have to make an Evade check. Her Sneak is currently 2, and the Dhole's Awareness is -1, so Amanda will roll 1 die, hoping for a success.



Example 1A: Should Amanda fail her **Evade check**, the Dhole immediately deals its combat damage to her, and she loses 4 Stamina. If she's still conscious, she then has to make a **Horror check**, and if she survives that, she'll have to decide whether to fight the Dhole or try to flee from it again. Even if Amanda defeats the Dhole somehow, her movement is over at this point.

Example 1B: Should Amanda pass her **Evade check**, she successfully slips past the Dhole, and her movement can continue as normal. In the illustration above, she continues on her way to the Southside Streets.

Evading Monsters

When an investigator attempts to move out of an area containing a monster, or ends his movement in such an area, he must either fight the monster or evade it.

An investigator may attempt to evade a monster by making an **Evade check**. An Evade check is a skill check using the investigator's Sneak value. The check is modified by the monster's Awareness value, which is printed in the upper-right corner of the monster marker's movement side. The difficulty of the Evade check is always 1 unless the monster has a special ability that states otherwise.

If the investigator passes the Evade check, he evades the monster and the player may continue his turn as normal, whether continuing movement or interacting with the area. If the investigator fails the check, the monster immediately deals its combat damage to him and combat with the monster begins (see "Combat," later in these rules).

Example: Ashcan Pete moves from the Merchant District into Northside, where a Star Spawn is waiting for him. Pete wants to continue moving to the Curiosity Shoppe, so he must evade the Star Spawn. Pete's current Sneak is 4 and the Star Spawn's Awareness is -1, so he rolls three dice, hoping for at least one success. If he passes the check, he has evaded the Star Spawn and may continue moving. If he fails, the Star Spawn damages him for 3 Stamina and he enters combat with it.

An investigator may remain in the same area as a monster after evading it. He simply remains where he is and does not have to enter combat with the monster this phase. This allows an investigator to enter a gate in the same location as evaded monsters. Such an investigator could (if able) evade the monsters during the Movement Phase, and enter the gate during the Arkham Encounters Phase.

Example: In the example above, if Pete successfully evades the Star Spawn, he could choose to remain in the Northside area without fighting it for now. However, once the next Movement Phase takes place, he'll have to deal with the Star Spawn once more (by either evading it again or fighting it).

If there is more than one monster in an area, the investigator must evade each monster in turn, in any order he chooses. If he fails to evade a monster, the monster deals its combat damage to him and combat with the monster begins. If he defeats the monster, he must still fight or evade any monsters in the area that he has not yet either fought or evaded. Regardless of whether or not any further evade attempts succeed, the investigator's movement is finished as soon as he fails even one evade check.

Example: If the Star Spawn in the example above was also accompanied by a Shoggoth, Pete would need to evade both of them to keep moving to the Curiosity Shoppe. If Pete decides to evade the Star Spawn first and fails the check, he can no longer move. Assuming he wins the ensuing combat with the Star Spawn, he must still either fight or evade the Shoggoth.

Sometimes monsters appear as the result of a location or gate encounter. An investigator can evade these monsters just like any others. However, these monsters never remain on the board after the encounter is resolved. If an investigator evades such a monster, immediately return the marker to the monster cup.

Combat

Eventually, all investigators have to face their fears and do battle with the Mythos. Whenever an investigator enters combat with a monster, resolve the following steps, in order.

1. Horror Check

First, the alien nature of the Mythos threatens to overwhelm the investigator's mind. This is represented by a Horror check.

A Horror check is a skill check using the investigator's Will value. This value is modified by the monster's horror rating (found in the lower-left corner of its combat side). The difficulty of this check is always 1 unless the monster has a special ability that states otherwise.

If the investigator passes the check, nothing happens. If he fails the check, the investigator loses the amount of Sanity shown underneath the monster's horror rating. The player discards the appropriate number of Sanity tokens from his investigator sheet. An investigator reduced to zero Sanity tokens is driven insane (see page 16).

Example: Ashcan Pete failed to evade the Star Spawn, so now he must make a Horror check. Pete's Will is currently 3, but the Star Spawn's horror rating is -3, so Pete doesn't get to roll any dice for the check and automatically fails. Pete loses 2 Sanity, as shown underneath the Star Spawn's horror rating. Pete removes two Sanity tokens from his sheet. If he had somehow managed to succeed, nothing would have happened to him.

Whether he passes the check or not, an investigator only needs to make one Horror check each time he does battle with a monster. If the investigator successfully evades the monster in the first place, he never needs to make a Horror check at all.

2. Fight or Flee

Next, the investigator must choose: He may either attempt to flee or fight the monster.

A. Flee

The investigator tries to evade the monster, using an Evade check just as described under “Evading Monsters” earlier in these rules. If he passes the check, he eludes the monster and the battle immediately ends. If he fails the check, the monster deals its combat damage to the investigator and the battle continues (see “Monster Damage,” below).

B. Fight

If the investigator fights the monster, he makes a **Combat check**. A Combat check is a skill check using the investigator’s Fight value. This value is modified by the monster’s **combat rating** (printed in the lower-right corner of its combat side). The difficulty of this check is equal to the monster’s **toughness**, which is represented by the number of “blood drop” icons that appear in the lower center of the monster’s combat side.

If the investigator passes the Combat check, he defeats the monster. The investigator’s player removes the marker from the board and places it in front of him as a monster trophy. If the investigator fails the check, the monster deals its combat damage to him (see “Monster Damage,” on this page).

Example: After failing his Horror check, Ashcan Pete decides to fight the Star Spawn rather than attempt to flee. Pete’s Fight is 6 and the Star Spawn’s combat rating is -3, so Pete rolls three dice. The Star Spawn’s toughness is 3 (the difficulty for the check), so Pete must

succeed on all three dice to defeat the monster. If Pete succeeds, he takes the Star Spawn marker and places it in front of him as a monster trophy. If he fails, the Star Spawn deals its combat damage to Pete.

Important: If a monster’s toughness is greater than 1, partial success has no effect on it. A monster must be completely defeated in one Combat check or it ignores all successes the investigator rolled.

3. Monster Damage

Each time an investigator fails to evade or defeat a monster, the monster deals its combat damage to the investigator. The amount of combat damage a monster deals is printed below its combat rating. The investigator loses Stamina equal to this number. The player discards the appropriate number of Stamina tokens from his investigator sheet. An investigator reduced to zero Stamina tokens is knocked unconscious (see page 16).

Note that some monsters have abilities that add some special effect to their combat damage. For example, the Nightgaunt drops the investigator through the nearest open gate instead of causing the investigator to lose Stamina tokens.

If the investigator remains conscious, sane, and in the same space as the monster after this step is resolved, the combat continues. Return to step 2, Fight or Flee, and continue the combat until it is resolved.

Example: Pete fails the Combat check, so the Star Spawn deals its combat damage to him. The Star Spawn’s combat damage is 3, so Pete loses three Stamina. Battered, bruised, and more than a little crazy, Pete prepares for another round of combat.

COMBAT



Example: Here, Amanda has decided to fight an Elder Thing. The first thing she'll have to do is make a **Horror check**. Her Will is 2, but looking at the Elder Thing's horror rating (A), she sees that its modifier is -3, bringing her total down to -1, which automatically fails. As a result, she loses 2 Sanity, as shown beneath the Elder Thing's horror rating.

Assuming that Amanda isn't driven insane by the Sanity loss, she can now make a Combat check to try to defeat the Elder Thing. Her Fight is 3, and looking at the Elder Thing's combat rating (B), she sees that it has a modifier of +0, giving her a total of 3 dice for her check. The monster has a toughness of 2, so she'll need 2 successes to defeat it. Crossing her fingers, she rolls the dice and gets this result:



The 5 and the 6 are both successes, giving her the 2 successes she needed to defeat the Elder Thing! She claims it as a monster trophy.

If Amanda had failed, the Elder Thing would have dealt its combat damage to her, causing her to lose 1 Stamina and 1 **Weapon or Spell** of her choice. She would then have to decide whether to fight it again or try to flee from it. However, she would **not** need to make another **Horror check**, since she's already made one this combat.



USING WEAPONS AND SPELLS IN COMBAT

Investigators can gain a valuable edge in combat by using weapons and spells. The biggest advantage of weapons is that they automatically grant bonuses on Combat checks—no additional skill checks are required to use them. However, most weapons grant **Physical Combat** bonuses, which have no effect at all against many Mythos monsters.

Spells, on the other hand, grant **Magical Combat** bonuses. These are effective against almost every monster in *Arkham Horror*. An investigator must successfully cast a spell to gain its benefits (see “Casting Spells” on this page). If an investigator fails to cast a spell, it provides no bonuses for the combat at all. In other words, spells are more powerful and versatile than weapons, but they are not always a sure thing.

Weapon and Spell Limits

There is a limitation on the number of weapons and spells an investigator may use at once. This limitation is represented by “hand” icons printed in the lower-left corner of each weapon and spell card. Each investigator may use any combination of weapons and spells and add their skill bonuses together, as long as their combined number of hand icons does not exceed two. Note that a spell requires the number of hands printed on the card, even if the investigator fails to cast it.

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You can choose to switch weapons/spells in later combat rounds, but as soon as you “release” a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the final battle) cease to work and must be re-cast.

***Example:** Ashcan Pete has acquired some equipment and a spell before he faces a Star Spawn. He decides to use his .45 Automatic (a weapon that gives him a +4*

Physical Combat bonus and uses one hand) and Shrivelling (a spell that gives him a +6 Magical Combat bonus if successfully cast and uses one hand). Pete successfully casts Shrivelling. With the .45 Automatic and the successful spell casting, he gains a total bonus of +10 (+4 from the weapon, +6 from the spell). Adding his Fight value of 6, Pete's total skill for the Combat check is 16. He then accounts for the Star Spawn's combat rating (−3), leaving him with 13 dice with which to roll 3 successes (as the Star Spawn's toughness is 3).

Casting Spells

An investigator must successfully cast a spell in order to gain its benefits. Every spell has a **casting modifier**, and most have a **Sanity cost**. To cast a spell, an investigator must pay its Sanity cost and then pass a **Spell check**.

To pay the Sanity cost of a spell, the player simply removes a number of Sanity tokens from his total equal to the cost of the spell. Players must always pay the Sanity cost of a spell, whether or not the investigator subsequently passes the Spell check.

A Spell check is a skill check that uses the investigator's Lore value, adjusted by the spell's casting modifier. If the Spell check fails, the spell has no effect. If the check succeeds, the spell takes effect.

***Example:** Harvey Walters attempts to cast Heal, a spell with a casting modifier of +1 and a Sanity cost of 1. First, Harvey pays the Sanity cost, then he makes a Lore (+1) check. His Lore is 4 at the moment, so he rolls 5 dice and gets 2 successes. The Heal spell is successful. The spell's effect allows Harvey to recover Stamina equal to the number of successes he rolled on the Spell check, so Harvey recovers two Stamina.*

Investigator Status

This section of the rules describes the various conditions that may affect an investigator during the course of the game.

SANITY AND STAMINA

An investigator begins the game with a number of Sanity and Stamina tokens equal to the values listed on the investigator's sheet. These two values are the investigator's maximum Sanity and maximum Stamina. While an investigator may gain and lose Sanity or Stamina over the course of the game, the investigator's current Sanity or Stamina may never exceed the investigator's maximum Sanity or Stamina.

Insane in Arkham

If an investigator is ever reduced to 0 Sanity while in Arkham, the investigator is driven temporarily **insane**. He must immediately choose and discard half of his

items and half of his Clue tokens (rounded down), along with all retainers (if any). The player then immediately moves his investigator to Arkham Asylum. The investigator is restored to 1 Sanity, returning 1 Sanity token to his investigator sheet, and has no further encounters this turn. The investigator may take his next turn as normal.

Unconscious in Arkham

If an investigator is ever reduced to 0 Stamina while in Arkham, the investigator is knocked **unconscious**. He must immediately choose and discard half of his items and half of his Clue tokens (rounded down), along with all retainers (if any). The player then immediately moves his investigator to St. Mary's Hospital. The investigator is restored to 1 Stamina and has no further encounters this turn. The investigator may take his next turn as normal.

Insane or Unconscious in an Other World

If an investigator is reduced to 0 Stamina or 0 Sanity while in an Other World, the investigator is **lost in time and space**. He must immediately choose and discard half of his items and half of his Clue tokens (rounded down), along with all retainers (if any). His Stamina and Sanity are restored to a minimum of 1. The player immediately moves his investigator to the Lost in Time and Space area of the board and places the investigator marker on its side to indicate that the investigator is delayed (see “Lost in Time and Space,” on the next page).

Important: When adding up items before discarding them, count all Common Items, Unique Items, and Spells. In addition, the Deputy's Revolver and the Patrol Wagon both count as items. Allies, Skills, and other cards do not count towards this total.

DELAYED INVESTIGATORS

An investigator whose marker is placed on its side has been delayed. Delayed investigators do not move during the Movement Phase, and they receive no movement points. Instead, when the player of the delayed investigator takes his turn in the Movement Phase, he should stand the investigator marker back up to show that the investigator is no longer delayed.

ARRESTED INVESTIGATORS

Some encounters may result in an investigator being arrested and taken to the Police Station. When this occurs, the player should place the investigator in the Jail Cell (rather than the main Police Station area). Arrested investigators lose half of their money (round down) and are delayed. The player completely skips the next turn, simply standing his investigator marker and placing it in the main area of the Police Station during the Movement Phase. The player may act in the following turn as normal.



Closing and Sealing Gates

As dimensional gates open in locations all over Arkham, the investigators must work to close or seal them.

CLOSING GATES

Before he can close a gate, an investigator must enter the gate, explore the Other World it leads to, and then return to Arkham.

When an investigator returns from an Other World, as described earlier, the player should place an explored marker under his investigator marker. This gives the investigator an opportunity to destroy and close the gate during the next Arkham Encounters Phase. If the investigator leaves the gate's location for any reason, the player must discard the explored marker – the investigator has missed his opportunity and must explore the gate again if he wishes to close it.

If, during the Arkham Encounters Phase, an investigator is on a location that contains an open gate **and** that investigator has acquired the explored marker, he may now attempt to close the gate. To do so, the investigator must choose whether to make a Lore check or a Fight check, using the number printed on the gate marker as the modifier. If the investigator succeeds at this check, he closes the gate and takes the gate marker as a gate trophy. If the investigator fails, the gate remains open. The investigator can try to close it during the Arkham Encounters Phase next turn (and in subsequent turns, as long as he does not leave the gate location).

SEALING GATES

A: USING CLUE TOKENS



To seal a gate using Clue tokens, a player must:

1. Succeed at his roll to close the gate.
2. Spend 5 Clue tokens.
3. Claim the gate marker as a gate trophy.
4. Take 1 elder sign token from the pile of unused tokens and place it on the location where the gate was sealed.

To seal a gate using an elder sign, a player must:

1. Return the elder sign card to the box (no roll to close the gate is needed).
2. Claim the gate marker as a gate trophy.
3. Take 1 doom token from the Ancient One's terror track, turn it over to its elder sign side and place it on the location where the gate was sealed. This effectively decreases the current doom track rating by 1.

B: USING AN ELDER SIGN



LOST IN TIME AND SPACE

Any investigator who is lost in time and space is immediately moved to the Lost in Time and Space area of the board. The investigator is now delayed, and the player should place the investigator marker on its side. The investigator loses his next turn, remaining in the Lost in Time and Space area. The player may only stand his investigator marker back up during the Movement Phase. On the following turn, at the start of the Upkeep Phase, the player may move his investigator to any location or street area of his choice in Arkham.

DEVOURED INVESTIGATORS

In rare cases, investigators may be **devoured**. The player immediately discards all of his cards (except unspent trophies) and shuffles his investigator sheet in with the unused investigator sheets. The player then draws a new investigator at random and sets up the investigator as if he were starting a new game (as described in "Game Setup," page 5).

If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is **devoured**.

If an investigator's **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

BLESSED AND CURSED INVESTIGATORS

Blessings and curses represent aid or interference from greater powers, and investigators may gain these cards through encounters or rumors.

- While an investigator is Blessed, every die result of 4 or better counts as a success.
- While an investigator is Cursed, only die results of 6 count as successes.

An investigator may never be Blessed and Cursed at the same time. If a Blessed investigator is Cursed, simply discard the Blessing. If a Cursed investigator is Blessed, simply discard the Curse. Likewise, a player may never have more than one Bless or Curse card at a time.



SEALING GATES

If an investigator successfully closes a gate, he may immediately spend five Clue tokens to permanently seal it. The player takes a doom token from the pile of **unused** doom tokens, turns it over to its elder sign side, and places the token on the gate location. The player still claims the gate marker as a trophy. The gate is now sealed: No further gates can open and no monsters can appear at the location of the sealed gate for the remainder of the game.

MONSTERS AND CLOSING GATES

When a gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have the same dimension symbol (see “Monster Movement,” page 10) as the closed or sealed gate are removed from the board and returned to the cup. A monster’s dimension symbol is printed in the lower-right corner of the marker’s movement side.

ELDER SIGNS

Elder signs are a specific type of Unique Item that investigators can use to seal gates. There are several elder sign cards in the Unique Item deck. To use an elder sign, the investigator must be at the location of the gate and must have acquired an explored marker, just as if he were attempting to close the gate. The investigator does not need to make a Lore or Fight check or spend any Clue tokens to use the elder sign.

To use an elder sign, do the following:

- The player removes 1 Sanity and 1 Stamina from his investigator sheet. This may knock the investigator unconscious or drive him insane, but the elder sign still takes effect.

- The player takes a doom token from the Ancient One’s doom track (not the pile of unused doom tokens), turns it to its elder sign side, and places it on the location to be sealed. This effectively lowers the current doom level of the game by 1, and this is one of the only ways to do so.

- The player then returns the elder sign card to the box. This specific card cannot be drawn or used again this game.

Once these actions have been taken, the gate is now sealed: No further gates can open and no monsters can appear at the location of the sealed gate for the remainder of the game.

MONSTERS GUARDING GATES

During the turn he returns to Arkham from an Other World, an investigator does not have to evade or fight any monsters in the gate’s location. This rule only applies during the turn he returns to Arkham; in subsequent turns, if the investigator remains in the location, he must evade or fight any monsters there as normal.

Monster Limits and the Outskirts

There is a limit on the number of monsters that may be in Arkham at one time. The limit is equal to the number of players in the game, plus three.

This monster limit only applies to those monsters actually moving around on the Arkham city portion of the board or located in the “Sky” area. Monsters that appear at a location and are then removed from the board do not count, nor do monsters located in the Outskirts.

Important: If the terror level reaches 10, Arkham is overrun and the monster limit is removed for the rest of the game. See “The Terror Track,” below.

If adding a monster to the board would bring the number of monsters in Arkham above the monster limit, the monster is placed in the **Outskirts** area instead. Monsters in the Outskirts remain there until the Outskirts become too full.

Number of Players	Maximum Monsters in Outskirts
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0

When the number of monsters in the Outskirts exceeds this limit, return all of the monsters in the Outskirts to the monster cup and increase the terror level by 1. The terror level is described below.



ANCIENT ONE SHEET BREAKDOWN



1: Name: The Ancient One's name.

2: Combat Rating: This is the Ancient One's combat rating. It is only used if it awakens and the players have to fight it.

3: Defenses: This section lists any defensive abilities the Ancient One has. See **Monster Special Abilities** on page 24 for descriptions of these abilities.

4: Worshippers: This section grants certain abilities to one or more types of monsters. These abilities are active all game long.

5: Power: This is a unique effect that the Ancient One has on gameplay. Most effects are active all game long.

6: Attack: This is the Ancient One's attack, only used during combat with it. Some Ancient Ones also have a Start of Battle ability that occurs only once, when investigators begin to battle it.

7: Doom Track: This tracks how close the Ancient One is to waking up.

BATTLING ANCIENT ONES



At the start of the battle, be sure that the Ancient One's doom track is completely filled with doom tokens. Immediately activate any **Start of Battle** abilities the Ancient One may have.



Each round, players first get an **Upkeep Phase**, then take turns making attacks on the Ancient One, keeping a running tally of the total number of successes they've scored as a group. Each time they accumulate a number of successes equal to the number of players or higher (for example, 4+ successes in a 4 player game), they remove 1 doom token from the Ancient One's doom track and reset the success tally to 0.



After each player has made an attack, the Ancient One attacks. Often, the players will need to make skill checks or suffer some misfortune, as described on the Ancient One sheet.

ENDING THE BATTLE

Should the players remove the last doom token from the Ancient One's doom track, the Ancient One is defeated and they win!

However, if all of the investigators are **devoured**, they have failed to stop the Ancient One's arrival, and they lose the game.

The Terror Track

The terror track shows the current terror level in Arkham – the current mental state of the city’s inhabitants. Various things can raise the terror level, such as too many monsters entering the Outskirts or the effects of some Mythos cards. The terror level can never go down, so players should be very cautious about allowing it to increase.

When the terror level rises, move the terror track marker up the terror track as indicated. The terror track marker cannot leave the track, so the terror level cannot go above 10.

Once the terror level has reached 10, if it ever increases again (via a Mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level should have increased.

“Margie, pack your bags!”

The most obvious effect of the terror level is that people pack up and leave town. **For every point the terror level goes up, select one Ally card at random from the Ally deck and return it to the box.** That Ally is no longer available for the rest of the game. Once all Allies have been returned to the box or claimed by investigators, this specific result has no effect for the remainder of the game.

“That’s it. I’m Moving the Shop to Boston.”

If the terror level reaches a sufficiently high level, the Curiosity Shoppe, the General Store, and Ye Olde Magick Shoppe close for the rest of the game.

If the terror level reaches 3, place a closed marker on the General Store. It is closed for the rest of the game and no one may enter that location. Immediately move any investigators and monsters currently at the General Store to the Rivertown street area.

If the terror level reaches 6, place a closed marker on the Curiosity Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at The Curiosity Shoppe to the Northside street area.

If the terror level reaches 9, place a closed marker on Ye Olde Magick Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at Ye Olde Magick Shoppe to the Uptown street area.

“Look at All the Monsters.”

If the terror level reaches 10, the town of Arkham is overrun by monsters and the monster limit is completely removed from the game. There is no longer any limit on the number of monsters that can rampage through town.

The Ancient One Awakens!

No matter how valiantly the investigators struggle, they are facing incredible odds. Despite their best efforts, the Ancient One may awaken and enter Arkham. If this comes to pass, the only thing the investigators can do is try to drive it back using the weapons and magic they’ve accumulated throughout the game.

There are five conditions under which the Ancient One may awaken.

1. Doom Track is Full

If enough gates open, eventually the Ancient One’s doom track will fill up with doom tokens, even if the investigators use all of the elder signs. When a doom token is placed on the last open space on the doom track, the Ancient One awakens immediately.

2. Too Many Gates Open

If the investigators allow too many gates to be open at the same time, this can awaken the Ancient One. The number of open gates that will **immediately** awaken the Ancient One depends on the number of players.

Number of Players	Number of Open Gates
1–2	8
3–4	7
5–6	6
7–8	5

3. No Gate Markers

Finally, the Ancient One awakens immediately when a new gate opens and there are no unused gate markers left in the pile. Thus, if gate markers run low, players should spend one or more gate trophies to replenish the supply.

4. No Monsters in the Cup

The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.

5. Terror Level 10 and Too Many Monsters

The Ancient One also awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit (for example, 16` monsters in a five-player game).

Very Important: If the Ancient One awakens and its doom track is not full, fill its doom track with doom tokens before proceeding to the final battle.



GAME BOARD BREAKDOWN



The game board is divided into several sections: **Arkham (A)**, the **Other Worlds (C)**, the **Terror Track (D)**, and the **City Limits (E-G)**.

The **Arkham city** section of the board shows the city of Arkham divided into 9 **neighborhoods**, each of which has between 2 and 3 important **locations** in it, as well as a **street** area (B). The investigators move around on this section of the board, passing through the streets to visit the various locations. Each location is marked with a number of icons showing the most common types of encounters at that location.

The **Other Worlds (C)** section of the board shows several alternate dimensions that the investigators can enter by moving through the gates that open up on the **Arkham** section of the board. Investigators enter gates in order to explore them and find some weakness that will enable them to close the gate once they've returned to Arkham.

The **Terror Track (D)** section of the board tracks the current **terror level** of the townsfolk of Arkham. If the investigators allow the terror level of Arkham to get too high, people will begin to leave town, making it difficult to recruit **Allies**. Eventually the three shops in town (*The General Store*, *The Curiosity Shoppe*, and *Ye Olde Magick Shoppe*) will close down, making it more difficult for the players to win the game.

The **City Limits** section of the board contains three special areas: *Outskirts (E)*, *The Sky (F)* and *Lost in Time and Space (G)*. Investigators that suffer a horrible fate of some sort move to *Lost in Time and Space* for a short time. Monsters on the board in excess of the limit wander out of town to the *Outskirts* where they terrorize the inhabitants. Finally, flying monsters move to *The Sky* before swooping down on the next investigator they spot moving through the streets of Arkham.

INVESTIGATOR SHEET BREAKDOWN



1: Name and Occupation: Your character's name and job.

2: Maximum Sanity: This is how much Sanity your character starts the game with. You cannot raise your Sanity higher than this number (although you **can** increase this number).

3: Maximum Stamina: This is how much Stamina your character starts with. You cannot raise your Stamina higher than this number (although you **can** increase this number).

4: Home: This is the location on the game board at which your investigator starts the game.

5: Possessions: This is the equipment your character starts the game with.

6: Unique Ability: This is a special ability only your character can use.

7: Focus: This is your character's ability to adjust his skills each turn. See **Adjusting Skills** on page 6 for more info.

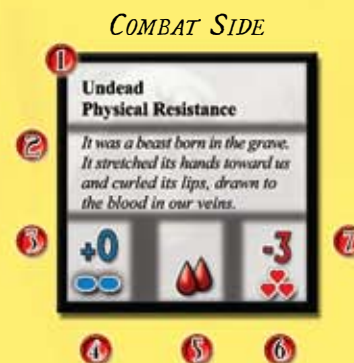
8: Skill Pairs: These are your character's skills. They are paired so that if you increase one skill in a pair, the other decreases.



MONSTER MARKER BREAKDOWN



- 1: Name:** The monster's name.
- 2: Awareness:** This is the modifier used to **Evade** this monster.
- 3: Movement Border:** The color of the border indicates the monster's movement type (Black – normal, Red – fast, Yellow – stationary, Blue – flying, Green – special).
- 4: Home Dimension:** This is the monster's home dimension. When a gate is sealed or closed, all monsters in play that share its home dimension are returned to the cup.



- 1: Abilities:** Any special traits or abilities that the monster has. See **Monster Abilities** on page 24 for a complete explanation of bolded traits.
- 2: Flavor Text:** This text has no game effect. It is there only to provide atmosphere.
- 3: Horror Rating:** This is the modifier used in **Horror checks** against this monster.
- 4. Horror Damage:** This shows how many Sanity tokens an investigator loses if he fails a **Horror check** against this monster.
- 5: Toughness:** This is the difficulty of any **Combat checks** made against this monster.
- 6. Combat Damage:** This shows how many Stamina tokens an investigator loses if he fails a **Combat check** against this monster.
- 7: Combat Rating:** This is the modifier used in **Combat checks** against this monster.

THE FINAL BATTLE

When the Ancient One awakens, any investigators that are lost in time and space are immediately **devoured** and eliminated from the game. The surviving investigators must face the Ancient One in the final battle!

Before the final battle begins, discard any active Environment or Rumor cards. Additionally, once the final battle begins, investigators should no longer collect money or roll for Retainers or Bank Loans.

Combat with the Ancient One is divided into rounds. During a round, players first have an opportunity to adjust their investigators. Then, each player attacks the Ancient One. Finally, the Ancient One attacks the investigators. Once these steps have been resolved, a new round begins. The structure of each round in a battle with an Ancient One is as follows:

1. Investigators Refresh

At the beginning of a round of combat with an Ancient One, the investigators may refresh their cards, use any character abilities, and adjust their skill sliders as though it were the Upkeep Phase. Next, the first player marker should be passed to the left. Finally, they may trade items among themselves as if they were in the same location (see “Trading Equipment” on the next page).

2. Investigators Attack

Next, starting with the first player and continuing clockwise around the table, every player whose investigator is still participating in the battle may make a Combat check against the Ancient One using its combat rating as the modifier.

Unlike a normal battle, the Ancient One cannot be defeated in a single attack. Instead, keep track of every success an investigator scores against the Ancient One (see “Skill Checks,” page 13). These successes are cumulative, and each successive player adds to them with his own attack. When the players accumulate a total number of successes equal to the number of players (including any players that were eliminated from the game), remove one doom token from the Ancient One’s doom track and reset their cumulative successes to zero.

If the last doom token is removed from the Ancient One, the investigators have defeated it! See “Ending the Game,” page 12.

3. Ancient One Attacks

After all of the players (except eliminated players) have made one Combat check against the Ancient One, the Ancient One unleashes its attack on each of the investigators. This attack varies by Ancient One, but they are all extremely deadly. For example, Hastur forces all the investigators to make an increasingly difficult Will check or lose Sanity.

Any investigator reduced to 0 Sanity or Stamina by the Ancient One’s attack is **devoured**. If an investigator is **devoured** during the final battle with the Ancient One, that player is eliminated from the game (i.e., the player does not draw a new character). If all investigators are **devoured**, the Ancient One is unleashed on the world and the players lose the game.

After the Ancient One’s attack is resolved **for each investigator**, a new round begins. This continues until either the investigators defeat the Ancient One or all have been **devoured**.

Miscellany

The following are some additional rules topics that should help to clarify play of *Arkham Horror*.

DISCARDING CARDS

When you discard a card, return it face down to the bottom of the appropriate deck. Players only shuffle most decks when they draw a card that instructs them to do so. Location decks, however, are shuffled before a player draws from them. A player who draws multiple cards from a Location deck draws them all, one after the other, without shuffling between draws.

LOCATION SPECIAL ABILITIES

Some locations on the board have special abilities. When an investigator enters such a location, the player **may** resolve the special ability of the location instead of having an encounter there. If there is an open gate at the location, investigators cannot use the location’s special ability.

***Example:** The Science Building has the Dissection ability. This ability allows an investigator to spend monster trophies or gate trophies in exchange for Clue tokens. An investigator at the Science Building may use this ability instead of having an encounter there, and investigators cannot use the ability if there is an open gate in the location.*

MONSTERS IN ENCOUNTERS

Many location and Other World encounters indicate that a monster appears. To resolve such an encounter, the player must draw a monster from the monster cup and resolve the encounter as normal (i.e., the investigator may attempt to evade the monster or fight it). No matter how the encounter is resolved, the monster is never left on the board. The monster is returned to the monster cup, regardless of whether the investigator evades or defeats the monster, or is knocked unconscious or driven insane by it.

Many encounters state that “A gate and a monster appear!” For these encounters, both the monster and the gate stay on the board. However, many other encounters state that just a monster appears. For example, one of the Black Cave encounters states “A monster appears!” and one of the Hibb’s Roadhouse encounters states “A horrible monster appears!” When a monster but not a gate appears in an encounter, the monster does *not* stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability says otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.



SPECIAL CARD LIMITATIONS

In most cases, a player may never have more than one copy of each special card at the same time. This rule applies to Retainers, Bank Loans, Silver Twilight Memberships, and Bless/Curse cards.

SPENDING MONEY

Often, investigators will be told that they can purchase items “for list price” or “for \$1 over list price.” An item’s list price is always found in the card’s lower-right corner. Items are purchased by simply discarding money tokens equal to the price listed.

SPENDING TROPHIES

There are several locations on the game board where players can spend the monster and gate trophies they have collected. For example, a player can spend monster or gate trophies at the River Docks to gain \$5. All monster trophies spent in this manner are returned to the monster cup, while all gate trophies are placed face down on the bottom of the pile of gate markers.

TIMING CONFLICTS

If two or more game effects happen simultaneously, the players choose the order in which they occur. If the players cannot agree, the first player decides.

TRADING EQUIPMENT

An investigator in the same street area, Other World area, or location as another investigator may trade money, Common Items, Unique Items, and Spells. This may be done before, during, or after movement, but not during combat.

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LOCATION ICONS

Above each location on the game board is either a green or red diamond. This diamond indicates the relative danger of the location.

Locations with green diamonds are **stable**. Monsters and gates will never appear in these locations, although it is possible for monsters to move to them in certain circumstances.

Locations with red diamonds are **unstable**. Monsters and gates can appear in these locations, sometimes even as a result of encounters. These locations should be approached with caution.

Each location on the map also has several icons associated with it. These icons tell the players the most likely outcomes they can expect when they go to that location. The following is a key to the icons you will find at different locations on the board:

	Allies		Sanity
	Blessing		Skills
	Clue Tokens		Spells
	Common Items		Stamina
	Money		Unique Items

Additionally, each **unstable** location gives players the possibility of encountering an Ally, and Clue tokens will often appear in these locations as a result of resolving Mythos cards.

Some locations have **special location icons** that have their colors reversed, such as the Sanity icon on Arkham Asylum. These icons indicate that there is a **guaranteed** method of acquiring the described item at that location.

MONSTER SPECIAL ABILITIES

Common monster special abilities are described in detail below.

Ambush: Once combat has begun with this creature, the investigator no longer has the option to flee it, but must instead fight until one or the other is defeated.

Endless: A monster with this ability cannot be collected as a monster trophy. Instead, each time it is defeated, return it to the cup.

Physical/Magical Resistance: A *Weapon* or *Spell* that adds a bonus of the resisted type can only provide half its normal bonus (rounded up).

Example: Using a *Tommy Gun* (normally a +6 Physical bonus) against a monster with *Physical Resistance* only gives a +3 bonus.

Physical/Magical Immunity: A *Weapon* or *Spell* that adds a bonus of the resisted type provides none of its normal bonus.

Example: Using a *Tommy Gun* (normally a +6 Physical bonus) against a monster with *Physical Immunity* gives a +0 bonus.

Nightmarish X: Any investigator that passes a Horror check when facing this monster still loses X Sanity. This ability doesn't apply if the investigator fails the Horror check.

Example: A *Dark Young* (*Nightmarish 1*) causes an investigator to lose 3 Sanity if the investigator fails his Horror check or 1 Sanity if the investigator passes. The Sanity loss from *Nightmarish 1* doesn't apply if the investigator has already failed the Horror check.

Overwhelming X: Any investigator that defeats this monster in combat still loses X Stamina. This ability doesn't apply when the investigator fails his Combat check against the monster.

PHASE SUMMARY

The phases of the turn are as follows:

- Phase I: Upkeep
- Phase II: Movement
- Phase III: Arkham Encounters
- Phase IV: Other World Encounters
- Phase V: Mythos

During **Upkeep**, players perform any upkeep actions that are required of them from turn to turn. This can include collecting their pay, making payments on loans, refreshing their equipment, and adjusting their skill sliders.

During **Movement**, investigators in Arkham move according to their current Speed value. Investigators in Other Worlds advance to the next area of the Other World, returning to Arkham if they were already in the second area of the Other World.

During **Arkham Encounters**, any investigator in a location without a gate draws one location card from the location deck for that neighborhood and follows the instructions on it. Usually, Arkham encounters involve a skill check.

During **Other World Encounters**, any investigator in an Other World draws cards from the gate deck until he gets a gate card matching the encounter symbol of the Other World he's in, then follows the instructions on it. Like Arkham encounters, Other World encounters often involve skill checks.

During **Mythos**, the first player draws 1 Mythos card and resolves it. First, one or more new monsters appear in Arkham, sometimes along with a new gate, and a Clue token will usually be placed as well. Next, some of the monsters on the board may move through the city. Finally, the special effects of the Mythos card take place, which can cause the rules of the game to change, either momentarily or for multiple turns.

SKILL CHECKS

Investigators are often called upon to perform **skill checks** in order to avoid harm or gain advantages. These skill checks list the skill to be used, which determines the number of dice the player rolls for the check; the modifier to the check, which may provide a bonus or penalty to the number of dice the player rolls; and the difficulty, which determines the number of successes the player must roll to pass the check (die results of 5 and 6 count as successes).

SPECIAL SKILL CHECKS

There are four special types of skill checks that players should be aware of: **Evade checks**, **Horror checks**, **Combat checks**, and **Spell checks**. Each of these special skill checks use the value of one of the six basic skills. Bonuses to the skill that a special check uses apply to the special check as well. However, bonuses to special checks cannot be used when making normal checks.

Evade checks are based on **Sneak** (see "Evading Monsters", pg. 13).

Combat checks are based on **Fight** (see "Fight", pg. 14).

Horror checks are based on **Will** (see "Horror Check", pg. 14).

Spell checks are based on **Lore** (see "Casting Spells", pg. 15).

TOO MANY GATES

If too many gates are open at once, the Ancient One can immediately awaken.

Number of Players	The Ancient One Awakens at:
1–2	8 Open Gates
3–4	7 Open Gates
5–6	6 Open Gates
7–8	5 Open Gates

Very Important: If the Ancient One awakens this way, fill the doom track with doom tokens before proceeding to the final battle!

MONSTER LIMIT

The number of monsters allowed on the board at one time is limited by the number of players. Any monsters that would be placed on the board beyond this limit are instead placed in the *Outskirts*.

Monster Limit = (Number of Players) + 3

Important: If the terror level reaches 10, Arkham is **overrun**, which means that the monster limit is removed for the rest of the game.

MONSTERS IN THE OUTSKIRTS

If adding a monster to the board would bring the **total number of monsters in Arkham above the monster limit**, then the monster is placed in the *Outskirts* instead. Monsters in the Outskirts remain there until the Outskirts becomes too full, as shown below:

Number of Players	Maximum Monsters in Outskirts
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0

When the number of monsters in the Outskirts of Arkham exceeds this limit, place all of those monsters back in the cup and raise the terror level by 1.

TERROR LEVEL SUMMARY

To summarize the effects of the terror level:

For every step the terror level increases, return one Ally at random from the Ally deck to the box.

Additionally, the following events happen when a certain terror level is reached:

Terror Level	Event
3	The General Store closes.
6	The Curiosity Shoppe closes.
9	Ye Olde Magick Shoppe closes.
10	Arkham is overrun (no monster limit and add one doom token).

Rulebook

ARKHAM HORROR

DUNWICH HORROR
EXPANSION



A
CALL of
THULHU
BOARDGAME

WELCOME TO DUNWICH

Once again, terror has come to New England, this time spreading to the small country town of Dunwich, just a few miles from Arkham. The area is filled with rolling hills, many of which are topped with mysterious stone circles or the ramshackle houses of the recluses who live outside of town. At night, the piping of the whippoorwills fills the air, while lightning bugs dance in the witch-haunted hollows. This is a place where dark pacts with unknown forces are made, and where city folk go to disappear without a trace. But however much the people of Dunwich may distrust outsiders, they desperately need your help against the Horror that has manifested on the Whateley farm. . .

The **Dunwich Horror** expansion to the **Arkham Horror** board game spreads the dimensional instability plaguing Arkham to the nearby town of Dunwich. It includes new investigators, new Ancient Ones, new monsters, and new cards that may be used with the base **Arkham Horror** game. It also features entirely new elements, including a new board, Injury and Madness decks, Tasks and Missions, and of course, the Dunwich Horror.

Using This Book

The first part of this rulebook contains rules for playing **Arkham Horror** with the **Dunwich Horror** expansion. The second part (beginning on page 8) contains clarifications and frequently asked questions for the original **Arkham Horror** game, as well as several rules revisions to improve play.

COMPONENTS

Your copy of **Dunwich Horror** should contain the following components:

- This Rulebook
- 1 Expansion Game Board
- 8 Investigator Sheets
- 8 Investigator Markers
- 8 Plastic Investigator Stands
- 152 Investigator Cards
 - 24 Injury Cards
 - 24 Madness Cards
 - 15 Common Items
 - 25 Unique Items
 - 21 Spells
 - 11 Skills
 - 5 Allies
- 20 Special Cards
 - 8 Sheldon Gang Membership Cards
 - 8 Rail Pass Cards
 - 4 Condition Cards
- 7 Replacement Arkham Horror Cards
- 4 Ancient One Sheets
- 180 Ancient One Cards
 - 63 Arkham Location Cards
 - 42 Dunwich Location Cards
 - 36 Mythos Cards
 - 32 Gate Cards
 - 7 Dunwich Horror Cards
- 28 Monster Markers
- 3 Dunwich Horror Tokens
- 4 Gate Markers
- 7 Rubble Markers



All cards from the **Dunwich Horror** expansion are marked with a small barn symbol on their fronts, to allow you to separate them from your **Arkham Horror** cards.

A Note on Arkham Horror Replacement Cards

To improve game play, several **Arkham Horror** cards were revised after the release of the base game. These revised **Arkham Horror** cards have been included in this expansion for your convenience. The revised cards are: four copies of **Flesh Ward** (a Spell), one copy of **Healing Stone** (a Unique Item), and two copies of **Lantern** (a Common Item). To use them, simply remove the old cards from your **Arkham Horror** card decks and replace them with the revised cards before playing.

Component Overview

Below are summary descriptions of the various components included in **Dunwich Horror**. They should help you identify the components and introduce you to how they are used.

Game Board



The game board depicts the area surrounding the town of Dunwich. Just like the original **Arkham Horror** board, the Dunwich board is composed of street areas and locations. It is divided into three neighborhoods. At the top of the Dunwich board is the Dunwich Horror Track, which is used to mark the progress of the Dunwich Horror. There are three vortices on the Dunwich board, which are described on page 7. Finally, the Dunwich board adds two additional Other Worlds (Another Time and Lost Carcosa) that investigators may travel to during the game.

New Investigator Cards



The majority of the new investigator cards can simply be shuffled into their respective decks. This includes the new **Common Item**, **Unique Item**, **Spell**, **Skill**, and **Ally** cards (remember to remove the old “Flesh Ward,” “Lantern,” and “Healing Stone” cards first).

There is a new type of Common Item card – **Tasks** – as well as a new type of Unique Item card – **Missions**. These cards allow an investigator to undertake short-term quests for significant benefits. They are described in full on page 5.

There are also two new investigator card decks.



The **Injury** deck consists of cards that may be drawn when an investigator is reduced to 0 Stamina. See “Injury and Madness” on page 6 for full details.





The **Madness** deck consists of cards that may be drawn when an investigator is reduced to 0 Sanity. See “Injury and Madness” on page 6 for full details.

The new Special cards include **Sheldon Gang Memberships**, which may be acquired at the Woods; **Rail Passes**, which can be acquired at the Train Station; and four **Condition cards**, which are explained in full on page 6.



Sheldon Gang Membership



Rail Pass



Condition Cards

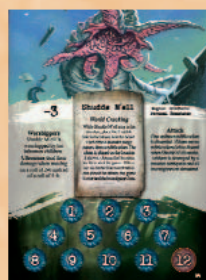
New Investigator Sheets and Markers

These sheets and markers introduce eight new investigators to the game.



New Ancient One Sheets

These sheets introduce four new Ancient Ones to the game. The new Ancient Ones are discussed in more detail on page 8.



New Ancient One Cards



The new gate cards, mythos cards, and Arkham location cards may simply be shuffled into their respective decks in order to use them. The Dunwich location cards form three new location decks that are placed by the **Dunwich Horror** board. They work just like the original Arkham location cards, but describe encounters that take place in the various Dunwich locations.

Dunwich Horror Cards



The **Dunwich Horror** cards form a deck that is placed near the **Dunwich Horror** board. These cards are used when an investigator attempts to combat the Dunwich Horror (see pages 7-8 for full details).

New Monster Markers

There are 28 new monster markers in this expansion, including one new “Mask” monster.



This expansion introduces nine **Spawn** monsters. Spawn monsters are indicated by a red circle in the lower left corner of their movement side and are discussed in full on page 7.

The **Dunwich Horror** expansion also introduces **stalker movement**, a new type of monster movement indicated by a purple border. Stalker movement is described on page 7.

Dunwich Horror Tokens

These tokens track the progress of the Dunwich Horror track. When the track is full, the Dunwich Horror appears and begins to terrorize Dunwich. Unless the investigators can quickly defeat the Horror, the final battle will not be far off. See pages 7-8 for the rules governing the Dunwich Horror.



Gate Markers



Simply add the new gate markers to the gate markers from the base game. The new Other Worlds shown on them – Another Time and Lost Carcosa – are found on the **Dunwich Horror** board.

Rubble Markers

These markers are used only when Shudde M'ell is the Ancient One, and indicate locations that have been destroyed by earthquakes.



SETUP

Before you play your first game of **Dunwich Horror**, carefully punch out the cardboard pieces so that they do not tear. Next, slide the plastic stands onto the bases of the eight investigator markers. Be sure to keep all components out of the reach of small children and animals.

Integrating the Expansion and the Base Game

Perform the three steps below before your first game of **Dunwich Horror**. Assuming that you don't later separate out the **Dunwich Horror** components, you will only need to perform these steps once.

1. Prepare Decks

Shuffle the new Common Item, Unique Item, Spell, Skill, Ally, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Gate Markers

Shuffle the new gate markers into the existing gate markers.

3. Prepare Monster Markers

Separate out the “Mask” and Spawn monster markers. Set them aside with the “Mask” monster markers from **Arkham Horror**. Then, shuffle the other new monster markers in with the non-Mask monster markers from **Arkham Horror**.

GAME SETUP



In the diagram above, the following Dunwich elements are added to the standard Arkham setup.

1. The Dunwich board is placed next to the Arkham board. In addition, a Clue token is placed on each unstable Dunwich location (those marked with a red diamond).

2. The new location cards for the 9 Arkham neighborhoods are shuffled into their respective location decks.

3. The new monsters (but not the Mask and Spawn monsters) are added to the monster cup.

4. The 3 new Dunwich location decks are placed near the Dunwich board.

5. The new gate cards are shuffled into the gate deck, and the new gate tokens are mixed in with the existing gate tokens.

6. The new mythos cards are shuffled into the mythos deck.

7. The 3 Dunwich Horror tokens and the Dunwich Horror monster marker are placed next to the Dunwich Horror deck.

8. The 4 Condition cards are placed face-down near the boards.

9. Shuffle the appropriate cards from this expansion into the following investigator decks:

Unique Item
Common Item
Ally
Skill
Spell

In addition, there are 2 entirely new investigator decks (the **Injury** and **Madness** decks) and 2 new special investigator decks (the **Rail Pass** and **Sheldon Gang Membership** decks).

Determine Allies: Remember that only 11 Allies are used in each game.

Expansion Setup

When playing with the **Dunwich Horror** expansion, perform the normal setup of the game as instructed in the **Arkham Horror** rulebook, with the following additions and changes listed below:

1. Prepare Playing Area

Place the Dunwich board next to the Arkham board, above the Downtown area. Line the expansion board up with the Arkham board so that the Other Worlds are all on the same side. Place the Dunwich Horror monster marker and the Dunwich Horror tokens in a pile near the Dunwich board.

2. Place Initial Clues

Place Clue tokens on the unstable locations (those with a red diamond above them) in Dunwich as well as those in Arkham.

6. Separate Decks

See the “Game Setup” diagram in this rulebook for the placement of the new **Dunwich Horror** cards. The

Condition cards (see page 6), in particular, should be placed facedown in a row near the other investigator cards.

Determine Allies: Although five new Allies are included in this expansion, only 11 total Allies should be used in each game. When preparing the Ally deck, shuffle it and deal out 11 cards faceup, returning the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again. Allies that are taken as starting equipment in setup step 9 will come from this deck of 11 cards.

If a specific Ally is part of an investigator’s fixed possessions, then that Ally must be one of the 11 Ally cards used.

11. Create Monster Cup

As with the “Mask” monster markers from **Arkham Horror**, do not place the Spawn monsters in the monster cup (unless the Ancient One sheet instructs otherwise).

14. Draw and Resolve Mythos Card

If you draw a **Rumor** card during setup, discard it and draw again until you get a card that isn’t a **Rumor**.

With five or more players, place two monsters on the gate indicated by the mythos card instead of one.



EXPANSION RULES

These rules are used in addition to those in **Arkham Horror** when playing with the **Dunwich Horror** expansion.

The Dunwich Board

The following rules govern how the Dunwich expansion board works with the **Arkham Horror** board.

The Phrase “in Arkham” on Cards

Cards that refer to “Arkham” also apply to locations and areas in Dunwich. So, for example, an **Environment** card that adds +1 to Fight checks and subtracts –1 from Will checks in Arkham also affects investigators who are in a Dunwich street area or location.

The Monster Limit and the Outskirts

Monsters on the Dunwich board **do not count against the monster limit and do not go to the Outskirts**. Instead, their numbers are kept under control by the **vortices** (see page 7).

The Sky

Flying monsters in Dunwich **may** move to the Sky as normal. In addition, Dunwich streets **are also considered to be adjacent to the Sky**. Thus, flying monsters in the Sky may move into Dunwich streets just as they would into Arkham streets.

Returning from Lost in Time and Space

Investigators who are lost in time and space may choose to return to a street area or location in Dunwich, just as they would return to an Arkham street area or location.

Traveling Between Towns



To move between Arkham and other towns (such as Dunwich), an investigator must be in either the Train Station in Arkham or a **depot** location (indicated by a train icon) in another town during his movement. He then spends \$1 and one movement point to move from his current location to either the Train Station or any depot location in any other town. This movement does not interrupt the investigator’s normal movement.

Example: Joe Diamond begins his movement in the Northside streets. He has 4 movement points and \$1. Wanting to travel to Dunwich, he first moves to the Train Station for 1 movement point. Next, he catches the train to Dunwich, spending \$1 and 1 movement point to move to Dunwich’s depot, which is at Bishop’s Brook Bridge. From there, he still has 2 movement points left, so he could move elsewhere in Dunwich. He could not, however, return to Arkham, since he has no money to pay his fare.

TASK/MISSION EXAMPLE



Tasks and Missions are short-term quests that the investigators can attempt in order to gain significant benefits.

In this example, Jim Culver has the “Joining the Winning Team” Mission. The Mission has 4 steps that he must perform in order to complete it. He must sacrifice an Ally at each of 4 different locations in the order listed on the card.



His first stop is at St. Mary’s Hospital, where he sacrifices Professor Rice in his bid for power. Sacrifices occur during the Upkeep Phase, so Jim must have an Arkham encounter at the hospital before he can make the sacrifice. Assuming the encounter doesn’t move him to another location, he can proceed with his sacrifice. Once Professor Rice is discarded, Jim’s player places a Clue token on the “Joining the Winning Team” card.

The second stop is at Arkham Asylum, where Jim sacrifices Ammi Pierce. Any number of turns may have passed since Jim sacrificed Professor Rice, as long as he hasn’t discarded “Joining the Winning Team” or given the card to another player.



Jim then goes to the third and fourth stops, South Church and Lost in Time and Space, respectively. At South Church he sacrifices Earl Sawyer, and he sacrifices Corinna Jones while he is Lost in Time and Space. Once Corinna is sacrificed, the effect of Joining the Winning Team immediately activates, and Jim is declared the sole winner of the game.

Had Jim been working on a Task instead of a Mission, he would not have needed to make a sacrifice at each location. Instead, merely being present in the location during the Upkeep Phase would have sufficed.



Important: Remember, if a gate is open in a location, it isn’t possible for an investigator to actually visit that location. Therefore, if you must visit Hibb’s Roadhouse to complete a Task or Mission, but there’s an open gate there, then the gate must be closed before you can visit Hibb’s Roadhouse.

Tasks and Missions

Tasks are a type of item found in the Common Item deck, while **Missions** are items found in the Unique Item deck. Both Tasks and Missions consist of a short list of locations and/or street areas that must be visited **in the listed order**. The investigator must end his movement at each listed area and then perform the proper action (see below), placing a Clue token (from the general supply) on the card to indicate that he has completed a step of the Task/Mission. There is no time limit on completing a Task/Mission, but if it is discarded or given to another investigator, all Clue tokens are removed from the Task/Mission card. Once all the steps have been completed, the investigator receives the Payoff (for a Task) or the Effect takes place (for a Mission), and the player returns the Task/Mission card to the box and discards the Clue tokens on it.

For Tasks, merely spending an Arkham Encounter Phase in the listed areas is enough to complete each step. However, for Missions, the investigator must additionally discard or spend the listed sacrifice at each location **at the start of the Upkeep Phase**. The investigator may only discard or spend the listed sacrifice if he is still in the listed area during the Upkeep Phase.

Monster Surges

When, at the beginning the Mythos Phase, the first player draws a mythos card that shows a location that already has an open gate (and therefore a monster is placed at every location with an open gate), this is now called a **monster surge**. Several cards in the **Dunwich Horror** expansion refer to “monster surges.”

STALKER MOVEMENT



If there are no investigators adjacent to the stalker monster (in a location directly connected to the stalker monster's location by one yellow line), stalker monsters follow the arrows, just as if the stalker were a normal, black-bordered monster.



If there is an investigator in an adjacent street area or unstable location (unstable locations are marked with red diamonds), a stalker monster ignores the arrows and moves towards the investigator.

Stalker monsters can even move across lines with no arrows to reach investigators (such as the line between the Merchant District and Rivertown street areas on the Arkham map).



If there are investigators in more than one adjacent street area or unstable location, a stalker monster moves towards the investigator with the lowest Sneak skill. If there is a tie, the first player decides who the monster moves towards.



Stalker monsters cannot enter stable locations (those locations marked with green diamonds) to reach an investigator. In the diagram above, the Rat-thing cannot enter the Police Station to pursue Jim Culver, so it follows the normal movement arrow instead.

Gate Bursts



Certain mythos cards have their gate location colored red. These indicate **gate bursts**. A gate burst works the same as a normal mythos card, unless the listed gate location has an elder sign token on it, in which case the gate bursts open, causing the elder sign token at that location to be removed from the board. A gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by a gate burst. Also, this does not cause a monster surge.

Additionally, whenever a gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

Injury and Madness

When an investigator is reduced to 0 Stamina, he may choose to gain an Injury card. If he does this, he does not lose any items or Clue tokens for being knocked unconscious, and his Stamina is restored to its maximum value instead of to 1. However, the investigator must still move to either St. Mary's Hospital or Lost in Time and Space, as appropriate. In addition, he must draw one Injury card. Injury cards inflict long-term penalties of a physical nature to the investigator and are extremely difficult to get rid of (there is a slight chance to cure them through an encounter at St. Mary's Hospital). Injury cards are not items and cannot be discarded or traded as such.

When an investigator is reduced to 0 Sanity, he may choose to gain a Madness card. If he does this, he does not lose any items or Clue tokens for being driven insane, and his Sanity is restored to its maximum value

instead of to 1. However, the investigator must still move to either Arkham Asylum or Lost in Time and Space, as appropriate. In addition, he must draw one Madness card. Madness cards inflict long-term penalties of a mental nature to the investigator and are extremely difficult to get rid of (there is a slight chance to cure them when having an encounter at Arkham Asylum). Madness cards are not items and cannot be discarded or traded as such.

If an investigator's **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

Retiring Investigators

A player may voluntarily retire an investigator with two or more total Injury and/or Madness cards. The player simply skips his turn, announces that the investigator is retiring, and draws a new investigator as though his old investigator had been devoured. However, effects that trigger from having an investigator devoured (such as Glaaki's ability to raise the terror level by 2 when an investigator is devoured) do not trigger when an investigator retires.

Condition Cards

Condition cards are used to indicate a long-term situation or benefit. Condition cards begin the game face-down, and are normally turned faceup by means of an encounter at the location shown on their card back. Once a Condition is faceup, it is active, and remains active unless another encounter or card turns it facedown again, making it inactive once more. **A Condition that is exhausted to use is turned sideways instead of turning it facedown.** This means that exhausting a Condition does not cause it to revert to its inactive state, but rather that a Condition that must be exhausted to be used can effectively be used only once a turn. An exhausted Condition refreshes during the Upkeep Phase.

Example: The "Darke's Blessing" Condition card is turned faceup by an encounter at Darke's Carnival. Its ability says, "Any Phase: Any investigator may exhaust this card to re-roll a failed skill check." Darke's Blessing now gives the investigators the permanent ability to re-roll one failed skill check a game turn. This ability would only be lost if a later card or encounter specifically said to turn the Darke's Blessing card face-down once more.

Exhausted Allies

An Ally that is exhausted still grants its bonuses (skill or otherwise) to the investigator controlling it. However, abilities that require the Ally to exhaust cannot be used while it is exhausted. Exhausted Allies refresh during the Upkeep Phase, like other cards.

Handless Weapons

This expansion introduces a few weapons that do not require any hands to use. This is indicated by an X in the lower left corner of the card. These cards may be used in addition to the normal two hands' worth of weapons or spells allowed in combat.

Spawn Monsters



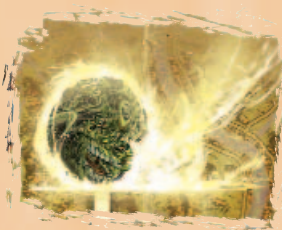
Spawn monsters are indicated by a red circle in the lower left corner of their movement side, next to their dimensional symbol. Like “Mask” monsters, Spawn monsters are not added to the monster cup. Instead, they enter play through special rules. For example, the Dunwich Horror enters play when the Dunwich Horror track on the Dunwich board fills up, while the Servants of Glaaki enter play through Glaaki’s “Undead Servants” ability.

Additionally, Spawn monsters do not count against the monster limit and never go to the Outskirts, nor can they ever be claimed as monster trophies.

Stalker Movement

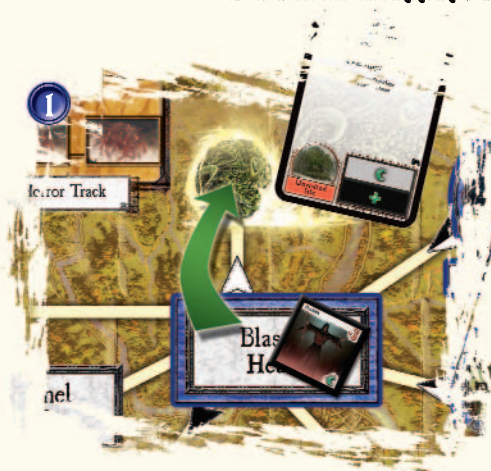
Dunwich Horror introduces a new type of monster movement: stalker. Stalker movement is indicated by a **purple border**. Stalker monsters move like normal monsters unless there is an investigator adjacent to them (in a location directly connected to the stalker monster’s location by one yellow line), in which case they move toward the investigator. See the “Stalker Movement” diagram on page 8 for a full discussion of stalker movement.

Vortex Spaces



These special spaces are found on the Dunwich board. Investigators cannot move into vortices under any circumstance (not even through the use of an item). Any monster that enters a vortex is immediately returned to the cup. For each monster returned to the cup in this fashion, **raise the terror level by one**. In addition, if there are fewer than three Dunwich Horror tokens on the Dunwich Horror track, **add one Dunwich Horror token to the track**. If this brings the total to three Dunwich Horror tokens, the Dunwich Horror appears (see below).

DUNWICH HORROR AND VORTEX EXAMPLE



Vortex spaces represent dimensional instability in Dunwich caused by the wizard Whateley and his dark pact with Yog-Sothoth. As monsters wander into the vortices, they increase the terror level and may cause the Dunwich Horror to appear, as shown in the example below.

1. At the beginning of the Mythos Phase, a mythos card is drawn, which causes the Cultist to move into the vortex above the Blasted Heath.

2. The Cultist is removed from the board and returned to the monster cup.

3. The terror level is increased by 1.

4. A Dunwich Horror token is added to the Dunwich Horror track on the Dunwich board.

5. If there are 3 Dunwich Horror tokens on the Dunwich Horror track, the Dunwich Horror enters play. Place its monster marker on the Sentinel Hill street area in Dunwich.



Remember, monsters in Dunwich do not count against the monster limit and are never placed in the Outskirts.

The Dunwich Horror

Wizard Whateley, a powerful warlock living in Dunwich, made a pact with Yog-Sothoth many years ago, and the Dunwich Horror was created. It has lurked in Dunwich all these years since, waiting for its chance to rise up and destroy the village. Now, its hour is almost at hand.

Whenever the Dunwich Horror track is filled with three Dunwich Horror tokens (accomplished by monsters moving into the vortices on the Dunwich board), the Dunwich Horror enters play. When this happens, take its

monster marker and place it in the central street area named Sentinel Hill.

The Dunwich Horror is a terrible creature, more powerful than any normal monster but not as powerful as the Ancient Ones. While it remains in play, each time it moves, there is a chance that another doom token is added to the Ancient One’s doom track.

Worse, every time an investigator enters combat against the Dunwich Horror, that player shuffles the Dunwich Horror deck and draws a card from it. The drawn card indicates the creature’s abilities and most of its combat

statistics (although the Dunwich Horror's listed toughness is always 5). The drawn card is used for the duration of the combat, and is discarded only after the Dunwich Horror is defeated, the investigator is defeated, or the investigator escapes from the combat.

If the Dunwich Horror is defeated, the Dunwich Horror track is emptied of Dunwich Horror tokens and the Dunwich Horror is set aside next to the board. However, if the Dunwich Horror track fills up again later on in the same game, the Dunwich Horror will appear again!

Additionally, when an investigator defeats the Dunwich Horror, that player may search the Common Item, Unique Item, Skill, Spell, or Ally deck for any one card and take it. This is the investigator's reward for defeating one of the greatest threats in Dunwich.

New Ancient Ones

The following rules clarifications apply to the four new Ancient Ones included in this expansion.

Abhoth

When Abhoth attacks during the final battle, each investigator must discard a total of 3 Clue tokens, monster trophies, gate trophies, and/or items to avoid being devoured. This can be in any combination. For example, one investigator might discard 3 monster trophies, while another investigator discards 1 gate trophy, 1 Clue token, and 1 item. As long as some combination of 3 possessions from the list are discarded, the investigator lives to fight on.

Glaaki

The Servants of Glaaki can come into play – and their special abilities take effect – even during the final battle, although the Servants cannot directly participate in the fight. At the end of the game, keep track of which Servants of Glaaki were in play. Those Servants not in play can still enter play as Glaaki's attack raises the terror level, causing Allies to be discarded. Once all of the Servants have “entered play,” they have no further effect on game play.

Example: *Four Servants of Glaaki are in play at the start of the final battle, leaving only 1 Servant on Glaaki's Ancient One sheet. When Glaaki attacks, he raises the terror level by 1. There is 1 Ally left in the Ally deck and, because the terror level was raised, that Ally card is discarded, which causes the final Servant of Glaaki to enter play. That particular Servant states, “When Servant of Glaaki enters play, all investigators must discard 1 Skill.” So, each investigator loses a Skill as a result of the Servant entering play. However, the Servants cannot participate in the battle, and they are all in play, so the players can now ignore them for the rest of the fight.*

Shudde M'ell

When Shudde M'ell destroys a location with its rubble tokens, any investigator or monster in that location is moved to the street (just as if the location had closed).

Tsathoggua

The location special abilities referred to by Tsathoggua's “Malaise” ability are the special abilities printed on the board. Thus, for example, while Tsathoggua is the Ancient One, investigators cannot use the Science Building's “Dissection” ability or Harney Jones' Shack's “Hospitality” ability. Investigators may only use the special abilities of the locations listed by the Malaise ability.

Scoring Victories

The following two score modifiers are added to those listed on page 12 of the **Arkham Horror** rulebook:

+1 per Task or Mission completed during the game

–1 per investigator retired during the game

Using Only Part of the Expansion

While the **Dunwich Horror** expansion is intended to be used in its entirety, players are welcome to play **Arkham Horror** using only some of the elements of the expansion, such as only the new investigators, investigator cards, or Ancient Ones.

ARKHAM HORROR RULE CHANGES & CLARIFICATIONS

The following rules have been changed or clarified to improve the game.

Game Setup

(page 5 in the Arkham Horror rules)

If a **Rumor** is drawn during step 14 of Game Setup, discard it and draw again until you draw a mythos card that isn't a **Rumor**.

Perform Upkeep Actions

(page 6 in the Arkham Horror rules)

Bless, Curse, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

Arkham Encounters

(pages 8-9 in the Arkham Horror rules)

If an investigator is drawn through a gate that appears as a result of an encounter (such as “A gate appears!” or “A gate and a monster appear!”), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

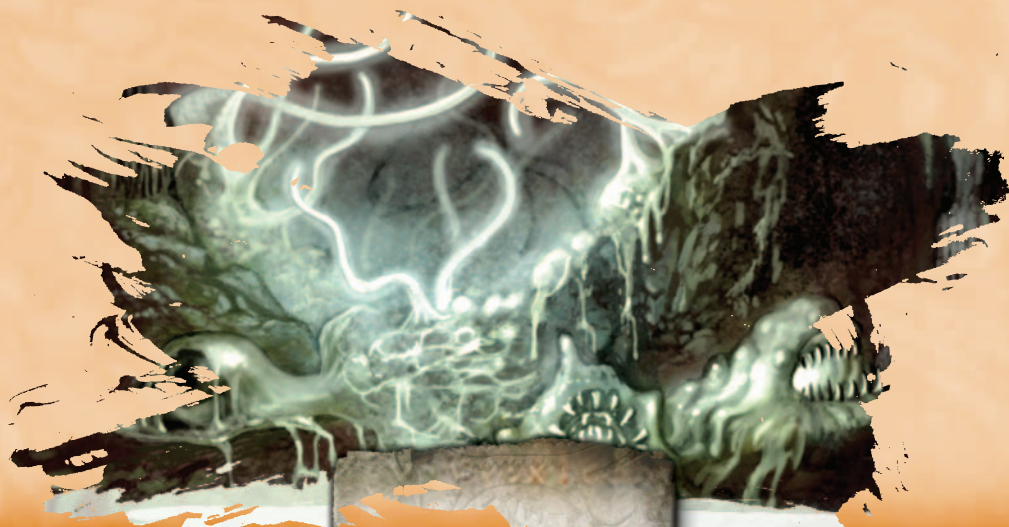
Open Gate and Spawn Monster

(page 9 in the Arkham Horror rules)

When opening a gate in a location where there is no elder sign or gate, if there are five or more investigators playing, then draw and place two monsters instead of one.

When, at the beginning the Mythos Phase, the first player draws a mythos card that shows a location that already has an open gate (and therefore a monster is placed at every location with an open gate), this is now called a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is now equal to the number of open gates **or the number of players, whichever is greater**. When placing monsters, they should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn. If there are more monsters to be placed than allowed by the monster limit, the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

Example: *There are 3 open gates (at the Black Cave, Science Building, and Unvisited Isle), 7 players, and no monsters in play when a mythos card is drawn that opens a gate at the Black Cave. This causes a monster*



surge: 7 monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the 3 gates has 2 monsters placed on it, and the 7th monster is placed on the Black Cave, where the monster surge occurred. The Black Cave now has 3 monsters, while the other 2 open gates each have 2 monsters on them.

Weapons and Spell Limits

(page 15 in the Arkham Horror rules)

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You can choose to switch weapons/spells in later combat rounds, but as soon as you “release” a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the Final Battle) cease to work and must be re-cast.

Investigator Status

(page 16 in the Arkham Horror rules)

If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is **devoured**.

If an investigator’s **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

The Terror Track

(page 18 in the Arkham Horror rules)

Once the terror level has reached 10, if it ever increases again (via a mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level should have increased.

The Ancient One Awakens

(pages 18-19 in the Arkham Horror rules)

The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.

The Ancient One also awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit (for example, 16 monsters in a five-player game).

The Final Battle

(page 19 in the Arkham Horror rules)

Before the final battle begins, discard any active mythos cards. Additionally, once the final battle begins, investigators should no longer collect money or roll for Retainers or Bank Loans.

Monsters in Encounters

(page 20 in the Arkham Horror rules)

Many encounters state that “A gate and a monster appear!” For these encounters, both the monster and the gate stay on the board. However, many other encounters state that just a monster appears. For example, one of the Black Cave encounters states “A monster appears!” and one of the Hibb’s Roadhouse encounters states “A horrible monster appears!” When a monster but not a gate appears in an encounter, the monster does not stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability states otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.

Investigator Cards

Jenny Barnes should start with 2 Common Items rather than 1, and Bob Jenkins should start with \$9 rather than \$8.

Frequently Asked Questions

The following questions have been frequently asked about Arkham Horror.

The Sky and Flying Monsters

Q: Please clarify how flying monsters move.

A: Flying monsters move according to the following rules:

1. Flying monsters only move when their symbol comes up in the Mythos Phase, just like other monsters.
2. Flying monsters will not leave a space that already contains an investigator.
3. When a flying monster in a street area or location moves, it will either move to an adjacent street space that has an investigator in it, or failing that, move to the Sky.
4. When a flying monster in the Sky moves, it will move to any street space on the board with an investigator in it. If there’s more than one investigator to choose from, the monster moves into the space of the investigator with the lowest Sneak value. If the investigators’ Sneak values are the same, the first player chooses which investigator the monster moves toward, as usual. If there are no investigators in a street space, the monster remains in the Sky.

The Outskirts and Monster Limits

Q: Can you give an example of how the monster limit and the Outskirts work?

A: The monster limit is equal to the number of players plus three. If adding a monster to the board would bring the number of monsters above the monster limit, the

monster is placed in the Outskirts area instead. When the Outskirts become too full, the terror level is increased by 1 and all the monsters in the Outskirts are returned to the monster cup. The maximum number of monsters that may be in the Outskirts without raising the terror level is 8 minus the number of players, as listed in the chart on page 18 of the rulebook.

Example: *In a 3-player game, the **monster limit** is 6 and the **maximum number of monsters in the Outskirts** is 5. There are 3 open gates on the board, 6 monsters in Arkham, and 4 monsters in the Outskirts. During the Mythos Phase, you draw a location that already has an open gate, so you have to draw 3 more monsters. You would first draw 2 monsters and place them in the Outskirts. The Outskirts limit would be **exceeded** upon placing the second monster, so you would then increase the terror level by 1 and return the six monsters in the Outskirts to the cup. Finally, you would draw the third monster and place it in the Outskirts.*

Locations

Q: If a card causes a location to temporarily close, what happens to any monsters or investigators at that location?

A: They are immediately moved into a street area as if the location had closed permanently.

Q: How exactly do location special abilities work?

A: The investigator may use the printed action on a location rather than draw an encounter card for that location during the Arkham Encounters Phase. When he does so, he must be able to meet the requirements (have at least \$1 to shop with, or have Clue tokens, gates trophies, or monster trophies to spend, etc.). In other words, players may not use the special ability of a location if they cannot actually resolve it.

Q: When spending monster trophies, do you count any modifiers to toughness currently in effect?

A: Yes, use the modified toughness. This bonus applies to the use of any monster trophies spent at any location.

Q: Why wouldn’t investigators just camp out at the Curiosity Shoppe and buy the four elder signs?

A: If an investigator shops at the Curiosity Shoppe or General Store, the investigator must purchase one of the three items drawn if he or she has enough money to do so. The other two items drawn are discarded to the bottom of the deck. This makes it significantly harder to “browse” the Unique Item deck looking for elder signs.

Arkham Encounters

Q: If a location card tells an investigator that he may move to another location and have an encounter there, what happens if the location has a monster and/or gate on it?

A: First, the investigator must successfully evade or fight any monsters at the location. If successful, the investigator has a normal Arkham Encounters Phase at

the new location, following either the “Gate” or “No Gate” instructions on pages 8-9 of the rulebook.

Q: When a location card says “a gate and a monster appear,” which appearance is resolved first?

A: The gate appears first, and any investigators at the location are drawn through the gate. Then the monster appears. Monsters that appear as a result of these encounters stay on the board, count against the monster limit, can go to the Outskirts, etc., as normal.

Q: When a location card says “a gate and a monster appear,” is a doom token added to the doom track?

A: Yes.

Q: If an encounter, when failed, tells the investigator he must “stay here for 2 turns and gain 2 Clue tokens” but before the 2 turns have ended a gate appears at the location and draws the investigator into an Other World, does the investigator lose the 2 Clue tokens?

A: No. The investigator immediately receives the Clue tokens when he or she agrees to meet the requirements of the encounter. If a gate opens in the meantime, the investigator is sucked through the gate and becomes delayed in the Other World. He no longer has to miss two turns if sucked through on the first – the new condition (being delayed in the Other World) is in effect.

Gates and Other Worlds

Q: Do I receive an “explored” marker if I enter the first area of an Other World, have an encounter, and become lost in time and space?

A: No.

Q: Do I receive an “explored” marker if I enter the first area of an Other World, have an encounter, and am sent back to Arkham?

A: Yes.

Q: Do I receive an “explored” marker if I enter the first area of an Other World, cast “Find Gate,” and return to Arkham?

A: Yes. In general, whenever you “return to Arkham,” you reappear at a gate that leads to the Other World you were in and gain an “explored” marker.

Q: Why is an investigator delayed when a gate opens up in their location, but not delayed if he enters the gate normally?

A: If the investigator was not delayed by a gate opening up in his location, he would be able to get through the Other World having only one Other World Encounter rather than two.

Q: If an investigator is delayed in the Other Worlds and draws an encounter that returns him to Arkham, is he still delayed when he returns?

A: Yes. Returning to Arkham doesn’t affect the fact that he is delayed.

Q: If a gate with the + symbol is closed, are + symbol monsters removed from the Outskirts too?

A: Yes. All monsters showing the same symbol as the gate being closed or sealed are returned to the monster cup, even those in the Outskirts.

Q: What happens to a monster that emerges from a gate that appears at a closed location? Or if a location closes while there is a monster and a gate at the location? Is the monster trapped inside the closed location?

A: The gate replaces the location, so while the gate is open there is no closed location for the monster to be “trapped” in. Put the gate over the closed marker. If the gate is later closed, then resolve the effects of a closed location – i.e., any monster or investigator at the location that appeared with the gate is tossed out into the street.

Investigator Cards

Q: If I discard a card to pay a cost (e.g., to get rid of the Rumor “The Stars Are Right”), do I also get the listed benefit for discarding that card (e.g., the ally Duke may be discarded to immediately restore your Sanity to its maximum)?

A: No. If you discard a card to pay a cost of some kind, you get no other benefits for discarding the card.

Q: Are spells considered items? When an encounter instructs you to discard items, can you discard spells?

A: Yes. Spells are considered items for all purposes. This doesn’t always make perfect thematic sense, but it keeps things simple.

Q: The Skill card “Sneak” (and other Skill cards named after skills) says “+1 Sneak” in bold letters, then says in normal font “When you spend a Clue token to add to any Sneak check, add one extra bonus die.” Are there two potential bonuses on this card, or is the text in normal font explaining what the bolded “+1 Sneak” means?

A: These are two different bonuses. The Sneak card gives you a permanent +1 Sneak bonus, as well as the separate ability to add one extra die to Sneak checks whenever you spend a Clue token.

Q: When using the Patrol Wagon, do you need to find a route to your chosen destination that is free of monsters, or do you simply relocate your investigator to the chosen location?

A: You simply relocate your investigator to the chosen location, ignoring monsters that would be passed through. However, if you begin or end your movement in a space with monsters, they must still be evaded as usual.

Q: Do I have to be using the Bullwhip or Cross in combat to gain their special abilities?

A: No, in the case of these two cards, you do not have to use them in combat to make use of their secondary abilities.

Q: When exactly can Flesh Ward be cast?

A: When you are told to lose 1 or more points of Stamina, you may cast Flesh Ward to prevent that loss. For instance, this can work on the Stamina from a single failed Combat check. This does not make the investigator immune to further harm from that source, it only prevents it one time.

Q: Characters in Other Worlds receive no movement points. But if a character in an Other World has an item that gives the character movement points, such as the Motorcycle or the Ruby of R’lyeh, can the character use an item that requires the character to spend movement points, such as the Necronomicon?

A: No. You cannot receive movement points or use any items requiring movement points while in an Other World.

Investigator Abilities

Q: Does the Strong Mind ability (reduce all Sanity loss by 1) of the professor, Harvey Walters, apply to the casting of spells?

A: No. The professor’s ability works on losses, not costs. The same distinction applies to the gangster, Michael McGlen, and his ability to reduce Stamina losses.

Q: What happens when characters that get to draw extra encounter cards at locations (Darrell Simmons for Arkham encounters and Gloria Goldberg for Other World encounters) have an encounter that instructs them to draw 2 cards and choose 1 to encounter?

A: When instructed to draw 2 cards and choose 1, these investigators draw an extra card – which means they draw 3 cards and choose 1 to encounter.

Mythos Cards

Q: Is the Deputy subject to the “Curfew Enforced” mythos card? In other words – if the Deputy stays on the streets at the end of his turn, can he be sent to jail?

A: No. The Deputy is not subject to the penalty for being on the streets when Curfew is active.

Q: Do cards that affect monsters at Miskatonic University (such as the “Campus Security Increased” mythos card or the “Flute of the Outer Gods” Unique Item) affect monsters spawned by “The Terrible Experiment”?

A: No. Those monsters are not actually on the board; they can only be fought as if they were.

Q: What do activity markers do? Are they just referenced by cards that I haven’t seen yet?

A: Activity markers are just reminders of activity that is occurring in an area. They are most often used to mark where a Rumor is active, but may be used for other activities that occur from the mythos cards as well.

Monster Abilities

Q: What happens if you draw a nightgaunt (special ability: if you fail a Combat check against a nightgaunt, you are drawn through the nearest open gate) as an Other World Encounter?

A: The nearest gate is the gate back to Arkham, so you are immediately returned to Arkham and given an “explored” marker. Thematically, as servants of Nodens, nightgaunts sometimes helped investigators.

Q: Who determines where a Hound of Tindalos moves if two investigators are tied in being nearest to the hound?

A: As per the rules governing flying monsters, the hound will go after the investigator with the lower Sneak value. In case of a tie, the first player chooses.

Q: Does Physical/Magical Immunity/Resistance prevent the secondary effects of a Physical/Magical Weapon or Spell?

A: No. These monster abilities only reduce and/or eliminate the bonus to the combat check provided by a weapon. This has no effect on the item’s other abilities.

Q: Does the Cthonian’s ability to inflict Stamina loss instead of moving affect investigators in Other Worlds?

A: No, the Chthonian creates an earthquake that only affects Arkham and the investigators located there. This is one of the few times investigators are safer in Other Worlds.

Ancient One Powers

Q: Ithaqua’s “Icy Winds” power says “All Weather cards are discarded without their special effects taking place.” What happens in a game with Ithaqua if a non-Weather Environment is already in play, and a mythos card with a Weather Environment effect is drawn?

A: Do not replace or discard the existing non-Weather Environment card. Do the basic upkeep portions of the new Weather mythos card (gate, clues, monsters move), but ignore its special ability and then discard it.

Q: Yog-Sothoth’s The Key and the Gate power states that “the difficulty to close or seal a gate increases by 1.”

Does this mean 6 Clue tokens are required to seal gates?

A: No. It means only that 2 successes are required on the Lore or Fight check to close gates.

Battling the Ancient One

Q: In combat with Ancient Ones, do investigators get a full Upkeep Phase, or is the Upkeep Phase limited in some way during the final battle?

A: Investigators get a full Upkeep phase.

Q: In combat with an Ancient One, how do cumulative successes in the “Investigators Attack” step work?

A: To defeat the Ancient One, the players must do a total number of successes equal to the number of players multiplied by the number of doom tokens on the Ancient One. So, if 4 players are facing Yig (doom track of 10),

they need 40 successes to win. For every 4 successes they do, they remove 1 doom token to track their progress. If the investigators get 9 successes in the first round of combat, they would remove 2 doom tokens, and 1 success would carry over to the next round of combat.

Q: At the start of battle with Ithaqua, how do you roll to see if you lose items? Do you choose each item one at a time and roll to see if you lose it, or do you roll all the dice at once and then choose which items you lose?

A: You roll separately for each item.

Miscellaneous

Q: Exactly where, when, and what can investigators trade?

A: Investigators may trade any time they are in the same location **except** during combat. They may trade before, during or after movement, which means trading does not end a move.

They may trade **Common Items**, **Unique Items**, **Money**, and **Spells**. They may not trade Clue tokens, Allies, and Monster and Gate trophies.

Q: If a card tells you to “lose your next turn,” does this mean skip all phases, including Upkeep?

A: Yes. Note that this is different from being told to “stay here next turn,” which means you are delayed.

Q: When can a character perform actions during a phase? For example, if a player with the ally Duke (“discard to immediately restore your Sanity to its maximum”) draws an encounter and has to roll a die and lose that much Sanity, when can he discard Duke to restore Sanity: not at all once the encounter card is drawn, before the roll, or after the roll?

A: Actions can be performed at any time during their listed phase as long as any given conditions are met. However, once an encounter is drawn, it must be resolved before any more actions can be performed. So, in the case of Duke, you can use him before or after drawing an encounter card, but if you draw the encounter card and it inflicts Sanity loss that reduces you to 0 Sanity, you go insane before you can use Duke. Flesh Ward is one exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events.

Q: How does a re-roll work? Can you re-roll only the skill dice that you have before spending Clue tokens, or can you re-roll all the dice you’ve rolled on a given check, including the extra dice gained from spending Clue tokens?

A: You re-roll all the dice you’ve rolled for the skill check so far, so you can re-roll dice gained from spending Clue tokens as long as you spend your Clue tokens before using your re-roll.

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The Dunwich Horror

The Son of Yog-Sothoth

When the Dunwich Horror is the Herald, place one Dunwich Horror token on the Dunwich Horror track at the start of the game. *You must play with the Dunwich board to use this Herald.*

The Whateley Prophecy

*"Let me tell ye suthin - some day yew folks'll hear a child o' Lavinny's
a-callin' its father's name on the top o' Sentinel Hill!"*

-Wizard Whateley

The effects of the Whateley Prophecy are described below:

Unnatural Growth: The Dunwich Horror track starts out with one token on it at the start of the game and one additional token is placed on it when the terror level reaches 3, 6, and 9. This is in addition to the normal conditions under which tokens are added to it.

Yog-Sothoth's Child: The Dunwich Horror is considered to have a circle dimensional symbol as well as a moon dimensional symbol, but *only* for purposes of movement. It cannot be banished or pulled through a gate because of this symbol.

Father's Name: When the Dunwich Horror moves, it adds a doom token to the Ancient One's doom track on a 3-6 instead of a 4-6.

Father and Son: If Yog-Sothoth is the Ancient One, and he awakens while the Dunwich Horror is on the board, Yog-Sothoth's combat modifier increases by 3 (to -8) and he has five extra doom tokens placed on his doom track (for a total of 17).

ARKHAM HORROR™

INNSMOUTH HORROR™ EXPANSION RULEBOOK



WELCOME TO INNSMOUTH

A rotting fishing village on the coast of Massachusetts, Innsmouth is being devoured from within by a cancer. The Marsh family, greatly respected in the town by most, have long brought prosperity to the little village, but only they know at what cost. For just off the shore, beneath the waves, lies a secret so terrible that the Marshes would destroy anyone and anything to protect it. The investigators must venture into this xenophobic backwater, fearing for their very lives, in order to stop the plans of the Ancient One. The investigators will find no allies in Innsmouth, and few safe havens. But if they are to stop the advance of the terrible Deep Ones, they have no other choice.

The **Innsmouth Horror** expansion to **Arkham Horror** adds the neighboring town of Innsmouth. It includes new investigators, new Ancient Ones, new monsters, and new cards that may be used with the base **Arkham Horror** game. It also features new game elements including a new board, new heralds, personal story cards for each investigator, and the Deep Ones Rising track.

Using This Book

The first part of this rulebook contains rules for playing **Arkham Horror** with the **Innsmouth Horror** expansion. The second part contains clarifications and frequently asked questions for the original **Arkham Horror** game, as well as several rules revisions to improve play.

THE EXPANSION SYMBOL

All cards from the **Innsmouth Horror** expansion are marked with a small anchor symbol on their fronts, to allow you to separate them from your other **Arkham Horror** cards.



COMPONENTS

Your copy of **Innsmouth Horror** should include the following components:

- This Rulebook
- 1 Expansion Game Board
- 16 Investigator Sheets
- 16 Investigator Markers
- 16 Plastic Investigator Stands
- 96 Investigator Cards
 - » 96 Personal Stories
- 8 Ancient One Sheets
- 176 Ancient One Cards
 - » 36 Arkham Location Cards
 - » 42 Innsmouth Location Cards
 - » 36 Mythos Cards
 - » 16 Gate Cards
 - » 24 Ancient One Plot Cards
 - » 10 Innsmouth Look Cards
 - » 12 Small Dust Cards
- 2 Herald Sheets
- 32 Monster Markers
- 6 Uprising Tokens
- 8 Ghatanothoa's Visage Tokens
- 1 Zhar Token
- 2 Aquatic Markers

USING ONLY PORTIONS OF INNSMOUTH HORROR

While the **Innsmouth Horror** expansion is intended to be used as a whole, players are welcome to play **Arkham Horror** using only some of the elements of the expansion. Specifically, the new investigators and Ancient Ones are easy to use without including the Innsmouth board or the new Ancient One cards. The Personal Story cards can easily be used without the rest of **Innsmouth Horror** as well.

Component Overview

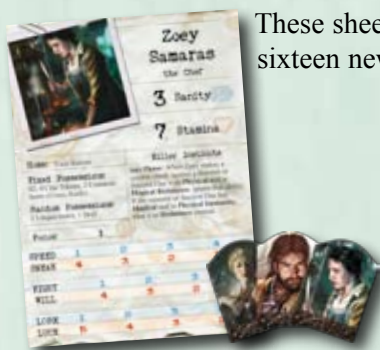
Below are summary descriptions of the various components included in *Innsmouth Horror*. They should help you identify the components and introduce you to how they are used.

Game Board



The game board depicts the city of Innsmouth. Just like the Arkham board, the Innsmouth board is composed of street areas and locations. It is divided into three neighborhoods. To one side are the Deep Ones Rising track and the Feds Raid Innsmouth track, which is used to track the schemes of the Deep Ones. Note that Devil Reef and Y'ha-nthlei are not connected to the rest of the map and can only be reached by special means, such as renting a boat at Falcon Point.

New Investigator Sheets and Markers



These sheets and markers introduce sixteen new investigators to the game.

New Investigator Cards

The new investigator cards add a new type of investigator card to the game – personal stories. Every investigator, even those from *Arkham*, *Dunwich* and *Kingsport Horror*, now has his own personal goal to achieve over the course of the game. Personal stories are described in more detail on page 10.



Personal Story Cards

New Ancient One Sheets

These sheets introduce eight new Ancient Ones to the game. The new Ancient Ones are discussed in more detail on page 9.



New Ancient One Cards

The new Gate cards, Mythos cards, and Arkham Location cards are additions to existing decks. The Innsmouth Location cards form three new Location decks. They work just like the base game's Location cards, but describe encounters that take place in the various Innsmouth locations.



The 10 Innsmouth Look cards are used to represent the hidden ancestry of the investigators who venture into the small fishing village, and are discussed in further detail on page 7.

The 12 small Dust cards are only used when Quanchil Uttaus is the Ancient One and track how close he is to catching and destroying his prey.



Ancient One Plot Cards

These cards are provided to use the Ancient Ones in this expansion with the "Epic Battle" variant described in *Kingsport Horror*. These cards require *Kingsport Horror* in order to be used.



Herald Sheets

These two sheets represent powerful supernatural entities that are preparing the way for the Ancient Ones. These sheets are only used with the “Herald” variant described on page 9.



New Monster Markers

There are 32 new monster markers in this expansion, including two new “Mask” monsters and five new Spawn monsters.

This expansion adds more monsters with **aquatic** movement, a type of monster movement indicated by an orange border. Aquatic movement is described on page 7.



Uprising Tokens

These tokens are used to track the progress of the Deep Ones’ scheme in Innsmouth on the Deep Ones Rising track. The Deep Ones Rising track is described in more detail on page 8.



Zhar Token



This token is only used during the final battle when Zhar is the Ancient One.

Ghatanothoa’s Visage Tokens

These tokens are only used when Ghatanothoa is the Ancient One, and represent the destructive effect of seeing Ghatanothoa’s terrible visage.



Aquatic Markers

These two markers are used to identify two of the original *Arkham Horror* locations (the River Docks and the Unvisited Isle) as aquatic locations. These are identical to the two tokens included in *Kingsport Horror* for the same purpose.



SETUP

Before using *Innsmouth Horror*, carefully punch out the cardboard pieces so that they do not tear. Next, slide the plastic stands onto the bases of the 16 investigator markers. Be sure to keep all components out of the reach of small children and animals.

Integrating the Expansion and the Base Game

Perform the three steps below before using *Innsmouth Horror*. Assuming that the *Innsmouth Horror* components aren’t later separated out from the base game, these steps only need to be performed once.

1. Prepare Decks

Shuffle the new Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Monster Markers

Separate out the two “Mask” monster markers and the five Spawn monsters. Set them aside with the “Mask” monster markers from *Arkham Horror*. Then, shuffle the other new monster markers in with the non-Mask monster markers from *Arkham Horror*.

Expansion Setup

When playing with the *Innsmouth Horror* expansion, perform the normal setup of the game as instructed in the *Arkham Horror* rulebook, with the following additions and changes (numbered to correspond with the base game’s numbered setup steps). The diagram on the next page illustrates these changes.

1. Prepare Playing Area

Place the Innsmouth board next to the Arkham board, above the “Downtown” area. Line the expansion board up with the Arkham board so that the Deep Ones Rising track is on the same side as the Other Worlds. Place the two Aquatic markers on the Arkham board on the **River Docks** and **Unvisited Isle** locations, and place the uprising tokens next to the Innsmouth board.

6. Separate Decks

See the “Innsmouth Horror Expansion Game Setup” diagram on the next page for the placement of the new *Innsmouth Horror* cards.

INNSMOUTH HORROR EXPANSION GAME SETUP



In the diagram above, the following *Innsmouth Horror* elements have been added to the standard *Arkham Horror* setup. (The numbered sections below correspond to the numbers in the diagram.)

1. The Innsmouth board is placed next to the Arkham board. Clue tokens are placed on each unstable location in Innsmouth (i.e. the locations marked with a red diamond).
2. The new Location cards for the nine Arkham neighborhoods are shuffled into their respective Location decks.

3. The new monsters (but not the two new Mask or the five new Spawn monsters) are added to the monster cup.
4. The three new Innsmouth Location decks are placed near the Innsmouth board.
5. The new Gate cards are shuffled into the Gate deck, and the new gate markers are mixed in with the existing gate markers.

6. The new Mythos cards are shuffled into the Mythos deck.
7. The six uprising tokens are placed next to the Innsmouth board.
8. If using the Herald variant, place the Herald sheet near the Ancient One sheet.

II. Create Monster Cup

As with the “Mask” monster markers from *Arkham Horror*, do not place the new “Mask” monsters in the monster cup (unless the Ancient One sheet instructs otherwise).

In addition, set aside the five Spawn monsters. These monsters only enter play when instructed, as described on page 8.

14. Draw and Resolve Mythos Card

If you draw a Rumor during setup, discard it and draw again until you get a card that isn't a Rumor.

When playing with five or more players, place two monsters on the gate indicated by the Mythos card, instead of one.



Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Innsmouth, for example), place both boards above the Arkham board during setup, arranging them so that their Other Worlds sections (or Deep Ones Rising track) line up along a single edge. It does not matter which board is closest to the Arkham board.

The rules are unchanged when using more than one expansion city, except that the number of players should be counted as being one less for each expansion board in play beyond the first. So, if six players are playing a game using both Dunwich and Innsmouth (for a total of two expansion cities), they are counted as having one less player, for a total of five players. This modified number of players is used for such things as the monster limit and the maximum number of gates that can be open at once, and it reduces the level of difficulty for the players since they have so much more ground to cover.

This handicap may not drop the modified number of players below one, and it is recommended that players play with more investigators if it would do so.

Finally, if specifically using both Dunwich and Innsmouth together, increase the number of gates that must be open at the same time to awaken the Ancient One by one.

No special rules are required to use the smaller expansions (e.g., *Curse of the Dark Pharaoh* or *The King in Yellow*) in conjunction with the expansion cities.

INNSMOUTH HORROR EXPANSION RULES

These rules are used in addition to those in *Arkham Horror* when playing with the *Innsmouth Horror* expansion.

The Innsmouth Board

The following rules govern how the Innsmouth expansion board works with the Arkham board.

The Phrase “in Arkham” on Cards

Cards that refer to “Arkham” also apply to locations and areas in Innsmouth. So, for example, an Environment card that adds +1 to **Fight checks** and subtracts -1 from **Will checks** in Arkham also affects investigators who are in an Innsmouth street area or location.

The Monster Limit and the Outskirts

Monsters on the Innsmouth board **do not count against the monster limit and do not go to the Outskirts.**

The Sky

Flying monsters in Innsmouth move to the Sky as normal. In addition, Innsmouth streets are **considered to be adjacent to the Sky**. Thus, flying monsters in the Sky may move into Innsmouth streets just as they would into Arkham streets.

Returning from Being Lost in Time and Space

Investigators who are *lost in time and space* may choose to return to a street area or location in Innsmouth, just as they would return to an Arkham street area or location.

EXCEPTION: Investigators cannot return to Y’ha-nthlei from *Lost in Time and Space*.

Getting Arrested in Innsmouth

Investigators arrested on the Innsmouth board are sent to the Innsmouth Jail instead of the Police Station in Arkham. They lose half of their money (rounded down) and are delayed. This occurs even if the investigator is normally immune to being delayed, thanks to the harsh Innsmouth cops.

Sawbone Alley

Investigators trapped in Innsmouth Jail may wind up stuck there for several turns. Other investigators can help to free them from the outside by moving to Sawbone Alley and following the instructions there. It is important to note that Sawbone Alley is a street area, not a location.

Devil Reef and Y’ha-nthlei

These two locations are not connected to the rest of the Innsmouth board. They can only be reached by aquatic movement. Investigators can use the Falcon Point location ability to make aquatic moves as needed.

Martial Law

Innsmouth, unlike the other cities in *Arkham Horror*, is completely under the control of the forces of the Mythos. As such, the investigators are at great risk in the town.

When at least half of the Ancient One’s doom track is full, martial law is declared in Innsmouth for the rest of the game. Once this happens, investigators can no longer move about Innsmouth with impunity. Instead, each time an investigator ends his movement on an Innsmouth location or street area, he must check to see if it has an awareness modifier below it (i.e. anything other than a dash). If so, the investigator must pass an Evade check using that modifier or be arrested and sent to Innsmouth Jail.



For example, if an investigator ends his movement at the Marsh Refinery after martial law is declared, he must pass a **Sneak check (-1)** or be arrested.

Traveling Between Towns

To move between Arkham and other towns (such as Innsmouth), an investigator must be in either the Train Station in Arkham or a depot location (indicated by a train icon) in another town during his movement. He then spends \$1 and one movement point to move from his current location to either the Train Station or any depot location in any other town. This movement does not interrupt the investigator's normal movement.

Example: Joe Diamond begins his movement in the Northside streets. He has 4 movement points and \$1. Wanting to travel to Innsmouth, he first moves to the Train Station for 1 movement point. Next, he catches the train to Innsmouth, spending \$1 and 1 movement point to move to Innsmouth's depot, which is at Joe Sargent's Bus Station. From there, he still has 2 movement points left, so he could finish his move by moving first to Harborside, and then to the Rope and Anchor. He could not, however, return to Arkham, since he has no money to pay his fare.

Monster Surges

If, at the beginning of the Mythos Phase, the first player draws a Mythos card that shows a location that already has an open gate, a monster is placed at every location with an open gate. This event is called a monster surge. Several cards in the **Innsmouth Horror** expansion refer to "monster surges."

New Monster Abilities

A new monster ability, **Weapon Immunity**, appears on several monsters in Innsmouth Horror. A monster with this ability reduces any combat bonus from **Magical** or **Physical Weapons** to 0. Spells are not affected.

The Innsmouth Look

Some people, unbeknownst to them, are descended from the horrible Deep Ones, and certain events may cause their abominable genes to manifest, transforming them into full Deep Ones. Sometimes, an investigator will be instructed to draw one or more Innsmouth Look cards. That player then shuffles up the 10 Innsmouth Look cards and draws as many cards as instructed, all at once. If none of them indicate that he has the Innsmouth Look, nothing happens and the cards are returned to the deck. However, if the card that indicates the investigator has the Innsmouth Look is drawn, follow the instructions on that card before returning all of the Innsmouth Look cards to the deck.



Aquatic Movement

Innsmouth Horror re-introduces a new type of monster movement: aquatic. Monsters with an orange border use **aquatic** movement, allowing them to move between aquatic locations. Aquatic locations are marked with a wave icon. In addition, two aquatic markers are included with *Innsmouth Horror*. These should be placed on the River Docks and the Unvisited Isle on the Arkham board before playing to indicate that these two locations are aquatic.

If an aquatic monster is not in an aquatic location when it moves, it follows the arrows, as though it were a normal, black-bordered monster.

However, if an aquatic monster begins its movement in an aquatic location, check to see if there are any aquatic locations containing investigators. If there is one, the aquatic monster moves directly to that aquatic location. If there are multiple aquatic locations containing investigators, the monster moves to the aquatic location containing the investigator with the lowest Sneak skill. If there is a tie, the first player decides who the monster moves towards. If there are no aquatic locations containing investigators, the monster moves like a normal, black-bordered monster.

Gate Bursts

Certain Mythos cards have their gate location colored red. This red coloring indicates a gate burst. A gate burst works the same as a normal Mythos card in all cases except when the listed gate location has an elder sign token on it. When that happens, the gate bursts open, causing the elder sign token to be removed from the board. A gate then opens at that location and a monster appears there as usual, but no doom token is added to the Ancient One's doom track, nor does this event cause a monster surge.

Additionally, whenever a gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

Spawn Monsters

Spawn monsters are indicated by a red circle in the lower left corner of their movement side, next to their dimensional symbol. Like "Mask" monsters, Spawn monsters are not added to the monster cup. Instead, they enter play through special rules. For example, the Beings of Ib are placed on Bokrug's Ancient One sheet at the start of the game.

Additionally, Spawn monsters do not count against the

monster limit and never go to the Outskirts, nor can they ever be claimed as monster trophies.

The Deep Ones Rising

Innsmouth adds the threat of the Deep Ones to the problems that the investigators must deal with, in the form of the Deep Ones Rising track. If the Deep Ones Rising track ever completely fills up, the Ancient One immediately awakens.

There are two primary ways for the Deep Ones Rising track to advance. Each time a gate is prevented from opening, such as by an elder sign token or an investigator ability, add one uprising token to the Deep Ones Rising track.

In addition, there are special vortex spaces found on the Innsmouth board. Investigators cannot move into vortices under any circumstances (not even through the use of an item). Any monster that enters a vortex is immediately returned to the cup. For each monster returned to the cup in this fashion, raise the terror level by one. In addition, add one uprising token to the Deep Ones Rising track.

Federal Raids

In order to prevent the Deep Ones from rising, the investigators can gather evidence in the town of Innsmouth to convince the Feds to take action. This gathering of evidence is represented by filling up the Feds Raid Innsmouth track.

During the **Upkeep Phase**, any investigator(s) in an Innsmouth neighborhood (either in a location or a street area) may spend 1 or more Clue tokens to place them on spaces on the Feds Raid Innsmouth track that are the same color as the neighborhood he is in. If the Feds Raid Innsmouth track is completely filled with Clue tokens (a total of 6 Clue tokens are required), then both the Feds Raid Innsmouth and the Deep Ones Rising tracks are emptied of tokens. Of course, this doesn't prevent the Deep Ones Rising track from starting to fill up once more, but it at least delays the inevitable.

New Ancient Ones

The following clarifications apply to the eight new Ancient Ones included in this expansion.

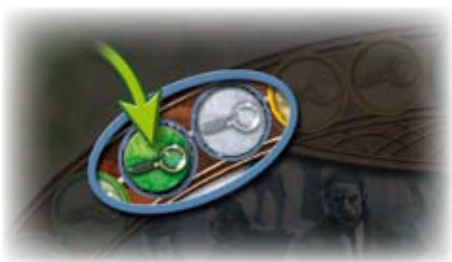
Bokrug

Beings of Ib can never appear on the board under any circumstance. Instead, they act to boost Bokrug's power until an investigator placates them by spending monster and/or gate trophies as described on Bokrug's sheet.

THE DEEP ONES RISING / FEDERAL RAID TRACK



William Yorrick is in the Factory District streets during the **Upkeep Phase**.



By spending 1 (or 2) Clue tokens, he may place them on the Feds Raid Innsmouth track in the two spaces that match the Factory District's color. If all six spaces on the Feds Raid Innsmouth track are filled, both it and the Deep Ones Rising track are emptied of tokens.



However, if all 6 uprising tokens are placed on the Deep Ones Rising track before the Feds Raid Innsmouth track fills up, the Ancient One awakens!

Chaugnar Faugn

Investigators do not suffer Chaugnar Faugn's penalty unless they are in the same neighborhood as a sealed gate or are carrying an Elder Sign. Being in the same neighborhood or even the same location as another investigator carrying an Elder Sign has no effect.

Cthugha

Investigators do not suffer Cthugha's penalty unless they actually spend more than 3 movement points in a turn. Merely having a high Speed doesn't matter.

Ghatanothoa

Remember, leave visage tokens faceup after revealing them unless either Ghatanothoa's face is revealed or there are four visage tokens faceup after revealing the new token.

Nyogtha

As a Spawn monster, the Tendril of Nyogtha cannot be claimed as a monster trophy in any way. As for Nyogtha's attack, it represents the creature attacking from beneath the ground, pulling one investigator underground at a time. The investigator that is being attacked, however, has an opportune moment to attack Nyogtha, hence the -3 modifier instead of -8 for him.

Quachil Uttaus

During the game, the first player marker is never passed until Quachil Uttaus finally tracks down the first player and **devours** him. Until then, his doom hangs over the investigator's head.

Rhan-Tegoth

For their convenience, investigators may wish to place the Stamina tokens drained by Rhan-Tegoth during the Final Battle on his sheet to help keep track of the extra successes they must inflict in order to defeat the creature.

Zhar

With respect to Zhar, "doubles" is defined as rolling the same number on both dice. For example, two 6s, two 3s, etc. To explain the Final Battle, Zhar is actually two separate creatures connected by miles of tentacles. The investigators must defeat first one, and then the other creature if Zhar awakens.

"HERALD" VARIANT

In this variant, powerful supernatural beings known as Heralds hinder the investigators. Heralds make the game more difficult by adding game elements that hinder the players.

Setup

To use this variant, after an Ancient One has been selected, the players may select one Herald. These may be picked at

random or simply chosen by the players. The Herald sheet is placed to the left of the Ancient One sheet. The Herald sheet indicates if any other cards or tokens need to be used as well.

Gameplay

The rules listed on the Herald sheet are used in addition to the standard rules, in a way similar to the rules found on the Ancient One sheets. Simply follow the instructions on the sheet being used.

PERSONAL STORY VARIANT

In this variant, each investigator (including those from *Arkham Horror*, *Dunwich Horror*, and *Kingsport Horror*) has a personal goal or quest that is important to him. Although these stories are important to the investigators, the investigators must be careful not to neglect their primary goals while trying to complete them.

Setup

To use this variant, after the investigators are chosen, search for the two Personal Story cards with each investigator's name on them and give them to the appropriate player. The first card (the one with the story on one side and pass/fail conditions) for each investigator is placed in play.

Gameplay

Each Personal Story has its own unique pass/fail condition, acting similarly to a Rumor card but aimed just at that investigator. If the pass or fail condition on an investigator's first Personal Story card is met, discard it and place the second Personal Story card in play with the indicated side faceup. The effects listed on the second card then activate for the rest of the game.

ARKHAM HORROR RULE CHANGES & CLARIFICATIONS

The following rules of *Arkham Horror* have been changed or clarified to improve the game.

Rumors at Game Setup

If a Rumor is drawn during step 14 of Game Setup, discard it and draw again until a Mythos card that isn't a Rumor is drawn.

The Investigator Cards

JENNY BARNES: Jenny Barnes starts with two Common Items rather than one.

BOB JENKINS: Bob Jenkins starts with \$9 rather than \$8.

WILSON RICHARDS: Wilson Richards has Focus 4. However, he does not need to use Focus to move his skill sliders.

Special Cards and Upkeep

Bless, *Curse*, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

Deputy Dingby's Gun

Police Station encounter cards that include the text "Deputy Dingby absentmindedly leaves you holding his gun." should instruct the player to take a .38 Revolver from the Common Item deck, rather than a .45 Revolver, which does not exist.

Location Special Abilities

Location special abilities, such as "Bank Loan" (at the Bank of Arkham) and "Deputized" (at the Police Station), are executed *during the Arkham Encounters Phase* (rather than the Movement Phase), and *instead of having an encounter*. Executing a location's special ability is optional, of course; an investigator at a location with a special ability may always choose to have an encounter rather than execute the location's special ability.

Opening Gates and Spawning Monsters

OPENING GATES WITH FIVE OR MORE INVESTIGATORS: In a game of *Arkham Horror* with five or more investigators, when opening a gate in a location where there is no elder sign or gate, draw and place two monsters instead of one.

MONSTER SURGES: When, at the beginning the Mythos Phase, the first player draws a Mythos card that shows a location that already has an open gate, this triggers a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is equal to **either the number of open gates or the number of players, whichever is greater**. When placed, these monsters should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred. If there are more monsters to be placed than allowed by the monster limit, the first player decides where monsters will be placed, but he must do so before monsters are drawn from the cup.

Example: *There are three open gates (at the Black Cave, Science Building, and Unvisited Isle), seven players, and no monsters in play when a Mythos card is drawn that opens a gate at the Black Cave. This causes a monster surge: seven monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the three gates has two monsters placed on it, with the seventh monster being placed on the Black Cave, where the monster surge occurred. The Black Cave now has three monsters, while the other two open gates each have two monsters on them.*

Gates and Monsters from Encounters

DELAY DUE TO SUCH GATES: If an investigator is drawn through a gate that appears as a result of an encounter (such as one that reads, “A gate appears!” or “A gate and a monster appear!”), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

PERMANENCE OF SUCH MONSTERS: When an encounter generates both a gate and a monster (e.g., “A gate and a monster appear!”), both the gate and the monster stay on the board. However, when an encounter only generates a monster (e.g., “A monster appears!,” “A horrible monster appears!,” etc.), the monster does *not* stay on the board. If such a monster is defeated, it may be taken as a trophy (unless its special ability states otherwise). However, if it is not defeated, the monster is returned to the monster cup, regardless of whether the investigator evaded it, was knocked unconscious, was driven insane, etc.

Flying Monster Movement

These four instructions clarify how Flying monsters move:

1. A flying monster only moves when its symbol appears in the Mythos Phase, just like other monsters.
2. A flying monster will not leave a location or street area that already contains an investigator. Even if its movement symbols come up while it occupies such a space, it does not move.
3. When a flying monster in a location or street area *does* move, it moves to an adjacent street area containing an investigator if there is one, or, if there is not, to the Sky.
4. When a flying monster in the Sky moves, it moves to a street area where there is an investigator. If there are no street areas containing investigators, the monster remains in the Sky. If there are multiple street areas containing investigators, the monster moves to the street area containing the investigator with the lowest Sneak. If several investigators are tied for the lowest Sneak value, the first player chooses among the street areas where the tied investigators are located.

Hound of Tindalos Movement

If two investigators are equally close to a Hound of Tindalos when it moves, the Hound moves to the location of the equally close investigator with the lower Sneak value. In case of a tie, the first player chooses among the locations where the tied investigators are located.

Weapons and Spell Limits

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You can choose to switch weapons/spells in later combat rounds, but as soon as you “release” a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the Final Battle) cease to work and must be re-cast.

Zero Sanity and Zero Stamina

An investigator reduced to both 0 Sanity and 0 Stamina at the same time is **devoured**.

An investigator whose maximum Sanity *or* maximum Stamina is reduced to 0 is **devoured**.

Passing Ten on the Terror Track

Once the terror level reaches 10, if it ever increases again (due to a Mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level would have increased.

Additional Ancient One Awakening Conditions

In addition to the normal conditions causing the Ancient One to awaken, the following conditions also awaken it:

The Ancient One awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup. This is only likely to happen if the investigators have acquired a large number of monster trophies. If this is the case, they should spend some of their monster trophies (for example, at South Church) to replenish the monster cup.

The Ancient One awakens immediately if a new gate would open, but there are no gate markers available. This could happen if the investigators have acquired a large number of gate trophies. If this is the case, they should spend some of their gate trophies (for example, at Ma’s Boarding House) to replenish the supply.

The Ancient One awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit (for example, 16 monsters in a five-player game).

The Final Battle

Before the final battle begins, discard any active Mythos cards. Also, investigators no longer collect money or roll for Retainers or Bank Loans.



ARKHAM HORROR

FREQUENTLY ASKED QUESTIONS

These sections answer frequent questions about *Arkham Horror*.

The Outskirts and the Monster Limit

Q: *How do the monster limit and the Outskirts work?*

A: The monster limit is equal to the number of players plus three. If adding a monster to the gameboard would bring the number of monsters on the board (excluding the Outskirts) above the monster limit, the new monster is placed on the Outskirts area instead.

The maximum number of monsters on the Outskirts is equal to eight minus the number of players. When the number of monsters on the Outskirts area exceeds this maximum, the terror level increases by one and all of the monsters on the Outskirts are returned to the monster cup.

Example: *In a three-player game, the monster limit is 6 (3 + 3) and the maximum number of monsters on the Outskirts is 5 (8 – 3). There are three open gates on the board, six monsters in various Arkham locations, and four monsters on the Outskirts area.*

During the Mythos Phase, a monster surge is triggered, and three monsters must be drawn and placed. When the first monster is drawn, placing it in Arkham would exceed the monster limit, so it is placed on the Outskirts instead, bringing the number of monsters there to five. The second drawn monster must also be placed on the Outskirts. This exceeds the maximum number of monsters on the Outskirts. As a result, the terror level increases by one and the six monsters on the Outskirts are all returned to the monster cup. Finally, the third monster is drawn and placed, again on the Outskirts, because the monster limit would still be exceeded if it were placed on an Arkham location.

Locations

Q: *If a card causes a location to temporarily close, what happens to monsters or investigators at that location?*

A: They are immediately moved to the street area adjacent to that location, as if the location had closed permanently.

Q: *Can an investigator use a location's special ability even if he can't meet its requirements?*

A: No. In order to choose to execute a location's special ability (instead of having an encounter in that location), an investigator must be able to meet its printed requirements. For example, a character without sufficient trophies can't avoid an encounter at the Police Station by choosing to execute that location's special ability and then failing to do so for lack of meeting its requirements.

Q: *Do toughness modifiers affect the values of monster trophies?*

A: Yes, apply all relevant toughness modifiers when determining the worth of monster trophies.

Q: *Why wouldn't investigators camp out at the Curiosity Shoppe and buy the four elder signs?*

A: An investigator shopping at the Curiosity Shoppe or General Store must purchase one of the three items drawn if he has enough money to do so. This requirement tends to deplete investigators' funds before they can "browse" the entire Unique Item deck for all of its elder signs.

Arkham Encounters

Q: *If a Location card tells an investigator that he may move to another location and have an encounter there, what happens if there is a monster and/or gate at that location?*

A: Assuming that the investigator chooses to move and have an encounter, he must then first successfully evade or fight any monsters at the destination location. If he is successful in doing so (or if there was no monster), he then carries out what amounts to a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8–9 of the rulebook.

Q: *When a Location card says "a gate and a monster appear," which appearance is resolved first?*

A: The gate appears first, and any investigators at the location are drawn through it immediately, as normal. Then the monster appears. Monsters that appear as a result of such encounters stay on the board, count against the monster limit, might go to the Outskirts, etc., as normal.

Q: *When a Location card says "a gate and a monster appear," is a doom token added to the doom track?*

A: Yes.

Q: *Is card text that instructs an investigator to "stay here next turn" any different from the investigator being delayed?*

A: "Stay here next turn" is equivalent in all ways to being delayed. (So, for example, Mark Harrigan is immune to both.)

Q: *If an encounter instructs that an investigator must "stay here for two turns and gain two Clue tokens," must the player forfeit the Clue tokens if some effect – such as the appearance of a gate – forces the investigator to leave that location before the two turns are up?*

A: No; the two effects ("stay here" and "gain Clue tokens") are not interdependent. If, for example, a gate opens before the investigator has spent two turns in the location, the investigator is sucked through the gate and delayed in an Other World. The new condition – being delayed in an Other World – can supersede the "stay here" instruction without affecting the "gain Clue tokens" instruction.

Spells in Combat

Q: *During combat, how long does a failed attempt to cast a spell use up an investigator's hand(s)?*

A: A failed attempt to cast a spell uses the specified number of hands for an entire round of combat (i.e., for one iteration of combat steps 2 and 3.). In subsequent rounds of combat, the investigator may switch to a new weapon or try to cast a different spell.

Q: *Are there any restrictions on when “Any Phase” spells (like Enchant Weapon, Shrivelling, Wither, Dread Curse of Azathoth, and Red Sign of Shudde M’ell) can be cast in the combat sequence?*

A: “Any Phase” spells can be cast at any point in the combat sequence. For example, an investigator could legally use a Red Sign to cancel a monster’s Nightmarish special ability before being forced to make a beginning-of-combat Horror Check, or an investigator could determine his success in casting a spell that gives a combat bonus before deciding whether to fight or flee.

Q: *Can Flesh Ward protect an investigator from all damage caused by a given monster during a whole combat?*

A: No. (In combat, the “one source” of damage Flesh Ward allows an investigator to ignore is the Stamina loss from a single failed Combat check, not all damage caused by a particular monster for the duration of the combat.)

Gates and Other Worlds

Q: *Under what circumstances does an investigator leaving an Other World place an explored marker under his figure?*

A: An investigator receives an explored marker any time he moves directly from either area of an Other World space to an Arkham location where there is an open gate that corresponds to the Other World he came from. This circumstance includes when he moves normally from the second area of an Other World, when he has an Other World encounter in the first area of an Other World and it instructs him to return to Arkham, and when he casts a Find Gate spell. An investigator does *not* receive an explored marker when he is *lost in space and time* while in an Other World, because even though he will eventually return to Arkham, he won’t have travelled directly from the Other World to an Arkham location with a corresponding gate.

Q: *Why is an investigator delayed when a gate opens up in his location, but not delayed when he enters a gate normally in the Arkham Encounters Phase?*

A: If the investigator were not delayed by a gate opening in his location, he would be able to pass through an Other World and only have one encounter there.

Q: *If an investigator is delayed in an Other World and has an encounter that returns him to Arkham, is he still delayed when he returns?*

A: Yes. Returning to Arkham doesn’t affect whether he’s delayed.

Q: *When a gate with a particular dimensional symbol is closed or sealed, are monsters with that same symbol removed from the Outskirts, too?*

A: Yes. All monsters showing the same dimensional symbol as a gate being closed or sealed are returned to the monster cup, even those in the Outskirts.

Q: *What happens to a monster that emerges from a gate that appears at a closed location? Or if a location closes while there is a monster and a gate at the location? That is, can a monster be “trapped” inside a closed location?*

A: An open gate replaces the location where it opens, so while the gate is open, there *is* no closed location where a monster could be “trapped.” If a gate opens at a closed location, place the gate on top of and obscuring the closed marker. Similarly, if a location that has been replaced by a gate closes, place the closed marker beneath the gate marker. If a gate that is replacing a closed location is itself closed, the normal effects of a closing location are resolved at that time (i.e., all monsters and investigators there are moved to the adjacent street area).

Investigator Cards

Q: *Does a player who discards a card to pay a cost (such as to get rid of the Rumor “The Stars Are Right”) also receive any benefits specified on the discarded card itself (such as the Ally, “Duke,” which can be discarded to restore an investigator’s Sanity to its maximum)?*

A: No. A card discarded to pay a cost gives no benefits other than paying that cost.

Q: *Are Spells considered items? For example, when an encounter requires items to be discarded, can Spells be discarded?*

A: Spells are considered items for all purposes. This doesn’t always make perfect thematic sense, but it does keep things simple.

Q: *The Skill cards named after skills (e.g., “Sneak”) all have a bonus in boldface type, and an instruction in regular type. For example “Sneak” has “+1 Sneak” in bold letters and the instruction “When you spend a Clue token to add to any Sneak check, add one extra bonus die.” in regular type. Are these two different effects, or does the latter simply explain the former?*

A: These cards have two different and separate effects. For example, “Sneak” gives a permanent +1 Sneak bonus, as well as the separate ability to add one extra die to Sneak checks when a Clue token is spent.

Q: *When an investigator uses the Patrol Wagon, must he find a route to his destination that is free of monsters, or is he simply relocated there?*

A: Such an investigator is simply relocated, ignoring monsters along whatever figurative “route” is taken. Investigators who begin or end their movement on spaces where there are monsters must evade them as usual, however.

Q: *Must an investigator use the Bullwhip or Cross in combat to gain their special abilities?*

A: No, in the case of these two cards, an investigator need not use them in combat to make use of their secondary abilities.

Q: *Investigators in Other Worlds receive no movement points. But if an investigator in an Other World has an item that gives him movement points, such as a Motorcycle or the Ruby of R’lyeh, can he use a different item that requires him to spend movement points, such as the Necronomicon?*

A: No. Investigators can’t receive movement points from any source, nor use any items requiring the expenditure of movement points, while in an Other World.

Q: *How long do Combat bonuses from investigator cards last?*

A: It depends on the type of weapon or spell granting the bonus. All weapons or spells fall into one of the four categories below, and have durations as follows:

Standard weapons, whose rules text takes the form “+X to Combat checks,” have bonuses that last as long as the investigator devotes the required number of hands to their use. They can be used for multiple rounds of combat and in multiple battles each turn. Examples include .38 Resolver, Shotgun, and Axe.

One-shot weapons, whose rules text takes the form “+X to Combat checks (discard after use),” have bonuses that only last for one Combat check, after which the item is discarded. Examples include Dynamite and Molotov Cocktail.

Burst weapons, whose rules text takes the form “Exhaust before making a Combat check to gain +X to that check,” have bonuses that last for one Combat check and are then exhausted and cannot be used again until refreshed.

Spells, whose rules text takes the form of “Cast and exhaust to gain +X to Combat checks until the end of this combat,” last until the end of the combat in which they are cast (i.e., for multiple combat rounds until the combat is over), as long as the investigator continues to devote the required number of hands to keep the spell going. If the investigator stops devoting the required number of hands, the bonus expires. Since the spell is exhausted at the time of casting, it can only be used to fight one monster each turn. In the final battle against the Ancient One, however, such spells must be re-cast for each attack (and can be, since they refresh at the beginning of each round of the final battle). Examples include Wither and Shrivelling.

Investigator Abilities

Q: *Does Harvey Walters’s Strong Mind ability (“Harvey reduces all Sanity losses he suffers by 1, to a minimum of 0.”) apply when he casts spells?*

A: No, because the ability reduces losses, not costs. The same distinction applies to Michael McGlen’s “Strong Body” ability.

Q: *What happens when investigators whose special abilities let them draw extra cards when having certain types of encounters (Darrell Simmons for Arkham encounters and Gloria Goldberg for Other World encounters) draw cards that further instruct them to draw two cards and choose one of them to encounter?*

A: In such cases, those investigators draw an additional extra card, which means they draw three cards and choose one of them to encounter.

Mythos Cards

Q: *Is the Deputy subject to the “Curfew Enforced” Mythos card? In other words, if the Deputy remains on the streets at the end of his turn, can he be sent to jail?*

A: No. The Deputy is not subject to the penalty for being on the streets when “Curfew Enforced” is active.

Q: *Do cards like the “Campus Security Increased” Mythos card and the Flute of the Outer Gods Unique Item affect monsters spawned by “The Terrible Experiment” Mythos card?*

A: No. Those monsters “are not considered to be on the board.”

Q: *What do activity markers do?*

A: Activity markers simply serve to remind players that some activity is occurring on the marked area. They most often mark the place where a Rumor is active, but may be used to denote other activities arising from Mythos cards, as well.

Monster Abilities

Q: *A nightgaunt’s special ability reads, in part, “When you fail a Combat check against a nightgaunt, you are drawn through the nearest open gate.” What happens to an investigator who encounters a nightgaunt in an Other World?*

A: The nearest gate is the gate back to Arkham, so the investigator is immediately returned to Arkham (and takes an explored marker). Thematically speaking, as servants of Nodens, nightgaunts sometimes help investigators.

Q: *Can Physical/Magical Resistance and Physical/Magical Immunity prevent the secondary effects of weapons and spells?*

A: No. These monster abilities only reduce or eliminate bonuses to Combat checks. They have no effect on weapons’ and spells’ other capabilities.

Q: *Does a Cthonian’s ability to inflict Stamina loss instead of moving affect investigators in Other Worlds?*

A: No. Chthonians create earthquakes that only affect Arkham, and the investigators located there. This circumstance is one of the few times investigators are safer in Other Worlds.

Ancient One Powers

Q: *Ithaqua’s “Icy Winds” power says, in part, “[A]ll Weather cards are discarded without their special effects taking place.” What happens in a game with Ithaqua if a non-Weather Environment is already in play and a Mythos card with a Weather Environment effect is drawn?*

A: In that situation, carry out the first three steps of the Mythos Phase as the new Mythos card dictates (open gate and spawn monster, place clue token, move monsters), but skip the activate special abilities step, and then discard the card. Do not replace or discard the original Mythos card.

Q: *Yog-Sothoth’s “The Key and the Gate” power says, in part, “[T]he difficulty to close or seal a gate increases by one.” Does this mean that six Clue tokens are required to seal gates in a game with Yog-Sothoth?*

A: No, it means that two successes are required on Lore or Fight checks to close gates.

Battling the Ancient One

Q: *During the final battle, is the investigators’ ability to refresh more limited than in a regular game turn’s Upkeep Phase?*

A: The “Investigators Refresh” step of each final battle round includes all of the steps of a regular Upkeep Phase (as well as the passing of the first player marker and the opportunity for the investigators to trade items).

Q: During the final battle, are investigator successes against the Ancient One ever eliminated, or do they continue to accumulate over the course of the final battle?

A: Successes that investigators score against the Ancient One never disappear. Confusion arises because two separate “success counts” are tracked in the final battle: (a) the total number of successes the investigators have scored, and (b) the number that have been scored toward the removal of the next doom token.

Each time an investigator scores a success in the “Investigators Attack” step of the final battle, both (a) and (b) increase. But when the value of (b) is equal to the number of investigators, a doom token is removed, and (b) is reset to zero. However, this does not affect the value of (a), and does not change the overall number of successes the investigators must accumulate over the course of the final battle to win the game.

The critical point is this: The removal of doom tokens is simply a method of helping the players track the accumulation of successes over the course of many rounds of the final battle.

Q: At the start of a final battle against Ithaqua, does a player choose an item and then roll a die to see if it is discarded (and repeat this for each of his items), or does he roll a die to determine success or failure and then determine which item is discarded or not (doing this a number of times equal to the number of items he has)?

A: The former procedure is correct.

Miscellaneous

Q: Exactly where, when, and what can investigators trade with each other?

A: Two investigators may trade with each other whenever they are in the same location, *except during combat*. They may trade before, during, or after movement, which means that trading does not end a move.

Investigators may trade Common Items, Unique Items, Spells, and money. They may not trade Clue tokens, Allies, monster trophies, or gate trophies.

Q: If a card instructs, “lose your next turn,” does the player skip all of the next turn’s phases, including the Upkeep Phase?

A: Yes. Note that “lose your next turn” is different from “stay here next turn”; the latter means simply that the investigator is *delayed*.

Q: When can a character perform actions during a phase? For example, if an investigator with the Ally Duke (“Discard to immediately restore your Sanity to its maximum.”) draws an encounter and has to roll a die and lose that much Sanity, when can he discard Duke to restore Sanity?

A: An action can be performed at any time during the listed phase, as long as its conditions are met. However, once an encounter is drawn, it must be resolved before any actions can be performed.

In the example with Duke, the player could use his ability either before drawing the encounter card or after the drawn card’s effects are resolved, but not between drawing the card and resolving it. So, if the player does not use Duke before drawing the card, and the drawn card inflicts Sanity loss that reduces the investigator to 0 Sanity, the investigator goes insane before he can use Duke.

Flesh Ward is an exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events.

Q: When re-rolling a skill check, does a player also re-roll any additional dice that were gained from spending Clue tokens?

A: Yes. All the dice rolled to the point of the re-roll are rolled again, so dice gained from spending Clue tokens are re-rolled as long as the Clue tokens were spent before the re-roll is performed.

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Join the search before all is lost!

Elder Sign is a fast-paced, cooperative dice game for one to eight players by *Arkham Horror* designers Richard Launius and Kevin Wilson. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must work together to collect powerful eldritch symbols to defeat a mysterious evil!



ARKHAM HORROR™

KINGSPORT HORROR™ EXPANSION RULEBOOK



WELCOME TO KINGSPORT

In a sleepy little mist-shrouded town named Kingsport on the coast of Massachusetts, ancient forces have begun to stir. The barrier between worlds – never that thick to begin with in this dream-haunted place – has begun to fray, leaving rifts in the fabric of reality that can be felt as far away as the neighboring city of Arkham.

However, Kingsport has its own protections. There are guardians who watch over it for their own reasons, and powerful forces atop the craggy Kingsport Head that can benefit mankind...assuming they can be bothered. From the worm-ridden graveyard on Central Hill, to the quiet solitude of the North Point Lighthouse, Kingsport is a city of wonders for those who dream, and dangers for those who dare to follow their dreams too far.

The **Kingsport Horror** expansion to **Arkham Horror** adds the neighboring town of Kingsport. It includes new investigators, new Ancient Ones, new monsters, and new cards that may be used with the base **Arkham Horror** game. It also features new game elements including a new board, heralds and guardians, an Epic Battle deck, and dimensional rifts.

Using This Book

This rulebook contains rules for playing **Arkham Horror** with the **Kingsport Horror** expansion. The second part contains clarifications and frequently asked questions for the original **Arkham Horror** game, as well as several rules revisions to improve play.

THE EXPANSION SYMBOL

All cards from the **Kingsport Horror** expansion are marked with a small cliff symbol on their fronts, to allow you to separate them from your other **Arkham Horror** cards.



COMPONENTS

Your copy of **Kingsport Horror** should include the following components:

- This Rulebook
- 1 Expansion Game Board
- 8 Investigator Sheets
- 8 Investigator Markers
- 8 Plastic Investigator Stands
- 3 Guardian Sheets
- 112 Investigator Cards, including:
 - » 14 Common Items
 - » 12 Unique Items
 - » 11 Spells
 - » 12 Skills
 - » 11 Allies
 - » 52 Special Cards, including:
 - » 20 Blessings of Nodens Cards
 - » 26 Visions of Hypnos Cards
 - » 2 Beloved of Bast Cards
 - » 2 Captain of the White Ship Cards
 - » 2 Changed Cards
- 4 Ancient One Sheets
- 2 Herald Sheets
- 207 Ancient One Cards
 - » 36 Arkham Location Cards
 - » 56 Kingsport Location Cards
 - » 22 Mythos Cards
 - » 32 Gate Cards
 - » 16 Epic Battle Cards
 - » 45 Ancient One Plot Cards
- 28 Monster Markers
- 3 Rift Markers
- 12 Rift Progress Markers
- 4 Gate Markers
- 48 Brood Tokens
- 8 Bast Tokens
- 2 Aquatic Markers
- 1 Skill Slider



Component Overview

Below are summary descriptions of the various components included in **Kingsport Horror**. They should help you identify the components and introduce you to how they are used.

Game Board



The game board depicts the city of Kingsport. Just like the Arkham board, the Kingsport board is composed of street areas and locations. It is divided into four neighborhoods. At one side is the Rift Track, which is used to mark the progress of the dimensional rifts. Finally, the Kingsport board adds two additional Other Worlds (The Underworld and Unknown Kadath) that investigators may travel to during the game.

New Investigator Cards

Most of the new investigator cards are additions to existing decks. This includes the new Common Item, Unique Item, Spell, Skill, and Ally cards.

There are also two new investigator decks.

The **Blessings of Nodens** deck is used when Nodens is the Guardian. It gives Blessed investigators an additional benefit. Guardians are explained on page 10.

The **Visions of Hypnos** deck is used when Hypnos is the Guardian. It increases the rate at which Clue tokens appear on the board and the odds of helpful encounters occurring.



Blessings of Nodens Cards

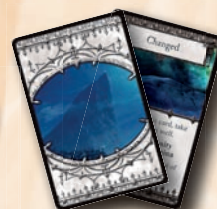


Visions of Hypnos Cards

Other new Special cards include **Captain of the White Ship** cards, which can be acquired at the North Point Lighthouse, **Changed** cards, which can be acquired at the Strange High House in the Mists, and **Beloved of Bast** cards, which can be acquired when Bast is the Guardian.



Captain of the White Ship Cards



Changed Cards



Beloved of Bast Cards

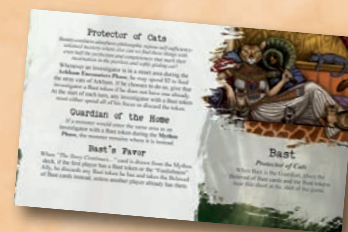
New Investigator Sheets and Markers



These sheets and markers introduce eight new investigators to the game.

Guardian Sheets

These three sheets represent powerful supernatural entities that are opposed to the Ancient Ones. These sheets are only used with the “Herald/Guardian” variant described on page 10.



New Ancient One Sheets

These sheets introduce four new Ancient Ones to the game. The new Ancient Ones are discussed in more detail on page 10.



New Ancient One Cards

The new Gate cards, Mythos cards, and Arkham Location cards are additions to existing decks. The Kingsport Location cards form four new Location decks.

They work just like the base game's Location cards, but describe encounters that take place in the various Kingsport locations.



Epic Battle and Ancient One Plot Cards

These cards are used when the Ancient One awakens in the "Epic Battle" variant described on page 11.



Herald Sheets

These two sheets represent powerful supernatural entities that are preparing the way for the Ancient Ones. These sheets are only used with the "Herald/Guardian" variant described on page 10.



New Monster Markers

There are 28 new monster markers in this expansion, including two new "Mask" monsters.

This expansion introduces **aquatic** movement, a new type of monster movement indicated by an orange border. Aquatic movement is described on page 7.



Rift Markers

These markers are used when dimensional rifts open up in Arkham. Rifts are mobile tears in the fabric of the universe, somewhat similar to gates, save that they cannot be explored.

Rifts must be closed by exploring the city of Kingsport. Rifts are explained in detail on pages 8–10.



Rift Progress Markers

These markers track the development of dimensional rifts. Once a Rift Track fills up, a rift opens up in Arkham. Rifts are explained in detail on pages 8–10.



Gate Markers

The gate markers are similar to those from the base game. The new Other Worlds shown on them – The Underworld and Unknown Kadath – are found on the Kingsport board.



Brood Tokens

These tokens are used only when Eihort is the Ancient One, and track the corruptive influence of that Ancient One on the investigators.



Bast Tokens

These tokens are used only when Bast is the Guardian, and track Bast's favor.



Skill Slider

This extra skill slider is used with Lily Chen, the Martial Artist. Her special ability requires a fourth skill slider.



Aquatic Markers

These two markers are used to identify two of the original *Arkham Horror* locations (the River Docks and the Unvisited Isle) as aquatic locations.



SETUP

Before using *Kingsport Horror*, carefully punch out the cardboard pieces so that they do not tear. Next, slide the plastic stands onto the bases of the eight investigator markers. Be sure to keep all components out of the reach of small children and animals.

Integrating the Expansion and the Base Game

Perform the three steps below before using *Kingsport Horror*. Assuming that the *Kingsport Horror* components aren't later separated out from the base game, these steps only need to be performed once.

1. Prepare Decks

Shuffle the new Common Item, Unique Item, Spell, Skill, Ally, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Gate Markers

Shuffle the new gate markers among the existing gate markers.

3. Prepare Monster Markers

Separate out the two "Mask" monster markers. Set them aside with the "Mask" monster markers from *Arkham Horror*. Then, shuffle the other new monster markers in with the non-Mask monster markers from *Arkham Horror*.

USING ONLY PORTIONS OF KINGSPORT HORROR

While the *Kingsport Horror* expansion is intended to be used as a whole, players are welcome to play *Arkham Horror* using only some of the elements of the expansion. Specifically, the new investigators, investigator cards, Ancient Ones, Heralds, and Guardians are easy to use without including the Kingsport board or the new Ancient One cards. The Epic Battle cards can easily be used without the rest of *Kingsport Horror* as well.

Expansion Setup

When playing with the *Kingsport Horror* expansion, perform the normal setup of the game as instructed in the *Arkham Horror* rulebook, with the following additions and changes (numbered to correspond with the base game's numbered setup steps). The diagram on the next page illustrates these changes.

I. Prepare Playing Area

Place the Kingsport board next to the Arkham board, above the "Downtown" area. Line the expansion board up with the Arkham board so that the Other Worlds are all on the same side. Shuffle the three rift markers and place them facedown on the three Rift Tracks on the Kingsport board, then shuffle the rift progress markers and pile them facedown near the Kingsport board. Finally, place the two Aquatic markers on the Arkham board on the River Docks and Unvisited Isle locations.

6. Separate Decks

See the "Kingsport Horror Expansion Game Setup" diagram on the next page for the placement of the new *Kingsport Horror* cards. The new Special cards, in particular, should be placed near the other Special cards.

Although 11 new Allies are included in this expansion, only 11 total Allies should be used in each game. When preparing the Ally deck, shuffle it and deal out 11 cards faceup, returning the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again. Allies that are taken as starting equipment in setup step 9 will come from this deck of 11 cards.

If a specific Ally is part of an investigator's fixed possessions, remove that Ally from the Ally deck before dealing out the Allies to be used that game, then reduce the number of Ally cards placed in the Ally deck accordingly, making sure to only use a total of 11 Allies.

II. Create Monster Cup

As with the "Mask" monster markers from *Arkham Horror*, do not place the new "Mask" monster in the monster cup (unless the Ancient One sheet instructs otherwise).

14. Draw and Resolve Mythos Card

If you draw a Rumor during setup, discard it and draw again until you get a card that isn't a Rumor.

When playing with five or more players, place two monsters on the gate indicated by the mythos card, instead of one.

KINGSPORT HORROR EXPANSION GAME SETUP



In the diagram above, the following **Kingsport Horror** elements have been added to the standard **Arkham Horror** setup. (The numbered sections below correspond to the numbers in the diagram.)

1. The Kingsport board is placed next to the Arkham board. No Clue tokens are placed on it, since none of its locations are unstable (i.e. marked with a red diamond).

2. The new Location cards for the nine Arkham neighborhoods are shuffled into their respective Location decks.

3. The new monsters (but not the two new Mask monsters) are added to the monster cup.

4. The four new Kingsport Location decks are placed near the Kingsport board.

5. The new Gate cards are shuffled into the Gate deck, and the new gate markers are mixed in with the existing gate markers.

6. The new Mythos cards are shuffled into the Mythos deck.

7. The three rift markers are shuffled facedown and placed on the three Rift Tracks on the Kingsport board at random.

7b. The rift progress markers are shuffled and placed facedown near the Kingsport board as well.

8. If it hasn't been done already, shuffle the appropriate cards from this expansion into the following investigator decks:

Unique Item
Common Item
Ally
Skill
Spell

In addition, there are two new special investigator decks (the

Captain of the White Ship and Changed decks).

Remember that only 11 Allies are used in each game.

9. If using the Herald/Guardian variant, place the Herald and/or Guardian sheet near the Ancient One sheet.

10. If using the Epic Battle variant, place the Epic Battle cards near the Ancient One sheet.

Additionally, if the monster movement pattern on the mythos card is one shown on one of the three Rift Tracks on the Kingsport board, draw a rift progress marker and place it on that track, as explained in "Rifts" on pages 8–10.

Combining Multiple Expansions

If using more than one expansion board at once (both Dunwich and Kingsport, for example), place both boards above the Arkham board during setup, lining them up as instructed. It does not matter which board is closest to the Arkham board.

The rules are unchanged when using more than one expansion city, except that the number of players should be

counted as being one less for each expansion board in play beyond the first. So, if six players are playing a game using both Dunwich and Kingsport (for a total of two expansion cities), they would be counted as having one less player, for a total of five players. This modified number of players is used for such things as the monster limit and the maximum number of gates open at once, and it reduces the level of difficulty for the players since they have so much more ground to cover.

This handicap may not drop the modified number of players below one, and it is recommended that players play with more investigators if it would do so.

No special rules are required to use the smaller expansions (e.g., **Curse of the Dark Pharaoh** or **The King in Yellow**) in conjunction with the expansion cities.

KINGSPORT HORROR EXPANSION RULES

These rules are used in addition to those in *Arkham Horror* when playing with the *Kingsport Horror* expansion.

The Kingsport Board

The following rules govern how the Kingsport expansion board works with the Arkham board.

The Phrase “in Arkham” on Cards

Cards that refer to “Arkham” also apply to locations and areas in Kingsport. So, for example, an Environment card that adds +1 to **Fight checks** and subtracts -1 from **Will checks** in Arkham also affects investigators who are in a Kingsport street area or location.

The Monster Limit and the Outskirts

Monsters on the Kingsport board **do not count against the monster limit and do not go to the Outskirts.**

The Sky

Flying monsters in Kingsport may move to the Sky as normal. In addition, Kingsport streets are **also considered to be adjacent to the Sky**. Thus, flying monsters in the Sky may move into Kingsport streets just as they would into Arkham streets.

Returning from Being Lost in Time and Space

Investigators who are *lost in time and space* may choose to return to a street area or location in Kingsport, just as they would return to an Arkham street area or location.

EXCEPTION: As described below, investigators cannot return to any Kingsport Head location from Lost in Time and Space.

The Kingsport Head

The Causeway, Wireless Station, and Strange High House in the Mist locations are all part of the mysterious Kingsport Head. This area is very difficult to enter and travel in. Investigators who enter the Causeway or Wireless Station must immediately end their movement. In addition, investigators may not move directly into any of the Kingsport Head locations using spells, equipment,

or through other unusual methods, such as returning from being *lost in time and space*. Instead, they must move to the Harborside streets and enter the Causeway normally.

Traveling Between Towns

To move between Arkham and other towns (such as Kingsport), an investigator must be in either the Train Station in Arkham or a depot location (indicated by a train icon) in another town during his movement. He then spends \$1 and one movement point to move from his current location to either the Train Station or any depot location in any other town. This movement does not interrupt the investigator’s normal movement.

Example: *Joe Diamond begins his movement in the Northside streets. He has 4 movement points and \$1. Wanting to travel to Kingsport, he first moves to the Train Station for 1 movement point. Next, he catches the train to Kingsport, spending \$1 and 1 movement point to move to Kingsport’s depot, which is at the Central Hill streets. From there, he still has 2 movement points left, so he could finish his move by moving first to Harborside, and then to the Rope and Anchor. He could not, however, return to Arkham, since he has no money to pay his fare.*

Monster Surges

When, at the beginning of the Mythos Phase, the first player draws a Mythos card that shows a location that already has an open gate (and therefore a monster is placed at every location with an open gate), this is called a monster surge. Several cards in the *Kingsport Horror* expansion refer to “monster surges.”

Aquatic Movement

Kingsport Horror introduces a new type of monster movement: aquatic. Monsters with an orange border use **aquatic** movement, allowing them to move between aquatic locations. Aquatic locations are marked with a wave icon. In addition, two aquatic markers are included with *Kingsport Horror*. These should be placed on the River Docks and the Unvisited Isle on the Arkham board before playing to indicate that these two locations are aquatic.

If an aquatic monster is not in an aquatic location when it moves, it follows the arrows, as though it were a normal, black-bordered monster.

However, if an aquatic monster begins its movement in an aquatic location, check to see if there are any other aquatic locations containing investigators. If there are, the aquatic

monster moves directly to that aquatic location. If there are more than one aquatic locations containing investigators, the monster moves to the aquatic location containing the investigator with the lowest Sneak skill. If there is a tie, the first player decides who the monster moves towards. If there are no other aquatic locations containing investigators, the monster moves like a normal, black-bordered monster.

Elusive

Kingsport Horror introduces a new monster special ability: elusive. Monsters with the **Elusive** ability try to avoid combat with the investigators instead of initiating it. **Elusive** monsters are indicated by a green Awareness modifier on their movement side in addition to the **Elusive** ability on their combat side. Investigators may leave or end their movement in areas containing **Elusive** monsters without having to fight or evade the **Elusive** monsters. In order to initiate combat with an **Elusive** monster, the investigator must be in the same area as the monster during the **Movement Phase** and must first pass an **Evade check** against the monster. If the **Evade check** is successful, combat begins as normal. If the **Evade check** is unsuccessful, the investigator's movement immediately ends.

Gate Bursts

Certain Mythos cards have their gate location colored red. These indicate gate bursts. A gate burst works the same as a normal Mythos card in all cases except when the listed gate location has an elder sign token on it. When that happens, the gate bursts open, causing the elder sign token to be removed from the board. A gate then opens at that location and a monster appears there as usual, but no doom token is added to the Ancient One's doom track, nor does this cause a monster surge.

Additionally, whenever a gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

Exhausted Allies

An Ally that is exhausted grants its bonuses (skill or otherwise) normally to the investigator controlling it. However, abilities that require the Ally to exhaust cannot be used while it is exhausted. Exhausted Allies refresh during the Upkeep Phase, like other cards.

Rifts

Because the dimensional barriers near Kingsport are so thin, the area is plagued with dimensional rifts. These are mobile tears in the fabric of the universe from which monsters emerge if they are left unattended. At the start of the game, the three rifts are closed, and the corresponding rift markers are placed randomly on the three Rift Tracks on the Kingsport board to show this. Each Rift Track consists of four spaces divided into two groups, with each group having a different monster movement pattern (as seen on the mythos cards) associated with it.

Each time a mythos card is resolved, check to see if the monster movement pattern on it matches any of the patterns next to a closed rift. If it does, draw a rift progress marker from the pile at random, turn it faceup, and place it in one of the two spaces next to the monster movement pattern that was drawn. If both spaces next to the monster movement pattern are already full, do not draw another rift progress marker.

If, after placing a new rift progress marker, all four spaces next to a closed rift now contain rift progress markers, the rift opens and is placed at the gate location shown on the mythos card that was resolved this phase (even if there is an elder sign token there).

Open Rifts

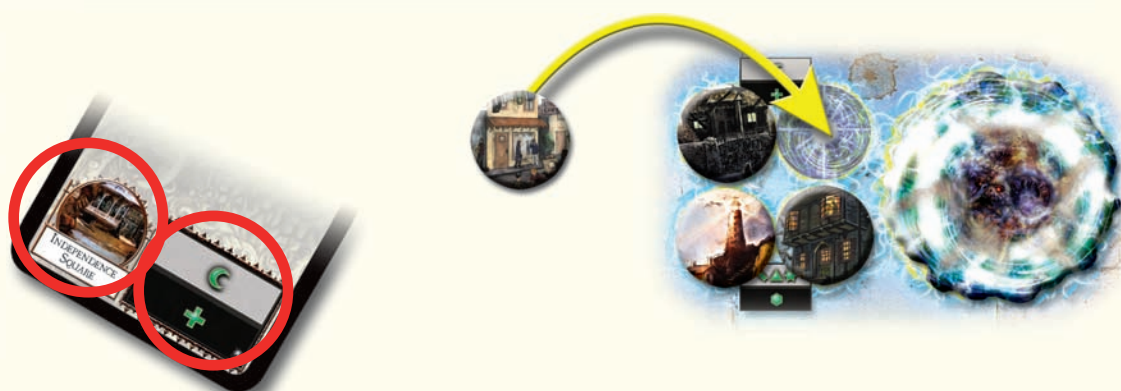
Open rifts activate during the Mythos Phase starting on the turn after they open. Each rift is marked with a dimensional symbol in either white or black (for example, a black moon). If a drawn mythos card indicates that monsters with the rift's dimensional symbol move, the rift first moves like a normal black-bordered monster along the indicated arrow, and then a monster is drawn from the monster cup and placed in the rift's new location. So, for example, if the mythos card indicates that monsters with the moon dimensional symbol should move along white arrows, the black moon rift would move along the white arrow from its current location, and then a monster would be placed at the rift's new location. **Monsters entering the board through rifts are still subject to the usual monster limit.**

In addition, if a rift moves along an arrow of the same color as its dimensional symbol, a doom token is added to the Ancient One's doom track. So, to use the black moon rift again as an example, if a mythos card indicates that monsters with the moon dimensional symbol should move along black arrows, the black moon rift moves along the black arrow from its current location, spawns a monster in its new location, **and** a doom token is added to the doom track. Clearly, open rifts represent a grave danger to Arkham.

RIFT EXAMPLE



The mythos card above is drawn, and its monster movement pattern matches one of those shown on the Kingsport board. Therefore, a rift progress marker is drawn at random from the pile and placed faceup on the track that shows the matching movement pattern. If both spaces on the track were already full, nothing would happen.



Later, the mythos card shown above is drawn, and its monster movement pattern fills the last space on one of the three rift tracks. The rift marker next to the newly-filled rift track is then taken and placed on the gate location shown on the mythos card.



In this case, the rift marker is placed on Independence Square. If a gate opened in Independence Square as well, that doesn't matter, since rifts do not interfere with gates.

This rift marker has a white circle on it. When monsters with the rift marker's dimensional symbol (the circle) move, the rift marker moves like a normal black-bordered monster. After it moves, a monster is drawn from the cup and placed in its new location. If it moves along a white arrow (since the circle is white), a doom token is added to the doom track.

Investigating and Closing Rifts

Each rift progress marker depicts a location in Kingsport where information about that rift may be found. If an investigator has an encounter at the depicted location, he has investigated that rift progress marker. If the rift associated with a rift progress marker is *closed* when a character investigates it, the rift progress marker is discarded back into the pile of rift progress markers, to be used again later. If the rift associated with the rift progress marker is *open* when a character investigates it, however, the rift progress marker is turned facedown. Once all four rift progress markers associated with an open rift have been turned facedown, the rift closes; the rift marker is returned to its Rift Track and the four rift progress markers are discarded to their pile.

An investigator can only investigate one rift progress marker for each encounter he has in a given location, even if several rift progress markers show that location.

New Ancient Ones

The following clarifications apply to the four new Ancient Ones included in this expansion.

Atlach-Nacha

Atlach-Nacha's "Web Between Worlds" ability means that all mythos cards should be treated as if their gate location box was colored red. Thus, any time a sealed gate location is drawn, the elder sign at that location is removed from the board. Clever investigators will attempt to win by closing all of the gates on the board at once.

Eihort

Eihort corrupts the investigators with its brood tokens as they seal gates and defeat cultists. Each time an investigator gains a brood token, there is a chance he will be **devoured**. He rolls a die, and if the number rolled is less than the number of brood tokens he has accumulated, he is **devoured**. The brood tokens from the **devoured** investigator are then added to Eihort's doom track (even if this occurs during the final battle).

Y'Golonac

Tomes gained by investigators as part of their starting equipment do not cause doom tokens to be added to Y'Golonac's doom track. However, Tomes that are drawn from a deck, but discarded (such as when shopping at the General Store or Curiositie Shoppe) **do** add doom tokens to Y'Golonac's doom track. When searching a deck for an item, only add a doom token to Y'Golonac's doom track if the item searched for is a Tome – ignore any cards passed by while searching.

Yibb-Tstll

Increasing the difficulty of Evade checks by 1 means that **two successes** are required to pass any Evade check while Yibb-Tstll stirs in her slumber. If Yibb-Tstll awakens, count the number of Clue tokens left on the board, and set X to that number. If the investigators aren't careful, this value could be hopelessly high.

"HERALD/GUARDIAN" VARIANT

In this variant, powerful supernatural beings known as Heralds and Guardians hinder and help the investigators. Heralds make the game more difficult by adding game elements that hinder the players, while Guardians make the game easier by adding game elements that help them. Players may decide to use a Herald, a Guardian, or both when using this variant, but should generally limit themselves to one of each type at most.

Setup

To use this variant, after an Ancient One has been selected, the players may select one Herald, one Guardian, or both. These may be chosen at random or simply chosen by the players. The Herald sheet is placed to the left of the Ancient One sheet, while the Guardian sheet is placed to the right of the Ancient One sheet. The Herald or Guardian sheet used will indicate if any other cards or tokens need to be used as well.

Gameplay

The rules listed on the Herald and/or Guardian sheet are used in addition to the standard rules, in a way similar to the rules found on the Ancient Ones sheets. Simply follow the instructions on the sheet(s) being used.



EPIC BATTLE VARIANT

Some players may want a more exciting and challenging battle when the Ancient One awakens. The Epic Battle variant is intended to provide this, and can be used with any Ancient One other than Azathoth, who does not allow for a battle if he awakens.

Setup

To use this variant, shuffle the eight green Epic Battle cards into a deck, and then do the same with the eight red Epic Battle cards. Then, place the green Epic Battle deck on top of the red Epic Battle deck. Finally, find the three Ancient One Plot cards that depict the Ancient One being faced this game, shuffle them up, and set them aside.

Gameplay

When the Ancient One awakens, the players are given an Upkeep Phase to prepare themselves. This follows the standard rules for when the Ancient One awakens. However, after the Upkeep Phase is complete, draw the top card from the Epic Battle deck (that is, the deck formed by placing the green Epic Battle cards on top of the red Epic Battle cards). Follow the instructions on the card. Often, first the investigators attack, and then the Ancient One attacks, but this is not guaranteed. Sometimes the Ancient One attacks first, and rarely, only one side or the other will get to attack during a round.

Once the Epic Battle card is resolved, the investigators receive another Upkeep Phase, again following the standard rules for the final battle. Then, repeat the process – drawing another Epic Battle card, resolving it, and following it up with an Upkeep Phase. This continues until one side or the other wins.

Each “Sinister Plot” Epic Battle card describes how the Ancient One Plot cards are used. The Ancient One Plot cards add some surprises specific to the Ancient One the investigators are battling.

Finally, it is worth noting that the red Epic Battle card entitled “The End of Everything” ends the game immediately, causing the investigators to lose.

ARKHAM HORROR RULE CHANGES & CLARIFICATIONS

The following rules of *Arkham Horror* have been changed or clarified to improve the game.

Rumors at Game Setup

If a Rumor is drawn during step 14 of Game Setup, discard it and draw again until you draw a mythos card that isn't a Rumor.

The Investigator Cards

JENNY BARNES: Jenny Barnes starts with two Common Items rather than one.

BOB JENKINS: Bob Jenkins starts with \$9 rather than \$8.

WILSON RICHARDS: Wilson Richards has Focus 4. However, he does not need to use Focus to move his skill sliders.

Special Cards and Upkeep

Bless, *Curse*, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

Deputy Dingby's Gun

Police Station encounter cards that include the text, “Deputy Dingby absentmindedly leaves you holding his gun,” should instruct the player to take a .38 Revolver from the Common Item deck, rather than a “.45 Revolver,” which does not exist.

Location Special Abilities

Location special abilities, such as “Bank Loan” (at the Bank of Arkham) and “Deputized” (at the Police Station), are executed *during the Arkham Encounters Phase* (rather than the Movement Phase), and *instead of having an encounter*. Executing a location's special is optional, of course; an investigator at a location with a special ability may always choose to have an encounter rather than execute the location's special ability.

Opening Gates and Spawning Monsters

OPENING GATES WITH FIVE OR MORE INVESTIGATORS: In a game of *Arkham Horror* with five or more investigators, when opening a gate in a location where there is no elder sign or gate, draw and place two monsters instead of one.

MONSTER SURGES: When, at the beginning the Mythos Phase, the first player draws a mythos card that shows a location that already has an open gate, this triggers a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is equal to **either the number of open gates or the number of players, whichever is greater**. When placed, these monsters should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred. If there are more monsters to be placed than allowed by the monster limit, the first player decides where monsters will be placed, but he must do so before monsters are drawn from the cup.

Example: *There are three open gates (at the Black Cave, Science Building, and Unvisited Isle), seven players, and no monsters in play when a mythos card is drawn that opens a gate at the Black Cave. This causes a monster surge: seven monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the three gates has two monsters placed on it, with the seventh monster being placed on the Black Cave, where the monster surge occurred. The Black Cave now has three monsters, while the other two open gates each have two monsters on them.*

Gates and Monsters from Encounters

DELAY DUE TO SUCH GATES: If an investigator is drawn through a gate that appears as a result of an encounter (such as one that reads, “A gate appears!” or, “A gate and a monster appear!”), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

PERMANENCE OF SUCH MONSTERS: When an encounter generates both a gate and a monster (e.g., “A gate and a monster appear!”), both the gate and the monster stay on the board. However, encounters that only generate a monster (e.g., “A monster appears!,” “A horrible monster appears!,” etc.), the monster does *not* stay on the board. If such a monster is defeated, it may be taken as a trophy (unless its special ability states otherwise). However, if it is not defeated, the monster is returned to the monster cup, regardless of whether the investigator evaded it, was knocked unconscious, was driven insane, etc.

Flying Monster Movement

These four instructions clarify how Flying monsters move:

1. A flying monster only moves when its symbol appears in the Mythos Phase, just like other monsters.
2. A flying monster will not leave a location or street area that already contains an investigator. Even if its movement symbols come up while it occupies such a space, it does not move.
3. When a flying monster in a location or street area *does* move, it moves to an adjacent street area containing an investigator if there is one, or, if there is not, to the Sky.
4. When a flying monster in the Sky moves, it moves to a street area where there is an investigator. If there are no street areas containing investigators, the monster remains in the Sky. If there are multiple street areas containing investigators, the monster moves to the street area containing the investigator with the lowest Sneak. If several investigators are tied for the lowest Sneak value, the first player chooses among the street areas where the tied investigators are located.

Hound of Tindalos Movement

If two investigators are equally close to a Hound of Tindalos when it moves, the Hound moves to the location of the equally close investigator with the lower Sneak value. In case of a tie, the first player chooses among the locations where the tied investigators are located.

Weapons and Spell Limits

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You

can choose to switch weapons/spells in later combat rounds, but as soon as you “release” a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the Final Battle) cease to work and must be re-cast.

Zero Sanity and Zero Stamina

An investigator reduced to both 0 Sanity and 0 Stamina at the same time is **devoured**.

An investigator whose maximum Sanity *or* maximum Stamina is reduced to 0 is **devoured**.

Passing Ten on the Terror Track

Once the terror level reaches 10, if it ever increases again (due to a mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level would have increased.

Additional Ancient One Awakening Conditions

In addition to the normal conditions for the Ancient One awakening, the following conditions also awaken it:

The Ancient One awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup. This is only likely to happen if the investigators have acquired a large number of monster trophies. If this is the case, they should spend some of their monster trophies (for example, at South Church) to replenish the monster cup.

The Ancient One awakens immediately if a new gate would open, but there are no gate markers available. This could happen if the investigators have acquired a large number of gate trophies. If this is the case, they should spend some of their gate trophies (for example, at Ma’s Boarding House) to replenish the supply.

The Ancient One awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit (for example, 16 monsters in a five-player game).

The Final Battle

Before the final battle begins, discard any active mythos cards. Also, investigators no longer collect money or roll for Retainers or Bank Loans.

ARKHAM HORROR FREQUENTLY ASKED QUESTIONS

These sections answer frequent questions about *Arkham Horror*.

The Outskirts and the Monster Limit

Q: *How do the monster limit and the Outskirts work?*

A: The monster limit is equal to the number of players plus three. If adding a monster to the gameboard would bring the number of monsters on the board (excluding the Outskirts) above the monster limit, the new monster is placed on the Outskirts area instead.

The maximum number of monsters on the Outskirts is equal to eight minus the number of players. When the number of monsters on the Outskirts area exceeds this maximum, the terror level increases by one and all of the monsters on the Outskirts are returned to the monster cup.

Example: In a three-player game, the monster limit is 6 ($3 + 3$) and the maximum number of monsters on the Outskirts is 5 ($8 - 3$). There are three open gates on the board, six monsters in various Arkham locations, and four monsters on the Outskirts area.

During the Mythos Phase, a monster surge is triggered, and three monsters must be drawn and placed. When the first monster is drawn, placing it in Arkham would exceed the monster limit, so it is placed on the Outskirts instead, bringing the number of monsters there to five. The second drawn monster must also be placed on the Outskirts. This exceeds the maximum number of monsters on the Outskirts. As a result, the terror level increases by one and the six monsters on the Outskirts are all returned to the monster cup. Finally, the third monster is drawn and placed, again on the Outskirts, because the monster limit would still be exceeded if it were placed on an Arkham location.

Locations

Q: If a card causes a location to temporarily close, what happens to monsters or investigators at that location?

A: They are immediately moved to the street area adjacent to that location, as if the location had closed permanently.

Q: Can an investigator use a location's special ability even if he can't meet its requirements?

A: No. In order to choose to execute a location's special ability (instead of having an encounter in that location), an investigator must be able to meet its printed requirements. For example, a character without sufficient trophies can't avoid an encounter at the Police Station by choosing to execute that location's special ability, and then failing to do so for lack of meeting its requirements.

Q: Do toughness modifiers affect the values of monster trophies?

A: Yes, apply all relevant toughness modifiers when determining the worth of monster trophies.

Q: Why wouldn't investigators camp out at the Curiosity Shoppe and buy the four elder signs?

A: An investigator shopping at the Curiosity Shoppe or General Store must purchase one of the three items drawn if he has enough money to do so. This tends to deplete investigators' funds before they can "browse" the entire Unique Item deck for all of its elder signs.

Arkham Encounters

Q: If a location card tells an investigator that he may move to another location and have an encounter there, what happens if there is a monster and/or gate at that location?

A: Assuming that the investigator chooses to move and have an encounter, he must then first successfully evade or fight any monsters at the destination location. If he is successful in doing

so (or if there was no monster), he then carries out what amounts to a normal Arkham Encounters Phase at the new location, following either the "Gate" or "No Gate" instructions on pages 8–9 of the rulebook.

Q: When a location card says "a gate and a monster appear," which appearance is resolved first?

A: The gate appears first, and any investigators at the location are drawn through it immediately, as normal. Then the monster appears. Monsters that appear as a result of such encounters stay on the board, count against the monster limit, might go to the Outskirts, etc., as normal.

Q: When a location card says "a gate and a monster appear," is a doom token added to the doom track?

A: Yes.

Q: Is card text that instructs an investigator to "stay here next turn" any different from the investigator being delayed?

A: "Stay here next turn" is equivalent in all ways to being delayed. (So, for example, Mark Harrigan is immune to both.)

Q: If an encounter instructs that an investigator must "stay here for two turns and gain two Clue tokens," must the player forfeit the Clue tokens if some effect – such as the appearance of a gate – forces the investigator to leave that location before the two turns are up?

A: No; the two effects ("stay here" and "gain Clue tokens") are not interdependent. If, for example, a gate opens before the investigator has spent two turns in the location, the investigator is sucked through the gate and delayed in an Other World. The new condition – being delayed in an Other World – can supersede "stay here" without affecting "gain Clue tokens."

Spells in Combat

Q: During combat, how long does a failed attempt to cast a spell use up an investigator's hand(s)?

A: A failed attempt to cast a spell uses the specified number of hands for an entire round of combat (i.e., for one iteration of combat steps 2 and 3.). In subsequent rounds of combat, the investigator may switch to a new weapon or try to cast a different spell.

Q: Are there any restrictions on when "Any Phase" spells (like *Enchant Weapon*, *Shrivelling*, *Wither*, *Dread Curse of Azathoth*, and *Red Sign of Shudde M'ell*) can be cast in the combat sequence?

A: "Any phase" spells can be cast at any point in the combat sequence. For example, an investigator could legally use a Red Sign to cancel a monster's Nightmarish special ability before being forced to make a beginning-of-combat Horror Check, or allow an investigator to determine his success in casting a spell that gives a combat bonus before deciding whether to fight or flee.

Q: Can *Flesh Ward* protect an investigator from all damage caused by a given monster during a whole combat?

A: No. (In combat, the “one source” of damage Flesh Ward allows an investigator to ignore is the Stamina loss from a single failed Combat check, not all damage caused by a particular monster for the duration of the combat.)

Gates and Other Worlds

Q: Under what circumstances does an investigator leaving an Other World place an explored marker under his figure?

A: An investigator receives an explored marker any time he moves directly from either area of an Other World space to an Arkham location where there is an open gate that corresponds to the Other World he came from. This includes when he moves normally from the second area of an Other World, when he has an Other World encounter in the first area of an Other World and it instructs him to return to Arkham, and when he casts a Find Gate spell. An investigator does *not* receive an explored marker when he is *lost in space and time* while in an Other World, because even though he will eventually return to Arkham, he won't have travelled directly from the Other World to an Arkham location with a corresponding gate.

Q: Why is an investigator delayed when a gate opens up in his location, but not delayed when he enters a gate normally in the Arkham Encounters Phase?

A: If the investigator were not delayed by a gate opening in his location, he would be able to pass through an Other World and only have one encounter there.

Q: If an investigator is delayed in an Other World and has an encounter that returns him to Arkham, is he still delayed when he returns?

A: Yes. Returning to Arkham doesn't affect whether he's delayed.

Q: When a gate with a particular dimension symbol is closed or sealed, are monsters with that same symbol removed from the Outskirts, too?

A: Yes. All monsters showing the same dimensional symbol as a gate being closed or sealed are returned to the monster cup, even those in the Outskirts.

Q: What happens to a monster that emerges from a gate that appears at a closed location? Or if a location closes while there is a monster and a gate at the location? That is, can a monster be “trapped” inside a closed location?

A: An open gate replaces the location where it opens, so while the gate is open, there *is* no closed location where a monster could be “trapped.” If a gate opens at a closed location, place the gate on top of and obscuring the closed marker. Similarly, if a location that has been replaced by a gate closes, place the closed marker beneath the gate marker. If a gate that is replacing a closed location is itself closed, the normal effects of a closing location are resolved at that time (i.e., all monsters and investigators there are moved to the adjacent street area).

Investigator Cards

Q: Does a player who discards a card to pay a cost (such as to get rid of the Rumor, “The Stars Are Right”) also receive any

benefits specified on the discarded card itself (such as the Ally, “Duke,” which can be discarded to restore an investigator's Sanity to its maximum)?

A: No. A card discarded to pay a cost gives no benefits other than paying that cost.

Q: Are spells considered items? For example, when an encounter requires items to be discarded, can spells be discarded?

A: Spells are considered items for all purposes. This doesn't always make perfect thematic sense, but it does keep things simple.

Q: The Skill cards named after skills (e.g., “Sneak”) all have a bonus in boldface type, and an instruction in regular type. For example, “Sneak” has “+1 Sneak” in bold letters and the instruction, “When you spend a Clue token to add to any Sneak check, add one extra bonus die” in regular type. Are these two different effects, or does the latter simply explain the former?

A: These cards have two different and separate effects. For example, “Sneak” gives a permanent +1 Sneak bonus, as well as the separate ability to add one extra die to Sneak checks when a Clue token is spent.

Q: When an investigator uses the Patrol Wagon, must he find a route to his destination that is free of monsters, or is he simply relocated there?

A: Such an investigator is simply relocated, ignoring monsters along whatever figurative “route” is taken. Investigators who begin or end their movement on spaces where there are monsters must evade them as usual, however.

Q: Must an investigator use the Bullwhip or Cross in combat to gain their special abilities?

A: No, in the case of these two cards, an investigator need not use them in combat to make use of their secondary abilities.

Q: Investigators in Other Worlds receive no movement points. But if an investigator in an Other World has an item that gives him movement points, such as a Motorcycle or the Ruby of R'lyeh, can he use a different item that requires him to spend movement points, such as the Necronomicon?

A: No. Investigators can't receive movement points from any source, nor use any items requiring the expenditure of movement points, while in an Other World.

Q: How long do Combat bonuses from investigator cards last?

A: It depends on the type of weapon or spell granting the bonus. All weapons or spells fall into one of the four categories below, and have durations as follows:

Standard weapons, whose rules text takes the form “+X to Combat checks,” have bonuses that last as long as the investigator devotes the required number of hands to their use. They can be used for multiple rounds of combat, and in multiple battles each turn. Examples include .38 Resolver, Shotgun, and Axe.

One-shot weapons, whose rules text takes the form “+X to Combat checks (discard after use),” have bonuses that only last for one Combat check, after which the item is discarded. Examples include Dynamite and Molotov Cocktail.

Burst weapons, whose rules text takes the form “Exhaust before making a Combat check to gain +X to that check,” have bonuses that last for one Combat check, and are then exhausted and cannot be used again until refreshed.

Spells, whose rules text takes the form of “Cast and exhaust to gain +X to Combat checks until the end of this combat,” last until the end of the combat in which they are cast (i.e., for multiple combat rounds until the combat is over), as long as the investigator continues to devote the required number of hands to keep the spell going. If the investigator stops devoting the required number of hands, the bonus expires. Since the spell is exhausted at the time of casting, it can only be used to fight one monster each turn. In the final battle against the Ancient One, however, such spells must be recast for each attack (and can be, since they refresh at the beginning of each round of the final battle). Examples include Wither and Shrivelling.

Investigator Abilities

Q: Does Harvey Walters’s Strong Mind ability (“Harvey reduces all Sanity losses he suffers by 1, to a minimum of 0”) apply when he casts spells?

A: No, because the ability reduces losses, not costs. The same distinction applies to Michael McGlen’s “Strong Body” ability.

Q: What happens when investigators whose special abilities let them draw extra cards when having certain types of encounters (Darrell Simmons for Arkham encounters and Gloria Goldberg for Other World encounters) draw cards that further instruct them to draw two cards and choose one of them to encounter?

A: In such cases, those investigators draw an additional extra card, which means they draw three cards and choose one of them to encounter.

Mythos Cards

Q: Is the Deputy subject to the “Curfew Enforced” mythos card? In other words, if the Deputy remains on the streets at the end of his turn, can he be sent to jail?

A: No. The Deputy is not subject to the penalty for being on the streets when “Curfew Enforced” is active.

Q: Do cards like the “Campus Security Increased” mythos card and the Flute of the Outer Gods Unique Item affect monsters spawned by “The Terrible Experiment” mythos card?

A: No. Those monsters “are not considered to be on the board.”

Q: What do activity markers do?

A: Activity markers simply serve to remind players that some activity is occurring on the marked area. They most often mark the place where a Rumor is active, but may be used to denote other activities arising from mythos cards, as well.

Monster Abilities

Q: A nightgaunt’s special ability reads, in part, “When you fail a Combat check against a nightgaunt, you are drawn through the nearest open gate.” What happens to an investigator who encounters a nightgaunt in an Other World?

A: The nearest gate is the gate back to Arkham, so the investigator is immediately returned to Arkham (and takes an explored marker. Thematically speaking, as servants of Nodens, nightgaunts sometimes help investigators.

Q: Can Physical/Magical Resistance and Physical/Magical Immunity prevent the secondary effects of weapons and spells?

A: No. These monster abilities only reduce or eliminate bonuses to Combat checks. They have no effect on weapons’ and spells’ other capabilities.

Q: Does a Cthonian’s ability to inflict Stamina loss instead of moving affect investigators in Other Worlds?

A: No. Chthonians create earthquakes that only affect Arkham, and the investigators located there. This is one of the few times investigators are safer in Other Worlds.

Ancient One Powers

Q: Ithaqua’s “Icy Winds” power says, in part, “[A]ll Weather cards are discarded without their special effects taking place.” What happens in a game with Ithaqua if a non-Weather Environment is already in play, and a mythos card with a Weather Environment effect is drawn?

A: In that situation, carry out the first three steps of the Mythos Phase as the new mythos card dictates (open gate and spawn monster, place clue token, move monsters), but skip the activate special abilities step, and then discard the card. Do not replace or discard the original mythos card.

Q: Yog-Sothoth’s “The Key and the Gate” power says, in part, “[T]he difficulty to close or seal a gate increases by one.” Does this mean that six Clue tokens are required to seal gates in a game with Yog-Sothoth?

A: No, it means that two successes are required on Lore or Fight checks to close gates.

Battling the Ancient One

Q: During the final battle, is the investigators’ ability to refresh more limited than in a regular game turn’s Upkeep Phase?

A: The “Investigators Refresh” step of each final battle round includes all of the steps of a regular Upkeep Phase (as well as the passing of the first player marker and the opportunity for the investigators to trade items).

Q: During the final battle, are investigator successes against the Ancient One ever eliminated, or do they continue to accumulate over the course of the final battle?

A: Successes that investigators score against the Ancient One never disappear. Confusion arises because two separate “success counts” are tracked in the final battle: (a) the total number of successes the investigators have scored, and (b) the number that have been scored toward the removal of the next doom token.

Each time an investigator scores a success in the “Investigators Attack” step of the final battle, both (a) and (b) increase. But when the value of (b) is equal to the number of investigators, a doom token is removed, and (b) is reset to zero. However, this does not affect the value of (a), and does not change the overall

number of successes the investigators must accumulate over the course of the final battle to win the game.

The critical point is this: The removal of doom tokens is simply a method of helping the players track the accumulation of successes over the course of many rounds of the final battle.

Q: *At the start of a final battle against Ithaqua, does a player choose an item and then roll a die to see if it is discarded (and repeat this for each of his items), or does he roll a die to determine success or failure and then determine which item is discarded or not (doing this a number of times equal to the number of items he has)?*

A: The former procedure is correct.

Miscellaneous

Q: *Exactly where, when, and what can investigators trade with each other?*

A: Two investigators may trade with each other whenever they are in the same location, *except during combat*. They may trade before, during, or after movement, which means that trading does not end a move.

Investigators may trade Common Items, Unique Items, Spells, and money. They may not trade Clue tokens, Allies, monster trophies, or gate trophies.

Q: *If a card instructs, “lose your next turn,” does the player skip all of the next turn’s phases, including the Upkeep Phase?*

A: Yes. Note that “lose your next turn” is different from “stay here next turn;” the latter means simply that the investigator is *delayed*.

Q: *When can a character perform actions during a phase? For example, if an investigator with the Ally Duke (“Discard to immediately restore your Sanity to its maximum”) draws an encounter and has to roll a die and lose that much Sanity, when can he discard Duke to restore Sanity?*

A: An action can be performed at any time during the listed phase, as long as its conditions are met. However, once an encounter is drawn, it must be resolved before any actions can be performed.

In the example with Duke, the player could use his ability either before drawing the encounter card or after the drawn card’s effects are resolved, but not between drawing the card and resolving it. So, if the player does not use Duke before drawing the card, and the drawn card inflicts Sanity loss that reduces the investigator to 0 Sanity, the investigator goes insane before he can use Duke.

Flesh Ward is an exception to this rule because it prevents a Stamina loss and is intended to be used in response to such events.

Q: *When rerolling a skill check, does a player also reroll any additional dice that were gained from spending Clue tokens?*

A: Yes. All the dice rolled to the point of the reroll are rolled again, so dice gained from spending Clue tokens are rerolled as long as the Clue tokens were spent before the reroll is performed.

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MISKATONIC HORROR™

An excerpt from the **Arkham Advertiser**:

Professor Christine Krosnowski has been released into the custody of Miskatonic University's School of Medicine after being observed by mental health specialists for several days. Students and faculty alike were stunned when Miss Krosnowski, a Poetry and Literature instructor at Miskatonic for six years, was found on campus, warning of an impending doom and suffering from strange cuts and bruises.

Dr. Allen Halsey, the Dean of Miskatonic's medical school stated, "Christine's case is unique and requires a rare kind of understanding. She has received excellent care thus far, but we believe that the real help she needs to confront her fears is here, within the walls of Miskatonic."

In the **MISKATONIC HORROR** expansion, investigators will discover that the world holds more darkness and mystery than ever imagined! The teachers at Miskatonic University have faced true madness and horror. They've explored the nightmares that lie hidden in the towns of Dunwich, Kingsport, and Innsmouth. They've seen the evil that endures as result of the Dark Pharaoh of ancient Egypt and from the wicked play, "The King in Yellow." They know that both the Cult of the Black Goat and the strange being known as the Lurker at the Threshold truly exist and threaten humanity's survival. Heed their lessons well, because your ability to stand against true cosmic horror is about to be put to the test!

Most of the components included in the MISKATONIC HORROR expansion are designed to supplement those found in the other ARKHAM HORROR expansions. The more expansions that players have available to them, the more of the components in this expansion they will be able to use.

Component Overview

The following are summary descriptions of the various components included in the **MISKATONIC HORROR** expansion.

7 Skill Cards



Skill cards represent an investigator's abilities. Each Skill card in **MISKATONIC HORROR** grants an investigator special abilities relating to one of the other **ARKHAM HORROR** expansions. Skill cards are rare and expensive to acquire.

9 Exhibit Encounter Cards



Exhibit Encounter cards represent events that occur as investigators pursue the lost treasures of the "Legacy of the Pharaohs" exhibit. They are drawn when an investigator is in the same street area as the Ancient Whispers marker during his Arkham Encounters Phase. These cards are used only when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

5 Exhibit Items



Exhibit Item cards represent ancient Egyptian artifacts brought to Arkham as part of the "Legacy of the Pharaohs" museum exhibit. They are similar to Unique Items, but have no monetary value and can only be gained through Arkham, Other World, and Exhibit encounters. These cards are used only when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

12 Injuries Cards



The Injury deck consists of cards that may be drawn when an investigator is reduced to 0 Stamina. These cards are used only when playing with the **DUNWICH HORROR** expansion.

12 Madness Cards



The Madness deck consists of cards that may be drawn when an investigator is reduced to 0 Sanity. These cards are used only when playing with the **DUNWICH HORROR** expansion.

7 Blight Cards



These cards represent important people who live in Dunwich, Kingsport, or Innsmouth who have been driven mad by seeing "The King in Yellow." The Blight cards in **MISKATONIC HORROR** are only used when The King in Yellow (from the **THE KING IN YELLOW** expansion) is the Herald and at least one expansion game board (Dunwich, Kingsport, or Innsmouth) is in play.

6 Blessings of Nodens Cards



The Blessings of Nodens deck is used when Nodens (from the **KINGSPORT HORROR** expansion) is the Guardian. It gives *Blessed* investigators an additional benefit.

16 Visions Of Hypnos Cards



The Visions of Hypnos deck is used when Hypnos (from the **KINGSPORT HORROR** expansion) is the Guardian. It increases the rate at which Clue tokens appear on the board and the odds of helpful encounters occurring.

24 Cult Encounter Cards



The Cult Encounter deck consists of special encounters that investigators can draw if they have a "One of the Thousand" Cult Membership and are in an appropriate location for nefarious cult activity. These cards are used only when playing with the **THE BLACK GOAT OF THE WOODS** expansion.

6 Relationship Cards



The Relationship deck consists of cards that represent the effect on two investigators resulting from their history together and their attitude toward each other. These cards are only used when playing with the **THE LURKER AT THE THRESHOLD** expansion and only in games with two or more players.

8 Miskatonic Student Cards



Miskatonic Student cards indicate that an investigator is acquiring an education from Miskatonic University. When an investigator gains this card, he gains the benefits of the "Miskatonic Student" side. He may later flip it over to the "Miskatonic Alumnus" side and gain the benefits listed there. These card are used only when using the Miskatonic University institution sheet.

56 Gate Cards



These cards represent encounters investigators experience as they journey through the Other Worlds. Unlike Location cards, there is only one deck of Gate cards. Each of these cards has one or more expansion icons on it to indicate which expansions are required to include that card in the game.

43 Mythos Cards



These cards depict major events in the game. One mythos card is drawn at the beginning of each Mythos Phase, and that card has several effects. Mythos cards determine where and when new gates and monsters appear, where monsters already in play move, and where new clues appear. Each mythos card also has a special game effect that may help or hinder the investigators.

60 Dunwich Location Cards



The Dunwich Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Dunwich locations. These cards are used only when playing with the **DUNWICH HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.

6 Dunwich Horror Cards



The Dunwich Horror cards form a deck that is placed near the Dunwich game board. These cards are used when an investigator attempts to combat the Dunwich Horror. These cards are used only when playing with the **DUNWICH HORROR** expansion.

4 Act Cards



These four cards are used to track the progression of Arkham's demise as the play "The King in Yellow" drives the city's population insane. Once the last Act card has entered play the investigators immediately lose the game. The Act Cards provided in the **MISKATONIC HORROR** expansion are used only when playing with the **THE KING IN YELLOW** expansion and they are used in place of the Act cards provided in the **THE KING IN YELLOW** expansion.

80 Kingsport Location Cards



The Kingsport Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Kingsport locations. These cards are used only when playing with the **KINGSPORT HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.

8 Epic Battle Cards



These cards are used to provide even more drama and excitement when battling the Ancient One. **MISKATONIC HORROR** introduces two new types of Epic Battle cards, Battle Conditions and Battle Events, which represent outside forces that affect the final battle. These cards are only used with the "Epic Battle" variant (from the **KINGSPORT HORROR** expansion).

60 Innsmouth Location Cards



The Innsmouth Location cards work just like the Arkham Location cards, but describe encounters that take place in the various Innsmouth locations. These cards are used only when playing with the **INNSMOUTH HORROR** expansion. Some of these cards have a second expansion icon printed on them, indicating that an additional expansion is required to use them.

5 Innsmouth Look Cards



The Innsmouth Look cards are used to represent the hidden ancestry of investigators who venture into the small fishing village, potentially transforming the investigator into a deep one. These cards are used only when playing with the **INNSMOUTH HORROR** expansion.

14 Reckoning Cards



Reckoning cards represent the capricious and often cruel effects the Lurker at the Threshold has upon those who have entered into a Dark Pact with him. Reckoning cards are only used when The Lurker at the Threshold (from the **THE LURKER AT THE THRESHOLD** expansion) is the Herald.

1 Dunwich Horror Herald Sheet



This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used when using both the Dunwich Horror "Herald" variant and the **DUNWICH HORROR** expansion.

3 Institution Sheets



These sheets represent organizations that can provide valuable help to investigators, but often will require some resource be paid to them in return. These sheets are only used with the "Institutions" variant described later in these rules.

4 Player Reference Sheets



Each of these sheets provides players with information about the game that changes based upon the number of players, including adjustments for which expansion game boards are being used. The information listed on each sheet includes: the number of open gates that

will awaken the Ancient One, the monster limit, the maximum number of monsters that can be in the Outskirts, and the number of monsters drawn from the monster cup whenever a monster appears.

38 Agent Tokens



The Agent tokens represent members of the Bureau of Investigations who watch over street areas to prevent monsters from roaming free. Agent tokens are only used when using the Bureau of Investigations institution sheet.

3 Expedition Markers



Expedition markers represent a team of Miskatonic University specialists who have relocated to a different city (either Dunwich, Kingsport, or Innsmouth). Their studies of these other cities allow investigators to travel between cities quickly, to access the rare books possessed by the University, and to pursue their education through the use of Miskatonic Student cards. Expedition markers are only used when using the Miskatonic University institution sheet.

Expansion Icons

All cards and sheets from the **MISKATONIC HORROR** expansion are marked with one or more symbols to indicate which expansions, if any, are necessary to use that particular component. Each expansion symbol in **MISKATONIC HORROR** is printed in tan to distinguish cards in this expansion from those in other expansions (which are printed in black). The expansion icons are as follows:



A component marked with the **MISKATONIC HORROR** icon may be used with just the base **ARKHAM HORROR** game as well as with any combination of other expansions.



A component marked with this icon requires the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion to use.



A component marked with this icon requires the **DUNWICH HORROR** expansion to use.



A component marked with this icon requires the **THE KING IN YELLOW** expansion to use.



A component marked with this icon requires the **KINGSPORT HORROR** expansion to use.



A component marked with this icon requires the **THE BLACK GOAT OF THE WOODS** expansion to use.



A component marked with this icon requires the **INNSMOUTH HORROR** expansion to use.



A component marked with this icon requires the **THE LURKER AT THE THRESHOLD** expansion to use.

Integrating the Expansion with the Base Game and Other Expansions

Before using **MISKATONIC HORROR**, perform the following steps:

1. Shuffle the new mythos cards into the mythos deck.

Take all of the new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards into their respective decks.

2. If you are using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, shuffle the new Exhibit Encounter and Exhibit Item cards into their respective decks. If you are not using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, return all the new Exhibit Encounter and Exhibit Item cards to the box.

Note: **MISKATONIC HORROR** is designed to be used with the revised edition of **THE CURSE OF THE DARK PHARAOH**. If using the original edition of **THE CURSE OF THE DARK PHARAOH** (that is, if the expansion does **not** say "Revised Edition" on the lid of the box), use only the new Exhibit Item cards. All other cards marked with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion icon, including the new Exhibit Encounters and all cards that have the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion icon from among the new Skill, Gate, Dunwich Location, Kingsport Location, and Innsmouth Location cards, should be returned to the box.

3. If you are using the **DUNWICH HORROR** expansion, shuffle the new Injury, Madness, and Dunwich Horror cards into their respective decks. If you are not using the **DUNWICH HORROR** expansion, return all the new Injury, Madness, and Dunwich Horror cards to the box.
4. If you are using the **THE KING IN YELLOW** expansion, return the Act cards from the **THE KING IN YELLOW** expansion to the box and use the Act cards from the **MISKATONIC HORROR** expansion instead. (Note: when using the new Act cards, do **not** remove the "The Next Act Begins!" mythos cards from the mythos deck.)

If you are using the The King in Yellow herald sheet, take all of the new Blight cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Blight cards into the Blight deck. If you are not using the The King in Yellow herald, return the new Blight cards to the box.

If you are not using the **THE KING IN YELLOW** expansion, return all the new Act cards to the box.

5. If you are using the Hypnos guardian sheet from the **KINGSPORT HORROR** expansion, take all of the new Visions of Hypnos cards that have the expansion icons of expansions that are not being used and return them to the box. Shuffle all the remaining Visions of Hypnos cards into the Visions of Hypnos deck. If you are not using the Hypnos guardian, return the new Visions of Hypnos cards to the box.

If you are using the Nodens guardian sheet, shuffle all of the new Blessings of Nodens cards into the Blessings of Nodens deck. If you are not using the Nodens guardian, return the new Blessings of Nodens cards to the box.

If you are using the Epic Battle variant, shuffle the new green Epic Battle cards and the new red Epic Battle cards into their respective decks. If you are not using the Epic Battle variant, return the new Epic Battle cards to the box.

6. If you are using the **THE BLACK GOAT OF THE WOODS** expansion, shuffle the new Cult Encounter cards into the Cult Encounter deck. If you are not using the **THE BLACK GOAT OF THE WOODS** expansion, return all the new Cult Encounter cards to the box.
7. If you are using the **INNSMOUTH HORROR** expansion, shuffle the new Innsmouth Look cards into the Innsmouth Look deck. If you are not using the **INNSMOUTH HORROR** expansion, return all the new Innsmouth Look to the box.
8. If you are using the **THE LURKER AT THE THRESHOLD** expansion, shuffle the new Relationship cards into the Relationship deck.

If you are using the The Lurker at the Threshold herald sheet, shuffle all of the new Reckoning cards into the Reckoning deck. If you are not using the The Lurker at the Threshold herald, return the new Reckoning cards to the box.

If you are not using the **THE LURKER AT THE THRESHOLD** expansion, return all the new Relationship cards to the box.

Alternate Setup Rules

Instead of sorting through the cards before each game, players may simply wish to shuffle all the new cards of each type that is being used in the game into their respective decks (with the exception of new Act cards which replace the Act cards found in the **THE KING IN YELLOW** expansion). During the game, players should simply disregard any card that is drawn that has the expansion icon for an expansion that is not being used, returning the card to the box and drawing another of the same type to replace it.

Expansion Setup

When playing with the **MISKATONIC HORROR** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes (numbered to correspond with the base game's numbered setup steps).

1. Prepare Playing Area

Place the player reference sheet that corresponds to the number of investigators next to the game board.

6. Separate Decks

When using the **THE KING IN YELLOW** expansion, during the 6c step of setup in that expansion's rules, take the 4 new Act cards and place them facedown in a pile next to the mythos deck. The cards are stacked in the following order, from top to bottom: Overture, Act I, Act II, Act III. Then turn the Overture card (which should be on top) over and place it next to the Act deck. The Overture card starts the game in play and remains so unless a different Act card is sitting on top of it.

Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** and all of its expansions when playing with the **MISKATONIC HORROR** expansion.

Injury and Madness

Using the Injury and Madness and injury cards in the **DUNWICH HORROR** expansion, if a player ever acquired 2 of the same Injury or Madness cards, he was **devoured**. Each of the new Injury cards in the **MISKATONIC HORROR** expansion corresponds to one of the Madness cards from **DUNWICH HORROR** expansion. If a player ever has one of the new Injury cards at the same time as its corresponding Madness card, his investigator is **devoured**.

Similarly, each of the new Madness cards in the **MISKATONIC HORROR** expansion corresponds to one of the Injury cards from **DUNWICH HORROR** expansion. If a player ever has one of the new Madness cards at the same time as its corresponding Injury card, his investigator is **devoured**.

Note that Rita Young's "Resilient" ability prevents her from being **devoured** when she has either a new Injury card and its corresponding Madness card at the same time or a new Madness card and its corresponding Injury card at the same time.

Blight Cards

When determining whether or not to ignore an encounter because it mentions a person who appears on a Blight card that is in play, the encounter must mention the person by name. For instance, if an encounter at First National Grocery mentions the young manager, but does not specifically mention the name, "Brian Burnham," do not ignore the encounter. Additionally, if an encounter mentions the name of a person who appears on a Blight card that is in play, but is not actually referring to the person, do not ignore that encounter. For example, if an encounter mentions Joe Sargent's Bus Service, but is not referring to Joe Sargent, the encounter is not ignored.

New Epic Battle Cards Types

The new Epic Battle cards introduce two new types of Epic Battle cards, Battle Events and Battle Conditions. Battle Events represent things that happen during the Final Battle outside of the attacks of the investigators and the Ancient One. Their effects are immediately resolved and an additional Epic Battle card is immediately drawn.

Battle Conditions represent ongoing phenomena that affect the Final Battle. When a Battle Condition Epic Battle card is drawn it is placed face up near the Epic Battle deck and the effects listed on it remain in play for the rest of the game. After a Battle Condition Epic Battle card is drawn and put into play, an additional Epic Battle card is immediately drawn.

Mythos Cards with Alternate Gates



A mythos card with an alternate gate.

Many of the mythos cards in the **MISKATONIC HORROR** expansion have an alternate gate. When a player is resolving the opening of a gate that has an alternate gate, the gate opens in the **upper** of the two locations indicated on the card and the lower location is disregarded. However, if the upper location is on one of the expansion game boards that is **not in play**, the gate opens in the **lower** of the two locations indicated instead.

Similarly, the mythos cards in **MISKATONIC HORROR** may instruct players to place a Clue token in a location that is on an expansion game board that is not in play. If so, simply disregard the placement of that Clue token. In a case where the mythos card instructs players to place a Clue token in one location or another, place the Clue token in the first location, if possible, and disregard the second. If the first location mentioned is on an expansion game board that is not being used, place the Clue token in the second location instead.

Gate Bursts



An alternate gate with a Gate burst.

Certain mythos cards have their Gate location colored red. This coloration indicates a **Gate burst**. A card with a Gate burst works exactly the same as a normal mythos card, unless the listed Gate location has an elder sign token on it, in which case the Gate bursts open, causing the elder sign token at that location to be removed from the board. A Gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a

seal is burst open by a Gate burst. Also, the bursting of a seal does not cause a monster surge. Note that when resolving a mythos card with an alternate gate, a Gate burst only occurs in the lower location if the upper location is on an expansion game board that is not being used. If the upper location is in play, the Gate burst is resolved for that location only.

Additionally, whenever a Gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

Dunwich Horror “Herald” Variant

In this variant, the Dunwich Horror, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This variant increases the difficulty of the game and makes use of the Dunwich Horror herald sheet.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during Step 5.

5a. Place the Dunwich Horror herald sheet to the left of the Ancient One sheet. When the Dunwich Horror is the Herald, place 1 Dunwich Horror token on the Dunwich Horror track at the start of the game.

Note: You must play with the Dunwich expansion game board to use this Herald.

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Dunwich Horror herald sheet:

- The Dunwich Horror track starts out with 1 token on it at the start of the game and 1 additional token is placed on it when the terror level reaches 3, 6, and 9. This is in addition to the normal conditions under which tokens are added to it.
- The Dunwich Horror is considered to have a circle dimensional symbol as well as a moon dimensional symbol, but only for purposes of movement. It cannot be banished or pulled through a gate because of this symbol.
- When the Dunwich Horror moves, it adds 1 doom token to the Ancient One's doom track on a 2–6 instead of a 4–6.
- If Yog-Sothoth is the Ancient One, and he awakens while the Dunwich Horror is on the board, Yog-Sothoth's combat modifier increases by 3 (to –8) and he has 5 extra doom tokens placed on his doom track (for a total of 17).

“Institution” Variant

In this variant, powerful organizations known as Institutions can provide help for investigators in exchange for resources that are acquired over the course of the game. Institutions are similar to Heralds and Guardians, and players may choose to play with any combination of Heralds, Guardians, and Institutions. However, players should generally limit themselves to one of each type at most.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during Step 5.

5a. Take one institution sheet, either drawn randomly or chosen by the players, and place it to the right of the Ancient One sheet (or, if a Guardian is being used, place it to the right of the Guardian sheet).

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the institution sheet.

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THE KING IN YELLOW

An excerpt from the Arkham Advertiser:

Director Hildred Castaigne has brought his vision of “The King in Yellow,” a revolutionary new play, to the country’s shores. The play, which is a period piece, describes the drama and loss suffered by the noble family of a fictional kingdom reminiscent of the Mediterranean nations. “The King in Yellow” is renowned for the powerful but unorthodox philosophy it espouses. This newspaper’s theatre critic, who viewed the production in its final days in Paris, mentioned during the intermission via telegraph that he was tempted to leave after the first, banal act, disappointed in its simplicity. He was unable to be reached for comment afterwards, however.

In other news, the riots and mass hysteria in Europe have reached a lull. Authorities are unable to pinpoint a cause for the strange behavior, which seems to have been sparked by shared delusions. The color yellow seems to play a significant part in the behavior...

In the **KING IN YELLOW** expansion, an infamous play titled “The King in Yellow” has started in Arkham. The play, when read or viewed, has a mysterious power to unhinge the mind. But who would believe such a preposterous notion? It is up to investigators to uncover the truth behind the “King in Yellow,” and to stop the dark powers that it may awaken.

Game Components

The **King in Yellow** should contain these components:

- 76 Investigator Cards
 - 19 Common Item Cards
 - 22 Unique Item Cards
 - 15 Spell Cards
 - 13 Blight Cards
 - 7 Magical Effect Cards
- 90 Ancient One Cards
 - 36 Arkham Location Cards
 - 24 Gate Cards
 - 27 Mythos Cards
 - 3 Act Cards
- 1 Herald Sheet (The King in Yellow)
- 10 Yellow Sign Tokens
- 3 Riot Monster Markers

This expansion has two play styles: **TOURING PERFORMANCE** and **PERMANENT PERFORMANCE**. The **TOURING PERFORMANCE** highlights the new cards, while the **PERMANENT PERFORMANCE** shuffles the new cards in with the old, making the performances of “The King in Yellow” a part of the daily life of Arkham. In addition, one optional play variant, “The Herald,” is included, which uses the Herald sheet. Rules for both play styles and the variant may be found after the description of the new components and rules.

Component Overview

Most of the cards follow the same rules as normal. The only new types of cards are the **Blight** cards, the **Magical Effect** cards, and the **Act** cards. In addition, the **Herald sheet**, **yellow sign tokens**, and **riot monster markers** are used together in the optional “Herald” variant to make the game more challenging.

Act Cards: These three cards are placed in a small deck in numerical order, starting with Act I on top and ending with Act III on the bottom. Each time one of the six Mythos cards entitled “The Next Act Begins!” is drawn and resolved, the top card of this Act deck enters play. While Act I and Act II each list a way for the investigators to prevent them from entering play, Act III cannot be stopped once it has begun. Should Act III ever enter play, an enormous charity performance of “The King in Yellow” takes place in Arkham, driving the townsfolk mad and destroying the city. In that case, the investigators immediately lose the game. To play without this additional pressure on the investigators, simply remove the six “The Next Act Begins!” Mythos cards from the Mythos deck.



Magical Effect Cards: These cards are placed with the other special Investigator cards (Deputy cards, Bank Loans, Blessing/Curses, etc.). They represent lasting magical effects caused by certain spells in the Spell deck. When the appropriate spell is cast, the casting investigator simply takes the Magical Effect card indicated by the spell. (For example, casting “Call the Azure Flame” allows an investigator to take a copy of the “Azure Flame” Magical Effect card. **Magical effects do not count as items** and are typically discarded if the spell that created them is refreshed or lost, but they use “hands” in combat like an item or spell. **Magical Resistance** and **Magical Immunity** *do* apply against **Combat check** bonuses granted by Magical Effects.

The following game components are only used in the “The Herald” optional play variant (described later in these rules).



The King in Yellow Herald Sheet: The Herald sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. It can be used in conjunction with any Ancient One (not just Hastur) and modifies the game in a way similar to the Ancient Ones. During setup, the Herald sheet is placed to the left of the Ancient One sheet when used.



Yellow Sign Tokens: These special tokens represent the mind-shattering power of the King in Yellow.



Blight Cards: These cards represent important people who live in the town of Arkham and who have been driven mad by seeing “The King in Yellow.” One Blight card enters play each time a yellow sign token is placed on the terror track. Once they enter play, Blight cards have a global effect on the game and cannot be gotten rid of. For example, once Oliver Thomas enters plays, the cost to seal gates is increased by 1 Clue token for the rest of the game.

Riot Monster Markers: The three riot monster markers are **Spawn monsters**. This is indicated by the red circle in the lower left corner of their movement side. Spawn monsters are not added to the monster cup, but instead enter play through special rules. In this case, the riots are placed on the board in the street areas indicated by their **Starting Location** (found on the combat side of each riot marker) when the Doyle Jeffries Blight card enters play.

Additionally, Spawn monsters do not count against the monster limit and never go to the Outskirts, nor can they ever be claimed as monster trophies. Instead, when an investigator defeats a riot, it is simply returned to the box and removed from the game.



New Rules

Touring Performance Style

In this play style, the “King in Yellow” has come to Arkham as a touring play, and will eventually pass on to its next stop. While it’s in town, however, the strange events surrounding the play will occupy most of the investigators’ attention.

WARNING: *This variant is for experienced players. The terror level may rise rapidly and the Act deck poses a constant threat to the city. Such are the subtle and terrible effects of the Yellow Sign.*

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following extra steps during **Step 6: Separate Decks**.

- 6a. Shuffle the base game Investigator cards separately, and place them into their respective decks. Then shuffle the **new Spells, Common Items, and Unique Items**, into three separate decks, and place them on top of their respective decks (so the new Spells are on the top of the original Spell deck, the new Common Items on the top of the original Common Item deck, and so on).
- 6b. Shuffle the base game Mythos cards, Gate cards, and Location cards separately, and place them into their respective decks. Then shuffle the **new Gate cards, Mythos cards, and Location cards** into separate decks and place them on top of their respective decks (so the new Mythos cards are on the top of the original Mythos deck, the new Gate cards are on top of the original Gate deck, and the new Location cards are on top of the original Location decks).
- 6c. Place the **Magical Effect cards** in a deck near the other Special Investigator card decks. Then take the **three Act cards** and place them facedown (so that the large Roman numeral is showing) in a pile in numerical order (Act I on top, Act III on bottom) next to the Mythos deck.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, all of the first few encounters in Arkham will be new. Likewise, the majority of the Other World encounters and the Mythos cards will be new. Most game rules remain the same, as do the game’s victory conditions.

The only new rule is that when having encounters at locations in Arkham, **do not shuffle the Location deck beforehand**. Simply take the top card from the Location deck, resolve it, and then place it faceup on the bottom of the deck. Only once you’ve gone entirely through a Location deck should you shuffle it, turning the cards facedown once again.

Permanent Performance Style

In this play style, the play “The King in Yellow” has become a regular part of life in Arkham. Although copies of the play continue to circulate and performances of it continue to run, they are not the focus of the game.

Setup

Set up the **ARKHAM HORROR** base board game as normal, but perform the following steps during **Step 6: Separate Decks**.

- 6a. Shuffle the new **Spells, Common Items, and Unique Items** into their respective decks.

- 6b. Shuffle the base game **Mythos cards, Gate cards, and Location cards** into their respective decks.

- 6c. Place the **Magical Effect cards** in a deck near the other Special Investigator card decks. Then take the **three Act cards** and place them facedown (so that the large Roman numeral is showing) in a pile in numerical order (Act I on top, Act III on bottom) next to the Mythos deck.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, most of the encounters in Arkham and in Other Worlds will be familiar, but spread throughout them will be encounters, events, and characters that relate to the touring play. While less likely to be encountered or acquired, new Spells and Items are available. All game rules remain the same, as do the game’s victory conditions.

“The Herald” variant

In this variant, the King in Yellow, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This increases the difficulty of the game and makes use of the **King in Yellow Herald Sheet**, the **yellow sign tokens**, the **Blight cards**, and the **riot monster markers**.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 6**.

- 5a. Place the **King in Yellow Herald sheet** to the left of the Ancient One sheet, then place the 10 yellow sign tokens on the upper left corner of the sheet.
- 6a. Shuffle the **Blight cards** and place them facedown near the Investigator decks. Set the **riot monster markers** near them.

Gameplay

This variant uses all of the standard rules and victory conditions, but adds the rules listed on the King in Yellow Herald sheet as well.

In brief, this means that whenever the terror level increases, the investigators must choose to either place a yellow sign token on the Ancient One’s doom track (where it acts just like a normal doom token) or on the terror track in the space just vacated by the terror marker. The full effects of yellow sign tokens are described on the Herald sheet.

If the Ancient One awakens, return the Herald sheet to the box, as it has no further effect on the game.

Blight Cards Entering Play: If the investigators place a yellow sign marker on the terror track, the first player must then draw a Blight card from the Blight deck and put it into play next to the Herald sheet. Each Blight card has a global effect on the game that varies from one to the next. For example, Doyle Jeffries causes riots to erupt in the streets of Arkham (using the riot monster markers) while Velma causes the terror level to increase by 1 (triggering another yellow sign). Once a Blight card has entered play, it cannot be gotten rid of.

Blights and Encounters: Since the cards in the Blight deck represent important people in Arkham, it’s possible that the investigators might run into the (now-insane) person in a later encounter. Any time an encounter mentions a person that appears on a Blight card in play, ignore the encounter. Instead, the investigator loses either 1 Sanity or 1 Stamina (his choice). This only applies to location encounters; the effects of Mythos cards are unaffected by Blight cards.

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THE CURSE OF THE DARK PHARAOH (REVISED EDITION)[™]

An excerpt from the Arkham Advertiser:

After several delays, the "Legacy of the Pharaohs" exhibit at the Arkham Museum of History opened to the public last Tuesday to a large crowd. The exhibit features some of the oldest and most mysterious artifacts to be unearthed in Egypt, and is on display for the first time outside of Cairo.

The museum had scheduled the public debut of these items three weeks ago, but a series of strange troubles threatened to put the exhibit off indefinitely. Museum curator, Dr. Anthony Migliore commented, "We've had nearly a dozen employees unable to work due to illness or family tragedies. One of our docents stopped coming to work with no explanation at all." It is rumored that some of the artifacts intended for the display have gone missing, but Dr. Migliore vehemently denies this.

In the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, an ancient curse has fallen on Arkham. It is whispered that some of the strange artifacts on display as part of the "Legacy of the Pharaohs" exhibit have vanished. Those who seek these treasures find nothing but unspeakable horrors. Meanwhile, a dark and mysterious figure, garbed in ancient Egyptian raiments, has been seen roaming the streets. This man, it is said, is a living curse to all he encounters. Fear grips the city, and it falls to a small group of investigators to stop the supernatural evil that creeps through the streets of Arkham!

Game Components

The **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion contains these components:

- 76 Investigator Cards
 - 22 Exhibit Items
 - 18 Exhibit Encounter Cards
 - 21 Spells
 - 7 Allies
 - 4 Benefit Cards
 - 4 Detriment Cards
- 90 Ancient One Cards
 - 45 Arkham Location Cards
 - 27 Gate Cards
 - 18 Mythos Cards
- 1 Dark Pharaoh Herald Sheet
- 1 Ancient Whispers Marker
- 9 Patrol Markers



All cards from the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion are marked with a small Egyptian eye symbol on their fronts. This symbol will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

Component Overview

The following are summary descriptions of the various components included in **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)**. They should help players identify the components and introduce players to how they are used.

New Investigator Cards

The new Spells and Allies are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



The **Exhibit Item cards** represent the ancient Egyptian artifacts brought to Arkham as part of the "Legacy of the Pharaohs" museum exhibit. They are similar to Unique Items, but have no monetary value and can only be gained through Arkham, Other World, and Exhibit encounters.



Exhibit Encounter cards are drawn when an investigator is in the same street area as the Ancient Whispers marker during his Arkham Encounters Phase. These strange events are what befall the investigators as a result of their pursuit of the Exhibit Items.



Similar to Blessings and Curses, **Benefit cards** and **Detriment cards** represent special conditions that apply to investigators as a result of specific Arkham and Other World encounters. Benefit cards grant an investigator advantageous abilities, while Detriment cards force an investigator to suffer disadvantages.

New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

Dark Pharaoh Herald Sheet



This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in the "The Herald" variant described later in these rules.

Ancient Whispers Marker



This marker represents rumors and reports about items from the "Legacy of the Pharaohs" exhibit appearing throughout Arkham. The marker moves through street areas, and when investigators encounter it, they draw an Exhibit Encounter card.

Patrol Markers



These markers are placed in street areas to represent the police and assorted citizens watching the streets to keep investigators out of their neighborhood. Investigators will need to use stealth when travelling through a patrolled area or wind up *arrested*.

Setup

Before you play your first game with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, carefully punch out the cardboard pieces so that they do not tear.

Integrating the Expansion and the Base Game

This edition of the **THE CURSE OF THE DARK PHARAOH** expansion is a revision of the original **CURSE OF THE DARK PHARAOH**, published in 2006. Many of the rules and game components from the original edition have been changed for this revision, and the revised edition is **not** intended to be used at the same time as the original edition. If players have cards from the original edition integrated into their base game, they should remove those cards and return them to the box before integrating the components from the revised edition.

Before your first game of **ARKHAM HORROR** using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, shuffle the Allies, Spells, Arkham Location cards, Mythos cards, and Gate cards into their respective decks.

Expansion Setup

When playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

1. Prepare Playing Area

Place the Ancient Whispers marker on the Miskatonic University street area. Then, place the Patrol markers near the board.

6. Separate Decks

Place the four Benefit cards and four Detriment cards near the other Special cards. Then, shuffle the Exhibit Items into a deck and place them near the Unique Items. Finally, shuffle the Exhibit Encounter cards into a deck and place them near the Arkham Location cards.

Determine Allies: Although seven new Allies are included in this expansion, only 11 total Allies are used in each game. When preparing the Ally deck, first examine the investigator sheets and determine if any specific Allies are part of an investigator's fixed possessions. If so, find those Ally cards and place them faceup on the table. Then shuffle the remaining Ally cards and deal out enough to create a total of 11 cards faceup, including those that are part the investigators' fixed possessions. Then return the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again to create the Ally deck.

Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

Ancient Whispers and Exhibit Encounters

The Ancient Whispers marker indicates a street area where an Exhibit Item is rumored to have been seen. Ever since the "Legacy of the Pharaohs" museum exhibit arrived in Arkham, a flurry of stories have cropped up about ancient Egyptian artifacts from the exhibit appearing around town. At setup, the Ancient Whispers marker is placed in the Miskatonic University street area.

During the Arkham Encounters Phase, an investigator who is in a street area with the Ancient Whispers marker must have an Exhibit Encounter. The player shuffles the Exhibit Encounters deck and draws a card from the deck. The player then reads the text aloud, and performs any actions indicated by the card text.

Each Exhibit Encounter card includes instructions to move the Ancient Whispers marker to a new street area. If an investigator is in the street area that the Ancient Whispers marker moves to during the Arkham Encounter Phase, he does not also have an Exhibit Encounter. **No more than one investigator can have an Exhibit Encounter in a single turn.**

Once the player has resolved any actions indicated by the card and moved the Ancient Whispers marker, he returns the card to the Exhibit Encounter deck.

(Note that if a game effect results in a gate marker being in this street area, the investigator does not have an Exhibit Encounter, but is instead drawn through the gate.)

If the Ancient Whispers marker did not move during the Arkham Encounters Phase, it moves during the Mythos Phase as if it were a monster with the moon dimensional symbol according to normal monster movement rules. (When moving the Ancient Whispers marker, disregard the presence of investigator markers in its current street area.) If the Ancient Whispers marker did move during the Arkham Encounters phase, it does not move during the Mythos Phase. The Ancient Whispers marker may not be removed from the board by any game effect. Note that the Ancient Whispers marker does not affect, nor is it affected by, any other tokens or markers on the board.

Benefits and Detriments

Certain Arkham encounters and Other World encounters instruct players to take one of the four Benefit cards (Anointed, Private Investigator, Psychic, or Visions) or one of the four Detriment cards (Harried, Local Guide, Tainted, or Wanted). A player may only take a card if it is not already in the possession of another player. If the card is already possessed by another player, the instructions to take the card are ignored.

Each Benefit and Detriment card includes a description of the conditions under which it is discarded. When a Benefit or Detriment card is discarded, it is returned to the place near the board where it was placed during setup and is once again available to be taken by any investigator instructed to do so.

Players may have multiple Benefit or Detriment cards in any combination.

Patrolled Neighborhoods

Certain Arkham encounters instruct players to place a Patrol marker on a specific street area. If there is already a Patrol marker on the street area, do not add a second Patrol marker. The citizens in a neighborhood with this marker have grown suspicious of the gun-toting, occult-obsessed investigators and are eager to see these dangerous madmen thrown in prison.

A Patrol marker influences an investigator's movement in a manner similar to a monster marker. Each time an investigator attempts to leave a street area that has a Patrol marker, he must make a **Sneak (+0) check**. Likewise, if an investigator ends his movement in a street area that has a Patrol marker, he must make a **Sneak (+0) check**. If the investigator fails this check, he is *arrested*.

Whenever the terror level rises, remove all Patrol markers on the board. Once the people in a neighborhood are reminded of the greater supernatural threat that exists, they are no longer so quick to reject the investigators' assistance!

“The Herald” Variant

In this variant, the Dark Pharaoh, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This variant increases the difficulty of the game and makes use of the Dark Pharaoh herald sheet.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 11**.

5a. Place the Dark Pharaoh herald sheet to the left of the Ancient One sheet.

11a. Place the Dark Pharaoh monster token in the monster cup, even if Nyarlathotep is not the Ancient One.

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Dark Pharaoh herald sheet:

- Each time an investigator gains a Unique Item (including starting equipment), that investigator loses 1 Sanity.
- Each time an investigator gains an Exhibit Item, roll a die. On a failure, that investigator is *Cursed*.
- At the start of the Upkeep Phase, before rolling to get rid of Curses, each *Cursed* investigator loses 1 Stamina.
- All Mask monsters gain 1 toughness. In addition, each time a Mask monster is defeated, add one doom token to the Ancient One's doom track.
- If Nyarlathotep is the Ancient One and he awakens, his combat modifier increases by 1 (to -5, -6, etc.) and he has one extra doom token placed on his doom track (for a total of 12, 13, etc.) for each Mask monster on the board.

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The Dark Pharaoh

Avatar of Nyarlathotep

When the Dark Pharaoh is the Herald, place the Dark Pharaoh monster token in the monster cup at the start of the game even if Nyarlathotep is not the Ancient One.

The Pharaoh's Curse

*“Know, O Thief, that these things are mine,
For I am the Dark Pharaoh, him of the Crawling Chaos.
Take what is mine and your blood will boil in your skin,
As I reveal to you my Other Faces and my True Glory.”*

The Pharaoh's curse has come to Arkham, following the Egyptian exhibit that is currently visiting Miskatonic University. The effects of the Pharaoh's Curse are described below:

Know, O Thief: Each time an investigator gains a Unique Item (including starting equipment) that investigator loses 1 Sanity.

These Things are Mine: Each time an investigator gains an Exhibit Item, roll a die. On a failure, that investigator is *Cursed*.

Blood Will Boil: At the start of the **Upkeep Phase**, before rolling to get rid of Curses, each *Cursed* investigator loses 1 Stamina.

My Other Faces: All *Mask* monsters gain 1 toughness. In addition, each time a *Mask* monster is defeated, add one doom token to the Ancient One's doom track.

My True Glory: If Nyarlathotep is the Ancient One and he awakens, his combat modifier increases by 1 (to -5, -6, etc.) and he has one extra doom token placed on his doom track (for a total of 12, 13, etc.) for each *Mask* monster on the board.

THE LURKER AT THE THRESHOLD™

An excerpt from the Arkham Advertiser:

Tyne Glancy was found in a confused daze yesterday afternoon, six days after the 38-year-old author vanished without a trace from St. Mary's Hospital, where she had been receiving treatment for a degenerative heart condition.

According to her physician, Dr. James Mortimore, Glancy returned in excellent health. "She remembers little of where she was, but otherwise her condition is better than ever."

When asked about her disappearance, Glancy claimed to have seen "another world...a horrible, nightmare place." With regard to her sudden recovery, Glancy stated only that she had no choice, adding cryptically, "It was everywhere. It is here in this room right now. There will be a reckoning."

In the **THE LURKER AT THE THRESHOLD** expansion, an unthinkable eldritch being is opening doors to bizarre other worlds, wreaking havoc upon Arkham. Through these doors, this entity reaches out to tempt the unwary, promising power and leading them on to inevitable disaster. It's up to the investigators to explore these portals and to close that which should never have been opened. However, for the investigators to succeed, they may need to strike a bargain with that hideous intelligence who dwells on the other side.

Game Components

THE LURKER AT THE THRESHOLD expansion contains these components:

- 56 Investigator Cards, including:
 - 4 Common Item Cards
 - 4 Unique Items Cards
 - 12 Spell Cards
 - 12 Relationship Cards
 - 24 Dark Pact Cards (8 Blood Pact, 8 Soul Pact, and 8 Bound Ally Cards)
- 110 Ancient One Cards, including:
 - 36 Arkham Location Cards
 - 24 Gate Cards
 - 22 Mythos Cards
 - 28 Reckoning Cards
- 1 Herald Sheet (The Lurker at the Threshold)
- 18 Gate Markers
- 35 Power Tokens



All cards from **THE LURKER AT THE THRESHOLD** expansion are marked with a small cultist symbol on their fronts. This will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

Component Overview

The following are summary descriptions of the various components included in **THE LURKER AT THE THRESHOLD**. They should help you identify the components and introduce you to how they are used.

New Investigator Cards

The new Common Items, Unique Items, and Spells are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



The **Relationship** deck consists of cards that represent the effect on two investigators resulting from their history together and their attitude toward each other. The cards are only used in games with two or more players.



The **Dark Pact** cards denote an eldritch and profane bargain struck between an investigator and the Lurker at the Threshold. When a player gains one or more of these cards, it grants unique advantages to his investigator, but it also increases the likelihood of being affected by Reckoning cards. The Dark Pact cards are only used in "The Herald" variant described later in these rules.

New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



The **Reckoning** deck consists of cards that represent the capricious and often cruel effects the Lurker has upon those who have entered into a Dark Pact with him. The Reckoning cards are only used in "The Herald" variant described later in these rules.

New Herald Sheet

This sheet depicts a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in "The Herald" variant described later in these rules.

New Gate Markers



The new **Gate** markers, used in place of the Gate markers included in **ARKHAM HORROR**, represent holes in the fabric of reality that allow travel between the town of Arkham and other worlds. They are treated exactly the same as the previous Gate markers, but each has an additional attribute assigned to it. (See "Gate Markers" on the reverse side of this sheet.)

Power Tokens



Power tokens represent arcane resources and insight provided by the Lurker at the Threshold. The exact way in which these tokens may be used depends on which Dark Pacts an investigator has acquired. These tokens are only used in "The Herald" variant described later in these rules.

Setup

Before you play your first game of **THE LURKER AT THE THRESHOLD**, carefully punch out the cardboard pieces so that they do not tear.

Integrating the Expansion and the Base Game

Perform the two steps below before your first game of **ARKHAM HORROR** using the **THE LURKER AT THE THRESHOLD** expansion.

1. Prepare Decks

Shuffle the Common Item, Unique Item, Spell, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Replace the Gate Markers

Return all Gate markers included in **ARKHAM HORROR**, as well as those included in **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions if you are using either of them, to the box and replace them with the Gate markers from **THE LURKER AT THE THRESHOLD**. If you are not using the **THE DUNWICH HORROR** expansion, do not add the three Gate markers from **THE LURKER AT THE THRESHOLD** that connect to Another Time or Lost Carcosa. If you are not using the **THE KINGSPORT HORROR** expansion, do not add the three Gate markers from **THE LURKER AT THE THRESHOLD** that connect to Unknown Kadath or Underworld.

Shuffle the Gate markers and place them facedown in a stack next to the board.

Expansion Setup

When playing with the **THE LURKER AT THE THRESHOLD** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

6. Separate Decks

In games with two or more players, shuffle the Relationship cards into a deck and place the deck near the other Investigator cards.

9. Receive Random Possessions

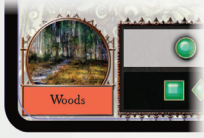
In games with only two players, after the first player receives the cards for his random possessions, he also draws the top card from the Relationship deck and places it between himself and the other player. In games with three or more players, as each player receives the cards for his investigator's random possessions, he also draws the top card from the Relationship deck and places it between himself and the player to his left.

Expansion Rules

These rules are used in addition to those in the **ARKHAM HORROR** core game when playing with the **THE LURKER AT THE THRESHOLD** expansion.

Gate Bursts

Certain Mythos cards have their Gate location colored red. This coloration indicates a **Gate burst**. A card with a Gate burst works exactly the same as a normal Mythos card, unless the listed Gate location has an elder sign token on it, in which case the Gate bursts open, causing the elder sign token at that location to be removed from the board. A Gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by a Gate burst. Also, the bursting of a seal does not cause a monster surge.



Additionally, whenever a Gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

Relationship Cards

During the setup of games with three or more players, each player receives a Relationship card. (Note that in games with only two players, only one player receives a Relationship card.) This card describes the effects of a relationship between his investigator and a partner. The partner in a relationship is always the investigator belonging to the player seated to the left of the player who received this card.

This means that in games with three or more players, each player benefits from both his own Relationship card **and** the Relationship card drawn by the player to his right.

A player never loses his Relationship card unless his investigator or his investigator's partner is *devoured*. When an investigator is *devoured*, return both his player's Relationship card and the Relationship card of the player seated to his right back to the box. In a two player game, if either investigator is *devoured*, return the Relationship card to the box. New Relationship cards are **not** drawn when a new investigator comes into play after one has been *devoured*.

Gate Markers

The new Gate markers completely replace the Gate markers from **ARKHAM HORROR**, as well as **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions. They are treated exactly the same as the previous Gate markers with the following additions:



Devouring Gate: If an investigator is in the same location as a Gate with this icon when it opens, he is *devoured*.



Gate of Doom: If an investigator is in the same location as a Gate with this icon when it opens, add a doom token to the doom track.



Endless Gate: A Gate marker with this icon cannot be collected as a Gate trophy. Instead, each time it is closed or sealed, reshuffle it into the Gate marker stack.



Monstrous Gate: If an investigator fails his check to close a Gate with this icon, a monster appears in his location. If this brings the number of monsters over the monster limit, the first player places the monster in the Outskirts instead (see "Monster Limits and the Outskirts," on page 18 of the **ARKHAM HORROR** rules).



Gate of Blood: If an investigator fails his check to close a Gate with this icon, he loses 1 Stamina.



Gate of Madness: If an investigator fails his check to close a Gate with this icon, he loses 1 Sanity.



Moving Gate: If the dimensional symbol of a Gate with this icon is activated during monster movement, the Gate moves as if it were a normal monster. If multiple Moving Gates are activated, the first player chooses the order in which they move. A Moving Gate does not move if there is already a Gate marker in the location it would move into. If a Gate moves onto an investigator, he is pulled through as if it had opened on top of him. If this Gate moves away from an investigator who has explored it, he loses his explored token.



Split Gate: When an investigator is drawn through a Gate with two Other Worlds shown on the marker, he chooses one of the two and moves to the first area of that Other World. An investigator returning to Arkham from either of the Other Worlds shown on the marker may choose to move to the Gate marker's location and place an explored token under his investigator marker. (Note: an investigator does not need to have explored both Other Worlds in order to close a Split Gate.) When this Gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have either of the dimensional symbols on the marker are returned to the monster cup.

Closing and Sealing Gates

Occasionally, a game effect (Moving Gates, for instance) may make it possible to close a Gate either in a stable location or in the streets. **A Gate may only be sealed when it is located on an unstable location.** Gates in a stable location or in the streets can be closed, but cannot be sealed.

"The Herald" Variant

In this variant, the Lurker at the Threshold, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This variant increases the difficulty of the game and makes use of the Lurker at the Threshold Herald sheet, Dark Pact cards, Reckoning cards, and Power tokens.

Setup

Set up the **ARKHAM HORROR** board game as normal, performing the following additional steps during **Steps 5 and 6**.

5a. Place the The Lurker at the Threshold Herald sheet to the left of the Ancient One sheet and place the Power tokens next to it.

6a. Separate the Dark Pact cards into Blood Pacts, Soul Pacts, and Bound Allies and place the three decks next to the Herald sheet. Then shuffle the Reckoning cards and place them by the Mythos deck.

Gameplay

This variant uses all of the standard rules and victory conditions, but adds the rules listed on the Lurker at the Threshold Herald sheet as well.

Note that if no Power tokens are available, any ability or effect that would give Power tokens to a player is ignored. If more than one player receives Power tokens and there are not enough for everyone, the first player chooses the order in which players receive their tokens. If an investigator is knocked unconscious or driven insane, he does not lose any Dark Pacts or Power tokens. If an investigator is *devoured*, he loses all Dark Pacts and Power tokens.

Selective Variants

Players may choose to play without the new Gate markers or the Relationship cards if they wish, even if using other components of the **THE LURKER AT THE THRESHOLD** expansion. If not using the new Gate markers, simply leave the new Gate markers in the box and instead use the ones included in **ARKHAM HORROR**, as well as those included in **THE DUNWICH HORROR** and **THE KINGSPORT HORROR** expansions if you are using either of them. If not using the Relationship cards, simply leave them in the box.

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THE BLACK GOAT OF THE WOODS™

An excerpt from the Arkham Advertiser:

Police are searching for a young girl, name withheld, after tragedy struck her family this week. The girl, 14, was last seen entering the woods in Southside.

This latest disappearance is the third to plague Arkham in as many months. In each case, the victim was last seen in a relatively wild or undeveloped part of Arkham, such as the woods or the river islands. No bodies have been found.

Friends and family have not given up hope of reunion with their loved ones, although Sheriff Engle cautions against heedless optimism. "We have reason to believe at this time that the missing persons cases are linked. Until our investigations have concluded, we strongly encourage all citizens to remain indoors after dark and to avoid the woods at all times of day."

In **THE BLACK GOAT OF THE WOODS** expansion, a malevolent cult has risen in Arkham. The practices of this depraved band include blood sacrifice and consorting with the direst of beings in rituals held by firelight. The awful truth is that the cult has power that is growing daily as they call out to their slumbering master. It's up to the investigators to infiltrate this cult and learn enough about their enemy to save Arkham from disaster...but how long can they resist the corrupting and seductive influence of the Black Goat?

Game Components

THE BLACK GOAT OF THE WOODS should contain these components:

- 90 Investigator Cards, including:
 - 11 Common Item Cards
 - 11 Unique Item Cards
 - 4 Spell Cards
 - 8 "One of the Thousand" Cult Membership Cards
 - 16 Green Corruption Cards
 - 16 Red Corruption Cards
 - 24 Cult Encounter Cards
- 88 Ancient One Cards, including:
 - 36 Arkham Location Cards
 - 24 Gate Cards
 - 23 Mythos Cards
 - 5 Difficulty Cards
- 1 Herald Sheet (The Black Goat of the Woods)
- 9 Monster Markers



All cards from **THE BLACK GOAT OF THE WOODS** expansion are marked with a small monster head symbol on their fronts. This will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

Component Overview

The following are summary descriptions of the various components included in **THE BLACK GOAT OF THE WOODS**. They should help you identify the components and introduce you to how they are used.

New Investigator Cards

The new Common Items, Unique Items, and Spells are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

The **"One of the Thousand" Cult Membership cards** are used to denote which investigators have chosen to infiltrate the mysterious cult that has begun to permeate through the town of Arkham.

There are also two new investigator card decks.

The **Corruption deck** consists of cards that represent the dark influence of the mythos upon the investigators. There are two types of Corruption cards: green Corruption cards are generally less severe, while red Corruption cards can spell doom for one or all of the investigators!



"One of the Thousand" Cult Membership Cards



Cult Encounter Cards



Green Corruption Cards



Red Corruption Cards

The **Cult Encounter deck** consists of special encounters that investigators can draw if they have a "One of the Thousand" Cult Membership and are in an appropriate location for nefarious cult activity.

New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

The **Difficulty cards** provide new options for players to make any game of **ARKHAM HORROR** easier, or more challenging.

New Herald Sheet

This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in the "The Herald" variant described later in these rules.

New Monster Markers

There are nine new monster markers in this expansion, all of which feature the hexagon dimensional symbol. These monsters can be used in any game of **ARKHAM HORROR**, and they are especially important when playing with the "The Herald" variant described later in these rules.

Setup

Before you play your first game of **THE BLACK GOAT OF THE WOODS**, carefully punch out the cardboard pieces so that they do not tear.

Integrating the Expansion and the Base Game

Perform the two steps below before your first game of **ARKHAM HORROR** using the **THE BLACK GOAT OF THE WOODS** expansion. Assuming you do not later separate out these components, you will only need to perform these steps once.

1. Prepare Decks

Shuffle the Common Items, Unique Items, Spells, Arkham Location, Mythos, and Gate cards into their respective decks.

2. Prepare Monster Markers

If you are not playing with the "The Herald" Variant, shuffle the new monster markers in with the non-Mask monster markers from **ARKHAM HORROR**.

Expansion Setup

When playing with the **THE BLACK GOAT OF THE WOODS** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

6. Separate Decks

Place the eight "One of the Thousand" Cult Membership cards in a stack near the other Special cards.

Shuffle the Cult Encounter cards into a deck and place the deck near the Arkham Location cards.

Shuffle the sixteen green Corruption cards into a stack, then shuffle the sixteen red Corruption cards into a different stack. Then, place the green stack on top of the red stack to form a single Corruption deck. Place this deck near the other Special cards.

Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** when playing with the **THE BLACK GOAT OF THE WOODS** expansion.

Gate Bursts

Certain mythos cards have their gate location colored red. These indicate **gate bursts**. A gate burst works the same as a normal mythos card, unless the listed gate location has an eldar sign token on it, in which case the gate bursts open, causing the eldar sign token at that location to be removed from the board. A gate then opens at that location and a monster appears there as usual. However, a doom token is not placed on the Ancient One's doom track when a seal is burst open by gate burst. Also, this does not cause a monster surge.



Additionally, whenever a gate burst is drawn, **all flying monsters move**, regardless of their dimensional symbol.

“One of the Thousand” Cult Memberships

During the game, investigators may be presented with the opportunity to join a mysterious organization devoted to the Black Goat known as the “One of the Thousand” Cult. Members of the cult have different encounters than other investigators in various locations around Arkham. See Cult Encounters, below.

Cult Encounters

Whenever a player with a “One of the Thousand” Cult Membership has an encounter at the Black Cave, the Unvisited Isle, or the Woods, he or she must draw a card from the Cult Encounters deck rather than the deck associated with that location.

Corruption Cards

When a player is instructed to draw a Corruption card, he or she draws the top card of the Corruption deck and places it near his or her investigator sheet. An investigator may have more than one Corruption card at a time.



Every Corruption card has an effect that is triggered whenever a particular monster movement dimension symbol appears on a mythos card during the Mythos Phase. There are two versions of every Corruption card in the deck: one with a dimension symbol on a white background and one with a dimension symbol on a black background. Effects on Corruption cards do not trigger unless both the symbol and the colored background on the Corruption card matches those of the mythos card drawn during the Mythos Phase. Triggering a Corruption card ability is not optional. Corruption cards are resolved immediately after monster movement during step 3 of resolving a mythos card.

Some Corruption cards also have passive abilities that are always in effect. For example, the card “Endless Greed” has both a passive effect and a triggered effect. The passive effect of “Endless Greed” (the text that appears above the monster movement dimension symbol) is always in effect as long as the investigator has that particular card.

When a gate is closed, all Corruption cards in play that match the closed gate's dimension symbol are discarded. Certain card effects may also instruct a player to discard cards off the top of the Corruption deck. Discarded Corruption cards are placed in a discard pile and are considered removed from the game. The Corruption deck is never reshuffled.

If a player is instructed to draw a Corruption card, but there are no cards available to draw, the Ancient One immediately awakens.

“The Herald” Variant

In this variant, the Black Goat of the Woods, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This increases the difficulty of the game and makes use of the Black Goat of the Woods herald sheet and a special monster cup.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 11**.

5a. Place the Black Goat of the Woods herald sheet to the left of the Ancient One sheet.

11a. Set aside all monster markers with the hexagon dimension symbol to form a second monster cup. This is referred to as the hexagon cup.

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Black Goat of the Woods herald sheet:

- When a gate opens, draw a monster from the cup as normal, then draw a second monster from the hexagon cup and place both monsters on the gate's location.
- When a monster surge occurs, draw half the monsters from the hexagon cup (round down).
- Hexagon monsters are not removed from the game board when a hexagon gate is closed.
- Each time an investigator defeats a hexagon monster, he or she draws a Corruption card.
- Dark Young move as normal monsters.
- Each time a monster surge occurs, add a doom token to the doom track.
- Note that even if the hexagon cup is depleted of monsters, players should continue to draw monsters from the regular cup as normal.

Difficulty Level Variants

In this variant, players choose one of five Difficulty Level cards at the beginning of the game. There are two difficulties that make the game easier and two that make the game more challenging. A fifth card is included to represent the normal difficulty level of the game. This variant can be used in any game of **ARKHAM HORROR**.

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