Arkham Horror®
The Card Game

Notes, Errata, and Frequently Asked Questions

V.1.6 September, 2019—The Dream-Eaters 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 (v1.6): Campaign Guide Errata (The Blob That Ate Everything), Card Errata (Drawing the Sign, Laboratory Assistant, A Sacrifice Made, Death's Approach, In Pursuit of the Dead, Unfinished Business, Guiding Spirit), (1.17) Nested Skill Tests, Frequently Asked Questions, The List of Taboos

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 may 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)**."

(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 his or her slot limit for that type of asset, the investigator must choose and discard other assets under his or her control simultaneously with the new asset entering the slot."

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."

(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 his or her 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 his or her 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**."

(v1.6) The Blob That Ate Everything, resolutions section
Resolution 3 should read "**Resolution 2.**"

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).

(v1.0) 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."

(v1.1) 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)."

(v1.2) Peter Clover (79)
O'Bannion's Thug (97)
Mobster (98)
The "***Human***" trait on each of these cards should read "***Humanoid***" instead.

(v1.2) Clover Club Pit Boss (78)
This enemy's traits should be "***Humanoid. Criminal. Elite.***"

(v1.2) The Gold Pocket Watch (305)
Each of this card's symbols should be symbols, instead.

(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) 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."

(v1.2) Patient Confinement (178-181)
Each of these locations should not have the "***Arkham Asylum***" trait.

(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."

(v1.3) Madness Dies (319)
This act's second ability should read: "Hastur cannot be defeated unless an investigator 'knows the secret.'"

(v1.3) Henry Armitage (40)
This card's ability should read: "After you draw a non-weakness card, discard that card…"

(v1.4) Shortcut *(level 2)* (232)
This card's ability should read: "…Any investigator at this location may trigger this ability."

(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)."

(v1.4) 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 ability should read: "When an investigator reveals an chaos token…"

(v1.4) Yaotl (35)
This card's ability should read: "Discard the top card of your deck. (Limit once per phase.)"

(v1.41) The Skeleton Key (270)
This card's ability should read: "If The Skeleton Key is in your play area, attach it to your location…"

(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) Carolyn Fern (Novella Promo 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)."

(v1.5) 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)."

(v1.5) 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) Drawing the Sign (41)
This card's second ability should read: "Your maximum hand size is reduced by 5."

(v1.6) Laboratory Assistant (20)
This card's first ability should read: "Your maximum hand size is increased by 2."

(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."

(v1.6) 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) Guiding Spirit (236)
This card's **Forced** ability should read: "When Guiding Spirit is defeated by horror: Exile it."

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 control another investigator's signature cards.
  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.

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. abilities with a bold action designator do not provoke attacks of opportunity.

(1.2) Triggered Abilities
An investigator is permitted to use triggered abilities (, *and* abilities) from the following sources:

- A card in play and under his or her control. This includes his or her 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 ( ) Opportunities
When a triggering condition resolves, investigators are granted the opportunity to resolve 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 ability in response to a triggering condition does not prevent other abilities from being used in response to that same triggering condition.

For example: Roland has just defeated an enemy and wishes to trigger his 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 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 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 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 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 his or her turn, the first action he or she takes 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, he or she 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.
- 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 he or she controls, he or she retains 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, he or she retains control of the attachment (but does not gain control of the attached encounter card).

(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)*:** 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).
- **Investigators with unlimited access to one class and limited access to a second class, without using the word "other" *(i.e. Norman Withers)*:** A multi-class card will occupy one of the investigator's limited slots, even if it also falls into the unlimited category.
- **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.

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 (, , 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 his or her 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.

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.

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

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).

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

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).

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

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

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

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).

*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?*

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

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

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

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

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.

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

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.

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?

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.

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?

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 his or her skill test.

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?

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.

When I attack using Shrivelling (60) and reveal a , , , , or symbol, when do I take 1 horror?

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.

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?

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.

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?

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.

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?

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.

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

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.

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?

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.

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?

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.

*What consistitutes a "skill test on a **Spell** card" for the purposes of cards like Spirit Athame (35) and Grounded (113)?*

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).

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

Yes, but only if there are no other eligible locations with a vaild 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.

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)?

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.

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

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.

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

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

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

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.

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?

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.

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?

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.

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?

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.

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?

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.

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

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

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

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).

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

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.

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

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.

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?

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.

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

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.

Does Patrice Hathaway's (5) 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)?

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).

Can Patrice Hathaway's (🐱 5) ability cause her to discard hidden encounter cards from her hand?

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

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

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.

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

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

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

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.)

Blood on the Altar

The following questions contain light spoilers for "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?

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 he or she owns that are in the pile of potential sacrifices or facedown underneath the agenda deck will remain as such.

What happens if Duke is listed under "Sacrficed to Yog-Sothoth?" Is "Ashcan" Pete still playable without Duke?

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 Unspeakable Oath

The following questions contain light spoilers for "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)?

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

The Forgotten Age

The following questions contain light spoilers for scenarios in The Forgotten Age campaign.

*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?*

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.

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?"

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.

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

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

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?

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.

The Wages of Sin

The following questions contain light spoilers for "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?*

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.

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?)

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.)

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.

- Machete (20): +2 experience
- Elusive (50): +2 experience
- Double or Nothing (26): +3 experience
- Switchblade *(level 2)* (152): +1 experience
- Higher Education (187): +5 experience
- Streetwise (189): +5 experience
- Scrapper (193): +2 experience
- Springfield M1903(226): –1 experience
- Drawing Thin (26): +3 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…"
- Rex Murphy (2): This card's ability gains: "(Limit once per round.)"
- Delve Too Deep (111): This card gains: "Group limit 2 copies of Delve Too Deep in the victory display."
- Quick Thinking (229): This card gains: "Max 1 committed per skill test."
- Ace in the Hole (266): This card gains: "Max once per round."
- Sleight of Hand (29): This card's ability now reads: "Put an ***Item*** asset that takes up fewer than 2 hand slots into play from your hand."
- Key of Ys (315): This card gains the exceptional keyword.

Forbidden

Cards from this list cannot be included in your deck.

There are no cards currently on the forbidden list.

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.

Campaign 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*
- *The Circle Undone*
- *The Dream-Eaters*

Chaos Token Names

Elder Sign	
Auto-fail	
Elder Thing	
Cultist	
Skull	
Tablet	