

ARKHAM HORROR[®]

THE CARD GAME



ARKHAM.CARDS
TABOO/ERRATA

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Campaign Guide

ARKHAM.CARDS TABOO / ERRATA



Overview

This document is intended as supplement for all Arkham.cards products and contains rulings, clarifications, taboos, and errata for all released cards. If anything in this document contradicts what is written on a card, this document takes precedence.

Effective Date

This version of the document was released on:

July 31st, 2023

You can always find the latest version of this document at:

<https://arkham.cards/taboo>

New Skills/Tests

In addition to testing the four standard skills (🧠, 🗡️, 🦾, and 🦵) card effects in Arkham.cards cycles may also test 'variable' skills, or have variable difficulties.

Variable Tests

❓ tests are referred to as 'wild' tests. When an investigator initiates a wild test, they may choose which of their skills to use for this test. Only cards bearing the chosen skill's icon (or a wild icon) may be committed to a wild test.

★ tests are referred to as 'fortunate' tests. When an investigator initiates a fortunate test, it becomes a test of their highest base skill. If more than one skill is tied for their highest base skill, the performing investigator may choose which of those skills to test.

☹️ tests are referred to as 'unfortunate' tests. When an investigator initiates an unfortunate test, it becomes a test of their lowest base skill. If more than one skill is tied for their lowest base skill, the performing investigator may choose which of those skills to test.

Variable Difficulties

Tests with 🍀 difficulty are referred to as 'blessed' tests. The difficulty of blessed tests is equal to the number of 🍀 tokens in the chaos bag at the time the test is initiated.

Tests with 🦄 difficulty are referred to as 'cursed' tests. The difficulty of cursed tests is equal to the number of 🦄 tokens in the chaos bag at the time the test is initiated.

Vanilla Changes

Mutations

The following official cards receive the following mutations:

Police Badge (*Core Set* #27): This card gains the **Police** trait.

Fire Axe (*The Dunwich Legacy* #32): This card gains the **Tool** trait.

Existential Riddle (*The Scarlet Keys* #52): This card gains the **Diplomacy** trait.



New Keywords: Scenario Cards

Hunter X

The *Ghosts of Onigawa* cycle introduced an update to the Hunter keyword. Enemies with the new Hunter X keyword will move up to X locations towards the nearest investigator near the 'enemies move' step of the enemy phase. Legacy cards which bear the original Hunter keyword should be treated as though they have Hunter 1.

Protected

Protected is a new keyword which was introduced in *The Ghosts of Onigawa* cycle and is utilized on a number of enemy cards to represent that enemy's invulnerability to conventional attacks.

Enemies with the Protected keyword may be referred to collectively as 'protected enemies'. Protected enemies cannot engage investigators or become exhausted, and are immune to all investigator actions and player card effects. Typically, scenario cards or story assets will provide investigators with the means to remove the Protected keyword from protected enemies, or provided alternate methods to reach a resolution.

Ambush

Ambush is a new keyword which was introduced in *The Ghosts of Onigawa* cycle and is utilized on a number of enemy cards to represent that enemy's ability to take investigators by surprise.

Enemies with the Ambush keyword may collectively be referred to as 'ambushing enemies'. When an ambushing enemy becomes engaged with an investigator, it immediately makes an attack of opportunity against that investigator, unless that enemy is exhausted.

Advantage

Advantage is a new keyword which was introduced in *The Ghosts of Onigawa* cycle and is utilized on a number of enemy cards to represent the burden associated with contending with that enemy.

Enemies with the Advantage keyword may collectively be referred to as 'advantaged enemies'. When an advantaged enemy becomes engaged with an investigator, that investigator must immediately resolve its printed Advantage effect, if able.

Revenge

Revenge is a new keyword which was introduced in *The Ghosts of Onigawa* cycle and is utilized on a number of enemy cards to represent a peril (or reward) associated with defeating that enemy.

Enemies with the Revenge keyword may collectively be referred to as 'revenging enemies'. When a revenging enemy is defeated by an investigator, that investigator must immediately resolve its printed Revenge effect, if able. Effects that cause a revenging enemy to become discarded (rather than defeated) do not cause that enemy's Revenge effect to resolve.

Trespass

Trespass is a new keyword which was introduced in *The Blood of Drakul* cycle and is utilized on a number of location cards to represent the increased level of scrutiny investigators must endure at those locations.

Locations with the Trespass keyword may be collectively referred as 'trespassing locations' and typically bear the **Private** trait. After an investigator fails a skill test while at a trespassing location, that investigator must immediately resolve its printed Trespass effect.

Additional Rules and Clarifications

Damaging Permanents

The *Ghosts of Onigawa* cycle introduced Permanent story assets with printed health and/or sanity values. Permanent assets with printed health and/or sanity values may be assigned non-direct damage and/or horror normally, but because Permanent assets cannot leave play, they are not discarded when their total assigned damage and/or horror equals their printed health and/or sanity values.

Like other assets, Permanent assets may not be assigned damage and/or horror in excess of their printed health and/or sanity values. All damage and/or horror assigned to a Permanent asset is removed at the end of each scenario.

New Keywords: Player Cards

Echo X

Echo X is a new keyword which was introduced in *The Ghosts of Onigawa* cycle and is utilized on a number of player event cards. Cards with Echo X typically have the **Tandem** trait to indicate that they utilize this keyword.

When a card with Echo X enters its owner's discard pile after being played, each other investigator in the game gain the ability to play that card from its owner's discard pile, as if it were in their hand, X times each, before the round in which the card was originally played ends. At the end of each round, all instances of Echo X expire, and all cards with Echo X that entered any investigator's discard pile that round can no longer be played.

When playing Echo X cards from other investigator's discard piles, you must pay any resource or action costs that would be required to play that card if it was in your hand. You may never play a card with Echo X from your own discard pile, and other investigators may not commit cards with Echo X from its owners discard pile to skill tests, unless some other game effect allows them to do so.

The Echo X value of an individual card can never 'stack' with itself. If another investigator plays a card with Echo X from your discard pile, you do not gain the ability to play it again from your own discard pile, and if you play a card with Echo X, return it from the discard pile to your hand via some other game effect, and then play it again during the same round, other investigators may only play it from your discard pile X total times that round.

Echo X only resolves if a card has been played; if a card with Echo X enters your discard pile for any reason other than having been played, it's Echo X effect is not triggered and other investigators may not play it.

