

ARKHAM HORROR®

THE CARD GAME



Notes, Errata, and Frequently Asked Questions

V.2.3 October 2024—*The Midwinter Gala Edition*

This document contains card clarifications, errata, rule clarifications, and frequently asked questions for *Arkham Horror: The Card Game*. The most recent version of this document is considered a supplement to the *Arkham Horror: The Card Game Rules Reference*. All changes and additions to this document since the previous version are marked in red.

New Content (v2.3): Errata, Rules and Clarification (1.30, 2.24), Frequently Asked Questions, The List of Taboos, Ultimatums and Boons, Refractions

Twisting, Warping, Changing

The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.

—H. P. Lovecraft, *The Call of Cthulhu*

Notes and Errata

This section contains notes and errata pertaining to specific cards or sections of the rulebook. The document version number in which an entry first appeared is listed with that entry in order to establish a history of when each change was made.

Errata overrides the originally printed information on the card it applies to. Unless errata for a card appears below, the original English product printing of that card and all of its information is considered accurate, and overrides all other printings. This includes translated cards, promotional or organized play cards, and printings which appear in alternate products.

Rulebook Errata

(v1.0) Rules Reference page 7, column 1, “Costs”

The third bullet point should read: “When a player is exhausting, sacrificing, or otherwise using cards to pay costs, only cards that are in play and under that player’s control may be used...”

(v1.0) Rules Reference page 10, column 1, “Elimination”

Add the following, as step 0 (i.e. before step 1): “0. For the purpose of resolving weakness cards, the game has ended for the eliminated investigator. Trigger any “when the game ends” abilities on each weakness the eliminated investigator owns that is in play. Then, remove those weaknesses from the game.”

(v1.0) Rules Reference page 21, column 2, “Weakness”

The fifth bullet point should read: “If a weakness is added to a player’s deck, hand, or threat area during the play of a scenario, that weakness remains a part of that investigator’s deck for the rest of the campaign. (Unless it is removed from the campaign by a card ability or scenario resolution.)

(v1.1) Rules Reference page 16, column 2, “Permanent”

The fourth bullet point should read: “A card with the permanent keyword cannot leave play (except by elimination).”

(v2.0) Rules Reference page 16, column 2, “Permanent”

Add the following bullet point: “Once added to your deck, permanent cards cannot be removed from your deck or swapped out of your deck unless explicitly stated otherwise.”

(v1.3) Rules Reference page 19, column 1, “Slots”

The last paragraph should read: “If playing or gaining control of an asset would put an investigator above their slot limit for that type of asset, the investigator must choose and discard other assets under their control simultaneously with the new asset entering the slot.”

(v2.0) Hidden rules (from The Path to Carcosa & The Dream-Eaters)

The third bullet point (or sixth sentence, depending on your printing) should read: “A hidden card counts toward your hand size, but it cannot leave your hand by any means except those described on the card.”

Campaign Guide Errata

(v1.1) Blood on the Altar, resolutions section (¶)

In the “If no resolution was reached” resolution, between the third and fourth bullet points, add the following bullet point: “If Dr. Henry Armitage is not listed under ‘Sacrificed to Yog-Sothoth’ in your Campaign Log, record that Dr. Henry Armitage survived *The Dunwich Legacy*. ”

(v1.2) Echoes of the Past, resolutions section (¶)

The final bullet point in Resolution 2 should read: “Then, add 2 ¶ tokens to the chaos bag.”

(v2.0) The Last King, Resolutions 1–3 (¶)

The Unspeakable Oath, setup (¶)

The “*Lunatic*” trait should read “*Possessed*” wherever it appears, instead.

(v2.0) Interlude I: Lunacy’s Reward (¶)

The Last King, Resolutions 1–3 (¶)

The name of Interlude I should read “Skeptic’s Reward,” instead.

(v1.2) The Unspeakable Oath, “Interlude II: Lost Soul” section (¶)

The first part of this interlude should read:

“If an investigator resigned with the asset version of Daniel Chesterfield under their control, proceed to **Daniel Survived**.

If the enemy version of Daniel Chesterfield was in play when the scenario ended, proceed to **Daniel Was Possessed**.

If neither of the above are true, proceed to **Daniel Did Not Survive**. ”

(v1.41) The Depths of Yoth, “Intro 8” section (¶)

After the game text in this intro, add the following text:

“In your Campaign Log, cross off the investigators found the missing relic and record the relic is missing.”

(v1.5) The Boundary Beyond, “Silent Journey” intro sidebar (¶)

The effect of this sidebar should read:

“Each investigator begins this scenario with 2 fewer cards in their opening hand.”

(v1.5) Interlude V: The Darkness, “Growing Concern” sidebar (¶)

The effect of this sidebar should read:

“Depending on your difficulty mode, add the following chaos token to the chaos bag for the remainder of the campaign: Easy: -3, Standard: -4, Hard: -5, Expert: -7”

(v1.5) The Witching Hour, Setup (∞)

The third bullet point should read:

“Put 5 Witch-Haunted Woods locations into play as follows:

In player order, each investigator puts 1 random Witch-Haunted Woods location into play *in front of him or her*, until there are exactly 5 Witch-Haunted Woods locations in play (see “Lost and Separated,” below). *For example: In a 1-player game, there should be 5 Witch-Haunted Woods in front of that investigator. In a 2-player game, there should be 3 Witch-Haunted Woods in front of the lead investigator and 2 Witch-Haunted Woods in front of the other investigator. In a 3-player game, there should be 2 Witch-Haunted Woods in front of the lead investigator, 2 Witch-Haunted Woods in front of the next investigator, and 1 Witch-Haunted Woods in front of the final investigator. In a 4-player game, there should be 2 Witch-Haunted Woods in front of the lead investigator, and 1 Witch-Haunted Woods in front of each other investigator.* ”

(v1.5) The Wages of Sin, resolutions section (∞)

The first line should read: “**If no resolution was reached and at least one investigator resigned:** Proceed to **Resolution 1**. ”

(v2.0) Interlude IV: Twist of Fate (∞)

The effect of both the second and third bullets should read:

“Depending on your difficulty mode, add the following chaos token to the chaos bag for the remainder of the campaign: Easy: -3, Standard: -4, Hard: -5, Expert: -7”

(v1.6) The Blob That Ate Everything, resolutions section (⌚)

Resolution 3 should read “Resolution 2.”

(v2.2) The Blob That Ate Everything, Resolution 2 (⌚)

Add “Alien Instruments”, “Corrosive Cloud”, and “G-Men” to the list of assets in play that can be added to an investigator’s deck. (Note: These assets are found in *The Blob That Ate Everything ELSE*.)

(v1.8) Return to Threads of Fate (⌚)

Add the following bullet point to the resolution of this scenario:

⌚ If the Harbinger of Valusia entered play during this scenario:

- ⌚ If it is in the victory display, cross out “the Harbinger is still alive” in your Campaign Log.
- ⌚ If it is still in play or is set aside, next to “the Harbinger is still alive” in your Campaign Log, record in parentheses how much damage is on the Harbinger of Valusia, replacing the number that was previously in parentheses.

(v2.0) Return to Before the Black Throne (⌚)

Resolution 5 should read “Resolution 6.”

(v2.0) Red Tide Rising, resolutions section (↑↓)

The first sentence should read “If no resolution was reached and at least one investigator resigned...”

(v2.1) Sanguine Shadows, Setup (⌚)

Replace the seventh bullet point with the following:

⌚ Find the double-sided La Chica Roja card, flip her to her enemy side, and resolve her concealed keyword, distributing each of those concealed mini-cards as evenly as possible among each location with a target.

(v2.1) Dogs of War, Resolution 6 (⌚)

Replace the second bullet point with the following (including its sub-bullets):

⌚ In your Campaign Log, record the following:

- ⌚ You haven’t seen the last of the Claret Knight.
- ⌚ You haven’t seen the last of the Beast in a Cowl of Crimson.

(v2.2) On Thin Ice, Resolution 2 (⌚)

Add the following text to the third bullet of this resolution:

⌚ If no investigator controlled the Sable Glass at the end of the scenario, choose an investigator to be its bearer. Update the Campaign Log accordingly.

(v2.2) Shades of Suffering, Setup (⌚)

Add the following after the fourth bullet point:

⌚ Gather each decoy mini-card and the Tzu San Niang mini-card and set them aside, out of play.

(v2.1) Congress of the Keys, Setup (v.I) (⌚)

(v2.1) Congress of the Keys, Setup (v.III) (⌚)

The bullet points that instructs players to “Gather each decoy mini-card and each of the following mini-cards” should come before the bullet point that instructs you to “Find each *Coterie* enemy...”

(v2.2) Congress of the Keys, Setup (v.II) (⌚)

Add the following sub-bullet after the fourth bullet point:

- ⌚ Remove all other *Coterie* enemies from the game.

(v2.3) The Feast of Hemlock Vale Campaign Setup (⌚)

The Expert chaos bag setup should include a -7 token instead of one of the -6 tokens.

(v2.3) Written in Rock, “The Cave-In 4” (⌚)

The third sub-bullet of the third bullet point should read: “Place the set-aside Prismatic Shard story asset at the bottommost location in column 5.”

(v2.3) Hemlock House, Setup (⌚)

The seventh bullet point should read “Set all five Fire! treacheries and each copy of Out of the Walls and Pulled In aside, out of play. If it is not in play, remove the Little Sylvie story asset from the game.”

(v2.2) The Twisted Hollow (⌚)

Add the following rules text before **Intro 1**:

You **cannot** play this scenario unless it is **Night 1**.

(v2.2) The Longest Night (⌚)

Add the following rules text before **Intro 1**:

You **cannot** play this scenario unless it is **Night 2**.

(v2.3) Prelude: Dawn of the Final Day, Codex 7 (⌚)

The first bullet point under **Judith 2** should read: “Take control of Judith Park. When this prelude ends, set Judith Park aside, out of play.”

(v2.2) Prelude: The Final Evening, Codex 6 (⌚)

The first line of this codex should read “If Gideon told the tale of ...”

(v2.3) Prelude: The Final Evening, Codex 13 (⌚)

The last line of the first box in this codex should end with: “...under your control. You cannot trigger their codex during this prelude.”

Card Errata

(v1.0) Roland’s .38 Special (★ 6)

Daisy’s Tote Bag (★ 8)

On the Lam (★ 10)

Heirloom of Hyperborea (★ 12)

Wendy’s Amulet (★ 14)

These cards have no level (instead of being level 0).

(v1.9) Wendy’s Amulet (★ 14)

This card’s **Forced** ability should read: “**Forced** – After you play an event or discard an event from play:...”

(v1.4) Barricade (level 3) (★ 4)

This card’s constant ability should read: “Each time a non-*Elite* enemy would spawn at attached location, spawn it at a connecting location instead, if able.”

(v1.5) Zoey Samaras (★ 1)

This card’s **Deckbuilding Options** should read: “...up to five other level 0 cards from any other classes (★, ♦, ▲, and/or ♣).”

(v1.5) Rex Murphy (★ 2)

This card’s **Deckbuilding Options** should read: “...up to five other level 0 cards from any other classes (★, ♦, ▲, and/or ♣).”

(v1.5) Jenny Barnes (★ 3) / (Novella Promo 1)

This card’s **Deckbuilding Options** should read: “...up to five other level 0 cards from any other classes (★, ♦, ▲, and/or ♣).”

(v1.5) Jim Culver (★ 4)

This card’s **Deckbuilding Options** should read: “...up to five other level 0 cards from any other classes (★, ♦, ▲, and/or ♣).”

(v1.5) “Ashcan” Pete (★ 5)

This card’s **Deckbuilding Options** should read: “...up to five other level 0 cards from any other classes (★, ♦, ▲, and/or ♣).”

(v1.0) Smite the Wicked (★ 7)

This card’s **Forced** ability should read: “When the game ends, if attached enemy is in play: Zoey Samaras suffers 1 mental trauma.”

(v1.0) Searching for Izzie (★ 11)

This card’s **Forced** ability should read: “When the game ends, if Searching for Izzie is in play: Jenny Barnes suffers 1 mental trauma.”

(v1.6) Laboratory Assistant (§ 20)

This card's first ability should read: "Your maximum hand size is increased by 2."

(v1.3) Henry Armitage (§ 40)

This card's ability should read: "After you draw a non-weakness card, discard that card..."

(v1.2) Clover Club Pit Boss (§ 78)

This enemy's traits should be "*Humanoid. Criminal. Elite.*"

(v1.2) Peter Clover (§ 79)

O'Bannion's Thug (§ 97)

Mobster (§ 98)

The "Human" trait on each of these cards should read "Humanoid" instead.

(v1.1) Burned Ruins (revealed) (§ 205)

This card's first ability should read: "Forced – After you fail a skill test while investigating the Burned Ruins: Flip 1 clue token on the Burned Ruins to its doom side."

(v1.1) Lucky Dice (§ 230)

This card's ability should read: "When you reveal a non- chaos token, spend 2 resources: Ignore that chaos token and reveal another one to resolve. If that token has a symbol, remove Lucky Dice from the game (cannot be ignored/canceled)."

(v2.0) Strange Solution (Restorative Concoction) (§ 262)

Strange Solution (Acidic Ichor) (§ 263)

Strange Solution (Freezing Variant) (§ 264)

Strange Solution (Empowering Elixir) (§ 262)

Archaic Glyphs (Guiding Stones) (§ 192)

Archaic Glyphs (Prophecy Foretold) (§ 193)

Archaic Glyphs (Markings of Isis) (§ 4)

Ancient Stone (Knowledge of the Elders) (¶ 230)

Ancient Stone (Minds in Harmony) (¶ 231)

Ancient Stone (Transient Thoughts) (¶ 4)

Dream Diary (Dreams of an Explorer) (CAT 236)

Dream Diary (Dreams of a Madman) (CAT 237)

Dream Diary (Dreams of a Child) (CAT 238)

Cryptic Grimoire (Text of the Elder Herald) (● 191)

Cryptic Grimoire (Text of the Elder Guardian) (● 192)

Forbidden Tome (Dark Knowledge) (CAT 29)

Forbidden Tome (Secrets Revealed) (CAT 30)

The purchase restriction on each of these cards should be replaced with the keyword: "Researched."

(v1.6) Act 1b—A Sacrifice Made (§ 277)

The two instructions on this card should be reversed, as follows:

"Remove all clues from each location in play. The arcane presence masking the path further up the hill has faded. Reveal Ascending Path."

(v1.2) Dr. William T. Maleson (§ 302)

This card's ability should read: "When you draw an encounter card from the encounter deck..."

(v1.2) The Gold Pocket Watch (§ 305)

Each of this card's symbols should be symbols, instead.

(v2.3) Bauta († 23), Medico Della Peste († 24), Pantalone († 25), Gilded Volto († 26)

The first line of these cards should read: "Limit 1 **Mask** per investigator."

(v1.6) Drawing the Sign (§ 41)

This card's second ability should read: "Your maximum hand size is reduced by 5."

(v2.0) The Last King scenario reference card (§ 61)

Dance of the Yellow King (§ 97)

Agenda 1b—The Patients (§ 160)

Asylum Halls (§ 168–170)

Gift of Madness (Pity) (§ 186)

The "Lunatic" trait in each of these card's effects should read "Possessed" wherever it appears, instead.

(v2.0) Constance Dumaine (§ 65)

Jordan Perry (§ 66)

Ishimaru Haruko (§ 67)

Sebastien Moreau (§ 68)

Ashleigh Clarke (§ 69)

Maniac (§ 95)

Young Psychopath (§ 96)

Daniel Chesterfield (§ 182)

Mad Patient (§ 184)

Catacombs Docent (§ 258)

The "Lunatic" trait on each of these cards should read "Possessed" instead.

(v2.0) Maniac (§ 95)

Young Psychopath (§ 96)

Mad Patient (§ 184)

The titles for these cards should be Seer of the Sign (§ 95), Puppet of Hastur (§ 96), and Haunted Patient (§ 184) instead, respectively.





(v1.2) Corrosion (💀 102)

This card's **Revelation** ability should read: "Discard **Item** assets from your play area and/or from your hand..."

(v1.2) Agenda 1a—The Truth is Hidden (💀 121)

Agenda 2a—Ransacking the Manor (💀 122)

Agenda 3a—Secrets Better Left Hidden (💀 123)

The first ability on each of these agendas should read: "Skip the 'Place 1 doom on the current agenda' step of the Mythos phase."

(v1.2) Historical Society (Historical Museum) (💀 130 & 132)

This location's ability should read: "While investigating this location, your 💀 cannot be increased."

(v2.0) Storm of Spirits (level 0) (💀 153)

Storm of Spirits (level 3) (💀 8)

Mk 1 Grenades (∞ 273)

These cards' **Fight** abilities should read: "at the attacked enemy's location" instead of "at your location" in all instances.

(v1.2) Patient Confinement (💀 178-181)

Each of these locations should not have the "*Arkham Asylum*" trait.

(v1.4) Shortcut (level 2) (💀 232)

This card's **Move** ability should read: "...Any investigator at this location may trigger this ability."

(v1.3) Candlelit Tunnels (💀 252)

This location's ability should read: "...If you succeed, look at the revealed side of any Catacombs location in play."

(v1.3) Catacombs Docent (💀 258)

This enemy's ability should read: "...If you succeed, look at the revealed side of any Catacombs location in play."

(v2.0) Stick to the Plan (💀 264)

This card's **Move** ability should read: "...attach them facedown to Stick to the Plan."

(v1.4) Time Warp (💀 311)

The second part of this card's ability should read: "Undo that action (return the game state to exactly the way it was before that action was performed, except for the playing of Time Warp and its costs.)"

(v1.3) Madness Dies (💀 319)

This act's second ability should read: "Hastur cannot be defeated unless an investigator 'knows the secret.'"

(v1.4) Realm of Madness (💀 338)

This card's **Revelation** ability should read: "Discard cards from your play area and/or from your hand..."

(v1.4) Father Mateo (⌚ 4)

This card's **Move** ability should read: "When an investigator reveals an 💀 chaos token..."

(v1.4) Yaotl (⌚ 35)

This card's **Move** ability should read: "Discard the top card of your deck. (Limit once per phase.)"

(v1.41) The Skeleton Key (⌚ 270)

This card's **Move** ability should read: "If The Skeleton Key is in your play area, attach it to your location..."

(v1.9) Norman Withers (▣ 7)

This card's **Deckbuilding Options** should read: "...up to other 5 Mystic cards (▲) level 0."

(v1.5) Carolyn Fern (▣ 10)

This card's **Deckbuilding Options** should read: "Guardian cards (▢) level 0-3, Neutral cards level 0-5, cards that 'heal horror' level 0-5, up to 15 other Seeker and/or Mystic cards level 0-1 (▢ and/or ▲)."

(v1.9) Yaztaroth (▣ 18)

This card's constant ability should read: "You cannot play assets or put assets into play."

(v1.5) Eldritch Inspiration (∞ 33)

This card's play requirement should read: "Play when you would resolve an effect on a ▲ card that triggers 'when,' 'if,' or 'after' a ♀, ♂, ♀, ♂, or 💀 symbol is revealed."

(v1.6) Agenda 2a—Death's Approach (∞ 163)

This card's ability should read: "Locations cannot be flipped to their non-**Spectral** side."

(v1.6) Act 1a—In Pursuit of the Dead (∞ 164)

This card's ability should read: "Locations cannot be flipped to their **Spectral** side."

(v1.6) Unfinished Business (Bring me to him...) (∞ 178b)

(v1.6) Unfinished Business (Burn...let it burn...) (∞ 178b)

(v1.6) Unfinished Business (They stole it from me...) (∞ 178b)

(v1.6) Unfinished Business (My bones...) (∞ 178b)

This card's first ability should read: "Keep this card in your threat area (this side faceup). If you are eliminated, flip it over."

(v1.6) Unfinished Business (My bones...) (∞ 178b)

This card's ➤ ability should read: "If you are at Heretics' Graves..."

(v1.6) Guiding Spirit (∞ 236)

This card's **Forced** ability should read: "When Guiding Spirit is defeated by horror: Exile it."

(v1.9) Bait and Switch (level 3) (∞ 282)

This card's trait should be **Trick** instead of **Tactic**.

(v2.0) Hallowed Mirror (∞ 313)

Occult Lexicon (∞ 316)

Miss Doyle (CAT 30)

The last line of these cards' **Forced** effects should read: "...set them aside, out of play" instead of "remove them from the game."

(v1.7) Act 1b—Palace of the Old Ones (∞ 329)

This card's second line of game text should read: "Shuffle each empty space into its owner's deck and each location in play other than Hideous Palace into the Cosmos."

(v1.7) Act 2b—Nucleus of the Universe (∞ 330)

This card's second line of game text should read: "Shuffle each empty space into its owner's deck and each location in play other than Court of the Great Old Ones into the Cosmos."

(v2.1) Wine Cellar (∞ 27a)

(v2.1) Wine Cellar (∞ 27b)

(v2.1) Wine Cellar (∞ 28a)

(v2.1) Wine Cellar (∞ 28b)

This card's ability should read: "Victorian Halls is connected to Wine Cellar, and vice versa."

(v2.0) Witchweed (∞ 40)

This card's second bullet point should end with: "Otherwise, place it in the spectral encounter discard pile."

(v2.0) Winding Gulf (∞ 60)

The last sentence of this card's **Cosmos** ability should instead read: "You may choose not to move to Winding Gulf and instead place 1 doom on Azathoth."

(v2.0) Unstable Energies (CAT 68)

The triggering condition on this card's first **Forced** ability read: "After you leave attached location" instead of "when you leave attached location."

(v1.9) The Hungering Blade (CAT 18)

(v1.9) Crystallizer of Dreams (CAT 24)

The additional cost on each of these cards should read: "As an additional cost to play this card..."

(v2.0) Virgil Gray (both versions) (CAT 144 & 224)

The triggering condition on these cards' **Forced** abilities should read: "If Virgil Gray leaves play" instead of "if Virgil Gray is defeated."

(v1.7) .35 Winchester (CAT 195)

This card's ability should read: "➤ Spend 1 ammo: **Fight**..."

(v1.9) The Black Expanse (CAT 253)

This card's **Forced** ability should read: "After an enemy with 1 or more clues on it is defeated: Take control of each of those clues."

(v1.7) Otherworldly Meddler (S 29)

This card's first ability should read: "**Forced** – When Otherworldly Meddler would take damage from an attack: Remove 1 doom from Otherworldly Meddler. Then, reduce the damage dealt by 1."

(v1.8) Randall Cho (CAT 2)

This card's ➤ symbol should be a ↗ symbol, instead.

(v1.9) Seeking Answers (level 2) (CAT 27)

This card's ability should read: "...If you succeed, instead of discovering a clue at your location, discover 2 total clues from among your location and connecting locations."

(v1.8) Amanda Sharpe (CAT 2)

This card's ↗ symbol should be "**Forced** –" instead.

(v1.9) Guided by the Unseen (CAT 223)

This card's ➤ ability should read "...(Limit once per test.)"

(v2.0) Shrine of the Moirai (CAT 310)

The ➤ ability granted by this card should read: "...Any investigator at this location may trigger this ability."

(v1.9) Act 1a—Back into the Depths (CAT 315)

This card's **Objective** ability should read: "...you may choose to advance" instead of "...advance."





(v2.0) Dagon (Deep in Slumber), Hydra (Deep in Slumber) (● 330a, 331a)

The triggering condition on each of these cards' **Forced** abilities should read: "At the end of the investigation phase" instead of "at the end of the round."

(v2.0) Geared Up (✿ 19)

This card's effect should read: "One at a time, play..."

(v2.1) Eon Chart (✿ 100)

This card's **M** ability should now read: "...choose and take 2 different actions of the following, in any order (move, evade, or investigate)."

(v2.1) To the Forbidden Peaks (✿ 96a)

This card's **A** effect should read "If you fail, after this test ends..."

(v2.1) To the Forbidden Peaks (✿ 96b)

This card's **A** effect should read "After this test ends..."

(v2.1) Map Room (✿ 135)

This card's ability should read: "Choose 3 locations other than Hidden Tunnel and reveal them..."

(v2.2) Burden of Leadership (♂ 20)

This card's **Revelation** ability should read: "...Otherwise, for each **Ally** asset you control, you must either exhaust it or deal it 1 direct damage and 1 direct horror."

(v2.1) Protoplasmic Mass (✿ 169)

This card's **Forced** ability should read: "...activated seal: Protoplasmic Mass readies and resolves the enemy phase again (*it resolves its hunter keyword and attacks a second time*). (Limit once per phase.)"

(v2.2) Agenda 1b—The Risen Dead (◎ 21)

This card's first sentence should end with: "...for a **Risen** or **Ghoul** enemy and spawn it at a random location."

(v2.1) Agenda 1b—Bamboozled! (◎ 46)

This card's second paragraph should read: "Find the location with a target on it nearest to La Chica Roja (or her mini-card)..."

(v2.1) Special Agenda—Seeing Red (◎ 62)

This card loses all story text and gains: **Forced** – When this agenda would advance by reaching its doom threshold: Each investigator is defeated and suffers 1 mental trauma."

(v2.1) Agenda 1b—In a Shadow of Voidlight (◎ 67)

This card's first paragraph, starting on line 3, should read: "...or search the encounter deck and discard pile for a **Cultist** enemy and draw it; it gains concealed 1..."

(v2.1) Act 2b—Talisman Discovered (◎ 69)

The last line of this act's third paragraph should read: "Set each concealed mini-card aside, out of play," instead of "Remove each concealed mini-card from the game."

(v2.1) Special Agenda—The Chase (◎ 70)

This card's second objective now reads: "If an enemy with The Twisted Antiprism is at Galata Docks, or if the investigator with The Twisted Antiprism is defeated, proceed..."

(v2.1) Agenda 2b—Truths Untold (◎ 98)

The last line of this act's first paragraph should read: "Set each concealed mini-card aside, out of play," instead of "Remove each concealed mini-card from the game."

(v2.1) Court of the Outsiders (◎ 188)

This card's ability should read: "...end of your turn. If each surviving investigator has resigned, immediately advance to act 3b."

(v2.3) Coterie Envoy (◎ 220)

This card's constant ability should read: "...concealed mini-cards at its location cannot be exposed via player card effects."

(v2.3) Prismatic Shard (◎ 22)

This card's ability should read: "When a scenario card or weakness card effect would discard..."

(v2.3) Weed-Choked Beach (◎ 78)

This card should have the **Cave** trait.

Definitions and Terms

This section provides definitions for important terms that serve a precise function in the game. The terms are presented in alphabetical order.

"Record in your Campaign Log..."

Often the players will be instructed to record a key phrase in the Campaign Log. This should be written under "Campaign Notes" unless specified otherwise. Because the players may be instructed to check the Campaign Log for this phrase at a later time in the campaign, the indicated phrase should be recorded as it appears, without alteration.

For example: If the players are instructed to record in the Campaign Log that "the investigators were four hours late," this shouldn't be rewritten as "the investigators were pretty late," because the exact number of hours might be important in a later scenario.

"Remember that..."

Sometimes a scenario card will instruct the investigators to "remember" a key phrase, often based on an action they have taken or a decision they have made within that scenario. This phrase may come up later during that scenario, and may trigger additional or different effects. There is no need to record this phrase in the Campaign Log, because it will only ever matter during that scenario, or during that scenario's resolution. The players do not need to "remember" any such instruction beyond the end of the scenario in which it appears.

If a "remember" effect uses the word "you," it is specific to the investigator resolving the effect.

Signature Cards

An investigator's "signature cards" are the cards that are only available to that investigator, and cannot be included in another investigator's deck. This includes player cards with the text "(Investigator Name) deck only," as well as non-basic weaknesses that are listed under "Deckbuilding Requirements" and therefore can only be included in that investigator's deck.

Signature cards are governed by the following *additional* rules:

- ❖ The number of each signature card listed under an investigator's "Deckbuilding Requirements" is the exact number of copies of that card that is to be included in that investigator's deck. If no number is specified, that number is 1. *For example: Under "Deckbuilding Requirements" for Roland Banks, the following cards are listed: "Roland's .38 Special, Cover Up, 1 random basic weakness." Roland Banks must include exactly 1 copy of his signature cards—Roland's .38 Special and Cover Up. He is not permitted to include more than 1 copy of either of these cards.*
- ❖ An investigator cannot play **or commit** another investigator's signature cards, control another investigator's signature cards while they are in play, or possess another investigator's signature cards in their hand. If a game effect would force a player to take control of a card with another investigator's signature card attached to it, that signature card is discarded. *For example: Roland has the Roland's .38 Special card in play. He has the card "Teamwork" which can allow investigators at the same location to trade or give assets among one another. However, because Roland's .38 Special is one of Roland's signature cards, he cannot give it to another investigator.*
- ❖ Signature cards need not abide by typical deckbuilding restrictions, and do not count toward any deckbuilding limitations if other cards share the same title.



Rulings and Clarifications

This section contains additions and clarifications to the core game rules. Each entry is presented with a unique section number so it can be easily identified when making rulings, answering questions, or otherwise referring to the entry.

It should be used in conjunction with the Rules Reference to establish the rules of play. If the text of this document directly contradicts the text of the Rules Reference, the text of this document takes precedence.

1. Game Play

(1.1) Attacks of Opportunity

Attacks of Opportunity are only triggered when 1 or more of an investigator's actions are being spent or used to trigger an ability or action. **M** abilities with a bold action designator do not provoke attacks of opportunity.

(1.2) Triggered Abilities

An investigator is permitted to use triggered abilities (**M**, **D**, and **►** abilities) from the following sources:

- ❖ A card in play and under their control. This includes their investigator card.
- ❖ A scenario card that is in play and at the same location as the investigator. This includes the location itself, encounter cards placed at that location, and all encounter cards in the threat area of any investigator at that location.
- ❖ The current act or current agenda card.
- ❖ Any card that explicitly allows the investigator to activate its ability.

(1.3) Reaction (**D**) Opportunities

When a triggering condition resolves, investigators are granted the opportunity to resolve **D** abilities in response to that triggering condition. It is only after all investigators have passed their reaction opportunity that the game moves forward.

Using a **D** ability in response to a triggering condition does not prevent other **D** abilities from being used in response to that same triggering condition.

*For example: Roland has just defeated an enemy and wishes to trigger his **D** ability: "After you defeat an enemy: Discover 1 clue at your location." He discovers 1 clue at his location. He may then play Evidence! (★ 22) in response to defeating that same enemy. As both cards have the same triggering condition ("After you defeat an enemy"), triggering one of these reactions does not prevent Roland from triggering the other.*

(1.4) Nested Sequences

Each time a triggering condition occurs, the following sequence is followed: (1) execute "when..." effects that interrupt that triggering condition, (2) resolve the triggering condition, and then, (3) execute "after..." effects in response to that triggering condition.

Within this sequence, if the use of a **D** or **Forced** ability leads to a new triggering condition, the game pauses and starts a new sequence: (1) execute "when..." effects that interrupt the new triggering condition, (2) resolve the new triggering condition, and then, (3) execute "after..." effects in response to the new triggering condition. This is called a **nested sequence**. Once this nested sequence is completed, the game returns to where it left off, continuing with the original triggering condition's sequence.

It is possible that a nested sequence generates further triggering conditions (and hence more nested sequences). There is no limit to the number of nested sequences that may occur, but each nested sequence must complete before returning to the sequence that spawned it. In effect, these sequences are resolved in a Last In, First Out (LIFO) manner.

*For example: Roland and Agnes are embroiled in a fierce battle. Roland has a Guard Dog in his play area, and is engaged with a Goat Spawn with 2 damage on it. Agnes is engaged with a Ghoul Minion. Roland wishes to play a .45 Automatic, which provokes an attack of opportunity from the Goat Spawn, dealing 1 damage to Roland. Roland assigns this damage to his Guard Dog, which has a **D** ability: "When an enemy attack deals damage to Guard Dog: Deal 1 damage to the attacking enemy." Before resolving the playing of Roland's .45 Automatic, Guard Dog's ability resolves, and 1 damage is dealt to the Goat Spawn, which would defeat it. Goat Spawn has the following **Forced** ability: "When Goat Spawn is defeated: Each investigator at this location takes 1 horror." Before resolving the damage dealt to the Guard Dog, 1 horror is dealt to each investigator at the location, including Agnes, who has a **D** ability: "After 1 or more horror is placed on Agnes Baker: Deal 1 damage to an enemy at your location." Before resolving the Goat Spawn's defeat, Agnes deals 1 damage to the Ghoul Minion engaged with her. Now that there are no further **D** or **Forced** abilities to trigger, the players return to the previous triggering condition and resolve the Goat Spawn's defeat, and resolve any "After..." effects that might occur when it is defeated. Then, the players resolve the damage dealt to the Guard Dog, and resolve any "After..." effects that might occur from that damage. Finally, the players return to the original triggering condition, and Roland is able to put his .45 Automatic into play.*

(1.5) Choices, and the Grim Rule

When investigators are forced to make a choice and there are multiple valid options, the lead investigator decides between those options. The Grim Rule does not play a part in these choices.

For example: Locked Door reads "Attach to the location with the most clues, and without a Locked Door attached." If there are 3 locations that are tied for the most clues, and none of them already have a Locked Door attached, the lead investigator decides between those 3 locations. Players are not forced to decide which of those 3 options would be the objectively worst option.

The Grim Rule only comes into effect if players are unable to find the answer to a rules or timing conflict, and are thus unable to continue playing the game. It is designed to keep the game moving when looking up the correct answer would be too time-consuming or inconvenient for the players. The Grim Rule is not an exhaustive answer to rules/timing conflicts.

(1.6) Additional Costs

Some cards add additional costs that must be paid in order to perform certain effects or actions, in the form of "As an additional cost to (specified effect/action) you must (additional cost)" or "You must (additional cost) to (specified effect/action)."

Additional costs are costs that can be paid outside the normal timing point of paying costs (for instance, during the resolution of an effect). If an effect that requires an additional cost would resolve, the additional cost must be paid at that time. If the additional cost cannot be paid, that aspect of the effect fails to resolve.

Additional costs do not have to be paid when a **Forced** effect or mandatory instruction (such as in the Campaign Guide, or on the back of an Act or Agenda card) requires an investigator to resolve an effect.

For example: "Ashcan" Pete is at the Miskatonic Quad and activates Duke's second ability, which reads: "► Exhaust Duke: Investigate. You investigate with a base skill of 4. You may move to a connecting location immediately before investigating with this effect." Pete pays the cost to activate this ability, which is spending one action and exhausting Duke. Then Pete resolves the ability, first moving to the Orne Library, followed by investigating. The Orne Library, however, reads: "You must spend 1 additional action to investigate the Orne Library." This adds an additional cost that must be paid in order to investigate the Orne Library. This additional cost is paid when the investigate action would resolve, outside the normal timing point for paying costs. If Pete cannot spend the additional action, that aspect of Duke's effect fails to resolve.

(1.7) Skill Test Results and Advanced Timing

During Step 7 of Skill Test Timing (“Apply skill test results”), all of the effects of the successful skill test are determined and resolved, one at a time. This includes the effects of the test itself (such as the clue discovered while investigating, or the damage dealt during an attack), as well as any “If this test is successful...” effects from card abilities or skill cards committed to the test.

♦ or **Forced** abilities with a triggering condition dependent upon the skill test being successful or unsuccessful (such as “After you successfully investigate,” or “After you fail a skill test by 2 or more”) do not trigger at this time. These abilities are triggered during Step 6, “Determine success/failure of skill test.”

(1.8) Experience Cost for Level 0 Cards

When purchasing a new card during campaign play, an investigator must pay a minimum of 1 experience. As a result, level 0 cards cost 1 experience to purchase. This minimum only applies when purchasing new cards. It does not permanently alter a card’s level or experience cost, and does not apply when upgrading a card to a higher level version.

(1.9) Wild (?) Skill Icons

A Wild (?) skill icon on a player card may be used to match any other skill icon for the purposes of both card abilities and counting how many matching icons are committed to a skill test. When using Wild icons for the purpose of resolving a card ability, a player must state which icon the Wild is matching at the time the card is used.

Wild icons committed to a skill test are considered “matching” icons for the purposes of card abilities.

(1.10) Taking and Losing Additional Actions

Some card abilities grant investigators “additional actions.” If an investigator has one or more additional actions during their turn, the first action they take that is able to qualify as that additional action automatically uses that additional action.

For example: Daisy Walker reads: “You may take an additional action during your turn, which can only be used on Tome ➤ abilities.” The first time Daisy performs a Tome ➤ ability each turn, it automatically uses up that additional action, and not one of Daisy’s three standard actions.

If an action qualifies as more than one of an investigator’s additional actions, they may choose which additional action is used.

If an effect causes an investigator to lose one or more actions, that investigator has that many fewer standard actions to take that turn (the investigator’s three standard actions are the ones that are “lost” first). If an investigator only has additional actions remaining, those are then lost, in an order of the investigator’s choosing.

For example: An effect causes Daisy to lose two actions. She has two fewer standard actions to take during her turn. She cannot choose to “lose” her additional action unless it is the only action she has remaining.

(1.11) Transferring Investigators to a New Campaign

This section expands on the ability for investigators to transfer from a completed campaign to another campaign, as originally described in the section “The End...or Is It?” in the Night of the Zealot campaign guide.

Note: The standard rules of the game dictate that players start each campaign with a clean state (new decks and 0 experience). The following is an optional variant that is likely to affect the game’s balance. Only intrepid investigators who wish to embrace the chaos should choose this option.

When transferring one or more investigators from a completed campaign to a new campaign, players should observe the following rules:

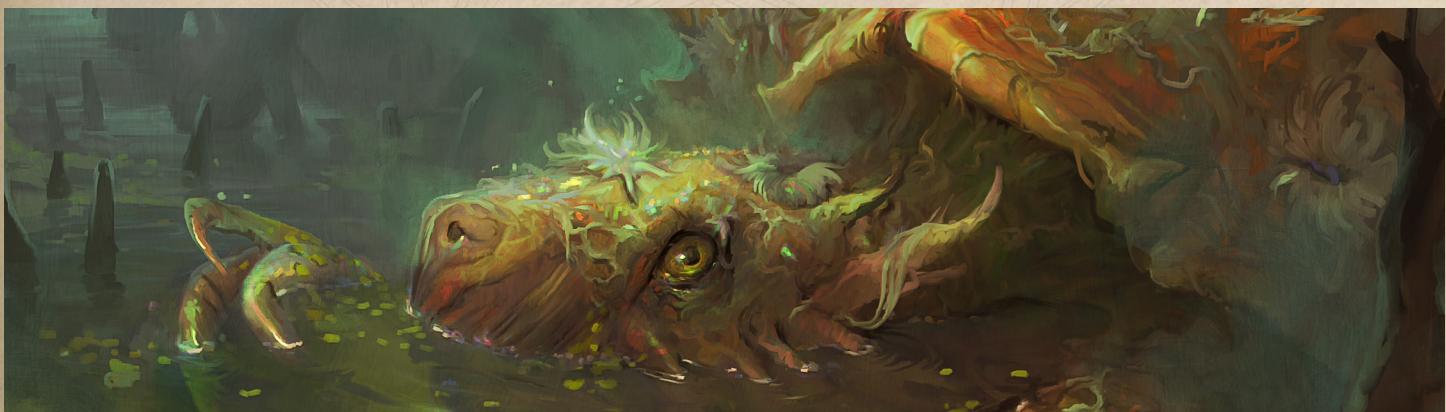
- ❖ Not all surviving investigators in the original campaign need to be transferred. It is okay to transfer some and start fresh with others.
- ❖ Investigator decks remain the same. This includes all story assets and weaknesses earned in the original campaign, as well as experience gained and trauma suffered. Everything recorded in the campaign log under that investigator’s “Earned Story Assets / Weaknesses” should be transferred to the new campaign, as well.
- ❖ All other notes in the Campaign Log should be wiped clean and do not transfer to the new campaign.
- ❖ The chaos bag is reset. This includes all additional chaos tokens that were added to the chaos bag throughout the original campaign.
- ❖ If an investigator has an ability that occurs “at the beginning of the campaign,” or “at deck creation,” such as Father Mateo’s bonus experience, it does not trigger a second time upon transferring that investigator into a new campaign.
- ❖ Cards and Campaign Guides are written with the assumption that investigators are not being transferred from one campaign to another. For this reason, campaigns are sometimes referred to as “the campaign.” (*For example, “for the remainder of the campaign...”*) In general, when interpreting such effects, treat each campaign as being separate from one another. However, some effects should be interpreted as if each campaign played is part of one continuous uninterrupted campaign. This includes rules that dictate how an earned weakness or story asset operates, or additional rules that a specific investigator must follow. (*For example, “for the remainder of the campaign, the bearer of X weakness must only speak in French.”*)

(1.12) Weaknesses With Encounter Cardtypes

Weaknesses with an encounter cardtype (such as enemies or treacheries) are considered to be player cards while they are in their bearer’s deck, and are considered to be encounter cards while they are being resolved, and once they have entered play. Before a weakness with an encounter cardtype is resolved, it is still considered to be a player card.

(1.13) Shuffling A Card Into An Empty Player/Encounter Deck

A single card cannot be shuffled into an empty player deck or encounter deck via card effect. If this shuffling would occur during the playing or



revelation of a card that is typically discarded after it is resolved, such as an event or treachery card, it is discarded. Otherwise, the card remains in its current game area.

(1.14) Control of Attachments

An attachment may change control depending on the card it is attached to.

- ❖ If an investigator attaches a player card to a player card they control, they retain control of the attachment.
- ❖ If an investigator attaches a player card to a player card another investigator controls, that other investigator takes control of the attachment.
- ❖ If a player card with 1 or more player attachments changes control, the card's new controller takes control of those player attachments.
- ❖ If an investigator attaches a player card to an encounter card, they retain control of the attachment (but does not gain control of the attached encounter card).
- ❖ A card with the permanent keyword cannot be chosen to be attached to another player card unless explicitly stated. (For example, a player cannot attach *Sin Eater* ⚡ 94 to *Elle Rubash* ⚡ 92.)

(1.15) Deckbuilding Options

The following section clarifies how certain investigators' deckbuilding options function.

- ❖ If one of the categories of an investigator's deckbuilding options contains the word "other" in it, cards only fall into this category if they fall into no other category. (For example, if an investigator's deckbuilding options reads: "Guardian cards level 0–5, up to 10 other **Weapon** cards," then a Guardian card with the **Weapon** trait would not occupy one of those 10 limited slots, because it first falls into the unlimited **Guardian** category).
- ❖ If one of the categories of an investigator's deckbuilding options lists card text in it, cards fall into this category if the listed text appears in the card in any capacity, even if it is circumstantial. (For example, if an investigator's deckbuilding options reads: "cards that 'heal horror' level 0–5," any card with an ability that heals any amount of horror will fall into this category, even if it only heals horror under specific circumstances.)

(1.16) Multi-class Cards

A multi-class card is a card which bears multiple class icons instead of one, and is a card of each of those classes. For example, a card with both a Rogue (❖) and a Guardian (✖) icon is both a Rogue card and a Guardian card for all purposes. Generally, a multi-class card can be included in an investigator's deck if that investigator has access to either of that card's classes.

If an investigator has limited access to one of the classes on a multiclass card and unlimited access to one of the other classes on that card, it will still occupy one of the investigator's limited slots unless their deckbuilding options contains the word "other" in it (see 1.15, above).

The following section clarifies how multi-class cards operate depending on how an investigator's deckbuilding options are presented.

- ❖ **Investigators with unlimited access to more than one class (i.e. All Core Set investigators, *Minh Thi Phan*, *Sefina Rousseau*, *William Yorick*, *Leo Anderson*, *Joe Diamond*, *Preston Fairmont*, *Diana Stanley*):** A multi-class card can be included in that investigator's deck if it falls into either of the listed classes.
- ❖ **Investigators from The Dunwich Legacy expansion (i.e. *Zoey Samaras*, *Rex Murphy*, *Jenny Barnes*, *Jim Culver*, "Ashcan" *Pete*):** A multi-class card will not occupy one of these investigator's five "out of class" slots if one of its classes is the class they have unlimited access to. A card cannot take up more than one "out of class" slot, regardless of how many class icons the card bears.

❖ **Investigators with unlimited access to one class and limited access to one or more "other" classes (i.e. *Marie Lambeau*, *Finn Edwards*, *Carolyn Fern*, *investigators from Edge of the Earth*):** A multi-class card will not occupy one of the investigator's limited slots, because it falls into the unlimited category (see **Deckbuilding Options, expanded**, above).

❖ **Lola Hayes:** A multi-class card will count as a card of each of its classes toward her Deckbuilding Requirement.

(1.17) Nested Skill Tests

A skill test cannot initiate during another skill test. If during the resolution of a skill test another skill test would initiate, instead the second skill test does not initiate until the first skill test has finished resolving. If the first skill test was part of an action, the second skill test does not initiate until that action has finished resolving.

For example: Ursula performing an investigate action. As part of this investigate action, she must perform an ❖ test. During the resolution of that skill test, she plays Expose Weakness, a fast event which initiates another ❖ test. Instead of resolving the second ❖ test during the first one, the initiation of the second ❖ test is delayed until after the first skill test (and therefore the investigate action) has finished resolving.

(1.18) Maintaining Legal Deck Size

If 1 or more cards are forcibly removed from an investigator's deck and returned to the collection (such as when a card is exiled, or when a campaign effect forces an investigator to remove cards from their deck), that investigator must purchase cards so that a legal deck size is maintained. When purchasing cards in this manner, that investigator may purchase level 0 cards at 0 experience cost until a legal deck size is reached.

❖ This rule also applies if an effect alters an investigator's deck size, deckbuilding restrictions, or deckbuilding options such that 1 or more cards must be removed from or added to their deck as a result.

(1.19) Bonded Card Limit

If an investigator's deck contains a card that summons one or more bonded cards, those bonded cards are set aside at the start of each game. The number of copies of each different bonded card that are set aside in this way is equal to the number of copies of that were included in the product in which that bonded card was introduced. The number of cards in your deck that summon the bonded card in question does not factor into this limit.

*For example: An investigator may only have 3 copies of *Soothing Melody* (∞ 314) set aside at the start of the game. Similarly, an investigator may only have 1 *Essence of the Dream* (✖ 113) set aside at the start of the game, regardless of how many copies of *Dream Diary* (✖ 112) they include in their deck.*

(1.20) Myriad Cards in Standalone Mode

When counting the total amount of experience in your deck, each copy of a Myriad card after the first copy does not count towards your experience total.

(1.21) Being at No Location

Unless explicitly specified by game text, enemies and investigators must always be at a location during gameplay. If an effect (such as a "cannot move" effect) would cause an investigator or enemy to not be at a location, ignore that effect.

(1.22) Hidden Cards in Hand When Eliminated

When an investigator is eliminated, each encounter card in their hand with the hidden keyword should be placed in the encounter discard pile, in the same way as encounter cards in their threat area.

(1.23) Limbo

While the effects of an event or treachery card are being resolved, or while a skill is committed to a skill test, it is neither in play, in the discard pile, nor is it in an investigator's hand. For the purposes of rules clarification, this liminal state is called "limbo."

An event card enters limbo during step 3 of the Initiation Sequence, after costs are paid and attacks of opportunity are made (see *Appendix I in the Rules Reference*). A treachery card enters limbo after it is drawn, while its revelation ability is being resolved. A skill card enters limbo as it is committed to a skill test. While in limbo, the card is typically placed on the table to show that its effects are being resolved. It is no longer considered to be in any investigator's hand, but it has not yet been placed in any discard pile. It is technically not in play, and does not count as being in play for the purposes of other card effects, however its effects may still alter the game state. After resolving the card's effects *in full*, it is placed in its relevant discard pile and is no longer in limbo. If its effects cause it to enter play (such as attaching to another game element or placing it in an investigator's threat or play area), it leaves limbo and enters play at that point in time.

(1.24) Shifting Slots

Some card effects allow an investigator to put assets of one slot type into one of their other slots, allow one of an investigator's slot types to carry assets of a different slot type, or cause assets to no longer take up slots. In such an event, the investigator must decide which slot is holding which asset at the moment it is played. This cannot be adjusted later unless the contents or quantity of the investigator's slots changes, at which point the investigator may switch which slots are holding any of their assets.

*For example: Kōhaku has Occult Reliquary (A 132) in play when he plays Blessed Blade (Q 18). He chooses to have Occult Reliquary grant him a hand slot to hold Blessed Blade. If he later plays another **Blessed** card, such as Hallowed Mirror (O 313), he can choose to have the new card take up the additional slot and define the slot type, while he moves Blessed Blade to his default hand slot.*

(1.25) Moving Attachments

If an attachment "moves" from one game element to another, or attaches to a game element while already attached to a game element, it detaches from its original game element and attaches to the new one.



(1.26) Searching During Setup

If an investigator is instructed to search a deck for 1 or more cards during setup, abilities that trigger when a deck is searched (such as Mandy Thompson's **D** ability or abilities on **Research** cards) cannot be resolved, as the game has not yet begun.

(1.27) Weakness Events and "changing the game state"

Some weakness events such as Quantum Paradox (J 125) do not change the game state in the traditional sense when played, but nevertheless provide negative effects if they are in your hand. These weakness events may still be played to avoid their negative effects.

(1.28) Clues on Player Cards

Some card effects such as Kate Winthrop's (A 4) ability may place clues on a card controlled by an investigator. Clues that have been placed on a player card are still controlled by that player and may be spent as normal. If a game effect would cause a card with clues on it to leave play or leave an investigator's control, place each clue on that card on its location.

(1.29) Controlling and Attaching Permanent Cards

A card with the permanent keyword cannot leave its controller's play area unless directed by scenario card effects. Cards with the permanent keyword cannot be attached to other cards in an investigator's play area. Investigators cannot take control of another investigator's permanent cards.

For example: an investigator cannot attach Sin-Eater (J 94) to Elle Rubash (J 92) even if Sin-Eater has one or more doom on it.

(1.30) Basic Action Types

A basic action is an action a player may take and resolve *in full* without any other modifiers or abilities, including bold action designators. The following are basic actions: **Draw**, **Resource**, **Move**, **Investigate**, **Fight**, **Engage**, and **Evade**.

Activate, **Play**, **Resign**, and **Parley** are not basic actions.

*For example: An investigator may use Close the Circle's (A 63) ability to take a basic **Fight** action but cannot use it to **Play** an event with a **Fight** action designator, as playing an event is not considered a basic action.*

2. Card Ability Interpretation

(2.1) "You/Your," expanded

The following guidelines are used to interpret which investigator is referenced by the words "you" and "your."

- ❖ A **Revelation** ability that references "you/your" refers to the investigator who drew the card and is resolving the ability.
- ❖ When resolving a triggered ability (M, D, or ➤ ability), "you/your" refers to the investigator triggering the ability.
- ❖ If an ability contains a clause identifying whom it is targeting, "you/your" in that ability refers to those investigators. For example, *Stubborn Detective* (★ 103) reads: "While Stubborn Detective is at your location..." this clause identifies "you" as any investigator at his location. *Young Deep One* reads: "After Young Deep One engages you..." this clause identifies "you" as any investigator who engages Young Deep One.
- ❖ Any other instance of "you/your" that does not fall into the above categories refers to the investigator who controls the card, the investigator who has the card in his/her threat area, or who is currently interacting with the card.

A card may have multiple different abilities in which "you/your" may be interpreted differently. "You/your" may refer to a different investigator in each of these abilities.

For example: *Dreams of R'lyeh* reads:

Revelation – Put *Dreams of R'lyeh* into play in your threat area.

You get -1 ♠ and -1 sanity.

➤: Test ♠ (3). If you succeed, Discard *Dreams of R'lyeh*.

These three abilities reference "you/your" in different ways. For the **Revelation** ability, "your" refers to the investigator who drew *Dreams of R'lyeh* and is resolving its **Revelation**. For its constant ability, "you" refers to the investigator who has *Dreams of R'lyeh* in their threat area. For its ➤ ability, "you" refers to the investigator who is performing the ➤ ability.

(2.2) Timing of "At..." or "If..." abilities

Some abilities have triggering conditions that use the words "at" or "if" instead of specifying "when" or "after," such as "at the end of the round," or "if the Ghoul Priest is defeated." These abilities trigger in between any "when..." abilities and any "after..." abilities with the same triggering condition.

(2.3) Limits Pertaining to Play Areas

Some limits may pertain to a particular play area, such as "Limit 1 per deck," "Limit 1 in the victory display," or "Limit 1 in play." This limit restricts the number of copies of that card (by title) that can exist in the specified play area. Another copy of that card cannot enter the specified play area if this limit has already been reached. Remember that limits are player specific unless otherwise noted. For example, a card with "Limit 1 per deck" can exist in two different investigator decks.

Note: "Limit X per investigator" is a limit that pertains to an investigator's play area.

(2.4) Engaging Enemies vs Being Engaged by Enemies

When an investigator engages an enemy, that enemy has also engaged that investigator, and vice-versa. There is no difference between engaging an enemy and being engaged by an enemy. Effects that trigger "after an enemy engages you" will trigger at the same time as effects that trigger "after you engage an enemy."

(2.5) Resolving Multiple Revealed Chaos Tokens

If an investigator is instructed to "resolve" multiple revealed chaos tokens, any game or card effects which refer to "the revealed chaos token" in the singular should be construed to apply to each of the revealed chaos tokens. For example, when applying chaos symbol effects during Step 4 of a skill test or applying modifiers to an investigator's skill value during Step 5 of a

skill test, the effects and modifiers of all of the resolved chaos tokens should be applied, even though the rules state "the revealed chaos token." Similarly, any card effects that refer to "the revealed chaos token" refer to all of the resolved tokens.

For example: An investigator plays *Premonition* (¶ 199), which reads: "Put *Premonition* into play, reveal a random chaos token from the chaos bag, and seal it on *Premonition*." That investigator then uses *Olive McBride* (¶ 197) to "reveal 3 chaos tokens instead of 1, choose 2 of those tokens to resolve, and ignore the other." In this case, both of the resolved tokens would be sealed on *Premonition*, even though *Premonition* only refers to the revealed token as a singular token. Likewise, when *Premonition* instructs that investigator to "Resolve the token sealed here as if it were just revealed from the chaos bag," the investigator should resolve both of the tokens sealed on it.

Additionally, when resolving multiple chaos tokens, any game or card effects which trigger if a certain chaos token is revealed—such as the text "If the named chaos token is revealed during this skill test..." on *Recall the Future* (¶ 158)—will trigger if any of the resolved chaos tokens meet the specified conditions. Such an effect will not trigger twice if two of the designated tokens are resolved.

Note that this entry only applies when multiple chaos tokens are "resolved." If multiple chaos tokens are revealed and all but 1 of them are canceled or ignored, this entry does not apply.

(2.6) Replacing an Opening Hand

If an ability replaces an investigator's opening hand with a different set of cards, that set of cards is considered to be their new opening hand for the purposes of effects which would alter the number of cards in their opening hand.

If an ability replaces an investigator's opening hand with a number of cards "kept" from a larger set of cards, an effect which alters the number of cards in that investigator's opening hand alters both the cards originally drawn to replace that opening hand, and the number of cards "kept" from that larger set.

For example, the ability on *Sefina Rousseau* (¶ 3) reads: "When you would draw your opening hand: Draw 13 cards, instead. Choose up to 5 events to place beneath this card and keep 8 cards as your opening hand. Discard the rest." If a card effect or game effect alters the number of cards in Sefina's opening hand, it would alter both the number of cards drawn from her ability and the number of cards she keeps as her opening hand.

(2.7) Taking Control of Set-Aside Cards

If an effect instructs an investigator to take control of a card that is currently set-aside, that effect puts that card into play in that investigator's play area.

(2.8) Counting Resources

If an ability refers to the number of "resources you have," "your resources," or any variation on the above, it is only referring to the number of resources in that investigator's resource pool. Resources on other cards that investigator controls do not count toward this total unless explicitly stated.

(2.9) Automatic Success/Failure, expanded

Some card effects make an investigator automatically succeed or automatically fail a skill test. If this occurs, depending on the timing of such an effect, certain steps of the skill test may be skipped in their entirety.



- ❖ If it is known that an investigator automatically succeeds or fails at a skill test before Step 3 (“Reveal chaos token”) occurs, that step is skipped, along with Step 4. No chaos token(s) are revealed from the chaos bag, and the investigator immediately moves to Step 5. All other steps of the skill test resolve as normal.
- ❖ If a chaos token effect causes an investigator to automatically succeed or fail at a skill test, continue with Steps 3 and 4, as normal.
- ❖ If an ability “automatically evades” 1 or more enemies, this is not the same as automatically succeeding at an evasion attempt. As per the entry on “Evade” in the Rules Reference, if an ability automatically evades 1 or more enemies, no skill test is made for the evasion attempt whatsoever. Consequentially, because no skill test is made, it is not considered a “successful” evasion. The investigator simply follows the steps for evading an enemy (exhausting it and breaking its engagement).

For example: Patrice uses the ability on *Hope* (CAT 31), which reads:

“→ If *Hope* is ready, exhaust or discard him: **Evade**. Attempt to evade with a base ♣ value of 5. (If you discarded *Hope*, this test is automatically successful.)”
If Patrice chooses to discard *Hope*, the skill test automatically succeeds before chaos tokens are revealed; therefore Steps 3 and 4 of the skill test are skipped. However, the skill test still takes place. Cards may still be committed to the test, and the investigator’s total modified skill value is still determined, as it may have some bearing on other card abilities. However, if Patrice instead uses the ability on *Stray Cat* (CAT 76), which reads: “→ Discard *Stray Cat*: Automatically evade a non-Elite enemy at your location,” no skill test is made whatsoever.

(2.10) “As if...”

Some card effects allow an investigator to resolve an ability or perform an action as if a certain aspect of the game state were altered, using the text “as if...” to indicate the difference. The indicated ability or action is resolved with the altered game state in mind, but the actual game state remains unchanged.

- ❖ The game state is considered to be altered throughout the duration of the indicated ability or action, from its initiation (including the paying of its costs, attacks of opportunity, etc) through the resolution of each aspect of its effect, and up until its completion.
- ❖ Other card abilities or game effects resolved during this duration are also resolved with the altered game state in mind.

- ❖ The game state is not physically altered in any way. (e.g. if you are considered to be at a location, you do not move your mini-card to that location, enemies at that location do not automatically move to your threat area, etc.)

*For example: Luke Robinson (CAT 4) wants to play *Preposterous Sketches* (ACT 186), but is at a location with no clues. One of the locations next to him has a clue on it, so he uses his ability to play *Preposterous Sketches* as if he were at that location and engaged with each enemy at that location. The game state is considered to be altered in this way throughout the playing of *Preposterous Sketches*, from its initiation to its resolution. Among other things, this might mean: (a) if there is an enemy at that location, playing *Preposterous Sketches* would provoke an attack of opportunity, (b) if that location has an ability that would alter the cost of playing the card, it would do so, and (c) other card abilities that might trigger from Luke drawing 1 or more cards would do so as if he were at that connecting location and engaged with that enemy, and so on and so forth. Once *Preposterous Sketches* has finished resolving and is placed in the discard pile, Luke is no longer considered to be at that location and engaged with each enemy at that location.*

(2.11) “...unless all of (location’s) clues have been discovered.”

Some locations have abilities that prevent you from entering or using a particular ability unless all of the clues have been discovered from a particular location; for example, the Engine Car (ACT 175–177). When interpreting such an ability, if the location is unrevealed (and therefore has no clues on it), this does not satisfy the ability; it must have been revealed at some point.

(2.12) Interpreting “You” When Taking or Being Dealt Damage

When an ability refers to “you” in response to taking damage or being dealt damage, it also includes any assets you control.

*For example: The → ability on *Survival Knife* (ACT 17) triggers “after an enemy attack deals damage to you during the enemy phase.” This ability triggers even if the damage from that attack is assigned to one or more of your assets, and not your investigator card. However, if all of the damage from that attack is assigned to another investigator or their assets (through the use of a card effect that allows them to do so), then no damage has been dealt to you.*

(2.13) “Looking at,” “Searching,” & “Finding”

These three terms all involve sifting through out-of-play cards (typically an investigator’s deck or the encounter deck), but do not count as one another for the purposes of other card effects. *For example, if an investigator “looks*

at" the top 3 cards of their deck, this is not a search effect. Additionally, while "finding" a card does typically involve searching through out-of-play areas, this is also not considered to be a search effect.

(2.14) "Draw" vs "Add to hand"

If a card explicitly adds a card to an investigator's hand without using the word "draw," it does not count as "drawing" a card for the purposes of other card effects. (Note that some abilities such as *relevation abilities* or *weaknesses and Dilemma* cards trigger regardless of whether the card is "drawn" or "added" to your hand.)

(2.15) "Encounter cards" vs "Scenario cards"

These two terms are used interchangeably to mean any non-player card used in a scenario, such as the contents of the encounter deck, locations, acts, agendas, the scenario reference card, etc.

(2.16) "Farthest from all investigators"

Some card effects instruct investigators to put a card into play at the location farthest from all investigators. This is determined by finding the location with the highest combined distance from each investigator (with no investigators at it, if able). In the event of a tie, as usual, the lead investigator decides.

For example: Location A is 5 connections away from investigator A and 1 connection away from investigator B. Location B is 3 connections away from investigator A and 4 connections away from investigator B. Location B is therefore the farthest from both investigators, because the total distance for each investigator to get to location B is higher than location A. (This is true even though location A is farther from investigator A.)

(2.17) "Different"

Some card abilities refer to "different" cards. Different cards are cards with different titles (excluding subtitles). (e.g. two copies of *Ward of Protection* are not considered to be "different," even if they have different levels.)

Some card abilities refer to "different" actions or "different" abilities. An ability or action is different from another ability/action if the two are non-identical abilities, separate abilities on the same card, or abilities on two different cards. (e.g. the two separate fight abilities on *Sledgehammer* are different from one another, however identical fight abilities on two copies of *Machete* are not different from one another, nor are two basic fight actions).

ⓘ The exception to this rule is locations. Separate location cards are, by their very nature, not the same location. Therefore, multiple copies of locations with the same title are still considered to be different locations.

(2.18) "...only as your first action"

If a card can only be played or its ability only triggered as your "first action," it must spend one of your actions, and that action must be the first one you have taken during your turn. If it is fast, a free triggered ability, ignores its action cost, or takes place outside of your turn, it cannot be played or triggered.

(2.19) "Take an action" vs "Perform/resolve an action"

Some effects allow an investigator to "take" an action, usually of a certain type—for example, the ability on Ursula Downs (ⓘ 2) or Haste (ⓘ 239). If an effect allows an investigator to take an action, they effectively gain an action and then immediately spend it in order to take the action in question, meaning it follows all of the rules taking an action might normally follow: it may provoke attacks of opportunity, it counts as an action for the purposes of cards that count how many actions you have taken, etc.

Some other effects, such as Quickdraw Holster (⚡ 89), allow an investigator to "perform" or "resolve" an action. Such effects typically specify that they ignore that action's ⚡ cost. In this case, no action has been gained or spent, and the action is resolved as specified.

(2.20) The Silver Rule

If the text of two cards directly contradict one another in a way that is impossible to reconcile, the encounter card takes precedence over the player card. If both cards are encounter cards or both are player cards, the lead investigator may decide which takes precedence.

(2.21) Treachery Subtitles

Treachery cards do not have a header for their subtitle. If the title of a treachery card contains 1 or more words in parentheses, that is considered to be its subtitle. Other cards with the same title and a different subtitle are still considered to be copies of one another. e.g. *Restless Journey* (*Fallacy*) and *Restless Journey* (*Hardship*) are both copies of *Restless Journey*.

(2.22) Diana Stanley

Diana Stanley's ability typically interacts with events in limbo or other cards that may or may not be in play. As such, Diana Stanley's ability can be triggered even if that card is currently in limbo or in the discard pile.

(2.23) "For each" or "for every"

Some card effects instruct an investigator to perform an effect multiple times for each instance of a particular condition (e.g. "for each horror on you," or "for each card in your hand"). If such an effect can be calculated and resolved simultaneously, it should be resolved (and may be canceled, ignored, or prevented) as a single cumulative effect. If it cannot be resolved simultaneously (for example, if it has multiple steps, a choice, or other dependencies), each instance should be resolved as a separate effect (and must be canceled, ignored, or prevented independently of each other effect).

For example: A treachery card instructs you to "take 1 horror for each point you fail by." Since you can calculate how many points you fail by and resolve the dealt horror simultaneously, it should be resolved as a single instance of horror.

A different treachery card instructs you: "For each point you fail by, you must either lose 1 action or take 1 horror." This treachery must be resolved as separate effects; each point failed by requires you to make a choice, whether that choice is to lose an action or to take a horror. Each instance must be resolved separately, even if the resulting outcome only causes you to take horror.

(2.24) "Ignoring all costs"

Some cards like *Knowledge is Power* (⚡ 231) or *Word of Woe* (⚡ 12) allow an investigator to play a card or activate an ability on an asset, "ignoring all costs." These effects only ignore the costs of initiating an ability, such as ⚡ costs, resource costs, spending uses, etc.. They do not ignore additional costs that must be paid when resolving that ability—in other words, anything "before the colon" is ignored, but any additional costs "after the colon" must be paid as normal. Abilities that exile a card and/or remove a card from the game as a cost cannot be ignored.

*For example, if an investigator uses *Knowledge is Power* to activate the ⚡ ability on *Old Book of Lore* (ⓘ 279), *Knowledge is Power* allows you to ignore the action cost and exhausting of *Old Book of Lore* to activate its ability and search your deck for a card, but does not waive the additional cost to spend a secret to play that card. Likewise, playing *Word of Woe* waives the action cost to activate the ability on *Earthly Serenity* (⚡ 117), but does not waive the cost to spend charges to heal an investigator at your location. Additionally, *Pushed to the Limit* (ⓘ 113) does not allow an investigator to waive the cost of exiling *Fire Extinguisher* (⚡ 80) when resolving its second ability.*

(2.25) Revelation Ability Priority

If an investigator has both a *Dilemma* card and a weakness and/or encounter card in their hand, the weakness and/or encounter card must be resolved first. If a *Dilemma* card is drawn while resolving a skill test, resolve the skill test in full before resolving the *Dilemma*'s **Revelation** effect.

Frequently Asked Questions

This section provides answers to a number of common questions that are asked about the game. The entries are presented in a question and answer format, with the newest questions at the end of the list.

Q: Can I investigate a location with no clues on it? If I do, what happens?

A: Yes. You can investigate a location even if there are no clues on it. However, you won't be able to discover any clues there, because there are no clues on the location to discover. Investigating a location with no clues might still be useful to trigger card abilities such as Burglary (★ 45) or Scavenging (★ 73).

Q: Are clues on Cover Up (★ 7) considered to be "at my location" for the purposes of Roland's ★ ability?

A: No. Generally speaking, cards (such as investigators, assets under your control, enemies in your threat area, etc) are "at" a location. Clues are only "at" a location if they are physically on that location ("Clues," Rules Reference, page 7).

Q: Is there any difference between "at a location" and "in a location?"

A: No. Both terms have the same meaning and are used interchangeably.

Q: If I play an event with a **Fight** ability, like Backstab (★ 51), does it provoke attacks of opportunity?

A: No. Abilities with a bold action designator (like **Fight**, **Evade** or **Investigate**) count as an action of that type. In this case, since Backstab counts as a **Fight** action, no attacks of opportunity are made, because **Fight** actions do not provoke attacks of opportunity. The same goes for **Fight** abilities on assets, like .45 Automatic (★ 16).

Q: If I use an ➤ ability or play an event with a bold action type (like **Fight**, **Evade**, or **Investigate**), do I need to spend one action to use the ability and another action to initiate the action listed? Or just one action?

A: Paying the cost of the ability is enough to initiate the action designated. There is no need to spend an additional action.

Q: Can I trigger the ➤ abilities on two copies of .45 Automatic (★ 16) for +2 ♠ and +2 damage?

A: No. Each ➤ ability is a separate action that must be resolved in full before you have the opportunity to take another action.

Q: Can I trigger the ability ➡ on cards like Physical Training (★ 17) more than once per skill test?

A: Yes. Unless the ability has a printed limitation on it, you may use it as often as you like, provided you are able to pay the ability's cost each time.

Q: If there are clues or cards at an unrevealed location, and then that location is revealed, what happens to those clues/cards?

A: Any clues or cards at an unrevealed location remain where they are when the location is revealed. This includes clues physically placed on the location, enemies or assets at that location, and cards attached to that location. Clues that are placed on the newly revealed location from its clue value are simply added to the clues that were already on that location when it was revealed.

Q: If a card effect says to heal damage or horror but does not indicate from where, can I use it to heal assets or investigators other than myself?

A: No. "Heal X damage/horror" is shorthand for "Heal X damage/horror from your investigator." If a card simply reads "Heal X horror" or "Heal X damage," you can only use it to heal horror or damage from your investigator. Cards that allow you to heal other investigators or assets will specify that.

Q: Who gets the effects/benefits of a skill card committed to another investigator's skill test? If I commit Overpower (★ 91) to another investigator's skill test, do I get to draw 1 card, or does the investigator performing the skill test get to draw 1 card?

A: Generally speaking, the player who committed the skill card gets the effects of any ability on that skill card. In your example, you would draw the 1 card, not the investigator performing the skill test. However, if a skill card changes or adds to the results of the skill test itself, the investigator performing the test receives the benefit of that ability. For example, if you committed Deduction (★ 39) to another investigator's skill test, that investigator would be discovering the additional clue, not you, because you are altering the effects of their skill test.

Q: When I use the ability on Stray Cat (★ 76), can I choose any enemy at my location, even if they are engaged with other investigators?

A: Yes. When you perform a standard evade action, you may only attempt to evade enemies engaged with you. However, card effects (such as Stray Cat or Cunning Distraction (★ 78) may alter or supplant this limitation.

Q: When I attack using Shrivelling (★ 60) and reveal a ♠, ♦, ♣, ♠, or ♦ symbol, when do I take 1 horror?

A: You would take 1 horror immediately as you reveal the symbol, during "ST.3 Reveal chaos token" ("Skill Test Timing," Rules Reference, page 26). If you had any reactions to taking that horror (such as Agnes Baker's ability), you would trigger it then, before resolving the rest of the attack.

Q: If I automatically fail a test (from revealing a ♦ symbol, for example), I treat my skill value as if it were 0. If the difficulty of the test is 0, does that mean I succeed?

A: No. No matter what, if you automatically fail a test, you have failed the test, regardless of how your skill value and the difficulty compare.

Q: How does "searching the collection" for a random basic weakness work? Do I use the same pool of weaknesses I used during deck construction? Or do I search through all of my weaknesses?

A: Anytime players are instructed to search for a random basic weakness—be it during deck construction, during a scenario's setup or resolution, or during a scenario itself—players should use the same pool of weaknesses, which is constructed using all of the basic weaknesses from only 1 copy of each product they own. If each investigator has their own collection of cards, they should each use their own pool of weaknesses constructed in the same manner, so as to avoid players' cards getting mixed together accidentally.

For example: Damon and Kelsy have each constructed decks using Damon's collection, which consists of 2 copies of the Core Set. During deck construction, they each included 1 random basic weakness from a pool of weaknesses consisting of only the 10 weaknesses in a single copy of the Core Set. This leaves a pool of 8 weaknesses remaining. If they are later instructed to each search the collection for a random basic weakness, these weaknesses would be taken from that remaining pool of 8 weaknesses.

Q: I have committed Double or Nothing (★ 26) and Perception (★ 90) to a skill test during an investigation, and I also have Dr. Milan Christopher (★ 33) in play. If I succeed, which effects are resolved twice?

A: The effects of a successful skill test are applied during step 7, and Double or Nothing causes each of these affects to be resolved twice. Dr. Milan Christopher's ability is a reaction to succeeding at a skill test, and therefore is triggered and resolved during step 6, after success is determined. During step 7, the game result of the investigation (discovering 1 clue), and the "if this test is successful" result of Perception are both resolved twice due to Double or Nothing's effect.

Q: Can Terror from Beyond (§ 101) cause weaknesses to be discarded from an investigator's hand?

A: Terror from Beyond can cause weaknesses to be discarded, even if you are the one making the choice. Terror from Beyond instructs an investigator to choose a card type, and then all investigators are obligated to discard all cards of the chosen card type. In this case, you aren't optionally choosing to discard 1 or more cards; you are selecting a category of cards to be discarded, and the discard is mandatory.

Q: Can I play Ward of Protection (level 5) (§ 307) to cancel and discard an enemy on the reverse side of an act or agenda? And if so, where does it go?

A: You cannot. When you flip to the b-side of an act or agenda and it is an encounter cardtype (typically a treachery, enemy or location), you should follow the rules for drawing that encounter card *solely for the purposes of figuring out how that card enters play and for resolving any appropriate revelation effects*. You should not be able to trigger effects based on having "drawn" that card, as it was not actually drawn, and it is not clear who is doing the drawing in such an event.

Q: If I use Duke (§ 14) to move into a location that causes my turn to "immediately end" in the middle of resolving Duke's ability, does the ability continue resolving?

A: Yes. If during the resolution of an ability, your turn ends ("immediately" or otherwise), you will still resolve the remainder of that ability. The rest of that ability is not canceled. Note, however, that any "until the end of your turn" effects would still expire at this time, since your turn has ended, but you'll still continue to play out the remainder of Duke's ability.

Q: What constitutes a "skill test on a Spell card" for the purposes of cards like Spirit Athame (§ 35) and Grounded (§ 113)?

A: A "skill test on a card" is any ability that directly prompts a skill test, either through the template "test skill (X)," or by initiating an action that is, in itself, a skill test (for example, any card with **Fight**, **Evade**, or **Investigate** action designators).

Q: Can a location with no valid path to my location be the "nearest" or "farthest" location from my location?

A: Yes, but only if there are no other eligible locations with a valid path to your location. If there are other locations with a valid path to your location, the nearest or farthest of those must qualify as the "nearest" or "farthest" to your location.

Q: If an enemy is in a location with no valid path to your location, can it still be the "nearest" enemy purposes of cards like Mysterious Chanting (★ 171) or Dance of the Yellow King (§ 97)?

A: Even if it has no valid path to an investigator, an enemy can still qualify as the "nearest" enemy if there are no other enemies in play that are nearer. That said, an effect that require an enemy to track a path to an investigator (such as Dance of the Yellow King) would not cause an enemy to move if there is no valid path.

Q: How does Time Warp (§ 311) interact with cards being returned to decks?

A: To the extent that cards can be returned to the same state they were in before, they should be. For example, if you used Scrying (★ 61) to reorder the top 3 cards of the encounter deck, and then an investigator played Time Warp, you should go back and reorder those 3 cards to their original order. Likewise, if you drew 1 card and then played Time Warp, the card you drew should be returned to the top of your deck. If you are unable to return the game state to exactly the way it was before the action was performed, the effect fails.

However, if a deck was searched and/or shuffled, there's no way of knowing the exact order of the cards as they were beforehand, so keeping the deck shuffled is fine. You still don't know the order of the cards in the deck, so the game state is effectively the same. For example, let's say you used No Stone Unturned (§ 26) to search your deck for a card, draw it, and shuffle your deck. In this case, if an investigator played Time Warp, it is fine to simply shuffle the card you searched for back into your deck. As far as the game state is concerned, your deck is in the same state it was before No Stone Unturned was played.

Q: What happens if a skill test both automatically succeeds and automatically fails simultaneously?

A: If a skill test both automatically succeeds and automatically fails, the automatic failure takes precedence, and the test automatically fails.

Q: If I purchase a permanent card for my deck, like Charon's Obol (§ 308), can I later remove it from my deck?

A: Not unless an effect explicitly allows you to do so. Generally cards are only removed from your deck if you purchase a new card and must swap out an existing card in order to reach your investigator's deck size. However, since Permanent cards do not count towards your deck size, they cannot be swapped out in this way. There is no rule which allows you to remove cards from your deck at will.

Q: If I use the ability on Archaic Glyphs (Prophecy Foretold) (§ 193) to "automatically evade an engaged enemy," does that mean an enemy engaged with me, or an enemy engaged with any investigator?

A: By default, an "engaged enemy" is an enemy currently engaged with you. If a card allows you to interact with any enemy engaged with an investigator, it will specify that.

Q: If I am playing as Carolyn Fern (∞ 1) and succeed on the skill test for Liquid Courage (§ 24), can I trigger Carolyn's ⚡ ability twice, or only once?

A: Only once. The word "additional" in the second healing effect denotes that the two points of healing should be lumped together into one healing effect, not treated as two separate instances of 1 healing each.

Q: Can I use two cards that replace 1 revealed chaos token with multiple tokens, like Olive McBride (¶ 197) and Grotesque Statue (★ 71), on the same skill test?

A: Yes, you can. When you use multiple effects that replace "revealing a chaos token" with something else, you must first declare your intention so you are reacting to what you draw from the bag, because each of these effects are meant to be triggered before you draw tokens from the bag.

If you declare you're going to trigger Olive's ability first, you should then declare which of the 3 tokens you're about to reveal from Olive's ability will be turned into 2 tokens from the statue (For example, "I'm going to reveal 3 tokens using Olive, and for the first token, I'm going to reveal 2 instead of 1 using my statue"). Then you'll ignore one of the 2 statue tokens, and be left with 3 total tokens, which you'll then ignore 1 of. (All of these tokens are considered to be revealed simultaneously, so you are not allowed to reveal the first 2 tokens with Olive, and then decide whether or not to use the statue).

If you instead trigger the statue's ability first, you would do the same thing, declaring your intent. (For example, "I'm going to reveal 2 tokens using my statue, but for the second token, I'm going to use Olive's ability to reveal 3 instead of 1".) Then you would choose between resolving the first token or the 3 Olive tokens. (Here this may seem a little strange, because Grotesque Statue says "Choose 1 of those tokens to resolve, and ignore the other," which implies that you only get to resolve 1 token and ignore 1 token, but for the purposes

of resolving these types of effects, the 3 tokens revealed from Olive's ability should be treated as 1 revealed token.) If you decide to resolve the 3 Olive tokens you would then choose 2 to resolve and resolve the other, as usual.

Q: When I swap Dark Pact (¶ 38) out of my deck for The Price of Failure (¶ 39), does Dark Pact return to the pool of available basic weaknesses?

A: Dark Pact is returned to your collection, but should not be returned to the pool of available weaknesses when it is swapped out — this ensures that you can always swap between Dark Pact and The Price of Failure without it being unavailable later. Same goes for Doomed (¶ 40) if it is swapped out.

Q: Does the ability on Ursula Down (¶ 2) allow me to take an **investigate** action on an asset or event card?

A: Yes. Ursula's reaction allows you to take any investigate action, including those performed via the activate action or via the play action.

Q: Does the investigate action taken via the ability on Ursula Down (¶ 2) provoke attacks of opportunity?

A: Yes. If an ability allows you to "take an action," it is as though you are gaining an action and immediately spending it to perform that action. This is different from reaction or free triggered abilities that simply perform the effects of an action directly, such as the reaction on Survival Knife (¶ 17).

Q: Can I use "Let me handle this!" (¶ 22) or "You handle this one!" (¶ 28) on a weakness?

A: No. Both of these cards are played after you or another investigator draw a non-peril encounter card, but before resolving that card's effects. Weaknesses with an encounter cardtype (such as enemies or treacheries) are considered to be encounter cards while they are being resolved and once they have entered play, but are not considered to be encounter cards yet at the time that these cards are played. Therefore, at the time these cards would be played, they are still player cards and are not legal targets.

Q: Do enemies exhaust after making attacks of opportunity, retaliate attacks, or other attacks (via card effects)?

A: No. Enemies only exhaust after attacking if they perform an attack during step 3.3 of the enemy phase. Unless otherwise noted, all other enemy attacks do not cause that enemy to exhaust.

Q: If an ability refers to "your cards," is it referring to cards you control, or cards you own? For example, does the ability on Carolyn Fern (∞ 1) only work if a card I control heals horror, or does it work if a card I own but do not control heals horror?

A: In general, "your cards" are the cards you currently control. If you own a card but do not control it, it is not "yours" for the purposes of abilities.

Q: Can I use the ¶ ability on Track Shoes (∞ 36) after moving to a location with no enemies?

A: Yes. The "before enemies engage you" part of the ability is just referring to the timing point at which enemies would engage you; it is not specifying that there must be an enemy there in order to trigger the ability.

Q: Does Patrice Hathaway's (CAT S) card draw during the upkeep phase occur all at once, or one at a time? What happens if I draw a weakness, like Amnesia (★ 96)?

A: Anytime you draw one or more cards, the card draw occurs simultaneously unless the effect uses the phrase "one at a time." Then, once all of the cards have been drawn, you must resolve all **Revelation** abilities on those cards (in an order of your choosing).

Q: Can Patrice Hathaway's (CAT S) ability cause her to discard hidden encounter cards from her hand?

A: No. Hidden cards cannot be discarded from hand by any means except for those described on the card.

Q: If a card has 0 cost or no cost, is its cost even or odd?

A: Zero is an even number, so cards with 0 cost have an even cost. Skill cards and cards with a "—" cost do not have a cost at all, so their cost is neither even nor odd.

Q: Can tokens (like Tony Morgan's bounties) be placed on swarm cards?

A: Yes. Each swarm card counts as a separate copy of its host card and can have its own tokens on it.

Q: For Mandy Thompson's (CAT 2) reaction, what does it mean to "resolve 1 additional target of the search?"

A: Search effects typically instruct you to resolve an effect using the card(s) targeted by the search. For example, if you used an effect to "search the top 3 cards of your deck for a card and draw it," drawing the searched-for card would be resolving the target of the search. If you used Mandy's reaction here, you could either search the top 6 cards of your deck for a card and draw it, or search the top 3 cards of your deck for 2 cards and draw them both. (You must decide which before initiating the search.)

Q: Can I play a card with a cost of "—"?

A: No. Cards with a cost of "—" have no cost that can be paid, and therefore cannot be played. For example, if Pendant of the Queen (CAT 22) is discarded from play and then shuffled back into your deck and drawn, you would be unable to play it from hand. (Cards that put it directly into play bypassing its cost would be able to put it into play, however.)

Cards with a cost of "—" that are played as a copy of a different card, such as Eidetic Memory (CAT 306), use the resource cost of the copied card, and therefore bypass this restriction.

Q: Do ♦ and ♣ tokens have a modifier or value if they are revealed outside of a skill test?

A: No. ♦ and ♣ tokens revealed outside of a skill test have no modifier or value.

Q: If adding a certain number of ♦ or ♣ tokens to the chaos bag is part of an ability's effect, and there are not enough ♦ or ♣ tokens remaining to fulfill that effect, what happens?

A: You perform as much of the ability as you can, adding ♦ or ♣ tokens until there are none left to add.

Q: If adding a certain number of ♦ or ♣ tokens to the chaos bag is part of a card/ability's cost, and there are not enough ♦ or ♣ tokens remaining to fulfill that cost, what happens?

A: If the cost cannot be paid, the card/ability therefore cannot be played/triggered.

Q: What happens if the card beneath Amanda Sharpe would enter a different play area while it is committed to a skill test?

A: It still enters that play area—it only remains beneath Amanda if it would otherwise be discarded (such as at the end of the skill test).

Q: If a card such as Cheap Shot (掣 23) is returned to my hand, what areas am I allowed to retrieve it from? If it is shuffled into my deck, can I still return it to my hand?

A: In general, unless otherwise specified, players can “return” such a card from any play area, so long as it is in an area that allows the card to be found and identified. For example, if Cheap Shot is in the discard pile or attached to another card (such as a Crystallizer of Dreams (鑄 24) and you are able to find it, you may return it to your hand from that area. However, if it is in a place where its position is impossible to determine (such as shuffled into your deck) or facedown in a place where you are not allowed to look at its other side (for example, as a swarm card), you would be unable to return it to your hand, and therefore that aspect of the effect would fail.

Additionally, if Cheap Shot is removed from the game, unless specifically stated otherwise, no game effects can interact with it in any way until the end of the game.

Q: During a campaign, do ♦ and ♣ tokens remain in the chaos bag from scenario to scenario?

A: No, ♦ and ♣ tokens do not carry over from scenario to scenario.

Q: If I use Grisly Totem (∞ 119) after committing the card beneath Amanda Sharpe (● 2), how long does its bonus icon stay for?

A: The bonus icon granted by Grisly Totem does not specify a duration, so this effect should remain until the committed card leaves play. The real question is: when does the committed card enter or leave play?

Generally speaking, cards placed beneath other cards (such as the card beneath Amanda Sharpe) are out of play. Cards committed to tests never really “enter play,” but while they are committed to a test, their icons are added to the investigator’s relevant skill and their text is active. So, while the card beneath Amanda is committed to a test, its icons and text should be alterable by game effects (as if you had committed it from your hand), just like any other in-play card. But as soon as that test ends, it returns to its out-of-play state, and any lasting effects would drop.

TL;DR: The bonus icon granted by Grisly Totem would only apply for the test during which Grisly Totem is used, after which the card returns to its out-of-play state, and the bonus icon would drop.

Q: If a swarming enemy engages Zoey Samaras, can she trigger her ♦ ability once for each enemy in total, or only once for the entire swarm?

A: Although swarming enemies move and engage together as a single entity, each swarm card is its own separate enemy. If a swarming enemy engages Zoey, each of its swarm cards are also enemies that have engaged Zoey. Therefore, she may trigger her ♦ ability once for each of them.

Q: Can I look at facedown cards beneath or attached to other cards I control? If I use the ↗ ability on Ancestral Knowledge (● 303) to draw one of the cards attached to it, am I allowed to know what each card is, or is it random?

A: Unless an effect states otherwise, investigators are allowed to look at the other sides of facedown cards beneath or attached to cards they control, such as Ancestral Knowledge, Backpack (● 37), and Diana Stanley (∞ 4). If you are given the ability to draw, play, or interact with one of those cards, you may look at them to know which one you wish to draw or play.

This is not true for facedown cards that are attached to encounter cards or placed facedown via a scenario effect, such as swarm cards, empty space, or tomes beneath locations in the challenge scenario Read or Die. In these instances, players cannot look at the other side of those cards unless instructed otherwise.

Q: As Lola Hayes (● 6), what role do I switch to if I resolve Crisis of Identity (● 19) and the discarded card is a multi-class card? What happens if my deck is empty and no card is discarded?

A: If the discarded card is a multi-class card, you may choose which of those classes to switch your role to. If no card is discarded, your role stays the same and is not switched.



Q: If I have Forced Learning (※ 31) and I draw a weakness during my upkeep phase, can I choose to discard it? What happens if both cards I draw are weaknesses?

A: Weaknesses cannot be chosen to be discarded from your hand. If you draw 1 weakness and 1 non-weakness card, you must choose to discard the non-weakness card, then resolve the weakness as normal. If you draw 2 weaknesses, you cannot discard either one, and must resolve both of them.

Q: If I use First Watch (-cat 110) to deal encounter cards to investigators, are those dealt cards considered to be in the encounter deck for the purposes of other card effects, such as On the Hunt (owl 263)?

A: Cards dealt to investigators by First Watch are no longer in the encounter deck, nor are they yet in play or in the encounter discard pile. That said, all cards dealt via First Watch must be drawn and/or dealt with before moving on to the next phase, so using On the Hunt in this manner would not avoid it.

Q: While playing a "Return to" scenario, what do I do if a campaign guide instruction or card ability refers to a card from an encounter set that has been replaced with a new encounter set?

A: If it is a setup instruction or an instruction to search for that card and put it into play, the investigators should find the matching card from the new encounter set that replaced it and follow the instructions using that card, instead. (If it is unclear which is the matching card, use the encounter numbers to help guide you. For example, Wizard of the Order is card 4/6 of the Dark Cult set; if that set was replaced, the matching card would be card 4/6 of the new set.)

If it is a gameplay effect other than the above, ignore it.

Q: What happens if I am Entombed and use Ethereal Form and am already engaged with an enemy? One says I cannot disengage from enemies, the other says enemies cannot be engaged with me.

A: When two cards directly contradict one another in a way that is impossible to reconcile, the text of the encounter card takes precedence. In this case, Entombed would take precedence over Ethereal Form, and the enemy would remain engaged with you (see section 2.20—The Silver Rule).

Q: When exactly are bless and curse tokens removed from the chaos bag? Are they still present in the chaos bag during the resolution of a scenario?

A: Bless and curse tokens should be removed from the chaos bag when the game is cleaned up after the resolution of a scenario. This occurs before moving onto any subsequent story interludes, unless otherwise noted.

Q: Can I return signature cards to my hand with Shrine of the Moirai (● 310)? If so, how many levels do they count as?

A: Signature cards do not have a level, so they cannot be returned to your hand with Shrine of the Moirai.

Q: Can Defensive Stance (※ 24), Survey the Area (※ 37), Occult Theory (※ 65), or Dauntless Spirit (※ 78) be committed to tests from beneath Amanda Sharpe (● 2)?

A: No. A card can only be committed to a skill test if it possesses 1 or more skill icons matching the skill being tested. As these cards only possess skill icons while they are in your hand or already committed to a test, they cannot be committed to a test from anywhere else (such as beneath Amanda Sharpe, or directly from your deck using another card effect).

Q: As Lola Hayes (owl 6), can I use Lola's  ability to switch roles in the middle of resolving another ability?

A: As long as it is during a  player window, yes.

Q: Which triggers first: Parallel Agnes's ($\uparrow\downarrow$ 17) ability or Heirloom of Hyperborea (★ 12 / $\uparrow\downarrow$ 18)? What about Crystallizer of Dreams (cat 24)?

A: An event card is placed on top of its owner's discard pile during step 4 of the play/initiation sequence, so any effect that modifies where the event goes (such as Parallel Agnes Baker or Crystallizer of Dreams) must occur during that step. An effect that triggers "after you play" an event but does not modify where the event goes (such as Heirloom of Hyperborea's ability) would naturally trigger just after step 4.

Q: If I commit Daring (cat 111) to a skill test as Silas Marsh (● 5) and use his ability to return it to my hand, do its effects still resolve?

A: The lasting effect that grants the enemy retaliate and alert would continue for the duration of the skill test, since it is a lasting effect, and lasting effects persist for the specified duration regardless of whether the card that created the lasting effect is or remains in play. The second aspect of the ability, however, functions like any other ability on a skill card; it may only be used during the resolution of the skill test to which Daring is committed. (It is not a delayed effect.)

Q: How exactly does the ability on Discipline (Balance of Body) (※ 14a) work? Can I use it to trigger a fight ability that requires multiple actions, such as the triple-action ability on Sledgehammer (※ 96)? If so, does it ignore the additional action cost of that ability?

A: This ability allows you to "take up to 3 different fight or evade actions." This effectively grants you (up to) 3 additional actions, which each must be spent to trigger a different fight or evade ability (see section 2.17, "Different;" and section 2.19, "Take an action" vs "Perform/resolve an action"). One of the 3 fight or evade actions taken by Discipline (Balance of Body) can be a multi-action ability, but if so, you must still pay the additional action cost of that ability, and those additional actions would have to come from your standard pool of actions or from a source other than Discipline (Balance of Body). You cannot use Discipline (Balance of Body) to use Sledgehammer's triple-action on its own, nor can you use it to dodge the additional action cost of that ability.

Q: When I investigate using the upgraded Sixth Sense (◇ 322) and reveal one of the listed symbol tokens, how do I resolve investigating 2 locations? How do I resolve any additional effects that would trigger as a result of investigating the second location?

A: To investigate 2 locations with the upgraded Sixth Sense, you perform one investigation test, choosing the shroud value of either your current location or the chosen location, and then you apply the results of the test to both locations. Each effect on either location that would trigger during that investigation still triggers, so long as you haven't passed its initiation point.

For example, if you choose Experimental Therapies Ward (cat 72), you may resolve its triggered ability of taking 1 horror to give it -2 shroud for the investigation. By that same logic, the **Forced** effect on Grand Chamber (● 64) will trigger if you do not succeed the skill test by at least 2.

Q: Does Read the Signs (cat 117) allow me to ignore Locked Door (★ 174) or other effects that would prevent an investigation?

A: No. Read the Signs only allows you to ignore triggered abilities such as the haunted keyword or forced effects on your location. It cannot ignore constant effects, such as the one on Locked Door.

Q: What kind of "effects of the failed skill test" does Neither Rain nor Snow (● 2) allow you to cancel?

A: Neither Rain nor Snow may cancel effects that trigger during Steps 6 & 7 of a failed skill test. This may include keywords such as alert, retaliate, and haunted, as well as negative effects on the scenario reference card that might trigger as a result of the failed skill test.



Q: How does the “for each” or “for every” ruling (2.23) work with a card that allows me to ignore an effect, such as Deny Existence (∞ 280)?

A: Deny Existence only allows you to ignore a single effect, such as one instance of horror, or one instance of discarding cards. Whether an effect is a “single cumulative effect” or “separate effects” depends on whether the effect forces the investigator to make a choice.

For example, Terrible Secret (∞ 15) must be resolved as “separate effects”, because the investigator is choosing whether to discard or take 1 horror for each card beneath Diana Stanley. Deny Existence can only ignore discarding one card or taking one horror; it cannot ignore all horror or all cards that would be discarded, as these are separate effects.

Q: When a card such as Grappling Hook (♂ 9) or Sledgehammer (⌘ 94) instructs me to perform a different number of actions than the cost of the ability, how do I determine how many actions I have performed for the purposes of card effects?

A: When resolving an ability, the investigator is considered to have performed as many actions as specified by the effect. For example, Grappling Hook or Discipline (Balance of Body) (⌘ 14a) instruct you to perform 3 different actions. Regardless of the cost paid to initiate the ability, you have performed 3 actions (assuming you took each available action). Conversely, an investigator activating the second ability on Sledgehammer has only performed one action, although they spent two actions to do so.

Q: If an effect allows you to take or perform multiple consecutive actions, such as with Eon Chart (⌘ 100) or Nimble (↗ 17), are there player windows between these actions where I'd be able to play a fast card or resolve a free triggered ability?

A: No, there are no player windows between multiple consecutive actions.

Q: What does it mean to treat True Magick (⌘ 70) as a revealed Spell asset?

A: When you reveal a **Spell** asset using True Magick’s ability, True Magick essentially becomes a copy of the revealed asset, including its cost, name, text box, and **Traits**. Charges on True Magick may be spent while resolving that asset’s abilities. For example, when resolving the ability on Brand of Cthugha (⌘ 90), you may spend up to 2 charges from True Magick to deal that much damage for your attack.

As True Magick copies the revealed asset’s traits, it may interact with abilities such as the reaction ability on Twila Katherine Price (黑夜 244) and upgraded Sign Magick (∞ 8).

Q: Can an enemy spawn or move into Dream Gate (黑夜 15) while Luke Robinson (黑夜 4) is at Dream-Gate?

A: Enemies cannot spawn at Dream-Gate. If an enemy would spawn at Luke Robinson’s location while he is at Dream-Gate, it is discarded instead. If Luke Robinson moves into Dream-Gate while engaged with an enemy, that enemy disengages (but does not exhaust) and does not move with him. While at Dream-Gate, Luke Robinson cannot be chosen as an investigator for the purposes of enemy movement.

Q: If Luke Robinson (黑夜 4) has Entombed (⌚ 89) in his threat area when the Forced effect on Dream-Gate (Pointless Reality) (黑夜 15) triggers, what happens?

A: While Entombed would prevent Luke Robinson from moving, an investigator cannot be at “no location” unless explicitly stated. When Dream-Gate’s forced effect would move Luke Robinson at the investigation phase, you may ignore the effect on Entombed long enough to place Luke in a revealed location.

Q: How does the ability of Soul Sanctification (♂ 123) interact with Second Wind (⌚ 149) when I have either 1 or no damage on my investigator?

A: Soul Sanctification grants you the ability to heal damage or horror in excess of a target’s maximum health or sanity. Normally, you would not be able to play Second Wind when you have no damage on your investigator, but with Soul Sanctification, you can play Second Wind when you have no damage on your investigator to place 2 offerings on Soul Sanctification. (Note: You will still draw 1 card from Second Wind’s effect if you used it to place charges on Soul Sanctification).

Q: Does the ability on Double, Double (∞ 320) allow me to replay an event that removes itself from the game such as The Painted World (黑夜 24)?

A: No. While Double, Double’s ⌚ ability allows you to replay an event “as if it were in your hand”, it does not allow you to replay an event that has removed itself from the game as part of its effect.

Q: Can Down the Rabbit Hole (⌘ 59) reduce the experience cost to upgrade a customizable card (introduced in The Scarlet Keys Investigator Expansion)?

A: Yes. Spending experience on a customizable card’s upgrade sheet counts as upgrading that card. You may only use Down the Rabbit Hole’s effect once per customizable card when upgrading between scenarios.

Q: When purchasing level 0 cards to reach legal deck size, does Down the Rabbit Hole (★ 59) increase the cost to purchase those cards?

A: No, when purchasing level 0 cards to reach a legal deck size, those cards cost 0 XP until reaching a legal deck size again, even if the investigator has included Down the Rabbit Hole in their deck.

Q: On Your Own (⌚ 236) and On Your Own (⌚ 10) are the same level, although the latter has the exceptional keyword. Can I upgrade the former into the latter version?

A: Yes, you can upgrade the version of On Your Own without exceptional into the version with exceptional by spending 3 experience.

Q: Can I commit Grizzled (Ճ 101) when investigating a location that has one of its chosen traits?

A: Yes. Location cards are considered a type of encounter card, so if a location has one of the chosen traits for Grizzled, you can commit Grizzled to the investigation skill test.

Q: I'm playing Parallel "Ashcan" Pete (↑↑ 46) and my Makeshift Trap (Ճ 100) in play has the Explosive Device upgrade with no "time" left. Can I use Pete's ability to return it to my hand and still deal damage?

A: No. Using Parallel Pete's ↘ ability on Makeshift Trap replaces the discarding of Makeshift Trap, meaning its Explosive Device upgrade ability cannot resolve.

Q: If I activate the ➤ ability on Beguile (Ճ 10), will I provoke attacks of opportunity if I choose to investigate?

A: No. The ➤ ability on Beguile is one action that is multiple types simultaneously; it always has the "parley" action type in addition to its other types (activate/investigate/evade), so it never triggers attacks of opportunity.

Q: If I have a copy of Beguile (Ճ 10) attached to an enemy at a different location than me, what happens if I choose to activate Beguile's ➤ ability to perform an evade action there?

A: If you choose to activate Beguile's ➤ ability and evade, you can choose any enemy at the attached enemy's location (including the attached enemy itself) and perform an evasion test against that enemy's evade value. If you succeed, exhaust that enemy and disengage it from all investigators (and if you fail, discard that copy of Beguile per its ability).

Q: When playing Subject SU-21/"Suzi" (⌚ 1), can I devour permanents, investigator cards, investigator mini-cards, or weaknesses?

A: Suzi cannot devour permanents, investigator cards, or investigator mini-cards. However, Suzi can devour certain weakness cards, specifically ones that enter play under their bearer's control and that don't have any abilities preventing them from leaving play.

Q: When playing Subject SU-21/"Suzi" (⌚ 1), can I play Refine (Ճ 121) to upgrade customizable cards during a scenario?

A: Generally no. By default, Suzi can only upgrade cards from a class via the ability on the back of her investigator card, meaning she can't use Refine on most cards. The one exception is Hyperphysical Shotcaster (Ճ 119); Suzi can use Refine on the Shotcaster because it's a neutral customizable card.

Q: What types of abilities can cause me to trigger the ↘ ability on Stylish Coat (Ճ 71)?

A: The ↘ ability on Stylish Coat can be used when a card effect specifically instructs you to "gain" resources, such as with Salvage (Ճ 116). Any other card abilities that "place" resources, such as with .45 Thompson (∞ 186), or "move" resources from one card to another or from one card to your resource pool, such as the ability on Family Inheritance (∞ 11), do not trigger Stylish Coat's ability.

Q: If I use One-Two Punch (Ճ 17) on an enemy with the elusive keyword, and that enemy leaves my location after the first attack, does the rest of the attack resolve?

A: Yes. If an investigator uses an ability that allows them to perform sequential attacks against a ready enemy with the elusive keyword, they resolve each of those attacks against that enemy in succession, even if that enemy changes location while the ability resolves.

Q: Can I play Foresight (★ 64) while resolving an effect that instructs me to draw multiple cards simultaneously? What about while resolving an effect that lets me search my deck for a card and draw it?

A: Yes to both. You can play Foresight before drawing multiple simultaneous cards, and if the card that you name is among the drawn cards, you may resolve the choice on Foresight for that one card. You can also play Foresight while resolving an effect that has you search your deck for a card, however, you must name the card you're drawing before searching your deck.

Q: When a card ability allows me to resolve an ability "without paying its ➤ cost" such as on Hand-Eye Coordination (Ճ 30) does it allow me to avoid paying all ➤ costs?

A: If instructed to resolve an ability "without paying its ➤ cost," the investigator ignores only the first ➤ in the ability cost, if any. For each additional ➤ beyond the first, the investigator must spend an action to activate that ability. The investigator must also pay any other costs required for the ability.

Q: If I use Eldritch Tongue (Ճ 128) to play an event that attaches to another card, such as Beguile (Ճ 10), when does that event get removed from the game?

A: An event that attaches to another card is considered "resolved" when all abilities and effects triggered by it entering play resolve, including its attachment effect. If you play Beguile using Eldritch Tongue, Beguile will attach to the enemy, then immediately get removed from the game.

Q: If I use the ability on Rod of Carnamagos (Ճ 85) within a free player window of a skill test, does that count as chaos tokens revealed "during" that test?

A: Yes, the tokens revealed with Rod of Carnamagos this way are revealed "during" the skill test, and can trigger abilities like the ones on Sixth Sense (∞ 158) or Servant of Brass (Ճ 107). However, the tokens revealed with Rod of Carnamagos have no effect outside of these abilities, and are ignored at all other points of the skill test; they have no modifiers, no auto-success or auto-fail effect, etc.

Q: If a card ability allows me to move damage/horror to another card, can I move that damage/horror to a card without a health or sanity value?

A: No. An effect that can "move" damage/horror from one card to another—such as Wrong Place, Right Time (Ճ 115)—must move that damage/horror to a card that has a health or sanity value, respectively.

Q: Do parley actions count as actions for the purpose of card abilities such as Haste (Ճ 239)?

A: Yes. Parley is its own unique action type. You could trigger Haste's ↘ ability after taking two parley actions.

The Dunwich Legacy

The following questions contain light spoilers for *The Dunwich Legacy Campaign Expansion*.

Q: In Blood on the Altar, is the “pile of potential sacrifices” in play or out of play? Are they under any player’s control? What about cards that have been placed underneath the agenda deck?

A: The “pile of potential sacrifices” (and cards underneath the agenda deck) should be considered to be in play for the purposes of game rules, but these cards are under no player’s control. (Since the cards are facedown, you should try to remember which unique allies were kidnapped and added to the pile of potential sacrifices without having to look at it.) Additionally, the cards in the pile of potential sacrifices and underneath the agenda deck cannot be affected by player card effects or investigator actions.

Thus, if a unique asset is Kidnapped! (¶ 220), an investigator cannot play another copy of that asset. Additionally, if a player resigns or is defeated, any cards they own that are in the pile of potential sacrifices or facedown underneath the agenda deck will remain as such.

Q: After playing Blood on the Altar, what happens if Duke is listed under “Sacrificed to Yog-Sothoth?” Is “Ashcan” Pete still playable without Duke?

A: If a required card (such as Duke) is permanently removed from your deck, it also removes the requirement of including that card. If for whatever reason Duke cannot be included in “Ashcan” Pete’s deck, that requirement is considered to be removed, and Pete may continue without Duke.

Of course, since this is a significant handicap, you may also choose to optionally retire Pete and continue using a new investigator at 0 experience.

The Path to Carcosa

The following questions contain light spoilers for scenarios in *The Path to Carcosa Campaign Expansion*.

Q: In “The Unspeakable Oath”, is the setup instruction regarding which version of Act 2—“The Really Bad Ones” the investigators should use correct? Am I supposed to be able to trigger the parley ability on Daniel Chesterfield (...Or At Least, What’s Left of Him)?

A: Yes, it is correct, and no, there is no way to trigger it (in this reality).

Q: What, if any, are the timing restrictions/implications of saying “Hastur” (for the purposes of taking horror)? Can I say “Hastur” after revealing a chaos token during a skill test to increase my skill value?

A: Yes. For all intents and purposes, it should be treated as a **Forced** ability, which means it can create a nested sequence if used during another ability or a skill test, and it does not need to be during a player window in order for it to occur.

The Forgotten Age

The following questions contain light spoilers for scenarios in *The Forgotten Age Campaign Expansion*.

Q: What happens if I perform an **explore** action and I cycle through the entire exploration deck without finding either a treachery card or a location specified by the **explore** ability?

A: In such a case, the exploration simply ends. It is neither successful nor unsuccessful. All locations drawn during the exploration should be shuffled back into the exploration deck, and the investigator’s action ends.

Q: If I am instructed to replay a scenario, do any effects from a previous resolution or interlude that refer to “the next scenario” apply? What about effects from the introduction that refer to “this scenario?”

A: Yes to both. If the previous resolution or interlude affects “the next scenario,” or if the scenario introduction affects “this scenario,” it should be construed to mean any playthrough of that scenario, including multiple playthroughs if the players are forced to replay it.

Q: If a resolution or interlude contains effects that refer to “the next scenario,” will these apply to a side-story?

A: No; these effects refer only to the next scenario in the natural order of the campaign (for example, Scenario II: “The Doom of Eztl” after playing Scenario I: “The Untamed Wilds”). Additionally, for the purposes of these effects, Scenarios V–A and V–B are two separate scenarios.

Q: Does Charon’s Obol (¶ 308) trigger its effects if a resolution instructs me to replay a scenario? What about in between Scenarios V–A and V–B?

A: Charon’s Obol’s effects occur “When earning experience during the resolution of a scenario...” Therefore, Charon’s Obol will not trigger when you are instructed to replay a scenario, because such resolutions state that “No experience points are earned from your previous game.”

However, in between Scenarios V–A and V–B, experience is earned, so Charon’s Obol will indeed trigger, even though players are not allowed to spend those experience points until after they have played Scenario V–B.

Q: When setting up “The City of Archives”, do I follow Setup instructions or constant abilities on my investigator card, such as Sefina Rousseau (¶ 3) or Lily Chen (¶ 10)?

A: When setting up The City of Archives, you are instructed to swap your investigator card with a Body of a Yithian card (¶ 244). This swap occurs during Step 10 of Setting Up the Game, as outlined in the Rules Reference. Any investigators with Setup abilities that resolve before Step 10 of Setup should do so, meaning Sefina Rousseau (¶ 3) should choose her 5 events and Lola Hayes (¶ 6) should choose her role before swapping.

Q: In “The City of Archives”, if I am instructed to use the Body of a Yithian (¶ 244) for the remainder of the campaign, how should I set up my investigator in future scenarios?

A: In future scenarios, you must swap your investigator card with a Body of a Yithian card during Step 10 of Setting Up the Game, as outlined in the Rules Reference, just as you would when playing “The City of Archives” scenario (see above).





The Circle Undone

The following questions contain light spoilers for *The Circle Undone Campaign Expansion*.

Q: In "The Wages of Sin", When a location flips from its non-**Spectral** side to its **Spectral** side (or vice versa), what happens to tokens, attachments, or other cards at that location?

A: When such a location flips from one side to its other side, the location does not leave play. Therefore, all tokens that were on that location remain on its new side, all attachments remain attached, and all enemies, investigators and assets that were at that location remain as well.

Q: Do Unfinished Business cards in an investigator's threat area count as Heretics in play for the purposes of this scenario's resolution? (i.e. how many heretics were unleashed unto Arkham?)

A: No. Only Heretics with the Heretic side faceup count. (However, note that Unfinished Business cards in an investigator's threat area will not count their victory points, either, as normal.)

Q: In "Before the Black Throne", when a location is connected via the Cosmos deck or when the placement of a location moves during this scenario, can it be placed in a spot where there is no empty space?

A: Yes. Empty space serves as a method to judge the distance from one location to another, and as a place for certain enemies to spawn or move through; it is not required that there be an empty space in the spot where the location is placed or moves to.

The Dream-Eaters

The following questions contain light spoilers for scenarios in The Dream-Eaters campaign.

Q: What happens if an enemy with the swarming keyword loses swarming or is blanked, such as via Mind Wipe (¶ 68)?

A: Swarming only resolves when the enemy with the swarming keyword enters play. If it later loses the swarming keyword or its text box is blanked, its swarm cards remain in play and it is still considered a host enemy.

Q: Can I use a card effect that discards a host enemy without defeating it, such as Close Call (¶ 83)? If so, what happens to its swarm cards?

A: A host enemy cannot be defeated while it still has swarm cards underneath it, but it can still be discarded or removed through other methods. In such a case, its swarm cards would also leave play.

The Innsmouth Conspiracy

The following questions contain light spoilers for scenarios in The Innsmouth Conspiracy campaign.

Q: Can I trigger a Flashback more than once to gain its game effects multiple times?

A: No. Generally speaking, unless otherwise noted, interludes and other sections in the campaign guide (such as Flashbacks) are only ever resolved once.

Q: If an investigator starts their turn at a fully flooded location, enters an unrevealed location with no flood token, and that location becomes flooded "after it is revealed," does the investigator still "struggle for air?" Or does this count as entering an unflooded location?

A: Technically the investigator has entered an unflooded location, which then became flooded after it was revealed, so they would not struggle for air.

Q: What happens if an Underground River (● 104) becomes fully flooded while it is unrevealed, and then becomes revealed?

A: It cannot be fully flooded once it has been revealed, so set it to the nearest state (in this case, partially flooded). Its forced effect fails.

Q: When can I spend experience to play a side story during The Innsmouth Conspiracy campaign?

A: You may only spend experience during The Innsmouth Conspiracy campaign when instructed (mostly between certain scenarios). This includes spending experience to play side stories.

The Scarlet Keys

The following questions contain light spoilers for scenarios in The Scarlet Keys campaign.

Q: If I play On the Hunt (● 263) or Kicking the Hornet's Nest (● 68) and draw an enemy with the concealed keyword, where does it spawn?

A: Both events instruct you to spawn the searched enemy engaged with you instead of its normal spawn location. For enemies with the concealed keyword, their "normal spawn location" is in "the shadows." So, playing either event allows you to circumvent the concealed keyword and instead spawn the searched enemy engaged with you.



Q: How many concealed mini-cards can I expose if I resolve an ability with multiple effects, such as Power Word (● 81) with its Tonguetwister or Thrice Spoken commands, or Breaking and Entering (● 114)?

A: An ability that contains multiple effects able to expose an enemy can have just one of those effects replaced with the exposure. A concealed mini-card may be exposed by successfully attacking it, successfully/automatically evading it, successfully investigating its location, automatically dealing damage to it, or automatically discovering a clue at its location. Any of these effects can be replaced with the exposing of one mini-card, and only one mini-card at a time can be exposed by such an effect.

Q: Does a concealed mini-card count as an enemy for the purposes of card effects that depend on having an enemy at my location?

A: No. A concealed mini-card can be attacked or evaded "as if it were an engaged enemy", but for all other effects, it is not considered an enemy at the location.

For example, if Trish Scarborough (● 3) discovers a clue at a location with a concealed mini-card but no enemies, she is unable to trigger her ● ability because the clue was not discovered at a location "with an enemy." Additionally, card effects that require an investigator to "choose an enemy", such as Expose Weakness (● 228), cannot be used to target a concealed mini-card.

Q: If performing the Shift ability on the Unstable side of a key would not affect each investigator or each enemy in play, can I still shift the key?

A: To perform a Shift ability on a key, you must resolve as much of that ability as possible, and if that ability changed the game state at all, you are considered to have successfully shifted that key.

For example, to shift The Last Blossom (● 44) from its Unstable side, you must heal at least 1 damage from an enemy in play (though you must heal 1 damage from as many enemies as possible). Similarly, in order to shift The Bale Engine (● 269) from its Unstable side, at minimum 1 investigator needs to discard 1 resource (but each investigator must discard as many resources as possible, to a max of 3).

The Feast of Hemlock Vale

The following questions contain light spoilers for scenarios in The Feast of Hemlock Vale campaign.

Q: After completing Prelude: The Final Evening, do I carry over any assets, cards, or resources in my play area to the next scenario?

A: No, clean up the game as normal.

Q: When cleaning up a Prelude in this campaign, what happens to cards attached to or placed beneath other cards in play (e.g. Sefina Rousseau (● 3))?

A: Aside from the single asset you choose to keep, each faceup card attached to another is discarded, while each card attached facedown or "placed beneath" another card will remain in play. Everything else in your threat area and play area is cleaned up as normal.

Q: When resolving the Revelation effect on treacheries such as Calcification (● 223) or Psychotropic Spores (● 240), when can I take the direct damage/horror to automatically succeed?

A: When resolving these abilities, the investigator may choose to either perform the effect before the test, and therefore skip revealing chaos tokens for that test; or they may attempt the test, and if they fail they may perform the game effect to treat the test as successful.

The List of Taboos

The List of Taboos is a list of *Arkham Horror: The Card Game* cards with optional deckbuilding restrictions or text changes. This list is designed to craft a healthy balance between investigator power and scenario difficulty, and to enforce shifts in deckbuilding environments over time.

Adhering to The List of Taboos is completely optional. Investigators are not forced to adhere to the restrictions on this list, but if an investigator chooses to do so, they must do so in full (an investigator cannot pick and choose which restrictions to use).

Chained / Unchained

Cards from this list have their experience cost increased or decreased by the amount listed below. Each card's level remains the same—only the experience spent to purchase the card is altered. This experience adjustment should also be taken into account when upgrading to or from a card that is on this list.

- Ⓐ Scavenging (★ 73): +2 experience
- Ⓐ Scavenging (-cat 332): +2 experience
- Ⓐ Pathfinder (● 108): +1 experience
- Ⓐ Flamethrower (● 305): +1 experience
- Ⓐ Drawing Thin (∞ 159): +3 experience
- Ⓐ Knowledge is Power (∞ 231): +2 experience
- Ⓐ The Necronomicon (*Petrus de Dacia Translation*) (● 33): +3 experience
- Ⓐ Signum Crucis (● 197): -2 experience
- Ⓐ Rite of Equilibrium (● 308): -2 experience
- Ⓐ Sharpshooter (✓ 27): -1 experience
- Ⓐ Gené Beauregard (★ 99): +2 experience
- Ⓐ Runic Axe (✓ 22) Upgrade – **Inscription of the Hunt**: +1 experience
- Ⓐ Underworld Market (✓ 77): +2 experience
- Ⓐ Shed a Light (✓ 108): +2 experience
- Ⓐ Old Keyring (✓ 117): +1 experience
- Ⓐ Ravenous Myconid (*Sentient Strain*) (✓ 59): +1 experience
- Ⓐ Ravenous Myconid (*Carnivorous Strain*) (✓ 60): +1 experience

Mutated

Cards from this list have additional or altered text, as described below.

- Ⓐ Dr. Milan Christopher (★ 33): This card's ⚡ ability now reads: “After you successfully investigate, exhaust Dr. Milan Christopher...”
- Ⓐ Elusive (★ 50): This card now reads: “Disengage from each enemy engaged with you and move to a connecting location with no enemies.”
- Ⓐ Rex Murphy (● 2): This card's ⚡ ability gains: “(Limit once per round.)”
- Ⓐ Ritual Candles (● 29, ♀ 5), Hypnotic Gaze (● 153, ♀ 14, ♀ 23), Jewel of Aureolus (● 269), Voice of Ra (♀ 16), Banish (∞ 113): These cards now read “a symbol” instead of the list of indicated symbols.
- Ⓐ Delve Too Deep (● 111): This card gains: “Group limit 2 copies of Delve Too Deep in the victory display.”
- Ⓐ Springfield M1903 (● 226): This card's ➤ ability gains: “This attack may target a non-*Elite* enemy up to one location away from its standard range, ignoring the aloof and retaliate keywords.”

- Ⓒ Quick Thinking (● 229): At the end of its ability, this card gains: “(Max once per round.)”
- Ⓒ Strange Solution (*Acidic Ichor*) (● 263): This card's fight ability now reads: “+1 damage” instead of “+2 damage.”
- Ⓒ Ace in the Hole (● 266): This card gains: “(Max once per round.)”
- Ⓒ Lola Hayes (● 6): This card's forced ability is moved to its reverse side, and it should instead read: “**Additional Setup:** After you draw your opening hand, choose a role (▼, ▲, ♀, △, or Neutral).” This card's front side additionally gains: ➤: Switch roles. Does not provoke attacks of opportunity.”
- Ⓒ Crisis of Identity (● 19): This card's revelation ability now reads: “Discard 1 card in your hand or play area of your current role. Then...”
- Ⓒ Sleight of Hand (● 29): This card's ability now reads: “Put a level 0–3 **Item** asset into play from your hand.”
- Ⓒ David Renfield (● 112): This card's ⚡ ability now reads: “... Gain 1 resource for each doom on David Renfield (to a maximum of 3 resources).”
- Ⓒ Key of Ys (● 315): This card gains the exceptional keyword.
- Ⓒ Dark Prophecy (● 32, ♀ 17): This card now reads “a non-★ symbol” instead of “a ♀, ▲, ♀, △, or ♀ symbol.”
- Ⓒ Persuasion (● 105): This card's ability now reads “**Parley.** Choose a non-weakness enemy at your location...”
- Ⓒ Counterspell (● 110): This card now reads “a non-❀ symbol” instead of “a ♀, ▲, ♀, or ❀ chaos token.”
- Ⓒ Pay Day (● 233): This card's ability now reads: “Gain 1 resource for each action you spent this turn...”
- Ⓒ All In (● 309): At the end of its ability, this card gains: “Remove All In from the game.”
- Ⓒ Scroll of Secrets (*all three versions*) (∞ 116, 188, 189): These cards' ➤ abilities are now ⚡ abilities.
- Ⓒ Interrogate (∞ 20): This card's ability now reads “**Parley.** Choose a non-*Elite* enemy at your location...”
- Ⓒ Mr. “Rook” (∞ 153): This card's ⚡ ability is now a ➤ ability.
- Ⓒ Telescopic Sight (∞ 230): This card loses the text: “Attached asset cannot be used to attack enemies engaged with you.”
- Ⓒ Eucatastrophe (∞ 324): This card's ability gains: “Remove Eucatastrophe from the game.”
- Ⓒ Mandy Thompson (cat 2): This investigator now reads: “Deck Size: 50” and “Deckbuilding Requirements (do not count toward deck size): 3 copies of Occult Evidence...”
- Ⓒ Pendant of the Queen (cat 22): This card's constant ability now reads: “If this card has no charges, remove it from the game.”
- Ⓒ .35 Winchester (cat 195): This card's ➤ ability now reads: ➤ Spend 1 ammo: **Fight.** You get +2 ♀ for this attack. If a chaos token with a non-negative modifier is revealed during this attack, this attack deals +2 damage.”
- Ⓒ Three Aces (cat 199): This card's ability gains: “Remove each committed copy of Three Aces from the game.”
- Ⓒ Daredevil (✓ 18): Instead of “Shuffle each weakness that was discarded...”, this card's ability now reads: “After this skill test resolves, draw each weakness discarded by this effect.”

- ② **Trish Scarborough** (● 3): This card's ● ability now reads: "After you discover 1 or more clues at a location with an enemy: Either discover 1 additional clue at that location, or automatically evade that enemy if it is non-*Elite*. (Limit once per round.)"
- ② **Ancient Covenant** (● 122): This card's ● ability now reads: "When you resolve a ♦ token during a skill test..."
- ② **Flute of the Outer Gods** (● 268): This card loses the exceptional keyword and gains "Limit 1 per deck."
- ② **A Watchful Peace** (● 269): This card's ability gains: "Remove A Watchful Peace from the game."
- ② **Hallow** (● 301): This card's ability gains: "Remove Hallow from the game."
- ② **Geared Up** (※ 19): This card's **Forced** effect now reads: "**Forced** – When your first turn of the game begins: One at a time, play up to 5 *Item* assets..."
- ② **Jeremiah Kirby** (※ 32): This card's ability gains: "(Max twice per game.)"
- ② **Prophesiae Profana** (※ 45): This card's constant ability now reads: "...you get +1 ♠, +1 ♣, and ignore the first attack of opportunity you take each turn."
- ② **Black Market** (※ 55): This card gains: "Max once per round."
- ② **Burn After Reading** (※ 76): This card's ability gains "(Max twice per game.)"
- ③ **Eon Chart (both versions)** (※ 98, 100): These cards should read "basic actions" instead of "actions."
- ③ **Unscrupulous Loan** (※ 113): The first line of this card gains: "Campaign Mode only."
- ③ **Cyclopean Hammer** (※ 187): This card's parenthetical now reads: "...(If you succeed by 3 or more, you may exhaust Cyclopean Hammer to instead deal +2 damage and move the enemy up to two locations away from you.)"
- ③ **Research Notes** (♂ 45): This card's second ability gains: "(max 3 evidence spent per round.)"
- ③ **Power Word** (♂ 81): This card's ♂ ability now reads: "♂ If attached enemy is at your location: **Parley**. Test ♠ (3). If you succeed, give it a command (limit once per round per command) – "Go." This enemy moves once in a direction of your choice."
- This card's customizable sheet loses the "Mercy" ability and gains "□ **Cower**. Add the command: "♦ 'Cower.' This enemy exhausts."
- ③ **Empirical Hypothesis** (♂ 41): This card's ⚡ ability gains "(Limit twice per round.)"

Forbidden

Cards from this list cannot be included in your deck.

- ② **Double or Nothing** (§ 26)



Ultimatums and Boons

The Ultimatums and Boons list provides an optional set of variants to further tailor your experience of *Arkham Horror: The Card Game* for your group. Each Ultimatum is a restriction, limitation, or additional rule that makes the game harder for that group of investigators. Conversely, Boons reduce certain limitations and restrictions to make the game easier for a group of investigators. After deciding which scenario or campaign to play, each group of investigators may optionally select as many of the following Ultimatums and/or Boons as they wish.

Groups are not obligated to choose any particular Ultimatum or Boon, and the choice of which to use must be unanimous among all investigators in the group. Once chosen, all Ultimatums and Boons are permanent throughout the duration of the campaign or scenario.

Ultimatums and Boons are not created equal. Some may have a greater impact on difficulty than others. Groups may wish to discuss which Boons and/or Ultimatums to take in tandem to fine-tune their preferred difficulty level.

Ultimatums

The following is a list of some Ultimatums designed for *Arkham Horror: The Card Game*. Players may use these as written, or design their own.

Ultimatum of Agony

When assigning damage or horror, investigators must assign as much damage or horror as possible to a single card before any excess may be assigned to a different card.

Ultimatum of Broken Promises

Remove the Elder Sign token from the chaos bag during setup of a campaign or standalone scenario.

Ultimatum of the Broken Veil

Anytime 1 or more weakness cards are discarded from the top of an investigator's deck, shuffle those cards back into that investigator's deck.

Ultimatum of Chaos

Each investigator's starting deck of non-signature, non-weakness cards must be selected at random from among all eligible options in that player's collection.

Ultimatum of Disaster

Each investigator's deckbuilding requirements gain "1 additional random basic weakness."

Ultimatum of Dread

Do not skip the mythos phase during the first round of each game.

Ultimatum of Failure

Add an additional autofail token to the chaos bag during setup of a campaign (or standalone scenario).

Ultimatum of Finality

Campaign Mode only. If an investigator is defeated by damage, they are **killed**. If an investigator is defeated by horror, they are driven **insane**.

Ultimatum of Forbidden Knowledge

Each investigator begins the game with 1 fewer card in their opening hand.

Ultimatum of Hardship

Each investigator begins the game with 2 fewer resources in their resource pool.

Ultimatum of the Highlander

Each investigator's deck can only include 1 copy of each non-weakness card, by title (unless multiple copies of that card are required by that investigator's deckbuilding requirements).

Ultimatum of Induction

Campaign Mode only. Investigator decks can only contain level 0 cards. Investigators cannot earn or spend experience.

Ultimatum of Orthodoxy

Play the game using the Taboo List.

Ultimatum of The Scream

Campaign Mode only. When a unique non-story and non-weakness ally asset you control is defeated, remove it from the game. You cannot play that card for the rest of the campaign. After the scenario ends, remove that ally and all copies of it from each player's deck.

Ultimatum of Survival

Campaign Mode only. If an investigator is killed or driven insane, their player is eliminated from the campaign and cannot continue playing as a new investigator.

Ultimatum of Ultimatums

Campaign Mode only. Before each game in the campaign, choose 1 ultimatum/boon at random and begin the game with that boon or ultimatum active. (This does not apply to ultimatums or boons that affect deckbuilding or chaos bag construction.)

Boons

The following is a list of some Boons designed for *Arkham Horror: The Card Game*. Players may use these as written, or design their own.

Boon of the Ancients

Campaign Mode only. Each investigator begins the campaign with 5 additional experience.

Boon of Athena

The first time each game you draw the autofail token, you may cancel that token, return it to the chaos bag, and draw another in its place.

Boon of Destiny

Before drawing your opening hand, you may search your deck for 1 copy of a card and add it to your hand (this does not change the number of cards in your opening hand).

Boon of Hades

Each investigator begins the game with 2 additional resources in their resource pool.

Boon of Hermes

Each investigator may take an additional action during their turn, which may only be used to move.

Boon of Osiris

The first time each investigator would be defeated in a scenario, after suffering trauma, heal all damage and horror from that investigator. That investigator cannot be damaged until the beginning of their next turn.

Boon of Thoth

Each investigator begins the game with 1 additional card in their opening hand.

Refractions

The Refractions list provides several optional campaign and scenario-specific Ultimatums and Boons to tailor an individual group's play experience. Groups are not obligated to choose any particular Refraction, and the choice of which to use must be unanimous among all investigators in the group. Once chosen, Refractions are permanent throughout the duration of the campaign or scenario.

The following list contains light spoilers for their respective scenarios/campaigns.

Ultimatum of Invisibility

Undimensioned and Unseen (The Dunwich Legacy Campaign)

Each Brood of Yog-Sothoth (§ 255) gains the **Elite** trait and is immune to all player card effects except for the effects of Esoteric Formula (§ 254).

Ultimatum of Multiplication

Undimensioned and Unseen (The Dunwich Legacy Campaign)

Instead of the standard setup instructions, begin the game with all five Brood of Yog-Sothoth cards in play: one in each of the five locations besides Dunwich Village (§ 242).

During this scenario, whenever an effect would cause you to spawn a set-aside Brood of Yog-Sothoth, you must instead place one doom on the current agenda.

Ultimatum of Death

The Pallid Mask (The Path to Carcosa Campaign)

After setup, immediately advance Agenda 1a to Specter of Death (§ 241b) and spawn it at your starting location, exhausted.

Agenda 2a (§ 242) gains +6 doom threshold.

Specter of Death gains the following text: “**Forced** – When Specter of Death is defeated: Instead of adding it to the victory display, heal all damage from it and exhaust it. It does not ready during the next upkeep phase.”

Ultimatum of The Man

The Pallid Mask (The Path to Carcosa Campaign)

For the purposes of Corpse Dweller’s (§ 259) spawn ability, The Man in the Pallid Mask does not count as a **Humanoid** enemy.

While it is Act 2, The Man in the Pallid Mask cannot leave the Tomb of Shadows (§ 257).

Ultimatum of the Unspeakable Name

The Path to Carcosa Campaign

If you heeded Daniel’s warning is recorded in your Campaign Log, each time you speak the name of HASTUR aloud during setup or play of a scenario, in addition to taking 1 horror, suffer 1 mental trauma.

Ultimatum of Venom

The Forgotten Age Campaign

Each copy of Poisoned (¶ 102) gains “**Forced** – When the game ends, if you have not been eliminated: Suffer 1 physical trauma.”

Ultimatum of the Drowned

Into the Maelstrom (The Innsmouth Conspiracy Campaign)

Each agenda gets -1 doom threshold.

The **Forced** effect on Dagon’s (● 330b) (*Awakened and Enraged*) side instead reads: “**Forced** – After Dagon is evaded or dealt damage: Do the same to a copy of Dagon’s Brood in play, as well. Ready Dagon.”

The **Forced** effect on Hydra’s (● 331b) (*Awakened and Enraged*) side instead reads: “**Forced** – After Hydra is evaded or dealt damage: Do the same to a copy of Hydra’s Brood in play, as well. Ready Hydra.”

Ultimatum of Annoyance

Edge of the Earth Campaign

When the campaign begins, shuffle 3 random cards from the *Tekeli-li* encounter set into each investigator’s deck.

Boon of The Dreamer

Where the Gods Dwell (The Dream Eaters Campaign)

After advancing to Act 5, advance to agenda 3a and remove all doom from it. This agenda gets +2 doom threshold.

Boon of Atonement

Shades of Suffering (The Scarlet Keys Campaign)

Each agenda gets +1 doom threshold.

Boon of the Dance

The Feast of Hemlock Vale Campaign

When choosing residents to share a dance with during **Prelude:**

The Second Evening, players may check the Relationship Level requirements of a codex entry before resolving it.

Boon of Bliss

Fate of the Vale (The Feast of Hemlock Vale Campaign)

Each agenda gets +2 doom threshold.

Boon of the Miners

Fate of the Vale (The Feast of Hemlock Vale Campaign)

Fate of the Vale (v.III) (◎ 159)’s first ability should read “►: Spend X clues: Place X resources on your location, as kindling...” and its second ability should instead read “► If your location has 1§ kindling on it, remove all kindling from it: Draw 1 set-aside Fire! treachery. (Group limit once per location.)”

Quick Reference

This section provides standard play information in an abbreviated, quick-reference format that can be helpful in clarifying some common situations in the game.

Spawning an Enemy

1. If an enemy is being spawned without an investigator drawing it, the effect spawning the enemy will typically indicate where that enemy should spawn. After spawning the enemy at that location, it will automatically engage investigators at its location using the rules for Enemy Engagement (Rules Reference, page 10), unless it is aloof.
2. If an investigator draws an enemy, check to see if the enemy has a “Spawn –” instruction.
 - » If the enemy has a “Spawn –” instruction, the enemy spawns at the indicated location. After spawning the enemy at that location, it will automatically engage investigators at its location using the rules for Enemy Engagement (Rules Reference, page 10), unless it is aloof.
 - » If the enemy does not have a “Spawn –” instruction, the investigator drawing the enemy spawns it engaged with him/her, unless it is aloof.

“Prey –” instructions have no direct impact on which location an enemy will spawn at. The only time “Prey –” instructions will impact this process is when an enemy spawns unengaged at a location with multiple investigators, and you use the rules for Enemy Engagement (Rules Reference, page 10) to determine which investigator it should automatically engage.

Chaos Token Names



Elder Sign



Auto-fail



Elder Thing



Cultist



Skull



Tablet



Bless



Curse



Frost



Campaign Product Icons

This section lists each campaign along with their associated icon so players can tell, at a glance, what campaign a particular card is from.

★ Core Set (*Night of the Zealot*)

★ Return to the *Night of the Zealot*

■ The Dunwich Legacy

■ Return to the *Dunwich Legacy*

■ The Path to Carcosa

■ Return to the *Path to Carcosa*

● The Forgotten Age

● Return to the *Forgotten Age*

∞ The Circle Undone

∞ Return to the *Circle Undone*

● The Dream-Eaters

● The Innsmouth Conspiracy

※ Edge of the Earth (Investigator Expansion)

※ Edge of the Earth (Campaign Expansion)

※ The Scarlet Keys (Investigator Expansion)

※ The Scarlet Keys (Campaign Expansion)

※ The Feast of Hemlock Vale (Investigator Expansion)

※ The Feast of Hemlock Vale (Campaign Expansion)

Standalone Product Icons

This section lists each standalone product along with their associated icon so players can tell, at a glance, what product a particular card is from.

† Curse of the Rougarou

† Carnevale of Horrors

♣ Labyrinths of Lunacy

△ Guardians of the Abyss

● The Blob That Ate Everything

● Murder at the Excelsior Hotel

● War of the Outer Gods

● Machinations Through Time

● The Blob That Ate Everything ELSE

Starter Deck Product Icons

This section lists each investigator starter deck along with their associated icon so players can tell, at a glance, what product a particular card is from.

● Nathaniel Cho

● Harvey Walters

● Winifred Habbamock

● Jacqueline Fine

● Stella Clark

Promo Icons

□ Novella

↑ Parallel